

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-03

Levels 3-6

ECHOES OF DESPERATION

By Mike Kimmel and Nate Wright



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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ECHOES OF DESPERATION

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Gamemastery Guide*, and *Pathfinder Lost Omens: The Mwangi Expanse*

Maps: *Pathfinder Flip-Mat: Forest Multi-Pack* and *Pathfinder Flip-Mat: Shipwrecks*

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/>. This scenario has no tags.

SUMMARY

The PCs meet up with Venture-Captain Finze Bellaugh in the capital city of Anthisis in Vidrian. There, he shows them a magic bell that he believes was made to protect a community of Song'o halflings from the attacks of ravenous fey. Wishing to improve the Society's standing in Vidrian, the venture-captain tasks the PCs with investigating the ship wreckage where the bell was recovered to find evidence of its origins. After fighting off dangerous wildlife that had settled into the wreckage, the PCs discover evidence pointing to a specific region of the Laughing Jungle.

The PCs set out through the Laughing Jungle to return the bell, dealing with vicious fauna along the way. When the PCs reach the Song'o village, they're invited to join the community in a friendly meal, during which they have the opportunity to learn the bell's history. Lastly, while the Song'o halflings lure and entrap the ravenous fey with a ritual, the Pathfinders lead a counterattack to help free the community from the fey leader's cruel bargain!

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ADVENTURE BACKGROUND

Since throwing off their colonial overlords and finally forming their own nation, the people of Vidrian have had their work cut out for them. With the scars of colonization still fresh, rebuilding the nation is no simple matter: the disparate members of Vidrian's council don't always agree on how best to reestablish ancient trade routes, fend off pirates, solidify alliances, and govern the nation, nor what their priorities should be. They also disagree on the Pathfinder Society's place in Vidrian. Some believe the organization perpetuates the looting and exploitation all too common under colonial rule, while others see the Pathfinder Society as useful allies. Anticolonial sentiment briefly drove the Pathfinder Society out of the country, but **Venture-Captain Finze Bellaugh** (N male human explorer) recently re-established the Anthusis Lodge in Vidrian's capital. Though he supported the Vidric Revolution and assisted in constructing the nation's new government, many view Finze and other Pathfinders as colonial sympathizers. The venture-captain is always on the lookout for opportunities to bolster the Society's reputation in the region.

One such opportunity arose when the Pathfinder Society caught wind of unscrupulous treasure hunters who had recently absconded with several pillaged relics and valuables set to be returned to the people of Vidrian. During the revolution, fleeing colonial loyalists hid countless such objects in various caches across Desperation Bay, and the Vidric government has worked tirelessly to round them up. The *Imminent Laughter* was a ship filled with such treasures. The ship was on its way back to Anthusis when the treasure hunters boarded it, marooned the crew, and stole the ship, intending to sail to a distant port and make a tidy profit.

A small crew of Pathfinders and officers of Vidrian set off in pursuit, and when it seemed the treasure hunters were about to escape, a sudden twist of fate turned the tide. The ship unexpectedly faltered and crashed among the rocks, and the small band fled along the cliffs. The Pathfinders secured the wreck, grabbed

WHERE ON GOLARION?

Echoes of Desperation begins in the recently liberated nation of Vidrian in the Mwangi Expanse. After receiving their mission in Vidrian's capital, Anthusis, the PCs investigate a shipwreck near the port. Then, they travel southeast into the Laughing Jungle. For more information about Vidrian, see pages 91-92 of *Lost Omens World Guide* and pages 274-287 of *Lost Omens The Mwangi Expanse*.



a few important-looking relics, rescued the marooned crew, and reported back to Venture-Captain Finze.

The venture-captain set about cataloguing the objects. One relic caught his eye—a cold iron bell depicting halflings locked in battle against a horde of crocodile-headed foes. Venture-Captain Finze immediately sent for experienced Pathfinders to undertake an urgent mission—one that would take them deep into the Laughing Jungle to return the relic to a group of Song'o halflings who he believed may depend on it for their safety.

In truth, the mysterious bell is an object these Song'os guarded and used out of necessity, lest they break an old fey bargain their elders agreed to in a desperate bid to save their people from destruction. The story of the cold iron bell can be found under Tale of the River Sentinels on page 12—but the Pathfinders must learn where the bell came from and impress the bell's keepers if they want the full story!

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GETTING STARTED

The adventure begins at Anthusis Lodge in the capitol of Vidrian, where Venture-Captain Finze Bellaugh has summoned the PCs to meet him. When they arrive at his office, he invites them in and begins the briefing. Read or paraphrase the following.

The office of Venture-Captain Finze Bellaugh is densely packed with shelves of books, maps, scrolls, and even more esoteric methods of note-keeping. The room's wide windows are open, allowing a cool breeze to pass through the office. As the venture-captain stands to greet the gathered Pathfinders, a small crystal ball that had been used as a paperweight rolls off of his desk, falling into a nest of scrolls that are covered in scribbled notes. "Whoops," the venture-captain says with a chuckle, deftly navigating the mess to replace the paperweight. Having ensured no vital documents are at risk of blowing away, he addresses the group. "Pathfinders! Today, we have an opportunity to do some good for the people of Vidrian and earn a little favor with the government. Here, let's take a look at this."

The venture-captain slides a narrow indoor curtain to the side, revealing a bell made of cold iron that hangs low from the ceiling. The bell is one foot in diameter and two feet tall. Intricate engravings depict crocodile-headed humanoids and normal crocodiles with monstrous features clambering out of a deep pool towards smaller humanoids on the bell's crown. "The Society recently recovered this interesting object. I've been studying it, and it seems to have remnants of magic made for repelling bilokos. Or perhaps attracting them? Well, they're awful things, and according to the old tales, they love bells—perhaps this object is a lure of some kind? According to my research, it belongs to a community of Song'o halflings, who must miss it dearly. This is quite curious, as Song'os typically craft more portable or temporary art to suit their nomadic lifestyle. This, however, is quite sturdy. I think there's more here than meets the eye.

"How did we stumble across such an object, you ask? Now there's an exciting tale! Recently, we learned of a band of mercenaries who tried to steal away with a ship and its cargo of cultural relics that need to be returned to their rightful keepers. We worked with the locals to stop them, rescue the ship's crew, and recover the relics in a relatively good condition..." Finze pauses to closely examine the bell before breathing on the surface and wiping the spot with his handkerchief. "Make that pristine condition!



"Unfortunately, the Imminent Laughter—that's the ship—crashed during the pursuit. Our priority was rescuing the marooned crew, so the thieves escaped, and we didn't have time for a thorough search of the wreck. We grabbed what looked important and got our people back to shore. There may be documents on board indicating where the bell came from—after all, the whole point of the Imminent Laughter's voyage was to bring cultural relics back to Vidrian so they could be returned to their rightful owners.

"So, your mission is to head to the wreckage just up the shore and see what you can find. Report back to me once you've explored the wreck. Then, perhaps we can send you to return the bell and learn why it's so important. If we can lend a helping hand and make some new allies along the way, all the better. Any questions?"

Venture-Captain Bellaugh welcomes questions before the PCs depart. Possible questions, and his answers, include the following.

Can I ring the bell?

"You most certainly can!" Bellaugh gestures towards a frayed rope that hangs from the bell's clapper. If a PC rings the bell, its sound is distant and

muffled despite their proximity, as if it were submerged in water. The venture-captain smiles. "Ominous, isn't it?"

Who were these thieves who attacked the ship?

"Unfortunately, they escaped, so we're not certain. All manner of opportunistic treasure hunters have plagued Vidrian since the revolution, and there are more than a few unscrupulous former colonists trying to take their ill-gotten gains and sell them in other ports. What matters now is that we have this bell, and we know what must be done with it—just not exactly where it needs to go."

You mentioned bilokos. What are they? The venture-captain points at one of the crocodile-headed humanoids on the bell. "Ravenous fey creatures that can only eat the flesh of humanoids. They plague the Expanse's jungles, and they're cunning hunters. Though I can't discern exactly what this bell's function is, it seems to be some sort of lure or ward to protect against biloko attacks. All the more reason to find out who owns the bell and return it as soon as we can."

What's the Laughing Jungle? "It's a large, dense jungle along the southern border of Vidrian. It would be difficult—no, impossible—to find the bell's owners by wandering around the jungle, so it's vital that we learn more from the wreck, if we can."

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FEY LORE OR NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Fey Lore or DC 18 Nature check to Recall Knowledge remembers some information about bilokos. PCs who are from the Mwangi Expanse gain a +2 circumstance bonus to their check. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember, these checks should be rolled secretly.

Critical Success Bilokos have a fascination with bells, often using them for hunting and setting traps, but they can also be tricked by these covetous instruments. Bilokos who eat spellcasters can become more powerful creatures known as elokos, and rumors tell of powerful eloko leaders with connections to primal forces deep within the jungles of the Mwangi Expanse.

Success Bilokos are cunning hunters who like to use tricks to single out victims and lure them away from their companions. They subsist entirely on humanoid flesh.

Critical Failure As an ancient offshoot of halflings, bilokos will parley with outsiders and accept an invitation to dinner, so long as the offer is genuine and made in good faith.

A. SHIPWRECK

LOW

After about 2 hours of uneventful travel north along the shore of Desperation Bay, the PCs reach the wreckage of the trade vessel *Imminent Laughter*. Read or paraphrase the following.

Driftwood litters the sandy beach, still flowing freely from the bisected remains of a trade vessel resting in the shallows. Smooth rocks break the surface and surround the wreckage, as if the land itself reached up to tear the boat to pieces before clumsily grasping its prize.

The PCs begin this encounter in the middle of the wreckage, where the majority of its cargo has spilled. Use the map on page 6 for this encounter.

Terrain: Most of the water ranges from knee- to waist-deep, and is difficult terrain for any creature smaller than Large. Any creature smaller than Large can choose to Swim instead of wading (DC 10 Athletics).

The water north of the ship's stern drops off severely and doesn't benefit from the protection of the wreckage; Swimming through this water requires a successful DC 15 Athletics check.



COLD IRON BELL

SONG'O HALFLINGS

Song'o halflings are among the more reclusive people of the Mwangi Expanse. They live primarily in small, familiar groups that migrate in caravans along the Korir River and throughout the Laughing Jungle, though they have a few permanent settlements where they grow food and congregate for important celebrations. For more information about Song'os, see pages 82–91 of *Pathfinder Lost Omens: The Mwangi Expanse*.

Some player characters in your group might be Song'o halflings. This may impact some of their interactions throughout the adventure, though the unique circumstance of the Song'o community featured in this adventure—the River Sentinels—means that even Song'o PCs aren't likely to have specific knowledge that might spoil the story. This community isolated themselves as part of a desperate bargain with malicious fey. They haven't been seen or heard from, even among other Song'os, in several years.

Creatures: The bloodshed from the recent battle attracted some territorial creatures that have since taken up the area as a hunting ground. Some predatory crocodiles (or an aggressive hippopotamus, for levels 5–6) lie in wait and ambush the PCs soon after their search begins, attacking from the water and rolling Stealth for initiative. Though territorial, crocodiles instinctively flee when reduced to 5 or fewer Hit Points (hippopotamuses flee if reduced to 10 or fewer Hit Points).

LEVELS 3–4

CROCODILES (2)

CREATURE 2

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LEVELS 5–6

ELITE HIPPOPOTAMUS

CREATURE 6

Page 21

Development: With the hungry foes repelled, the PCs are free to search the ship for clues. There is a cache of documents contained in a leather satchel within a secret compartment that came partially dislodged during the crash, and is on the verge of slipping into the water thanks to the commotion of their recent fight. Searching PCs must succeed at a DC 20 Perception or

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A. SHIPWRECK



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Sailing Lore check (DC 24 for levels 5–6) to find it. Each check represents 10 minutes of searching the area for clues. If the PCs fail to find the satchel after 30 minutes, the satchel slips free of its hidden compartment and audibly splashes into the water, where it can be easily retrieved—though some of the contents are lost (see Rewards, below).

The satchel contains several journals and loose sheets of parchment. These include a manifest that lists the cold iron bell as an important piece of cargo, as well as sketches of a variety of cultural objects and their likely points of origin throughout Vidrian. The notes reveal that the crew of the *Imminent Laughter* discovered a small coastal cave several miles south of Anthusis, where some smugglers had stored the bell along with numerous other plundered relics. Thankfully, the smugglers' possessions included a journal, which the PCs also discover in the satchel. The journal is tightly bound in a waterproof case. None of the pages have dates or names. Each page instead has an entry devoted to a single object, along with where it came from, who might be interested in purchasing it, and what other future plundering opportunities it might present. Individually, none of the objects depicted are immensely valuable, but all together they could fetch a hefty sum.

One exception, of course, is the cold iron bell the PCs are investigating. If they look through the smugglers' records, they discover a single entry with a sketch of the bell they saw in Finze Bellaugh's office. Give the players **Handout #1**, which contains the journal entry (written in Common) that accompanies the illustration. A PC who succeeds at a DC 15 Crafting check discerns from the aging parchment and faded ink that it's at least a few years old.

Rewards: If the PCs saved the hidden satchel before it fell into the water, they also find a scroll case containing a *scroll of invisibility* (2nd) and a *holly bush feather token* (or three *scrolls of invisibility* (2nd) and a *shark tooth charm* for levels 5–6), as well as a journal with detailed notes on much of the remainder of the ship's cargo. Returning these notes to Finze Bellaugh allows the venture-captain to return the remaining cargo much more easily to its rightful owners.

THE JOURNEY

Once they've explored the wreck and discovered the smuggler's journal, the PCs should return to Venture-Captain Finze Bellaugh to report on their findings. Finze is thrilled with their discovery, as the smuggler's journal suggests a decent starting point—a tributary leading off a point where the Korir River turns south nearly 200 miles in from the coast.

The venture-captain arranges for the PCs' passage on a sailing ship south along the coast to Port Freedom. There, he explains, they'll need to speak with the Rivermen's Guild to book safe passage on the treacherous waterway. He advises the PCs to hire a Rivermen's Guild guide, as the Korir River's shallow waters and sandy banks are notoriously difficult to navigate. He states that he'll gladly provide enough money for both the barge and guide, along with a note for the PCs to present to the guild. He estimates that a journey along the coast and up the river to the tributary should take approximately 10 days. From there, he admits, there's no telling what they might find or how far they might need to travel up the tributary. He also admits that Song'os are notoriously reclusive, but expresses his hope that the bell's former owners might notice someone traveling into their territory with it. He suggests, with a chuckle, that if all else fails, "maybe you can try ringing the bell."

Treasure: Venture-Captain Finze offers the PCs a *bag of holding type I* to help transport the bell—he's feeling especially generous and asks that they consider it a gift! He also fills the bag with 4 weeks of rations for each PC. Finally, he gives them a small pouch of coins to pay for a guide and passage along the Korir River.

PORT FREEDOM

The PCs' 10 day voyage is uneventful. It first takes them southwest along Vidrian's coast. There are countless farmers, herders, and fishers working at all hours along the coast. When the PCs reach the river outlet town of Port Freedom a few days after they set out, it's a simple matter to locate the Rivermen's Guild—one of the most influential groups in the town—and present the venture-captain's papers (and money).

Negotiating Passage: When the PCs meet with the Guild's representative at the bustling docks of Port Freedom, they face a minor dilemma. Finze Bellaugh's contact with the Rivermen's Guild is **Ellekkara Olin** (CN female human guild enforcer), a Vidric Bekyar native with bright, colorful clothing and flamboyant jewelry that presents the exact opposite mood as her perpetual scowl. She accepts the Pathfinders' coins and skims over Finze's letter three times, her frown deepening each time. Then, she addresses the PCs. Read or paraphrase the following.

"The Rivermen's Guild appreciates your venture-captain's generous contribution. However, we've had substantial troubles lately that have tarnished the guild's reputation. Poachers, smugglers, thieves, pirates, spies—all manner of people with ill intent have used our barges in recent months. Our former, more open policies are no longer in our best interest. We can provide you with a river barge suitable for

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your party, but not a guide. I recognize that the Pathfinder Society has worked hard to establish itself as a respectful and helpful organization—but many people in Port Freedom, and across Vidrian, disagree. Until you’ve proven the Society is truly here to work with us, not against us, the Rivermen’s Guild can only do so much for you. This coin is sufficient for the barge. Our prices have gone up.”

A PC who successfully Senses Motive with a DC 17 Perception check (DC 20 for levels 5–6) realizes that Ellekkara is stretching the truth when she says that the guild has problems with the Pathfinder Society. With a critical success, the PC suspects that Ellekkara’s opposition is more personal.

The PCs can accept the guild’s offer of a barge with no guide and move on, or they can attempt to smooth things over and negotiate for a guide. If they move on, proceed to Into the Laughing Jungle below. If they speak further with Ellekkara, a PC can attempt a DC 18 Diplomacy check to Make an Impression (DC 20 for levels 5–6). Ellekkara’s attitude begins as indifferent. The PCs gain a +1 circumstance bonus to this check if they successfully Sensed Motive, or a +2 circumstance bonus if they critically succeeded. If Ellekkara becomes friendly based on this check, she begrudgingly returns the extra coins to the PCs and tells them to send Finze Bellaugh her regards. If she becomes helpful based on this check, she admits that she holds an old personal grudge against the Pathfinder Society; Finze sent another group of Pathfinders on a mission a few years ago, and though they, too, were “just trying to help” then, the mission resulted in the death of a dear friend. Ellekkara doesn’t wish to speak of the matter further, but with a heavy sigh, she agrees that those were different people during a different time. She offers the PCs a choice: they can accept her own services as a barge pilot and guide, or they can accept a few useful items, in case they run into danger. Either way, she still returns the extra coins, admitting that Finze may have been a bit too generous.

Guide: If the PCs accept Ellekkara’s services as a barge pilot and guide, she accompanies them during their river trip. See Into the Laughing Jungle below for details of the benefits she provides.

Rewards: If the PCs accept Ellekkara’s helpful items instead, she gives them two *lesser healing potions* (or four *lesser healing potions* for levels 5–6).

INTO THE LAUGHING JUNGLE

Regardless of the outcome of their negotiations with the Rivermen’s Guild, the PCs can proceed from Port Freedom along Korir River using a river barge. The river is relatively shallow, requiring thoughtful navigation to

avoid running up on the sandy banks, but the barge is designed for just this purpose. It easily fits the entire party and has a small, covered area to protect their supplies from moisture, although the party must stop to make camp on shore if they wish to rest. The dense jungle to the north and south teems with wildlife and insects, though the PCs pass few other people on their trip up the river.

This region of the Mwangi Expanse is far from safe, but the PCs are fortunate enough that it’s relatively well traveled. The few days that it takes for them to travel 200 miles inland pass uneventfully. Once they reach the tributary leading north, however, a problem arises: the barge is too big to navigate this narrower portion of the river system, requiring that they proceed by land.

As long as they follow the river, the PCs can avoid getting lost. However, finding what they’re looking for is another matter entirely. The following exploration activity, Search the Laughing Jungle, is available in this adventure. To represent the PCs’ search along the tributary over the course of several days, have each PC roll a check to Search the Laughing Jungle once before the group reaches area **B** (see page 9). Based on the results of their efforts, they may need to make more checks, as described in the Development entry for area **B**.

Ellekkara’s Guidance: If Ellekkara accompanied the PCs as a guide, she grants each PC a +2 circumstance bonus to each of their checks to Search the Laughing Jungle. After these checks, she leaves them to return to Port Freedom—either because she’s confident they have a handle on the situation, or because it’s clear that they’re in over their heads. If she’s convinced they’re in over their heads, she urges them to return with her, and hopes that her departure will motivate them to follow her back, or at least not to venture heedlessly into deeper, more perilous reaches of the jungle.

SEARCH THE LAUGHING JUNGLE

CONCENTRATE EXPLORATION MOVE

While traveling along a tributary of the Korir River in the Laughing Jungle, you use your knowledge of the area or natural terrain to navigate, find the best possible route, and search for signs of inhabitants. Attempt a DC 18 Nature, Scouting Lore, Society, or other relevant Lore check, such as Jungle Lore or River Lore (DC 20 for Levels 5–6).

Critical Success You make significant progress in your search. Earn 2 Exploration Points.

Success You make some progress in your search. Earn 1 Exploration Point.

Critical Failure You make a mistake and waste time. Lose 1 Exploration Point.

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Development: After each PC attempts a check to Search the Laughing Jungle, their search takes them to an even smaller tributary leading east. A mile or so along this tributary, the PCs have their first encounter in the Laughing Jungle. The number of Exploration Points they've earned up to this point determines whether they've come across something useful, or merely something dangerous!

B. RIVERSIDE

LOW

On the bank of the river, a large boulder at the edge of the jungle rests near a narrow path leading north.

This encounter uses the map on page 10. The PCs approach from the western edge of the map, along the northern bank. The river is 10 feet deep at its center and flows slowly (DC 15 Athletics to Swim)

Creatures: As the PCs approach, they draw the attention of a few hungry insects. These creatures attack from the south, focusing their attacks on the nearest foe. They instinctively and relentlessly fight until killed.

LEVELS 3-4

GIANT DRAGONFLY

CREATURE 4

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LEVELS 5-6

GIANT DRAGONFLIES (2)

CREATURE 4

Page 22

Development: If the PCs have accrued at least 2 Exploration Points (or 3 Exploration Points for a party of 5 or more PCs), they've found a path that's only a short distance from the River Sentinels camp. Proceed to The Bell Returns, below. Otherwise, the path is a dead end—this isn't the right spot. In this event, the PCs must continue their search.

Any number of PCs can attempt one more check to Search the Laughing Jungle. If the group accrues the requisite number of Exploration Points, as stated above, continue the adventure as normal—otherwise, the PCs find what they are searching for a few hours later, but only after getting turned around in the dense jungle a few times. Proceed to The Bell Returns (below), but when they arrive at the camp, it's obvious to the NPCs they meet that the PCs are somewhat inept at navigating the jungle. As a result, the PCs take a -2 circumstance penalty to their checks to Discover or Influence the NPCs during the first social round of A Friendly Meal

(see page 11), a -1 circumstance penalty in the second round, and no penalty in subsequent social rounds.

Rewards: If the PCs have accrued at least 2 Exploration Points (or 3 Exploration Points for a party of 5 or more PCs), they've located the spot where Mr. Riverside buried the payment he received for the cold iron bell when he traded it away to a smuggler, hoping never to see it again. The area nearby has eroded a bit, and a corner of the chest pokes out of the sandy riverbank near the boulder, so the PCs automatically find the chest when they look around. It contains 10 gp (or 30 gp for Levels 5-6).

THE BELL RETURNS

A short distance away from the narrow tributary, the PCs discover what can best be described as a camp that has settled into the jungle to stay awhile. Several tents of various colors and sizes surround a small, sandy clearing. Most of the tents seem to have not been moved in ages, based on the way they're embedded in the nearby undergrowth: flowers, vines, and branches grow around and even inside some of the tents. Tiny flower and vegetable gardens line a stream running through the camp. Most of the flowers are bright colors, but some of the tents have only dark flowers growing nearby, including dark blue, purple, and even black flowers. Several Song'os of all ages are busily going about their days when the PCs arrive.

As the PCs approach, two people come forward to greet them. One is **Efala Toru** (LG female halfling aspiring champion; art on page 27), who informs the PCs that they must be in the wrong place, stating, "Nobody comes this way, not even our own kin. Our home is haunted. You should go." The other is **Irena Vella** (CN female halfling community healer; art on page 26), who greets the PCs excitedly and tells them to forgive Efala's rudeness, stating, "You are welcome here—assuming your intentions are kind—though my friend is right. Our home isn't haunted, exactly, but it may be dangerous to stay." The two introduce themselves, then ask who the PCs are and why they have come to visit their community, the River Sentinels.

When the River Sentinels learn that the PCs have come to return the cold iron bell, their expressions become serious. Any nearby onlookers immediately run off to gather the rest of the community. Irena gestures for the PCs to take a seat beneath a wide awning facing the clearing at the center of the camp, stating that they have much to discuss—and they'd best do the talking over a nice meal. Their eldest leader, **Atamu "Mr. Riverside" Godoko** (N male halfling caravan trader; art on page 26), should be along shortly.

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ECHOES OF DESPERATION

A FRIENDLY MEAL

Several members of the community lay out a nice meal consisting mostly of food foraged from the nearby jungle, fish from the river, and a few squashes and other things they've grown themselves. All the food is fresh and delicious, and the portions are generous—the River Sentinels haven't forgotten the joys of food and cooking, even after all they've been through.

The River Sentinels, like many Song'os, don't put much trust in outsiders. When the PCs reveal that they've brought back the lost bell, they might be expecting immediate relief or gratitude. Instead, the Sentinels respond with caution, suspicion, and curiosity. Although some of them believe they need the bell and should continue using it, others want it gone. Regardless of how any individual River Sentinel feels about it, the community as a whole recognizes the great sorrow and suffering associated with the bell.

The PCs' goal in this encounter is to learn as much as they can about the bell and the River Sentinels and make an overall good impression on the community and its leaders. While the River Sentinels are overall hospitable and curious, they don't immediately share their story with the PCs. To represent the PCs' interactions with these NPCs during this scene, this scenario uses the Influence subsystem (*Pathfinder Gamemastery Guide* 151). During the meal, PCs have multiple opportunities to gain Influence Points with Efala, Irena, and later with Mr. Riverside. During each of these social rounds, any PC can attempt to either Discover something about an NPC or Influence them in some way. These actions are detailed in the *Gamemastery Guide* and reproduced below for your convenience.

DISCOVER

CONCENTRATION SECRET

You watch or study an NPC to learn more about that NPC's preferences. Attempt a Perception check or an appropriate skill check determined by the GM. The DC is found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping

any skills that you already now), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect.

INFLUENCE

CONCENTRATION SECRET

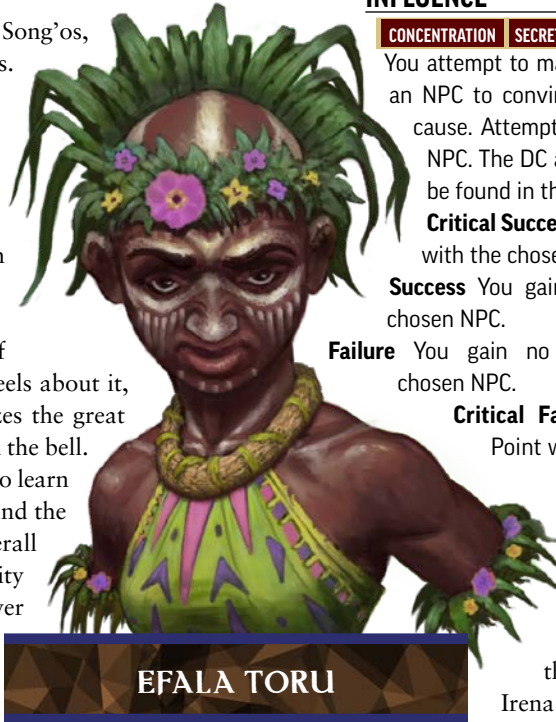
You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Attempt a skill check to impress that NPC. The DC and skills which can apply can be found in the NPC's stat block.

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC.



