



Year of the Open Road



THE ABSALOM INITIATION

By Lyz Liddell

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1-01: The Absalom Initiation is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

The Absalom Initiation makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Pathfinder Society Guide.



Repeatable

The Absalom Initiation

By Lyz Liddell

For much of its history, Absalom has been a hotbed of political intrigue and maneuvering power mongers, yet the past several decades have been especially dire. A combination of the primarch Lord Gyr's permissive policies, struggles for control of the city by foreign agents, and the inscrutable motives of the Pathfinder Society's masked Decemvirate has fostered no end of scheming and plots. For the Society, the so-called Shadow War was especially influential, marking a time when international factions recruited Pathfinders to engage in espionage, sabotage, and even worse in service to these disparate patrons. In time, factions undermined the very camaraderie that united the Society. In response to this turmoil, the Society's factions evolved from advocating national interests to ideological ones. While this evolution brought the Shadow War to an end, it still left numerous outside forces attempting to pull and shape the Pathfinder Society's operations according to their own agendas.

But times are changing. Lord Gyr disappeared several years ago, and rumor is that even the Decemvirate has purged its most toxic leaders. Meanwhile, the Society's penchant for involvement in international affairs has claimed the lives of thousands of agents in recent years. While many of the deadliest missions were launched with noble intentions, such as to prevent terrible catastrophes, the Society can no longer afford to commit so many agents to external objectives. As the Society strives to recover from its losses, a new generation of factions has arisen. Rather than stand apart from the Society and represent outside interests, each instead exists within the Society and promotes particular Pathfinder ideals.

The most recent set of initiates and recruits has passed their confirmation tests. It is cause for celebration—not only to toast these new Pathfinders, but also because this is a rare moment of jubilation following several years of hardship for the Society. This event also recognizes a changing of the guard as factions are concerned, with the previous factions' leaders having concluded their most pressing business and new leaders stepping forward to head four new factions.

ADVENTURE SYNOPSIS

The PCs attend a gathering at the Pathfinder Society's Grand Lodge, either to celebrate their new status as full-fledged Pathfinder agents, or to help build their name with prominent members of the Society. At the party, they have an opportunity to mingle with the Society's four major faction leaders, each of whom assigns the PCs to complete a mission in a different neighborhood of Absalom.

One mission sends the PCs to investigate a wrecked vessel in the Flotsam Graveyard, where they encounter

WHERE ON GOLARION?

The Absalom Initiation takes place entirely in Absalom, the City at the Center of the World. For more information on this thriving metropolis, see the *Lost Omens World Guide* and *Pathfinder Campaign Setting: Guide to Absalom*. Both are available in bookstores and hobby stores everywhere and online at paizo.com.



a strange creature and can learn about the ship's origins as part of the Silent Tide invasion. Another mission requires them to confront an eldritch researcher whose shadow ritual is spiraling out of control at the Blakros Museum. During a different mission, the PCs must visit a purportedly haunted house in the Precipice Quarter to learn more about the building's sinister past and survive its present dangers. The last mission the PCs can choose from takes them to the infamous Statue Street in Westgate to restore a petrified victim to life, but they must first confront angry citizens bent on upholding their neighborhood's tradition.

After completing the missions (in any order they prefer), the PCs return to the Grand Lodge and report their successes and findings to the faction leaders who assigned each mission, cementing their place as established agents ready to operate in the field.

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GETTING STARTED

The PCs are invited to a celebratory gathering at the Grand Lodge to recognize the successful completion of the new Pathfinder initiates' training and confirmation trials. Each PC has received an invitation from Head Initiate Janira Gavix encouraging them to attend the celebration. Give **Handout #1: Initiate's Invitation** to players whose PCs are level 1 and give **Handout #2: Experienced Agent's Invitation** to players whose PCs are level 2 or above. Janira hopes that the PCs can use the celebration as an opportunity to meet the faction leaders and other significant leaders of the Society.

SOCIETY OR PATHFINDER SOCIETY LORE

A PC who succeeds at a Society or Pathfinder Society Lore check might know more about the Pathfinder Society and the faction leaders. Remember, these checks should be rolled in secret.

Critical Success: The PC recalls the name of one of the significant NPCs that will be attending the party (chosen from the Other Participants section on page 8) and significant details about their history within the Pathfinder Society, gaining a +2 circumstance bonus to checks made while interacting with that NPC.

Success: The PC recalls the name of one of the significant NPCs that will be attending the party (chosen from the Other Participants section on page 8) and that individual's role or characteristics.

Failure: The PC recalls nothing of note regarding the Society's leadership.

Critical Failure: The PC recalls the name of one of the significant NPCs that will be attending the party (chosen from the Other Participants section on page 8) but misremembers details about their role or characteristics, taking a -2 circumstance penalty to checks made while interacting with that NPC.

Running This Scenario

This scenario is designed to allow replayability. Variable elements include which mission each faction leader asks the PCs to complete, which NPC is conversing with each faction leader when the PCs approach, and at least one factor within each encounter area. When preparing this scenario, you can choose each of these elements or determine them randomly using the tables in each section. Alternatively, GMs who prefer a more dynamic experience can determine the scenario elements on the fly during play.

This scenario also features numerous encounter locations. If you are running this adventure in a standard 4-hour slot, aim to spend about 40 minutes on each part, to leave time at the beginning for introductions and at the end for the conclusion.

PART I: PARTY

The PCs arrive at one of Skyreach Tower's convocation halls for the festivities. Read or paraphrase the following to begin.

It seems as though the entire Grand Lodge has the air of a celebration. The great gates are flung wide, and the phoenix trees lining the entryway are in full flame. The halls of the main tower of Skyreach, normally somber and reserved, echo with the sound of voices and music. The great ballroom is decked for a celebration, with colorful banners and bunting along the walls, tables replete with food and drink, and a jovial cacophony of conversation rising from Pathfinders of all ancestries, nations, and backgrounds.

After a quick scan of the room, it's obvious that many of the attendees have gathered in small groups here and there. A half-orc woman in an iconic ship captain's hat stands near the punch bowl, handing cups to anyone who passes within reach, and a dark-skinned half-elf leads a small group of new agents around the room, introducing them to other attendees. Several senior agents stand in quiet conferral with a dark-haired Taldan man with a distinctive chin strap beard, while a scholarly dwarf tells a rousing tale to a growing audience.

A familiar blond halfling woman bounces over, bubbling with excitement. Janira Gavix, Head Initiate of the Pathfinder Society, grins, "Oh, I'm so glad you made it! After all, the celebration is for you. Have you gotten drinks? Snacks? Be sure to spend some time getting to know everyone—it's best to be on good terms with the movers and shakers in the Society, that's how you learn about the latest opportunities. I'll be here if you need me to help you with anyone's names or to make an introduction. Just let me know how I can help!" Janira gestures everyone forward into the room, beaming all the while.

During the celebration, the PCs are expected to mingle and meet with each of the Pathfinder Society's major faction leaders. Each faction leader is detailed in the following sections, including their appearance and mannerisms, and gives the PCs one of three missions, determined randomly using **Table 1: Missions Granted by Faction Leaders** on page 5.

Janira is excited to help the PCs get settled in as new Pathfinders, and so she remains available throughout the celebration to assist them as needed. You can use Janira to encourage the PCs to start a conversation, identify the various faction leaders, transition them from one conversation to the next, and so forth as needed. She doesn't want to smother the new agents, however, and so she is happy to vanish into the crowd when her services aren't needed.

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When the PCs approach, each faction leader is engaged in conversation with an individual that has a significant leadership role within the Pathfinder Society; see Other Participants on page 8 for more information about these NPCs. It's clear that the faction leaders are simply engaging in idle conversation (rather than forming exclusive cliques), and they readily acknowledge newcomers.

Conversations with each faction leader are designed to be relatively quick and can be handled in any order the PCs wish; at a minimum, the faction leaders each present the PCs with the details of their mission. If the PCs draw out the interaction a bit by distracting the other guest speaking with that faction leader or by making a good impression on that guest in order to buy more of the faction leader's time, they can gain some extra information or minor assistance. The checks required to distract other guests are described in detail under Other Participants on page 8, and the minor assistance is detailed in each faction leader's section.

The faction leaders and the missions they can assign, plus the additional aid they provide if the PCs successfully occupy the other NPCs, are presented below. Details on the other significant NPCs, including roleplaying notes and the skills PCs can use to distract them, are listed following the faction leaders.

Once the PCs have collected each faction leader's mission, they can proceed through Parts 2 through 5 in any order they choose. More information about each mission appears in its corresponding part: Part 2 for the Flotsam Graveyard, Part 3 for the Petals District, Part 4 for the Precipice Quarter, and Part 5 for Westgate.

Calisro Benarry (Horizon Hunters Faction)

Former captain of the *Grimming Pixie* and faction leader most likely to be mistaken for a pirate, Calisro Benarry leads the Horizon Hunters, but she doesn't stand on ceremony. Her leadership often boils down to pointing out blank spots on the map to her agents. Although the half-orc can get serious in a crisis, this certainly isn't that time. During the celebration, she maintains a boisterous center of attention near the refreshments table and enthusiastically offers to "spice up" any Pathfinder's beverage from her own personal hip flask (which features a detailed engraving of a sizeable sailing ship—the *Grimming Pixie*).

Missions: Calisro offers one of the following missions.

Flotsam Graveyard: A wrecked ship has recently cycled

to the surface in the Flotsam Graveyard, with signs that it might date back to the original Silent Tide invasion—a centuries-past naval operation by Taldan operatives known as the Black Echelon attempting to take control of Absalom. Calisro points out that a newly uncovered vessel from that era would be a great discovery for a group of new Pathfinder agents—however, it seems that the people who informed her of the ship got scared off by something on board. While she doesn't explicitly direct the PCs to steal the ship, she does hint that it would make a grand impression on the other Pathfinders were the party to return "in style." Barring that, she encourages them to visit the ship and either verify or disprove the ship's rumored origin.



JANIRA GAVIX

TABLE 1: MISSIONS GRANTED BY FACTION LEADERS

d10	Calisro Benarry	Eando Kline	Fola Barun	Gorm Greathammer
1	Flotsam Graveyard	Petals District	Westgate	Precipice Quarter
2	Flotsam Graveyard	Westgate	Petals District	Precipice Quarter
3	Flotsam Graveyard	Westgate	Precipice Quarter	Petals District
4	Precipice Quarter	Flotsam Graveyard	Westgate	Petals District
5	Precipice Quarter	Petals District	Westgate	Flotsam Graveyard
6	Precipice Quarter	Westgate	Petals District	Flotsam Graveyard
7	Westgate	Flotsam Graveyard	Petals District	Precipice Quarter
8	Westgate	Flotsam Graveyard	Precipice Quarter	Petals District
9	Westgate	Petals District	Precipice Quarter	Flotsam Graveyard
10	Reroll			

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Precipice Quarter: A partially collapsed house in the Precipice Quarter, long rumored to be haunted, has been marked for demolition in the next few days. Calisro suggests—though her tone suggests that this mission is at least in part a dare—that the PCs could gain themselves a good story by staying in the house overnight before it’s demolished. Not only would such an endeavor prove their mettle and provide them with experience camping in potentially unfriendly territory, but they might also learn interesting tidbits about the house’s former owners. After all, she adds, not every discovery requires weeks of grueling travel.

Westgate: Calisro Benarry has made some weird friends over the years. One of the weirdest—a long-lived naga with unparalleled occult knowledge—was unjustly accused of a crime, punished with the Charge of the Gorgon, and left petrified in Westgate. Calisro’s bribed someone to get permission to restore her friend, but it’ll look a lot more official if a third party takes care of the details, and the PCs are a perfect fit. She gives the PCs a *greater salve of antiparalysis* with explicit instructions that it be used only on the target.

Additional Aid: If the PCs successfully gain more time with Calisro by occupying the NPCs near her, she laughs and slips them a small, unmarked hip flask, describing it as “a pick-me-up for when you really need to get back on your feet.” The PCs can examine the red fluid within with a DC 15 skill check to Identify Magic, learning on a success that this is a *minor healing potion* (or a *lesser healing potion* in Subtier 3–4).

Rewards: If the PCs gain additional aid from one of the four primary faction leaders, they earn 1 Treasure Bundle. If they gain aid from two or more of these leaders, they instead earn 2 Treasure Bundles.

Eando Kline (Vigilant Seal Faction)

Eando has a long history with the Pathfinder Society, and only recently has he settled into his position as leader of the Vigilant Seal faction. He’s the least friendly of the faction leaders, but he puts a great deal of faith in the rank-and-file agents. He’s assigning these missions because he believes the people that he’s giving them to can make the right call about how to handle what they find—more so than the Society leadership and even possibly himself. Eando is a stern human man of Taldan descent with tan skin, dark hair, and a distinctive chin strip of facial hair.



CALISRO BENARRY

Missions: Eando offers one of the following missions: **Flotsam Graveyard:** Some smugglers were using a recently exposed ship in the Flotsam Graveyard to smuggle goods into the city from Nex—including creatures, apparently. One of their “goods”

broke free of its containment, and the smugglers been looking for someone to recapture it. Eando isn’t keen on letting the smugglers regain their missing “cargo,” as the creature is equally likely to be a slave or a menace. The PCs’ goal is to locate and identify this strange creature, and then determine what its fate should be. Eando makes it very clear that he’s empowering the group to make that decision, because he doesn’t believe they should trust an uninformed central authority to make that call.

Petals District: A researcher from the College of Mysteries has unearthed some esoteric lore and has begun experimenting with some of the rituals she found within. These rituals seem particularly dangerous, to the extent that some of her colleagues are concerned about her efforts. Eando wants the PCs to track down the researcher and determine whether the rituals she is studying are under control or if they are too dangerous and need to be stopped.

Westgate: Some time ago, a whistleblower revealed a possible threat to Absalom related to one of the siege castles. In response, however, that individual was silenced and eventually petrified during the Charge of the Gorgon. Eando suspects foul play; he has leveraged his contacts to get a writ allowing the victim to be restored, and he would like the PCs to do so and learn about this alleged threat to the city. He gives them a *greater salve of antiparalysis* with explicit instructions that it be used only on the target.

Additional Aid: Eando is impressed with PCs who can keep the other NPCs occupied and says he can put their social skills to good use. He provides the PCs with a list of individuals he goes to for information across Absalom, telling the PCs to drop his name in conversations with those individuals to get the best scoop on current events. This grants the PCs a +2 circumstance bonus to a single Diplomacy check to Gather Information during this scenario.

Rewards: If the PCs gain additional aid from one of the four primary faction leaders, they earn 1 Treasure Bundle. If they gain aid from two or more of these leaders, they instead earn 2 Treasure Bundles.

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Fola Barun (Envoys' Alliance Faction)

Friendly but driven, Fola Barun has dedicated herself to growing and nurturing the Pathfinder Society, and she's been a strong supporter of the recent drive to bring in new members. Therefore, she's extremely open and welcoming to the PCs when they approach her, asking them about their backgrounds and what they're excited about doing within the Society now that they're agents in their own right. This dark-skinned half-elf woman takes up a position near the entrance to the celebration so she can be sure to greet the new Pathfinders.

Missions: Fola presents the PCs with one of the following missions.

Petals District: A scholar at the College of Mysteries has been working on an interesting new ritual that's led to considerable division among her colleagues. She's been under growing pressure to leave the college, so now might be a good time to contact her, determine if she would be a good fit for the Pathfinder Society, and, if so, recruit her.

Precipice Quarter: A recent Pathfinder Society recruit who's still in training lost a relative who tried sneaking into a famed haunted house to learn its secrets. The house has since been slated for demolition, given the number of injuries and casualties that have occurred there. Fola promised the recruit that she would make sure their relative was laid to rest properly, but she needs the PCs to explore the site and retrieve the body. The easiest way to identify the victim is by the spiral-shaped religious symbol of Pharasma that he wears.

Westgate: A Pathfinder was petrified during the Charge of the Gorgon for smuggling a forbidden item into the city. The relic in question had been recovered from an Azlanti ruin within gillmen territory at the Society's request; while the item was confiscated by the city and returned to the gillmen watching over the site, Fola feels the Society should take responsibility in getting the Pathfinder restored. With help from the Society's legal team, she has gotten permission to restore the victim, but she needs the PCs to carry out the directive. She gives the PCs a *greater salve of antiparalysis* with explicit instructions that it be used only on the target.

Additional Aid: Fola believes the PCs can resolve most situations with the spoken word, and she suggests that strong or deceptive words are still by far better than physical blows. To back up her claim, she provides the PCs with a lesser silvertongue mutagen (a moderate silvertongue mutagen in Subtier 3–4).

Rewards: If the PCs gain additional aid from one of the four primary faction leaders, they earn 1 Treasure Bundle. If they gain aid from two or more of these leaders, they instead earn 2 Treasure Bundles.

Gorm Greathammer (Grand Archive Faction)

As leader of the Grand Archive, Gorm is impressed by knowledge in all its forms, but he holds a special fondness for tales and jokes that bring knowledge to life. Conversations with Gorm often leave the impression of a lively, fun uncle rather than a stuffy sage—but as he doesn't have the lived experiences that many Pathfinders have, he enjoys hearing stories from others no matter the topic. He might ignore a conversation about magic theory or even history to talk to someone about their experience as a server at an inn.

Missions: Gorm asks the PCs to complete one of the following missions.

Flotsam Graveyard: A sunken ship has recently washed up on a reef not far from Absalom. Gorm has heard that the smugglers using it as a safe house are involved in smuggling texts and possibly living creatures from Nex. The books are valuable enough that Gorm doubts they'd be left lying around, but he's interested in any information the PCs can find about the smugglers' methods.

Petals District: A scholar at the College of Mysteries has been working on potentially dangerous research. Gorm isn't sure what the research is, but he knows it's partially based on nameless scrolls from Nidal. He doesn't particularly care if the Pathfinder Society gets the original scrolls—they're probably on human skin anyway—but he would like the party to secure a copy for study.

Precipice Quarter: A partially collapsed house in the Precipice Quarter, long rumored to be haunted, has been marked for demolition in the next few days. Gorm understands that the house was severely damaged in the earthquake of 4698 AR, but rumors of strange activity there long predate the quake. He would like the PCs to uncover the history of the house before its destruction.

Additional Aid: As a student and practitioner of the occult arts, Gorm knows the utility of having an extra spell or two literally in his back pocket. If the PCs occupy the other NPC long enough for him to think of it, he lets them take one of the three scrolls he carries with him. In



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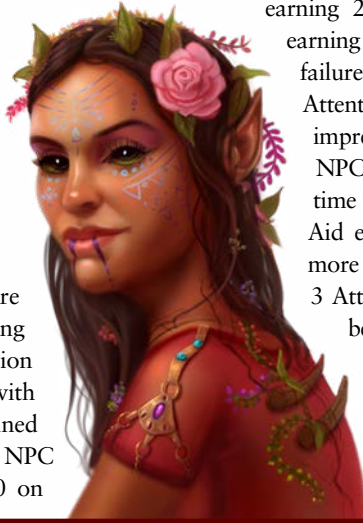
Subtier 1–2, he has scrolls of *disrupting weapons*, *heal*, and *magic missile*; in Subtier 3–4, they are scrolls of *false life*, *sound burst*, and *web*.

Rewards: If the PCs gain additional aid from only one of the four primary faction leaders, they earn 1 Treasure Bundle. If they gain additional aid from two or more of these leaders, they instead earn 2 Treasure Bundles.

Other Participants

The faction leaders described on pages 5–9 are far from the only important figures attending the party. When the PCs approach each faction leader, another NPC is already conversing with them, chosen from the list below or determined randomly. To randomly determine which NPC speaks with each faction leader, roll 1d10 on

Table 2: Other Attendees for each faction leader, rerolling if you roll the same result twice. Janira wanders about the party. The PCs can request her help, in which case she joins the conversation and may Aid their checks.



FOLA BARUN

JANIRA GAVIX

Due to her excitable nature, Janira—a blond halfling woman—

can sometimes be drawn into discussions despite her best efforts to let the PCs shine. Although an experienced Pathfinder, her strength is less in exploring and more in mentorship. Janira's recently been named Head Initiate, a new position in the Society dedicated to assisting fledgling Pathfinders thrive at the Grand Lodge and survive their first few years.

One of Janira's goals at the party is to ensure that all of the PCs have a chance to build connections. If one of the PCs is taking a particularly prominent role in interactions, Janira gently takes the PC aside and tells them that they are doing an excellent job with building their reputation, and asks them to give others a chance to share the spotlight.

Skill Check: Any skill. Janira is delighted to see the PCs showing off their greatest talents. However, because she is actively trying to help the PCs develop their networking skills, a success on this check does not grant the PCs the additional aid from a faction leader. Instead, she Aids their check to interact with the other NPC.

AAQIR AL-HAKAM

Aaqir is a well-groomed, clean-shaven man of Qadiran descent, dressed finely and flashing a charming smile. Having formed a substantial trading consortium known as the Exchange with the Pathfinder Society's help, Aaqir has decided the time's right to step back from coordinating adventures to instead focus on running his business and spending more time with his husband Emir and their three daughters. He's maintaining his connection to the Society so as to serve as a steady supplier of adventuring goods.

TABLE 2: OTHER ATTENDEES

d10	Attendee
1	Aaqir al-Hakam
2	Ambrus Valsin
3	Gloriana Morilla
4	Kreighton Shane
5	Sorrina Westyr
6	Tamrin Credence
7	Urwal
8	Valais Durant
9	Zarta Dralneen
10	Reroll

The PCs can occupy these other NPCs' attention to gain additional aid from the faction leaders. To do so, a PC attempts a DC 15 (DC 18 in Subtier 3–4) skill check using the skill listed in that NPC's description below to represent their discussion with a given NPC. The PCs do not need to roll skill checks to discern these skills, as they represent the ways that the NPC guides the conversation. Instead of using the listed skills, the PCs can always use Diplomacy or Deception, with a DC of 20 (DC 23 in Subtier 3–4). Another PC can Aid on this check, but each PC can attempt only one check per NPC (meaning it is generally more efficient for a PC to attempt their own check, than Aid). You can award

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Skill Check: Diplomacy, Society, Guild Lore, or Mercantile Lore. Aaqir makes his living through a global trade network and perks up to hear about business opportunities, trading partners, and the like.

AMBRUS VALSIN

The Steward of the Grand Lodge is a tall, tan man with meticulously groomed hair and mutton chops. He runs the daily operations of the Grand Lodge with a keen eye for details while also overseeing Pathfinders' missions in Absalom. Irrked by inefficiency, Venture-Captain Valsin doesn't appreciate backtalk and won't hesitate to assign strenuous tasks to agents who annoy him.

Skill Check: Acrobatics, Athletics, Crafting, Labor Lore, or another Lore tied to a trade involving manual labor. Ambrus appreciates agents who work hard and stay out of trouble.

GLORIANA MORILLA

Lady Gloriana Morilla's Taldan heritage is obvious from her dark hair and aquiline nose, but her clothing and accessories are more reserved than most Taldan nobles would prefer. She long led the Sovereign Court, an international organization supporting young nobles across Avistan. She and her agents were instrumental in Grand Princess Eutropia's rise to power in Taldor, and while Gloriana still wholeheartedly supports the Pathfinder Society, her focus has shifted to helping the new empress consolidate her rule.

Skill Check: Performance, Society, or any Lore skill related to a specific city; if that city is Oppara, the PC gains a +2 circumstance bonus on their check. Because of her heavy involvement in international diplomacy, Gloriana appreciates those who understand the nuances of her work.

KREIGHTON SHANE

The Pathfinder Society's Master of Scrolls—the Society's dean responsible for agents' academic training—is an eccentric and absent-minded elf with long, blond hair. Though a brilliant puzzle-solver and code-breaker, his odd mannerisms leave many agents bewildered.

Skill Check: Occultism, Society, Fortune-Telling Lore, Games Lore, or any Lore skill not covered by the Common Lore Categories on page 248 of the Core Rulebook. In addition to loving puzzles and games, the Master of Scrolls is interested in obscure knowledge in all forms.



SORRINA WESTYR

Sorrina is the Pathfinder Society's Master of Spells, responsible for teaching initiates about how to wield, identify, and evade magical threats. She is an oroad woman with slate-gray skin and silvery-white hair. While an unparalleled expert in her field, Sorrina also knows firsthand the dangers of exploration and works to equip agents properly against the perils they may face.

Skill Check: Religion, Nature, or Scribing Lore. Sorrina is intrigued by other agents with religious or planar knowledge, as well as those who keep thorough records.

TAMRIN CREDENCE

A halfling man with brown hair, Tamrin gained his several visible facial scars serving as a distraction to facilitate the liberation of several dozen halfling slaves in Cheliah. Ever since, he has worked on behalf of Liberty's Edge, a largely independent faction that sometimes coordinates with the Pathfinder Society.

Skill Check: Deception, Stealth, Thievery, Legal Lore, or Underworld Lore. Tamrin enthusiastically discusses elements of disguise and the complexities of stamping out the slave trade.

URWAL (VERDANT WHEEL FACTION)

The mysterious lizardfolk Urwal has made himself a fixture of life at the Grand Lodge. He is best known for his unrequested yet benign intrusions, whether it be breaking into Kreighton Shane's office to drop off stacks of Pathfinder Chronicles riddled with corrections and commentary, rearranging disordered collections, or drawing insightful astrological maps on the ground outside of the Lodge. Besides his appreciation for order and accuracy, Urwal feels a deep connection to nature and his place in it, from the smallest insect to the mysterious stars above. As leader of the Verdant Wheel faction, he gathers others who are interested in experiencing and (accurately) documenting natural wonders of all sorts.

Skill Check: Nature, Survival, or any Lore skill about a specific terrain. Urwal believes that each living being has its own way of relating to the natural world. In his view these connections are part of a glorious tapestry worthy of study rather than interference, so long as they don't lead to corruptions like undeath.

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VALAIS DURANT (RADIANT OATH FACTION)

Valais Durant has more experience quelling the influence of corruption than most. She underwent a horrific amalgamation with demonic flesh at the hands of a former venture-captain who had thrown his lot in with the lords of the Abyss. In the aftermath, she went on a long journey to reclaim herself and expunge the demonic influences. The journey eventually led her to Heaven, where she was granted a new celestial form. Now, she leads the Radiant Oath faction, drawing upon her experiences and her internal strength to guide others in spreading compassion and mercy and bringing aid to those who suffer under the influence of evil forces. She is an aasimar woman with violet eyes and natural golden patterns on her face.

Skill Check: Crafting, Medicine, or any Lore skill as long as the PC uses it to present a plan to assist those in need. Valais knows that there is a wide gap between talk and action, and she appreciates agents who are proactive.

ZARTA DRALNEEN

A Chelaxian expatriate once known for hedonism, Zarta Dralneen was betrayed by her country, receiving official condemnation based on false charges. Since then, she has set her old lifestyle aside to focus on other priorities. She has long helped the Society root out dangerous artifacts and uncataloged perils within its vaults. Recently, she was faced with the choice between continuing to pursue her goals within the Society or leaving to pursue vengeance against those who betrayed her. After careful consideration, she has decided to stay with the Society. She has accepted a new position as Head Archivist, granting her official authority over the contents and security of the Grand Lodge's extensive troves of knowledge and magic.

Skill Check: Arcana, Occultism, Academia Lore, or Library Lore. Zarta hopes to reinforce the value of organizing, preserving, and safeguarding information.

PART 2: FLOTSAM GRAVEYARD

Following a faction leader's instruction, the Pathfinders set out to explore a wrecked ship that possibly dates back to the Silent Tide invasion of the late 40th century. The ship has only recently washed up and snagged on a reef of other wrecked ships, leaving it partially out of the water. Despite its unstable situation and the fact that it's been above water for only a few weeks, it's become a favored waypoint for smugglers.

The Pathfinder Society has arranged for a small boat to transport the PCs to and from the wrecked vessel. Captain Semiri Balogog is a cheerful rainkin half-orc with sun-dark skin and thick braids of black hair adorned

with gold rings. She has provided ferrying services for Pathfinder agents for over a decade and loves hearing about agents' missions past and present.

The PCs' possible missions here are summarized below.

Grand Archive: Gorm Greathammer would like the PCs to find out what means the smugglers have been using to transport their goods out of Nex.

Horizon Hunters: Calisro Benarry has sent the PCs to determine whether the ship is in fact a relic of the original Silent Tide invasion.

Vigilant Seal: Eando Kline wants the PCs to locate and identify the creature aboard the wrecked ship and decide what its fate should be.

Diplomacy (Gather Information)

A PC who spends around 2 hours asking around about the newly exposed wreck before traveling to it can attempt a DC 15 Diplomacy check to Gather Information (DC 18 in Subtier 3–4), with the following results.

Success: The PC hears about the creature on the ship and learns a clue about its additional ability (see the table in this encounter's appendix on page 28). If the creature has two special abilities, they learn clues about both.

Failure: The PC learns nothing about the wreck.

Critical Failure: The PC hears about the creature on the ship, but they learn that it has a special ability from the table in this encounter's appendix that it does not actually have.

A. SURFACED WRECK

In its current position, the ship is only partially above the waves. The bottom deck is completely flooded, making it impassable. Nothing of import remains to be found here. The top of the masts are broken off, leaving only jagged, waterlogged stumps reaching up about 15 feet above the deck; all the rigging has long since rotted away. Use *Pathfinder Flip-Mat Classics: Ship* for this encounter; only the middle two levels are presently accessible.

A1. Top Deck

The weathered boards of the ship's main deck are cracked, warped, and thoroughly covered in a thick, stinking carpet of algae, seaweed, and barnacles. The sodden mess squashes and scrapes underfoot, while squawking gulls circle overhead. The ship once boasted three masts, but they are now broken off only a few feet above the jagged railings. Whatever other distinguishing features might have once existed on this vessel are either long lost or utterly obscured. Empty doorways lead into cabins to the fore and aft, and a dark opening descends into the lower level.

