

PATHFINDER® SOCIETY



Intro #1

Levels 1-2

THE SECOND CONFIRMATION

By Thurston Hillman

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: Pathfinder Core Rulebook, Pathfinder Bestiary, Pathfinder Bestiary 2, Pathfinder Bestiary 3, and Pathfinder Lost Omens World Guide

Maps: Pathfinder Flip-Mat Classics: Ancient Dungeon and Pathfinder Flip-Mat Classics: Swamp

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

SCENARIO TAGS

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



REPEATABLE

SUMMARY

With few exceptions, those aspiring to join the Pathfinder Society's ranks must succeed at a personalized mission known as a Confirmation. After years of training, Pathfinder initiates undertake these specialized missions on their own to show what they've learned. One excited initiate recently left the Grand Lodge to embark on his Confirmation but hasn't reported back in the expected time frame. Worried for the initiate's safety, the Society authorizes a group of initiates to find out what happened as a special group Confirmation!

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-2



PLAYERS: 3-6



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ADVENTURE BACKGROUND

No matter how much training a Pathfinder initiate receives, they can't attain full agent status without completing their Confirmation—a final test of skill, resourcefulness, and dedication typically undertaken within 3 years of joining the Society. Every Confirmation is different, so once an initiate is ready, they petition one of the Society's three masters to act as a sponsor and help develop a suitable challenge.

A typical Confirmation fulfills multiple criteria. First, the mission ideally requires the agent to travel beyond the city of Absalom; the initiate is responsible for arranging their own transportation and provisioning. Second, the objective involves working with one or more Society contacts—or in some cases making entirely new contacts. Third, the Confirmation involves acquiring something of historical or cultural note. Nearly anything could qualify: the secrets of a political movement, an ancient relic sealed within a dusty tomb, an understanding of a lost archaeological site, an innovative translation of an obscure text, the preservation of a dying martial art, or countless other possibilities that expand the world's knowledge. However, the Society strongly encourages acquisitions that the initiate can perform ethically, not by exploiting living populations or despoiling the past. Finally, the initiate must return to the Grand Lodge with a suitable write-up of the discoveries for review by their sponsor or other highly regarded Pathfinders. The Confirmation serves as a first adventure for most field agents, demanding many of the key skills and best practices expected of a Pathfinder.

The initiate Rain in Cloudy Day has just finished his years of training at the schools of the Society's Grand Lodge and has embarked on his Confirmation. After researching several old Pathfinder Chronicles, Rain (as he is often called) found something that truly piqued his interest: the possibility of ancient ruins in Taldor's Blackwood Swamp. Working with the Society's Master of Scrolls, Kreighton Shaine, Rain came up with a Confirmation that appealed to his talents: exploring the Blackwood Swamp and cataloguing any possibility of some ancient settlement hidden within the morass.

WHERE ON GOLARIAN?

The Second Confirmation begins in Absalom and quickly moves to the nearby nation of Taldor. In Taldor, the PCs briefly explore the city of Cassomir and then the nearby Blackwood Swamp. *Pathfinder Lost Omens World Guide* has more information on Absalom on page 14, and more about Taldor on page 128.



Rain secured a boat travelling from Absalom to the Taldan city of Cassomir, on the edge of the Blackwood Swamp. He planned to spend two days at an inn in Cassomir's Imperial Naval Shipyards district. Following his stay in town, Rain planned to set out to explore the nearby swamplands, record what he could along the swamp's outer edge, and then return to record his findings in Cassomir before catching a boat back to Absalom.

But everything that could go wrong for poor Rain in Cloudy Day went wrong. After bad weather delayed his voyage to Cassomir, Rain ended up spending all his remaining gold on increased inn costs. During his one-night stay in town, half of his provisions were stolen, along with the pack mule he had stabled at the inn. After that, the guide he hired to help him navigate the swamp never showed up. Following all of this, Rain still decided to brave the swamps with his low provisions, hoping beyond hope to uncover something within the Blackwood Swamp that could let him pass his Confirmation.

Rain got lost. He stumbled upon an enclave of lizardfolk, who mistook him for a smuggler or other miscreant and took him in for questioning.

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When Rain in Cloudy Day failed to report back within the allotted time frame with his Confirmation findings, Kreighton Shaine began to despair and hastily assembled the other Society masters. After deliberating on the matter, the three masters came up with a solution that could both help Rain and a small group of initiates waiting for a Confirmation of their own...

GETTING STARTED

The adventure begins with the PCs assembled at the Grand Lodge of the Pathfinder Society in the great city of Absalom. The Pathfinder Society is a fellowship of adventurers who maintain a global operation of explorers, historians, and thrill-seekers that number in the thousands, with thousands more in support staff. The title of Pathfinder is known across the breadth of the world of Golarion, and none know of the Society's exploits more than the citizens of Absalom, the so-called City at the Center of the World.

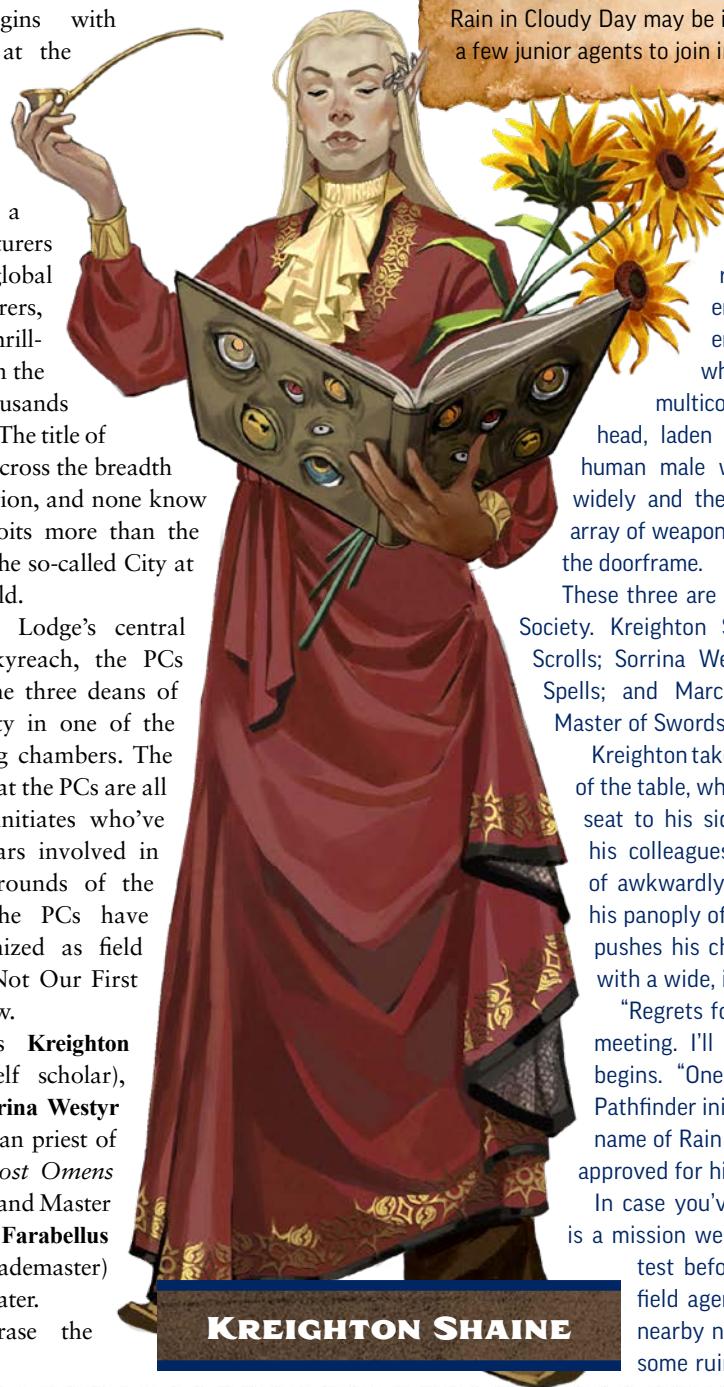
Inside the Grand Lodge's central hub structure of Skyreach, the PCs wait to meet with the three deans of the Pathfinder Society in one of the lodge's many meeting chambers. The adventure assumes that the PCs are all aspiring Pathfinder initiates who've spent 3 or more years involved in schooling on the grounds of the Grand Lodge. If the PCs have already been recognized as field agents, refer to the Not Our First Mission sidebar below.

Master of Scrolls **Kreighton Shaine** (CG male elf scholar), Master of Spells **Sorrina Westyr** (N female oread human priest of Nethys; *Pathfinder Lost Omens Ancestry Guide* 104), and Master of Swords **Marcos Farabellus** (CG male human blademaster) arrive a few minutes later.

Read or paraphrase the following to begin.

NOT OUR FIRST MISSION

Some players envision their characters having joined the Pathfinder Society without the normally requisite training, possibly by obtaining one of the Society's rare field commissions. For other characters, this mission might not be their first adventure as Pathfinders. If one or more PCs at the table is already an acknowledged Pathfinder field agent, little of this adventure changes. The three masters recognize that Rain in Cloudy Day may be in danger, and they enlist a few junior agents to join in the expedition.



Three individuals enter the spacious meeting room. A male elf, garbed in fine red robes with gold embroidery enters first. The second to enter is a woman with snow-white hair and a cluster of multicolored gems orbiting her head, laden with books. Finally, a bald human male with a bushy beard smiles widely and then curses to himself as the array of weapons along his back get stuck in the doorframe.

These three are the deans of the Pathfinder Society. Kreighton Shaine, the elf Master of Scrolls; Sorrina Westyr, the oread Master of Spells; and Marcos Farabellus, the human Master of Swords.

Kreighton takes the empty seat at the head of the table, while Sorrina takes an adjacent seat to his side. Marcos half-jogs to join his colleagues, but after a few seconds of awkwardly trying to seat himself and his panoply of back-mounted weapons, he pushes his chair in and stands behind it with a wide, if apologetic, grin.

"Regrets for the sudden nature of this meeting. I'll try to be brief." Kreighton begins. "One of our most enthusiastic Pathfinder initiates, a fungus leshy by the name of Rain in Cloudy Day, was recently approved for his Confirmation.

In case you've forgotten, a Confirmation is a mission we send initiates on as a final test before recognizing them as full field agents. It was a mission to the nearby nation of Taldor to search for some ruins in a swamp near the city

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of Cassomir. Standard fare for a Pathfinder mission, but Rain hasn't reported back, and it's been a week since his expected check-in."

Sorrina Westyr extends a hand. "This is where you come in. Even though Rain in Cloudy Day is still an initiate, the Pathfinder Society doesn't leave its own behind. Us three masters have agreed that a special exception is necessary. For those of you who haven't finished your own



Confirmation, we're willing to offer each of you a place in a group Confirmation. We'll provide a stipend of gold for you to book your passage to Cassomir, and from there, you'll need to find out what happened to Rain."

The Master of Swords, Marcos Farabellus, chimes in with a chuckle. "Exactly what my associates have just said. Find a boat, head to Cassomir, enjoy a bit of the city's livelier elements, and then head into the swamps to find our missing initiate. Of course, if you find little Rain alive and well... then you can really prove yourselves by helping him discover those ruins and finish his own Confirmation!"

Having relayed their request, the three deans make themselves available for questions. Answers to some likely questions are below, though they can be adjusted to match the tone of the master you select to respond.

Who is Rain in Cloudy Day? "Rain in Cloudy Day, or Rain as he's sometimes called, is a Pathfinder initiate. He's a leshy, a spirit granted a plant body by powerful magic. He hails from the forests of the newly independent nation of Ravounel. After some travelling abroad, Rain in Cloudy Day heard tales of our Society and decided to come train here at the Grand Lodge. He may have even been in some of your classes!"

What was Rain looking for? "Rain uncovered evidence of ruins in Taldor's Blackwood Swamp, just north of Cassomir, that may date back to the time of the ancient Azlanti Empire. The Azlanti civilization effectively ended when a swarm of meteors descended on our planet in an event known as Earthfall. These ruins were likely built by Azlanti who survived the event, and are possibly 6,000 years old, or older."

What was Rain's itinerary? "Rain chartered a vessel from here to the Taldan port city of Cassomir. He was to check in at the Three-Legged Frog, an inn in the city's Imperial Naval Shipyards district. From there, he was going to have a guide lead him into the adjacent Blackwood Swamp to start searching for the ruins. We haven't heard back since he left."

What do we know about the Blackwood Swamp?
"It surrounds Cassomir on all landward sides. It's a rotting marshland that's filled with dense overgrowth, quicksand, giant carnivorous plants, monsters, and all sorts of other lovely things. The perfect place for Pathfinders to prove themselves!"

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society check to Recall Knowledge knows about Cassomir and the surrounding Blackwood Swamp. Remember that these checks should be rolled secretly.

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Critical Success The Blackwood Swamp adjacent to Cassomir is home to many threats, but a reclusive group of iruxi are one of the more enigmatic forces within it. They try to stay out of the way of most travelers, but they do attack smugglers and other criminals using their lands for nefarious purposes.

Success Though Cassomir is the second-largest city in Taldor, its people mostly live in squalor. With widespread poverty, the port city also faces a major crime problem. Con artists or desperate citizens seeking to eke out another few weeks of living often take advantage of foreigners who don't realize how desperate things are within the city.

Critical Failure The greatest cause of disappearances in Cassomir is related to a Darklands settlement of drow living underneath the city who routinely abduct non-humans who visit the city. (Though this information is false, Cassomir does have a problem with a nearby Darklands settlement of dero, who regularly abduct citizens from the surrounding area.)

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Nature check to Recall Knowledge knows about common threats in the Blackwood Swamp. Remember that these checks should be rolled secretly.

Critical Success The Blackwood Swamp is home to countless predators, though those within a day's journey of Cassomir are often fairly docile. Oversized reptiles, strange oozes, wolves, and aberrant castoffs are the worst one can expect to see while travelling in the swamplands close to Cassomir. Creatures beyond a day's journey from the city are wildly unpredictable, and many believe that unnatural creatures such as aberrations and undead arise from some regions of the Blackwood Swamp.

Success When straying off the main paths, it's easy to find a patch of flammable gas clouds or quicksand within a misty region of the Blackwood Swamp. Travelers seeking to journey into the swamp should bring a trained wilderness expert, or at least have some plans in place to avoid drowning in mires or quicksand.

Critical Failure A group of aggressive xulgaths routinely attack those who infringe on their territory in the Blackwood Swamp. These scaled humanoids capture those they find within the swamp and sacrifice them to their cruel deities.

PROVISIONS

With the mission explained, Kreighton Shaine passes the PCs a sack containing 6 gold pieces for every PC. The Master of Scrolls explains that this currency is to be used to arrange travel to Cassomir, with any leftovers to be used only for acquiring information on Rain in Cloudy Day's location. The PCs can't use personal gold for these purposes, as part of their mission is to succeed using only the



MARCOS FARABELLUS

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funds provided by the Society for these two endeavors. The PCs need to head down to the Docks district and charter themselves a boat for the trip to Cassomir. Luckily, the Society has a vessel already chartered for the return journey free of charge—a precaution in case the PCs find Rain in Cloudy day injured or worse!

Both Sorrina Westyr and Marcos Farabellus also offer up some equipment to assist the PCs. Sorrina provides the PCs with two *minor healing potions* (three if there are six PCs). Marcos pulls out an *everburning torch* from his array of equipment and slides it across the table. The Master of Swords then jovially tosses two lesser antidotes to the PCs as a final test of skill. A PC who succeeds at a DC 10 Acrobatics check catches the vials. On a failure, the vials land but don't break, drawing Marcos's laughter.

Kreighton provides the PCs with a single *wayfinder* (*Pathfinder Core Rulebook* 617). Though such objects are typically reserved for fully recognized Pathfinder agents, Shaine wants the PCs to take one for their journey, using it as both proof of their allegiance and as a tool for exploring the wilds.

HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available at the adventure's start. This adventure provides reminders on when additional Hero Points might be appropriate to distribute.

JOURNEY TO TALDOR

Following their briefing, the PCs can make their way to the Docks District of Absalom, where they'll need to secure travel to Cassomir. The three deans don't provide any additional information on arranging travel, and it's up to the PCs to secure themselves a boat. Luckily for the PCs, there are plenty of notices and criers at the Docks, all informing crowds of open spaces onboard vessels set to travel across the Inner Sea region and beyond.

There are three boats that can take the PCs to Cassomir (a roughly 230-mile journey), each of varying quality and speed. The PCs can learn about these by spending two hours and succeeding at a DC 15 Diplomacy check to Gather Information. Otherwise, it takes the PCs a half day to learn the information. Each of the boats and the associated cost per PC is presented below. The PCs must each travel onboard the same vessel and can't split up. The PCs should also only use the gold provided by the Society for the cost of their chosen vessel.

Mimosa (5 gp per PC): The costliest of the available vessels, the *Mimosa* is a powerful sailing vessel originally constructed in the dockyards of Detmer in the

nation of Druma. It is captained by **Javinda** (LN female human socialite), a chatty Kellid who enjoys catering to her passengers' every need. Its polished whitewood hull glints with golden filigree, and serving staff make the fast voyage comfortable and relaxing. If the PCs opt to spend the increased price on this travel, they reach Cassomir in 4 days. Extravagant parties onboard the vessel let the PCs cut loose and socialize with nobles and other wealthy individuals from across the Inner Sea. The speedy and luxurious journey grants the PCs a +2 circumstance bonus to checks made in Cassomir to Gather Information on Rain in Cloudy Day's whereabouts (page 8), as well as a +2 circumstance bonus to Track Rain in the Blackwood Swamp (page 9).

Powerful Hector (2.5 gp per PC): The *Powerful Hector* is a large wooden barge named after the father of its current captain, **Eduard Tabrin** (NG male human ship captain). The vessel has basic amenities, including three square meals a day, along with shared lodging for the PCs. It makes the journey to Cassomir in 6 days.

Opportune (1 gp per PC): A rickety vessel of questionable quality, the *Opportune* survives by travelling between Inner Sea ports and regularly making patchwork repairs on its hull. Captain **Oderon Payne** (NE male dwarf charlatan) advertises the lower costs of travel on his vessel and boasts of its speed. The amenities are far more sparse than the other vessels—the captain barely scrounges up two meals a day, and passengers must all bunk together in a communal space. Despite Oderon's boasts, the vessel takes 8 days to reach Cassomir due a series of stops from leaking sections of the hull. The PCs take a -2 circumstance penalty to skill checks made in Cassomir to Gather Information on Rain in Cloudy Day's whereabouts (page 8), as most citizens have forgotten about the lesky ever being in town. They also take a -2 circumstance penalty to Track Rain in the Blackwood Swamp, as the initiate's footprints have become harder to discern (page 9).

Development: Once the PCs select their boat, they can make way to Cassomir without major issues. Be sure to reduce the gold stash of the PCs by an appropriate amount, based on what vessel the PCs chose for the voyage, as the remaining gold is necessary for future expenditures in Cassomir.

THE CITY OF CASSOMIR

Following their voyage by sea, the PCs reach the bustling port city of Cassomir. Emerging into the Imperial Naval Shipyards district, the PCs shouldn't lose much time before searching out Rain in Cloudy Day's last known position: the Three-Legged Frog inn. The inn is close to the PCs' landing point and is notable for a sign swaying

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in the wind that depicts a frog standing up on two hind legs while drool from its mouth acts as a third leg to keep the frog's balance.

Inside the Three-Legged Frog, the PCs can meet with the generous innkeeper **Aganis Downard** (LG female halfling entrepreneur), who excitedly greets the newcomers. Aganis knows little about Rain in Cloudy Day, as she was taking a break from running the inn when the leshy visited. Her husband, **Roland Downard** (LN male halfling innkeeper) managed things when Rain visited and knows a bit more, though he's scheduled to show back at the inn for a later shift. While the PCs wait for Roland to return, they can Gather Information from nearby locals and purchase accommodations for the night.

DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information learns about Rain in Cloudy Day from various citizens in the Imperial Naval Shipyards district. Remember that these checks should be rolled secretly.

Critical Success Rain in Cloudy Day had scheduled a local guide for assistance. The guide failed to show up, and Rain set off into the Blackwood Swamp without any support. Some off-duty guards report seeing him heading towards the heart of the swamp with minimal supplies. They remark that setting off alone was an unwise decision, as dangerous creatures live in the swamp.

Success Rain in Cloudy Day showed up late due to bad weather and had to pay increased costs at the inn as a result. Desperate citizens stole his provisions and the pack mule that he'd stabled at the Three-Legged Frog inn. No one else has seen him since he went to meet his guide.

Critical Failure Only a few people recall seeing a leshy. They speak of catching a glimpse of a woody green leshy wearing a crown of leaves, and speculate that he was probably snatched-up by some of the dangers that live in the sewers. Canny PCs may notice that this description is unlikely to refer to Rain, who is a fungus leshy.

Depending on how much of the provided gold the PCs have left in their communal pot, they can purchase varying degrees of accommodations.

Lavish Spending (5 gp per PC): The PCs get the best rooms available at the Three-Legged Frog for their stay. The quality night's sleep and fine, alchemically enriched meals grant the PCs a +2 status bonus to attack rolls and damage rolls made during the first two rounds of the combat encounter in area A.

Average Spending (2.5 gp per PC): The PCs get some basic rooms and quality food at the Three-Legged Frog.

Minor Spending (1 gp per PC): The PCs afford the barest accommodations in a small hostel near the Three-Legged Frog, with little coin leftover for enticing citizens to help in their search. The PCs wake up stiff and sore, and must succeed at a DC 15 Fortitude save or be clumsy 1 the following day.

Development: Roland Downard returns a few hours after the PCs arrive. He confirms that Rain in Cloudy Day did arrive, albeit late. A day after Rain arrived, he set out into the Blackwood Swamp, and he hasn't been seen for nearly two weeks (three weeks if the PCs took the *Opportune* to reach Cassomir).

With this information confirmed, the PCs have no other options than to follow Rain's original itinerary and head north into the Blackwood Swamp. If the PCs decide to follow other leads, they should eventually get pointed back in the direction of exploring the nearby swamp.

Hero Points: If any of the PCs have performed exceptional roleplay at this point, award them one Hero Point in recognition of their actions.

OUT IN THE SWAMP LOW

After departing Cassomir, the PCs can begin their investigation of the adjacent Blackwood Swamp by travelling north. The area outside Cassomir is boggy wetland filled with dangers at every turn, especially as the PCs get further from the relative safety of the city.

Exploration Mode: This encounter takes place in exploration mode. Check with each PC as to what exploration activity they're currently taking part in. The list of basic exploration activities can be found on page 479 of the *Pathfinder Core Rulebook*. A good example of additional skill-based exploration activities would include using Survival to Sense Direction or Track. Remember that the *wayfinder* provided by Kreighton Shaine provides a +1 item bonus to these checks. The effects of the most common exploration activities are presented below.

Avoid Notice: Using this helps the PCs avoid detection and allows the PC to use Stealth for the encounter in area A.

Hustle: This action allows one PC to get ahead of the group. Though it doesn't have a major impact on the overland travel, a hustling PC can start further ahead of the group for the encounter in area A. However, it does mean the character becomes the first target of the quicksand hazard (see page 9).

Search: The PCs get a free secret check to detect the quicksand hazard, possibly allowing them to detect the hazard before any of their allies (except those who hustled) have a chance to step into it.

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Track: One or more of the PCs can attempt to follow Rain in Cloudy Day's tracks. Though it has been days since Rain departed, a PC who succeeds at a DC 15 Survival check to Track identifies some tracks that match a fungal leshy's tread, along with tattered cloth bearing Pathfinder symbols. Remember, the PCs get a +2 circumstance bonus if they took the *Mimosa* to reach Cassomir, or take a -2 circumstance penalty if they arrived later aboard the *Opportune*.

Hazard: As the PCs explore the swamp, they eventually come across a dangerous patch of swampy quicksand. This is a variant of normal quicksand that is slightly easier to detect and escape from. Any PCs who spend time performing the Search exploration activity can attempt to detect this hazard before any PCs step into it. Conversely, any PCs who used the Hustle exploration activity automatically enter the area. If no PCs Hustled and none of the PCs detected the hazard, randomly determine one PC to step into the quicksand.

SWAMPY QUICKSAND

HAZARD 2

UNCOMMON COMPLEX ENVIRONMENTAL

Stealth +10 (trained) (or -10 and no minimum proficiency if the surface is disturbed)

Description A 15-foot-wide patch of water and sand attempts to submerge creatures that step onto it.

Disable DC 16 Survival (trained) to disturb the surface

Submerge  **Trigger** A Huge or smaller creature walks onto the quicksand; **Effect** The triggering creature sinks into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine  On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation (Core Rulebook 478).

A creature in the quicksand can attempt a DC 18 Athletics check to Swim to either raise itself by one step if it's submerged to its neck or worse, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that Swims out of the quicksand escapes the hazard and is prone in a space adjacent to the quicksand patch. Other creatures can Aid the creature, typically by using a rope or similar aid, or attempt to pull the creature out with their own DC 18 Athletics check, with the same results as if the creature attempted the check.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

Development: Once the PCs bypass the swampy

quicksand, they can continue their journey. At this point, the PCs are getting close to a half-day worth of exploration in the Blackwood Swamp. Regardless of the PCs' success here, shortly after moving past the hazard, they enter into area A and encounter local predators.

A. SWAMP TRAIL MODERATE

As they near the end of their first day of travel through the Blackwood Swamp, the PCs reach a section of swamp where a downed tree trunk blocks the path forward.

Use the map on page 10 for this encounter. The green areas of the map are bogs and count as difficult terrain for Medium creatures, while any creature with a size of Small or smaller must Swim in them. The downed tree prevents easy movement and can only be displaced with a successful DC 20 Athletics check. When the PCs approach the tree, dangerous creatures stir from the nearby bogs and attack them.

Creatures: As the PCs make their way through the path, a group of wild predators comes upon them. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 20. The PCs could encounter a group of wild animals, whether snakes or giant frogs, that hide in the bog patch to the east of the downed tree. Alternatively, a pack of roaming festrog undead could wait to ambush the PCs from behind the log, attacking viciously against weaker opponents. The strangest encounter is a group of swamp ooze, a swamp-based variant of the common sewer ooze found in many cities, that appear from the muck and attack with their pseudopods. All these creatures fight until defeated.

LEVELS 1-2 (OPTION 1)

BALL PYTHONS (2)

CREATURE 1

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LEVELS 1-2 (OPTION 2)

FESTROGS (2)

CREATURE 1

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LEVELS 1-2 (OPTION 3)

GIANT FROGS (2)

CREATURE 1

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LEVELS 1-2 (OPTION 4)

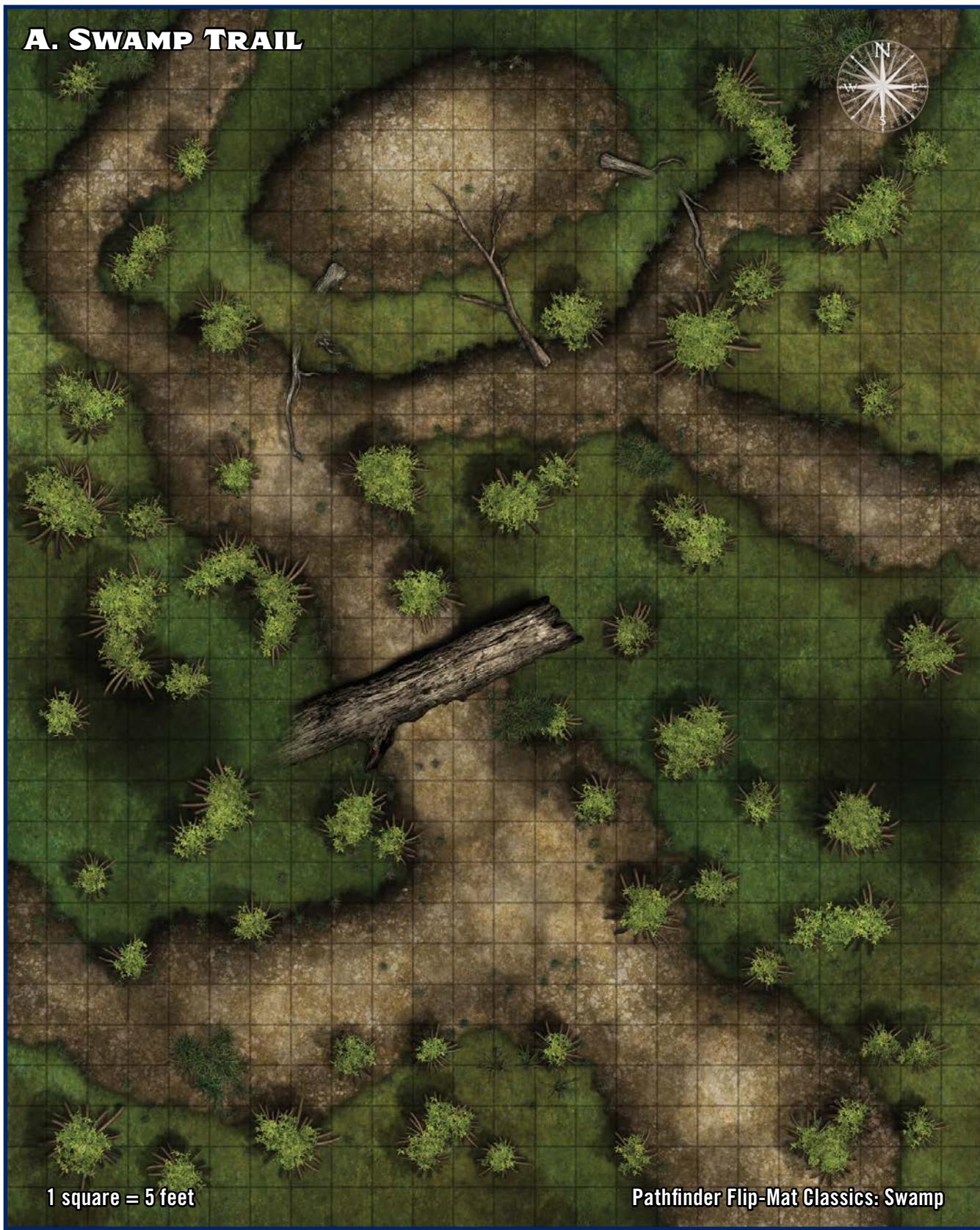
SWAMP OOZES (2)

CREATURE 1

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Development: As the fight goes on, the sounds of battle attract a scout from the nearby Tskikha enclave. **Kazuuk** (N male lizardfolk scout) takes note of the combat and arrives just as things wrap up. If the PCs seem to be losing the encounter, Kazuuk appears alongside three additional iruxi, who help fend off the attackers and rescue the PCs.

Once the predators are defeated, Kazuuk—as well as any accompanying iruxi—cautiously greets the PCs. If any of the PCs have obvious marks of allegiance to the Pathfinder Society or produce objects such as a *wayfinder*, Kazuuk excitedly asks if they are with the Pathfinders. The scout goes on to explain that their enclave recently encountered a Pathfinder, who has been staying with them for some time. If questioned, Kazuuk confirms that the Pathfinder in question is Rain in Cloudy Day and that he's waiting at the enclave's camp.

THE TSKIKHA ENCLAVE

The iruxi enclave of Tskikha is a day's march north of Cassomir, putting it roughly two hours from the PCs' current location. The enclave is an assemblage of huts and semi-permanent structures built on several pieces of elevated land in the swamplands. Chief **Thakik** (N female lizardfolk shaman) leads this enclave, having arranged a migration across the swamp several years ago. Thakik selected the enclave's new location due to its elevated position, which also put it near a series of ancient stone ruins that rise ominously from the swamp.

After Kazuuk leads the PCs to the enclave, he takes the PCs directly to meet Chief Thakik, who dwells in a solitary hut a short walk from the larger enclave and closer to the ruins. As the PCs approach, Chief Thakik rests in her hut at the end of a long day of hunting with other members of the enclave, but she quickly gets up to greet the newcomers.

Read or paraphrase the following.

“Greetings, you must be more Pathfinders. It is an honor to meet you. I am Chief Thakik of the Tskikha Enclave, and I am responsible for all who dwell here, including your lost friend, Rain in Cloudy Day.”

Development: Before the PCs get a chance to engage the chief in conversation, shouts of panic come from outside. The shouts come both from the enclave's main area and from Rain in Cloudy Day, who has just spotted an incoming threat from the ruins.

Proceed to the area B encounter (page 12). **Hero Points:** If any of the PCs have performed exceptional roleplay at this point, award them one Hero Point in recognition of their actions. You could instead award a Hero Point to the player whose PC has been most helpful in overcoming the challenges thus far in the adventure, such as the swampy quicksands.



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B. SWAMP RUINS MODERATE

Just before the encounter begins, Kazuuk spots more of the same creature that Rain saw in the ruins, poised to attack the enclave. Kazuuk rushes to defend the enclave, which is located just south of the mapped area. Before departing, Thakik asks the PCs to help Rain in Cloudy Day battle the attackers from the ruins.

Use the map on page 13 for this encounter. Most of the area is covered in swampy ground that is difficult terrain. The brown pathways on the map are solid ground, and the trees provide cover from attackers. Several stone ruins jut out from the ground just north of Thakik's hut. These stone ruins are thousands of years old and are the tops of larger structures that have sunk into the swamp in the years since their construction. The walls of these ruins rise up 10 feet from the ground.

Creatures: Rain in Cloudy Day quickly greets any potential allies and warns that he spotted something off in the distance. He avoids small talk and asks any PCs who try to engage him in conversation to stay focused on the battle. Rain tries to maneuver around the battlefield, using his spore pod Strikes to attack at range while supporting his newfound allies with *inspire courage*.

To determine what the PCs face in this encounter, choose the option that works best for your group, or randomly determine the encounter using the chart on page 20. The undead ghouls advance using Stealth for initiative and rising out of the swamp muck—one of their number emerged early before hiding again, prompting Rain to cry out. The living boulders roll into the area from just west of the ruins and circle around the structure, attacking anyone they come across. If the attackers are drakes, they fly into the area from the northern edge. The drakes unleash their Shadow Breath before descending and attacking with Draconic Frenzy.

LEVELS 1-2 (ALL OPTIONS)

RAIN IN CLOUDY DAY

Page 35, art on page 37

CREATURE 2

LEVELS 1-2 (OPTION 1)

GOHOLS (2)

Page 25

CREATURE 1

LEVELS 1-2 (OPTION 2)

WEAK LIVING BOULDERS (2)

Page 26

CREATURE 1

LEVELS 1-2 (OPTION 3)

SUN-SCORCHED SHADOW DRAKES (2)

Page 27

CREATURE 1

THE REAL CONFIRMATION

Following the PCs' victory, Rain excitedly greets fellow Pathfinder initiates (possibly even recognizing some of the PCs from classes at the Grand Lodge). Rain recounts his misfortune before reaching the Tskikha enclave, as detailed in the adventure background (page 3).



PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION



PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION

Rain goes on to explain that after he wandered into Tskikha territory, he was brought to the enclave for questioning, under suspicion of being connected to smugglers who have been causing trouble in the area. After determining Rain's innocence, Thakik gave Rain permission to explore the nearby area. The chief found Rain to be eccentric and amusing, if not particularly skilled in the tasks needed to thrive in a swamp. Rain promptly took interest in the nearby ruins and began to decipher what few markers remained on them. He soon learned that the settlement belonged to ancient Azlanti survivors from the time of Earthfall, and specifically appeared to be part of Nacar-Azen, an ancient Azlanti city-state. Rain's discoveries earned him the respect of Thakik and many others within the enclave.

Rain stumbles while describing his lack of "reporting in" to the Society and, if pressed, simply states, "Oh, I must have forgotten! I mean, this is great discovery!" Rain would prefer to keep the focus of the conversation on the excitement of the new discovery rather than his reporting oversight, though he does apologize if any PCs mention being worried about him.

After the PCs have a chance to talk with Rain, Thakik returns. Read or paraphrase the following.

"Ah, I see you have reconnected with your fellow Pathfinder-in-training. I wish this reunion could be under better circumstances." Thakik pauses and looks back in the direction of the enclave.

"Our scouts report that the creatures that attacked came from a larger set of these ruins, deeper in the swamp. They emerged from a partially submerged structure, meaning we have no idea of the threat within—but we assume the site is quite dangerous. I know Rain in Cloudy Day has been interested in investigating these ruins, but the risk is too great. However, our enclave can't afford to withstand more of these attacks."

Thakik looks over the assembled group, as well as Rain. "Would you be willing to venture into this structure and find out what has agitated the creatures within?"

Following Thakik's request, Rain in Cloudy Day pipes up with a hopeful smile. He wants to explore the ruins and believes the PCs are the added protection necessary to make such a journey happen. Rain knows the location of the larger ruin, which is only a few hours away. If the PCs seem unwilling to continue, Rain indicates that he won't return to Absalom until he sees what's inside.

Development: From here, the PCs need to explore the Azlanti ruins deeper in the swamp to complete Rain's Confirmation and to help protect the lizardfolk enclave. Rain accompanies the PCs

on this journey, eager to explore the area and assist. If the PCs choose to return to Absalom at this time, Rain refuses to accompany them, and the masters declare their mission a failure for both abandoning a fellow initiate in need and failing to assist the enclave.

Thakik advises the PCs to rest before departing. He has extra beds prepared in an unused hut for them to sleep in. She also invites Rain and the PCs to join a group including herself and Kazuuk for dinner, a meal that includes turtle soup and a sweet dish made of nuts and berries. The iruxi also serve Rain a dish of dead leaves and decaying swamp



RAIN IN CLOUDY DAY

PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION

moss, which he consumes with gusto. As promised, the journey to the ruins is only a 2-hour hike through the swamp, and Rain in Cloudy Day can lead the way.

C. AZLANTI RUINS

The larger ruin near the Tskikha enclave is actually an ancient temple from the city-state of Nacar-Azen that the swamp has mostly consumed. A stone platform sits at a skewed angle out of the muck, and rampant foliage covers most of it. A long stone stairway descends below the plinth and into the structure. The stairway would normally be obscured, but the recent movement of creatures in the area has pushed the obfuscating foliage aside.

The interior of the ruins has a ceiling 15 feet high unless otherwise stated. The walls, floors, and ceiling are made of stone. There's no light in the area, except for what the PCs bring with them. Luckily, Rain in Cloudy Day has an *everburning torch* that Thakik lent him. The PCs can also use the *wayfinders* provided by Kreighton Shaine as an additional light source, if they need one, and Rain reminds them if they forget.

Use the map on page 16 for this area.

C1. ENTRY CHAMBER

LOW

A polished tan white stone stairway leads down into a large, worked chamber made of similar styled stone. Stairs ascend along the chamber's northern end to a raised platform. Two halls branch from the raised area, one to the north covered in debris, while the other to the west connects to a wider hall heading north. A sealed stone door to the east bars access beyond. A large crack along the eastern wall of the lower section continues into a damp cavern replete with the smell of flora.

The sealed door here is jammed shut from rubble, though the area is accessible from the connecting cavern (area C2). Fallen debris prevents the PCs from accessing area C4 without going through the adjacent caverns or by going through the hallways (area C3).

Creatures: A dangerous creature resides in this chamber, using it as a resting place from their prowling of the swamps. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 20. If the PCs face a choker, the creature waits patiently for anyone to enter the area, attempting to pull foes at the edge of light into darkness, where it attacks. The undead draugr guards the area and doesn't employ any tactics beyond moving into combat and swinging its axe. The dretch cowers until foes close in, at which point it casts *slow* and then tries to overwhelm foes in melee. The mudwretch emerges from the nearby

caverns and tries to Spew Mud at its foes before engaging in melee with its fist Strikes.

LEVELS 1-2 (OPTION 1)

CHOKER

Page 28

CREATURE 2

LEVELS 1-2 (OPTION 2)

DRAUGR

Page 29

CREATURE 2

LEVELS 1-2 (OPTION 3)

DRETCH

Page 30

CREATURE 2

LEVELS 1-2 (OPTION 4)

MUDWRETCH

Page 31

CREATURE 2

Hero Points: Award one Hero Point to the PC who was the bravest or most accomplished in battle.

C2. CAVERNS

TRIVIAL

Caves stretch out from several breaks in the walls of the stone complex. Though the cave is mostly damp, patches of permafrost show up regularly within the dug dirt walls. In several places, moisture has come through the dirt, only to be frozen in place. Along the east, several smaller tunnels, too small for even a child, connect to hidden passages beyond.

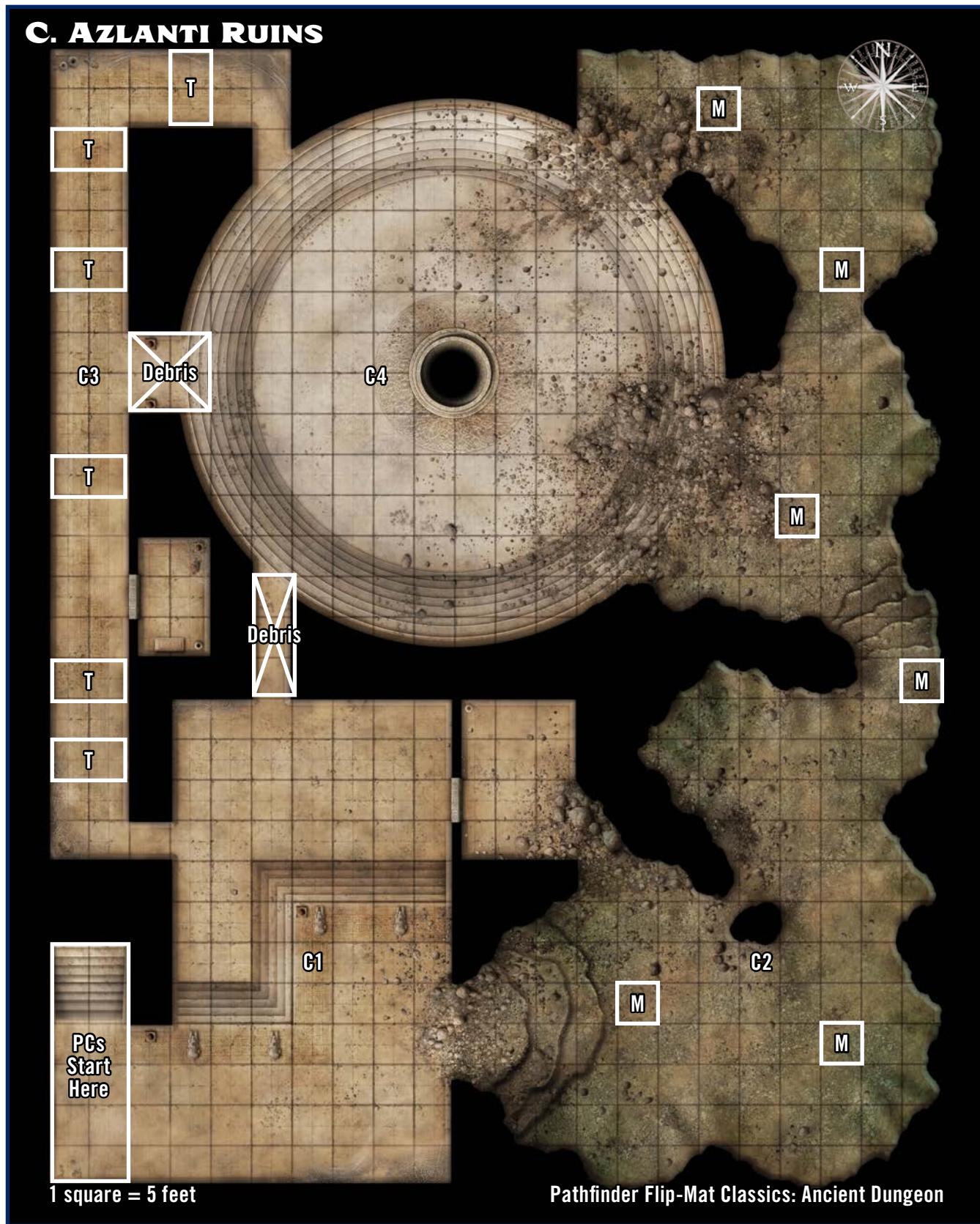
The inaccessible small passages don't appear on the map, but PCs inspecting the eastern walls here discover that they lead to other subterranean sites. The PCs don't possess the means to investigate them at this time, but it should be clear that there's other sites of interest nearby. Rain suggests that they note the presence of these passages in their report and move on for now.

Hazards: The chill in the cavern is the result of three clumps of brown mold that have developed in the area. These clumps are randomly spaced throughout the area in three of the six possible spaces (marked "M" on the map). The mold activates from any heat source that passes by, including torches (but not an *everburning torch*).

If the PCs manage to detect the mold, Rain offers to use *speak with plants* to try to negotiate with the mold, requiring a successful DC 15 Diplomacy check to convince the mold not to react to the intruding presence. Failure

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causes the molds to view the PCs as hostile, while a critical success results in the mold warning the PCs of the creature residing in area C3.

LEVELS 1-2

BROWN MOLDS (3)

ENVIRONMENTAL | FUNGUS

Stealth DC 21 (trained)

Description This unassuming fungus leeches heat out of the air.

Disable DC 18 Survival (trained) to safely remove the mold

Emit Cold (aura, cold); 5 feet. Brown mold deals 2d6 cold damage to nearby creatures.

AC 18; **Fort** +11 **Ref** +5

HP 30 (BT 15); **Immunities** critical hits, fire, object immunities, precision damage; **Weaknesses** cold 10

Leech Warmth  **Trigger** Fire comes within 5 feet of the brown mold; **Effect** The brown mold expands into every square adjacent to its space. As it grows, it pulls more heat from its surroundings, dealing 2d6+6 cold damage (DC 18 basic Fortitude save) to creatures within 10 feet after it expands.

Reset After expanding, the brown mold can't grow again for 1 day.

Rewards: The small chamber close to the hole leading into area C1 contains a small, unlocked metal chest. The chest contains several precious emerald gemstones worth a total of 25 gp, as well as a single *dusty rose prism aeon stone* (see the sidebar for details).

Development: Rain in Cloudy Day explains that the tunnels beyond are proof that there's more Azlanti ruins nearby. This discovery alone confirms his suspicions, but he still wants to press on to find the source of the attacking creatures.

C3. HALLS

TRIVIAL

A long hallway moves from south to north. Exits lead off from the southeast and northeast points of the hall, while a branching hall to the north is covered from floor to ceiling with debris. A single stone door is sealed near the southern end of the hall.

Hazards: The entire hallway here was once lined with spear traps, but the passage of time has left only three of the devices still active. Randomly determine three of the areas marked as "T" on the map to contain active spear launcher traps in one of their two 5-foot squares. These traps attack the PCs with sharp spears of an old Azlanti design. PCs who succeed at a Perception check to Seek against the Stealth

DUSTY ROSE PRISM AEON STONE

Aeon stones are mysterious magical gemstones with a variety of powers. When slotted into a wayfinder, the magical compass that Pathfinder agents use as a symbol of membership, these stones often reveal additional abilities.

You can find the *dusty rose prism aeon stone*, along with hundreds of other options appropriate for members of the Pathfinder Society, in *Lost Omens: Pathfinder Society Guide*. The relevant rules for the *dusty rose prism aeon stone* are reproduced below for the GM's convenience.

AEON STONE (DUSTY ROSE PRISM)

LEVEL 3

Price 50 gp

Usage worn

This aeon stone allows you to cast the 1st-level *shield* cantrip as an arcane innate spell, surrounding yourself in pink energy. When you invest the aeon stone, it orbits your head instead of being worn on your body. You can stow the stone with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you. A stowed or removed stone remains invested, but its effects are suppressed until you return it to orbit around your head again.

When slotted in a wayfinder, a *dusty rose prism aeon stone* increases the damage prevented by your aeon stone's *shield* spell from 5 to 10.

DC of the traps notice the traps by spotting grooves in the walls that allow for the spears to emerge, which allows them to determine which 5-foot square is connected to the spear launcher.

LEVELS 1-2

SPEAR LAUNCHERS (3)

HAZARD 2

MECHANICAL | TRAP

Stealth DC 20 (trained)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

Disable DC 18 Thievery (trained) on the floor tile or wall socket

AC 18; **Fort** +11, **Ref** +3

Hardness 8, **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Spear  **Trigger** Pressure is applied to the floor tile; **Effect** The trap shoots a spear, making an attack against the creature or object on the marked floor tiles.

Ranged spear +14, **Damage** 2d6+6 piercing

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Rewards: The chamber near the southern edge of the halls contains several stored items from smugglers who once entered the area: a lesser darkvision elixir, two *minor healing potions*, and a +1 *short sword*.

C4. CENTRAL CHAMBER SEVERE

A massive stone column ten feet wide rises from the tiled floor of this circular chamber. Strange glyphs dance along the column, pulsing with dull green light, though many of the glyphs wink in and out of existence as though malfunctioning. The ceiling here ascends twenty feet from the floor. Collapsed stone debris prevents the use of two connecting halls to the west and southwest, while breaks in the eastern walls open the area to an adjacent network of caves. A single five-foot-wide hall exits to the north.

The central column sheds dim light in a 20-foot radius, though this light disappears once the ancient summoning rune is disabled (see below). The script on the column is written in Azlanti, and those who can read it (including Rain in Cloudy Day) discover that it contains venerations to several ancient Azlanti deities from the citizens of Nacar-Azen. The script specifically contains pleas for salvation from the darkened sky and confirms both the name of the site and that it was constructed in the aftermath of Earthfall.

Hazard: The central pillar, while replete with ancient Azlanti script, also contains a complex summoning rune. Once a far more powerful magical effect, the rune has begun to malfunction and is spewing out creatures at semi-random intervals and durations. The column reacts to the presence of the PCs, summoning a weakened version of one of the same creatures that the PCs fought in area B.

LEVELS 1-2

ANCIENT SUMMONING RUNE HAZARD 1

Page 32, 33, and 34

Creatures: A particularly powerful creature resides in this chamber, defending the glyph out of some compulsion. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 20. If the grothlut dwells here, it uses its Piteous Moan to try to sicken foes before attacking them at range with its digestive spew Strikes. The necrophidius performs its Dance of Death after entering a source of light to unnerve its foes before attacking in melee. The snapping flytrap uses tremorsense to detect foes and otherwise tries to grab foes in range.

The creatures residing in this chamber don't interact with the summoned creatures, and the summoned creatures take no actions against the resident creature. They focus their attacks on the PCs.

LEVELS 1-2 (OPTION 1)

GROTHLUT

Page 32

CREATURE 3

LEVELS 1-2 (OPTION 2)

NECROPHIDIUS

Page 33

CREATURE 3

LEVELS 1-2 (OPTION 3)

SNAPPING FLYTRAP

Page 34

CREATURE 3

Development: The PCs succeed at their mission once they defeat the residing creature and any of the creatures summoned by the central column's summoning rune. Once the PCs uncover the summoning rune as being responsible for the strange creatures, they can confirm that the iruxi are safe once it has been disabled. If the PCs recognize the rune's significance but fail to disable it, Rain in Cloudy Day encourages them to find a way to remove the rune before they return to the surface.

Assuming none of the PCs can read Azlanti, Rain in Cloudy Day confirms that the column is a series of pleas to ancient Azlanti deities, including many active in ancient eras, like Acavna, Lissala, and Zura. With this information, the PCs have undeniable proof of an ancient Azlanti settlement that survived the fall of old Azlant and made it to the shores of Taldor. Rain is jubilant with the discovery and eagerly encourages the PCs to travel with him to tell Thakik and the other lizardfolk of their victories, then return to the Grand Lodge to report in.

CONCLUSION

If the PCs disabled the summoning rune in area C3, they've earned a trusted ally in the Tskikha Enclave and its chief. The iruxi put up the PCs and Rain for another night in their settlement if the group needs the rest and offers to escort them back to Cassomir so they can journey home to Absalom and the Grand Lodge.

When the PCs return to the Three-Legged Frog in Cassomir, **Janira Gavix** (N female halfling instructor) meets them in the tavern. Janira is the Head Initiate of the Pathfinder Society, responsible for helping initiates survive and thrive during their years of training. She headed to

PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION

Cassomir shortly after hearing about what happened to Rain in Cloudy Day from the masters at the Grand Lodge. She enthusiastically greets the PCs and hears their tale before explaining that she's already arranged their transportation back to the Grand Lodge. The vessel is already chartered and is ready to leave as soon as the PCs are, as Kreighton Shaine promised.

Following their journey back to Absalom, the PCs quickly find themselves (along with Rain in Cloudy Day) in front of the three masters in the same meeting room where their mission began. If the PCs succeeded in their mission, read or paraphrase the following.

"Well done!" exclaims Kreighton Shaine as he finishes reviewing the various chronicles assembled about the recent adventure in Taldor. "This is truly a marvelous find, and one that could well shape the lives of many Pathfinders in the future. Well done indeed!"

Sorrina Westyr gives a brief nod of her head, her circlet of floating aeon stones dipping in unison. "Though there were some stumbles early on, it appears that everything has worked out in the end. Not only did Rain complete his Confirmation, but each of you also assisted in ensuring his safety and completing the mission. One of the Society's three main tenets is to cooperate, and I can think of no better example than the results of this mission."

Marcos Farabellus slaps a meaty arm onto Rain in Cloudy Day's cap, producing a distinct squelching sound from the leshy's head. "Absolutely! Now, we just need to keep this little fungal boy from getting too excited now that he's a Pathfinder!"

Both Kreighton and Sorrina immediately turn to their peer with stern expressions. Marcos chuckles and hunches slightly before continuing sheepishly, "Oh, yeah. I guess I kind of

blurted it out... but congratulations, you're all now recognized as Pathfinder field agents. Congratulations!"

Kreighton Shaine presents each PC with a *wayfinder* for their accomplishments in the field and in recognition of their new rank within the Society. Each of the masters goes on to personally thank each of the PCs. Rain in Cloudy Day, overcome with excitement and pride, offers squishy hugs to each of the PCs while providing ecstatic thanks. Janira, who has been quietly looking on with pride, laughs joyfully at Rain's exuberance and joins in to offer handshakes and hugs.

Before the PCs depart, Sorrina Westyr casually mentions that their actions have led to the establishment of a new Pathfinder Society base camp near the newly discovered ruins of Nacar-Azen. She follows this up by explaining that the leaders of the Society's numerous factions are interested in meeting with the PCs, and they have a variety of interesting missions they need the PCs' help with. These events are detailed in *Pathfinder Society Intro #2: United in Purpose*, as well *Pathfinder Bounty #13: The Blackwood Abundance* and *Pathfinder Bounty #14: The Blackwood Truce*.

PRIMARY OBJECTIVES

The PCs complete their primary objective by finding Rain in Cloudy Day and exploring the Azlanti ruins. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if Rain in Cloudy Day survives the adventure and they permanently disable the summoning rune trap in area **C3**. Doing so earns each PC 2 Reputation with their chosen faction.

THE SECOND CONFIRMATION

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

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

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

For many of the encounters in this adventure, the PCs might face several different threats. The GM should either select or randomly determine what the PCs encounter in each of the areas represented on the tables below.

AREA A ENCOUNTER

d4	Creature
1	Ball pythons (page 21)
2	Festrogs (page 22)
3	Giant frogs (page 23)
4	Swamp oozes (page 24)

AREA B ENCOUNTER

d6	Creature
1-2	Ghouls (page 25)
3-4	Weak living boulders (page 26)
5-6	Sun-scorched shadow drakes (page 27)

AREA C1 ENCOUNTER

d4	Creature
1	Choker (page 28)
2	Draugr (page 29)
3	Dretch (page 30)
4	Mudwretch (page 31)

AREA C4 ENCOUNTER

d6	Creature
1-2	Grothlut (page 32)
3-4	Necrophidius (page 33)
5-6	Snapping flytrap (page 34)

THE SECOND CONFIRMATION

A. SWAMP TRAIL (OPTION 1; LEVELS 1-2)

BALL PYTHONS (2)

N MEDIUM ANIMAL

Pathfinder Bestiary 302

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

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

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

AC 16; **Fort** +8, **Ref** +10, **Will** +4

HP 20

Tighten Coils  **Trigger** A creature grabbed or restrained by the ball python attempts to Escape; **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee  jaws +8, **Damage** 1d8+3 piercing plus Grab

Constrict  1d8 bludgeoning, DC 17

Wrap in Coils  **Requirements** A Medium or smaller creature is grabbed or restrained in the ball python's jaws; **Effect** The ball python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The ball python's coils can hold one creature.

CREATURE 1

SCALING AREA A (OPTION 1)

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

10-11 Challenge Points: Increase each ball python's Hit Points by 10.

12-13 Challenge Points: Add an additional ball python to the encounter.

14-15 Challenge Points: Add an additional ball python to the encounter and increase each ball python's Hit Points by 10.

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

THE SECOND CONFIRMATION

A. SWAMP TRAIL (OPTION 2; LEVELS 1-2)

FESTROGS (2)

NE MEDIUM UNDEAD

Pathfinder Bestiary 3 98

Perception +6; darkvision

Languages Common

Skills Acrobatics +5, Athletics +7, Stealth +7, Survival +5

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

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

HP 24, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep

Diseased Pustules (disease, poison) Whenever the festrog takes piercing or slashing damage, creatures adjacent to the festrog take 1d4 poison damage (DC 14 basic Reflex save).

Speed 30 feet

Melee ♦ jaws +9, **Damage** 1d6+4 piercing

Melee ♦ claw +9 (agile), **Damage** 1d4+4 slashing

Feast ♦ (manipulate) **Requirements** The festrog's last action was a jaws Strike that damaged a living creature; **Effect** The festrog tears into the creature's flesh and gulps it down voraciously, dealing 1d4 slashing damage to the creature and gaining temporary Hit Points equal to the damage dealt. These temporary Hit Points last for 1 minute.

On All Fours ♦ **Requirements** The festrog has nothing in their hands; **Effect** The festrog Strides with a +10-foot circumstance bonus to their Speed.

CREATURE 1

SCALING AREA A (OPTION 2)

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

10-11 Challenge Points: Increase each festrog's Hit Points by 10.

12-13 Challenge Points: Add an additional festrog to the encounter.

14-15 Challenge Points: Add an additional festrog to the encounter and increase each festrog's Hit Points by 10.

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

THE SECOND CONFIRMATION

A. SWAMP TRAIL (OPTION 3; LEVELS 1-2)

GIANT FROGS (2)

N MEDIUM ANIMAL

Pathfinder Bestiary 2 121

Perception +7; low-light vision

Skills Acrobatics +5, Athletics +6 (+10 to High Jump or Long Jump), Stealth +7

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

AC 15; Fort +8, Ref +7, Will +5

HP 30

Speed 25 feet, swim 25 feet

Melee ♦ jaws +8, **Damage** 1d6+3 piercing plus Grab

Melee ♦ tongue +8 (reach 15 feet), **Effect** tongue grab

Sticky Feet Giant frogs not flat-footed when Balancing on a narrow surface, and they gain a +4 circumstance bonus to Reflex saves to avoid falling.

Tongue Grab A creature hit by the giant frog's tongue becomes grabbed by the giant frog. The creature isn't immobilized, but it can't move beyond the reach of the frog's tongue. A creature can sever the tongue with a Strike against AC 13 that deals at least 2 slashing damage. This deals no damage to the frog but prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

CREATURE 1

SCALING AREA A (OPTION 3)

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

10-11 Challenge Points: Increase each giant frog's Hit Points by 10.

12-13 Challenge Points: Add an additional giant frog to the encounter.

14-15 Challenge Points: Add an additional giant frog to the encounter and increase each giant frog's Hit Points by 10.

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

THE SECOND CONFIRMATION

A. SWAMP TRAIL (OPTION 4; LEVELS 1-2)

SWAMP OOZES (2)

UNCOMMON N MEDIUM MINDLESS Ooze

Variant sewer oozes (*Pathfinder Bestiary* 254)

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+4 in swamps)

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

Motion Sense A swamp ooze can sense nearby motion through vibration and air movement.

AC 8; Fort +9, Ref +1, Will +3

HP 40; Immunities acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ♦ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 piercing

Swamp Wave ♦ **Frequency** once per minute; **Effect** The swamp ooze unleashes a wave of swamp muck filled with sharp debris, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 piercing damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

CREATURE 1

SCALING AREA A (OPTION 4)

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

10-11 Challenge Points: Increase each swamp ooze's Hit Points by 15.

12-13 Challenge Points: Add an additional swamp ooze to the encounter.

14-15 Challenge Points: Add an additional swamp ooze to the encounter and increase each swamp ooze's Hit Points by 15.

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

THE SECOND CONFIRMATION

B. SWAMP RUINS (OPTION 1; LEVELS 1-2)

GHOUls (2)

CE MEDIUM GHoul UNDEAD

Pathfinder Bestiary 169

Perception +7; darkvision

Languages Common, Necril

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

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

AC 16; Fort +4, Ref +9, Will +5

HP 20, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoul fever and paralysis

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** DC 15 Fortitude; **Stage**

1 carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

CREATURE 1

SCALING AREA B (OPTION 1)

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

10-11 Challenge Points: Increase each ghoul's Hit Points by 10.

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

14-15 Challenge Points: Add one additional ghoul to the encounter and increase each ghoul's Hit Points by 10.

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

THE SECOND CONFIRMATION

B. SWAMP RUINS (OPTION 2; LEVELS 1-2)

WEAK LIVING BOULDERS (2)

UNCOMMON	N	SMALL	EARTH	ELEMENTAL
Variant living boulder (<i>Pathfinder Bestiary 2</i> 108)				
Perception +4; darkvision, tremorsense 30 feet				
Skills Athletics +6, Stealth +3 (+5 in rocky areas)				
Str +4, Dex -1, Con +4, Int -4, Wis +2, Cha -1				
AC 15; Fort +8, Ref +3, Will +6				
HP 26; Immunities bleed, paralyzed, poison, sleep				
Speed 20 feet, burrow 20 feet; earth glide				
Melee ♦ jaws +8, Damage 1d8+4 piercing				
Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.				
Rolling Charge ♦♦ The living boulder Strides twice and can then make a jaws Strike. This jaws Strike gains Knockdown.				

CREATURE 1

LIVING BOULDERS (0)

CREATURE 2

N	SMALL	EARTH	ELEMENTAL
<i>Pathfinder Bestiary 2</i> 108			
Perception +6; darkvision, tremorsense 30 feet			
Skills Athletics +8, Stealth +5 (+7 in rocky areas)			
Str +4, Dex -1, Con +4, Int -4, Wis +2, Cha -1			
AC 17; Fort +10, Ref +5, Will +8			
HP 36; Immunities bleed, paralyzed, poison, sleep			
Speed 20 feet, burrow 20 feet; earth glide			
Melee ♦ jaws +10, Damage 1d8+6 piercing			
Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.			
Rolling Charge ♦♦ The living boulder Strides twice and can then make a jaws Strike. This jaws Strike gains Knockdown.			

SCALING AREA B (OPTION 2)

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

10-11 Challenge Points: Replace one of the weak living boulders with a living boulder.

12-13 Challenge Points: Replace both of the weak living boulders with living boulders.

14-15 Challenge Points: Add one living boulder to the encounter.

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

THE SECOND CONFIRMATION

B. SWAMP RUINS (OPTION 3; LEVELS 1-2)

SUN-SCORCHED SHADOW DRAKES (2) CREATURE 1

UNCOMMON CE TINY DRAGON SHADOW

Variant shadow drake (*Pathfinder Bestiary 2* 100)

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

Languages Draconic

Skills Acrobatics +6, Stealth +6, Thievery +6

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

Light Blindness

Shadow Blend The shadow drake's form shifts and blends reflexively with surrounding shadows. A shadow drake gains an additional reaction each round, but it can use this reaction only for Shadow Evade.

Shadow Evade **Trigger** A creature attacks the shadow drake while it's in an area of dim light; **Effect** The shadow drake further obscures its position. The attacker must succeed at a DC 11 flat check to affect the shadow drake, as if the drake were Hidden from the triggering attack.

AC 15; **Fort** +5, **Ref** +8, **Will** +4

HP 18; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

Speed 15 feet, fly 60 feet

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

Melee tail +9 (agile, finesse), **Damage** 1d8+1 bludgeoning

Draconic Frenzy The shadow drake makes one jaws Strike and two tail Strikes in any order.

Shadow Breath (arcane, cold, evocation, shadow) A shadow drake spits a ball of black liquid that explodes into a cloud of frigid, black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst. Creatures within the burst take 2d6 cold damage (DC 16 basic Reflex save). The explosion of shadow also snuffs out mundane light sources the size of a torch, lantern, or smaller and attempts to counteract magical light with a +8 counteract modifier. The shadow drake can't use Shadow Breath again for 1d6 rounds.

Speed Surge **Frequency** three times per day; **Effect** The shadow drake Strides or Flies twice.

SCALING AREA B (OPTION 3)

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

10-11 Challenge Points: Replace one of the sun-scorched shadow drakes with a shadow drake.

12-13 Challenge Points: Replace both of the sun-scorched shadow drakes with shadow drakes.

14-15 Challenge Points: Add one shadow drake to the encounter.

16-18 Challenge Points (5+ players): Add two sun-scorched shadow drakes to the encounter.

SHADOW DRAKES (0)

CREATURE 2

CE TINY DRAGON SHADOW

Pathfinder Bestiary 2 100

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

Languages Draconic

Skills Acrobatics +8, Stealth +8, Thievery +8

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

Light Blindness

Shadow Blend The shadow drake's form shifts and blends reflexively with surrounding shadows. A shadow drake gains an additional reaction each round, but it can use this reaction only for Shadow Evade.

Shadow Evade **Trigger** A creature attacks the shadow drake while it's in an area of dim light; **Effect** The shadow drake further obscures its position. The attacker must succeed at a DC 11 flat check to affect the shadow drake, as if the drake were Hidden from the triggering attack.

AC 17; **Fort** +7, **Ref** +10, **Will** +6

HP 28; **Immunities** paralyzed, sleep; **Weaknesses** fire 5

Speed 15 feet, fly 60 feet

Melee jaws +11 (finesse), **Damage** 1d10+3 piercing

Melee tail +11 (agile, finesse), **Damage** 1d8+3 bludgeoning

Draconic Frenzy The shadow drake makes one jaws Strike and two tail Strikes in any order.

Shadow Breath (arcane, cold, evocation, shadow) A shadow drake spits a ball of black liquid that explodes into a cloud of frigid black shadow. This attack has a range of 40 feet and explodes in a 5-foot-radius burst. Creatures within the burst take 3d6 cold damage (DC 18 basic Reflex save). The explosion of shadow also snuffs out mundane light sources the size of a torch, lantern, or smaller, and attempts to counteract magical light with a +10 counteract modifier. The shadow drake can't use Shadow Breath again for 1d6 rounds.

Speed Surge **Frequency** three times per day; **Effect** The shadow drake Strides or Flies twice.

PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION

C1. ENTRY CHAMBER (OPTION 1; LEVELS 1-2)

CHOKER

CE SMALL ABERRATION

Pathfinder Bestiary 2 51

Perception +7; darkvision

Languages Aklo, Undercommon

Skills Athletics +9 (+11 to Grapple), Stealth +9

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

AC 18; **Fort** +7, **Ref** +10, **Will** +7

HP 28

Yank  **Trigger** An enemy targets the choker with an attack; **Effect** The choker tries to pull a creature it has grabbed or restrained into the path of the attack. The choker attempts an Athletics check, including its bonus to Grapple. If it succeeds against the grabbed or restrained creature's Fortitude DC, the choker redirects the attack to that creature, and the attacker compares its attack roll result against the new target's AC.

The choker must move the creature into a space adjacent to itself. The creature must also be moved within the attacker's reach against a melee attack or into a space between itself and the attacker against a ranged attack. The choker can't use this ability to make the attacker target itself, even if it's grabbing or restraining the attacker.

Speed 20 feet, climb 15 feet

Melee  arm +11 (reach 10 feet), **Damage** 1d6+3 bludgeoning plus strangling fingers

Constrict  1d6+3 bludgeoning, DC 19

Hidden Movement If the choker starts its turn hidden from or undetected by a creature, that creature is flat-footed against the choker's attacks until the end of the turn.

Strangling Fingers Any creature hit by a choker's arm Strike is automatically grabbed, and the choker begins to strangle the target. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

CREATURE 2

SCALING AREA C1 (OPTION 1)

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

10-11 Challenge Points: Increase the choker's Hit Points by 10.

12-13 Challenge Points: Apply the elite adjustment to the choker.

14-15 Challenge Points: Add one choker with the weak adjustment to the encounter.

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

THE SECOND CONFIRMATION

C1. ENTRY CHAMBER (OPTION 2; LEVELS 1-2)

DRAUGR

CE MEDIUM UNDEAD WATER

Pathfinder Bestiary 2 102

Perception +7; darkvision

Languages Common (can't speak any language)

Skills Athletics +10, Stealth +8

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

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5; **Resistances** fire 3

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ♦ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter its targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

CREATURE 2

SCALING AREA C1 (OPTION 2)

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

10-11 Challenge Points: Increase the draugr's Hit Points by 15.

12-13 Challenge Points: Apply the elite adjustment to the draugr.

14-15 Challenge Points: Add one draugr with the weak adjustment to the encounter.

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

THE SECOND CONFIRMATION

C1. ENTRY CHAMBER (OPTION 3; LEVELS 1-2)

DRETCH

CE	SMALL	DEMON	FIEND
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Pathfinder Bestiary 3 60

Perception +6; darkvision

Languages Abyssal; telepathy 100 feet

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

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

Sloth At the start of each of the dretch's turns, roll 1d4. The result is the number of actions the dretch regains that turn (maximum 3). Effects like the slowed condition can further reduce its number of actions.

AC 17; Fort +10, Ref +4, Will +8

HP 45; Weaknesses cold iron 3, good 3

Speed 20 feet

Melee ♦ jaws +9 (evil, magical), **Damage** 1d8+3 piercing plus 1d4 evil

Melee ♦ claw +9 (agile, evil, magical), **Damage** 1d6+3 slashing plus 1d4 evil

Divine Innate Spells DC 16; 3rd slow; 1st fear

Rituals DC 16; *Abyssal pact* (Pathfinder Bestiary 2 310)

Cower ♦ The dretch makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a -2 penalty to attack rolls. This lasts until the dretch moves from its current space, falls unconscious, or ends the effect as a free action.

Frenzied Slashes ▶▶▶ The dretch makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The dretch's multiple attack penalty doesn't increase until after it has made all three attacks. The dretch gains the clumsy 2 condition until the beginning of its next turn.

Vicious Criticals A dretch makes the most of any weakness it finds. Whenever a dretch scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

CREATURE 2

SCALING AREA C1 (OPTION 3)

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

10-11 Challenge Points: Increase the dretch's Hit Points by 15.

12-13 Challenge Points: Apply the elite adjustment to the dretch.

14-15 Challenge Points: Add one dretch with the weak adjustment to the encounter.

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

THE SECOND CONFIRMATION

C1. ENTRY CHAMBER (OPTION 4; LEVELS 1-2)

MUDWRETCH

N MEDIUM EARTH ELEMENTAL WATER

Pathfinder Bestiary 2 176

Perception +9; darkvision

Languages Terran

Skills Athletics +8, Stealth +6

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

Muddy Field (aura) 10 feet. The ground in the emanation is difficult terrain for all non-mudwretch creatures.

AC 16; **Fort** +11, **Ref** +4, **Will** +9

HP 40; **Immunities** bleed, critical hits, paralyzed, poison, sleep; **Weaknesses** fire 5; **Resistances** acid 3, physical 3 (except bludgeoning)

Susceptible to Desiccation If a mudwretch takes any damage from *horrid wilting* or a similar effect, takes 10 or more fire damage from a single effect, or spends more than 24 hours outside of a source of sufficient hydration (such as a swamp, river, well, or recent rainfall), it becomes dehydrated. While dehydrated, the mudwretch can't Spew Mud, is sickened 2, and is slowed 1 until it either fully immerses in water, spends 1 minute in the rain, or rehydrates in another way (such as via Gory Hydration).

Speed 20 feet, swim 20 feet

Melee ♦ fist +10 (agile), **Damage** 1d8+4 bludgeoning plus Grab

Constrict ♦ 1d8+2 bludgeoning, DC 18

Gory Hydration ♦ **Requirements** The mudwretch is dehydrated; **Trigger** The mudwretch deals Constrict damage to a living creature that has blood; **Effect** The mudwretch squeezes harder, dealing 1d6 persistent bleed damage to the target. The mudwretch absorbs this blood, removing any penalties it had as a result of being dehydrated.

Mud Puddle ♦ (concentrate) Until it next acts, the mudwretch appears to be an ordinary puddle of mud. It has an automatic result of 20 on Deception checks to pass as a mud puddle and can make a fist Strike against a creature that walks onto the mud puddle as a reaction.

Spew Mud ♦ (conjunction, primal) The mudwretch spews a 20-foot line of pressurized mud that deals 2d10 bludgeoning damage (DC 18 basic Reflex save). On a critical failure, a creature also takes a -10-foot status penalty to its Speeds for 1 round. The mudwretch can't Spew Mud again for 1d4 rounds.

CREATURE 2

SCALING AREA C1 (OPTION 4)

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

10-11 Challenge Points: Increase the mudwretch's Hit Points by 15.

12-13 Challenge Points: Apply the elite adjustment to the mudwretch.

14-15 Challenge Points: Add one mudwretch with the weak adjustment to the encounter.

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

THE SECOND CONFIRMATION

C4. CENTRAL CHAMBER (OPTION 1; LEVELS 1-2)

GROTHLUT

N MEDIUM ABERRATION MINDLESS

Pathfinder Bestiary 158

Perception +5; darkvision

Skills Athletics +11

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

AC 19; Fort +11, Ref +5, Will +7

HP 50; Immunities acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Piteous Moan (auditory, aura, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the emanation must succeed at a DC 17 Will save or become sickened 1 (sickened 2 on a critical failure); the creature then becomes temporarily immune for 1 minute. The grothlut can activate or deactivate the aura by using a single free action that has the concentrate trait. A grothlut usually doesn't begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.

Speed 20 feet

Melee ♦ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ♦ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid plus 1d6 splash acid damage

CREATURE 3

SCALING AREA C4 (OPTION 1)

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

10-11 Challenge Points: Add 20 Hit Points to the grothlut.

12-13 Challenge Points: Add 10 Hit Points to the grothlut. The summoning rune summons two creatures instead of one.

14-15 Challenge Points: Add one grothlut to the encounter.

16-18 Challenge Points (5+ players): Add one grothlut to the encounter. The summoning rune summons two creatures instead of one.

ANCIENT SUMMONING RUNE

HAZARD 1

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +7 (trained)

Description A cloud of invisible magical sensors in a 10-foot radius surrounds the central column of the room.

Disable DC 15 Acrobatics to approach without triggering the trap followed by DC 17 Thievery (trained) to erase the rune, or DC 19 Athletics to remove enough stones from the pillar to disrupt the magic, or *dispel magic* (1st level; counteract DC 15) to counteract the rune.

AC 16; Fort +10, Ref +2

Hardness 7; **HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Summon Weak Monster ♦ (arcane, conjuration, summon);

Trigger A creature enters the cloud of magical sensors; **Effect** The trap summons one of the creatures previously encountered in area B with the weak adjustment (Bestiary 6). The creature rolls initiative and remains for 7 rounds, after which the spell ends and the creature disappears. The summoned creature also disappears if a creature disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

Reset The trap resets each day at dawn.

THE SECOND CONFIRMATION

C4. CENTRAL CHAMBER (OPTION 2: LEVELS 1-2)

NECROPHIDIUS

N MEDIUM CONSTRUCT MINDLESS

Pathfinder Bestiary 2 180

Perception +9, darkvision

Skills Acrobatics +9, Athletics +10, Stealth +9

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

AC 19; Fort +7, Ref +11, Will +9

HP 50; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses bludgeoning 5

Speed 25 feet

Melee ♦ jaws +8 (agile, finesse), **Damage** 1d10+3 piercing plus necrophidic paralysis

Dance of Death ♦♦♦ (enchantment, mental, occult, visual)

The necrophidius sways, its serpentine form undulating and clattering in a hypnotic rhythm. Each creature that witnesses the dance must attempt a DC 18 Will save.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

Success The creature is unnerved by the swaying and becomes flat-footed until the end of the necrophidius's next turn.

Failure The creature is distracted by the swaying, becoming stunned 1. After it recovers, it is flat-footed until the end of the necrophidius's next turn.

Critical Failure As failure, but stunned 3.

Necrophidic Paralysis (incapacitation, occult, necromancy) A living creature bitten by a necrophidius must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 for each save attempted. A creature that succeeds at this save is temporarily immune to necrophidic paralysis for 24 hours.

CREATURE 3

SCALING AREA C4 (OPTION 2)

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

10-11 Challenge Points: Add 20 Hit Points to the necrophidius.

12-13 Challenge Points: Add 10 Hit Points to the necrophidius. The summoning rune summons two creatures instead of one.

14-15 Challenge Points: Add one necrophidius to the encounter.

16-18 Challenge Points (5+ players): Add one necrophidius to the encounter. The summoning rune summons two creatures instead of one.

ANCIENT SUMMONING RUNE

HAZARD 1

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +7 (trained)

Description A cloud of invisible magical sensors in a 10-foot radius surrounds the central column of the room.

Disable DC 15 Acrobatics to approach without triggering the trap followed by DC 17 Thievery (trained) to erase the rune, or DC 19 Athletics to remove enough stones from the pillar to disrupt the magic, or *dispel magic* (1st level; counteract DC 15) to counteract the rune.

AC 16; Fort +10, Ref +2

Hardness 7; HP 24 (BT 12); Immunities critical hits, object immunities, precision damage

Summon Weak Monster ♦ (arcane, conjuration, summon)

Trigger A creature enters the cloud of magical sensors;

Effect The trap summons one of the creatures previously encountered from area **B** with the weak adjustment (Bestiary 6). The creature rolls initiative and remains for 7 rounds, after which the spell ends and the creature disappears. The summoned creature also disappears if a creature disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

Reset The trap resets each day at dawn.

THE SECOND CONFIRMATION

C4. CENTRAL CHAMBER (OPTION 3; LEVELS 1-2)

SNAPPING FLYTRAP

N **LARGE** **MINDLESS** **PLANT**

Pathfinder Bestiary 160

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

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

AC 18; Fort +12, Ref +8, Will +7

HP 50; Immunities mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture **Trigger** A creature hits or touches the flytrap;

Effect The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab

Focused Assault The flytrap attacks a single target with both its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.

Hungry Flurry The flytrap makes two leaf Strikes at a -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

Swallow Whole (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

CREATURE 3

SCALING AREA C4 (OPTION 3)

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

10-11 Challenge Points: Add 20 Hit Points to the snapping flytrap.

12-13 Challenge Points: Add 10 Hit Points to the snapping flytrap. The summoning rune summons two creatures instead of one.

14-15 Challenge Points: Add one snapping flytrap to the encounter.

16-18 Challenge Points (5+ players): Add one snapping flytrap to the encounter. The summoning rune summons two creatures instead of one.

ANCIENT SUMMONING RUNE

HAZARD 1

UNCOMMON **COMPLEX** **MAGICAL** **TRAP**

Stealth +7 (trained)

Description A cloud of invisible magical sensors in a 10-foot radius surrounds the central column of the room.

Disable DC 15 Acrobatics to approach without triggering the trap followed by DC 17 Thievery (trained) to erase the rune, or DC 19 Athletics to remove enough stones from the pillar to disrupt the magic, or *dispel magic* (1st level; counteract DC 15) to counteract the rune.

AC 16; Fort +10, Ref +2

Hardness 7; HP 24 (BT 12); Immunities critical hits, object immunities, precision damage

Summon Weak Monster (arcane, conjuration, summon)

Trigger A creature enters the cloud of magical sensors.

Effect The trap summons one of the creatures previously encountered from area **B** with the weak adjustment (Bestiary 6). The creature rolls initiative and remains for 7 rounds, after which the spell ends and the creature disappears. The summoned creature also disappears if a creature disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

Reset The trap resets each day at dawn.

THE SECOND CONFIRMATION

APPENDIX 2: RAIN IN CLOUDY DAY

Rain in Cloudy Day is an aspiring Pathfinder Society initiate who has spent his last several years in Absalom attending classes at the Grand Lodge. He did a brief tour of numerous Inner Sea nations following his creation in the forests of Ravourel and was inspired by what he heard about the Society's accomplishments. He has since excelled at his training and embarked on his mission to Taldor in hopes of finding ancient Azlanti ruins.

Rain is a hopeful person who always sees the best in people. He has a difficult time understanding anyone or anything with a motive that isn't good. Rain often comforts allies and tries to assist them with his variety of skills or through his *inspire courage* cantrip.

During the adventure, Rain in Cloudy Day should be presented as a supporting ally who doesn't take the spotlight away from the PCs, except in times of dire need. Rain is perfectly happy to support those he sees as his friends and is equally able to make new friends quickly. The PCs shouldn't overly rely on Rain's abilities, and his presence in this adventure should complement the PCs, not overshadow them.

RAIN IN CLOUDY DAY

CREATURE 2

UNIQUE NG SMALL FUNGUS LESHY

Perception +6; darkvision

Languages Azlanti, Common, Druidic, Sylvan; speak with plants (fungi only)

Skills Diplomacy +8, Nature +6, Pathfinder Society Lore +8, Performance +8, Society +6, Stealth +6

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

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

HP 25

Verdant Burst (healing) When Rain in Cloudy Day dies, a burst of primal energy explodes from his body, restoring 2d8 Hit Points to each plant creature in a 30-foot emanation. This area is filled with fungi, becoming difficult terrain. If the terrain is not a viable environment for this fungus, it withers after 24 hours.

Speed 25 feet

Melee ♦ fist +8 (agile, finesse), **Damage** 1d6+1 bludgeoning

Ranged ♦ spore pod +8 (range increment 30 feet), **Damage** 1d6+1 bludgeoning plus spores

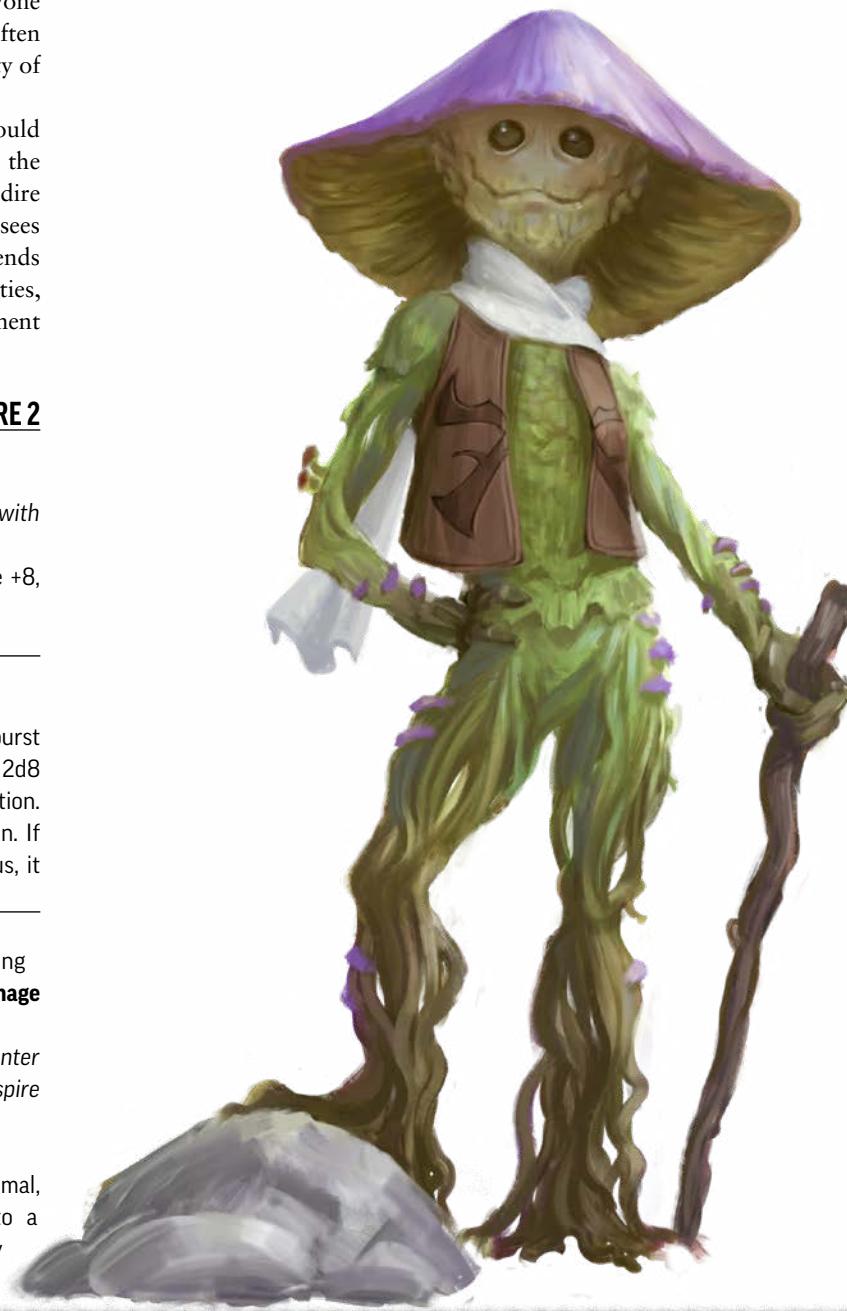
Bard Composition Spells 1 Focus Point, DC 17; **1st** counter performance (Core Rulebook 386); **Cantrips (1st)** *inspire courage* (Core Rulebook 386)

Primal Innate Spells DC 17; **4th** speak with plants

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Rain in Cloudy Day transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *tree shape*.

Spore Cloud ♦ (poison) Rain in Cloudy Day can unleash a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. Each creature must succeed at a DC 16 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (10 feet on a critical failure).

Spores A creature that takes damage from Rain in Cloudy Day's spore pod Strike must attempt a saving throw with the same DC and effect as his Spore Cloud ability.



PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION

APPENDIX 3: GAME AIDS



KREIGHTON SHAINE

MARCOS FARABELLUS



SORRINA WESTYR

KAZUUK



PATHFINDER SOCIETY SCENARIO

THE SECOND CONFIRMATION

APPENDIX 3: GAME AIDS



CHIEF THAKIK



RAIN IN CLOUDY DAY

THE SECOND CONFIRMATION

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp

TREASURE BUNDLES

- Out in the Swamp**, page 8: 1 Treasure Bundle for avoiding or overcoming the quicksand.
- A. Swamp Trail**, page 9: 2 Treasure Bundles for defeating the wild predators.
- B. Swamp Ruins**, page 12: 2 Treasure Bundles for defeating the attacking creatures.
- C1. Entry Chamber**, page 15: 2 Treasure Bundles for defeating the creatures in this area.
- C2. Caverns**, page 15, or **C3. Halls**, page 17: 1 Treasure Bundle for overcoming the traps in either of these areas.
- C4. Central Chamber**, page 18: 1 Treasure Bundle for defeating the creature in this area and 1 Treasure Bundle for disabling the summoning rune.

THE SECOND CONFIRMATION



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:					
Adventure #:		Adventure Name:						
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D	Reputation Earned:		
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
Faction:								
Character Name:				<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track		
				<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead		
				<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy		
				<input type="checkbox"/>				
Faction:								
Character Name:				<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track		
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				<input type="checkbox"/>				

THE SECOND CONFIRMATION

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PATHFINDER SOCIETY SCENARIO



Intro #1: The Second Confirmation

2

Character Name

Organized Play #

Character #

Adventure Summary

The three masters of the Pathfinder Society's schools asked you to help a Pathfinder initiate who hadn't reported back from their Confirmation. In the Pathfinder Society, the Confirmation is a mission that each initiate undertakes to prove themselves and become a field agent. You travelled to the nation of Taldor in search of the missing initiate, a fungus leshy named Rain in Cloudy Day. Trekking into the nearby swamps, you encountered a group of lizardfolk who revealed that Rain was staying with them. Your meeting with your fellow Pathfinder went awry when a group of strange creatures attacked the lizardfolk enclave. After defeating the creatures, you travelled with Rain to the source of the attack: a sunken ruin dating back thousands of years. Inside the ruin, you overcame dangerous creatures and hazards to discover a magical summoning glyph. You returned to the Grand Lodge to make your report, where you and your allies were acknowledged for your important discoveries, and those not already acknowledged as such were promoted to Pathfinder field agents.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventure qualifies you for a unique Achievement Point boon: **Second Confirmation Wayfinder**.

Rewards

Starting XP**XP Gained****Total XP****Starting GP****GP Gained****GP Spent****Total GP**

Reputation Gained

Items

+1 short sword (item 2, 35 gp)
dusty rose prism aeon stone^U (item 3; 50 gp)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

FOR GM ONLY

EVENT**EVENT CODE****DATE****GM Organized Play #****Chronicle Code: N3WV**For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club