EFALA TORU

INFLUENCING THE SENTINELS

The social rounds for this encounter play out in the following structure. For the first 3 rounds, Efala and Irena are the only NPCs present for the PCs to interact with. On the

3rd round, Mr. Riverside joins for the remainder of the meal. The NPCs' statistics are located starting on page 18 (page 23 for Levels 5–6). As the PCs converse with the group, they learn Tale Fragments, which are described in Tale of the River Sentinels on page 12.

Round 1—Introductions: During round 1, the PCs have a chance to share more about themselves and make an initial impression on Efala and Irena. An NPC of your choice shares the following information about the community's background with the PCs.

The River Sentinels are a group of nine extended Song'o families, originally numbering about 50 halflings in all, though their numbers have dwindled to around 30 in recent years as they've suffered regular biloko attacks. They once migrated around the Laughing Jungle, like other Song'os, largely enjoying life and regularly visiting other Song'os for feasts, celebrations, and stick-fighting tournaments.

Round 2—First Course: The group continues the conversation and digs in to the first course of the meal. At the end of this round, the River Sentinels all start to clean up and get ready for the next course. The PCs can

ECHOES OF DESPERATION

attempt a DC 16 Society check (DC 18 for levels 5–6). On a success, they realize that pitching in might be considered rude, as they’re the guests—but some Song’os might also consider such an act as a sign of boldness. PCs who pitch in take a –1 circumstance penalty to Discover or Influence Irena or Mr. Riverside in the following round, but gain a +1 circumstance bonus to Discover or Influence Efala, who admires their gumption.

Round 3—Late Arrival: As everyone is preparing the next course, Mr. Riverside joins the others who have gathered for the meal. He states that he’s been informed of the PCs’ story thus far, but he asks point blank what the Pathfinder Society is hoping to get out of helping the River Sentinels—he doesn’t believe anyone could be completely altruistic. The group continues the conversation; from this round forward, the PCs can Discover or Influence any of the three NPCs.

Round 4—Second Course: The group continues the conversation and enjoys the second course of the meal.

Round 5—Final Decisions: As the meal is coming to a close, the PCs have one more opportunity to make checks. Then, however much of the Tale of the River Sentinels’ they’ve learned, Mr. Riverside takes a moment to think before addressing everyone.

Read or paraphrase the following.

“This bell... you have brought it back to help us, assuming we need it for protection. That is true, but it also ensnares us. In the name of protecting ourselves, I believe we have committed great evil—and for that, we... no, I... cannot be forgiven. When we were rid of the bell, I believed that we could move past the horrible things that happened, the sadistic rituals those bilokos forced us to take part in. I believe that we deserved the punishment that followed... punishment that continues to this day.

“But, like a cruel echo, the bell has come back to us. I thought we could move forward, like a river. But we are stuck, our sins... my sins... returning like ripples in a still pond. I see now that we must act. Before, the risk was too great, as our bargain with the bilokos spells out our doom should we take direct physical action against them. Perhaps, with you here, and with the bell... perhaps we can draw them out, and fight back. Only we River Sentinels can perform the song that lures the bilokos to the ringing grounds. But you must stand against them. If you have truly come to help us, you

will fight them when they come to feast. Perhaps then, their leader, Wrigglemaw, will know the River Sentinels are not to be trifled with. Will you do this with us?”

The PCs may have questions, especially if they have yet to learn all the River Sentinels’ story as described in Tale of the River Sentinels. Rather than withholding the story from the PCs (and the players) because they failed to earn enough Influence Points, have Mr. Riverside reluctantly share some of the details from any of the tale they have yet to learn—enough to make it clear that the River Sentinels are ensnared in a cruel bargain with evil fey, that the bargain involved conjuring semi-living people who the fey then devoured, that Mr. Riverside couldn’t take it anymore and got rid of the bell, and that they are losing members of their own community as a price for refusing to take part in the fey ritual. Now that a bit of outside help has found its way to them, Mr. Riverside believes that they can lure the bilokos by beginning the ritual, and that the Pathfinders can fight the creatures off. This, perhaps, would be enough to convince Wrigglemaw to leave the River Sentinels alone.

Development: The PCs can rest in the camp before proceeding to the Ringing Grounds to help fight the bilokos.

Rewards: After the meal, Mr. Riverside gives the PCs an item he traded for long ago, and wishes for them to have as a reward for offering their help: a *bracelet of dashing* (or *boots of elvenkind* and a *moderate healing potion* for levels 5–6).

TALE OF THE RIVER SENTINELS

As the PCs accrue Influence Points with the River Sentinels, they learn parts of the community’s story. Whenever an NPC’s Influence statblock says that the PCs learn a Tale Fragment, give them the first piece of the story that they have not yet heard.

Tale Fragment 1: Everything changed following a chance encounter with a cunning eloko spellcaster named **Wrigglemaw** (NE male eloko fate weaver). Possessing a connection to a fey patron deep in the Laughing Jungle—the River Sentinels still do not know exactly who—Wrigglemaw was as clever as he was cruel. He wove a magical illusion to lure the River Sentinels along a false river and into the clutches of his biloko hunters. Wrigglemaw’s plans to amass greater power



IRENA VELLA

ECHOES OF DESPERATION

would be severely hampered if he kept losing hunters during raids. Instead, he ensnared the River Sentinels in a fey bargain that would produce food for Wrigglemaw and his hunters for generations to come.

Tale Fragment 2: Wrigglemaw charmed the River Sentinels' leaders, forcing them to accept stewardship of an enchanted cold iron bell. Their agreement required the River Sentinels to perform a ritual using the bell once each year. The ritual would call Wrigglemaw's hunters, who would join in the eerie dance with bells and songs of their own. Each time the ritual was completed, the bell's magic would draw on the life essence of the River Sentinels, fusing it with primal energies from the First World to conjure strange, quasi-real simulacra of the Sentinels. The bilokos would then feast upon these semi-living beings.

Tale Fragment 3: According to the terms of the bargain, if a year went by and the River Sentinels did not ring the bell, the bilokos could seize whomever they wished at any time, but not more than three victims each year. Any direct resistance, such as destroying the bell or fleeing the area, would end the bargain, allowing the bilokos to attack in full force and feast on the River Sentinels indiscriminately. Furthermore, the agreement forbade direct violence against the bilokos—any River Sentinel who performed such an act would be doomed to waste away, consumed by their own shadow.

Tale Fragment 4: The charm was powerful, and the River Sentinels debated whether they should obey the terms of the bargain or attempt to flee. They decided to continue with the ritual. However horrific it might be, the leaders reasoned, it would give them time to find a way out without risking the destruction of the entire community. For years they participated in the strange ritual, horrified by the suffering of the shadowy beings it created, who barely had time to take in their surroundings before being set upon by gaping maws.

Tale Fragment 5: Several years passed before one of the River Sentinels' elders (Mr. Riverside himself) decided he could no longer take part in this supernatural cruelty. He stole the bell, traveled a short way down the river, and sold it to the first person he encountered. This act of indirect resistance prevented the bilokos from being able to attack in full force, but in the five years since, the bilokos have taken advantage of the bargain's terms, taking three victims each year. Now, Mr. Riverside

drowns his guilt and sorrow with strong drinks. He's convinced that the River Sentinels are better off accepting these losses rather than taking part in the vile ritual, but he's ashamed of his inability to break the River Sentinels out of the bargain. The community knows what he did—he admitted it to them—but he feels terrible for taking things into his own hands rather than let the community decide their fate.

C. RINGING GROUNDS MODERATE

When the PCs are ready to assist the River Sentinels in fighting off the bilokos, Irena guides them about a mile through the jungle, along the tributary, to a circle of standing stones. The eight stones have carvings resembling those on the bell, and at the center of the circle is a larger stone arch. Beneath the arch is a circular pool of pure water about one inch deep and just wide enough to contain the cold iron bell.

Several other River Sentinels accompany the group—a total of nine, one for each stone in the circle and one for the stone at the center of the circle. Mr. Riverside asks if the PCs need to make any preparations before the battle—the bilokos usually show up within moments of ringing the bell. He reminds them that the River Sentinels can't take part in

the fight—the fey bargain prevents them from doing so. Furthermore, they'll be preoccupied with the ritual itself, which should keep the bilokos from being able to flee the area. Mr. Riverside hopes that none of the bilokos survive the attack, which should send a clear message to their leader, the dreaded eloko, Wrigglemaw.

Use the map on page 14 for this encounter. The River Sentinels taking part in the ritual arrange themselves among the standing stones. The PCs can begin this encounter throughout the mapped area—Mr. Riverside informs them that the bilokos are likely to come from the north, based on their past experiences, and head straight for the circle of stones to join in on the ritual. He advises the Pathfinders to engage the bilokos before the evil fey reach the standing stones, but aside from that, he leaves the combat decisions to them.

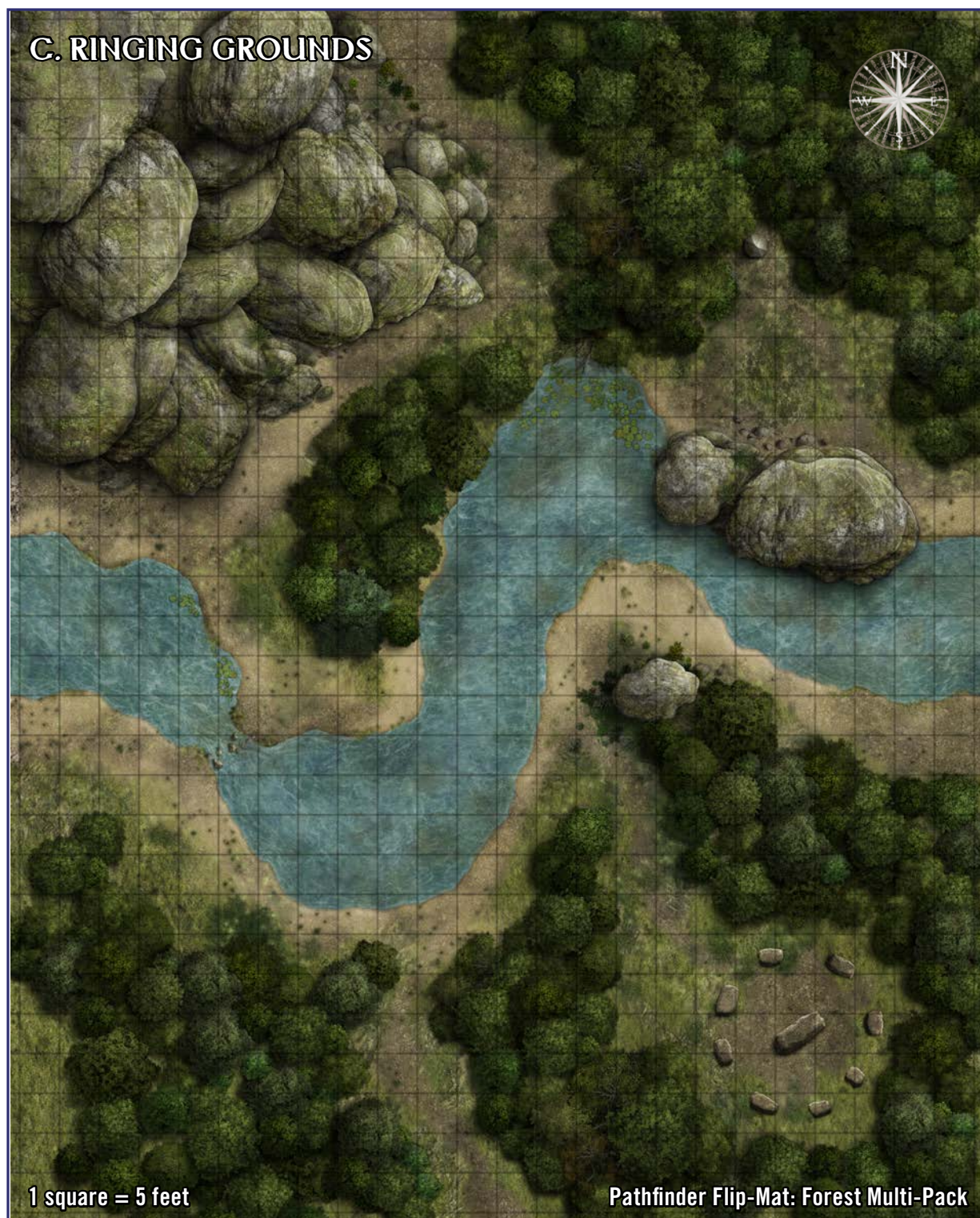
Terrain: The areas with trees are greater difficult terrain. The water isn't too deep—it is difficult terrain, but Small or larger creatures don't need Athletics checks to Swim.

When the PCs are ready to proceed, read or paraphrase the following.



MR. RIVERSIDE

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ECHOES OF DESPERATION

With the ringing of the cold iron bell, an ominous ripple of shadows and distant, unearthly screams reverberates throughout the jungle. With each strike, the screams grow clearer, and the jungle's sounds grow fainter. The shadows coalesce like fog along the water, creating a river of darkness.

Creatures: One round after the Sentinels strike the bell, several bilokos emerge from the shadowy river to attack. If no one interferes, they approach the standing stones to join the ritual. Within minutes, several shadowy simulacra of the River Sentinels appear nearby, and the bilokos devour them. Assuming the PCs interfere, the bilokos turn their full attention to the Pathfinders and attack them viciously. They attempt to surround and gang up on individual foes and stay together as much as possible. The ringing bell prevents these bilokos from leaving, so they fight to the death.

None of the River Sentinels are able to take part in the fight due to the fey bargain forbidding them from doing violence to the bilokos. They remain near the standing stones, ringing the bell and performing the ritual.

LEVELS 3–4

BILOKO WARRIORS (3) **CREATURE 1**
Page 20

BILOKO VETERAN **CREATURE 4**
Page 20

LEVELS 5–6

BILOKO VETERANS (4) **CREATURE 4**
Page 25

Development: Once the PCs defeat the bilokos, the River Sentinels cease performing the ritual and let out a cheer as the shadows recede. They help bring any injured PCs back to their camp, where they prepare a meal to celebrate their victory against Wrigglemaw's forces.

CONCLUSION

As they rest and feast back at the River Sentinels camp, Mr. Riverside addresses the PCs. He thanks them for their help in repelling the bilokos. While he fears reprisal from the evil fey, Mr. Riverside is confident that the fight sent a strong message to their leader, Wrigglemaw. With the bilokos' forces weakened, he believes the River Sentinels can break the fey bargain without fear of being attacked. He ponders aloud, stating that he has an important decision to make—and that he'll be sure to consult the rest of the River Sentinels community, rather than deciding their fate on his own. Should the River Sentinels take the fight straight to Wrigglemaw and strike while the bilokos are reeling from the recent battle? Or should the River Sentinels travel away from the area and try to stay one step ahead of the vengeful fey as they put their past behind them? If the PCs learned the full Tale of the River Sentinels by accruing Influence Points during the social rounds, Mr. Riverside asks their opinion.

REPORTING NOTES

If the PCs advise Mr. Riverside to take the fight to Wrigglemaw, check box A. If they advise Mr. Riverside to leave the area and seek a peaceful life—even if it means a life on the run from ravenous fey—check box B. If they did not accrue enough Influence Points for Mr. Riverside to ask their opinion one way or the other, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they return the cold iron bell and defeat the bilokos. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they learn the full Tale of the River Sentinels by accruing Influence Points during the social rounds. Doing so earns each PC 2 Reputation with their chosen faction.

ECHOES OF DESPERATION

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the 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).

A. SHIPWRECK (LEVELS 3-4)

CROCODILES (2)

CREATURE 2

N **LARGE** **ANIMAL**
Pathfinder Bestiary 67

Perception +7; low-light vision

Skills Athletics +8, Stealth +7 (+11 in water)

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

Deep Breath The crocodile can hold its breath for about 2 hours.

AC 18; **Fort** +9, **Ref** +7, **Will** +5

HP 30

Speed 20 feet, swim 25 feet

Melee ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

Melee ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

Aquatic Ambush ♦ 35 feet

Death Roll ♦ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

SCALING ENCOUNTER A

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

10-11 Challenge Points: Apply the elite adjustment to one crocodile, and increase the other crocodile's Hit Points by 5.

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

14-15 Challenge Points: Add one crocodile with the elite adjustment to the encounter and increase each other crocodile's Hit Points by 5.

16-18 Challenge Points (5+ Players): The PCs face three crocodiles with the elite adjustment.

ECHOES OF DESPERATION

B. RIVERSIDE (LEVELS 3–4)

GIANT DRAGONFLY

CREATURE 4

N **MEDIUM** **ANIMAL**

Pathfinder Bestiary 2 98

Perception +11; darkvision, wavesense (imprecise) 30 feet

Skills Acrobatics +10 (+12 to Maneuver in Flight), Athletics +12, Stealth +12

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

AC 21; **Fort** +12, **Ref** +14, **Will** +9

HP 60

Speed 20 feet, fly 60 feet

Melee ♦ mandibles +14, **Damage** 1d12+7 piercing plus Grab

Clutch ♦ **Requirements** The giant dragonfly has a Medium or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The giant dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.

Snatch The giant dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.

Swoop ♦♦ The giant dragonfly Flies up to its Speed and makes one mandibles Strike at any point during that movement.

GIANT DRAGONFLY NYMPHS (0)

CREATURE 3

N **SMALL** **ANIMAL** **AQUATIC**

Pathfinder Bestiary 2 98

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

Skills Athletics +10, Stealth +9 (+11 in water)

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

AC 19; **Fort** +11, **Ref** +9, **Will** +6

HP 46

Speed 10 feet, swim 30 feet

Melee ♦ mandibles +12 (agile), **Damage** 1d10+6 piercing

Extend Mandibles ♦ The giant dragonfly nymph extends its jaws to a surprising distance. The dragonfly nymph makes a mandibles Strike with a reach of 10 feet, but the mandibles lose the agile trait for this Strike.

SCALING ENCOUNTER B

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

10–11 Challenge Points: The PCs instead face one giant dragonfly nymph with 5 additional Hit Points and one giant dragonfly nymph with the weak adjustment.

12–13 Challenge Points: Add one additional giant dragonfly nymph with the weak adjustment to the encounter.

14–15 Challenge Points: Increase the giant dragonfly's Hit Points by 5 and add one giant dragonfly nymph to the encounter.

16–18 Challenge Points (5+ Players): Add one giant dragonfly to the encounter.

ECHOES OF DESPERATION

A FRIENDLY MEAL (LEVELS 3–4)

ATAMU “MR. RIVERSIDE” GODOKO

N **SMALL** **HALFLING** **HUMANOID**

Caravan trader

Perception +9

Will +12

Discovery DC 14 Cooking Lore, DC 17 Society, DC 19 Mercantile Lore, DC 21 Perception

Influence Skills DC 14 Cooking Lore, DC 17 Society, DC 19 Diplomacy, DC 19 Intimidation, DC 19 Mercantile Lore, DC 21 Deception

Influence 2 Frustrated with Efala and Irena constantly bickering, Mr. Riverside offers advice on how to mediate between them. Each PC gains a +1 circumstance bonus to their next check to influence Efala or Irena as long as it doesn't play off their mutual antagonism. The PCs learn one Tale Fragment (page 12).

Influence 4 Mr. Riverside insists on everyone sharing a few drinks with the Pathfinder guests. This grants each PC one extra check to Discover or Influence an NPC of their choice, though they must use Diplomacy. The PCs learn one Tale Fragment (page 12).

Influence 6 Atamu, not entirely sober, admits his shame and guilt at the part he has played in his community's fate. Although they've forgiven him, they continue to lose friends and family to the bilokos, and he believes it's all his fault. After taking a moment to compose himself, he asks that the meal continue, as he is eager to learn how the PCs can help. The PCs gain a +2 circumstance bonus to all subsequent checks to Discover or Influence any NPCs. The PCs learn one Tale Fragment (page 12).

Resistances Mr. Riverside is ashamed of his history of making decisions for the community without consulting others. If a PC demands he take charge of the situation or otherwise suggest he behave like a leader, increase the DC to Influence him by 2 due to his regret and shame.

Weaknesses Mr. Riverside has a fondness for food and drink from other places and cultures. PCs who share such treats with him gain a +2 circumstance bonus to their next attempt to Influence him.

Background Mr. Riverside was once an accomplished trader and got along well with everyone he met along the river. Since taking part in the evil biloko ritual for several years, he has grown bitter and resigned. After taking matters into his own hands and getting rid of the bell, he's wracked with guilt—he may have prevented the River Sentinels from participating in the evil ritual, but the community has paid a heavy price for his decision.

Appearance Mr. Riverside is a Song'o man with a small afro decorated with bright blue and orange flowers. He wears bright clothing and speaks with reserved concern, though

SCALING A FRIENDLY MEAL

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

10–11 Challenge Points: Increase the number of Influence Points needed for each result by 1.

12–15 Challenge Points: Increase the number of Influence Points needed for each result by 2.

16–18 Challenge Points (5+ players): Increase the number of Influence Points needed for each result by 2 and increase all DCs by 1.

good food and drink tend to put him in a better mood.

Personality Ashamed, resigned, fearful

Penalty If the PCs focus too much on discussing the damage Mr. Riverside has done to his community, he becomes even more quiet and withdrawn. The PCs can't gain Influence Points with him for 1 social round.

ECHOES OF DESPERATION

EFALA TORU

LG SMALL HALFLING HUMANOID

Aspiring champion

Perception +12

Will +9

Discovery DC 13 Gladiatorial Lore, DC 16 Scouting Lore, DC 17 Athletics, DC 21 Perception

Influence Skills DC 12 Warfare Lore, DC 17 Performance, DC 19 Deception, DC 21 Diplomacy, DC 23 Intimidation

Influence 1 Efala asks to hear a story of the PCs' bravery. One PC can attempt a DC 17 Performance check. If they succeed, they gain a +1 circumstance bonus to their next check to Influence Efala.

Influence 2 Efala challenges a PC to a test of strength. One PC can attempt a DC 20 Athletics check to Grapple. If they succeed, they gain 1 additional Influence Point with Efala. The PCs learn one Tale Fragment (page 12).

Influence 4 Efala tells a story of her own bravery—a time when she battled a powerful river bison twice as tall as normal. It's clear she's stretching the truth. A PC who Senses Motive by succeeding at a DC 17 Perception check realizes that she's testing whether they'll call her bluff—and she'll be impressed if they do. If the PCs call her bluff, she laughs at their cunning and boldness and offers them more food. The PCs learn one Tale Fragment (page 12).

Resistances Efala prides herself on her skills on the battlefield, but believes that getting results is the only true way to prove one's skills. Attempting to Influence her in a way that relies entirely on flattery increases the DC by 2.

Weaknesses Efala enjoys physical comedy and practical jokes, even if she herself isn't very good at them. Reduce the DC by 2 to any Performance or Deception checks that involve self-deprecation.

Background Efala was on the cusp of becoming a leader among the River Sentinels' fighters when they were forced into the bargain with the bilokos. She hates that they cannot fight back and longs for the day when she can lead her people in battle against formidable enemies—or even just return to Lakay Se for a decent stick fighting tournament.

Appearance Efala is a grim and determined halfling woman. She is muscular and wears colorful clothing, flowers, and warpaint, like many other Song'o warriors.

Personality Efala is somewhat sullen due to the River Sentinels' grim circumstances, but it's possible to get her in a joking mood with silly humor.

Penalty Efala herself can take a joke and doesn't mind barbs or insults aimed at her, but she's deeply offended by attempts to humiliate her friends and family. Any direct criticism of any other River Sentinel in Efala's presence results in the PCs taking a -2 circumstance penalty to Influence Efala until the end of the next social round.

IRENA VELLA

CN SMALL HALFLING HUMANOID

Community healer

Perception +12

Will +12

Discovery DC 15 Herbalism Lore, DC 18 Nature, DC 19 Perception, DC 21 Society

Influence Skills DC 12 Lore (any plant or animal Lore), DC 17 Nature, DC 19 Diplomacy, DC 20 Intimidation, DC 22 Deception

Influence 1 Irena can't help but openly gossip about the other leaders. The PCs learn Efala's weakness or resistance (their choice).

Influence 2 Irena can't help but openly gossip about the other leaders. The PCs learn Mr. Riverside's weakness or resistance (their choice). The PCs learn one Tale Fragment (page 12).

Influence 4 The PCs have gained Irena's trust. The PCs learn one Tale Fragment (page 12).

Resistances Irena's not impressed by "simple solutions," as she prefers to think creatively and collaboratively and knows that there is no such thing as the "right way" to do something. If the PCs make statements like "why don't you just..." or "it's as simple as..." or "if I were you..." increase the DC for their check by 2.

Weaknesses Irena has a fondness for natural creatures. Any PC who allows her to play with their animal companion or familiar (as long as it is an animal or plant) gains a +2 circumstance bonus to their next check to Influence her.

Background Irena is the community's most accomplished healer and a friend to all. She is responsible for making sure that all those who have perished are not forgotten—thus the dark flowers she plants throughout the camp and wears in her hair. She lost an arm in a biloko attack when she strayed too far from the camp.

Appearance Irena is a halfling woman with dark skin and short hair. Her clothing has earth tones, and she wears flowers that are darker than throughout the rest of the community. She has one arm; her left sleeve is stitched up at the shoulder.

Personality Irena is creative, kind, and determined to find a way out of this situation. She prefers nonviolent solutions, but if it comes to a fight, so be it. Irena is a friend to all in the community. She is especially close with Efala, as the two share a friendly rivalry and share deep mutual respect despite their frequent disagreements.

Penalty Irena feels that rushing into violent situations will only lead to more lost loved ones. If the PCs attempt to gain Influence with Efala by playing up her desire to fight, they take a -2 circumstance penalty to checks to Influence Irena until the end of the following social round.

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C. RINGING GROUNDS (LEVELS 3–4)

BILOKO WARRIORS (3)

CREATURE 1

NE SMALL FEY

Pathfinder Lost Omens The Mwangi Expanse 294

Perception +7; low-light vision, scent (imprecise) 30 feet

Languages Mwangi, Sylvan

Skills Athletics +7, Crafting +7, Nature +5, Stealth +6, Survival +6

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

Items spear, wooden shield (Hardness 3, HP 12, BT 6)

AC 16 (18 with shield raised); **Fort** +4, **Ref** +7, **Will** +7

HP 19

Shield Block ⤴

Speed 20 feet

Melee ⤵ jaws +7, **Damage** 1d8+3 piercing

Melee ⤵ spear +7, **Damage** 1d6+3 piercing

Ranged ⤵ spear +6 (thrown 20 feet), **Damage** 1d6+3 piercing

Primal Innate Spells DC 14; **1st** *charm*

Inspired Feast (emotion, mental) If a biloko feasts on a human corpse for 1 minute or more, they gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls for 1 hour.

BILOKO VETERAN

CREATURE 4

NE SMALL FEY

Pathfinder Lost Omens The Mwangi Expanse 294

Perception +11; low-light vision, scent (imprecise) 30 feet

Languages Mwangi, Sylvan

Skills Athletics +10, Crafting +10, Intimidation +12, Nature +9, Stealth +13, Survival +11

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

Items longspear, shortbow (20 arrows)

AC 21; **Fort** +8, **Ref** +14, **Will** +11

HP 58

Attack of Opportunity ⤴

Speed 20 feet

Melee ⤵ jaws +12, **Damage** 2d8+4 piercing

Melee ⤵ longspear +12 (reach 10 feet), **Damage** 1d8+4 piercing

Ranged ⤵ shortbow +12 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

Primal Innate Spells DC 18; **1st** *charm*

Inspired Feast (emotion, mental) If a biloko feasts on a human corpse for 1 minute or more, they gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls for 1 hour.

Swipe ⤵⤵ The veteran makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their 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 biloko veteran's multiple attack penalty.

SCALING ENCOUNTER C

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

10–11 Challenge Points: Apply the elite adjustment to all three biloko warriors.

12–13 Challenge Points: Add one biloko veteran to the encounter.

14–15 Challenge Points: Add one biloko veteran to the encounter and apply the elite adjustment to all three biloko warriors.

16–18 Challenge Points (5+ Players): The PCs instead face four biloko veterans.

ECHOES OF DESPERATION

APPENDIX 2: LEVEL 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 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).

A. SHIPWRECK (LEVELS 5-6)

ELITE HIPPOPOTAMUS

CREATURE 6

N **LARGE** **ANIMAL**

Pathfinder Bestiary 2 6, 144

Perception +13; low-light vision, scent (imprecise) 30 feet

Skills Athletics +15, Stealth +13 (+15 in water), Survival +13

Str +6, **Dex** +2, **Con** +6, **Int** -4, **Wis** +4, **Cha** -2

Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 23; **Fort** +17, **Ref** +11, **Will** +13

HP 105

Speed 25 feet, swim 20 feet

Melee ♦ jaws +17 (deadly d10), **Damage** 2d8+10 piercing

Melee ♦ foot +15, **Damage** 1d10+10 bludgeoning

Aquatic Ambush [one-action] 30 feet

Capsize ♦ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot’s Sailing Lore DC, whichever is higher.

Trample ♦♦♦ Medium or smaller, foot, DC 25

SCALING ENCOUNTER A

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

19-22 Challenge Points: The PCs instead face 2 hippopotamuses; these hippopotamuses have only 70 Hit Points each.

23-27 Challenge Points: Add one hippopotamus with only 70 Hit Points to the encounter.

28-32 Challenge Points: Add one hippopotamus with 105 Hit Points to the encounter.

33+ Challenge Points: Add one elite hippopotamus to the encounter.

HIPPOPOTAMUS (0)

CREATURE 5

N **LARGE** **ANIMAL**

Pathfinder Bestiary 2 144

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Athletics +13, Stealth +11 (+13 in water), Survival +11

Str +6, **Dex** +2, **Con** +6, **Int** -4, **Wis** +4, **Cha** -2

Deep Breath The hippopotamus can hold its breath for 5 minutes.

AC 21; **Fort** +15, **Ref** +9, **Will** +11

HP 85

Speed 25 feet, swim 20 feet

Melee ♦ jaws +15 (deadly d10), **Damage** 2d8+8 piercing

Melee ♦ foot +13, **Damage** 1d10+8 bludgeoning

Aquatic Ambush ♦ 30 feet

Capsize ♦ (attack) The hippopotamus tries to capsize an adjacent aquatic vessel of its size or smaller. The hippopotamus must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot’s Sailing Lore DC, whichever is higher.

Trample ♦♦♦ Medium or smaller, foot, DC 23

ECHOES OF DESPERATION

B. RIVERSIDE (LEVELS 5–6)

GIANT DRAGONFLIES (2)

CREATURE 4

N **MEDIUM** **ANIMAL**

Pathfinder Bestiary 2 98

Perception +11; darkvision, wavesense (imprecise) 30 feet

Skills Acrobatics +10 (+12 to Maneuver in Flight), Athletics +12, Stealth +12

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

AC 21; **Fort** +12, **Ref** +14, **Will** +9

HP 60

Speed 20 feet, fly 60 feet

Melee ♦ mandibles +14, **Damage** 1d12+7 piercing plus Grab

Clutch ♦ **Requirements** The giant dragonfly has a Medium or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The giant dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.

Snatch The giant dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.

Swoop ♦♦ The giant dragonfly Flies up to its Speed and makes one mandibles Strike at any point during that movement.

SCALING ENCOUNTER B

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

19–22 Challenge Points: Apply the elite adjustment to one of the giant dragonflies and increase the other dragonfly's Hit Points by 10.

23–27 Challenge Points: Add one giant dragonfly to the encounter.

28–32 Challenge Points: Add one giant dragonfly to the encounter. Increase each giant dragonfly's Hit Points by 10.

33+ Challenge Points: Add two giant dragonflies to the encounter.

ECHOES OF DESPERATION

A FRIENDLY MEAL (LEVELS 5–6)

ATAMU “MR. RIVERSIDE” GODOKO

N **SMALL** **HALFLING** **HUMANOID**

Caravan trader

Perception +11

Will +14

Discovery DC 16 Cooking Lore, DC 19 Society, DC 21 Mercantile Lore, DC 23 Perception

Influence Skills DC 16 Cooking Lore, DC 19 Society, DC 21 Diplomacy, DC 21 Intimidation, DC 21 Mercantile Lore, DC 23 Deception

Influence 2 Frustrated with Efala and Irena constantly bickering, Mr. Riverside offers advice on how to mediate between them. Each PC gains a +1 circumstance bonus to their next check to influence Efala or Irena as long as it doesn't play off their mutual antagonism. The PCs learn one Tale Fragment (page 12).

Influence 4 Mr. Riverside insists on everyone sharing a few drinks with the Pathfinder guests. This grants each PC one extra check to Discover or Influence an NPC of their choice, though they must use Diplomacy. The PCs learn one Tale Fragment (page 12).

Influence 6 Atamu, not entirely sober, admits his shame and guilt at the part he has played in his community's fate. Although they've forgiven him, they continue to lose friends and family to the bilokos, and he believes it's all his fault. After taking a moment to compose himself, he asks that the meal continue, as he is eager to learn how the PCs can help. The PCs gain a +2 circumstance bonus to all subsequent checks to Discover or Influence any NPCs. The PCs learn one Tale Fragment (page 12).

Resistances Mr. Riverside is ashamed of his history of making decisions for the community without consulting others. If a PC demands he take charge of the situation or otherwise suggest he behave like a leader, increase the DC to Influence him by 2 due to his regret and shame.

Weaknesses Mr. Riverside has a fondness for food and drink from other places and cultures. PCs who share such treats with him gain a +2 circumstance bonus to their next attempt to Influence him.

Background Mr. Riverside was once an accomplished trader and got along well with everyone he met along the river. Since taking part in the evil biloko ritual for several years, he has grown bitter and resigned. After taking matters into his own hands and getting rid of the bell, he is wracked with guilt—he may have prevented the River Sentinels from participating in the evil ritual, but the community has paid a heavy price for his decision.

Appearance Mr. Riverside is a Song'o man with a small afro decorated with bright blue and orange flowers. He wears bright clothing and speaks with reserved concern, though

SCALING A FRIENDLY MEAL

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

19–22 Challenge Points: Increase the number of Influence Points needed for each result by 1.

23–32 Challenge Points: Increase the number of Influence Points needed for each result by 2.

33+ Challenge Points: Increase the number of Influence Points needed for each result by 2 and increase all DCs by 1.

good food and drink tend to put him in a better mood.

Personality Ashamed, resigned, fearful

Penalty If the PCs focus too much on discussing the damage Mr. Riverside has done to his community, he becomes even more quiet and withdrawn. The PCs can't gain Influence Points with him for 1 social round.

ECHOES OF DESPERATION

EFALA TORU

LG SMALL HALFLING HUMANOID

Aspiring champion

Perception +14

Will +11

Discovery DC 15 Gladiatorial Lore, DC 18 Scouting Lore, DC 19 Athletics, DC 23 Perception

Influence Skills DC 14 Warfare Lore, DC 19 Performance, DC 21 Deception, DC 23 Diplomacy, DC 25 Intimidation

Influence 1 Efala asks to hear a story of the PCs' bravery. One PC can attempt a DC 19 Performance check. If they succeed, they gain a +1 circumstance bonus to their next check to Influence Efala.

Influence 2 Efala challenges a PC to a test of strength. One PC can attempt a DC 22 Athletics check to Grapple. If they succeed, they gain 1 additional Influence Point with Efala. The PCs learn one Tale Fragment (page 12).

Influence 4 Efala tells a story of her own bravery—a time when she battled a powerful river bison twice as tall as normal. It's clear she's stretching the truth. A PC who Senses Motive by succeeding at a DC 17 Perception check realizes that she's testing whether they'll call her bluff—and she'll be impressed if they do. If the PCs call her bluff, she laughs at their cunning and boldness and offers them more food. The PCs learn one Tale Fragment (page 12).

Resistances Efala prides herself on her skills on the battlefield, but believes that getting results is the only true way to prove one's skills. Attempting to Influence her in a way that relies entirely on flattery increases the DC by 2.

Weaknesses Efala enjoys physical comedy and practical jokes, even if she herself isn't very good at them. Reduce the DC by 2 to any Performance or Deception checks that involve self-deprecation.

Background Efala was on the cusp of becoming a leader among the River Sentinels' fighters when they were forced into the bargain with the bilokos. She hates that they cannot fight back and longs for the day when she can lead her people in battle against formidable enemies—or even just return to Lakay Se for a decent stick fighting tournament.

Appearance Efala is a grim and determined halfling woman. She is muscular and wears colorful clothing, flowers, and warpaint, like many other Song'o warriors.

Personality Efala is somewhat sullen due to the River Sentinels' grim circumstances, but it's possible to get her in a joking mood with silly humor.

Penalty Efala herself can take a joke and doesn't mind barbs or insults aimed at her, but she is deeply offended by attempts to humiliate her friends and family. Any direct criticism of any other River Sentinel in Efala's presence results in the PCs taking a -2 circumstance penalty to Influence Efala until the end of the next social round.

IRENA VELLA

CN SMALL HALFLING HUMANOID

Community healer

Perception +14

Will +14

Discovery DC 17 Herbalism Lore, DC 20 Nature, DC 21 Perception, DC 23 Society

Influence Skills DC 14 Lore (any plant or animal Lore), DC 19 Nature, DC 21 Diplomacy, DC 22 Intimidate, DC 24 Deception

Influence 1 Irena can't help but openly gossip about the other leaders. The PCs learn Efala's weakness or resistance (their choice).

Influence 2 Irena can't help but openly gossip about the other leaders. The PCs learn Mr. Riverside's weakness or resistance (their choice), as well as one Tale Fragment (page 12).

Influence 4 The PCs have gained Irena's trust. They learn one Tale Fragment (page 12).

Resistances Irena's not impressed by "simple solutions," as she prefers to think creatively and collaboratively and knows that there is no such thing as the "right way" to do something. If the PCs make statements like "why don't you just..." or "it's as simple as..." or "if I were you..." increase the DC of their check by 2.

Weaknesses Irena has a fondness for natural creatures. Any PC who allows her to play with their animal companion or familiar (as long as it is an animal or plant) gains a +2 circumstance bonus to their next check to Influence her.

Background Irena is the community's most accomplished healer and a friend to all in the community. She is responsible for making sure that all those who have perished are not forgotten—thus the dark flowers she plants throughout the camp and wears in her hair. She lost an arm in a biloko attack when she strayed too far from the camp.

Appearance Irena is a halfling woman with dark skin and short hair. Her clothing has earth tones, and she wears flowers that are darker than throughout the rest of the community. She has one arm; her left sleeve is stitched up at the shoulder.

Personality Irena is creative, kind, and determined to find a way out of this situation. She prefers nonviolent solutions, but if it comes to a fight, so be it. Irena is a friend to all in the community. She is especially close with Efala, as the two share a friendly rivalry and share deep mutual respect despite their frequent disagreements.

Penalty Irena feels that rushing into violent situations will only lead to more lost loved ones. If the PCs attempt to gain Influence with Efala by playing up her desire to fight, they take a -2 circumstance penalty to checks to Influence Irena until the end of the following social round.

ECHOES OF DESPERATION

C. RINGING GROUNDS (LEVELS 5-6)

BILOKO VETERANS (4)

CREATURE 4

NE SMALL FEY

Pathfinder Lost Omens: The Mwangi Expanse 294

Perception +11; low-light vision, scent (imprecise) 30 feet

Languages Mwangi, Sylvan

Skills Athletics +10, Crafting +10, Intimidation +12, Nature +9, Stealth +13, Survival +11

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

Items longspear, shortbow (20 arrows)

AC 21; **Fort** +8, **Ref** +14, **Will** +11

HP 58

Attack of Opportunity ⚔

Speed 20 feet

Melee ⚔ jaws +12, **Damage** 2d8+4 piercing

Melee ⚔ longspear +12 (reach 10 feet), **Damage** 1d8+4 piercing

Ranged ⚔ shortbow +12 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

Primal Innate Spells DC 18; **1st** *charm*

Inspired Feast (emotion, mental) If a biloko feasts on a human corpse for 1 minute or more, they gain a +1 status bonus to attack rolls and a +2 status bonus to damage rolls for 1 hour.

Swipe ⚔⚔ The veteran makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their 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 biloko veteran's multiple attack penalty.

SCALING ENCOUNTER C

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

19-22 Challenge Points: Apply the elite adjustment to three of the biloko veterans.

23-27 Challenge Points: Replace one biloko veteran with one eloko. Apply the elite adjustment to one of the remaining biloko veterans.

28-32 Challenge Points: Add one eloko to the encounter and apply the elite adjustment to one biloko veteran.

33+ Challenge Points: Add one eloko to the encounter and apply the elite adjustment to all four biloko veterans.

ELOKO (0)

CREATURE 7

NE SMALL FEY

Pathfinder Lost Omens: The Mwangi Expanse 294

Perception +15; low-light vision, scent (imprecise) 30 feet

Languages Aklo, Mwangi, Sylvan

Skills Athletics +18, Crafting +13, Deception +15, Nature +13, Stealth +16, Survival +13

Str +6, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

Items blowgun (10 poisoned darts), +1 *dagger*

AC 25; **Fort** +12, **Ref** +18, **Will** +15

HP 115

Speed 20 feet

Melee ⚔ jaws +16, **Damage** 2d8+6 piercing

Melee ⚔ *dagger* +16 (agile, magical, versatile S), **Damage** 1d4+8 piercing

Ranged ⚔ blowgun +16 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus 2d4 persistent poison

Ranged ⚔ *dagger* +16 (agile, magical, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Primal Innate Spells DC 22; **1st** *charm*

Inspired Feast (emotion, mental) As biloko veteran.

Size Alteration ⚔⚔ (polymorph, primal, transmutation) The eloko is affected by a 4th-level *enlarge* spell. This lasts for 1 minute, and the eloko can Dismiss the Spell.

Sneak Attack (precision) The eloko deals 2d6 extra precision damage to flat-footed creatures.

ECHOES OF DESPERATION

APPENDIX 3: GAME AIDS



FINZE BELLAUGH

IRENA VELLA



COLD IRON BELL

ATAMU "MR. RIVERSIDE" GODOKO



ECHOES OF DESPERATION

APPENDIX 3: GAME AIDS



EFALA TORU

ECHOES OF DESPERATION

HANDOUT #1: SMUGGLER'S NOTE

I rarely stop along the Korir River. It's best to reach Port Freedom as quickly as possible and avoid the dangers of that horrible jungle. This time, though, I am glad that I stopped; otherwise, I'd never have met the fellow who traded this bell to me. It is a beautiful object, and obviously magical, though its owner was tight-lipped about its purpose. The fellow never shared his name. I am sure he was a Song'o, but he refused to answer any questions about his family, his home, or his occupation. It's like he never wanted me to find him again. I suppose I can understand that.

I've tried returning to that spot—just before the river turns south, nearly 200 miles in from the coast—but he's never there. Next time, I think I'll explore farther along the tributary to the north. It's risky, and I'll be breaking my own rules for Safe Smuggling and Profit, but if that foolish halfling was willing to sell me a magic bell for a few measly coins, there's no telling what else I might find.

ECHOES OF DESPERATION

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

- **A. Shipwreck**, page 5: 2 Treasure Bundles for recovering the notes on the ship, and 1 additional Treasure Bundle for recovering the items before they're damaged in the water.
- **Port Freedom**, page 7: 1 Treasure Bundle for securing a guide or receiving Ellekkara's useful items.
- **B. Riverside**, page 9: 1 Treasure Bundle for defeating the insects.
- **A Friendly Meal**, page 11: 2 Treasure Bundles for participating in all five social rounds during the meal. 1 additional Treasure Bundle for accruing enough Influence Points to learn the full Tale of the River Sentinels.
- **C. Ringing Grounds**, page 13: 2 Treasure Bundles for defeating the bilokos.

ECHOES OF DESPERATION



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

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

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

ECHOES OF DESPERATION

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Scenario #3-03: Echoes of Desperation

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Character Name		Organized Play #	Character #
Adventure Summary			
<p>You met with Venture-Captain Finze Bellaugh in the capital city of Anthusis in Vidrian. There, he showed you a magic bell that he believed was made to protect a community of Song'o halflings from the attacks of ravenous fey. The venture-captain tasked you with learning where the bell came from so you could return it to its keepers.</p> <p>After learning where to look, you set off through the Laughing Jungle to return the bell, dealing with vicious fauna along the way. Upon reaching the Song'o village, you joined the community in a friendly meal, during which you learned some of the bell's dark history. While the community leaders lured the ravenous fey with a mysterious ritual, you led a counterattack to help free the community from the fey leader's cruel bargain!</p>			
Boons		Rewards	
<p>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</p>		Starting XP	
		XP Gained	
		Total XP	
		Starting GP	
		GP Gained	
		GP Spent	
Reputation Gained		Total GP	
<hr/> <hr/> <hr/> <hr/>			
Items	Purchases		
	Items Sold / Conditions Gained		
	<hr/> <hr/> <hr/> <hr/> <hr/>		
	TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box		
	Items Bought / Conditions Cleared		
	<hr/> <hr/> <hr/> <hr/> <hr/>		
	TOTAL COST OF ITEMS BOUGHT		
Notes	Downtime		
<hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/>		
FOR GM ONLY			
EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: GCXO

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club