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The deck is difficult terrain due to the mats of vegetation and layers of barnacle growth. Characters can instead move along the railings with a successful DC 15 Acrobatics check to Balance (DC 18 in Subtier 3–4). The two cabinets are largely empty; a few heaps of soggy wood that might have been crates remain in the forward cabin, and the aft cabin contains a few fragments of metal and wood that suggest it might have once been decorated more comfortably.

A PC who succeeds at a DC 17 Perception check (DC 20 in Subtier 3–4) notices unusual markings on the deck. These are physical evidence of the creature in area A2, so the exact details depend on the creature's abilities. See the Additional Ability table creature's stat block in the appendix for details (page 28 in Subtier 1–2, or page 35 in Subtier 3–4).

A2. Cargo Hold

Moderate

Sharp beams of sunlight light filter down through cracks in the main deck to cast this cargo hold in a dim light. Though the ship's original armaments are now little more than rotted ballista mounts, this area shows signs of recent activity, including intact shipping crates, a recently broken crate, a few boxes, and faint trails worn through the slippery vegetation growing over the deck. Wooden doors in finer condition than the rest of the boat stand to the north and south, but the stairs leading further down now lead only into dark, scummy water.

The floor of the cargo hold is also difficult terrain due to the slippery algae underfoot. The smugglers recently replaced the doors on this level, as the previous ones had rotted away.

Creature: Lurking under the staircase to the upper deck is a peculiar construct from the Fleshforges of Nex. It was brought to Absalom in one of the shipping crates but recently broke free. It has since driven off the smugglers making use of the ship.

Roll on **Table 3: Fleshforge Creature Temperament and Behavior** on page 13 to determine what causes the fleshforge to attack and how it can be convinced to stop. A PC can discern the creature's temperament with a successful DC 15 check to Sense Motive (DC 18 in Subtier 3–4).

Vigilant Seal: The PCs don't necessarily need to fight the creature. Avoiding it, temporarily pacifying it, or scaring it off are all viable options in many cases, though the PCs will need to decide the best way to handle the creature given its demeanor and abilities. See the table on page 13 for more information. The DC of all skill checks is 15 (DC 18 in Subtier 3–4).

Exploring the Wreck

The PCs' investigation of the wrecked ship largely takes place in exploration mode. Each PC should work with the GM to specify their exploration activities, as described on pages 479–480 of the *Pathfinder Core Rulebook*. Additional information for GMs on adjudicating exploration mode can be found on pages 496–500 of the *Core Rulebook*.

SUBTIER 1–2

FLESHFORGE DREG

CREATURE 3

Page 28, art on page 56

Initiative Perception +6

SUBTIER 3–4

FLESHFORGE PROTOTYPE

CREATURE 5

Page 35, art on page 56

Initiative Perception +9

Investigating the Cargo Hold: Once the construct has been dealt with, the PCs can investigate the rest of the cargo hold. A PC can identify the insignia of the Fleshforges on the broken crate with a successful DC 13 Society check (DC 16 in Subtier 3–4), while a character who succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) while inspecting the wreckage finds a shipping manifest detailing the creature's Nexian origin.

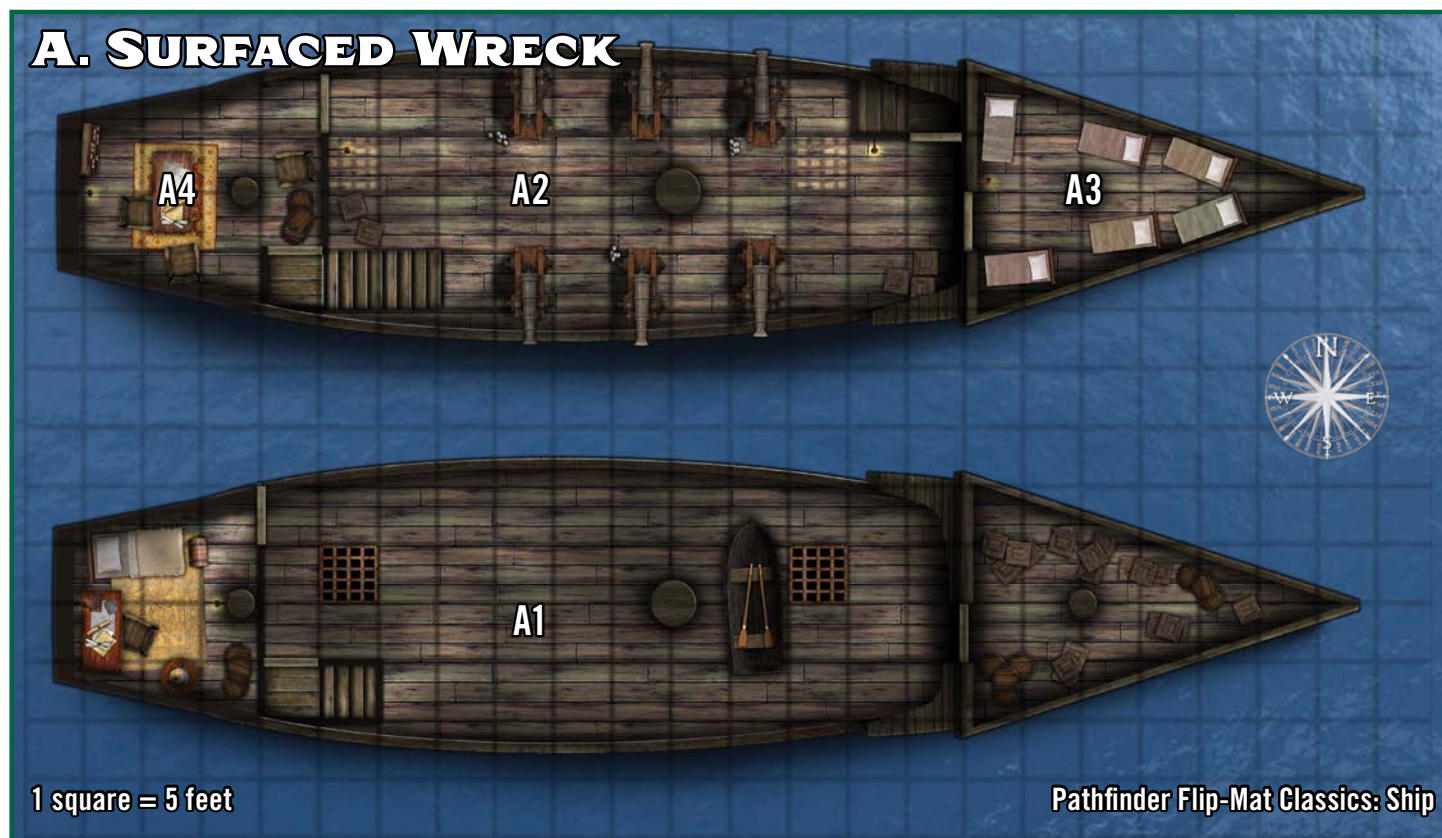
Grand Archive: The intact crates all hold various pieces of furniture. A PC who examines this furniture and succeeds at a DC 15 Deception or Thievery check (DC 18 in Subtier 3–4) finds several subtle compartments within the furniture roughly the size of a book: drawers with false bottoms, hidden pockets within seat cushions, and the like. These details help satisfy Gorm Greathammer's curiosity about how the smuggling has been conducted.

A3. Crew Bunks

In stark contrast to the rest of the ship, this cabin has been somewhat cleared of algae and cleaned. Six simple beds, complete with fresh linens, are crammed into the space. A few small footlockers are shoved under some of the beds.

The smugglers set up this simple sleeping area for nights they spend on the boat. They haven't been here since the construct broke free. The footlockers hold simple clothing and personal effects.

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Treasure: A smuggler left a pair of magical talismans rolled up in a smelly, salt-crusted rag. These are two *crying angel pendants* in Subtier 1–2, or two *bloodseeker beaks* in Subtier 3–4. This treasure represents 2 Treasure Bundles. The PCs earn these bundles if they defeat the fleshforge creature, either with combat or through more peaceful means.

A4. Map Room

This cabin's floor has been cleared of the algae present everywhere else on the ship, and a simple table has been set up in the center of the room, with a few chairs pulled up around it. The aft wall bears a large carving of a coat of arms, visible even despite the wear of the elements. An antique lantern hangs above the carving, casting a faint light over papers strewn over the table.

The contents of this room are of interest to two factions' missions.

Grand Archive: A PC who succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) to Search the documents on the table turns up two items of interest. The first is a bundle of writs of inspection approving the cargo crates for export from the Nexian capital of Quantum.

The other is a series of financial records, including notes of sizeable sums paid to the same individual whose name appears on the writs—a clear indication of bribery, and of interest to Gorm Greathammer.

Horizon Hunters: The coat of arms on the aft wall is in fact the insignia of the Taldan navy, which a PC can recall with a successful DC 15 Society check (DC 18 in Subtier 3–4). A closer inspection of the lantern reveals it is in fact an *everburning torch* formed into a lantern rather than a simple torch, and the lantern's glass can be manipulated to change the color of light it sheds. The age of the lantern and its multicolor function, combined with the obvious Taldan insignia carved into the wall here, strongly suggest the ship is in fact a relic of the original *Silent Tide* invasion—the evidence Calistro Benarry wants the PCs to find. Unfortunately, repairing the ship sufficiently to sail it back into the harbor is likely beyond the PCs' present abilities.

PART 3: PETALS DISTRICT

Tavvar Hamavsi and her research has been a major topic of conversation in the College of Mystery over the last few weeks. She's been working on a ritual to create partially real shadow illusion manifestations of the memories from people, places, and things. Part

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of the controversy inherent in her work is a concern about pulling memories from people for viewing by others. However, the larger concern is that the ritual pulls an unpredictable amount of shadow energy from the Plane of Shadow, which might drag other material—or creatures—along with it. She's testing the ritual's effects in the Blakros Museum, both due to that location's longstanding ties to the Plane of Shadow and because the museum has an intricate series of wards and protective measures to guard against a variety of supernatural mishaps.

The PCs' possible missions here are summarized below.

Envoys' Alliance: Fola Barun has sent the party to determine whether Tavvar and her research might be an asset to the Pathfinder Society and possibly recruit her.

Grand Archive: Gorm Greathammer would like the PCs to procure a copy of the Nidalese texts Tavvar has been using in her research.

Vigilant Seal: Eando Kline has asked the PCs to determine whether the rituals Tavvar is studying are under control or if they are too dangerous and need to be stopped.

Scaling Encounter A2

Make the following adjustments for a table with more than four players.

Both Subtiers: Add a second ability from the additional ability table at the bottom of its stat block (see page 28 for Subtier 1–2, or page 35 for Subtier 3–4).

Diplomacy (Gather Information)

The PCs can find the location of Tavvar's ritual experiments by asking around at the College of Mystery. A PC who attempts a DC 17 Diplomacy check to Gather Information (DC 20 in Subtier 3–4) uses the following outcomes.

Success: The PC learns that Tavvar has been working on the ritual for several days at the museum after its normal hours of operation, with some assistants aiding her. Her colleagues add a comment that hints at her personality flaw, as determined on the table **Ritual Flaws and Solutions** in this encounter's appendix.

Failure: The PC learns that Tavvar has been working on the ritual for several days at the museum after its normal hours of operation.

TABLE 3: FLESHFORGE CREATURE TEMPERAMENT AND BEHAVIOR

d6	Temperament	Behavior
1	Hoarding	The creature has stashed a small hoard of shiny objects scavenged from the ship in the remnants of its crate. It breaks off its attack and retreats to its hoard if the PCs offer it something suitably shiny (such as a few coins, a weapon, or a similar item).
2	Loneliness	A crude replica of the creature has been assembled next to the remnants of its crate. A PC who succeeds at a Diplomacy check to Make an Impression on the creature can relate peaceful intentions; the creature then quietly tags along with the party for the rest of their time on the ship.
3	Curiosity	The walls of the cargo hold have been inartistically scratched to resemble views of the Absalom skyline. A PC who succeeds at a Society or Absalom Lore check can relate enough information about the city to satiate the creature's interests.
4	Hunger	Gnawed bones of sea birds lie in a heap in one corner. PCs can distract the creature by offering it a day's worth of food in any form (such as trail rations, the bodies of other creatures, or fish caught from the deck).
5	Boredom	The ship has obviously been searched repeatedly, and all similar items are stacked neatly where they were found. The creature can be entertained with a successful check to Perform, by any PC giving it any written texts, or through the use of any visual illusions to create an interesting scene.
6	Rage	The furniture and crates in the cargo hold have all been smashed. The creature cannot be pacified through nonviolent means.

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Critical Failure: The PC still learns that Tavvar has been working on the ritual for several days at the museum after its normal hours of operation, with some assistants aiding her. Her colleagues add a comment that hints at an incorrect personality flaw chosen from the table **Ritual Flaws and Solutions** in the Appendix.

B. BLAKROS MUSEUM

When the party arrives at the museum after hours, they find the front door closed but unlocked. A single staff member, Chayron, is cleaning the museum, performing maintenance on the exhibits, and acting as a doorkeeper for Tavvar and her assistants. Unless the PCs are particularly stealthy, he notices them, either greeting them at the door (should they knock) or stumbling upon them after they've entered the museum itself. In either case, Chayron allows them access to the facility; they need only demonstrate by some means their affiliation with the Society, such as a brandishing a *wayfinder*, presenting documents from any of the faction leaders, or even naming the faction leader who sent them to investigate the ritual. He directs the party to the unobtrusive staircase in the museum's northeast corner, explaining that Tavvar has been performing her research on the third floor. The PCs reach the second floor in the eastern edge of the museum near the bathrooms. He is somewhat troubled by the odd manifestations in the museum, but he assumes that Tavvar has matters under control.

Use *Pathfinder Flip-Mat: Museum* for this encounter; while the PCs pass through the first floor, the encounters all take place on the second and third floors (on the back side of the map). Ceilings in the Blakros Museum are 15 feet high throughout, and its walls are stone masonry. The museum enjoys normal illumination at night thanks to dozens of *continual flame* spells suspended in hanging braziers.

B1. Staff Offices

These offices are each locked and unoccupied. The southernmost door bears a small brass placard reading "Nigel Aldain, Curator." PCs who insist on breaking in the door to any of the offices (Hardness 5, HP 20, BT 10; each has an average lock requiring four successful DC 25 Thievery checks to Pick a Lock) find only mundane documentation about the current objects on display, plans for future museum exhibits, and the like.

B2. Lecture Hall

This long, narrow presentation space has seating for around thirty guests, all facing a low stage at the south end of the room. At first glance the room seems empty, but a moment

later, it seems as though the shadows of an audience still fill the plush seats. A chill draft sweeps through the room, and of a whispery voice echoes from the podium.

"...and rather than engage in a responsible, controlled study of the codebook, Yargos Gill decided—imprudently—to simply execute the signals listed therein..." The voice trails off into a looming silence.

The shadow manifestations in this room portray fragments of a recent lecture about Yargos Gill and the Silent Tide incursion of a decade before—a side effect of the ritual being performed on the museum's third floor. If the PCs linger, they may hear the voice convey additional snippets, such as "...six flashes of red light to initiate an attack on the granary..." and "...auras of silence to interrupt the Metro-Cathedral's Oathday organ performance..." These tidbits accurately describe the inadvertent activation of the Black Echelon's attack on Absalom in 4708 AR, but they are otherwise of little interest to the PCs. The shadow manifestations can't be interacted with in any way.

B3. Hall of Incantation

Carefully framed spellbook pages hang along this room's walls, while eldritch relics stand in small display cases in the room's center. In the far corner, shadows hang thicker than the rest of the room, and it seems a boisterous half-orc woman stands there, surrounded by vague figures, as she welcomes newcomers. Her voice is thin and reedy, but eerily familiar. "Congratulations! Let me spice up that punch a bit for you—to celebrate, of course!"

The spellbook pages and display items are nonmagical replicas of the genuine artifacts, themselves securely locked in the vaults in the museum's basement. Tavvar's ritual is causing a shadow manifestation of the PCs' own memories here, showing them a hint of their conversation with Calisro Benarry from Part 1 of this scenario. If the party lingers in this room, they might also see echoes of their conversations with other individuals from the party. The manifestations, like those in area **B2**, don't interact with the PCs in any way.

B4. Hall of Legendary Beasts

A gigantic reptilian beast is on display in the center of this expansive gallery, ferociously leering over the collection of taxidermy animals and monsters. Shadows flit between the displays, meandering and shuffling shapes reminiscent of museum patrons. Then a distant shriek echoes off the walls, as the shadow of a stuffed owlbear lashes out at one

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Scaling Encounter B5

Make the following adjustments to accommodate a table of more than four players.

Both Subtiers: For each player beyond four, add one additional flaw to the ritual circle.

of the shadow-visitors with its talons. The shadow of the tyrannosaur in the room's center departs from its source and snaps at the misty image of another patron, tossing its head back and seeming to swallow its meal nearly whole. Other shadows snarl and hiss, scuffling amongst themselves as shadow-guests panic and run toward the exit.

Though the most real of the shadow manifestations on this floor, the images and sounds in this area still cannot harm the PCs. The creatures eventually try to prey on the PCs' own shadows; while this has no mechanical effect, it might very easily unnerve the PCs and encourage them to hurry to confront Tavvar in area B5.

B5. Third Floor Moderate 1 or Severe 3

Droning voices echo off the mahogany walls and domed, plaster ceiling of this luxurious room. The sumptuous furniture has been pushed to the sides of the room, making space for eldritch markings and mystical paraphernalia laid carefully over the plush carpet. The chamber seems muted and dim despite the crystal chandelier overhead, and a bone-numbing chill seeps through the space along with a metallic scent. A ritual is obviously underway here, but it doesn't seem as though it's working as planned. Shadowy energy lashes out from a twisting breach in the center of the room, and indistinct shapes flit and scuttle along the walls.

When the PCs reach the third floor, they walk into a ritual in progress—a ritual that has gone terribly awry.

Creatures: Tavvar stands at the head of the circle, her face twisted in a determined grimace, while her assistants each frantically continue their gestures and chants. The ritual is obviously wearing them down and they are too occupied with the ritual to engage with the PCs in any way. The PCs' arrival stirs up the shadows further, making its ruinous end come a bit faster than it would otherwise (see Hazard below). On its turn, the ritual creates shadow wisps, amorphous blobs of

darkness with a tendency to cling to existing shadows.

These creatures vanish if the PCs get the ritual under control, but not if the ritual ends because of Tavvar's death. The ritual lashes out at all participants, including PCs who are attempting to quell it. As it does, Tavvar and her assistants may get injured or even killed. More details about this situation appear in this encounter's section of the Appendices on page 29 (page 36 in Subtier 3–4).

Hazard: The ritual Tavvar is leading has run dangerously out of control, due to flaws introduced through one of Tavvar's personal weaknesses. This personality trait is determined randomly using the table

Ritual Flaws and Solutions in the Appendix; in addition, the table lists skills which the PCs can use to overcome the weakness and repair the ritual. If at any time

the combination of the PCs and ritualists manage to get all of the ritual's flaws under control, the ritual is repaired and no longer poses a threat.

SUBTIER 1-2

FLAWED RITUAL

HAZARD 2

Page 29

Initiative Stealth +0

SHADOW WISP

CREATURE 0

Page 29

Initiative Acts at the end of the ritual's turn.

SUBTIER 3-4

DEEPLY FLAWED RITUAL

HAZARD 5

Page 36

Initiative Stealth +0

GREATER SHADOW WISP

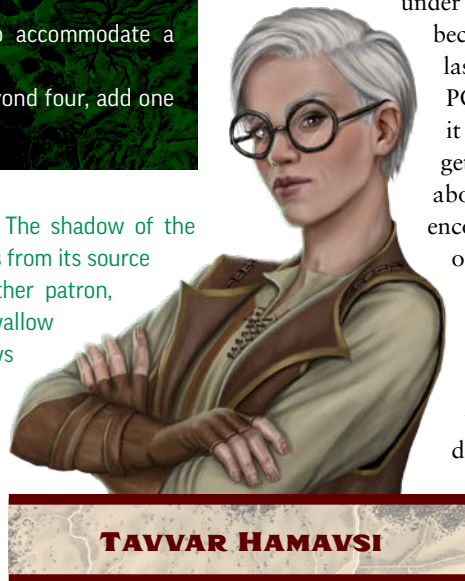
CREATURE 3

Page 36

Initiative Acts at the end of the ritual's turn.

After the Ritual: Once the ritual has been ended and any lingering threats dealt with, the PCs can converse with Tavvar (assuming she survives). Their conversations and goals differ depending on what mission they're on.

Envoys' Alliance: Fola Barun wants the PCs to determine if Tavvar and her research might be an asset



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to the Pathfinder Society and, if so, recruit her. If the PCs decide they want to recruit Tavvar, the researcher gratefully accepts the invitation; if not, Fola is satisfied with their assessment of the situation. If Tavvar perishes during the ritual, Fola accepts this as evidence that her research was too dangerous to benefit the Society.

Grand Archive: The PCs have been sent to get a copy of a text Tavvar has been using. She offers a half-hearted protest, but she recognizes the PCs just saved her life and is willing to grant them insight into her research. If Tavvar perishes during the ritual, the PCs can simply claim the texts for themselves.

Vigilant Seal: Eando Kline wants the PCs to determine if Tavvar's research is dangerous enough that it needs to be buried. If they decide that her work is too dangerous to allow, they can of course simply allow the ritual to run its course. If the ritual is completed, Tavvar is shaken enough that the PCs can easily convince her that it's in her own best interests to abandon and hide her research. Whatever the PCs decide, Eando supports their assessment.

Treasure: Tavvar used a shadowy elixir as a focus for the ritual, and the elixir remains unharmed. This is a *lesser mistform elixir* (or a *moderate mistform elixir* in Subtier 3–4). The PCs recover this elixir and earn 2 Treasure Bundles as long as they either save Tavvar or fail to save Tavvar but defeat the shadows the ritual left behind, making the museum safe once again.

PART 4: PRECIPICE QUARTER

The Mavedarus estate was built generations ago, and the series of disappearances and deaths in and around the house began before it was even completed. Despite the perpetual incidents, the house remained in the possession of the original Chelaxian family, passing down through the generations until it was abandoned after the earthquake that shook Absalom in 4698 AR, sending most of Beldrin's Bluff into the sea. The couple in residence at the time both went missing in the quake. While rescue workers never found their bodies, they found many others within its walls—until a series of accidents eventually killed enough rescue workers that they simply boarded up the site and left it.

The house has long been plagued by a series of haunts. In addition, the eccentric owners' activities have led to an infusion of negative energy that animates corpses to attack anyone who lingers too long on the site. Use **Table 4: Haunted Past** to determine which activities the owners practiced. These practices strongly inform the nature of the haunt.

The PCs' possible missions here are summarized below.

Envoys' Alliance: Fola Barun has sent the PCs to locate and retrieve the corpse of a fallen priest of Pharasma located deep in the house, hopefully putting their soul to rest.

Grand Archive: Gorm Greathammer charged the PCs with determining what happened in the house to cause its legendary haunting.

Horizon Hunters: Calisro Benarry wants PCs to survive a night in the house as a proof of courage and for the entertaining story—though resolving the haunting would make for an equally rousing tale.

TABLE 4: HAUNTED PAST

d6	Owner Practices
1	Archdevil worshippers sacrificing innocents
2	Soulbound dollmakers
3	Alchemical experimenters trying to create an elixir of youth
4	Slavers storing their "merchandise"
5	Crime lords disposing of bodies
6	Misguided Pharasmins storing the unquiet dead until they can be buried properly

Diplomacy (Gather Information)

A PC who spends 2 hours asking around about the house can attempt a DC 15 Diplomacy check to Gather Information (DC 18 in Subtier 3–4), with the following results depending on their check.

Success: The PC hears a rumor about the house's last owners and their illicit activities, as determined on **Table 4: Haunted Past**. This grants them a +2 circumstance bonus to any skill checks to identify the nature of the haunt in area C2.

Failure: The PC doesn't learn anything about the haunted house.

Critical Failure: The PC hears an incorrect rumor about the house's last owners, chosen from those listed **Table 4: Haunted Past**.

C. MAVEDARUS MANOR

The Mavedarus home was once a grand, three-story structure with a rooftop veranda and manicured grounds. Now, only the first floor remains standing, the second and third stories having collapsed during the earthquake, and in the years of neglect since, the grounds have grown into a wild disarray.

Use *Pathfinder Flip-Mat: Haunted House* (front side) for this location. The ceilings were originally 15 feet overhead, though in many places, rooms are simply open to the sky. The staircases end between 5 and 10 feet off the ground,

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though it's clear they once climbed further. Those few doors that remain on their hinges are brittle and unlocked.

This haunted building includes several simple hazards. A PC who is Searching and succeeds at a Perception check against the hazard's stealth DC notices the hazard before the PCs trigger it.

C1. Once-Grand Entry

This old home might have once commanded the respect and envy of its neighbors, but the remaining story is cracked and crumbling. Whatever upper stories it might have once had have long collapsed, scattering stone and debris across gardens grown wild and weedy. Two curving staircases lead to a broad veranda bereft of its railings. Two openings that might have once been doors lead into the faint remnants of a solarium, while two more doors lead further into the creaking house itself. A whiff of rot and decay seeps from the structure.

C2. Decrepit Hall

The tiled floor, ornate columns, and sweeping staircases of this once-grant hall evoke a distinctly Taldan aesthetic, though the finery has suffered greatly over the past years. The marble floor tiles are cracked and filthy, and the statuary lining the walls has been smashed. None of the three staircases climbs beyond head level before ending abruptly, debris from their fallen upper reaches scattered across the floor.

Hazard: A haunt manifests in this hall, with characteristics depending on the nature of the house's owners and their deeds. These effects are detailed on the table below.

TABLE 5: NATURE OF THE HAUNT

Owners	Haunt Manifestations
Archdevil worshippers	Scent of brimstone and sound of chanting in Infernal (a PC who understands Infernal or succeeds at a DC 10 Religion, Hell Lore, or Mephistopheles Lore check recognizes the chanting as a prayer to Mephistopheles)
Soulbound dollmakers	Flesh flaking off the rotting hands reveals smooth porcelain underneath (a PC who succeeds at a DC 10 Crafting or Occultism check recognizes the craftsmanship as that of soulbound dolls)
Alchemical experimenters	A chemical scent overpowers the rot, and precise surgical cuts can be seen on the arms (a PC who succeeds at a DC 10 Crafting or Medicine check realizes both are medical but unnecessary)
Slavers	The hands still wear heavy manacles around the wrists
Crime lords	The hands are tattooed and some are cleanly missing fingers (a PC who succeeds at a DC 10 Society or Underworld Lore check recognizes these as marks of gangs active before the earthquake)
Misguided Pharasmians	A scent of incense lingers as the haunt vanishes (a PC who succeeds at a DC 10 Religion or Pharasma Lore check recognizes the scent from Pharasmin funerals)

SUBTIER 1-2

SCRABBLING HANDS

HAZARD 2

HAUNT

Stealth DC 20 (trained) to hear the scratching beneath the floorboards

Description Illusory hands tear from the floorboards, clawing at their victim's legs and leaving real wounds.

Disable Religion DC 16 (trained) to exorcize the spirits

Scrabbling Hands ⤿ (divine, illusion, mental) **Trigger** A creature passes through area **C2** for the second time in 24 hours. **Effect** Phantasmal rotting hands burst out from the floor under the target, tearing into their legs. The hands' appearance varies based on the reason for the haunting (see **Table 5: Nature of the Haunt** below). The hands deal 4d6 slashing damage and 2d6 persistent bleed damage (DC 17 basic Will save). If a creature takes any damage from the haunt, the claws leave rending wounds on the target's legs, reducing their land Speed by 10 feet (minimum 5 feet) until the target is restored to its maximum HP.

Reset The underlying spirits remain, resetting the haunt every midnight, until the true story of what happened here becomes public.

SUBTIER 3-4

RENDING HANDS

HAZARD 4

HAUNT

Stealth DC 23 (trained) to hear the scratching beneath the floorboards

Description Illusory hands tear from the floorboards, clawing at their victim's legs and leaving real wounds.

Disable Religion DC 20 (trained) to exorcize the spirits

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C. MAVEDARUS MANOR



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Rending Hands ☞ (divine, illusion, mental) **Trigger** A creature passes through area **C2** for the second time in 24 hours.

Effect Phantasmal rotting hands burst out from the floor under the target, tearing into their legs. The hands' appearance varies based on the reason for the haunting (see **Table 5** on page 18). The hands deal 4d6+10 slashing damage and 4d6 persistent bleed damage (DC 21 basic Will save). If a creature takes any damage from the haunt, the claws leave rending wounds on the target's legs, reducing their land Speed by 10 feet (minimum 5 feet) until the target is restored to its maximum HP.

Reset The underlying spirits remain, resetting the haunt every midnight, until what truly happened here becomes public.

C3. Drawing Room

Everything this room once held now lies jumbled over the floor in a soggy mess: torn pages, scraps of fabric, and splintered remnants of furniture. Doors hang askew in the north and east walls, but the door to the south has been smashed from its hinges.

Treasure: A PC who succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) while Searching this room finds a hidden compartment in the wall behind a collapsed bookcase that contains a stack of notes about the owners' work (see **Table 6: Hidden Writings** below).

Far more obvious in this room is a faintly glowing lesser healing potion. In Subtier 3–4, the glowing treasure

is instead a *wand of heal*. This magic item represents 2 Treasure Bundles. The PCs receive these treasure bundles if they succeed at their assigned mission in the haunted house.

C4. Study

Ivy has overgrown the empty window frame, casting this room into cool shadow. A low shelf, its wood warped and cracked, stands against the south wall, and a desk has been overturned and smashed in the eastern part of the room.

Hazard: Countless souls of those innocents who perished in this house during the years manifest in this room as a disorienting susurrus of whispers. The content of their whispers and babbling depends on the nature of the house's owners, as detailed on **Table 7: Murmurs of the Lost** below. A PC who is Searching and succeeds at a Perception check against the haunt's stealth DC notices its whispers before the PCs walk into the haunt's area.

SUBTIER 1-2

WHISPERING SPIRITS

HAZARD 2

HAUNT

Stealth DC 20 (trained) to hear the whispers from a distance
Description Lost spirits whisper, reliving their last moments, ready to drag the living into their illusion.

Disable Religion DC 16 (trained) to suppress the spirits or Performance DC 16 (trained) to drown them out

Luring Whispers ☞ (auditory, divine, emotion, enchantment, mental) **Trigger** Multiple creatures remain in area **C4** for more than 6 seconds. **Effect** The whispers become more insistent until each character in the room must attempt a DC 18 Will save. On a failure, a creature is confused for 1 round (or for

TABLE 6: HIDDEN WRITINGS

Owners	Notes
Archdevil worshippers	Religious text for the archdevil Mephistopheles (entitled <i>Three Lies</i>), overflowing with notations.
Soulbound dollmakers	Labeled schematics for a soulbound doll
Alchemical experimenters	Partial recipes that include pieces of sapient creatures as ingredients
Slavers	Lists of slaves and transactions
Crime lords	Locations of criminal enterprises they owned (now long out of date)
Misguided Pharasmians	Prayer books for quieting the restless dead, along with a list of locations of known undead sightings

TABLE 7: MURMURS OF THE LOST

Owners	Whispers and Babbles
Archdevil worshippers	Desperate praise of Mephistopheles
Soulbound dollmakers	Pleading "don't make me go in the doll again"
Alchemical experimenters	Frantic claims of not wanting to live forever anymore
Slavers	Begging to be allowed to be released in multiple languages
Crime lords	Promising not to mess with the family again
Misguided Pharasmians	Sighing desires to be put to rest

The Absalom Initiation

1d6+1 rounds on a critical failure). Both the audible whispers and the babbling of the confused are related to the haunting's origin (see **Table 7: Murmurs of the Lost** on page 20).

Reset The underlying spirits remain, resetting the haunt every midnight, until what truly happened here becomes public.

SUBTIER 3–4

WHISPERING SOULS

HAZARD 4

HAUNT

Stealth DC 23 (trained) to hear the whispers from a distance

Description Lost spirits whisper, reliving their last moments, ready to drag the living into their illusion.

Disable Religion DC 19 (trained) to suppress the spirits or Performance DC 19 (trained) to drown them out

Luring Whispers **?** (auditory, divine, emotion, enchantment, mental) **Trigger** Multiple people are in the room for more than six seconds. **Effect** The whispers become more insistent until each character in the room must attempt a DC 21 Will save. On a failure, a creature is confused for 1 round (or for 1d4+2 rounds on a critical failure). Both the audible whispers and the babbling of the confused are related to the haunting's origin (see **Table 7** on page 20).

Reset The underlying spirits remain, resetting the haunt every midnight, until the true story of what happened here becomes public.

C5. Kitchen

Only a single, aged worktable still stands in one corner of this room, though the clay fragments of an oven and rusted metal suggest it was once a kitchen. The ceiling has completely fallen in, leaving this room open to the sky above. Doors stand in the east and west walls.

C6. Dining Room

The furniture in this once-fine dining room was crushed by the debris falling from the floors above. What remains is sodden and mostly unidentifiable.

C7. Parlor

A large, long-cold fireplace stands in the east wall of this expansive parlor, but the furnishings are all rotted. A dank stench of mold lingers in the air. The ceiling overhead has collapsed, leaving the room open to the sky. The floor in the room's southern end has followed suit, leaving a gaping hole into darkness.

Hazard: The floorboards in this area have been slowly rotting from below, leaving what appears to be a normal floor but is in fact merely splinters. The floor collapses underneath any creature who moves into the

area marked with a dotted square on the map (page 19). After a square of floor collapses, the hazard spreads to adjacent squares in this room.

SUBTIER 1–2

CRUMBLING FLOOR

HAZARD 0

MECHANICAL TRAP

Stealth DC 12

Description Around the edges of the pit, more rotting boards are ready to give way.

Disable Craft DC 14 to reinforce the beams

Pitfall **?** **Trigger** A creature walks next to the pit. **Effect** The triggering creature falls in and takes falling damage (typically 3 bludgeoning damage) plus 2d6 piercing damage from landing on broken boards. That creature can attempt to Grab an Edge to avoid falling; the DC to Climb the walls or Grab an Edge is 14.

Reset As the damage to the floor spreads, the areas adjacent to the new pit become new areas of this hazard.

SUBTIER 3–4

COLLAPSING FLOOR

HAZARD 2

MECHANICAL TRAP

Stealth DC 14

Description Around the edges of the pit, more rotting boards are ready to give way.

Disable Craft DC 16 to reinforce the beams

Pitfall **?** **Trigger** A creature walks next to the pit. **Effect** The triggering creature falls in and takes falling damage (typically 3 bludgeoning damage) plus 4d6 piercing damage from landing on broken boards. That creature can attempt to Grab an Edge to avoid falling; the DC to Climb the walls or Grab an Edge is 18.

Reset As the damage to the floor spreads, the areas adjacent to the new pit become new areas of this hazard.

Envoys' Alliance: The body of the person the PCs are looking for is at the bottom of the pit trap in area C7, having fallen through the weakened floorboards and perished from their injuries. The PCs must retrieve this body, which has 6 Bulk. In addition to a religious symbol of Pharasma, the body carries a block of Pharasmin funerary incense. A character who succeeds at a DC 10 Religion check (DC 12 in Subtier 3–4) knows they can burn this block of incense and offer their condolences to the priest's spirit to set the soul at rest. Alternatively, the PCs can transport the corpse to any of the churches of Pharasma in Absalom, where the clergy can lay their colleague to rest.

Leaving the Manor: When the PCs have completed their mission, they can report to the faction leader.

The Absalom Initiation

Scaling Event: Zombies!

Make the following adjustments to accommodate a table of six players.

Subtier 1-2: Add one additional zombie shambler for each player beyond four.

Subtier 3-4: Add one additional plague zombie for each player beyond four.

Optional Encounter

Do not run the zombie encounter if you have less than 1 hour to complete the scenario for each Part that the PCs have not yet begun.

Envoys' Alliance: If the PCs put the spirit of the Pathfinder's relative to rest, Fola Barun praises their care for their fellow agents. If they simply retrieve the body, she points out that compassion often involves going beyond the minimum that is asked of you. Nonetheless, she acknowledges that the PCs have technically completed their mission. In the event that the PCs fail to retrieve the body at all, she tells them earnestly that she is glad that they chose to turn away from a challenge that was too great for them rather than risking their own lives.

Grand Archive: Gorm Greathammer asked the PCs to uncover the history of the house. The PCs succeed at their mission and earn Gorm's approval if they uncover at least two of the pieces of history detailed in Tables 5, 6, and 7. Note the PCs gain the information from a haunt if they trigger it or if they detect it with a Perception check.

Horizon Hunters: When the PCs return, Calisro Benarry asks them two questions: did they find anything interesting, and did they last the whole night without fleeing the manor in terror. As long as the PCs spent the night and encountered at least one of the manor's dangers, Benarry claps them on the shoulders appreciatively and tells them that they'll need bravery like that to make a name for themselves. If the PCs did not live up to her expectations, she shakes her head. She explains that this may have been just a friendly challenge, but that they'll face things far worse in their careers as Pathfinders.

Event: Zombies!

Moderate

The negative energy infusing the house has led to the corpses within periodically animating as undead—particularly when living creatures linger overlong. Any party who remains within the crumbling manor after 1 hour (such as the group staying the night,

but potentially also groups who need some incentive to move along, find themselves the targets of these mindless undead.

Creatures: A pack of zombies claws their way up through the weakened floorboards, hoping to make a meal (or kin) of the PCs.

SUBTIER 1-2

PLAGUE ZOMBIE

CREATURE 1

Pathfinder Bestiary 340; Page 31, art on page 58

Initiative Perception +3

ZOMBIE SHAMBLERS (2)

CREATURE -1

Pathfinder Bestiary 340; Page 31, art on page 58

Initiative Perception +0

SUBTIER 3-4

PLAGUE ZOMBIES (2)

CREATURE 1

Pathfinder Bestiary 340; Page 38, art on page 58

Initiative Perception +3

UNKILLABLE ZOMBIE BRUTE

CREATURE 3

Pathfinder Bestiary 340, 341; Page 38, art on page 59

Initiative Perception +4

Unkillable This zombie is nigh unkillable. The zombie loses its weakness to slashing and gains resistance 3 against all damage, and it gains weakness 6 to critical hits. This increases the zombie's level by 1.

PART 5: WESTGATE

One of the PCs' missions sends them to the Westgate district on the western side of Absalom. The PCs' possible missions here are summarized below.

Envoys' Alliance: Fola Barun has sent the party to restore a Pathfinder agent who was petrified for carrying out a Society mission.

Vigilant Seal: Eando Kline wants the PCs to restore a petrified whistleblower and learn what threatens the city.

Horizon Hunters: Calisro Benarry has asked the PCs to restore a monstrous friend with valuable information.

Diplomacy (Gather Information)

A PC who spends 2 hours talking to Westgate locals can attempt a DC 15 Diplomacy check to Gather Information (DC 18 in Subtier 3-4), with the following results.

Success: The PC learns that a crowd opposed to their impending actions has gathered along Statue Street, and the PC learns the leaders' professions.

Failure: The PC learns nothing about Statue Street.

Critical Failure: The PC learns that a crowd has

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Scaling Encounter D

Make the following adjustments to accommodate a table of six players.

Crowd Encounter

Subtier 1-2: Add one additional crowd leader for each player beyond four.

Subtier 3-4: Add one additional crowd agitator for each player beyond four.

Rescuing the Pathfinder

Subtier 1-2: For five players, each cacodaemon consumes a soul gem just before the encounter. For six players, add one additional cacodaemon. For seven players, add one additional cacodaemon, and each consumes a soul gem just before the encounter.

Subtier 3-4: Add one cacodaemon (see Subtier 1-2) for each player beyond four.

Rescuing the Whistleblower

Subtier 1-2: Add one additional goblin warrior for each player beyond four.

Subtier 3-4: Add one additional goblin commando for each player beyond four.

gathered, but the informant then runs off to notify the crowd leaders; see *Creatures* below for their descriptions.

D. STATUE STREET (SEVERE)

For several blocks, the quiet lanes of Westgate's residential neighborhoods feature small houses, low-key cafes and

taverns, and the occasional specialty shop. The fragrant scent of tended flower gardens in the warm sunlight blends with the low hum of distant conversation over what would normally be a pleasant boulevard. But the stone statues—at first appearing only here and there, like odd decorations—now number several per block, and the otherwise plain square ahead is outright cluttered with stone figures. They take countless forms, from humans and halflings to orcs, lizardfolk, and even stranger, all forever frozen in acts of desperation, defiance, or despair. The quaint, statue-filled square is also filled with people; several dozen townsfolk shout and argue, their voices somehow out of place among the silent statues.

The eponymous statues of Statue Street are the remnants of a longstanding Absalomian tradition: to prevent overcrowding in the city's prisons, nonviolent offenders were allowed to compete for a pardon in a race to outrun an angry gorgon along these streets. Those who successfully outpaced the beast were allowed to go free; those less fortunate now line the streets as bizarre decor. The ethics of the practice are dubious at best, and it was recently outlawed. Still, there are some who are upset to lose this tradition, and at the news that one of the condemned might be allowed to go free, a group of rabble-rousers has riled up a mob of locals who can't bear to see outsiders interfere with seven centuries of history. Though they aren't particularly violent, they won't readily allow the PCs to proceed with restoring their target.

Horizon Hunters: The crowd and its leaders are particularly fearful of the naga the PCs are attempting to unleash, due to the creature's monstrous appearance. The DC of any check to negotiate with the crowd's leaders is increased by 5. Enemies and hazards in this encounter gain a +2 status bonus to attack rolls, damage rolls, and saves against fear effects.

Creatures: The crowd is led by three leaders. While their professions are determined randomly using **Table 8: Crowd Leaders**, they all use the same statistics. You can choose one profession for all leaders, or you can select a different profession for each leader. In addition to the listed skills, each leader has one other Intelligence- or Wisdom-based skill appropriate for their profession.

The PCs can appeal to the crowd's leaders to defuse the situation. See this encounter's section of the appendix on page 32 (page 39 for Subtier 3-4) for more information.

Hazard: The crowd functions as a complex hazard. Once the leaders are defeated, the rest of the mob disperses quickly, muttering about how the younger generations have no respect for the way things used to be.

TABLE 8: CROWD LEADERS

d8	Profession	Skills
1	Barrister	Diplomacy or Legal Lore
2	Drunk	Deception or Alcohol Lore
3	Socialite	Society or Absalom Lore
4	Charlatan	Thievery or Underworld Lore
5	Smith	Crafting or Guild Lore
6	Acolyte	Religion or Lore corresponding to a specific deity
7	Actor	Performance or Theater Lore
8	Herbalist	Nature or Herbalism Lore

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SUBTIER 1-2

CROWD WITH TRASH

COMPLEX MECHANICAL

Page 32

Initiative Stealth +0

CROWD LEADERS (3)

N MEDIUM HUMANOID HUMAN

Page 32

Initiative Perception +4

SUBTIER 3-4

CROWD WITH CHAMBER POTS HAZARD 4

COMPLEX ENVIRONMENTAL

Page 39

Initiative Stealth +0

CROWD AGITATORS (3) CREATURE 1

N MEDIUM HUMANOID HUMAN

Page 39

Initiative Perception +6

Treasure: If the PCs complete the Horizon Hunter's mission, the unpetrified naga shows her appreciation for the PCs' efforts by gifting them a pearl necklace worth 12 gp (50 gp in Subtier 3-4). This represents 2 Treasure Bundles.

Envoys' Alliance: Rescuing the Pathfinder (Moderate)

Once the mob has been dispersed, the PCs shouldn't have any trouble identifying the Pathfinder whom Fola wants them to restore. The faction leader also provided them with a single *greater salve of antiparalysis*, which should make the task fairly straightforward.

Creatures: Unbeknownst to the crowd's leaders, one crowd member has vile motives. He is so enraged by people bringing freedom and hope to those whose last moments were filled with terror that he covertly unleashes one or more daemonic minions on the PCs. In Subtier 1-2, it is a pair of cacodaemons; in Subtier 3-4, it is instead a ceustodaemon that has lost some strength to other predatory daemons. At their arrival, everyone in the square except the PCs flees.

SUBTIER 1-2

CACODAEMONS (2)

CREATURE 1

Pathfinder Bestiary 70; page 33, art on page 60

Initiative Perception +6

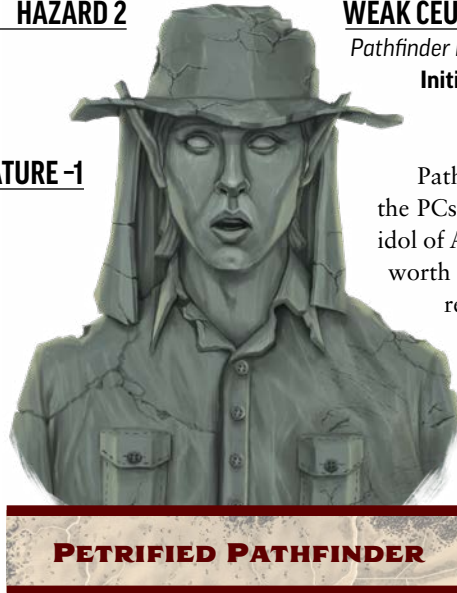
SUBTIER 3-4

WEAK CEUSTODAEMON

CREATURE 5

Pathfinder Bestiary 6, 71; page 40, art on page 61

Initiative Perception +10



Treasure: Once restored to life, the Pathfinder shows her appreciation for the PCs' efforts by gifting them a small gold idol of Acavna (the Azlanti goddess of magic) worth 12 gp (50 gp in Subtier 3-4). This represents 2 Treasure Bundles.

Vigilant Seal: Rescuing the Whistleblower (Moderate)

Once the mob has been dispersed, the PCs can use Eando's instructions to identify the individual to be restored. The faction leader also provided them with a single *greater salve of antiparalysis* for this mission.

Creatures: The forces responsible for the whistleblower's petrification haven't forgotten about them, and they've sent their own enforcers to ensure the PCs don't interfere with their plans. As soon as the mob disperses, these enforcers attack the PCs.

SUBTIER 1-2

GOBLIN PYRO

CREATURE 1

Pathfinder Bestiary 181; page 34, art on page 63

Initiative Perception +4

GOBLIN WARRIORS (2)

CREATURE -1

Pathfinder Bestiary 180; page 34, art on page 62

Initiative Perception +2

SUBTIER 3-4

GOBLIN COMMANDOS (3)

CREATURE 1

Pathfinder Bestiary 180; page 41, art on page 62

Initiative Perception +5

GOBLIN PYRO

CREATURE 1

Pathfinder Bestiary 181; page 41, art on page 63

Initiative Perception +4

Uncovering the Threat: Once the PCs restore the whistleblower, they can learn the source of his persecution: a band of militant hobgoblins has begun establishing a base in one of the siege castles outside the city.

The Absalom Initiation

Treasure: Once restored to life, the whistleblower shows his appreciation for the PCs' efforts by gifting them a jeweled ring worth 12 gp (50 gp in Subtier 3–4). This represents 2 Treasure Bundles.

PART 6: CONCLUSION

Once the PCs have completed the four missions they've been assigned, they can report back to the faction leaders. So long as the Pathfinders survived and reasonably accomplished their goals, the faction leaders are satisfied. They are enthusiastic about any exceptional successes the PCs report, though they express dismay at PCs who harmed innocents or caused significant property damage.

After the last meeting, Janira Gavix intercepts the party in the halls of the Grand Lodge.

Janira Gavix races down the hall, her blond hair flying in her excitement. "I just heard you made it back—congratulations! It sounds like everything went, well, about as well as anyone could expect. Come with me, I have something for each of you."

The halfling woman leads the way into a small office and distributes finely crafted wooden boxes. Within each, a gleaming compass lid emblazoned with the Glyph of the Open Road and an engraved name lies upon a cushion of silk. "I'm not sure if you've picked up your own *wayfinders* yet, but when you do, you should have ones that prove that you belong. Now it's official," she beams. "Welcome to the Pathfinder Society!"

REPORTING NOTES

If the PCs recruited Tavvar Hamavsi to the Pathfinder Society, check box A. If she died, check box B.

PRIMARY OBJECTIVES

The PCs meet their primary objective if they successfully complete the four missions assigned to them by the faction leaders. If they do, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

SECONDARY OBJECTIVES

The PCs meet their secondary objective if they meet at least three of the following criteria. If they do, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

- Successfully occupy at least three of the four non-faction leader NPCs at the party.
- Nonviolently pacify the fleshforge creature in encounter **A2**.
- Disable the ritual in encounter **B5** without Tavvar or any of her assistants perishing.
- Learn the original owners' illicit actions in Part 4. The most likely way for the PCs to achieve this objective is by locating their hidden writings in area **C3**.
- Disperse the crowd in encounter **D** without resorting to violence.

The Absalom Initiation

Handout #1: Initiate's Invitation

Pathfinders,

I do hope you'll join us at the Grand Lodge for the celebration to congratulate the most recent group of initiates—yourselves included! A good time is certain to be had by all, but it's more than just a party. Gatherings like this are an excellent opportunity to rub elbows with the Society's leadership and get to know them. That means you'll always be quick to know about the best opportunities as soon as they arise. I hope you'll take advantage of the event to put your best foot forward.

I'm looking forward to seeing you there!

—Janira Gavix, Pathfinder Society Head Initiate

Handout #2: Experienced Agent's Invitation

Pathfinders,

I do hope you'll join us at the Grand Lodge for the celebration to congratulate the most recent group of initiates. I have to say, I'm proud of how far you've come since you were an initiate, and I look forward to seeing you support the next generation of Pathfinders. Besides that, gatherings like this are an excellent opportunity to rub elbows with the Society's leadership and get to know them. That means you'll always be quick to know about the best opportunities as soon as they arise. I hope you'll take advantage of the event to put your best foot forward.

I'm looking forward to seeing you there!

—Janira Gavix, Pathfinder Society Head Initiate

The Absalom Initiation

APPENDIX 1: SUBTIER 1-2 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variations described in the text.

Area A2 (Subtier 1-2)

In the depths of the rotting ship, the PCs find a strange creature, a blobby amalgamation of body parts (see page 46 for art). The PCs may be able to calm the creature using an appropriate skill check from **Table 3: Fleshforge Creature Temperament and Behavior** on page 13. If they fail, or if the creature is filled with rage, combat is likely. Use the statistics to the right, adding one additional ability from the random chart at the bottom of this page. If provoked, the fleshforge is

aggressive and direct in combat. With nowhere to run and no way to speak to the PCs, it fights to the death.

FLESHFORGE DREG

CREATURE 3

RARE N MEDIUM CONSTRUCT

Perception +6

Languages Common (can't speak any language)

Skills Acrobatics +9, Athletics +10, Survival +7

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

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

HP 45; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ✎ fist +12, **Damage** 1d10+6 bludgeoning

Melee ✎ tentacle +12 (agile), **Damage** 1d6+6 bludgeoning

d6	Additional Ability
1	Breath Weapon ✎✎ (arcane, evocation, fire) The fleshforge dreg breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 15 basic Reflex save). The fleshforge dreg can't use its breath weapon again for 1d4 rounds.
2	Ranged acid spit ✎ +11 (range 30 feet), Damage 3d6 acid
3	The fleshforge dreg's tentacle Strikes gain reach 10 feet and Grab.
4	The fleshforge dreg's large arm can be used as a shield (Hardness 3, HP 20, BT 10) and it gains the Shield Block reaction. The prototype's AC is 21 with its shield raised. If the shield is destroyed, it can no longer use its fist attack.
5	Roots ✎ The fleshforge dreg roots into the surface it is standing on. It gains fast healing 5 until it leaves that space.
6	Leaping Charge ✎ The fleshforge prototype Strides up to 10 feet, ignoring difficult terrain as it leaps over obstacles. It then makes a fist Strike, gaining a +1 circumstance bonus to its attack roll.

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Area B5 (Subtier 1-2)

Tavvar's ritual has run dangerously out of control due to flaws introduced through one of her personal weaknesses. Use the table below to select a weakness. When the PCs arrive, the ritual begins to lash out more fiercely, as described in the Hazard statistics below. At the end of the ritual's initiative, it spawns new shadow wisps, and then the shadow wisps act.

When the PCs arrive, Tavvar has 21 Hit Points. The three assistants have 14 Hit Points each. If any of these four people are reduced to 0 HP by the ritual, they die. If Tavvar dies, the ritual ends catastrophically. The specifics of these effects are described in the ritual's statistics.

In order to stop the ritual, the PCs need to get all of its flaws under control. To eliminate a flaw, a PC can either use Occultism or one of the skills that corresponds to the weakness from the table below. Each of Tavvar's living aides keeps one flaw contained, essentially reducing the number of successes the PCs need to stop the ritual by 1. Destroying a shadow wisp also helps dissipate the ritual's energy, removing one flaw.

FLAWED RITUAL

HAZARD 2

COMPLEX

MAGICAL

Stealth +0

Description A flawed ritual emits surges of shadowy energy and opens tiny breaches into the Shadow Plane.

Disable Seven flaws have appeared in the ritual circle, dancing like shadowy flames. Each of Tavvar's three aides keeps one flaw under control as long as they are alive, while Tavvar herself staves off the ritual's implosion as listed in the ritual anchor ability below. Each flaw can be repaired with a successful DC 22 Occultism check or DC 18 (trained) check using a skill related to the flaw's original cause (see the table Ritual Flaws and Solutions below). Regardless of

success or failure, a PC who attempts an Occultism check to disable the hazard learns the cause of the flaws and the skills that can be used to overcome it. Each success on a check to repair a flaw using these other skills reduces the DC of the Occultism check to repair a flaw by 2. Instead of using skill checks, the PCs can use force to stabilize the ritual. A PC who defeats a shadow wisp automatically repairs one flaw.

Routine (1 action) On each of its turns, the ritual lets out a surge of shadowy energy, dealing 2d6 negative damage (DC 18 basic Fortitude save) to each character who participated in ritual the past round (including Tavvar and her aides as well as any PC who attempted a skill check to disable the hazard). A non-participant can step in front of a participant as a reaction. This blocks the damage from the ritual caster, but the non-participant must then attempt the Fortitude save.

In addition to dealing damage, the ritual's surge of energy brings a shadow wisp into the room. Wisps act at the end of the ritual's turn. If there are already two shadow wisps in the room, instead of creating a new wisp, the ritual restores 10 Hit Points to each wisp.

Ritual Anchor If Tavvar dies, the ritual immediately ends disastrously. With a loud pop, it explodes, filling the room with negative energy before dissipating. This deals 2d6 negative damage to all creatures in area **B5** (DC 18 basic Fortitude save). The NPCs ritualists automatically critically fail their saving throws. The explosion ends the ritual but does not remove any shadow wisps that are already in the room.

SHADOW WISP

CREATURE 0

RARE

CE

TINY

UNDEAD

Perception +4

Languages Necril

Skills Acrobatics +5, Stealth +9

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

TABLE: RITUAL FLAWS AND SOLUTIONS

d4	Cause of Flaw	Skills to Overcome
1	Harried (a "publish or perish" culture at the College of Mystery led to Tavvar cutting corners in the ritual's execution, so some runes aren't drawn quite right)	Arcana or Thievery
2	Misplaced Affection (Tavvar is from Nidal and subconsciously hopes the ritual will show that there is some good in her homeland; she included some Shadowtongue in the runes and it's enhancing the energy)	Society or Religion
3	Cloistered (Tavvar hasn't done much field work and made a dangerous mistake in which mushrooms she used in the ink for the runes)	Crafting or Nature
4	Restrained (Tavvar's own hesitation and self-doubt has led to the ritual slipping out of her control)	Deception or Diplomacy

The Absalom Initiation

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

HP 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5, light 5 (see light weakness)

Light Weakness An object shedding magical light (such as from the *light* spell) deals additional damage to the shadow wisp.

Speed 10 feet, fly 30 feet

Melee ♦ shadow tendril +8 (finesse, magical), **Damage** 1d6 negative

Shroud (divine, necromancy) ♦ **Requirements** The shadow wisp's previous action was a hit against an adjacent creature with its shadow tendril Strike. **Effect** The shadow wisp Steps into the creature's space and attempts an

Acrobatics check against the target's Reflex DC to attach itself to the target's shadow. As long as it remains attached, it moves with the target and is flat-footed to attacks from the target. The target can spend a move action on its turn to attempt a Reflex save against the wisp's Acrobatics DC to escape the shroud.

Stretch Shadow (divine, necromancy) ♦ **Requirements** The shadow wisp is attached to a living creature. **Effect** The shadow wisp slips into the attached creature's shadow, dealing it 1d6 negative damage. It can use the attached creature's shadow to make a shadow tendril Strike against another target up to 10 feet away.

The Absalom Initiation

Event: Zombies! (Subtier 1-2)

If the PCs spend at least an hour in the manor, negative energy may animate corpses buried beneath its floorboards to attack them. Do not run this encounter if you have less than an hour remaining per part that the PCs have not yet completed. The art for the zombies appears on page 58.

PLAGUE ZOMBIE

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

jaws ♦ (attack); **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage.

Zombie Rot (disease, necromancy); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

ZOMBIE SHAMBLER

CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +0; darkvision

Skills Athletics +5

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ♦ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

jaws ♦ (attack); **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

The Absalom Initiation

Area D Crowd Encounter (Subtier 1-2)

When the PCs arrive in the square and try to unpetrify the creature they were sent to rescue, they find a crowd that strongly disapproves of their actions. They have 2 social rounds (in which each PC can attempt a single skill check) before the crowd grows restless and begins throwing trash—unless a PC critically failed their check to Gather Information about the crowd, in which case the PCs have only one social round. The crowd is too riled up to listen to general appeals, but a PC can attempt a DC 15 skill check related to the leader's profession (as listed on Table 9: Crowd Leaders on page 24). A PC can also attempt an Intimidation check, though the presence of the crowd makes this more difficult than normal, raising the DC to the crowd leader's Will DC + 5 to Coerce that leader into standing down. Note that the Group Coercion and Quick Coercion skill feats can increase the number of attempts or targets a PC can affect in this encounter. A PC can forego attempting their own skill check to instead Aid another PC on their check. You can award effective roleplaying in these interactions by decreasing the DC by 2. On a successful skill check, the PC has convinced or bullied that crowd leader into standing down.

If the PCs manage to convince all the leaders to stand down after the 2 social rounds, the crowd disperses harmlessly. Otherwise, the crowd runs out of patience and begins throwing refuse at the PCs (see Hazard below) and the crowd leaders engage in a physical confrontation. The leaders and crowd both attack immediately if any PC uses a hostile action against any of the leaders or crowd members.

CROWD WITH TRASH

HAZARD 2

COMPLEX ENVIRONMENTAL

Stealth +0

Description The crowd is riled up enough to start throwing garbage at the interlopers, but not riled up enough to

risk their lives. The crowd fills nine contiguous squares but can be shaped to fit the streets. Characters can move through the crowd, but spaces occupied by the crowd are difficult terrain.

Disable After more people in the crowd have become shaken or taken damage than there are crowd leaders left standing, the crowd disperses. For abilities affecting an area, count each affected square as one member of the crowd.

AC 16; **Fort** +11, **Ref** +3, **Will** +7

Routine ▶▶▶ The crowd uses its first action to Stride away from any opponent adjacent to them (or to get within 30 feet), then uses each remaining action to make a trash Strike at a different target.

Speed 25 feet

Ranged ♦ trash +14 (range 20 feet), **Damage** 1d6+3 bludgeoning plus sickened 1 (DC 18 Fortitude save negates sickened)

CROWD LEADERS (3)

CREATURE -1

N MEDIUM HUMANOID HUMAN

Perception +4

Languages Common

Skills Crafting +2, Deception +5, Diplomacy +5, Intimidate +5

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

Items daggers (3), studded leather

AC 16; **Fort** +5, **Ref** +6, **Will** +3

HP 7

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ♦ dagger +8 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

Crowd Aid The crowd leader ignores difficult terrain caused by friendly crowds. Creatures within or adjacent to friendly crowds are flat-footed against the crowd leader's attacks.

The Absalom Initiation

Envoys' Alliance: Rescuing the Pathfinder (Subtier 1-2)

Cacodaemons have an insatiable hunger for mortal souls. These ravenous creatures turn invisible before rushing up to attack. Even when running this encounter for more than four PCs, the daemons do not attack a single PC in groups of more than two; after all, the more daemons attacking the same target, the less likely they are to be the one to devour its soul. They prefer targets who call upon or display symbols of good-aligned deities. They fight to the death. If the PCs flee, they may be distracted by the souls of the slower-moving members of the crowd. The art for the cacodaemon appears on page 60.

CACODAEMON

CREATURE 1

NE TINY DAEMON FIEND

Perception +6; darkvision

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +8, Deception +5, Religion +6, Stealth +8

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

AC 16; **Fort** +7, **Ref** +8, **Will** +6

HP 22; **Immunities** death effects; **Weaknesses** good 3

Speed 5 feet, fly 40 feet

Melee ♦ jaws +8 (agile, disease, evil, finesse, magical),

Damage 1d8 piercing plus 1d4 evil and cacodaemonia

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *detect alignment* (at will; good only), *fear*; **Cantrips** (1st) *detect magic* (at will)

Cacodaemonia (disease) The cacodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier (1 day); **Stage 2** stupefied 1 (1 day); **Stage 3** stupefied 2 (1 day)

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Lizard** Speed 20 feet; **Melee** jaws +8 (agile, finesse), **Damage** 1d8+1 piercing
- **Octopus** size Small; Speed 20 feet, swim 30 feet; **Melee** tentacle +8 (finesse), **Damage** 1d6 piercing plus 2 poison
- **Scorpion** size Small; Speed 30 feet; **Melee** pincer +8 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab; **Melee** stinger +8 (agile, finesse), **Damage** 1d6+1 piercing plus 1d4 poison

Soul Lock ♦♦♦ (death, divine, necromancy) Once per day, a cacodaemon can ingest the soul of a sentient creature within 30 feet that died within the last minute. When it does, the cacodaemon grows a fist-sized soul gem (Hardness 2, HP 8) in its gut and can regurgitate it at any time as an Interact action. Destroying the gem frees the soul within but does not return the deceased creature to life. The caster of a spell to return a creature to life whose soul is trapped within a soul gem must succeed at a DC 30 Religion check. On a success, the soul gem shatters and the creature is returned to life as normal for the spell.

By using an Interact action, a fiend can ingest a soul gem it is holding, condemning the soul to the fiend's home plane. The fiend gains fast healing 5 for 1 minute.

The Absalom Initiation

Vigilant Seal: Rescuing the Whistleblower (Subtier 1-2)

The goblins gleefully rush forth to attack the PCs, singing all the way. True to her name, the goblin pyro attempts to deal as much fire damage as possible with her spells. The goblin warriors rush into melee heedless of the danger from the pyro's *burning hands* spell. For her part, the pyro makes no attempt to avoid hitting her allies until after the first time she damages one of them, earning shrill and angry shrieks from her injured compatriot. Throughout the fight, the goblins sing and yell in Goblin. The art for the goblin pyro appears on page 63, and the art for the goblin warriors appears on page 62.

GOBLIN PYRO

CREATURE 1

CE SMALL GOBLIN HUMANOID

Perception +4; darkvision

Languages Common, Goblin

Skills Acrobatics +7, Fire Lore +7, Stealth +7

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

Items torch

AC 17; **Fort** +5, **Ref** +9, **Will** +4

HP 15

Goblin Scuttle ➤ **Trigger** A goblin ally ends a move action adjacent to the pyro. **Effect** The goblin pyro Steps.

Speed 25 feet

Melee ➤ torch +7 (fire) **Damage** 1d4 bludgeoning plus 1 fire

Arcane Spontaneous Spells DC 16, attack +6; **1st** (3 slots) *burning hands, grease*; **Cantrips (1st)** *light, mage hand, produce flame, tanglefoot*

GOBLIN WARRIOR

CREATURE -1

CE SMALL GOBLIN HUMANOID

Perception +2; darkvision

Languages Common, Goblin

Skills Acrobatics +5, Athletics +2, Nature +1, Stealth +5

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

Items dogslicer, leather armor, shortbow (10 arrows)

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 6

Goblin Scuttle ➤ **Trigger** A goblin ally ends a move action adjacent to the pyro. **Effect** The goblin pyro Steps.

Speed 25 feet

Melee ➤ dogslicer +8 (agile, backstabber, finesse); **Damage** 1d6 slashing

Ranged ➤ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

The Absalom Initiation

APPENDIX 2: SUBTIER 3-4 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variations described in the text.

Area A2 (Subtier 3-4)

In the depths of the rotting ship, the PCs find a strange creature, a blobby amalgamation of body parts (see page 56 for art). The PCs may be able to calm the creature using an appropriate skill check from Table 3: Fleshforge Creature Temperament and Behavior on page 13. If they fail, or if the creature is filled with rage, combat is likely. Use the statistics to the right, adding one additional ability from the random chart at the bottom of this page. If provoked, the fleshforge is aggressive and direct

in combat. With nowhere to run and no way to speak to the PCs, it fights to the death.

FLESHFORGE PROTOTYPE

CREATURE 5

RARE N MEDIUM CONSTRUCT

Perception +9

Languages Common (can't speak any language)

Skills Acrobatics +12, Athletics +13, Survival +9

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

AC 22; **Fort** +15, **Ref** +12, **Will** +9

HP 75; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ♦ fist +15, **Damage** 2d8+7 bludgeoning

Ranged ♦ tentacle +15 (agile), **Damage** 2d4+7 bludgeoning

d6	Additional Ability
1	Breath Weapon ♦♦ (arcane, evocation, fire) The fleshforge prototype breathes flames that deal 6d6 fire damage to all creatures in a 15-foot cone (DC 22 basic Reflex save). The fleshforge prototype can't use its breath weapon again for 1d4 rounds.
2	Ranged acid spit ♦ (range 30 feet) +13, Damage 4d6 acid
3	The fleshforge prototype's tentacle Strikes gain reach 10 feet and Grab.
4	The fleshforge prototype's large arm can be used as a shield (Hardness 5, HP 20, BT 10) and it gains the Shield Block reaction. The prototype's AC is 24 with its shield raised. If the shield is destroyed, it can no longer use its fist attack.
5	Roots ♦ The fleshforge prototype roots into the surface it is standing on. It gains fast healing 5 until it leaves that space.
6	Leaping Charge ♦ The fleshforge prototype Strides up to 10 feet, ignoring difficult terrain as it leaps over obstacles. It then makes a fist Strike, gaining a +1 circumstance bonus to its attack roll.

The Absalom Initiation

Area B5 (Subtier 3-4)

Tavvar's ritual has run dangerously out of control due to flaws introduced through one of her personal weaknesses. Use the table below to select a weakness. When the PCs arrive, the ritual begins to lash out more fiercely, as described in the Hazard statistics below. At the end of the ritual's initiative, it spawns new shadow wisps, and then the shadow wisps act.

When the PCs arrive, Tavvar has 42 Hit Points. The three assistants have 28 Hit Points each. If any of these four people are reduced to 0 HP by the ritual, they die. If Tavvar dies, the ritual ends catastrophically. The specifics of these effects are described in the ritual's statistics.

In order to stop the ritual, the PCs need to get all of its flaws under control. To eliminate a flaw, a PC can either use Occultism or one of the skills that corresponds to the weakness from the table below. Each of Tavvar's living aides keeps one flaw contained, essentially reducing the number of successes the PCs need to stop the ritual by 1. Destroying a shadow wisp also helps dissipate the ritual's energy, removing one flaw.

DEEPLY FLAWED RITUAL

HAZARD 5

MINDLESS **MAGICAL**

Stealth +0

Description A flawed ritual emits surges of shadowy energy and opens tiny breaches into the Shadow Plane.

Disable Seven flaws have appeared in the ritual circle, dancing like shadowy flames. Each of Tavvar's conscious aides keeps one flaw under control, but the others must be repaired before Tavvar loses consciousness. Each flaw can be repaired with a successful DC 24 Occultism check or DC 20 (trained) check using a skill related to the flaw's original cause (see the table **Ritual Flaws and Solutions** below). Regardless of success or failure, a PC who attempts

an Occultism check to disable the hazard learns the cause of the flaws and the skills that can be used to overcome it. Each success on a check to repair a flaw using these other skills reduces the DC of the Occultism check to repair a flaw by 2. Each time a PC defeats a shadow, they repair one flaw.

Routine ♦ On each of its turns, the ritual lets out a surge of shadowy energy, dealing 4d6 negative damage (DC 22 basic Fortitude save) to each character who participated in ritual the past round (including Tavvar and her aides as well as any PC who attempted a skill check to disable the hazard). A non-participant can step in front of a participant as a reaction. This blocks the damage from the ritual caster, but the non-participant must then attempt the Fortitude save.

In addition to dealing damage, the ritual's surge of energy brings a greater shadow wisp into the room. If there are already two wisp in the room, instead of creating a new wisp, the ritual restores 10 Hit Points to each wisp.

Ritual Anchor If Tavvar dies, the ritual immediately ends disastrously. With a loud pop, it explodes, inflicting an additional surge of shadowy energy on every creature in area B5 before dissipating. This ends the ritual but does not remove any shadows that are already in the room.

GREATER SHADOW WISP

CREATURE 3

RARE **CE** **TINY** **UNDEAD**

Perception +8

Languages Necril

Skills Acrobatics +9, Stealth +13

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

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

HP 60, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5, light 5 (see light weakness)

TABLE: RITUAL FLAWS AND SOLUTIONS

d4	Cause of Flaw	Skills to Overcome
1	Harried (A "publish or perish" culture at the College of Mystery led to Tavvar cutting corners in the ritual's execution, so some runes aren't drawn quite right)	Arcana or Thievery
2	Misplaced Affection (Tavvar is from Nidal and subconsciously hopes the ritual will show that there is some good in her homeland; she included some Shadowtongue in the runes and it's enhancing the energy Society or Religion)	Society or Religion
3	Cloistered (Tavvar hasn't done much field work and made a dangerous mistake in which mushrooms she used in the ink for the runes)	Crafting or Nature
4	Restrained (Tavvar's own hesitation and self-doubt has led to the ritual slipping out of her control)	Deception or Diplomacy

The Absalom Initiation

Light Weakness An object shedding magical light (such as from the *light* spell) deals additional damage to the shadow wisp.

Speed 10 feet, fly 30 feet

Melee ♦ shadow tendril +12 (finesse, magical), **Damage** 2d8 negative

Shroud (divine, necromancy) ♦ **Requirements** The shadow wisp's previous action was a hit against an adjacent creature with its shadow tendril Strike. **Effect** The shadow wisp Steps into the creature's space and attempts an Acrobatics check against the target's Reflex DC to attach itself to the target's shadow. As long as it remains attached,

it moves with the target and is flat-footed to attacks from the target. The target can spend a move action on its turn to attempt a Reflex save against the wisp's Acrobatics DC to escape the shroud.

Stretch Shadow (divine, necromancy) ♦ **Requirements** The shadow wisp is attached to a living creature. **Effect** The shadow wisp slips into the attached creature's shadow, dealing it 1d6 negative damage. It can use the attached creature's shadow to make a shadow tendril Strike against another target up to 10 feet away.

The Absalom Initiation

Event: Zombies! (Subtier 3–4)

If the PCs spend at least an hour in the manor, negative energy may animate corpses buried beneath its floorboards to attack them. Do not run this encounter if you have less than an hour remaining per part that the PCs have not yet completed. The art for the plague zombie appears on page 58, and the art for the zombie brute appears on page 59.

PLAGUE ZOMBIE

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

jaws ♦ (attack); **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage.

Zombie Rot (disease, necromancy); An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day);

Stage 4 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

UNKILLABLE ZOMBIE BRUTE

CREATURE 3

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

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

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** 10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistance** all damage 3 **Weaknesses** positive 10, critical hits 6

Speed 25 feet

Melee ♦ hunk of meat +11 (reach 15 feet), **Damage** 2d10+9 bludgeoning

Ranged ♦ hunk of meat +9 (thrown 10 feet), **Damage** 2d10+9 bludgeoning

Ranged ♦ corpse +11 (brutal, range increment 30 feet), **Damage** 2d6+9 bludgeoning

Corpse Throwing A zombie hulk can throw corpses at foes. While any Medium dead body will do, they sometimes throw zombie shamblers, who take just as much damage from being thrown as the target they hit. A thrown shambler lands prone, but if it's not destroyed, it can rise and use other actions normally.

Wide Swing ♦ The zombie hulk makes a hunk of meat Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the zombie hulk's multiple attack penalty.

The Absalom Initiation

Area D Crowd Encounter (Subtier 3–4)

When the PCs arrive in the square and try to unpetrify the person they were sent to rescue, they find a crowd that strongly disapproves of their actions. They have 2 social rounds (in which each PC can attempt a single skill check) before the crowd grows restless and begins throwing trash—unless a PC critically failed their check to Gather Information about the crowd, in which case the PCs have only one social round. The crowd is too riled up to listen to general appeals, but a PC can attempt a DC 18 skill check related to the leader's profession (as listed on Table 9: Crowd Leaders on page 24). A PC can also attempt an Intimidation check, though the presence of the crowd makes this more difficult than normal, raising the DC to the crowd leader's Will DC + 5 to Coerce that leader into standing down. Note that the Group Coercion and Quick Coercion skill feats can increase the number of attempts or targets a PC can affect in this encounter. A PC can forego attempting their own skill check to instead Aid another PC on their check. You can award effective roleplaying in these interactions by decreasing the DC by 2. On a successful skill check, the PC has convinced or bullied that crowd leader into standing down.

If the PCs manage to convince all the leaders to stand down after the 2 social rounds, the crowd disperses harmlessly. Otherwise, the crowd runs out of patience and begins throwing refuse at the PCs (see Hazard below) and the crowd leaders engage in a physical confrontation. The leaders and crowd both attack immediately if any PC uses a hostile action against any of the leaders or crowd members.

CROWD WITH CHAMBER POTS

COMPLEX ENVIRONMENTAL

Stealth +0

Description The crowd is riled up enough to start throwing chamberpots at the interlopers, but not riled up enough

to risk their lives. The crowd fills nine contiguous squares but can be shaped to fit the streets. Characters can move through the crowd, but spaces occupied by the crowd are difficult terrain.

Disable After more people in the crowd have become shaken or taken damage than there are crowd leaders left standing, the crowd disperses. For abilities affecting an area, count each affected square as one member of the crowd.

AC 18; **Fort** +14, **Ref** +6, **Will** +10

Routine ♦♦♦ The crowd uses its first action to Stride away from any opponent adjacent to them (or to get within 30 feet), then uses each remaining action to make a chamber pot Strike at a different target.

Speed 25 feet

Ranged ♦ chamber pot +17 (range 20 feet), **Damage** 2d6+6 bludgeoning plus sickened 2 (DC 19 Fortitude save negates sickened)

CROWD AGITATORS (3)

CREATURE 1

N MEDIUM HUMANOID HUMAN

Perception +6

Languages Common

Skills Crafting +4, Deception +7, Diplomacy +7, Intimidate +7

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

Items daggers (3), studded leather

AC 17; **Fort** +4, **Ref** +9, **Will** +6

HP 19

Speed 25 feet

Melee ♦ dagger +11 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ♦ dagger +11 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+3 piercing

Crowd Aid The crowd agitator ignores difficult terrain caused by friendly crowds. Creatures within or adjacent to friendly crowds are flat-footed against the crowd agitator's attacks.

The Absalom Initiation

Envoys' Alliance: Rescuing the Pathfinder (Subtier 3–4)

The ceustodaemon lost a considerable measure of strength to a more powerful daemon that stole a portion of its essence. Almost blinded by fury, the creature attempts to destroy any mortals it can, starting with the PCs. It begins combat with its breath weapon before closing to melee. For tables of five or more players, this encounter also includes cacodaemons. These ravenous creatures turn invisible, counting on the ceustodaemon to command the PCs' attention as they rush in to bite the PCs. They prefer targets who call upon or display symbols of good-aligned deities. All of the daemons fight to the death. If the PCs flee, they may be distracted by the souls of the slower-moving members of the crowd. The art for the ceustodaemon appears on page 60, and the art for the cacodaemon appears on page 61.

CACODAEMON

CREATURE 1

CE TINY DAEMON FIEND

Perception +6; darkvision

Languages Common, Daemonic; telepathy 100 feet

Skills Acrobatics +8, Deception +5, Religion +6, Stealth +8

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

AC 16; **Fort** +7, **Ref** +8, **Will** +6

HP 22; **Immunities** death effects; **Weaknesses** good 3

Speed 5 feet, fly 40 feet

Melee ♦ jaws +8 (agile, disease, evil, finesse, magical),

Damage 1d8 piercing plus 1d4 evil and cacodaemonia

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will; self only); **1st** *detect alignment* (at will; good only), *fear*; **Cantrips** (1st) *detect magic* (at will)

Cacodaemonia (disease) The cacodaemon can telepathically communicate with the afflicted creature at any distance on the same plane; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier (1 day); **Stage 2** stupefied 1 (1 day); **Stage 3** stupefied 2 (1 day)

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Lizard** Speed 20 feet; **Melee** jaws +8 (agile, finesse), **Damage** 1d8+1 piercing

- **Octopus** size Small; Speed 20 feet, swim 30 feet; **Melee** tentacle +8 (finesse), **Damage** 1d6 piercing plus 2 poison

- **Scorpion** size Small; Speed 30 feet; **Melee** pincer +8 (agile, finesse), **Damage** 1d6+1 bludgeoning plus Grab; **Melee** stinger +8 (agile, finesse), **Damage** 1d6+1 piercing plus 1d4 poison

Soul Lock ♦♦♦ (death, divine, necromancy) Once per day, a cacodaemon can ingest the soul of a sentient creature within 30 feet that died within the last minute. When it does, the cacodaemon grows a fist-sized soul gem (Hardness 2, HP 8) in its gut and can regurgitate it at any time as an Interact action. Destroying the gem frees the soul within but does not return the deceased creature to life. The caster of a spell to return a creature to life whose soul is trapped within a soul gem must succeed at a DC 30 Religion check. On a success, the soul gem shatters and the creature is returned to life as normal for the spell.

By using an Interact action, a fiend can ingest a soul gem it is holding, condemning the soul to the fiend's home plane. The fiend gains fast healing 5 for 1 minute.

WEAK CEUSTODAEMON

CREATURE 5

NE LARGE DAEMON FIEND

Perception +12; darkvision, *see invisibility*

Languages Common, Daemonic; telepathy 100 feet

Skills Deception +13, Intimidation +11, Stealth +10, Survival +8

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

AC 21; **Fort** +14, **Ref** +10, **Will** +10

HP 110; **Immunities** death effects; **Weaknesses** good 10

Speed 25 feet

Melee ♦ jaws +16 (evil, reach 10 feet), **Damage** 2d10+3 piercing plus 1d6 evil and vicious wounds

Divine Innate Spells DC 21; **7th** *fly*; **4th** *dimension door* (at will); **3rd** *dispel magic* (×2), *paralyze*; **1st** *detect alignment* (at will, good only); **Constant** (2nd) *see invisibility*

Breath Weapon ♦♦♦ (divine, evocation, fire) The ceustodaemon breathes flames in a 30-foot cone. Creatures in the cone take 6d6 fire damage (DC 22 basic Reflex save). The ceustodaemon and each creature that fails the save catch fire, taking 1d6 persistent fire damage. The breath weapon can't be used again for 1d4 rounds.

Drawn to Service When bringing a ceustodaemon to another plane with effects like a *planar binding* or *planar ally* ritual, the primary and secondary skill DCs are reduced by 5, and the ceustodaemon demands only half the normal cost for its service.

Vicious Wounds On a successful jaws or claw Strike, the ceustodaemon viciously tears into its victim as similar wounds appear on its own body. The target takes an extra 1d6 amount of damage, and the ceustodaemon takes the same extra damage. If this extra damage to the target is doubled, due to a critical hit, the ceustodaemon takes double damage as well.

The Absalom Initiation

Vigilant Seal: Rescuing the Whistleblower (Subtier 3–4)

The goblins gleefully rush forth to attack the PCs, singing all the way. True to her name, the goblin pyro attempts to deal as much fire damage as possible with her spells. The goblin commandos use their horsechoppers to attack the PCs from a distance, hoping to avoid being roasted by the pyro's *burning hands* spell. The art for the goblin commands appears on page 62, and the art for the goblin pyro appears on page 63.

GOBLIN COMMANDO

CREATURE 1

CE SMALL GOBLIN HUMANOID

Perception +5; darkvision

Languages Common, Goblin

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

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

Items horsechopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle ➤ **Trigger** A goblin ally ends a move action adjacent to the pyro. **Effect** The goblin pyro steps.

Speed 25 feet

Melee ➤ horsechopper +8 (reach 10 feet, trip, versatile P);

Damage 1d8+3 slashing

Ranged ➤ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

GOBLIN PYRO

CREATURE 1

CE SMALL GOBLIN HUMANOID

Perception +4; darkvision

Languages Common, Goblin

Skills Acrobatics +7, Fire Lore +7, Stealth +7

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

Items torch

AC 17; **Fort** +5, **Ref** +9, **Will** +4

HP 15

Goblin Scuttle ➤ **Trigger** A goblin ally ends a move action adjacent to the pyro. **Effect** The goblin pyro steps.

Speed 25 feet

Melee ➤ torch +7 (fire) **Damage** 1d4 bludgeoning plus 1 fire

Arcane Spontaneous Spells DC 16, attack +6; **1st** (3 slots) *burning hands*, *grease*; **Cantrips** (1st) *light*, *mage hand*, *produce flame*, *tanglefoot*

The Absalom Initiation

APPENDIX 3: MONSTER AND NPC ART



JANIRA GAVIX

The Absalom Initiation



CALISRO BENARRY

The Absalom Initiation



EANDO KLINE

Pathfinder Society Scenario

The Absalom Initiation



FOLA BARUN

Pathfinder Society Scenario

The Absalom Initiation



GORM GREATHAMMER

The Absalom Initiation



AAQIR AL-HAKAM

The Absalom Initiation



AMBRUS VALSIN

The Absalom Initiation



GLORIANA MORILLA

The Absalom Initiation



KREIGHTON SHANE

The Absalom Initiation



SORRINA WESTYR

The Absalom Initiation



TAMRIN CREDENCE

The Absalom Initiation



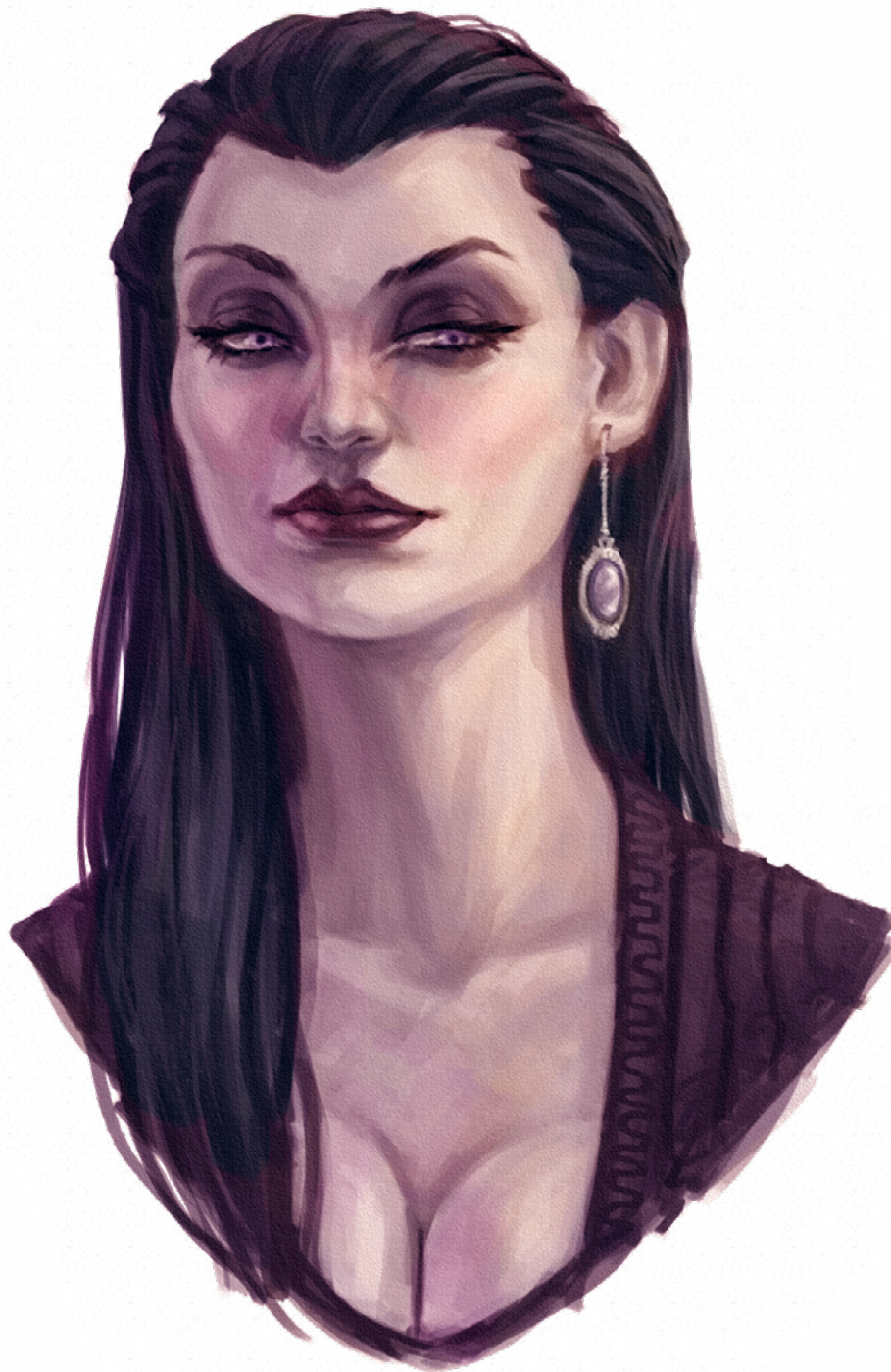
URWAL

The Absalom Initiation



VALAIS DURANT

The Absalom Initiation



ZARTA DRALNEEN

The Absalom Initiation



FLESHFORGE CREATURE

The Absalom Initiation



TAVVAR HAMAVSI

The Absalom Initiation



ZOMBIE

The Absalom Initiation



ZOMBIE BRUTE

The Absalom Initiation



CACODAEMON

The Absalom Initiation



CEUSTODAEMON

The Absalom Initiation



**GOBLIN COMMANDO/
WARRIOR**

The Absalom Initiation



GOBLIN PYRO

The Absalom Initiation



PETRIFIED PATHFINDER

Pathfinder Society Scenario

The Absalom Initiation

GM RESOURCES

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp
—	—
—	—

CHRONICLE SHEET

In the Adventure summary section, check the boxes that best represent the PCs' actions in areas A and C.

All PCs receive the Engraved Wayfinder boon on their Chronicle sheets. If the PCs completed the scenario's primary objective, they also earn the Society connections boon. In the blank in this boon, fill in a number for each PC that is equal to the level of their PC during this scenario +2.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<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
		Fame Earned:

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

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

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

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

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

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

The Absalom Initiation

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Pathfinder Society Scenario #1-01: The Absalom Initiation

Character Chronicle #

Herolab Code

Z1R4

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

Head Initiate Janira Gavix invited you to a party to celebrate the latest group of initiates to formally join the Pathfinder Society. The party's attendees included many high-profile members and associates of the Society, including many of its current and former faction leaders. But the party was more than just a chance to socialize: several faction leaders were looking to assign simple missions to new agents. After the celebration, you explored an abandoned ship where you (☐ killed ☐ pacified) a strange fleshforged creature, searched a haunted house where you found signs of grave misdeeds in the past, investigated a ritual being conducted in the Blakros museum and (☐ recruited ☐ saved but did not recruit ☐ failed to save) the ritual's inquisitive caster, and un-petrified someone who had been frozen in stone.

Boons

Engraved Wayfinder (Slotless): To celebrate your success as a Pathfinder agent, Janira gave you a compass lid engraved with your name and a Glyph of the Open Road, symbol of the Pathfinder Society. You can attach this lid to any compass, including a *wayfinder*, to personalize it.

☐ **Society Connections (Downtime):** Your connections with leaders within the Pathfinder Society help you find opportunities, both new missions and support for your other endeavors. Check the box that precedes this boon when you Earn Income during Downtime to attempt a task of level _____. If you critically fail the check, you still earn the result of a failure for that task.

SUBTIER 1-2

Items

crying angel pendant (level 2; 7 gp)
lesser healing potion (level 3; 12 gp)
lesser mistform elixir (level 4; 18 gp)
greater salve of antiparalysis (level 12; 325 gp)

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

SUBTIER 3-4

bloodseeker beak (level 4; 20 gp)
lesser healing potion (level 3; 12 gp)
moderate mistform elixir (level 6; 56 gp)
greater salve of antiparalysis (level 12; 325 gp)
scroll of false life (level 3; 12 gp)
scroll of sound burst (level 3; 12 gp)
scroll of web (level 3; 12 gp)
moderate silvertongue mutagen (level 3; 12 gp)
wand of heal (level 3; 60 gp)

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #