

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-16

Levels 5-8

FREEDOM FOR WISHES

By Jessica Redekop



AUTHOR

Jessica Redekop

DEVELOPMENT LEAD

Thurston Hillman

ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

DESIGN LEAD

Mark Seifter

EDITING LEAD

Kieran Newton

EDITOR

Kieran Newton

COVER ARTIST

Sebastian Rodriguez

INTERIOR ARTISTS

Marko Horvatin, Kurt Jakobi, and Sebastian Rodriguez

CARTOGRAPHER

Jason Engle

ART DIRECTION

Tony Barnett

GRAPHIC DESIGN

Tony Barnett

ORGANIZED PLAY MANAGING DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

FREEDOM FOR WISHES

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat: Haunted House* and *GameMastery Map Pack: Palace*

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/>.

SUMMARY

The government of Sedeq calls on the Pathfinder Society to enter and explore the manor of the infamous slaver, Corvius Vayn. After a preliminary investigation outside the manor, the PCs enter the Vayn estate, where swarms of elemental creatures conjured to the Material Plane by Corvius' vengeful genies attack them. The PCs continue to explore the manor and uncover more damage from the genie's wishcrafting magic. They eventually rescue Vayn's panicked servants and the guests of his party. During their search, the PCs have the opportunity to capture or defeat an enraged Corvius, before finally confronting and defeating Perizia, a marid seeking retribution for Vayn's flagrant abuse of geniekind.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 5–8



PLAYERS: 3–6



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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ADVENTURE BACKGROUND

The Padishah Empire of Kelesh was built upon the shoulders of genies that Keleshite magicians summoned, bound, and sealed. The most accomplished of the genie binders was Sulesh the Great, who is now long dead, but his grim legacy lives on through his works and techniques. To this day, genie binders still use Sulesh's practices to compel genies to serve against their will.

Corvius Vayn is a genie binder and slave merchant operating out of the city of Sedeq. He's tremendously well-connected across Qadira, the Padishah Empire's westernmost province. These connections, together with the reality-shaping magic of genies, have granted him significant social and political power. Vayn has also crossed paths with the Pathfinder Society on a handful of occasions; he was a contact of disgraced former Venture-Captain Phlegos Dulm, and Pathfinders sought his assistance in locating Phlegos after the venture-captain betrayed the Society (detailed in *Pathfinder Society Scenario #10-21: Slaver's End*).

The high society of Sedeq's noble class knows Corvius Vayn for the extravagant parties he holds at his estate. During Vayn's most recent party, a noble marid genie twisted a poorly phrased wish, warping the manor and summoning a mercurial genie named Perizia, who Perizia quickly took over the manor. She imprisoned the guests and used them to torture Corvius, creating havoc with her magic.

Corvius Vayn and his guests and staff have now been trapped in the estate for three weeks, suffering at Perizia's whims. Uncertain of what happened and afraid of retaliation from Corvius or his bound genies, Sedeq's government reached out to the Pathfinder Society for help. Given the strange nature of the event, the government believes the Society is uniquely suited to solve this dangerous situation. It's up to the PCs to enter the estate and save those trapped inside.

GETTING STARTED

The adventure begins with the PCs arriving in the Qadiran city of Sedeq. They recently received a letter

WHERE ON GOLARION?

Freedom for Wishes takes place in the Qadiran city of Sedeq, a port settlement on the southwestern coastline of the Alavah Peninsula. More information on the nation of Qadira can be found on page 54 of the *Pathfinder Lost Omens World Guide*.



from Venture-Captain **Esmayl ibn Qaradi** (NG male human aristocrat) asking that they travel to Sedeq and explore the manor of Corvius Vayn, an infamous slaver and genie binder the Pathfinder Society has encountered before. A new Pathfinder lodge is under construction near Sedeq but it's not yet ready, so Esmayl oversees the mission from the capital city of Katheer. This mission stands to influence much of the new lodge's fate.

Provide the PCs with **Handout #1: Letter from Esmayl ibn Qaradi** and allow them to introduce themselves to each other as they assemble within Sedeq.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check to Recall Knowledge knows more about Corvius Vayn, his place in Sedeq's society, and the types of parties he typically holds. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

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Critical Success Corvius has a reputation for frivolity with his many bound genies, using them to entertain his friends and guests with wishes and illusions. He's known to keep both genies and geniekin in his home as personal servants. The PCs gain a +1 circumstance bonus on Diplomacy or Intimidation checks to negotiate with Corvius Vayn in area C.

Success Corvius Vayn is a slave merchant and genie binder living in Sedeq. He's tremendously connected in Qadira, particularly with those in the slave business, but he wields great social power and influence with all the nation's wealthy elite. Corvius is notorious for the many genies he keeps in under his power, and Sedeq's city guard likely don't want to enter the manor because they fear the power of those genies.

Critical Failure Corvius' reputation as a genie binder is overblown, born from his habit of keeping geniekin servants in his home.

ARCANA OR LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Arcana or relevant Lore check to Recall Knowledge (such as Genie Lore or the Lore skill for one of the Elemental Planes of Air, Earth, Fire, or Water) knows more about genies and wishcrafting. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

Critical Success Genies abhor being bound and forced to serve mortal masters. Though many respect genie binders for the sheer power necessary to control such beings, a genie never serves their master willingly. A genie who detects weakness in their master will seize any opportunity to punish and destroy their controller. The PCs gain a +1 circumstance bonus on Will saves to disbelieve the hallucinatory terrain illusion in area D.

Success Genies are powerful creatures native to the elemental planes that rule massive elemental kingdoms in the Planes of Air, Earth, Fire, and Water. These elemental planes

are some of many realities that exist alongside the more familiar reality of the Material Plane. Spellcasters from the Material Plane conjure and bind genies to leverage their magical power, especially the ability of noble genies to grant wishes. A genie's wish is dangerous and must be phrased precisely, lest it be twisted by a vengeful genie to harm the wishmaker.

Critical Failure Genies are generous and benevolent elementals who grant wishes to mortals as rewards for their aid, always fulfilling such wishes as accurately as possible.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available at the adventure's start.

DEBT TO CORVIUS LEGACY BOON

If any of the players possess the Debt to Corvius Legacy Boon from *Pathfinder Society Scenario #10-21: Slaver's End*, the PCs receive a note from veteran Pathfinders with information about Corvius and advice to seek out his servant Murad if they need help while in the estate. They receive an automatic critical success on the Society check above to know more about Corvius Vayn, and on their Diplomacy check to request assistance and healing from Murad (page 10).

OUTSIDE THE MANOR

As the PCs approach the estate, a boisterous crowd surrounds the manor grounds.

In addition to onlookers hoping for strange sights, the crowd also consists of the family and friends of those trapped inside and slighted aristocrats who didn't receive an invitation to the party and are now reveling in Corvius's predicament. The local guard commander, **Suada Al-Sabri** (LG female human guard) keeps the peace and watches the manor gate, which is sealed shut. Soldiers posted around the clock ensure no one enters by climbing the exterior fence.

The PCs can canvas the crowd for information on what has happened outside the manor with a successful DC 18 Diplomacy check to Gather Information (DC



ESMAYL IBN QARADI

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20 for Levels 7–8). The crowd doesn't understand all of what they've seen, but they tell the PCs that the problem began three weeks ago and describe some of the strange creatures and magical effects they've seen. PCs trained in Arcana or a Lore skill tied to the Plane of Air, Earth, Fire, or Water recognize some of what the crowd describes, identifying the described creatures as mephits and air elementals, and the descriptions of lights and sounds as energy leaking directly out of the Elemental Planes.

In addition to gathering information from the crowd, the PCs can also ask Commander Suada Al-Sabri for more information about their mission.

Who is Corvius Vayn? Suada frowns distastefully before mastering her expression and forcing herself to answer in a neutral tone. "A very wealthy man I hope you will help me arrest. I've heard he has dozens of genies locked away in lamps and jewels to do his bidding. Between his magical and mercantile wealth, Corvius Vayn is a man accustomed to getting his own way. He may be hearing 'no' for the first time from us today, if your mission goes well."

What happened here? "Three weeks ago, Corvius Vayn hosted an exclusive party in his manor. He has a reputation for bringing his genies out of their bottles at his parties, to grant wishes and perform other magics for his guests, but I'd never believed those stories before now."

How many people were at Corvius' party? "Thirty people have been reported missing after attending the party, not including Corvius himself. But that's far from the full picture. The numerous servants and slaves who live at the estate aren't included in these reports."

Why haven't the guards entered the estate? "I assure you, Pathfinders, we tried. I do not tell you lightly that this task is beyond us. About a dozen of my command died on those grounds before we called you—some burned alive, others suffocated spontaneously where they stood. I cannot tell you anything more of what's happening within the estate because I simply do not understand it."

When the PCs are ready, Suada opens the gate and allows them into the manor.

A. VAYN ESTATE

From the outside, the Vayn estate looks unchanged and almost normal, with the exception of the occasional belch of mephits or rainbow of lights cascading the sky above. The manor grounds remain relatively untouched by the chaos wreaked within. Read or paraphrase the following.

Tall stone walls with an iron gate surround the Vayn estate. Within, fruit trees, flowers, and fountains fill the grounds.

Manicured stone paths lead to the house and to each individual outdoor area. There are gazebos of various sizes, a stream, and a large fish pond. The manor itself is two stories tall and made from red adobe bricks. Windows of various sizes dot the walls, along with balconies small and large. The manor has a disjointed silhouette, as if the architect attempted to fill a single building with the dominant feature of every palace and castle they had ever seen, each now fighting with each other to be the focal point of the finished estate. A pair of ornate stone staircases guide the way to the manor's main entrance.

If the PCs explore the grounds or look in the windows before entering the estate, they see shadows moving inside but are unable to make out specific creatures. Some rooms look like lavish but ordinary dining or sitting rooms, while other windows seem to peer into verdant jungles, sandy beaches, or underwater vistas. Wishcrafting magic prevents the PCs from breaking through or entering through any of these windows; they must use the main entrance to get inside.

A1. FOYER

MODERATE

Hundreds of small, winged creatures burst forth, screeching and flapping their wings. Gusts of different elemental energies arc away from and between the creatures. On the other side of the door, the foyer of the Vayn estate is in complete disarray. Glowing cracks in the fabric of reality fracture the walls and floor, leaking flame, water, and electricity into the space.

Use the map on page 6 for this encounter.

