



Year of the Open Road



**PATHFINDER
SOCIETY**

WAYFINDER ORIGINS

By Dustin Knight

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #9: Wayfinder Origins is a Pathfinder Society Quest designed for 3rd-through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a quest, this adventure is designed to take about 1 hour to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at **PathfinderSociety.club**.

GM Resources

Wayfinder Origins makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Lost Omens World Guide* as well as *Pathfinder Flip Mat: Tech Dungeon*. All rules referenced in this adventure are available in the free online 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 *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides/>.



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Wayfinder Origins

By Dustin Knight

GM SYNOPSIS

In this short adventure, the PCs open one of three doors in an ancient Azlanti workshop, where they contend with guardians and hazards and learn more about the workshop's purpose.

ADVENTURE BACKGROUND

The lost continent of Azlant was once the very center of magical innovation. Renowned for magical advancements and processes unparalleled by almost anything on Golarion before or since, Azlant seemed a shining star that would carry humanity forward into new eras of power and enlightenment. But the Azlantis' reach drew the attention of evil forces, and the humans who ruled Azlant ultimately found themselves laid low by a society of alien aquatic creatures known as algholthus. Today, only a few remnants remain from the time of ancient Azlant, and even fewer of the magical processes they pioneered are still in use.

One process that has survived the centuries since Azlant's destruction is still used by the Pathfinder Society: the creation of the magical compasses known as *wayfinders*. Even though they are relatively common, these magical devices still retain some mystery; experts in their creation occasionally question whether they were ever intended to be used as compasses at all, or if perhaps that function is coincidental, tied to a more obscure and enigmatic purpose.

Recently, a Pathfinder expedition to find a sunken ship lost in the Steaming Sea uncovered something else during its return trip: a small, previously uncharted island containing Azlanti ruins. An initial sweep of the island by Society initiates found a sealed entrance made of some magically reinforced skymetal and several *wayfinders* of curious and archaic design. Venture-Captain Muesello, a talented mage-machinist, has traveled to the island with a group of more-experienced explorers to evaluate the unusual *wayfinders* and see if they can gain access to the sealed ruins.

ADVENTURE SUMMARY

Muesello sends the PCs to investigate a sealed door on an uncharted island. The PCs open the hatch using a set of broken actuators but inadvertently activate the fire-suppression, vermin-extermination, or security protocol of the ancient Azlanti *wayfinder* workshop. The intruding PCs are attacked by a wyrwood, a wooden guardian construct. After defeating the paranoid guardian, the PCs find the workshop's preserved records and return to the venture-captain.

WHERE ON GOLARION?

This adventure takes place on Burozi, a small and uncharted island in the Steaming Sea that was once part of the massive and ancient empire of Azlant. More information on Azlanti ruins appears on pages 61-62 of *Pathfinder Lost Omens World Guide*, available in bookstores and game stores and online at paizo.com.



GETTING STARTED

Allow each PC to introduce themselves as they board the ship of **Venture-Captain Muesello** (N male human crafter 7), the *Kingfisher*, at whatever port they hail. The adventure begins off the shores of the island of Burozi, a week after the PCs set sail. Muesello has called the PCs to the deck, where he is assembling a strange clockwork contraption. As the PCs assemble, read the following aloud.

On the top deck of the *Kingfisher*, Venture-Captain Muesello wipes the grease off his hands onto a rag. The pockmarked mechanist spent the early morning running a chain through a twelve-foot tall clockwork contraption mounted on the deck. Stuffing the dirty rag into his smock, he turns to address the group.

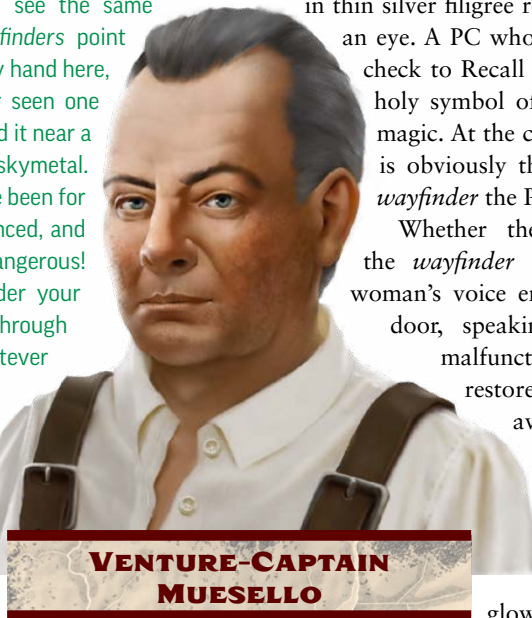
"I'm sure you've guessed this isn't just a fishing trip. I would have filled you in sooner, but I was asked to keep everything confidential until we arrived. An expedition of Pathfinder initiates recently discovered this uncharted island, Burozi. The recruits found some Azlanti ruins, and we have a special assignment for your team."

Muesello turns to the shore just five hundred feet from the moored ship, the peak of the island barely visible against the orange glow of the morning sun behind it. He clicks open an intricate compass, and its needle snaps to the direction of the island.

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"Open your wayfinder, and you'll see the same thing. This close to Burozi, all *wayfinders* point toward the island. As for the one in my hand here, this was found on Burozi—I've never seen one quite like it. The expedition team found it near a sealed hatch made out of reinforced skymetal. They couldn't get in, which might have been for the best. The recruits were inexperienced, and Azlanti devices can be incredibly dangerous! But you've got more experience under your belts, so I need you to find a way through that sealed door and investigate whatever is on the other side."

With a reassuring nod, Muesello returns to his work, meticulously checking each bolt as crew members emerge from below and begin preparing a sailboat for passage to the island.



Where are we going? "Use a sailboat to get to the island, then just follow that *wayfinder*. The reports didn't mention anything dangerous, but you never know."

What's different about this *wayfinder*? "See for yourself. After a week tinkering with this thing, I still can't get it to do more than this." Muesello speaks the command word and the *wayfinder* emits a small light. The light is either red, blue, or green, corresponding to the chosen encounter within the workshop (see the A Variety of Challenges sidebar on page 5). "Feel free to use it. You might need it."

What is that massive clockwork contraption you're working on? "A fishing rod. Ever try sea snake? Me neither, but somehow, it's a delicacy in the senate right now. And officially? We're just fishing. No reason not to have a bit of fun with the expedition though."

Why is this mission confidential? "Best for you all to go in clean, without any preconceptions of what you might find. But let's just say the Decemvirate are very interested in this site." All of the PCs know that the Decemvirate are the 10 enigmatic leaders of the Pathfinder Society.

Give the PCs an opportunity to slot their boons for the adventure if they haven't already done so, and remind them that they each have 1 Hero Point available.

OPENING THE WORKSHOP

The excavated ruins of a tower rise from halfway up the island's sloping peak. All that remains of the tower is a semi-circle of white wall holding back centuries of dirt and debris. The skymetal hatch lies dead center in the tower's foundation. The 5-foot-wide hatch is decorated

in thin silver filigree resembling gears in the shape of an eye. A PC who succeeds at a DC 24 Religion check to Recall Knowledge recognizes it as the holy symbol of Amaznen, the Azlanti god of magic. At the center of the eye is a socket that is obviously the same size and shape as the *wayfinder* the PCs received from Muesello.

Whether the PCs approach the socket, the *wayfinder* glows with colorful light. A woman's voice emits from the direction of the door, speaking Azlanti. "Security System malfunction detected. Insert badge and restore actuators to working order to avoid further security protocols."

While the PCs are unlikely to understand the words themselves, another sign of what is happening appears on the door itself, in the form of glowing numbers that count down, starting from 30 seconds.

When the *wayfinder* is slotted into the hatch, the colored light in the *wayfinder* activates and spreads down silver circuits 100 feet in each cardinal direction before reaching panels built along the perimeter of the ruined structure. The hatch lock is controlled by four actuators built into the tower's foundation. Each contains one *aeon stone* and several electro-thaumaturgic fuses. To open the door, the PCs must activate each of the four actuators, each of which requires a different skill check to access or repair. Inform the PCs that they each have time to attempt two skill checks before the countdown ends.

Each actuator requires 2 successful checks. PCs who critically succeed on a check earn 2 successes, and PCs who critically fail on a check remove 1 accrued success (the number of successes on a given actuator cannot fall below 0). For tables of 5 players, two of the actuators (chosen at random) require 3 successful checks. For tables of 6 PCs, all four actuators require 3 checks.

The DC of all skill checks is 18 unless otherwise stated. All DCs are two higher for Subtier 5–6.

North Actuator: The magical energy flowing off this actuator is traveling in the wrong direction. The PCs must succeed at Arcana or Occultism checks to reroute the energy.

South Actuator: Access to this actuator is blocked. The PCs must succeed at Acrobatics checks to squeeze through narrow gaps in the rubble or Athletics checks to clear it and reach the actuator.

East Actuator: A fuse on this actuator is broken. The PCs must succeed at Crafting checks or DC 16 Azlant Lore or Engineering Lore checks to repair the fuse.

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West Actuator: The fuses on this actuator have become dislodged, and putting them back in place is a delicate operation. The PCs must succeed at DC 16 Azlant Lore or Engineering Lore checks to put the fuses back in the proper place.

If the PCs repair all four actuators before the countdown ends, the door opens. If they fail to repair the actuators before the countdown ends, they hear a faint hissing sound emanating from within the workshop. After this point, since the PCs can freely attempt checks as many times as they need to in order to open the door, assume that they eventually get it open.

A. WAYFINDER WORKSHOP

The PCs descend a spiral staircase into a sparkling-clean underground workshop. The complex is well-lit by bright recessed lights. If the PCs failed to repair the actuators before time ran out, the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on sight-based Perception checks. Only one of the rooms below is accessible; which room depends upon the *wayfinder* the PCs used. As soon as the PCs reach the bottom of the staircase, the door to the accessible room swings open and an encounter begins in area A1, A2, or A3.

A1. Unstable Excavation (Blue) Moderate

The floor in this chamber is frozen. Excavation was halted when an earthquake caused minor flooding.

Creature: The room has a guardian named Prefect. Prefect is a wyrwood, a humanoid-shaped construct built from wood, metal, and magic. Prefect has a wand and fire hose built into its arms.

Hazards: The fissure in the floor contains several wyrwood corpses salvaged for parts, especially *aeon stones*. The shattered limbs have begun moving autonomously due to the *aeon nexus*, etching the words “imperfect” in Azlanti repeatedly in the fissure’s walls. The room’s automatic fire-suppression system has also been chilled to a dangerous degree and blasts the room with freezing water at the first sign of fire.

SUBTIER 3–4

AUTOMATIC FIRE SUPPRESSION **HAZARD 2**
Page 8

GRASPING LIMBS **HAZARD 3**
Page 8

PREFECT **CREATURE 3**
Page 9, art on page 17

A VARIETY OF CHALLENGES

When the PCs reach the entrance to the workshop, the special *wayfinder* that they hold glows with a colored light. The *wayfinder* opens one of three doors, each of which contains a different encounter. Before the quest begins, choose the light color and its corresponding encounter area from the table below, either by rolling randomly or choosing one that the players have not seen before.

D6	LIGHT COLOR	ENCOUNTER AREA
1–2	Blue	A1
3–4	Red	A2
5–6	Green	A3

SUBTIER 5–6

AUTOMATIC FIRE SUPPRESSION **HAZARD 4**
Page 12

GRASPING LIMBS **HAZARD 5**
Page 12

PREFECT **CREATURE 5**
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A2. The Aeon Nexus (Red) Moderate

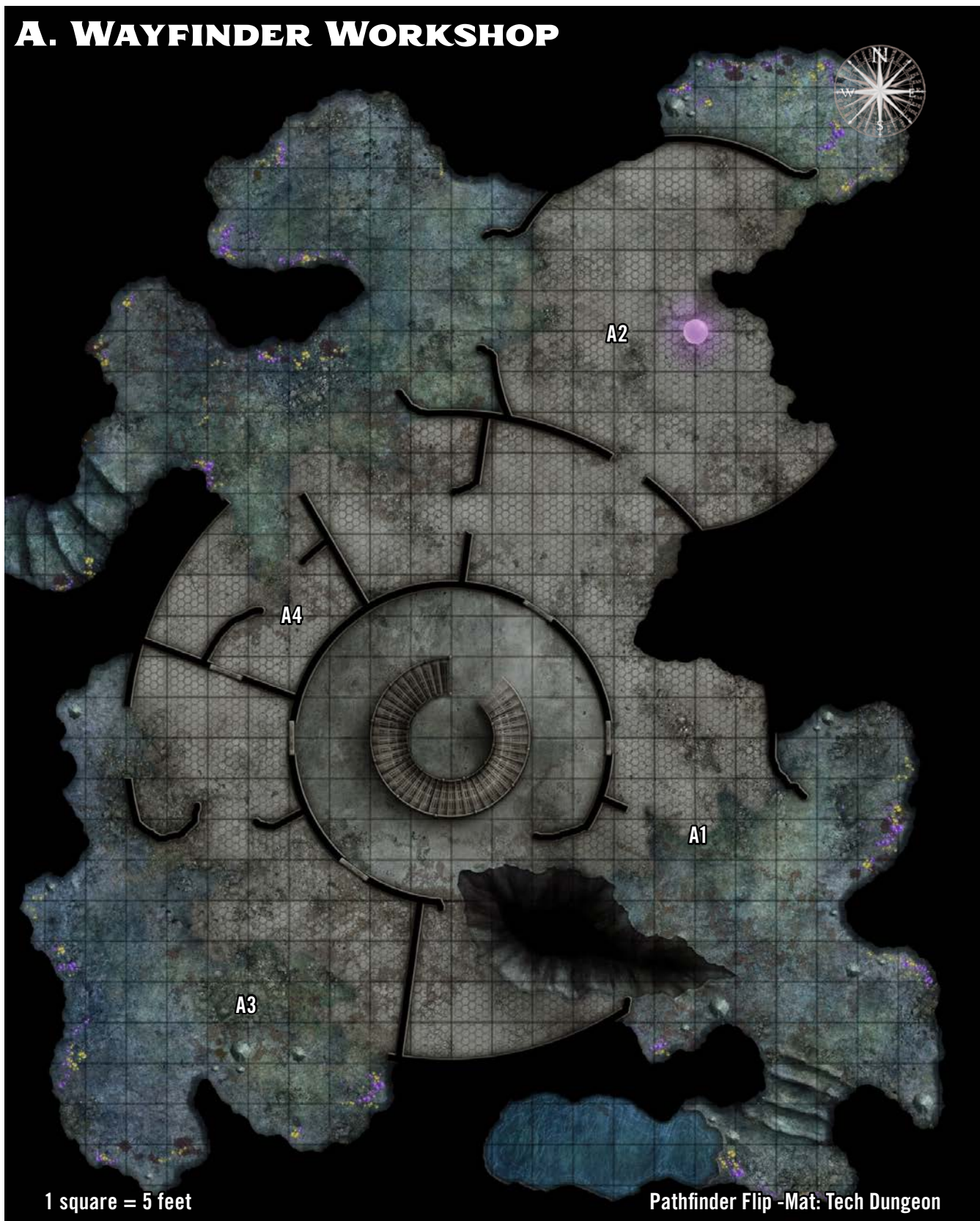
This room contains the *aeon nexus*, a blue glowing sphere imbued with a mishmash of *aeon stones*. The device was built using the excavated remains of the *aeon tower*.

Creature: Prefect, the wyrwood guardian of this chamber built from wood, metal, and magic, believes it will one day merge with the *aeon nexus* and become “Perfect.” The wyrwood can command the *aeon nexus* using its *wayfinder*. Prefect now believes the arcane assistant in the *wayfinder* is the infallible voice of the *aeon nexus*, reciting facts in response to his ravings. With its wand and firehose in hand, Prefect attempts to lure the PCs with promises of power, only to attempt to “extract *aeon stones* for imbue ment” by force.

Hazard: A collection of glowing *aeon stones* hovers in the center of the room, surrounded by discarded fragments of *aeon stones* on the floor below. When this hazard activates, the sharp fragments leap into the air, whirling around the central nexus in a cloud of electricity.

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A. WAYFINDER WORKSHOP



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SUBTIER 3-4

AEON NEXUS

Page 10

HAZARD 3

PREFECT

Page 10, art on page 17

CREATURE 3

SUBTIER 5-6

AEON NEXUS

Page 14

HAZARD 5

PREFECT

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CREATURE 5

A3. Excavated Burrow (Green) Moderate

Every inch of this granite cave has been polished until it sparkles.

Creatures: This solo excavation was shut down by Prefect when burrowing rodents found their way into the complex centuries ago. To help with the infestation, the construct built two small guardian constructs and poisoned their metal jaws.

SUBTIER 3-4

PREFECT

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CREATURE 3

TOXIC SNAPJAWS (2)

Page 11

CREATURE 1

SUBTIER 5-6

PREFECT

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CREATURE 5

TOXIC SNAPJAWS (2)

Page 15

CREATURE 3

A4. Preserved Records

A collection of clockwork tools, shattered *aeon stones* and rotting piles of vellum fill the shelves in this crowded workspace. Large metal panels removed from the facility's walls lie in the center of the room; etched into these panels are meticulous blueprints for a *wayfinder* identical to the one Muesello lent the party. The PCs can deduce an additional fact about *wayfinders* that share its model, as indicated by the color of the *wayfinder's* light.

A signature on each panel reads "Preserver."

Blue: The *wayfinder* is synced with a global tracking spellform. It confirms 337 active tracking units.

Red: The *wayfinder* has an arcane assistant activated by speaking a password last updated 3,405,829 days ago.

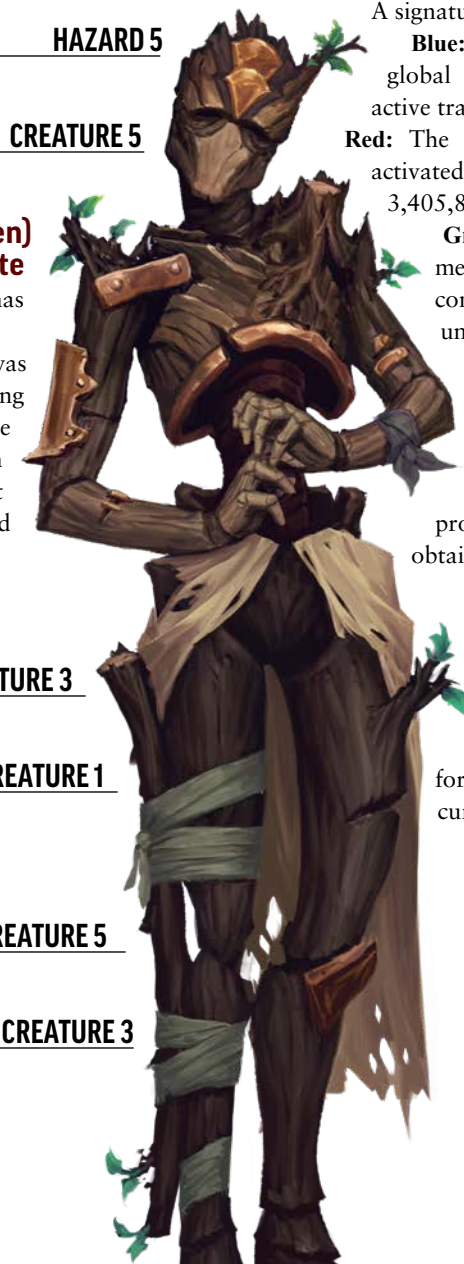
Green: The *wayfinder* has a safety mechanism to prevent accidental conflicts between undercover agents under the effects of magical compulsion.

CONCLUSION

Records in hand, the PCs return to the *Kingfisher*. Muesello, thrilled by the discoveries, awards each PC and promises them the first opportunity to obtain the next generation of *wayfinders*.

Primary Objective

The PCs fulfill their primary objective if they recover the records from area A4. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.



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APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM Resources** (page 18) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

Encounter A1 (Subtier 3-4)

This encounter begins when the PCs open the door into area **A1**. If the PCs failed to repair the actuators before time ran out in **Opening the Workshop** (page 4), the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on visual-based Perception checks (including Perception-based initiative rolls).

The frozen floor in this chamber is both uneven ground and difficult terrain (*Pathfinder Core Rulebook* 476–477). All creatures are flat-footed while standing on frozen squares, and moving across the floor requires a successful DC 18 Acrobatics check to Balance. Creatures that critically succeed on this check cannot move at full speed unless they can normally move at full speed through difficult terrain. PCs do not take damage from falling prone on this floor.

The fissure in the center of the room is 30 feet deep. At the bottom is 10 feet of water and a graveyard of discarded construct parts. A creature who is pushed into the pit can attempt a DC 20 Reflex save to Grab an Edge to avoid falling. Those that fall into the pit take 10 bludgeoning damage from the fall and land prone in the water. The interior walls of the fissure are jagged (DC 18 to Climb).

Creatures: The wyrwood Prefect opens combat with *burning hands*, which visually appears as tiny jets of flame emerging from each of its fingertips. On subsequent rounds, it uses *hydraulic push* to damage the PCs and attempt to push them into the fissure. It fights until destroyed to stop intruders from searching the complex.

Hazards: A partially frozen fire suppression system rains down on the room at the first sign of fire. Additionally, discarded construct parts at the bottom of the fissure grasp at anyone who falls into their watery grave.

AUTOMATIC FIRE SUPPRESSION

HAZARD 2

MECHANICAL TRAP

Stealth DC 21 (trained)

Description Ceiling sprinklers spray in response to any fire in the room.

SCALING ENCOUNTER A1

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

10–11 Challenge Points: Use the Prefect, Elite statistics for Prefect.

12–13 Challenge Points: Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood’s name is Preserver.

14–15 Challenge Points: Use the Prefect, Elite statistics for Prefect. Add a second wyrwood to the encounter that uses the standard Prefect statistics. This wyrwood’s name is Preserver.

16–18 Challenge Points (5+ Players): Add a second wyrwood to the encounter, named Preserver. Both wyrwoods use the Prefect, Elite statistics.

Disable DC 18 Thievery (trained) to jam the sprinkler system or DC 15 Engineering Lore (trained) on the control panel on the north wall to turn the system off.

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

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

Overloaded Extinguisher ⤿ (cold) **Trigger** Fire damage is dealt in area **A1**; **Effect** Frozen fire retardant rains down on all creatures in area **A1**, dealing 2d10+7 cold damage (DC 20 basic Reflex save). Any persistent fire damage in area **A1** ends.

GRASPING LIMBS

HAZARD 1

UNIQUE COMPLEX

Stealth +7 (trained); DC 20 (trained) to notice the construct limbs at the bottom of the pit

Description The limbs of smashed constructs line the bottom of the fissure, beneath the water. They desperately grab anything that gets too close.

Disable DC 18 Thievery (trained) or DC 16 Engineering or Azlant Lore twice to immobilize the limbs, or DC 18 Deception twice to trick the limbs into grasping each other

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

Construct Hardness 5, **Construct HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage

Grasp ⤿ **Trigger** A creature falls into the water; **Effect** The smashed constructs at the bottom of the water try to Grapple the triggering creature (Athletics +9). The trap rolls initiative.

Routine ⬛⬛ The grasping limbs try to Grapple all creatures in the water (Athletics +9). They then tighten around all creatures they have grabbed or restrained, dealing 1d8 bludgeoning damage (DC 17 basic Fortitude save).

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PREFECT

CREATURE 3

UNIQUE N SMALL CONSTRUCT

Perception +8

Languages Azlanti, *tongues*

Skills Acrobatics +10, Arcana +9, Athletics +8, Stealth +10

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17)

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 50; **Resistances** cold 5; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ✎ fist +12 (magical), **Damage** 1d8+6 bludgeoning

Arcane Innate Spells DC 20, attack +12; **2nd** *burning hands*; **1st** *hydraulic push* (at will); **Constant (5th)** *tongues*

PREFECT, ELITE (0)

CREATURE 4

UNIQUE N SMALL CONSTRUCT

Perception +10

Languages Azlanti, *tongues*

Skills Acrobatics +12, Arcana +11, Athletics +10, Stealth +12

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17)

AC 21; **Fort** +10, **Ref** +13, **Will** +8

HP 65; **Resistances** cold 5; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ✎ fist +14 (magical), **Damage** 1d10+6 bludgeoning

Arcane Innate Spells DC 22, attack +14; **2nd** *burning hands*; **1st** *hydraulic push* (at will); **Constant (5th)** *tongues*

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Encounter A2 (Subtier 3–4)

The encounter begins when the PCs open the door into area **A2**. In this area, a guardian wyrwood called Prefect protects a nexus of *aeon stones* that it created. If the PCs failed to repair the actuators before time ran out in **Opening the Workshop** (page 4), the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on visual-based Perception checks; this includes Perception-based initiative rolls. Additionally, the fog makes it more difficult to see the individual stones in the *aeon nexus*, increasing the DC of the Thievery check to disable it by 2.

Creature: The wyrwood Prefect defends the *aeon nexus* to the death, slowing down characters who approach with its electrowhip.

Hazard: The *aeon nexus* attacks intruders with a barrage of *aeon stone* shards and electricity. It does not target creatures that carry a *wayfinder* with one of the *aeon stones* from its core slotted into it (such as Prefect). A PC who takes an *aeon stone* from the hazard's nexus can slot it in a *wayfinder* they carry to benefit from this immunity to the hazard.

AEON NEXUS

HAZARD 3

RARE **COMPLEX** **MAGICAL** **TRAP**

Stealth +8 (DC 20 to find the cluster of *aeon stones* at the center of the nexus in the fog)

Description A small cluster of *aeon stones* floats two feet off the ground, orbiting by shards of shattered *aeon stones* that crackle with electricity.

Disable DC 23 Thievery (trained) to remove one nexus *aeon stone* from the center

AC 22; **Fort** +14, **Ref** +8

Hardness 10, **HP** 42 (BT 21); **Immunities** critical hits, electricity, object immunities, precision damage

Static **Trigger** A creature who is not carrying a *wayfinder* with an *aeon stone* from the nexus slotted into it approaches within 15 feet of the *aeon nexus*; **Effect** The trap shocks the target, dealing 2d8 electricity damage to the triggering creature (DC 21 basic Reflex save), then rolls initiative.

Routine **Trigger** The trap loses one action each turn for each nexus *aeon stone* removed from its center. On each action, it shoots a jet of electrified, razor-sharp *aeon stone* shards at a different creature within 30 feet, dealing 1d8 piercing damage and 1d8 electricity damage (DC 21 basic Reflex save).

SCALING ENCOUNTER A2

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

10–11 Challenge Points: The *aeon nexus* has 56 Hit Points and starts with 4 actions.

12–13 Challenge Points: Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood's name is Preserver.

14–15 Challenge Points: Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood's name is Preserver. The *aeon nexus* has 56 Hit Points and starts with 4 actions.

16–18 Challenge Points (5+ Players): Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood's name is Preserver. The *aeon nexus* has 70 Hit Points and starts with 5 actions.

PREFECT

CREATURE 3

UNIQUE **N** **SMALL** **CONSTRUCT**

Perception +8

Languages Azlanti, *tongues*

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

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17) with nexus *aeon stone*

AC 21, **Fort** +10, **Ref** +11, **Will** +6

HP 44; **Resistances** electricity 5; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Attack of Opportunity **Trigger**

Speed 25 feet

Melee **Trigger** electrowhip +12 (disarm, finesse, magical, reach 10 feet, trip), **Damage** 1d10+6 electricity plus Knockdown if the target is wearing metal armor

Arcane Innate Spells DC 20; **Constant (5th)** *tongues*

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Encounter A3 (Subtier 3–4)

The encounter begins when the PCs open the door into area **A3**. If the PCs failed to repair the actuators before time ran out in **Opening the Workshop** (page 4), the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on visual-based Perception checks; this includes Perception-based initiative rolls.

Creatures: Prefect, the wyrwood construct that guards this chamber, attempts to disarm and trip creatures with its electrowhip to make them easier prey for the snapjaws. The snapjaws are boxy constructs with clockwork mechanisms, rolling tank treads instead of feet, and “faces” consisting of metal jaws akin to bear traps surrounded with light sensors. Prefect also applied poison to the snapjaws. The first creature hit by a successful jaws attack from each snapjaw is exposed to the pesticide listed in their stat block.

PREFECT

CREATURE 3

UNIQUE N SMALL CONSTRUCT

Perception +8

Languages Azlanti, *tongues*

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

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17)

AC 21; **Fort** +10, **Ref** +11, **Will** +6

HP 44; **Resistances** electricity 5; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Attack of Opportunity ⚡

Speed 25 feet

Melee ⚡ electrowhip +12 (disarm, finesse, magical, reach 10 feet, trip), **Damage** 1d10+6 electricity plus Knockdown if the target is wearing metal armor

Arcane Innate Spells DC 20; **Constant (5th)** *tongues*

SCALING ENCOUNTER A3

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one toxic snapjaw to the encounter.

TOXIC SNAPJAWS (2)

CREATURE 1

RARE N SMALL CONSTRUCT MINDLESS

Perception +7; darkvision

Skills Athletics +6, Stealth +7

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

AC 16; **Fort** +7, **Ref** +10, **Will** +4

HP 24; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 30 feet

Melee ⚡ jaws +9, **Damage** 1d6+2 piercing plus Grab

Pesticide (poison) **Saving Throw** DC 17 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 1d4 poison damage (1 round);

Stage 2 1d6 poison damage and enfeebled 1 (1 round); **Stage**

3 2d4 poison damage and enfeebled 1 (1 round)

Wayfinder Origins

APPENDIX 2: SUBTIER 5-6 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 5th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM Resources** (page 18) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

Encounter A1 (Subtier 5-6)

This encounter begins when the PCs open the door into area **A1**. If the PCs failed to repair the actuators before time ran out in **Opening the Workshop** (page 4), the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on visual-based Perception checks (including Perception-based Initiative rolls).

The frozen floor in this chamber is both uneven ground and difficult terrain (*Pathfinder Core Rulebook* 476–477). All creatures are flat-footed while standing on frozen squares, and moving across the floor requires a successful DC 20 Acrobatics check to Balance. Creatures that critically succeed on this check cannot move at full speed unless they can normally move at full speed through difficult terrain. PCs do not take damage from falling prone on this floor.

The fissure in the center of the room is 40 feet deep. At the bottom is 10 feet of water and a graveyard of discarded construct parts. A creature who is pushed into the pit can attempt a DC 20 Reflex save to Grab an Edge to avoid falling. Those that fall into the pit take 15 bludgeoning damage from the fall and land prone in the water. The interior walls of the fissure are jagged (DC 20 to Climb).

Creatures: The wyrwood Prefect opens combat with *burning hands*, which visually appears as tiny jets of flame emerging from each of its fingertips. On subsequent rounds, it uses *hydraulic push* to damage the PCs and attempt to push them into the fissure. It fights until destroyed to stop intruders from searching the complex.

Hazards: A partially frozen fire suppression system rains down on the room at the first sign of fire. Additionally, discarded construct parts at the bottom of the fissure grasp at anyone who falls into their watery grave.

AUTOMATIC FIRE SUPPRESSION

HAZARD 4

MECHANICAL TRAP

Stealth DC 25 (trained)

Description Ceiling sprinklers spray in response to any fire in the room.

SCALING ENCOUNTER A1

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

10–11 Challenge Points: Use the Prefect, Elite statistics for Prefect.

12–13 Challenge Points: Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood’s name is Preserver.

14–15 Challenge Points: Use the Prefect, Elite statistics for Prefect. Add a second wyrwood to the encounter that uses the standard Prefect statistics. This wyrwood’s name is Preserver.

16–18 Challenge Points (5+ Players): Add a second wyrwood to the encounter, named Preserver. Both wyrwoods use the Prefect, Elite statistics.

Disable DC 22 Thievery (trained) to jam the sprinkler system or DC 18 Engineering Lore (trained) on the control panel on the north wall to turn the system off.

AC 21; **Fort** +14, **Ref** +8

Sprinkler Hardness 12, **Sprinkler HP** 48 (BT 24); **Immunities** critical hits, object immunities, precision damage

Overloaded Extinguisher ⤿ (cold) **Trigger** Fire damage is dealt in area **A1**; **Effect** Frozen fire retardant rains down on all creatures in area **A1**, dealing 4d8+10 cold damage (DC 23 basic Reflex save). Any persistent fire damage in area **A1** ends.

GRASPING LIMBS

HAZARD 3

UNIQUE COMPLEX

Stealth +10 (trained); DC 23 (expert) to notice the construct limbs at the bottom of the pit

Description The limbs of smashed constructs line the bottom of the fissure, beneath the water. They desperately grab anything that gets too close.

Disable DC 21 Thievery (trained) or DC 19 Engineering or Azlant Lore twice to immobilize the limbs, or DC 18 Deception twice to trick the limbs into grasping each other

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

Construct Hardness 10, **Construct HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

Grasp ⤿ **Trigger** A creature falls into the water; **Effect** The smashed constructs at the bottom of the water attempt to Grapple the triggering creature (Athletics +12). The trap rolls initiative.

Routine ⬢⬢ The grasping limbs attempt to Grapple all creatures in the water (Athletics +12). They then tighten around all creatures they have grabbed or restrained, dealing 2d8 bludgeoning damage (DC 20 basic Fortitude save).

Wayfinder Origins

PREFECT

CREATURE 5

UNIQUE N SMALL CONSTRUCT

Perception +11

Languages Azlanti, *tongues*

Skills Acrobatics +13, Arcana +12, Athletics +11, Stealth +13

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17)

AC 22, **Fort** +11, **Ref** +15, **Will** +9

HP 85; **Resistances** cold 8; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ✎ fist +15 (magical), **Damage** 2d8+7 bludgeoning

Arcane Innate Spells DC 22, attack +14; **3rd** *burning hands*; **2nd** *hydraulic push* (at will); **Constant (5th)** *tongues*

PREFECT, ELITE (0)

CREATURE 6

UNIQUE N SMALL CONSTRUCT

Perception +13

Languages Azlanti, *tongues*

Skills Acrobatics +15, Arcana +14, Athletics +13, Stealth +15

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17)

AC 24; **Fort** +13, **Ref** +17, **Will** +11

HP 105; **Resistances** cold 8; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 25 feet

Melee ✎ fist +17 (magical), **Damage** 2d8+9 bludgeoning

Arcane Innate Spells DC 24, attack +16; **3rd** *burning hands*; **2nd** *hydraulic push* (at will); **Constant (5th)** *tongues*

Wayfinder Origins

Encounter A2 (Subtier 5–6)

The encounter begins when the PCs open the door into area A2. In this area, a guardian wyrwood called Prefect protects a nexus of *aeon stones* that it created. If the PCs failed to repair the actuators before time ran out in **Opening the Workshop** (page 4), the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on visual-based Perception checks; this includes Perception-based initiative rolls. Additionally, the fog makes it more difficult to see the individual stones in the *aeon nexus* hazard, increasing the DC of the Thievery check to disable it by 2.

Creature: The wyrwood Prefect defends the *aeon nexus* to the death, slowing down characters who approach with its electrowhip.

Hazard: The *aeon nexus* attacks intruders with a barrage of *aeon stone* shards and electricity. It does not target creatures that carry a *wayfinder* with one of the *aeon stones* from its core slotted into it (such as Prefect). A PC who takes an *aeon stone* from the hazard's nexus can slot it in a *wayfinder* they carry to benefit from this immunity to the hazard.

AEON NEXUS

HAZARD 5

RARE COMPLEX MECHANICAL TRAP

Stealth +11 (DC 23 to find the cluster of *aeon stones* at the center of the nexus in the fog)

Description A small cluster of *aeon stones* floats two feet off the ground, orbiting by shards of *aeon stones* that crackle with electricity.

Disable Thievery DC 26 (trained) to remove one nexus *aeon stone* from the center

AC 25; **Fort** +17, **Ref** +11

Hardness 10, **HP** 54 (BT 27); **Immunities** critical hits, electricity, object immunities, precision damage

Static ⤿ Trigger A creature who is not carrying a wayfinder with an *aeon stone* from the nexus slotted into it approaches within 15 feet of the *aeon nexus*; **Effect** The trap shocks the target, dealing 2d8+4 electricity damage to the triggering creature (DC 23 basic Reflex save), then rolls initiative.

Routine ⬢⬢⬢ The trap loses one action each turn for each nexus *aeon stone* removed from its center. On each action, it shoots a jet of electrified, razor-sharp *aeon stone* shards at a different creature within 30 feet, dealing 1d8+3 piercing damage and 1d8+3 electricity damage (DC 23 basic Reflex save).

SCALING ENCOUNTER A2

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

10–11 Challenge Points: The *aeon nexus* has 72 Hit Points and starts with 4 actions.

12–13 Challenge Points: Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood's name is Preserver.

14–15 Challenge Points: Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood's name is Preserver. The *aeon nexus* has 72 Hit Points and starts with 4 actions.

16–18 Challenge Points (5+ Players): Add a second wyrwood to the encounter with the same statistics as Prefect. This wyrwood's name is Preserver. The *aeon nexus* has 90 Hit Points and starts with 5 actions.

PREFECT

CREATURE 5

UNIQUE N SMALL CONSTRUCT

Perception +11

Languages Azlanti, *tongues*

Skills Acrobatics +13, Athletics +11, Crafting +12, Stealth +13
Str +3, **Dex** +4, **Con** +2, **Int** +3, **Wis** +0, **Cha** +1

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17) with nexus *aeon stone*

AC 22; **Fort** +11, **Ref** +15, **Will** +9

HP 80; **Resistances** electricity 8; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Attack of Opportunity ⤿

Speed 25 feet

Melee ⬢ electrowhip +12 (disarm, finesse, magical, reach 10 feet, trip), **Damage** 2d8+7 electricity plus Knockdown if the target is wearing metal armor

Arcane Innate Spells DC 22; **Constant (5th)** *tongues*

Wayfinder Origins

Encounter A3 (Subtier 5–6)

The encounter begins when the PCs open the door into area **A3**. If the PCs failed to repair the actuators before time ran out in **Opening the Workshop** (page 4), the area is foggy. This fog is not dangerous to breathe, but it does obscure vision, imposing a –2 penalty on visual-based Perception checks; this includes Perception-based initiative rolls.

Creatures: Prefect, the wyrwood construct that guards this chamber, attempts to disarm and trip creatures with its electrowhip to make them easier prey for the snapjaws. The snapjaws are boxy constructs with clockwork mechanisms, rolling tank treads instead of feet, and “faces” consisting of metal jaws akin to bear traps surrounded with light sensors. Prefect also applied poison to the snapjaws. The first creature hit by a successful jaws attack from each snapjaw is exposed to the pesticide listed in their stat block.

PREFECT

CREATURE 5

UNIQUE N SMALL CONSTRUCT

Perception +11

Languages Azlanti, *tongues*

Skills Acrobatics +13, Athletics +11, Crafting +12, Stealth +13

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

Items *archaic wayfinder* (*Pathfinder Lost Omens World Guide* 17)

AC 22; **Fort** +11, **Ref** +15, **Will** +9

HP 80; **Resistances** electricity 8; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Attack of Opportunity ⤴

Speed 25 feet

Melee ⬥ electrowhip +12 (disarm, finesse, magical, reach 10 feet, trip), **Damage** 2d8+7 electricity plus Knockdown if the target is wearing metal armor

Arcane Innate Spells DC 22; **Constant (5th)** *tongues*

SCALING ENCOUNTER A3

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

20+ Challenge Points: For every 4 challenge Points beyond 16, add one toxic snapjaw to the encounter.

TOXIC SNAPJAWS (2)

CREATURE 3

RARE N SMALL CONSTRUCT MINDLESS

Perception +9; darkvision

Skills Athletics +9, Stealth +10

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

AC 19; **Fort** +9, **Ref** +12, **Will** +6

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

Speed 30 feet

Melee ⬥ jaws +12, **Damage** 1d8+6 piercing plus Grab

Pesticide (poison) **Saving Throw** DC 20 Fortitude; **Maximum**

Duration 6 rounds; **Stage 1** 1d8 poison damage (1 round);

Stage 2 1d12 poison damage and enfeebled 1 (1 round);

Stage 3 2d8 poison damage and enfeebled 1 (1 round)

Wayfinder Origins

APPENDIX 3: ART



**VENTURE-CAPTAIN
MUESELLO**

Wayfinder Origins



PREFECT

Wayfinder Origins

GM REFERENCES

TREASURE TABLE

Level	Gold Earned
3	9.5 gp
4	16 gp
5	25 gp
6	37.5 gp

Chronicle Sheet

If the PCs recover the materials in area **A4**, each PC earns the Wayfinder Connections boon on their Chronicle sheet. In the Adventure Summary section, mark the box for the *wayfinder*'s light color.

CHALLENGE POINTS PER PC

Level	Challenge Points
3	2
4	3
5	4
6	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	3-4
16-18 (5+ players)	3-4
16-18 (4 players)	5-6
19+	5-6

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 4 points each
- 6th-level PCs = 6 points each

Now use the Challenge Points and Subtier table above to determine which Subtier is appropriate for your PCs. Subtier 3-4 encounters appear in Appendix 1, and Subtier 5-6 encounters appear in Appendix 2.

Wayfinder Origins



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

Wayfinder Origins

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Pathfinder Society Quest #9: Wayfinder Origins

Character Chronicle #

Herolab Code

M5X9

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

Adventure Summary

A previous group of Pathfinders found a mysterious *wayfinder* in an Azlanti ruin that glowed with ☐blue/☐red/☐green light. You used this magical compass as a key to open the way further into the ruin, where you discovered an ancient workshop that was once used to create *wayfinders*.

Boons

Wayfinder Connections (Slotless) Thanks to your connection with Venture-Captain Muesello, you have an easier time securing *wayfinders*. You can purchase *wayfinders* of up to your character level + 2 as long as you have access to them. If you own a standard *wayfinder* (*Core Rulebook* 617), Muesello offers to upgrade it to a *wayfinder* with additional features for the difference in cost between the items.

Items

Purchases

Items Sold / Conditions Gained

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

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

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

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

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

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #