

WOLFREN'S FATE

Written by
Jason Bulmahn

Graphic Design by
Jason Bulmahn

Cartography by
Jason Bulmahn

Artwork Copyright
William McAusland
Used with Permission

Made Possible by
The Supporters
on **Patreon!**

EVENTIDE

Version 1.0 - 6/25/22
This version of the document is for playtest purposes only. All text and illustrations are a work in progress and subject to change.



This PDF is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition). Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product. The OGL and Pathfinder Compatibility License can be found at the end of this document.

Wolfren's Fate © 2022
Minotaur Games.



A wizard's laboratory is a dangerous place, filled with strange alchemy, bubbling cauldrons, and racks filled with rare and potent ingredients. Worse still is the laboratory that has been left unattended for centuries, its experiments left unsupervised, reagents spoiling and turning rotten in jars. Yet this is still better than one final possibility, the laboratory that has been intentionally sabotaged.

Welcome to the world of Eventide! This adventure is designed to be your first experience with the world, exploring this diverse setting and giving you and your players a sense of its mysteries, troubles, and opportunities for adventure. This document contains the second half of *The Wizard's Home*, which is the first part of the larger adventure. If you have not run "Wolfren's Fate P1S1", you should go back and start there or use this adventure as a standalone dungeon containing a mysterious Wizard's Laboratory.

Setup

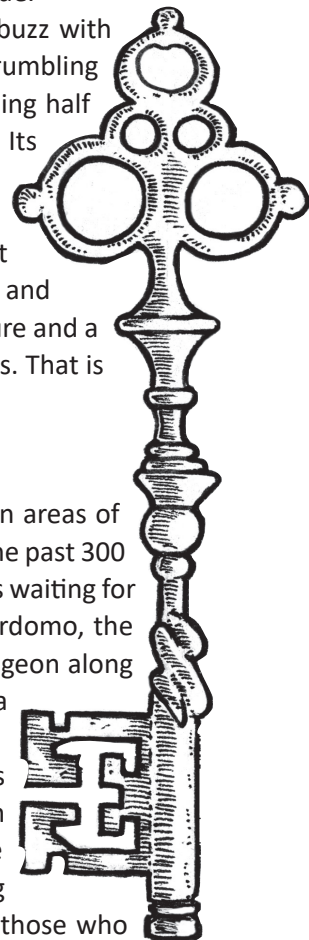
Wolfren's Fate is an adventure for 1st-level character, built using the standard *Pathfinder Second Edition* rules, as modified by the guidelines in the *Eventide Player's Guide*. The adventure is divided into four parts and by its conclusion, the player characters should reach 3rd level, ready to take on even greater challenges and explore more of the world of Eventide.

In the first installment of the adventure, the town of Wyrmbone is abuzz with excitement over the opening of the old Wizard Wolfren's tower. The crumbling edifice was closed over 300 years ago when a dragon came to town, burning half of the building to ash before settling on the tower and promptly dying. Its petrified skeleton has remained there to this day, blocking entrance. Of the wizard, there has been no sign. Now, with a part of the wing collapsing to age, the tower can once again be explored, and the PCs were among the first to go inside. After dealing with a variety of construct servants gone berserk and a mischievous ghostly majordomo, the PCs emerge with a handful of treasure and a key that leads to a second floor, one that they can explore all by themselves. That is where this part of the adventure begins.

Dark Laboratory

Upon entering the tower, the characters were able to explore the common areas of Wolfren's Tower, designed specifically for guests and visitors. Of course, in the past 300 years much had fallen into disarray and the majordomo lost much of his wits waiting for his master's return. After dealing with the danger's and calming the majordomo, the characters are rewarded with a key that leads to a second level of the dungeon along with a simple request, to find the errant wizard and let him know that his tea is ready. Clearly the majordomo does not have a good sense of time.

Descending to the lower level, the stairs end in a small servant's chamber before entering the library. This foul-smelling area is packed with bookshelves and other small displays, showing off things of interest to the missing wizard. One corner of the library is a swampy mess, as something tunneled into the sanctum long ago from the nearby sewers. Worse still, those who found their way in left a nasty surprise waiting in the stacks that begins hunting the PCs, studying them for weaknesses.



Beyond the library is the old, ruined laboratory. A failure in one of the long-term experiments caused the place to go into lockdown, sealing the other exits. The door to the library is only open because a statue was placed under the steel door, preventing it from closing. The only way to open the door is to disarm the experiment and deal with the dangerous oozes it has unleashed.

Unlocking the laboratory gives the PCs access to a variety of useful alchemical tools, insight into Wolfren's experiments, and it allows them to find their way to the vault. The door however, cannot be opened, as it requires Wolfren's Signet ring to unlock!

Moments In Town

While the PCs are up in the town of Wyrmbone, consider adding the following scenes while they go about their business. While their primary purpose is to show facets of daily life in town, the first one has significance to the third part of this adventure and should be included sometime before the end of this adventure.

Lumberjacks: When the PCs are visiting one of the many shops in Wyrmbone (probably the Roaming Ogre or Veril's Sleep), they find the place crowded with lumberjacks, buying some supplies for their upcoming expedition. The leader of the group is Ulvane Koss (NG Half Orc Human Lumberjack), a gigantic, gregarious man, who is more than happy to chat with the PCs if they have any questions and apologizes for his troop overwhelming the shop. If asked, he explains that they are heading out tomorrow to log a rich vein of gemwood trees that are fit for harvest. It's bound to be dangerous this time of year in the Gemwood, but they are excited for such a lucrative job.

Resolute Sermon: High Priest Olaar, of the Resolute Heart group, is blocking an intersection, giving a fiery sermon about following the tenets of Valenav, praying 3 times per day, the proper way to cleanse one's body, and the right way to tithe in both service and spirit. He is chastising the assembled folk for not following the holy ways, telling the people that they will be drawn into the storm of the dead upon their passing if they do not find the true path.

Returning to the Tower

After the exploration of the first floor was complete, the town council has decided to seal the tower until they have had time to more fully ensure that the place is safe

and decide how they might utilize this old, crumbling place in the future. Hadrem, the operator of the nearby museum dedicated to Wolfren, is keen to move the museum into the ruins of the tower, but the town council is far from ready to entertain any such notions.

If the PCs wish to return to the tower, they will need to speak with the Blue Banners stationed there. Lieutenant Havenock is skeptical, but willing to let them inside, if they explain what it is they are hoping to accomplish by entering the tower again and impress upon her that there may yet be dangers lurking in the old ruin. She insists on continuing the previous arrangement regarding transparency and the rights of Wyrmbone to purchase any relics that they deem of interest to the town's history. Assuming the PCs agree, they are allowed to enter and continue their exploration as long as they emerge by nightfall, so that the tower can once again be locked and guarded for the night.

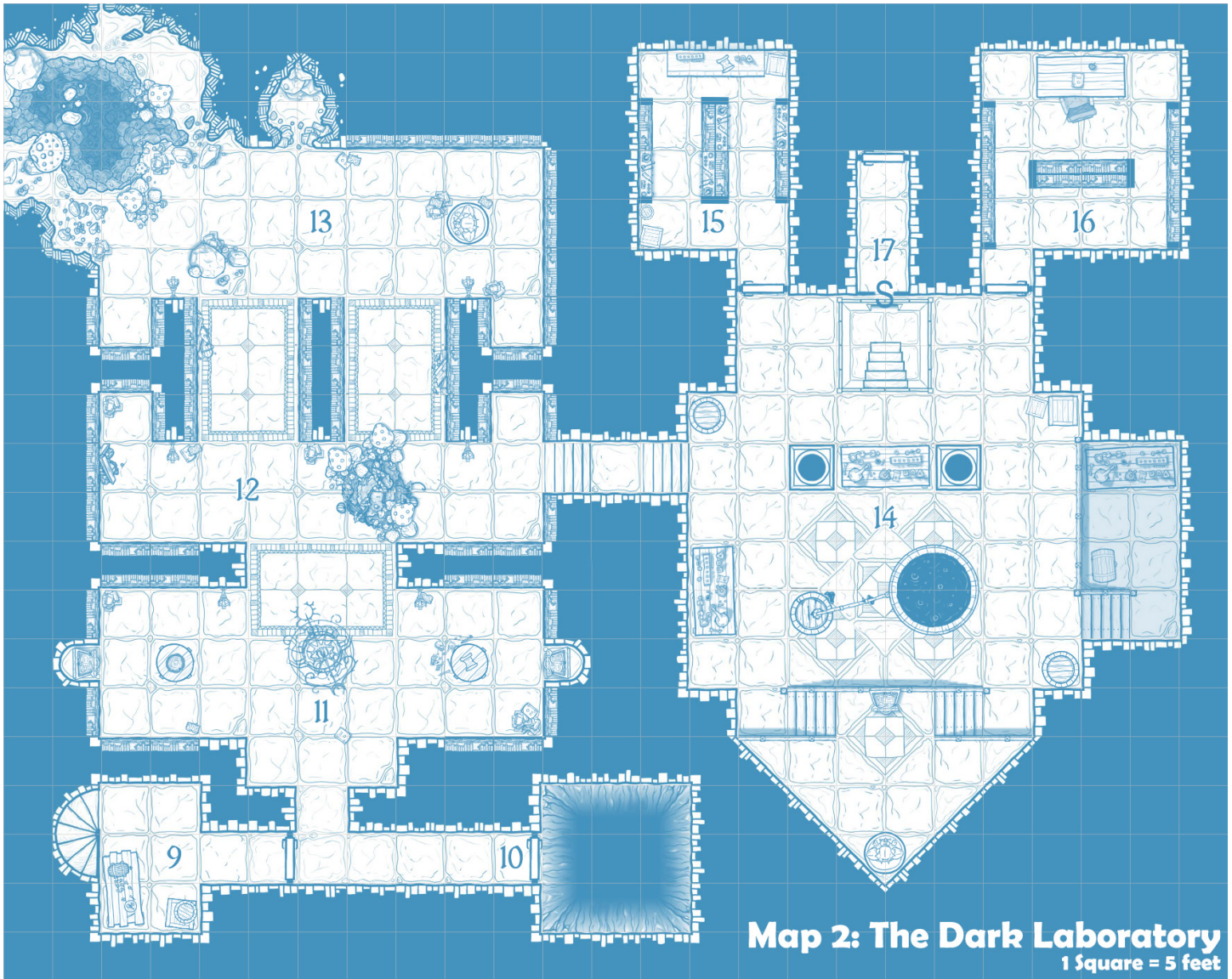
Sneaking into the tower is also possible through one of two ways. The first is to simply slip past the guards who are watching the entrance. Although they always keep two guards on watch, there are moments when there is only one who could be distracted. Alternatively, they could try exploring the nearby sewers to find the way into area 7 on the first floor. This would take time and would like include at least one or two encounters with sewer denizens.

In any case, when they finally reenter the tower and travel to the kitchen to make their way down, read or paraphrase the following to them.

The chambers under Wolfren's Tower are much quieter than your previous visit. Everything is dark and still, like the place is silently brooding. Upon entering the Kitchen, you find the spirit of the majordomo standing next to the secret door that leads to other, unexplored parts of the tower.

"I was wondering if you were ever coming back," the transparent servant looks at you with a cold stare. "We mustn't keep the master waiting a moment longer. I expect he has just lost track of time, probably doing more of his endless research, so please tell him to come up for tea, and perhaps a meal. Oh, and I should warn you, there are dangerous things down in the library and laboratory, so be careful what you touch. The master would be quite irate if you were to disturb his delicate work".

With that, the spirit slowly vanishes, like a breeze passing through the cloud of his form. Now the place is truly quiet. Ahead is an old crumbling staircase, descending into absolute darkness.



The majordomo cannot accompany the PCs downstairs. His spirit is bound to these rooms. He has no idea how long it has been since Wolfren went downstairs, and although it has been about 300 years, the spirit continues to refer to his absence as if it has lasted no more than a few days. Even if the PCs walk him through the fallacy of that opinion, he returns to almost immediately once corrected.

The Stairs The stairs behind the kitchen go both up and down, but the stairs leading up are choked with rubble after only about 20 feet, debris from the ruined tower above. The spiral stairs going down descend a total of 25 feet before ending in a small servant's chamber. When the PCs descend to the next floor, proceed with area 9 below.

The Library

Half of this floor is taken up by a massive library, filled with old books and displays. Unfortunately, most of this

invaluable resource has been lost to time, mold, and rot. None of the books here are of any value without first carefully removing them from the library, carefully allowing them to dry, and painstakingly peeling the pages apart, removing mold, and repairing damage. There are exceptions, as noted in the individual descriptions, but considering the scope of the work that needs to be done, earning income from this is more akin to a downtime activity than simply looting it for resale (treat as a level 4 Earn Income downtime activity).

Although there are sconces in this chamber, all the torches that they once held are missing. The entire library is pitch black. The ceilings of the main library space are vaulted, reaching a height of 15 foot in the center, while along the walls and in the servant's living areas it is only about 8 feet tall. The air in the library is damp and smells strongly of rot. The sound of distant drips and slow-moving water can be heard, faintly echoing in the dark.

Area 9: Servant's Room

The stairs come to an end after going down what must have been about 30 feet or so, ending in a modest chamber. On a nearby table are a pair of tea kettles, an assortment of cups and mugs, and a small cask. These are next to a pile of small plates, tarnished silverware, and a pair of serving trays. Although everything is covered in dust and cobwebs, it looks like this chamber might have been used to prepare food and drink for those working on this level of the dungeon.

Rarely used, this chamber was set aside for the servants that Wolfren employed, which usually only occurred when he had guests helping him with research and experiments. When in use, this chamber was used to make tea, prepare light fare, and ensure that any other needs of Wolfren and his guests were being met. Throughout the library and laboratory are a series of simple rope pulleys that used to lead to a bell above the door leading out of this room, but the rope broke long ago.

Treasure: The serving set in here would be worth more as an antique if it had Wolfren's logo on it. Being relatively plain, the set is only worth 2 gp. The bell hanging above the door is bronze and of little value. The crates and barrels once contained food and drink, but they have long since rotted away and now little more than dust remains.

Area 10: The Elevator

Read the following if any character draws to within 10 feet of the door at the end of the hall.

As you approach the door at the end of the hall, a kindly voice called out from the gloom. "Honored Guest, I am afraid that the Float Floor is currently at another level. Please wait for it to return before proceeding." As soon as it started, the voice fades away, leaving only faint echoes.

The "Float Floor" was Wolfren's name for the elevator-like device that allowed easy travel between the levels of his workshop and domicile. The float floor is currently broken, stuck on the previous level (see area 5). As a result, the door at the end of this hallway is locked with a good quality lock (requiring five DC 30 Thievery checks to open). Behind the door is a pit that drops away into deep darkness. Persistent PCs might try to explore this way, but the next level down is over 40 feet below and the door there is locked as well.

Area 11: Hall of Display

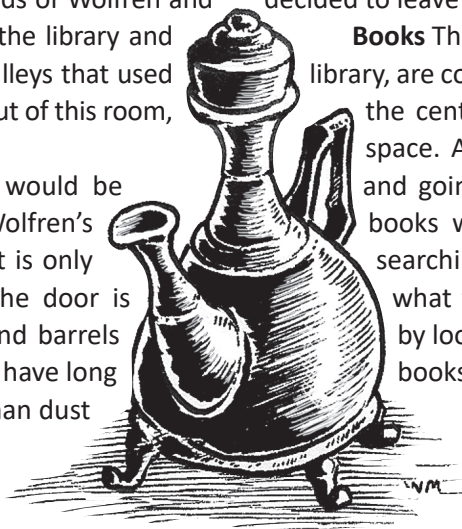
The narrow passage opens into a long rectangular chamber, the walls of which are covered in old, mold-covered bookcases. A series of displays are spaced throughout the chamber, old books and strange objects protected by dirty glass domes. Directly across from you is an opening in the wall that leads into another chamber, but the floor in front of the opening is marred by a twisted symbol, drawn in soot.

This hall was used by Wolfren to display some of the more curious pieces in his collection, exploring the mysteries of Eventide. Although the intruders that broke into this place some time ago wanted to pilfer these objects, they found the wards around them to be far too powerful and instead decided to leave an insidious trap of their own instead.

Books The shelves here, like those in the rest of the library, are covered in mold, mildew, and cobwebs from the centuries of neglect in this damp and soggy space. As a result, nearly all of them are ruined and going through them to look for more intact books would take hours of painstaking, careful searching. The PCs can, however, get a sense of what this part of the library was all about just by looking at the spines and by examining a few books in each section.

The books in this room are almost all historical in nature, dealing with the dwarven kingdoms, the founding of their major cities, the rise of the elven collective, and the arrival of other peoples to Alnir. Of note, a DC 15 Society check (or other relevant Lore skill) reveals that majority of these books deal with history over 1,000 years old, with only a few exploring anything more recent.

Displays There are four displays in this room, two of which contain old, priceless books, while the others contain relics from the past. They are protected by a dome of perfect crystal and powerful wards. The books are in niches on the east and west ends of the chamber. While dust and filth may have collected on top of the domes, the books themselves are still in good condition. The one to the east is written in the old Dwarven language (high dwarven to today's scholars) and it is open to a spread talking about the coronation of Matron Lomira Tamok, the start of the Tamok Dynasty (the last official change in dwarven dynasties). The book to the west is a book of poetry written in a language that none of the PCs can read (as



the language is gone from the world). While one half is written with long, flowing script, a piece of poetry talking about the love of a tree, reaching for the heavens above in an act of pure creation, the text suddenly stops and becomes erratic mid-page. Casting *comprehend language* allows this text to be understood. Aside from the poetry, the final legible words on the page are “nightmare in the roots... blood seeps from bark... we are lost”. There are no further words on the pages, but there are ominous stains that look like blood across the bottom of the page.

The other two displays are freestanding in the hall. The display to the west contains a cutting of wood. The center of this looks normal and healthy, but there is a point about an inch from the bark, where the wood turns gray and rotten. There is a small placard that reads “heart of a treant”.

The display to the east has a pile of ancient bones scattered around it. These are oddly long, and stretched, but are otherwise human in appearance. A DC 15 Medicine check reveals that they have been here for several hundred years and the creature likely died due to some blunt trauma, as some of the bones are broken. The PCs cannot, at this time discern the type of creature that belonged to these bones (but they may learn the truth later in this adventure). Atop the pedestal is a jar that contains a copy of the letter that the scholar Arvaniss sent to Queen Hasval II. While much of the letter contains simple pleasantries and a request for more funding and access to additional research to continue his work, the end of it contains a singular warning. Although they may not know it, this warning is widely regarded by those who believe in the mystery of the Seven Truths, as the first of the seven. It reads

If there is but one thing you take from this missive my Queen, it is this singular Truth. The very fabric of magic has come undone, like pulling on a single thread might destroy a larger tapestry, damage I am not sure it can be repaired. Your highness, magic is dying and those who rely upon it shall suffer the same fate.

Wards All four displays are protected by the a ward that prevents anyone from moving or damaging the glass, while also dealing any attempted harm back on the perpetrator twice fold. In fact, the bones around the pedestal containing the letter likely died from these wards, as the bones show obvious signs of blunt trauma.

Reflection Ward Trap

Hazard 9

EVOCATION, FORCE, MAGICAL, TRAP

Complexity Simple

Stealth DC 30 (Expert)

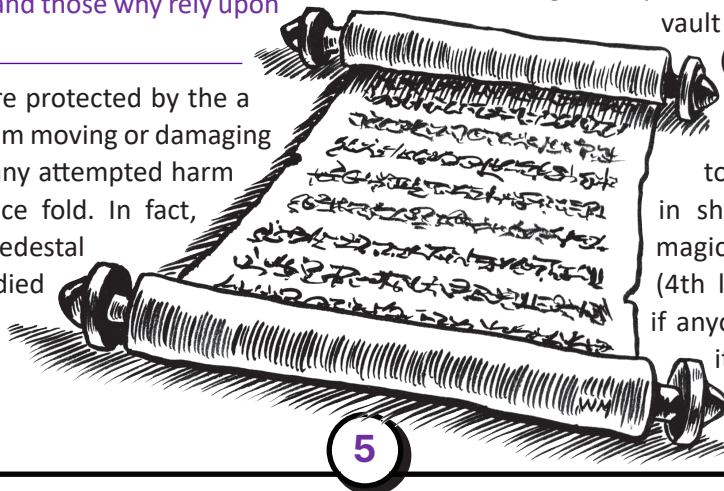
Description A field of force that surrounds the crystal jar, protecting the relic within and ensuring that it cannot be moved. Any attack against the jar causes this field to shimmer into being and waves of force to be reflected against the source of harm.

Disable Thievery DC 28 (Expert) to carefully move past the ward without triggering it or *dispel magic* (5th level, counteract DC 27) to dispel the ward

Reflect Damage ♦ (arcane, evocation, force); **Trigger** Anything touches, targets, or attempts to affect the crystal dome. **Effect** If the trigger was a creature trying to simply touch, they are stopped and take 1 point of force damage. If the trigger was a spell trying to affect the dome without doing damage, the spell is counteracted (5th level, +17 to counteract check). If the trigger was an attack or spell attempting to do damage, the ward acts as a *wall of force* (hardness 30, 60 Hit Points), and any damage dealt (up to the Hardness of 30) is doubled and reflected back at the attacker, so long as they are within 10 feet (outside 10 feet, this reflected damage dissipates harmlessly). A basic DC 26 Reflex save reduces this damage.

Reset The trap can only reflect damage once per round, but it can counteract spells, prevent contact, and act as a barrier as long as the *wall of force* has Hit Points remaining.

Ashen Symbol The last thing of note in this chamber is the ashen symbol on the ground. This symbol is not part of the original design of this room but was instead drawn on here using ash by the intruders that broke into this vault years ago. A DC 20 Occultism (DC 15 for a Penumbraist) check recognizes some of the patterning as reminiscent to some of the glyphs found in shadow magic. The symbol is magical and it can be dispelled (4th level, counteract DC 24), but if anyone draws to within 5 feet of it (a requirement to proceed further into the library) the symbol is triggered.



Once triggered, the symbol loses its magic and begins to fade away, a process that takes 30 minutes (and will probably not happen until the PCs leave the area). Meanwhile, in the nearby shadows, the symbol summons a Shadow Hunter, a malevolent creature whose goal is to hunt down and kill anyone who crossed over the symbol in the time it took for the symbol to fade. From this point forward, the Shadow Hunter begins stalking the PCs before finally attempting to attack one of them in **area 15**. The tactics of the hunter are noted in each area.

Treasure If the PCs take the time to go through the bookshelves they might find a pair of interesting objects. A DC 10 check finds a silver mirror with a splintered crack down the center, sitting on one of the shelves. It is magical, but it does not currently seem to have any special function other than to not tarnish or show signs of age. It is worth 5 gold to a collector of antiquities as it appears to be of old elven make. A DC 20 check finds a scroll tube tucked away on a shelf. Inside is a *scroll of comprehend languages* and a *scroll of darkvision*.

Area 12: Moldy Hall

This chamber is dark and features a fair amount of hanging cobwebs, making it hard to examine before the PCs cross the threshold into this chamber (it just looks like more library). Upon entering, read or paraphrase the following to the PCs.

Similar to the previous chamber, this large room looks like a continuation of the library, although without the special displays. There are several ways out of this chamber. Two passageways head north, between bookshelves that rise all the way to the ceiling and a staircase leads out of this room to the east, descending into darkness. The route to two of the passageways, however, is blocked by a foul heap of books and debris, covered in a thick blanket of brown and gray fungus.

There are two dangers in this chamber, the large patch of brown mold that sits in the middle of the floor and the hungry cave fisher that lurks in the stacks to the west.

When the PCs first enter this room, give each one of them a DC 15 Perception check to notice the tiny bones that litter the floor of the room, growing in frequency the further west they travel. A DC 10 Nature check reveals these to be the bones from a great many rats, some quite large, but most being rather ordinary in size. Many of them have been cracked open and most show signs of damage (from the cave fishers hungry maw).

Books As with the previous hall, the books in this area are all almost entirely ruined as well. A check of titles and some careful examination reveals that these too deal with history, although these focus on the fall of the elven collectives, the retreat of the dwarves, and the rise of the Zankarr Imperium. There are also a large collection of nature books here, many of which seem to catalog various species of plants and animals that have gone extinct. There are several dealing some broad family of plants called “leshy” that have all but disappeared from modern knowledge. A DC 20 Nature check reveals that there is still a rare plant called a Tangleroot Leshy that is said to still exist in the vast jungles in Camblon, the south of Alnir.

Brown Mold This large patch blocks the way to the staircase to the east, but the PCs can sneak past it to the west without drawing close enough to take damage from its cold aura. If the PCs have lit torches and they draw too close, the mold grows, taking up an even larger swath of the floor, making it nearly impossible for anyone to pass.

Brown Mold

See the *Gamemastery Guide*

Hazard 2

Creature Lurking near the ceiling, in the nook to the west is a hungry cave fisher that has been living in this chamber for some time now, having crawled in from the sewers. It usually dines on the rats that make their way into this chamber, but it is more than happy to have a snack on the first PC that draws to within 15 feet, striking from the darkness with its filament. It can make this attack to start the combat if the first character fails to beat its Stealth DC 19. The cave fisher has nowhere to run and fights to the death in its lair.

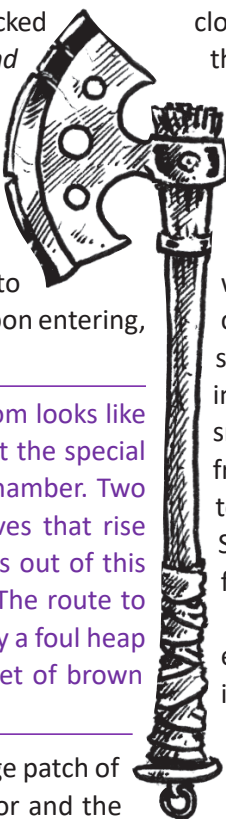
Adjustments If there are 5 PCs, give the cave fisher 8 extra Hit Points. If there are 6, make it an elite cave fisher instead.

Cave Fisher

See *Bestiary 2*

Creature 2

Shadow Hunter If the PCs explore area 13 before returning to this chamber down the eastern passageway, give them a DC 15 Perception check to notice that the symbol on the floor between this area and area 11 is gone. In addition, upon returning to this room is should be clear that something has traveled through the mold, having disturbed a swath of it on the southern edge. A DC 18 Survival check does not reveal any sort of track



or footprint, but it does appear that the mold there has died, and the surface has been torn asunder. Although they do not know it, the hunter passed through this area and its aura of cold killed the mold while its shadowy tendrils disrupted the surface.

Treasure Located in plain sight, in the shelving below the lair of the cave fisher is an old dwarven waraxe next to a placard that said it was one of the last to be forged in Skyhammer around 594 TD. The piece is in excellent shape, preserved by special oils to ward against rust and decay. Although not magical, it is inlaid with tracings of gold, and a few small sapphires, making it worth 15 gp for the materials alone. If sold to the right historian, it could be worth as much as 40 gp.

Area 13: Ruined Library

The passageway opens again into a large chamber, one that has clearly seen better days. The entire northwest corner of this chamber has collapsed, and pools of brackish water give this room a foul, humid air. Although once part of the larger library, this room has, by far seen the worse amount of damage from mold and mildew, with most of the books hardly even recognizable in their rotting, sagging shelves.

This chamber is where the intruders broke into the library well over 100 years ago. They tunneled in from the nearby sewers without any regard for the damage they might cause. After ransacking the place for a few specific items (and being turned away by the wards that prevented them from taking some others), the thieves left, but not before placing the ashen symbol in area 11.

Books The books in this chamber are beyond saving. A deep inspection shows that they are all about the nature of magic and its various traditions. Some might have even been spellbooks. These books are so far gone that not even *mending* can restore them. They have been consumed by rot.

Statue In the eastern half of the room stands a stone statue that is covered in patches of mold and lichen, making it difficult to make out any of its features. Spending 30 minutes carefully removing some of the large patches makes the statue's visage a little easier to examine, although the identity is still an obscure one. A DC 20 Society skill check (or DC 15 Elven Lore check) reveals this to be a carving of Halrafir, the first speaker of the elves at the time of Eventide. Even without this check it is obvious that the statue is of elven make and despite the decay, it is the finest carving of any statue they have

encountered to date. A DC 15 Nature check reveals it to be carved from a rare blue marble found only in the southern reaches of the Spinneridge Mountains.

Creatures The tunnel to the sewers is still navigable and as a result, this chamber has become home to a number of rats who return to the sewers daily in search of food, but are otherwise found here, resting. When the PCs draw to within 10 feet of the pool, the rats emerge from their hidden nests to attack. They fight to the death to protect their home, but if the PCs flee this area, they do not pursue.

Adjustments Add one additional giant rat for each PC in the group over 4.

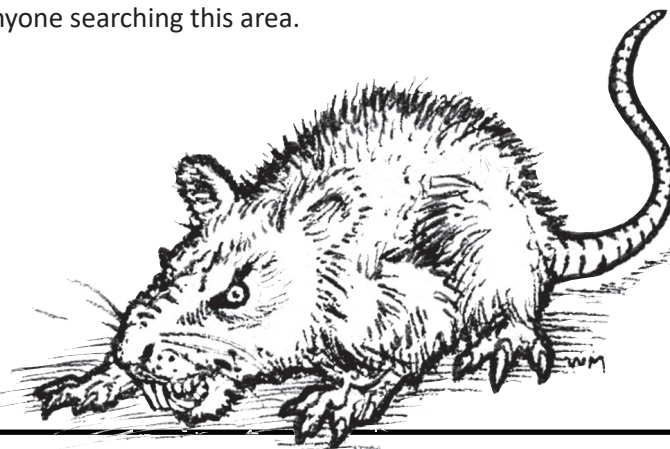
Rat Swarm Giant Rats (2)

See *Bestiary* 1

Creature 1 Creature -1

Shadow Hunter After dealing with the rats, the shadow hunter approaches quietly, from the deepest shadows, down the passageways toward area 11. It stays out of all light and hugs the walls as closely as it can, sometimes even crawling inside the shelves. As it watches the PCs, give one character a DC 15 Perception check to notice the feeling of being observed. Attempting to spot the hunter requires a perception check against its Stealth DC of 23. After just a moment, the shadow slinks away leaving so sign behind (except for the disturbed mold in area 12). If the PCs failed to notice the presence, the hunter, knocks over a book on its way out, giving them another DC 15 Perception check to notice the sound (but it is gone by the time they might investigate).

Treasure There are several valuable objects to be found and recovered in this room. In the eastern niche, there is a wooden case placed on one of the bookshelves. Inside is a thin willow wand, one end of which is wrapped in shining copper wire, while the other end appears lightly scorched. This is a *wand of burning hands* and it is easily found by anyone searching this area.



On the western wall, there is a single book that does not appear to have suffered overmuch from the mold and mildew that has overtaken the other tomes in this chamber. This is a *grimoire of insight* that helps with identifying magic items once per day (turning a success into a critical success), it is also a spellbook, holding a variety of low-level divination spells. The book is titled “Insights into the Arcane, by Wolfren” and it can be found with a simple DC 15 Perception check.

Finally, in the rat’s nest on the north side of the room is a pile of strips of worn leather, scraps of cloth, and other detritus dragged in here by the rats to make a nest. Anyone searching the nest discovers a worn work belt with rusted tools still on the belt. In addition, there is a small coin pouch with 3 gp, 3 sp, and 2 cp.

Area 14: Locked Down Laboratory

The short stairs open into a vast chamber, with a variety of tables surrounding a series of gigantic tubs and tubing that looks to be some ancient alchemical experiment that has long since turned foul. To the east, a recessed area is filled with supplies and a small workshop. To the north, a glistening pool sits between two doors. In the center, a large wooden vat is filled with some noxious, bubbling green goo, while a runoff barrel is full to the brim, leaking an oily black sludge. A director’s stand sits to the south, its podium presiding over this forgotten laboratory.

This chamber was once one of Wolfren’s primary laboratories where he would conduct experiments on the nature of magic. Later in his life, he also dabbled in alchemy, hoping that he might be able to find ways to accomplish many of the same wondrous feats without the use of spells. What he left bubbling here was never supposed to be any danger, but over the centuries, contamination and stale ingredients have formed into a pair of dangerous oozes. This then triggered specific precautions that Wolfren put into place should an accident ever happen in his lab. These precautions sealed all the entrances with a simple ward that prevents creatures from leaving the space. Fortunately, there are instructions on how to dismiss the wards, but the oozes must be dealt with first.

Of course, after the wards are dispelled, the shadow hunter is free to slink into the room, looking for an easy victim, but it waits until the right moment to strike.

Ancient Equipment Scattered around this chamber is a wealth of alchemical and magical gear, useful in crafting alchemical items and experimenting with

simple magic items. Magic was already quite unreliable in Wolfren’s time, and as a result, he had started to turn to alchemy to further some aspects of his research. The gear scattered around the chamber here is valuable, worth about 55 gp, but getting it out would be a time-consuming process. Treat it as an expanded alchemist’s lab.

Creatures The oozes are contained within the glass vats in the center of the chamber. When any PC approaches to within 10 feet of the larger vat, the ooze senses their presence and shatters the glass to get at the fresh prey. This slime mold moves to consume everyone in the room, starting with the nearest PC. It only moves to attach another PC is dealt more than 10 damage the target of its attacks. At the end of the first round, the glass tubs connecting the two jars begins to crack. At the end of the second round, the smaller tub breaks, releasing a sewer ooze. The oozes do not attack each other, but they do not specifically work in concert either. Both are driven by only a single impulse, to consume.

Slime Mold
See *Bestiary 2*

Creature 2

Sewer Ooze
See *Bestiary 1*

Creature -1

Lockdown When the thieves broke into the library, the change in the air caused the failed experiments in this area to form into the two oozes, but this had a secondary effect as well. This change caused the laboratory to enact an old safety measure that Wolfren put into place to ensure that if anything were to go wrong, the danger would be confined to the lab. These wards caused the doors leading into the reagent storage and Wolfren’s study to become locked and protected by a simple barrier of force. This barrier also blocks anyone from leaving this area and returning to area 13 (it lets people in but not out). Anyone who approaches these doors can sense the barriers and if they reach out, an old *magic mouth* suddenly calls out “The laboratory is in lockdown. If the danger is passed, dissolve the amber casement holding the passkey with formula 14”. Wolfren placed this here just in case one of his guests should ever be locked in the lab and needed to find a way out.

The block holding the passkey is in southernmost corner of the room, behind the podium on the raised overlook, held by a statue of a kindly looking wizard (this is the only image of Wolfren in the dungeon). It is a simple scroll tube encased in a solid block of highly resilient amber.

Formula 14

Amber casement can only be safely dissolved with a balanced compound of Havrim's Solution mixed with an equal amount of ferognum powder, with the latter being more complicated to create. Importantly, the ratio of the ingredients is critical, and the alchemist must apply the "perfect ratio" to the concoction. I am sure that I do not need to remind you that the perfect ratio requires a measured portion of ingredients from 1 to 9, by weight, with no weight begin repeated except for the final two ingredients, which must be equal. The formulae for ferognum is as follows:

First, Reduce iron shavings with draco acidus to create ferro ashes.

Next divide an amount of pure water by applying igno elementum, which I am sure you know will leave you with aquaignum.

Finally, mix the ferro ashes and the aquaignum to create ferognum powder. I warn you, these two will multiply each other in an explosive reaction, becoming greater than their sum.

By comparison, Havrim's solution is simple to make. Simply add powdered verdricite to oil of agrinam. Remember that verdricite is always the smaller ratio. If you followed the ratio correction, you should have the same amount of Havrim's solution and ferognum powder. To dissolve the casement, simply sprinkle the power on the surface and apply the solution.

Formula Diagram

$$\begin{array}{ccccc} \square & - & \square & = & \square \\ & & & & \times \\ \square & / & \square & = & \square \\ & & & & = \\ \square & + & \square & = & \square \end{array}$$

The way to access this scroll tube is found in the book on the podium, which contains a variety of alchemical formulas. Formula 14 however, is a bit of a puzzle that requires the PCs to figure out the correct ratio of ingredients.

To solve the formula, the players must mix ingredients in the right proportions. The text in the sidebar describes the process, but the diagram below is a visual breakdown of how it works. When they read the instructions for formula 14 from the book on the lectern, read the sidebar and give them the handout from Appendix A.

The solution to this puzzle is to realize that you must use numbers 1 through 9 as the ratio of weights for the ingredients and in the end, these ratios must balance out. The first place to start is by understanding that two of the ratio's multiplied must equal a third, which greatly limits what numbers can be used (The only numbers that can be multiplied are 2 and either 3 or 4, equaling 6 or 8. One cannot be used since the other number would need to be repeated as the total). The rest can be solved by simple trial and error. The solution is as follows.

1. Mix 9 parts iron shavings with 5 parts draco acidus to create 4 parts ferro ashes.
2. Next divide 6 parts water with 3 parts igno elementum, creating 2 parts aquaignum
3. Mix the ferro ashes and aquaignum to create 8 parts ferognum powder.
4. Finally mix 1 part verdricite with 7 parts oil of agrinam to create 8 parts of Havrim's solution.
5. Applying both the ferognum powder and Havrim's solution in equal proportion causes the amber casement to dissolve.

Of note, all of the reagents for this puzzle are scattered around the room and they can be found simply by spending 30 minutes looking through all of the bottles, boxes, and tubes scattered around this area. If the players get stuck on this puzzle, a DC 15 Craft check (DC 10 for an alchemist) gives them the hint they must solve the equations using the numbers 1 through 9 and that the best place to start is by figuring out what numbers could be used to create ferognum powder.

Once both have been applied to the amber block, the scroll is released and can be read out loud. It is a simple incantation that cancels the wards protecting areas 15 and 16. If the PCs incorrectly solve the puzzle the reaction explodes when placed on the amber block, dealing 1d6 acid and 1d6 fire damage to any adjacent character with

a basic DC 17 Reflex save to reduce the damage. This does not harm the block and there are plenty of reagents in the room to try again.

Shadow Hunter Watching from the darkness, the shadow hunter enters this chamber before the PCs arrive, but it keeps itself hidden by lurking in the darkest shadows in the corners of the room. Once the PCs have defeated the oozes and solved the lockdown problem, it waits until one of them is off by itself, preferably if other characters are leaving the chamber to explore other rooms to strike. Its goal here is terror, not victory, and it flees at the first true sign of resistance, especially if brought into an area of light or hit by a weapon that is emitting light.

Without other influences, it leaps from the shadows to attack one character, focusing its attacks to attempt to render the character unconscious and use the behind the eyes ability. If successful, it flees before anyone has a chance to see or respond, but otherwise it flees as soon as half the party or more are taking actions against it.

Shadow Hunter

See Appendix C

Creature 3

Area 15: Reagent Storage

Note that the door into the area is protected by a barrier that must be disabled before it can be opened. See area 14 for details.

Racks upon Racks are lined up in this chamber, going from floor to ceiling, each one filled with bottles, pouches, coffers, and more. While many of these ancient containers are filled with formless brown and black goo, having spoiled centuries ago, some of the things in here look well preserved.

Wolfren used this chamber to store the reagents and ingredients for his alchemical and magical experiments. While much of it has spoiled, there is a great deal here that can be salvaged. Cataloging the contents of this room would take several hours.

Treasure The ingredients here in this chamber are enough to create 100 gp worth of alchemical items. These could be sold, but it would take a significant amount of time to parse and sell each ingredient, many of which are only worth a few silver each. If the PCs are intent upon a quick sale, a DC 15 Craft check identifies those items of high value, which together can be sold for 20 gp. If the party contains an alchemist, these ingredients can easily put to use in crafting instead, reducing the cost to make alchemical items.

In addition, there is a table in the back of the room that has a few special objects. First is a rack containing a few finished alchemical items. There are 2 lesser acid flasks, 3 vials of lesser alchemist fire, and 2 lesser frost vials. Next to these are 2 vials containing moderate cognitive mutagens.

Next to the completed items there are a pair of scrolls in a simple leather tube. These are scrolls of *mending* and *unseen servant*. Finally, next to these is a vial of lesser enchanted quicksilver. This can be added to the metal of a weapon or suit of armor, allowing it to be enchanted without having to use a magical forge or to craft in a place of power. There is enough here to craft up to four levels of items (although it cannot be used to create items above 4th level). The quicksilver is worth a total of 40 gp (10 gp per level of item that can be crafted with it), but when used to craft a magic item, this counts as part of the cost.

Area 16: Wolfren's Study

Note that the door into the area is protected by a barrier that must be disabled before it can be opened. See area 14 for details.

This door opens into a small, intimate library space with a desk and overstuffed chair in the back. A large book sits upon the desk, next to an old quill and a small reading lamp. Even after all these years, you can faintly smell pipe smoke, clinging the old walls of this study.

This study was Wolfren's private place to research and plan his next experiment. When the tower above was attacked by the dragon and collapsed into a heap, this is where Wolfren was, and he did not even notice the calamity until trying to go upstairs later that night.

After several days of trying to figure out a way to escape, Wolfren came down here to enact one last, desperate plan. He decided to concoct an eternal sleeping tonic, putting himself into a long, endless sleep until someone came to find him. After a week of brewing and carefully preparing the draught, he penned a final missive in his experiment journal in this room and sealed himself inside his vault behind several special wards and protections to ensure that he would be safe while he waited for rescue.

Unfortunately, that rescue took 300 years.

Now the PCs can find Wolfren's final message and unlock the stairs that lead to the vault, although they cannot yet get inside.

Journal Sitting on the desk is Wolfren's journal. This old tome mostly chronicles his experiments into the nature of magic, the decline of certain types of magical

phenomena, and the failure of certain spells that were once thought reliable (of note, it mentions summoning and teleportation magic as becoming less and less reliable). Anyone reading this journal can get a thorough understanding of the way that magic works in the world of Eventide, the levels that prevail around the world, and a basic understanding of how links allow spellcasters to strengthen their bond to the weave of magic. There is even mention here that if a root link could be found, that perhaps the world of primal magic might once again be open.

The journal is half empty, but the last page with writing contains a message specifically to the PCs (or whoever might find it). There is a ribbon bookmark on this page. The message reads as follows (and is repeated in Appendix B).

Salutations

Allow me to begin by expressing my gratitude that you have found this journal. I hope it was not too much trouble to make your way down here, into the depths of my laboratory. As I am sure you are aware, I have been trapped down here for some time and without any practical means of escape, this missive was my only way of speaking to you.

I am alive.

Or rather, I hope that I am still alive. After the collapse of my tower, I found it rather impossible to escape, and instead decided to try and wait for a rescue, rather than use my magic to attempt to force my way out, which might bring the whole tower down on my head! A most unpleasant prospect to be sure.

Over the past few weeks, I have started to worry that my rescue may not come, or rather that it might not come in time to find me before my meager supply of food runs out. This kitchen upstairs provides some sustenance, but not enough I am afraid. So, I have instead decided to go into a long sleep and wait for rescue.

Worry not! This is no ordinary sleep, but one made permanent though the use of magic and careful alchemy. I have sealed myself in vault below, behind several wards and barriers.

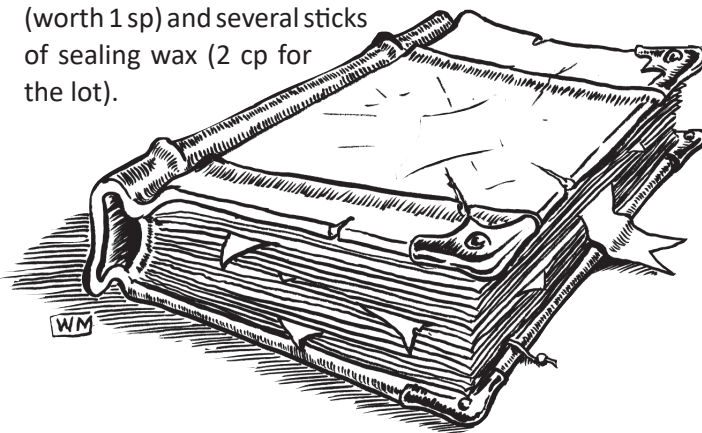
If you could be so kind, please come rouse me from my sleep. You will need to bring my signet ring from up in the bedroom of the tower. Then approach the pool in the laboratory and pull the concealed lever hidden underneath the blue edge stone. That will open the way to the vault door!

I look forward to thanking you in person!

Wolfren

Library The books in this chamber are in far better shape than those in the main library, being protected from moisture and rot. The books here almost entirely deal with arcane theory and research and many of them were written by Wolfren or were a collaboration with him and another scholar. Anyone spending an hour referencing this library before trying to recall knowledge about an arcane subject gets a +2 item bonus to the check. The library is quite valuable, but it would need to be sold to a dedicated buyer interested in the entire collection. Selling individual books is a level 8 downtime activity to earn income.

Desk In the drawers of the desk, there are only a few things of value. An old fountain pen that belonged to Wolfren worth 5 gp (purchased by the town). A very old pouch of tobacco. While the tobacco is long ruined, the pouch is finely made of well-oiled leather and it is worth 5 sp. In the bottom drawer is 20 sheets of vellum and ink (worth 1 sp) and several sticks of sealing wax (2 cp for the lot).



Area 17: Vault Door

The vault door is technically in area 14, hidden at the bottom of the pool, but it is very cleverly made and almost impossible to find without the clue given by Wolfren in his journal in area 16. A DC 30 Perception check spots the faint outline. Along the outside of the pool, the edge stones are of various colors. One of these stones is blue, and it can be lifted up on a concealed hinge revealing a small lever. When the PCs pull the lever, read or paraphrase the following to them.

Quite suddenly there is a distant grinding noise and with a slosh, the water quickly begins draining from the pool. Rising up from the bottom of the pool is a set of stairs that eventually comes up to just below the level of the floor of the laboratory, making an easy way to reach the bottom. Once the water drains, a crack appears on the north wall of the pool, outlining a door that silently slides open, revealing a passageway below!

At the bottom of the pool is a door that leads to Wolfren's Vault. Once it has been opened, the pool does not refill until the door below is closed again. Beyond the doorway is a short hallway that leads to a magically warded iron door. It does not have a handle, but there is a small indent where the handle should be. As they approach, Wolfren's voice again calls out from the darkness. "Tread carefully for this area is carefully guarded by my most powerful spells. If you wish to enter my vault, please present the proper item to the vault door."

Conclusion

Until they find Wolfren's signet ring, they cannot open the vault door and proceed further into the depths of the dungeon. The ring is nowhere to be found in the dungeon itself, the PCs will have to search the town of Wyrmbone to find clues as to its whereabouts. When the PCs return to the surface after having found the Vault, read or paraphrase the following to them.

Returning to the surface, you find Lieutenant Havenock and the blue banners waiting for you, eager to hear your tale. What if Wolfren is still alive, sleeping away the centuries deep beneath the streets of Wyrmbone? Without the wizard's missing ring there is no way to know for certain, but you can be sure that the town council is going to want to find out. Perhaps then you can truly determine Wolfren's fate.

This concludes part one of the Eventide introductory adventure, Wolfren's Fate. The next part takes the PCs on an urban adventure, as they explore the town to find clues about the missing ring, navigate the various factions in town, and deal with a sinister cult of assassins, desperate to foil their quest. All this and an annual celebration await them in part 2 of this adventure.



Appendix A

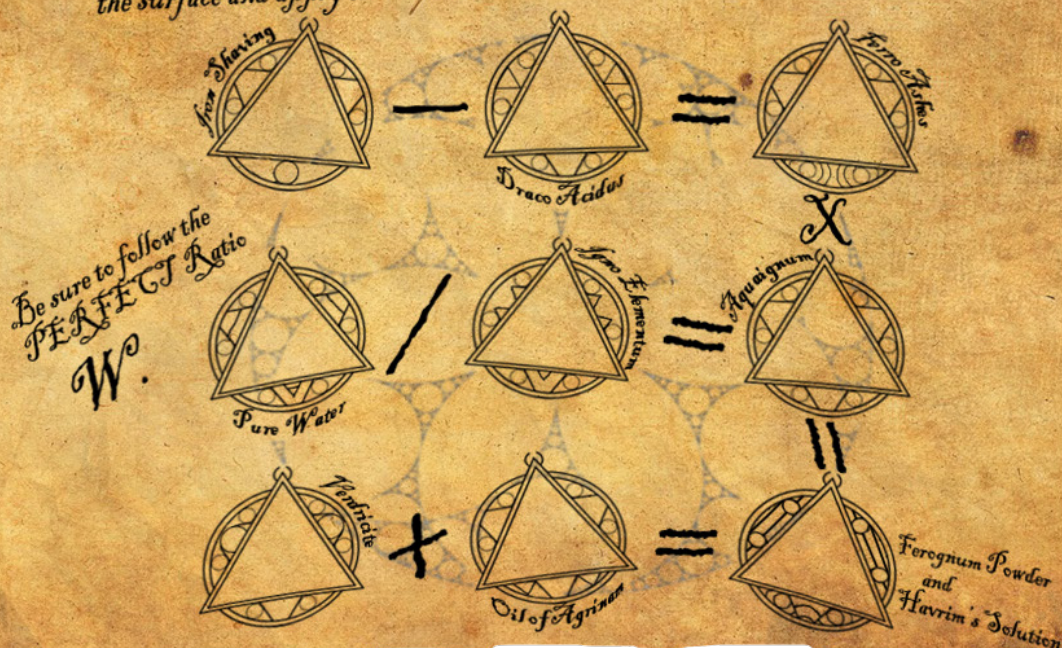
Formula 14 Handout

Solution 14

Amber casement can only be safely dissolved with a balanced compound of Havrim's solution mixed with an equal amount of ferognum powder, the latter being more complicated to create. Importantly, the ratio of the ingredients is critical, as the alchemist must apply the perfect ratio to the concoction. I am sure that I do not need to remind you that the perfect ratio requires a measured portion of ingredients from 1 to 9, by weight, with no weight begin repeated except for the final two ingredients, which must be equal. The formulae for ferognum powder is as follows:

1. Reduce iron shavings with draco acidus to create ferro ashes.
2. Next divide an amount of pure water by applying igno elementum, which I am sure you know will leave you with aquaignum.
3. Finally, mix the ferro ashes and the aquaignum to create ferognum powder. I warn you, these two will multiply each other in an explosive reaction, becoming greater than their sum.

By comparison, Havrim's solution is simple to make. Simply add powdered verdricite to oil of agrinam. Remember that verdricite is always the smaller ratio. If you followed the ratio correctly, you should have the same amount of Havrim's solution and ferognum powder. To dissolve the casement, simply sprinkle the power on the surface and apply the solution.



Appendix B

Wolfren's Journal Handout

Salutations,

Allow me to begin by expressing my gratitude that you have found this journal. I hope it was not too much trouble to make your way down here, into the depths of my laboratory. As I am sure you are aware, I have been trapped down here for some time and without any practical means of escape, this missive was my only way of speaking to you.

I am alive.

Or rather, I hope that I am still alive. After the collapse of my tower, I found it rather impossible to escape, and instead decided to try and wait for a rescue, rather than use my magic to attempt to force my way out, which might bring the whole tower down on my head! A most unpleasant prospect to be sure.

Over the past few weeks, I have started to worry that my rescue may not come, or rather that it might not come in time to find me before my meager supply of food runs out. This kitchen upstairs provides some sustenance, but not enough I am afraid. So, I have instead decided to go into a long sleep and wait for rescue.

Worry not! This is no ordinary sleep, but one made permanent through the use of magic and careful alchemy. I have sealed myself in vault below, behind several wards and barriers.

If you could be so kind, please come rouse me from my sleep. You will need to bring my signet ring from up in the bedroom of the tower. Then approach the pool in the laboratory and pull the concealed lever hidden underneath the blue edge stone. That will open the way to the vault door!

I look forward to thanking you in person!

Wolfren

Appendix C

New Monster

Shadow Hunter

Moving with the grace of a lean predator, this creature is roughly in the shape of a panther, but its form is blurry and indistinct, like a drop of ink in turbulent water. Tendrils of shadow wrap around it and reach out toward anyone who draws near, while it scans the area with eyes that look like pools of midnight.

Native to the plane of shadow, these creatures are stealthy predators, capable of hunting down and swallowing up their prey in a storm of darkness and life draining tendrils. While one alone can be deadly, they are known to hunt in packs, keeping to the shadows until it is time to strike, when one of their number will emerge to draw focus, allowing the rest of the pack to attack from the flanks.

Shadow hunters are related to shadow terrors, and some believe that once a hunter has taken enough life force from its prey, it slowly grows, gaining additional powers and a feral intelligence, turning it into a terror.

Shadow Hunter

Creature 3

CE, MEDIUM, INCORPOREAL, SHADE

Perception +10; greater darkvision

Skills Acrobatics +9, Stealth +11, Survival +9

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

AC 19; **Fort** +7, **Ref** +11, **Will** +8

HP 32; **Immunities** negative; **Resistances** all 5 (except force, ghost touch, or positive; double resistance against non-magical); **Weakness** light anathema

Light Anathema An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow hunter and the damage bypasses the hunter's resistances

Speed 40 feet

Melee ♦ bite +11 (finesse), **Damage** 2d8 negative damage and 1 persistent bleed

Melee ♦ shadow tendril +11 (agile, finesse, magical, reach), **Damage** 2d6 negative damage

Behind the Eyes ♦ A shadow hunter can use its tendril to probe the eyes of a helpless or restrained creature. This causes dark shadows to swim through the creature's sight for 1 minute, causing it to treat all other creatures as concealed. After 1 minute these shadows fade, but they leave a lingering

effect. Whenever the creature is within 1 mile of the shadow hunter, it can spend an action to see through the creature's eyes until the start of its next turn. It can only ever have one such bond at a time and the bond fades immediately if it uses this ability again. It can otherwise be treated as a curse and can be counteracted as such (as a 2nd level spell).

Stalk in Darkness A shadow hunter can use Stealth to Hide whenever it is in darkness or dim light, even if it does not have cover or concealment. Whenever it Sneaks in darkness or dim light, it receives a +2 circumstance bonus to the check.

Storm of Shadow ♦♦ (darkness, negative) With a shudder of concentration, the shadow hunter unleashes a storm of shadows that erupt from it in a 20-foot burst. Until the end of its next turn, the area is shrouded in darkness and any creature that starts its turn in the area takes 2d6 negative damage (DC 17 basic Fortitude save). As part of using this ability, the shadow hunter can Stride and attempt a Stealth check to Hide. The storm lasts until the end of its next turn and once it ends, it cannot be used again for 1d4 rounds. This darkness snuffs out any nonmagical light in the area and attempts to counteract any magical light when created (as a 3rd level spell).

Appendix D

The following summaries are presented to help GMs catalog and mark the accomplishments of the PCs during this part of the adventure. GMs should feel free to adjust these rewards as necessary to better fit the events of the game.

Experience Point Awards

These awards assume the part is 1st level characters. The maximum amount of XP awarded for this part of the adventure is 582 XP.

Returning to the Tower

Gain access to the tower (story award) 30 xp

Area 11

Learn about the displays (story award) 30 xp

Survive the reflection wards 10 xp

Treated as story reward

Learn about the symbols (story reward) 10 xp

Or notice it is gone later

Area 12

Deal with brown mold (Lv 2 Hazard) 12 xp

Defeat cave fisher (Low Encounter) 60 xp

Area 13

Defeat the rats (Moderate Encounter) 80 xp

Area 14

Destroy the oozes (Moderate Encounter) 80 xp

Create Formula 14 (Complex puzzle) 80 xp

Survive Shadow Hunter (Moderate Encounter) 80 xp

Area 16

Find Wolfren's message (Story reward) 30 xp

Area 17

Find the Vault (Story reward) 80 xp

Treasure List

As with the first floor of the dungeon, some of the loot from this floor is purchased by the town for the price listed. The PCs cannot keep it without subterfuge of some kind. Note that salvaging books from the main library (areas 11-13) is a level 4 Earn Income downtime activity. Salvaging books from Wolfren's Study (area 16) is a level 8 Earn Income downtime activity.

Area 9

Serving set (2 gp total)

Area 11

Cracked silver mirror (5 gp)

Scroll of comprehend languages (lv 3 consumable)

Scroll of darkvision (lv 3 consumable)

Area 12

Dwarven waraxe of fine make (15 gp)

Area 13

Wand of burning hands (lv 3 permanent)

Grimoire of insight (lv 2 permanent)

3gp, 3sp, 2cp

Area 14

Alchemist's lab, expanded (55 gp)

Area 15

Alchemical reagents (20 gp)

Or alchemical items worth 100 gp over time

Alchemical items

(7 lv 1 consumables, 2 lv 3 consumables)

Scroll of mending (lv 1 consumable)

Scroll of unseen servant (lv 1 consumable)

Enchanted quicksilver, lesser (40 gp)

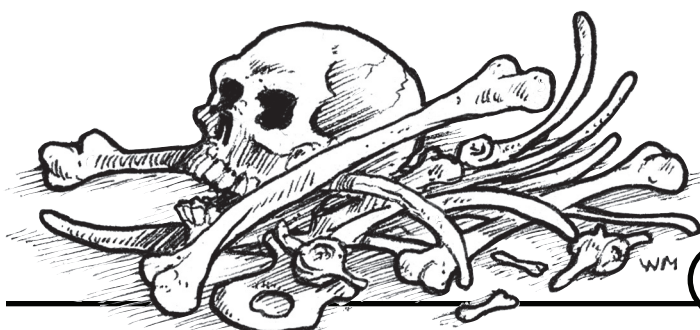
Area 16

Wolfren's fountain pen (5 gp)

Leather pouch (5 sp)

Vellum and ink (1 sp)

Sealing wax (2 cp)



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a

challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Wolfren's Fate, Part 1, Session 2 © 2022 Minotaur Games;
Authors: Jason Bulmahn.

This PDF is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Minotaur Games game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder to learn more about Pathfinder.