Creatures: When the PCs open the door to enter the estate, several swarms of small mephits surge out and surround them. The PCs might still be outside the manor on the stone deck or stairs while they fight off the swarms. The mephit swarms fight with each other as much as the PCs and make no effort to avoid hitting other mephit swarms with their breath weapons.

Hazards: Reality has split open inside the foyer, and planar fissures leading into the elemental planes dot the walls, floor, and ceiling. The planar crack hazard occupies the full area of the foyer, but doesn't extend to the deck or stairs outside.

LEVELS 5–6

MEPHIT SWARMS (2)

CREATURE 3

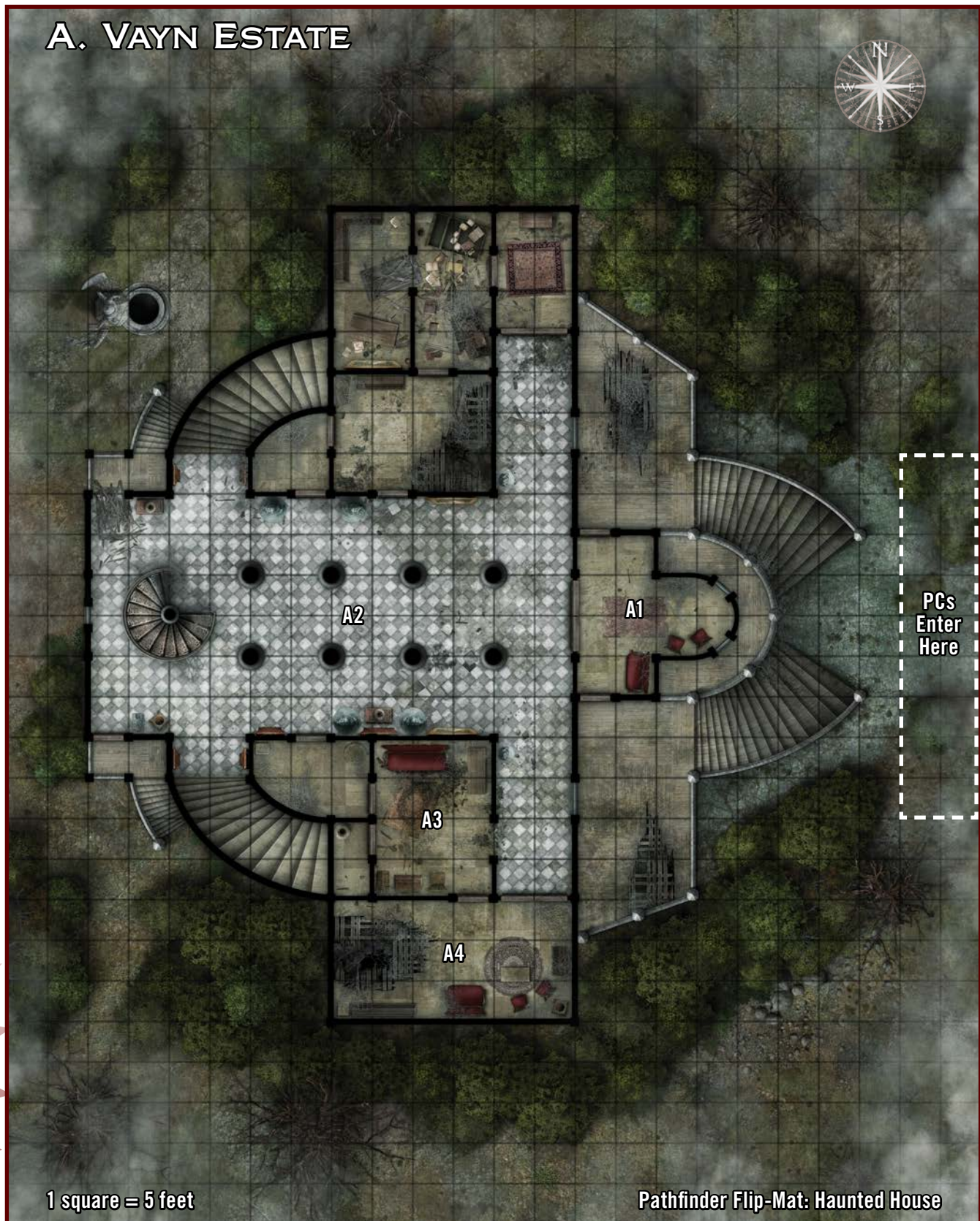
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PLANAR CRACKS

HAZARD 5

Page 14

FREEDOM FOR WISHES



FREEDOM FOR WISHES

LEVELS 7–8

MEPHIT SWARMS (2)

Page 20

CREATURE 5

PLANAR CRACKS

Page 20

HAZARD 7

Reward: After the battle, the PCs find glowing orbs of pure, crystallized elemental energy that can be used as alchemical components; these are worth a total of 40 gp (90 gp for Levels 7–8).

A2. MAIN HALL

The large double doors of the main hall open to a sandy beach oasis, complete with palm trees and a desert spring. Destroyed furniture and old food litter the ground, but the sky is clear above and the water glistens in the warm sunlight. Pillars, doors, and the stairs of the house all remain, disrupting the beach and drawing attention to the strangeness of the sight.

The large main hall was transformed during the party into a beautiful beach oasis for the guests to enjoy. The dead bodies of seven guests who were killed when Perizia arrived float in the spring at the center of the room. A PC who succeeds at a DC 20 Survival check to Track (DC 23 for Levels 7–8) finds evidence of survivors fleeing both upstairs and toward the sitting room (area A3).

A3. SITTING ROOM

A dozen disheveled, unwashed people huddle in this small sitting room together. Most of the furniture is damaged, including several smashed cupboards that were previously used to barricade the doors. The survivors' relief is immense when they see you at the door, as if they expected and feared someone else would be there.

A total of 13 survivors huddle together in this room. Below are three of the most notable and vocal survivors. A prior wish refills a silver plate filled with party dainties every 30 minutes, which is how the guests have survived—and why they've vowed never to partake in party food should they make it out.

Dima Jamila-Nur-Hir (NE female human socialite): Dima is a charming and stylish young woman accustomed to receiving lots of attention. She's a dilettante with many hobbies, including painting, singing, and reading, but her chief occupation is gossip. Dima takes great pride in knowing what the other guests wished for and has been lording Kala's wish over her for weeks.

Fasiel ibn Sazadin (NE male human aristocrat): Fasiel is an aspiring genie binder. He came to the party determined to convince Corvius to take him on as an apprentice, and current events have only made him more eager to learn.

Kala Al-Amin (CN female human merchant): Kala is a wealthy merchant, though she does little other than manage people who manage people who import and export goods produced by other people. Kala was responsible for the wish that summoned Perizia to the estate, asking one of the genies for a dance partner to sweep her off her feet. She's struggling to accept and understand the destruction and death that came from her wish and is currently in denial that it occurred at all.

QUESTIONING THE GUESTS

The surviving guests eagerly talk about themselves and the hardships they've undergone trapped within the manor, but they have little concept of what information would help the PCs. They're interested in getting out of the manor more than they are in helping to save Corvius Vayn or any of his servants or slaves. Some of the questions the PCs might ask the guests and their answers can be found below.

What happened here? Dima scoffs at the question, "The worst party of my life is what's happened here! I was supposed to get one of those pastries I had as a child in Absalom. Instead, I've been imprisoned here with these unfashionable fools for time immeasurable! The noises those screeching flapper demons make, I cannot even begin to describe to you. Honestly, I should have known what would happen by just looking at the guest list. Corvius invited the riff raff. The riff raff have no idea how to ask for what they want! All of this is Kala's fault, all of it. That horrible blue woman is here for her, after all."

Blue woman? "One of the genies," Fasiel explains. "Her name is Perizia. She isn't one of Corvius' genies, though. She's here of her own accord, to punish him, or to punish us, or something. Sometimes she comes down here and offers us more wishes, but the wishes are all torture and pain. Rashid tried to wish his way out of here and she freed him from his body and this mortal plane entirely—he's dead. Genies simply cannot be trusted to act of their own wills."

Who else is still on this floor? "Oh, be careful of the next room!" Kala warns, pointing to the south door to the drawing room. "The air is thick and wrong. Nadia wished for something beautiful to take her breath away and so many people died. How I have survived this hardship, sometimes I wonder at it! Truly, I think none have suffered as I do."

FREEDOM FOR WISHES

Development: With the mephitis swarms in the foyer defeated, the PCs can escort the survivors out of the manor and into the temporary custody of the town guard.

A4. DRAWING ROOM MODERATE

This small drawing room is heavy with a thick, oppressive blanket of foul-smelling smoke. The furniture and curtains are smashed, shredded, and smoke-stained. The bodies of three well-dressed people lay unmoving on the floor. The smoke begins to move toward the open door, coalescing into several humanoid forms.

The floor of the drawing room is filled with broken furniture and is difficult terrain. Use the map on page 6 for this encounter.

Creatures: A reclusive air elemental known as a belker, summoned to the party by a guest's wish to have their breath taken away, waits in the drawing room alongside a pair of water elementals known as mist stalkers. Perizia ordered the elementals to leave the remaining guests alive, so they stalk the halls and adjoining rooms to keep the survivors trapped in the sitting room. The elementals have no orders forbidding them from killing the PCs, however, and they attack the PCs as soon as they become aware of them.

LEVELS 5-6

WISHBOUND MIST STALKERS (2)	CREATURE 3
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WISHBOUND BELKER	CREATURE 5
Page 15	

LEVELS 7-8

WISHBOUND MIST STALKERS (2)	CREATURE 5
Page 21	

WISHBOUND BELKER	CREATURE 7
Page 21	

REMAINDER OF THE MAIN FLOOR

The remaining rooms on the main floor contain no additional creatures or surviving guests. The PCs can investigate these areas to find more signs of destruction and the decadent lifestyle that Vayn was accustomed to, but there's nothing of interest remaining on the first floor of Vayn's transfigured manor home.

Once the PCs secure the surviving guests, they can continue up to the second floor.

B. VAYN ESTATE SECOND LEVEL

B1. MELODIOUS HALLWAY LOW

The sound of eerily beautiful music cascades down the stairs from the second level of the estate, though the song plays itself with no musician. Instead, an ominous wind blows up and down the hall, creating the melody by twisting in time with the sounds, capturing paintings and vases and making them dance in an endless tempest.

The PCs likely enter this area from the main hall (area A2). From here, the PCs can continue onwards to area B2, where the servants are holed up, or use the spiral staircase that leads into the extradimensional area of area C. Use the map on page 9 for this encounter.

Hazards: The stranded melody is an air elemental known as a melody on the wind (*Pathfinder Bestiary* 2 107) that has become trapped on the Material Plane. It occupies the main hallway of the estate's second level, creating towering walls of wind and trapping the servants in the bedroom (area B2). Though this elemental is a living creature, its capture through wish magic has it act like a hazard in this encounter.

LEVELS 5-6

STRANDED MELODY	HAZARD 6
Page 16, art on page 26	

LEVELS 7-8

STRANDED MELODY	HAZARD 8
Page 22, art on page 26	

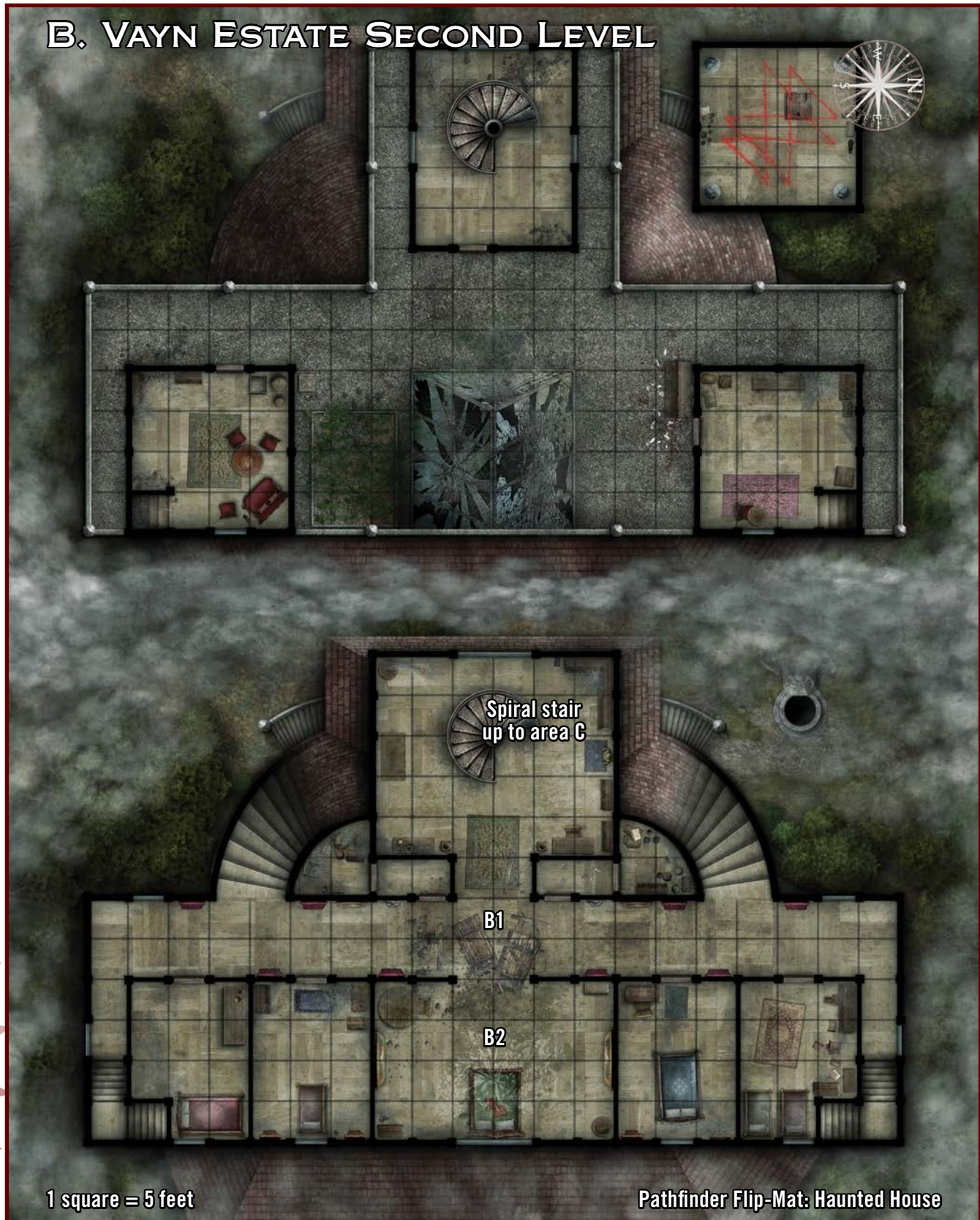
Development: Once the PCs disable the stranded melody by ushering it back home or appease it with a performance, they can safely travel the halls here. If possible, the PCs should travel to area B2 prior to heading up the spiral stairs to area C. If the PCs decide to head up the stairs first, have one of the servants in area B2 pop their head out to get the PCs attention.

B2. SERVANT'S REFUGE

When the destruction began, Corvius' indentured staff fled to the bedrooms, where they've been trapped by the stranded melody for the last week. The 10 servants are all capable and adaptable and have weathered their circumstances well, creating opportunities to scavenge food and other supplies from other areas of the estate. **Murad** (NG male human sulis servant) was quick to take

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B. VAYN ESTATE SECOND LEVEL



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charge of the situation and has become the unspoken leader of the servants, determined to help all of them survive together. Most of the servants are geniekin.

This lavish bedroom has been repurposed as a refuge for about a dozen people, many dressed in ill-fitting but extravagant clothing. Scavenged food and medical supplies are stacked in the corners of the room, which has been completely reconfigured to accommodate its new purpose.

Murad and the other servants have substantial information about what's happened in the estate and

are happy to share what they know with their rescuers. Corvius and Perizia are currently at a stalemate for control of the estate. Perizia brings small groups of prisoners up to her hall and bullies them into wishing for misfortunes upon Corvius or the other guests, while Corvius demands further wishes from his genies to maintain his footing. Both are upstairs on the third floor, a space they created with illusions and wishes.

Murad can be persuaded to use his Medicine skill to Treat Wounds on characters who succeed at a DC 22 Diplomacy check to Request (DC 25 for Levels 7–8). Characters healed by Murad recover 2d8 Hit Points with a success on their Diplomacy check, or 4d8 Hit Points on a critical success.

Rewards: If the PCs succeed at their Diplomacy check to ask Murad for help, they also receive 2 *lesser healing potions* (4 potions for Levels 7–8).

C. VAYN'S CONCEIT MODERATE

Lavish couches, chairs, and pillows fill the chambers of the upper level, each several times too large to fit within the rest of the manor. A warm fire glows in a massive fireplace, with fresh fruit and other confections laid out across tables. An old man lounges by the fire, visibly drained from the toll of the last few weeks. Tired genies of large stature in midnight robes flank him.

This area connects to the rest of the manor via the spiral stairs to the south, while the north opening leads into the extradimensional wishcrafted space. If the PCs continue down this connecting hall for about 60 feet, they reach area **D**. Use the map on page 11 for this encounter.

Creatures: Corvius Vayn and his efreet servants are exhausted from their constant trials with Perizia and the many wishes granted over the last three weeks. Corvius, ordinarily a powerful spellcaster, has been unable to rest since Perizia's assault on his estate began. He has expended nearly all his magic and is incapable of casting anything more powerful than a cantrip. His mental and physical defenses have also weakened considerably in this time.

LEVELS 5–6

BURNED-OUT EFREET (2)

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CREATURE 3

CORVIUS VAYN

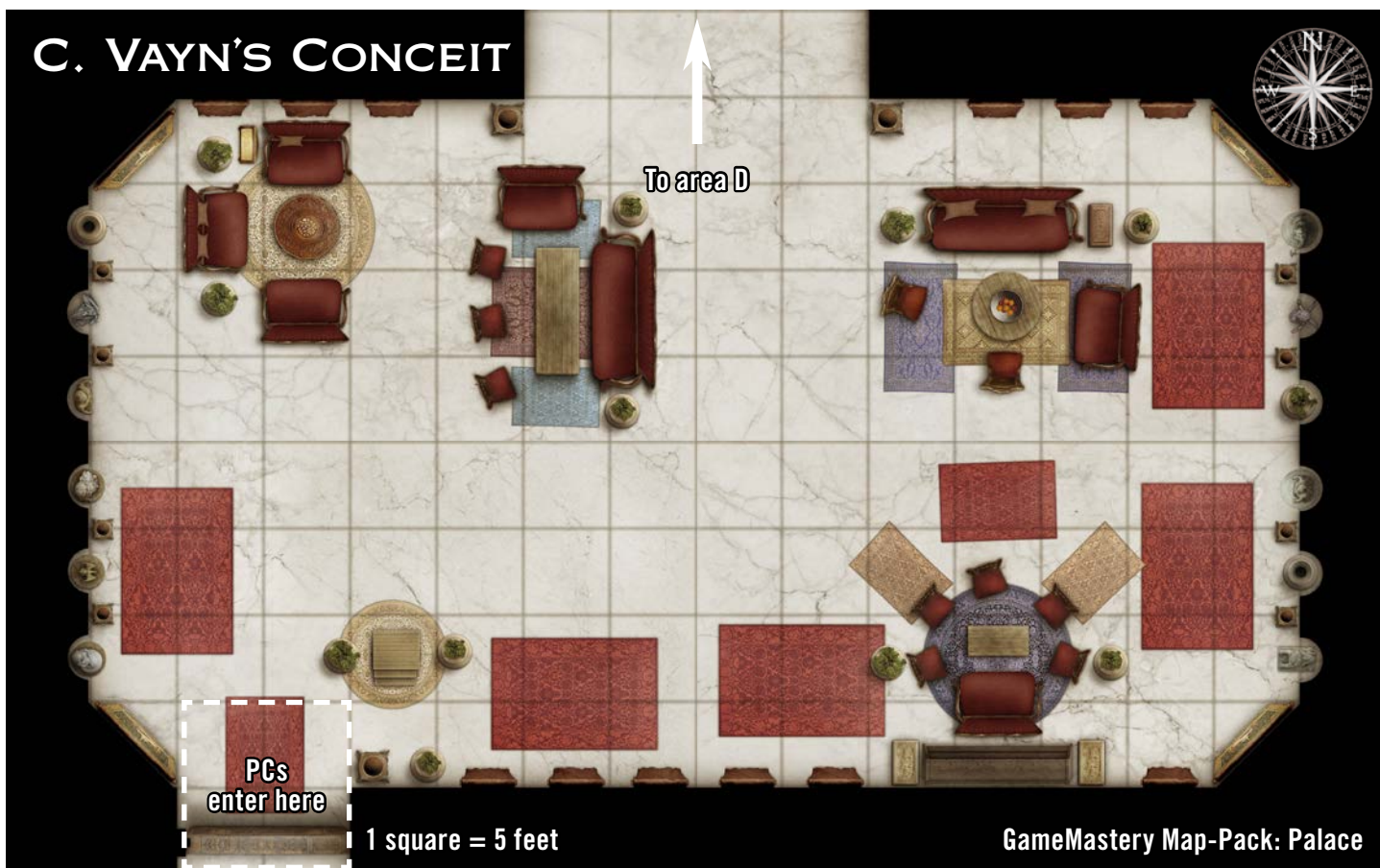
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CREATURE 4

STRANDED MELODY

FREEDOM FOR WISHES

C. VAYN'S CONCEIT



LEVELS 7-8

RUN-DOWN EFREET (2)

Page 23

CREATURE 5

CORVIUS VAYN

Page 23, art on page 26

CREATURE 6

Negotiating with Corvius: Corvius negotiates with the PCs for his peaceful surrender, provided they kill Perizia for him. He hopes that a battle with the marid genie might leave the PCs weakened enough for his efreet to overpower them, so he won't have to follow through on his end of their deal. If the PCs accept the deal and go deal with Perizia first, then this should become the final encounter of the adventure, with Corvius backing out of the agreement and commanding his efreet to attack.

To convince Corvius to surrender in good faith, or to make him uphold his deal after Perizia has been killed, the PCs must succeed at a DC 22 Diplomacy check to Request (DC 25 for Levels 7–8), or an Intimidation check of the same DC to Coerce. While both he and the efreet despise Perizia, Corvius and his allies refuse to offer the PCs any form of advance on the rewards they promise.

Corvius Vayn knows how quickly the marid turned his other servants and guests against him. He's eager to get his revenge but also realizes that the PCs are just as likely to act against him.

If the PCs slay Corvius or otherwise incapacitate the notorious genie binder, the efreet bound to his service are immediately freed. They remain invested in Perizia's complete destruction, however, and threaten to bring the full destructive power of the Dominion of Flame down upon the Material Plane in retribution if the PCs fail to defeat the marid and any of her allies from the Plane of Water. Once they've made their threats, the freed efreet return to the Plane of Fire without further incident. Luckily for the PCs (and the people of Golarion) the efreet's statements are merely empty posturing, and no planar incursion follows.

Rewards: Regardless of whether the PCs fight or negotiate with Corvius, they receive his +1 *sword cane* (*Advanced Player's Guide* 248) and several bags stuffed full of expensive, tacky décor; for Levels 7–8, the weapon is a +1 *striking sword cane*. Though Corvius's spellbook has been significantly damaged, some of its pages are still readable, including the sections that pertain to the Uncommon spell *globe of invulnerability*.

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D. THE MARID'S BALL

SEVERE

This large upper hall is an extradimensional space conjured by Perizia, the marid tormenting Corvius Vayn. The shape and size of the space remain under her direct control, and she can manipulate the length of the hall or the distance between her ballroom and Corvius' sitting room if the mood strikes her, or if she believes the PCs conspire against her in the hallway leading to her chamber.

A long, ornate hall leads away from the sitting room and into a massive ballroom with a domed glass ceiling. Hazy wisps of light float through the air, and a giant hemisphere of water occupies the center of the room. Several blue-skinned women in beautiful ball gowns dance with each other inside the water, and about ten frightened people dance with each other at the back of the chamber behind it.

One of the women in the water breaks off from the others and floats to the edge, her gown disappearing when it no longer suits her. She flashes a large, gregarious smile, and motions to join her in the water.

"Oh, hello all of you! It's so good to have new guests. May I have this dance?"

A large hemisphere of water, 60 feet wide and 30 feet tall, fills the center of the room, with Perizia and her nixies inside it. The water is an illusion, created by Perizia's *hallucinatory terrain* spell, but the PCs need to interact with it to realize that. The illusory water can't drown the PCs, but those who fail their Will save against Perizia's spell DC likely choose to hold their breaths when entering it. Use the map on page 13 for this encounter.

The illusory water is a 4th-level spell effect and can be dispelled with a successful counteract check against Perizia's spell DC. If the PCs don't discover that the water is illusory before they enter combat, provide them with **Handout #2: Underwater Rules Summary**. Though the water isn't real, the handout might prompt players into believing it is.

Creatures: An entourage of nixies from the Plane of Water accompanies Perizia. The marid is

affable and vicious, with a sweet laugh and a smile on her lips, and she delights in the work she was called to do. She brings prisoners up to her ballroom whenever the fancy strikes her, either to torment them into making wishes that hurt each other or to make them dance at her elaborate balls. 10 of Corvius's guests cower in the corners of the room.

The marid has no reason to hide what she's done in the estate from the PCs and answers any questions they ask. Her attitude is somewhat haughty, though she bears no direct malice towards the Pathfinders. Nothing they say or do—including attacking her—can sour Perizia's friendly disposition, but no matter how charming she might be, she doesn't want to leave the estate or give up any of her prisoners. If the PCs left Corvius Vayn alive in the room down the hall and try to negotiate with her, she offers to leave if they go back and kill Corvius for her, but this is a lie.

In combat, the nixies typically reserve their Grant Desire ability to heal Perizia with the highest-level *heal* spell possible (likely augmented by Perizia's own It's My Desire reaction). Perizia remains inside the watery illusion and uses its safety to her advantage, gambling that the PCs avoid it. Perizia and her nixies can assault the PCs with ranged spells from within the false water. Perizia typically throws her trident twice, then uses her Improvised Wishcraft ability. If engaged in melee range, Perizia makes ample use of her trident in addition to any magic she thinks could get her out of harm's way.

LEVELS 5-6

PLANAR NIXIES (3) CREATURE 3

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PERIZIA CREATURE 6

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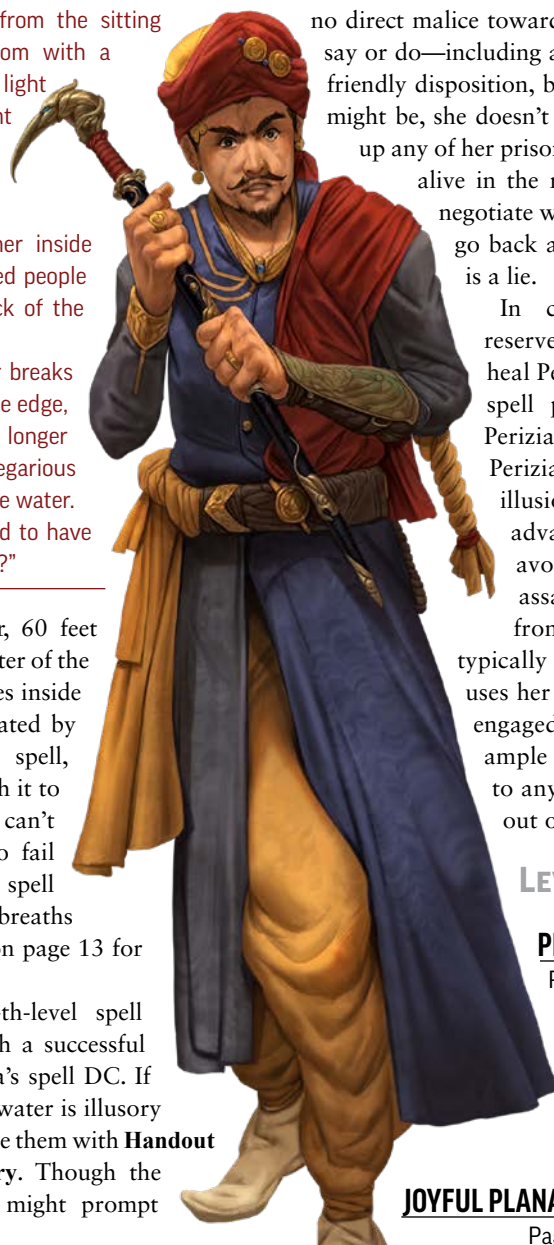
LEVELS 7-8

JOYFUL PLANAR NIXIES (3) CREATURE 5

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PERIZIA CREATURE 8

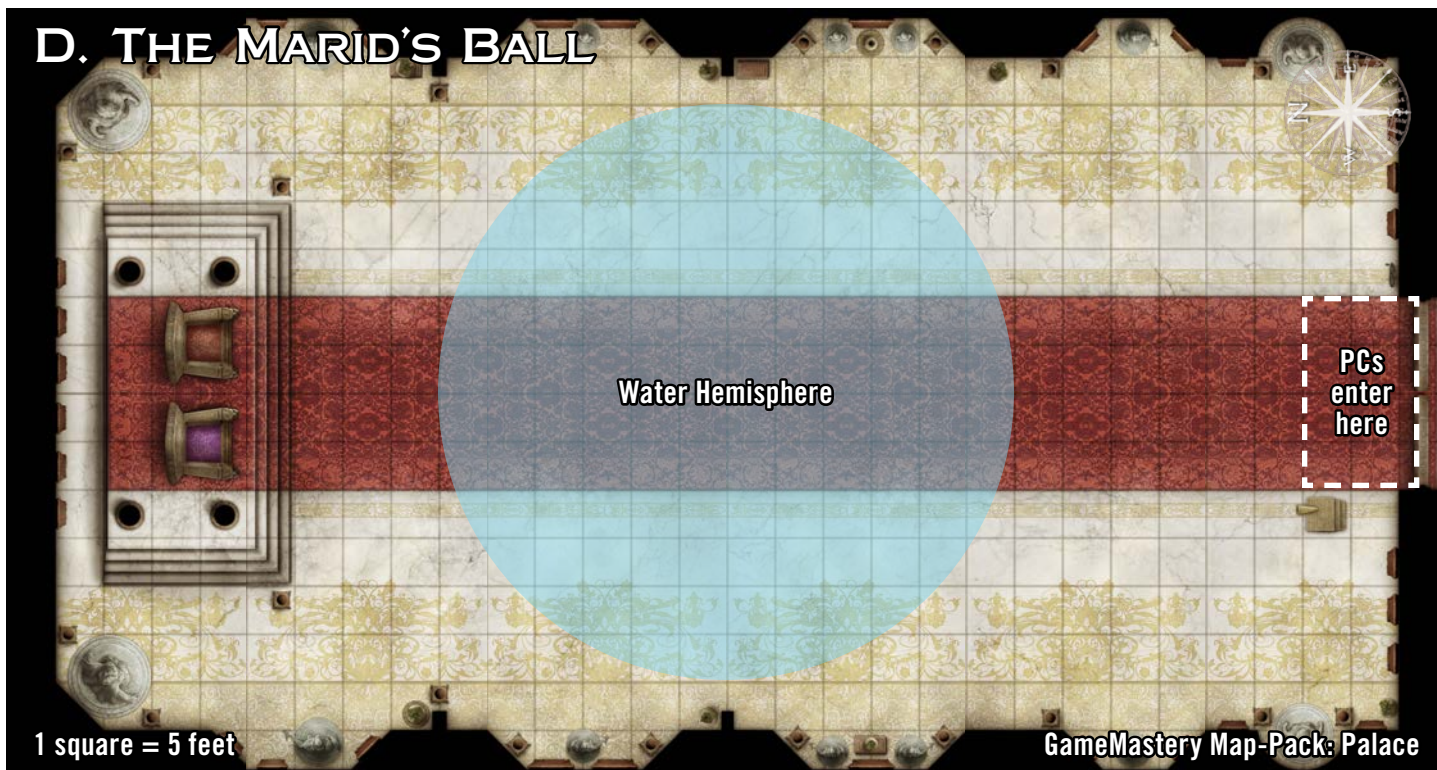
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CORVIUS VAYN

FREEDOM FOR WISHES

D. THE MARID'S BALL



Reward: After the PCs defeat Perizia and her allied planar nixies, they can recover the marid's +1 *trident* (+1 *striking trident* for Levels 7–8), as well as her copious number of trinkets and living jewelry made from planar coral and pearls.

CONCLUSION

After eliminating Perizia and either convincing Corvius to surrender or defeating him in combat, the PCs can leave the estate and report back to Commander Suada Al-Sabri. If the survivors left the estate when the PCs found them, they're outside with Suada; otherwise, the PCs escort them out now. Suada brings everyone rescued from the manor, including Corvius if he survived, into custody for questioning. Sedeq plans to hold everyone who attended the event accountable for the collateral damage caused by the party.

Only a few hours after Perizia's defeat, the wishcrafting magic begins to dissipate and the manor loses its more outlandish changes.

The Qadiran government is impressed with the Pathfinders' work resolving this issue and throw their

full support behind the new Sedeq lodge. The PCs return to Katheer and receive personal commendations from Venture-Captain Esmayl ibn Qaradi.

REPORTING NOTES

If the PCs brought Corvius Vayn out alive and turned him over to Commander Suada Al-Sabri, check box A on the reporting sheet.

PRIMARY OBJECTIVES

The PCs complete their primary objective by defeating Perizia and rescuing the surviving party guests and servants. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they complete one of the following: successfully disable the planar cracks before leaving the manor; calm or free the stranded melody, or talk down Corvius Vayn and escort him out of the manor to the authorities. Doing so earns each PC 2 Reputation with their chosen faction.

FREEDOM FOR WISHES

APPENDIX 1: 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 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).

A1. FOYER (LEVELS 5-6)

MEPHIT SWARMS (2)

CREATURE 3

UNCOMMON N LARGE AIR EARTH ELEMENTAL FIRE SWARM WATER

Perception +8; darkvision

Skills Acrobatics +10, Athletics +8, Deception +8

Languages Auran, Aquan, Ignan, Terran (varies by mephit)

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

AC 18; **Fort** +8, **Ref** +10, **Will** +8

HP 30, fast healing 2; **Immunities** bleed, paralyzed, poison, precision, sleep, swarm mind; **Resistance** physical 5;

Weaknesses area damage 5, splash damage 5

Speed 20 ft, fly 25 feet

Breath Weapon ♦♦ (acid, air, arcane, cold, earth, electricity, fire) The mephit swarm breathes energy in a 15-foot cone that deals 1d6 acid damage, 1d6 cold damage, 1d6 electric damage, and 1d6 fire damage to each creature within the area (DC 20 basic Reflex save). The mephit swarm can’t use Breath Weapon again for 1d4 rounds.

Swarming Claws ♦ Each enemy in the swarm’s space takes 2d8 piercing damage (DC 20 basic Reflex save).

SCALING ENCOUNTER A1

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

10-11 Challenge Points: Add one mephit swarm to the encounter.

12-13 Challenge Points: Add two mephit swarms to the encounter.

14-15 Challenge Points: Add two mephit swarms to the encounter and increase each mephit swarm’s Hit Points by 10.

16-18 Challenge Points (5+ players): Add three mephit swarms to the encounter.

PLANAR CRACKS

HAZARD 5

COMPLEX ENVIRONMENTAL MAGICAL

Stealth +12

Description The cracks scintillate and shift between the elemental planes, leaking perilous energy with each shift.

Disable DC 24 Thievery (trained) twice to assemble a seal using objects strongly grounded to the Material Plane, DC 22 Arcana (trained) twice to invoke incantations to seal the cracks, or *dispel magic* (3rd level, counteract DC 20) to counteract the cracks.

Elemental Surge ⤵ (arcane, evocation) **Trigger** A non-mephit creature enters the manor; **Effect** Raw elemental energy seeps into the Material Plane. The hazard rolls initiative.

Routine (one action) A surge of energy strikes a random non-mephit creature in the foyer. Roll 1d4 to determine the element of the energy surge.

1—Energy from the Plane of Air: the creature takes 2d8 electricity damage (DC 22 basic Reflex save); on a failure, the creature is pushed back 10 feet toward the entryway. The hazard gains the air and electricity traits for this round.

2—Energy from the Plane of Earth: the creature takes 2d8 bludgeoning damage (DC 22 basic Reflex save); on a failed save, the creature is knocked prone. The hazard gains the earth trait for this round.

3—Energy from the Plane of Fire: the creature takes 2d8+7 fire damage (DC 22 basic Reflex save). The hazard gains the fire trait for this round.

4—Energy from the Plane of Water: the creature takes 2d8 cold damage (DC 22 basic Reflex save); on a failed save, the creature’s lungs fill with water, making them sickened 1. The hazard gains the cold and water traits for this round.

Reset The cracks re-form after 1 hour.

FREEDOM FOR WISHES

A4. DRAWING ROOM (LEVELS 5-6)

WISHBOUND MIST STALKERS (2)

CREATURE 3

UNCOMMON NE MEDIUM AMPHIBIOUS ELEMENTAL WATER

Senses Perception +11; darkvision, mist vision

Languages Aquan

Skills Athletics +9, Stealth +10

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

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 18; **Fort** +8, **Ref** +10, **Will** +9

HP 43; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ tentacle +12 (finesse, sweep, reach 10 feet), **Damage** 2d8+2 bludgeoning plus Grab

Constrict ♦ 1d8+2 bludgeoning, DC 19

Solidify Mist ♦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 18 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

SCALING ENCOUNTER A4

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

10-11 Challenge Points: Add one mist stalker to the encounter.

12-13 Challenge Points: Increase the belker's Hit Points by 25 and add one mist stalker to the encounter.

14-15 Challenge Points: Increase the belker's Hit Points by 25 and add two mist stalkers to the encounter.

16-18 Challenge Points (5+ players): Increase the belker's Hit Points by 25. Add one mist stalker to the encounter and give all mist stalkers the elite adjustment.

WISHBOUND BELKER

CREATURE 5

RARE NE LARGE AIR ELEMENTAL

Perception +12; darkvision, smoke vision

Skills Acrobatics +13, Stealth +13 (+15 in smoke)

Languages Auran

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

Wishbound Vision The belker is accustomed to working together with the mist stalkers and ignores the concealed condition from both smoke and mist.

AC 23; **Fort** +11, **Ref** +15, **Will** +10

HP 60; **Immunities** bleed, paralyzed, poison, precision, sleep

Smoke Form The belker can occupy the same space as other creatures.

Speed 25 feet, fly 40 feet

Melee ♦ claw +15 (agile, finesse), **Damage** 2d10+3 slashing

Melee ♦ wing +15 (agile, finesse, reach 10 feet), **Damage** 2d8+3 bludgeoning

Noxious Fumes ♦♦ **Requirements** The belker is occupying the same space as a Medium or smaller creature; **Effect** The belker attempts to flow into the creature's lungs; the creature must attempt a DC 21 Fortitude save. On a failure, the creature partially inhales the belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the belker by spending an action coughing and succeeding at a DC 21 Fortitude save. Most of the belker remains outside the creature, so the belker can still act normally. If the belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.

Smoke Slash ♦ **Requirements** The belker is partially inhaled by a creature; **Effect** The belker automatically deals its claw damage to the inhaling creature by forming a claw to slash and scrape the creature from within.

FREEDOM FOR WISHES

B3. MELODIOUS HALLWAY (LEVELS 5-6)

STRANDED MELODY

HAZARD 6

COMPLEX ENVIRONMENTAL MAGICAL

Stealth +15 (expert)

Description Planar winds summoned from beyond sweep through the room, song and sound carried adrift on their current. This air elemental is trapped on the Material Plane and can't escape.

Disable DC 24 Performance (expert) twice to duplicate the melody and appease the elemental, or DC 27 Arcana (expert) and then DC 24 Diplomacy (trained) to guide the elemental through a planar tear elsewhere in the manor. Each attempt to Disable the hazard requires two actions, and each successful check to Disable removes one action from the hazard's routine.

Opening Melody ➤ **Trigger** A creature enters area **B3**; **Effect** Winds surge into the room. The hazard rolls initiative.

Routine (two actions) For each action in the routine, the melody makes a solid refrain Strike against one creature in its area. This trap doesn't take a multiple attack penalty.

Ranged ➤ solid refrain +17 (range increment 70 feet), **Damage** 2d8+4 sonic

Mesmerizing Duet (arcane, auditory, enchantment, incapacitation, mental) When a creature fails a Performance check to Disable the melody, the elemental plays along before taking over the performance. Creatures in the area must attempt a DC 22 Will save to resist becoming fascinated by the melody. Regardless of the result of the saving throw, the creature is then temporarily immune to Mesmerising Duet for 1 hour.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is fascinated for 1 round; this fascination does not end when the creature or its allies take damage from the hazard.

Critical Failure The creature is fascinated for 1d4 rounds; this fascination does not end when the creature or its allies take damage from the hazard.

Reset The melody remains for 1 minute, after which it disperses into several holes in the walls. It returns after an hour unless disabled.

SCALING ENCOUNTER B1

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

10-11 Challenge Points: Increase the DC of checks to Disable the hazard by 1, and increase the hazard's damage by 2.

12-13 Challenge Points: Add one action to the hazard's routine. Disabling the hazard requires three Performance checks, or an Arcana check followed by two Diplomacy checks.

14-15 Challenge Points: Increase the DC of checks to Disable the hazard by 1 and increase the hazard's damage by 4. Add one action to the hazard's routine. Disabling the hazard requires three Performance checks, or an Arcana check followed by two Diplomacy checks.

16-18 Challenge Points (5+ players): Increase the DC of checks to Disable the hazard by 2, the hazard's attack bonus by 2, and the hazard's damage by 4. Add one action to the hazard's routine. Disabling the hazard requires three Performance checks, or an Arcana check followed by two Diplomacy checks.

FREEDOM FOR WISHES

C. VAYN'S CONCEIT (LEVELS 5-6)

BURNED-OUT EFREET (2)

CREATURE 3

UNCOMMON LE LARGE ELEMENTAL FIRE GENIE

Perception +8; darkvision, *detect magic*

Languages Common, Ignan

Skills Arcana +7, Athletics +11, Crafting +7, Deception +12, Diplomacy +8, Intimidation +12, Society +7

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

Items breastplate, scimitar

AC 19; **Fort** +9, **Ref** +8, **Will** +12

HP 55; **Immunities** fire; **Weaknesses** cold 5

Speed 25 feet, fly 35 feet

Melee ♦ scimitar +12 (fire, forceful +2, reach 10 feet, sweep),

Damage 1d6+6 slashing plus 1d6 fire

Melee ♦ fist +12 (agile, magical, reach 10 feet), **Damage** 1d4+6 bludgeoning plus 1d6 fire

Arcane Innate Spells DC 20, attack +12; **7th plane shift** (at will; to Astral Plane, Elemental Planes, or Material Plane only); **2nd illusory object**, *invisibility*; **Cantrips (2nd)** *produce flame*; **Constant (2nd)** *detect magic*

Burning Grasp (fire) When the burned-out efreeti Grabs a creature, that creature takes 1d6 fire damage, then takes 1d6 fire damage at the end of each of its turns as long as it remains grabbed.

Combat Grab ♦ **Requirements** The burned-out efreeti has one hand free; **Effect** The burned-out efreeti makes a melee Strike while keeping one hand free. If the Strike hits, the target is grabbed in the efreeti's free hand.

SCALING ENCOUNTER C

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

10-11 Challenge Points: Add one burned-out efreeti to the encounter.

12-13 Challenge Points: Add one burned-out efreeti to the encounter and increase Corvius Vayn's Hit Points by 20.

14-15 Challenge Points: Add two burned-out efreet with the elite adjustment to the encounter.

16-18 Challenge Points (5+ players): Replace the two burned-out efreet with four elite burned-out efreet.

CORVIUS VAYN

CREATURE 4

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +14

Languages Aquan, Auran, Common, Ignan, Kelish, Terran

Skills Arcana +18, Deception +12, Diplomacy +10, Genie Lore +18, Sleight of Hand +7, Society +11

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

Items +1 sword cane (*Advanced Player's Guide* 248), spellbook

AC 20; **Fort** +8, **Ref** +8, **Will** +14

HP 55

I Wish You Hadn't Done That ↻ **Trigger** A creature would hit Corvius with an attack roll, or Corvius would fail a saving throw; **Frequency** one use; **Effect** The effects of a past wish warp reality in Corvius's favor. If used on a successful attack roll, the attack roll instead critically misses. If used on Corvius's saving throw, Corvius instead critically succeeds at the saving throw.

Speed 25 feet

Melee ♦ sword cane +12 (agile, concealable, finesse), **Damage** 1d6+5 piercing

Arcane Prepared Spells DC 21, attack +13; **Cantrips (4th)** *detect magic*, *mage hand*, *produce flame*, *ray of frost*, *shield*

FREEDOM FOR WISHES

D. THE MARID'S BALL (LEVELS 5–6)

PLANAR NIXIES (3)

CREATURE 3

UNCOMMON CN SMALL AQUATIC FEY WATER

Perception +8; darkvision

Languages Aquan, Sylvan

Skills Athletics +9, Nature +8, Stealth +11

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

Wild Empathy The planar nixie can use Diplomacy to Make an Impression on and make very simple Requests of aquatic or amphibious animals and elementals.

AC 19; **Fort** +8, **Ref** +12, **Will** +8; +1 status to all saves vs. magic

HP 55; **Weaknesses** cold iron 5

Speed 20 feet, swim 30 feet

Melee ♦ claw +10 (agile, finesse), **Damage** 2d6+2 slashing

Primal Innate Spells DC 20, attack +12; **2nd** *water breathing*, *hydraulic push* (×2); **1st** *charm* (×3)

Grant Desire ♦♦♦ (divination, primal) **Frequency** once per day; **Effect** The planar nixie can duplicate a spell of up to 2nd level, but only in response to the request or desire of a non-fey creature. The creature whose desire is granted can never again benefit from that particular planar nixie's Grant Desire ability.

PERIZIA

CREATURE 6

UNIQUE CE LARGE ELEMENTAL GENIE WATER

Perception +12; darkvision, *detect alignment*, *detect magic*, *wavesense* (imprecise) 60 feet

Languages Aquan, Common

Skills Athletics +16 (+20 to swim), Crafting +11, Diplomacy +14, Nature +13, Performance +11, Society +9, Stealth +12

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

Items +1 trident

AC 24; **Fort** +14, **Ref** +17, **Will** +13

HP 85; **Resistance** fire 10

Vortex (aura, water) 40 feet. Water in the aura's emanation that is also in the same body of water as Perizia is difficult terrain for swimming creatures. Creatures with the water trait are immune.

It's My Desire ↻ **Trigger** A planar nixie uses Grant Desire to grant Perizia's request; **Effect** Perizia uses her power over wishes to amplify the nixie's ability. The planar nixie can duplicate a spell of up to 3rd level instead of a spell of up to 2nd level.

Speed 20 feet, swim 40 feet

Melee ♦ trident +17 (magical, reach 10 feet), **Damage** 2d8+6 piercing

Melee ♦ fist +16 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+6 bludgeoning

Ranged ♦ trident +17 (magical, thrown 20 feet), **Damage** 2d8+6 piercing

SCALING ENCOUNTER D

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

10–11 Challenge Points: Apply the elite adjustment to all of the planar nixies.

12–13 Challenge Points: Add one planar nixie to the encounter, then apply the elite adjustment to all of the planar nixies.

14–15 Challenge Points: Add two planar nixies to the encounter, then apply the elite adjustment to all of the planar nixies.

16–18 Challenge Points (5+ players): Add two planar nixies to the encounter, then apply the elite adjustment to all of the planar nixies. Increase Perizia's Hit Points by 25.

Arcane Innate Spells DC 24, attack +16; **5th** *control water* (at will); **4th** *hallucinatory terrain* (already cast); **3rd** *hydraulic push* (at will); **2nd** *blur* (at will), *illusory object*; **Constant** (3rd) *detect magic*; (1st) *detect alignment* (evil or good only)

Change Shape ♦ (arcane, concentrate, polymorph, transmutation) Perizia can take on the appearance of any water elemental or humanoid. This ability doesn't change her Speed or her attack and damage bonuses with her Strikes.

Improvised Wishcraft ♦ (linguistic, mental) **Effect** Perizia goads a creature into making a wish she can twist. Though Perizia isn't a noble genie and doesn't have access to the full power of the *wish* spell, her aspirations for power and studies of wishcraft have given her a lesser ability to twist the desires of others into ruin. The creature chooses the type of wish: a wish for power, a wish for wealth, or a wish for happiness. Once the type of wish is chosen, the creature attempts a DC 22 Will save. The effects of all granted wishes end after 1 hour. After attempting a saving throw, a creature is temporarily immune to this ability for 24 hours.

Critical Success The creature phrases its wish with the precision necessary to get a good outcome. The benefit it receives depends on the type of wish it made.

Wish for power—A burst of water empowers the creature's attacks. The creature's attacks deal an additional 1d4 bludgeoning damage.

Wish for wealth—A sack appears at the creature's waist, containing obvious fake coins and one of the following, of the creature's choice: 1 *moderate healing potion*, 1 *moderate oil of unlife* (Pathfinder Advanced Player's Guide 258), or 5 vials of moderate bottled lightning. After 1 hour, all of these objects disappear.

FREEDOM FOR WISHES

Wish for happiness—The creature feels hopeful and inspired, gaining a +1 status bonus to attack rolls and saves against fear effects.

Success The creature resists making the wish.

Failure The creature's wish is twisted to cause it harm. The penalty it receives depends on the type of wish it made.

Wish for power—The creature's body is rapidly pushed to its limits of physical exertion and is fatigued.

Wish for wealth—The creature's pockets and bags fill with temporary treasures that resist all attempts to discard. The creature is encumbered.

Wish for happiness—Tiny flashes of pleasant emotions and positive memories flicker across the creature's mind, interspersing with reality in a profoundly disorienting manner. The creature is sickened 1, and can't reduce this condition until the effects of the wish end.

Critical Failure The creature phrases its wish poorly, and Perizia easily twists the outcome. In addition to the failure effect of the creature's chosen type of wish, the creature is stunned 1.

Skewer ♦ Perizia makes a trident Strike, dealing an extra 1d4 persistent bleed damage on a hit (2d4 on a critical hit).

FREEDOM FOR WISHES

APPENDIX 2: LEVEL 7-8 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 7th-level PCs. If your group has a different composition or size, refer to 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).

A1. FOYER (LEVELS 7-8)

MEPHIT SWARMS (2)

CREATURE 5

UNCOMMON N LARGE AIR EARTH ELEMENTAL FIRE SWARM WATER

Perception +12; darkvision

Skills Acrobatics +12, Athletics +10, Deception +10

Languages Auran, Aquan, Ignan, Terran (varies by mephit)

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

AC 21; **Fort** +10, **Ref** +12, **Will** +10

HP 50, fast healing 2; **Immunities** bleed, paralyzed, poison, precision, sleep, swarm mind; **Resistance** physical 5;

Weaknesses area damage 5, splash damage 5

Speed 20 ft, fly 25 feet

Breath Weapon ♦♦ (acid, air, arcane, cold, earth, electricity, fire) The mephit swarm breathes energy in a 15-foot cone that deals 1d10 acid damage, 1d10 cold damage, 1d10 electric damage, and 1d10 fire damage to each creature within the area (DC 22 basic Reflex save). The mephit swarm can’t use Breath Weapon again for 1d4 rounds.

Swarming Claws ♦ Each enemy in the swarm’s space takes 3d6 piercing damage (DC 22 basic Reflex save).

SCALING ENCOUNTER A1

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

19-22 Challenge Points: Add one mephit swarm to the encounter.

23-27 Challenge Points: Add two mephit swarms to the encounter.

28-32 Challenge Points: Add two mephit swarms to the encounter and increase each mephit swarm’s Hit Points by 10.

33+ Challenge Points: Add three mephit swarms to the encounter.

PLANAR CRACKS

HAZARD 7

COMPLEX ENVIRONMENTAL MAGICAL

Stealth +16

Description The cracks scintillate and shift between the elemental planes, leaking perilous energy with each shift.

Disable DC 28 Thievery (expert) twice to assemble a seal using objects strongly grounded to the Material Plane, DC 26 Arcana (trained) twice to invoke incantations to seal the cracks, or *dispel magic* (4th level, counteract DC 22) to counteract the cracks.

Elemental Surge ⤵ (arcane, evocation) **Trigger** A non-mephit creature enters the manor; **Effect** Raw elemental energy seeps into the Material Plane. The hazard rolls initiative.

Routine (one action) A surge of energy strikes a random non-mephit creature foyer. Roll 1d4 to determine the element of the energy surge.

1—Energy from the Plane of Air: the creature takes 2d10+3 electricity damage (DC 25 basic Reflex save); on a failed save, the creature is pushed back 10 feet toward the entryway. The hazard gains the air and electricity traits for this round.

2—Energy from the Plane of Earth: the creature takes 2d10+3 bludgeoning damage (DC 25 basic Reflex save); on a failed save, the creature is knocked prone. The hazard gains the earth trait for this round.

3—Energy from the Plane of Fire: the creature takes 2d10+9 fire damage (DC 25 basic Reflex save). The hazard gains the fire trait for this round.

4—Energy from the Plane of Water: the creature takes 2d10+3 cold damage (DC 25 basic Reflex save); on a failed save, the creature’s lungs fill with water, making it sickened 2. The hazard gains the cold and water traits for this round.

Reset The cracks re-form after 1 hour.

FREEDOM FOR WISHES

A4. DRAWING ROOM (LEVELS 7-8)

WISHBOUND MIST STALKERS (2)

CREATURE 5

UNCOMMON NE MEDIUM AMPHIBIOUS ELEMENTAL WATER

Senses Perception +14; darkvision, mist vision

Languages Aquan

Skills Athletics +12, Stealth +14

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

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 22; **Fort** +12, **Ref** +14, **Will** +13

HP 73; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ tentacle +15 (finesse, sweep, reach 10 feet), **Damage** 2d8+6 bludgeoning plus Grab

Constrict ♦ 1d8+6 bludgeoning, DC 21

Solidify Mist ♦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 21 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

SCALING ENCOUNTER A4

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

19-22 Challenge Points: Add one mist stalker to the encounter.

23-27 Challenge Points: Increase the belker's Hit Points by 25 and add one mist stalker to the encounter.

28-32 Challenge Points: Increase the belker's Hit Points by 25 and add two elite mist stalkers to the encounter.

33+ Challenge Points: Increase the belker's Hit Points by 25. Add one mist stalker to the encounter and give all mist stalkers the elite adjustment.

WISHBOUND BELKER

CREATURE 7

RARE NE LARGE AIR ELEMENTAL

Perception +15; darkvision, smoke vision

Skills Acrobatics +17, Stealth +17 (+19 in smoke)

Languages Auran

Str +4, **Dex** +6, **Con** +3, **Int** -2, **Wis** +4, **Cha** +0

Wishbound Vision The belker is accustomed to working together with the mist stalkers and ignores the concealed condition from both smoke and mist.

AC 26; **Fort** +14, **Ref** +18, **Will** +13

HP 95; **Immunities** bleed, paralyzed, poison, precision, sleep

Smoke Form The belker can occupy the same space as other creatures.

Speed 25 feet, fly 40 feet

Melee ♦ claw +18 (agile, finesse), **Damage** 2d10+6 slashing

Melee ♦ wing +18 (agile, finesse, reach 10 feet), **Damage** 2d8+6 bludgeoning

Noxious Fumes ♦♦ **Requirements** The belker is occupying the same space as a Medium or smaller creature; **Effect** The belker attempts to flow into the creature's lungs; the creature must attempt a DC 24 Fortitude save. On a failure, the creature partially inhales the belker and is immobilized by the pain of the smoke rasping in its throat and lungs. The creature can attempt to exhale the belker by spending an action coughing and succeeding at a DC 24 Fortitude save. Most of the belker remains outside the creature, so the belker can still act normally. If the belker moves out of the creature's space or uses Noxious Fumes again, the creature automatically exhales it.

Smoke Slash ♦ **Requirements** The belker is partially inhaled by a creature; **Effect** The belker automatically deals its claw damage to the inhaling creature by forming a claw to slash and scrape the creature from within.

FREEDOM FOR WISHES

B1. MELODIOUS HALLWAY (LEVELS 7-8)

STRANDED MELODY

HAZARD 8

COMPLEX ENVIRONMENTAL MAGICAL

Stealth +18 (expert)

Description Planar winds summoned from beyond sweep through the room, song and sound carried adrift on their current. This air elemental is trapped on the Material Plane and can't escape.

Disable DC 27 Performance (expert) twice to duplicate the melody and appease the elemental, or DC 30 Arcana (expert) and then DC 27 Diplomacy (trained) to guide the elemental through a planar tear elsewhere in the manor. Each attempt to Disable the hazard requires two actions, and each successful check to Disable removes one action from the hazard's routine.

Opening Melody ➤ **Trigger** A creature enters area **B3**; **Effect** Winds surge into the room. The hazard rolls initiative.

Routine (two actions) For each action in the routine, the melody makes a solid refrain Strike against one creature in its area. This trap doesn't take a multiple attack penalty.

Ranged ♦ solid refrain +20 (range increment 70 feet),
Damage 2d10+4 sonic

Mesmerizing Duet (arcane, auditory, enchantment, incapacitation, mental) When a creature fails a Performance check to Disable the melody, the elemental plays along before taking over the performance. Creatures in the area must attempt a DC 24 Will save to resist becoming fascinated by the melody. Regardless of the result of the saving throw, the creature is then temporarily immune to Mesmerising Duet for 1 hour.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure The creature is fascinated for 1 round; this fascination does not end when the creature or its allies take damage from the hazard.

Critical Failure The creature is fascinated for 1d4 rounds; this fascination does not end when the creature or its allies take damage from the hazard.

Reset The melody remains for 1 minute, after which it disperses into several holes in the walls. It returns after an hour unless disabled.

SCALING ENCOUNTER B1

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

19-22 Challenge Points: Increase the DC of checks to Disable the hazard by 1, and increase the hazard's damage by 2.

23-27 Challenge Points: Add one action to the hazard's routine. Disabling the hazard requires three Performance checks, or an Arcana check followed by two Diplomacy checks.

28-32 Challenge Points: Increase the DC of checks to Disable the hazard by 1 and increase the hazard's damage by 4. Add one action to the hazard's routine. Disabling the hazard requires three Performance checks, or an Arcana check followed by two Diplomacy checks.

33+ Challenge Points: Increase the DC of checks to Disable the hazard by 2, the hazard's attack bonus by 2, and the hazard's damage by 4. Add one action to the hazard's routine. Disabling the hazard requires three Performance checks, or an Arcana check followed by two Diplomacy checks.

FREEDOM FOR WISHES

C. VAYN'S CONCEIT (LEVELS 7–8)

RUN-DOWN EFREET (2)

CREATURE 5

RARE **NE** **LARGE** **ELEMENTAL** **FIRE** **GENIE**

Perception +11; darkvision, *detect magic*

Languages Common, Ignan

Skills Arcana +10, Athletics +13, Crafting +10, Deception +15, Diplomacy +11, Intimidation +15, Society +10

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

Items breastplate, scimitar

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

HP 75; **Immunities** fire; **Weaknesses** cold 5

Speed 25 feet, fly 25 feet

Melee ♦ scimitar +14 (fire, forceful +2, reach 10 feet, sweep),

Damage 1d6+6 slashing plus 2d6 fire

Melee ♦ fist +14 (agile, magical, reach 10 feet), **Damage** 1d4+6 bludgeoning plus 1d6 fire

Arcane Innate Spells DC 22, attack +14; **7th plane shift** (at will; to Astral Plane, Elemental Planes, or Material Plane only); **2nd illusory object**, *invisibility*; **Cantrips (3rd)** *produce flame*; **Constant (3rd)** *detect magic*

Burning Grasp (fire) When the run-down efreeti Grabs a creature, that creature takes 1d6 fire damage, then takes 1d6 fire damage at the end of each of its turns as long as it remains grabbed.

Combat Grab ♦ **Requirements** The run-down efreeti has one hand free; **Effect** The run-down efreeti makes a melee Strike while keeping one hand free. If the Strike hits, the target is grabbed in the efreeti's free hand.

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: Add an additional run-down efreeti to the encounter.

23–27 Challenge Points: Add an additional run-down efreeti to the encounter and increase Corvius Vayn's Hit Points by 25.

28–32 Challenge Points: Add two run-down efreet with the elite adjustment to the encounter.

33+ Challenge Points: Replace the two run-down efreet with four elite run-down efreet.

CORVIUS VAYN

CREATURE 6

UNIQUE **NE** **MEDIUM** **HUMAN** **HUMANOID**

Perception +17

Languages Aquan, Auran, Common, Ignan, Kelish, Terran

Skills Arcana +18, Deception +15, Diplomacy +13, Genie Lore +18, Sleight of Hand +10, Society +14

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

Items +1 *striking sword cane* (*Advanced Player's Guide* 248), spellbook

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

HP 85

I Wish You Hadn't Done That ↻ **Trigger** A creature would hit Corvius with an attack roll, or Corvius would fail a saving throw; **Frequency** one use; **Effect** The effects of a past wish warp reality in Corvius's favor. If used on a successful attack roll, the attack roll instead critically misses. If used on Corvius's saving throw, Corvius instead critically succeeds at the saving throw.

Speed 25 feet

Melee ♦ sword cane +14 (agile, concealable, finesse), **Damage** 2d6+7 piercing

Arcane Prepared Spells DC 24, attack +16; **Cantrips (5th)** *detect magic*, *mage hand*, *produce flame*, *ray of frost*, *shield*

FREEDOM FOR WISHES

D. THE MARID'S BALL (LEVELS 7-8)

JOYFUL PLANAR NIXIES (3)

CREATURE 5

RARE **CN** **SMALL** **AQUATIC** **FEY** **WATER**

Perception +11; darkvision

Languages Aquan, Sylvan

Skills Athletics +11, Nature +11, Stealth +13

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

Wild Empathy The planar nixie can use Diplomacy to Make an Impression on and make very simple Requests of aquatic or amphibious animals and elementals.

AC 22; **Fort** +11, **Ref** +15, **Will** +11; +1 status to all saves vs. magic

HP 75; **Weaknesses** cold iron 5

Speed 20 feet, swim 30 feet

Melee ♦ claw +13 (agile, finesse), **Damage** 2d6+5 slashing

Primal Innate Spells DC 22, attack +14; **3rd** *hydraulic push* (×3), **2nd** *water breathing*; **1st** *charm* (at will)

Grant Desire ♦♦♦ (divination, primal) **Frequency** once per day; **Effect** The planar nixie can duplicate a spell of up to 3rd level, but only in response to the request or desire of a non-fey creature. The creature whose desire is granted can never again benefit from that particular planar nixie's Grant Desire ability.

PERIZIA

CREATURE 8

UNIQUE **CE** **LARGE** **ELEMENTAL** **GENIE** **WATER**

Perception +16; darkvision, *detect alignment*, *detect magic*, *wavesense* (imprecise) 60 feet

Languages Aquan, Common

Skills Athletics +18 (+22 to swim), Crafting +14, Diplomacy +17, Nature +16, Performance +14, Society +12, Stealth +16

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

Items +1 *striking trident*

AC 27; **Fort** +16, **Ref** +19, **Will** +15

HP 120; **Resistance** fire 10

Vortex (aura, water) 40 feet. Water in the aura's emanation that is also in the same body of water as Perizia is difficult terrain for swimming creatures. Creatures with the water trait are immune.

It's My Desire ↻ **Trigger** A planar nixie uses Grant Desire to grant Perizia's request; **Effect** Perizia uses her power over wishes to amplify the nixie's ability. The planar nixie can duplicate a spell of up to 4th level instead of up to 3rd level.

Speed 20 feet, swim 40 feet

Melee ♦ *trident* +20 (magical, reach 10 feet), **Damage** 2d8+11 piercing

Melee ♦ fist +19 (agile, magical, nonlethal, reach 10 feet), **Damage** 1d4+11 bludgeoning

Ranged ♦ *trident* +20 (magical, thrown 20 feet), **Damage** 2d8+11 piercing

SCALING ENCOUNTER D

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 all of the nixies.

23-27 Challenge Points: Add one joyful planar nixie to the encounter, then apply the elite adjustment to all of the nixies.

28-32 Challenge Points: Add two joyful planar nixies to the encounter, then apply the elite adjustment to all of the nixies.

33+ Challenge Points: Add two joyful planar nixies to the encounter, then apply the elite adjustment to all of the nixies. Increase Perizia's Hit Points by 30.

Arcane Innate Spells DC 26, attack +18; **5th** *control water* (at will); **4th** *hallucinatory terrain*, *hydraulic push* (at will); **2nd** *blur* (at will), *illusory object*; **Constant (4th)** *detect magic*; **(1st)** *detect alignment* (evil or good only)

Change Shape ♦ (arcane, concentrate, polymorph, transmutation) Perizia can take on the appearance of any water elemental or humanoid. This ability doesn't change her Speed or her attack and damage bonuses with her Strikes.

Improvised Wishcraft ♦ (linguistic, mental) **Effect** Perizia goads a creature into making a wish she can twist. Though Perizia is not a noble genie and doesn't have access to the full power of the *wish* spell, her aspirations for power and studies of wishcraft have given her a lesser ability to twist the desires of others into ruin. The creature chooses the type of wish: a wish for power, a wish for wealth, or a wish for happiness. Once the type of wish is chosen, the creature attempts a DC 26 Will save. The effects of all granted wishes end after 1 hour. After attempting a saving throw, a creature is temporarily immune to this ability for 24 hours.

Critical Success The creature phrases its wish with the precision necessary to get a good outcome. The benefit it receives depends on the type of wish it made.

Wish for power—A burst of water empowers the creature's attacks. The creature's attacks deal an additional 1d4 bludgeoning damage.

Wish for wealth—A sack appears at the creature's waist, containing obvious fake coins and one of the following, of the creature's choice: 1 *moderate healing potion*, 1 *moderate oil of unlife* (Pathfinder Advanced Player's Guide 258), or 5 vials of moderate bottled lightning. After 1 hour, all of these objects disappear.

FREEDOM FOR WISHES

Wish for happiness—The creature feels hopeful and inspired, gaining a +1 status bonus to attack rolls and saves against fear effects.

Success The creature resists making the wish.

Failure Perizia twists the creature's wish to cause it harm. The penalty it receives depends on the type of wish it made.

Wish for power—The creature is rapidly pushed to its limits of physical exertion and is fatigued.

Wish for wealth—The creature's pockets and bags fill with temporary treasures that resist all attempts to discard. The creature is encumbered.

Wish for happiness—Tiny flashes of pleasant emotions and positive memories flicker across the creature's mind, interspersing with reality in a profoundly disorienting manner. The creature is sickened 1 and can't reduce this condition until the effects of the wish end.

Critical Failure The creature phrases its wish poorly, and Perizia easily twists the outcome. In addition to the failure effect of the chosen type of wish, the creature is stunned 1.

Skewer ♦ Perizia makes a trident Strike, dealing an extra 1d4 persistent bleed damage on a hit (2d4 on a critical hit).

FREEDOM FOR WISHES

APPENDIX 3: GAME AIDS



ESMAYL IBN QARADI

CORVIUS VAYN



STRANDED MELODY

PERIZIA



FREEDOM FOR WISHES

HANDOUT #1: ESMAYL IBN QARADI'S LETTER

Loyal Pathfinders,

Pleasantries and suchlike to you. A dire situation has arisen in Qadira, and I find myself unable to resolve it without some assistance. Please travel expeditiously to Sedeq, a port city on the southwestern coastline of the Alavah Peninsula which, presently, has no Pathfinder lodge of its own.

One week past as of this writing, reports from Sedeq arrived that the slave merchant and genie binder, Corvius Vayn, hosted a large party in his manor home. None who attended have returned. I have been advised of an aura of strong and persistent conjuration magic surrounding the manor, and Sedeq's citizens have reported strange lights and noises within. It is unclear what, precisely, transpired during the party. What is clear is the danger the Vayn estate now poses to the city. Something is very wrong with the manor, and Sedeq's government beseeches the Society for assistance.

Enter the manor and determine what happened at Vayn's party. Then resolve, or at least document, the unnatural phenomenon occurring within, and evacuate as many people as you are able. The guest list of the party was composed predominantly of other slave masters and merchants, and while I appreciate these individuals may not garner your sympathy, please also consider the staff, both free and enslaved, who remain similarly trapped within.

The necessity of your success in Sedeq cannot be understated, Pathfinders. Impress the city with the neat resolution of this problem, and our new Qadiran lodge will be set for success before it even opens.

Present this letter if you require assistance from guards or other city officials in gaining entry to the Vayn estate.

Yours sincerely,

Venture-Captain Esmayl ibn Qaradi, Katheer Lodge

HANDOUT #2: UNDERWATER RULES SUMMARY

Underwater encounters can be different from those above water and have their own rules to communicate those differences. The following is an excerpt of the rules for aquatic combat, and those for drowning and suffocation, from the *Pathfinder Core Rulebook*.

AQUATIC COMBAT

Use these rules for battles in water or underwater.

- You're flat-footed unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a -2 circumstance penalty to melee slashing or bludgeoning attacks that pass through water.
- Ranged attacks that deal bludgeoning or slashing damage automatically miss if the attacker or target is underwater, and piercing ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait underwater.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

DROWNING AND SUFFOCATION

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including casting spells with verbal components or activating items with command components) you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points).

FREEDOM FOR WISHES

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

TREASURE BUNDLES

□ **A1. Foyer**, page 5: 1 Treasure Bundle for defeating the mephit swarms.

□□ **A4. Drawing Room**, page 8: 1 Treasure Bundle for defeating the belkers.

□□ **B2. Servant's Refuge**, page 8: 2 Treasure Bundles from supplies provided by Murad and for saving the servants.

□□ **C. Vayn's Conceit**, page 10: 2 Treasure Bundles for either talking down or defeating Corvius Vayn.

□□□ **D. The Marid's Ball**, page 12: 3 Treasure Bundles for defeating Perizia.

FREEDOM FOR WISHES



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) ☐ A ☐ B ☐ C ☐ D		
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

Faction:		
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

FREEDOM FOR WISHES

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Director of Game Design • Jason Bulmahn

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Organized Play Managing Developer • Linda Zayas-Palmer

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Scenario #2-16: Freedom for Wishes

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
A summon from Venture-Captain Esmayl ibn Qaradi of Katheer sent you to the Qadiran city of Sedeq to investigate a party gone horribly wrong. You learned that the infamous genie binder Corvius Vayn hosted an event three weeks ago, and no one had left the manor since. You entered the estate and learned a tale of wishes gone wrong, and genies running amok within. You found Corvius Vayn high atop the manor and ☐ defeated him in combat / ☐ convinced him to surrender to the authorities for his transgressions. You then continued deeper into the estate to combat the genie responsible for twisting the wishes of Vayn's guests.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
Corvius's spellbook (contains <i>globe of invulnerability</i> ^U)		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD	
		Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #