



# DECLINE OF GLORY™



A PATHFINDER®  
SOCIETY™ SCENARIO  
By Tim Hitchcock

# DECLINE OF GLORY™

## PATHFINDER SOCIETY SCENARIO 24

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*Pathfinder Society Scenario 24: Decline of Glory* is a Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 18 of this product.

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# DECLINE OF GLORY

BY TIM HITCHCOCK

Along the Taldor coast, shied away a few miles outside of Golsifar, a swampy stretch of overgrown vineyards hides the secluded settlement of Railford. Perched on a small wooded hillock overlooking the mire, it centers on the century-old remains of a winery, recently converted to a whiskey distillery. Its owner is Becher Railford, a washed-out drunk who inherited the property from his father, noted Pathfinder Iadon Railford. Becher fled Railford in his youth, and for years served as a soldier in the Emperor's Phalanx. Later, he returned home to find his father sick and infirm from the ailments of age and the business close to ruin. Becher brought in a handful of his army buddies to try to rebuild the winery but his aid arrived too late. A change in the path of a nearby river caused frequent flooding, turning much of the property to swampland. Becher pleaded with his father to convert the winery to a distillery to redirect the family business toward distilling profitable grain liquors, but his father protested. From then on, the two argued bitterly until the day Becher cuffed the old man, accidentally knocking him down a flight of steps and breaking his neck. Following the fatal accident, the distillery opened, turning just enough of a profit to sustain itself and keep the small town running. Despite its success, Becher remained racked with guilt over his father's death and began drinking heavily.

The Railford Distillery, as it is now called, is a tall brick and timber building topped with a massive tin-covered water drum. This building serves as a storeroom while the still resides in a squat brick building sharing an adjoining wall. Rising from the building, a gray brick chimney leaks a steady stream of alcohol-scented vapor that gives the region its infamous "Railford-perfume" scent. The rest of the hamlet consists of a few stone cottages owned by residents who work in the distillery, and lastly a small inn that services the hamlet's visitors, mostly soldiers and other roguish travelers seeking its legendary potent whiskey and a night or two of debauchery. The Distillery distills its own liquor and stores in on the premises in mammoth 8-foot-tall barrels from which customers fill their own jugs. Conversely, the inn serves only food, but

with the exception of its owner Waldon "Bloodknuckles" Snyee, it is tended entirely by prostitutes.

Because of its strategic and secluded location, as well as the added attraction of acquiring easy information from the loose-lipped drunken soldiers that frequent Bloodknuckles' inn, the Pathfinder Society has chosen Railford as an ideal place to establish a new lodge in Taldor. Inconveniently, the Society isn't the only party interested in the quaint outpost. As part of Grand Prince Stavian III's plan to reform his kingdom, he created an incentive program promising formal titles to any conscripted men willing to reclaim his lands from rogue lords. A roguish veteran named Gald Kretchmoor responded to the call with glee. He packed up his squad of war-weary soldiers and headed out to claim his keep. The first place he sought out was a small bit of property he heard tell had been inherited by his former rival, Becher Railford. Prior to their falling out, Becher voiced the distain he held for his father and his belief that his old man would never leave him the distillery and even if he wanted it. He further disclosed that his old man kept the property deeds secreted away in a place where he'd never be able to retrieve them. Gald correctly suspects Becher doesn't possess the property deeds, thus making him a squatter on the emperor's lands. With a score to settle and a title to claim, Gald and his men now camp on the edge of the town. He's given Becher three days to produce the deed proving he owns Railford Distillery, or surrender. If PCs hope to establish their lodge, they must seek out Becher and help him establish his claim to his family's lands.

## SUMMARY

Seeking the secluded Railford Distillery, PCs arrive at the outskirts of its once lush vineyards, which the last decade has eroded into an overgrown mire. Within the sludgy vineyards, they soon encounter one of several small encampments of phalanx soldiers under the command of Lieutenant Gald Kretchmoor. Gald intends to seize the town for himself, as part of the emperor's reclamation proposal. Pairs of Phalanx soldiers in strategically situated encampments surround Railford's small hillock.

Most of these men sit around campfires or sleep, waiting for Grald's signal. They have instructions to waylay anyone headed to Railford. Thus far, they have effectively cut off most of the incoming supplies, medical aid, and the hamlet's ability to contact outsiders. PCs must sneak, bluff, or fight their way past one of these groups to reach the distillery and find Becher. The task is easier said than done, for the path to Railford winds through precarious swamplands where a wrong step can mean a grisly death in a suffocating mire.

Once the PCs enter Railford, they must win the trust of the suspicious townsfolk. From the townies, they learn that Becher and a small crew of his friends headed into the swamps to recover Railford's property deeds, which his father kept locked in the now abandoned barrel-aging caves. It's been days now, and Becher hasn't yet returned. Worse, one of Becher's companions crawled into town at dawn, his body covered with festering wounds. The man provides a harrowing account of how Becher and the rest of his men were attacked by living corpses that trapped them within the barrel-aging caves.

Next, PCs set out for the caves. After navigating the swampy vineyards and braving its blood-sucking leeches, quicksand, patches of aquatic shriekers, and flesh-eating plant creatures, they reach a half-flooded underground cave once used for aging wine barrels. When the PCs arrive, they discover the cave entrance recently collapsed as part of Becher's desperate attempt to seal the ghouls within the caves. The PCs need to clear some of the rubble to enter. Inside lurks Becher's father's darkest legacy, a pack of hungry ghouls that stealthily rise from the mire and attack. After defeating the undead, PC investigations reveal evidence that Becher already found his father's chest and fled through a secret escape route. PCs track him as he heads back to Railford with his father's chest, sickened and dying of ghoulish fever.

The PCs finally catch up with Becher at a small cottage outside of Railford, connected to the distillery by an underground passage. Meanwhile, Grald receives word of Becher's disappearance. Seizing the opportunity, he moves his thugs into town. The PCs emerge in the distillery only to find it surrounded by phalanx soldiers while Grald marches the street calling out to the hiding townsfolk, offering them a final opportunity to surrender before his inevitable conquest occurs. Immediately, Becher calls out to Grald, demanding he vacate his property but Grald flatly refuses to back down. The lieutenant instead counters, demanding Becher surrender. Driven by furious ambitions Grald and his men threaten to break into the distillery and destroy the deed if Becher doesn't comply peacefully. Grald gives him until dusk to make a decision.

All the while Becher's fever worsens and unless PCs cure him, he dies. Without his signature on the deed, by law Railford then becomes the expropriated property of Stavian III, giving Grald the legal right to seize it. In order to complete their mission, PCs need to treat Becher, as well as open the trapped strongbox so he can use the deed to prove his claim on the property. But as the sun sinks, a new twist of events changes everything. Ghouls following Becher's bloody scent arrive in town and indiscriminately attack everyone. Grald's men scatter in panic. Some try vainly to defend themselves while others flee, or try to force their way into the nearby buildings to gain shelter. All the while, desperate villagers bar doors and windows, prepared to defend their homes.

Grald and those men surrounding the distillery desperately attempt to force their way in to prevent being eaten. Breaches in doors, walls and windows jeopardize the safety of all within, including PCs who now must fight off both Grald's men and pursuing undead, as well as defend the distillery and their injured ally Becher.

If the PCs can prevent Becher from dying, cure his illness, and survive until dawn, he signs the deed over to the Pathfinder Society allowing them to found a Pathfinder lodge in his distillery.

## GETTING STARTED

The adventure starts with PCs mucking through the mire outside of Railford, moments away from the opening encounter. The PCs know Railford is a common stop over for soldiers, vagabonds, and others passing through these lands that seek a little debauchery and Railford's infamous hooch.

Read the following to get the adventure underway:

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The rain lets up for a little, yet its cold sourness remains and the overcast sky shows no effort towards cheering the mood. When Osprey assigned you this venture to Taldor's wine country, he said the region was pleasant. As usual, his words were misleading. The coast was pleasant, the mires surrounding the Railford Distillery are not.

"This mission is easy," he said, "All you need to do is travel to Railford, find the son of Iodon Railford and convince him to let the Pathfinders use part of his distillery as a lodge. We have finances, we can protect him, and if nothing else, we can help him honor the work of his father, who after all, was one of us."

The path to Railford is hardly an easy one to follow, especially after the spring thaw waters turn the thick clay soil to slough. Only a few crudely scarred trees denote the secluded route as it winds through the syrupy mire of flooded vineyards and

vague remnants of rotten trellis with grapevines choked out by pervasive briars and heavy blankets of peat.

It's rainy and the muddy ground makes travel inconvenient. Still, PCs following the markers shouldn't be at risk for tumbling into quicksand or anything, provided they stay on track. Play up the mud, and ask for Spot checks to see the markers (a DC 10 is sufficient).

## ACT 1: HANDS OF THE EMPEROR (EL 2, EL 4, OR EL 6)

In this act, the PCs encounter soldiers waiting at one of several small camps of phalanx soldiers under the command of Lieutenant Grald Kretchmoor. They too seek Railford, but not for pleasure. Instead, their leader plans reclaiming the region in the name of Grand Prince Stavian III, and acting as its new lord. Luckily, the mire has worn on his men. While Grald is at one of these camps, PCs should not encounter him until later in the adventure, however if they draw too much attention to themselves they risk meeting him prematurely.

When PCs approach Railford, read the following:

The rain starts again and all darkens. The creepers and overgrowth do little to help the situation, blocking some of the rain but casting strange twisting shadows. Markers become more difficult to see.

**Creatures:** Five pairs of soldiers surround the town, each maintaining a small fire. As PCs near campfires, allow them to make Spot checks to see the flames in advance. Each pair of soldiers also keeps a pair of alert dogs. Allow the dogs to use their Scent ability to notice the PCs approaching. If they are successful, the dogs begin barking and alert the soldiers. Otherwise, the soldiers sit about the fire grumbling about the rain, with the dogs sleeping coiled about their feet. If the soldiers are alerted to the PCs' presence by either the barking dogs or their own Listen or Spot checks, they shout "Intruders!" and leap to attack the PCs. All of the camps are on flat, but mucky, ground, so any basic battle mat will work for this encounter. All movement is considered to be over rough terrain due to the wet, swampy conditions. If combat with a single group of guards lasts longer than 10 rounds, a second group joins the combat from nearby. A new group will enter the melee every 10 rounds after that with Lieutenant Grald Kretchmoor entering the melee with the last pair of soldiers and their dogs. If the PCs defeat any of the guards before another group arrives, tell them they hear countless dogs barking and the shouts of approaching men—but from every direction other than the small town of Railford. That should push them into the town—if they refuse to flee, then they'll face all of the groups.

### MIRES, MUCK, AND MIST

Much of this adventure takes place in a mire during unfavorable weather conditions. GMs should be familiar with the features of Marsh Terrain, its dangers and how it effects movement, as described in DMG. The effects of two new weather conditions are listed below.

**Drizzle:** Drizzle reduces visibility ranges by 1/4, resulting in a –2 penalty on Spot and Search checks. Ranged weapon attacks and Listen checks are at a –2 penalty. In addition, drizzle has a 50% chance of extinguishing any unprotected flames.

**Mire Mists:** Mire mists rise from the ground, obscuring all sight (including darkvision) beyond 10 feet. Creatures 10 feet or more away from an attacker gain a 20% miss chance.

There are no additional rewards for defeating multiple groups of soldiers. A DC 10 Knowledge (local) or Bardic Knowledge check will reveal that Taldan Phalanxes are typically filled with brutal men who rarely serve anyone other than their commander—their presence here can't be for a good reason, especially with the groups set up the way they are surrounding Railford.

### Tier 1–2 (EL 2)

#### PHALANX GUARD (2)

CR 1

Male human ranger 1

N Medium human

Init +3; Senses Listen +3, Spot +3

#### DEFENSE

AC 16, touch 13, flat-footed 13

(armor +3, Dex +3)

hp 7 (1d8–1)

Fort +1, Ref +5, Will +1

#### OFFENSE

Spd 30 ft.

Melee mwk longsword +5 (1d8+2)

Ranged mwk composite longbow (+1 strength) +5 (1d8+1)

Special Attacks favored enemy (+2 vs humans)

#### TACTICS

**Before Combat** The soldiers are alert, waiting for a signal from Grald to advance, but monitoring the surroundings. If they detect anyone approaching, by a successful Listen or Spot check or from the dogs' barking, they leap into combat against the PCs.

**During Combat** The soldiers initiate with ranged attacks, sending the dogs to engage opponents in melee. After a volley or two, they drop their bows and rush in with their longswords to finish the job.

**Morale** These men fight until dropped to 2 hit points, at which point they flee into the mire, seeking the aid of their fellow soldiers. If an intimidating PC commands them to surrender,

or stop and answer questions, they can break the soldier with an Intimidation check opposed to the soldier's Will save. If the soldier cracks, he can tell PCs about Grald, his troops, and his intentions.

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**STATISTICS**

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**Str** 14, **Dex** 16, **Con** 9, **Int** 11, **Wis** 12, **Cha** 6

**Base Atk** +1; **Grp** +3

**Feats** Skill Focus (handle animal), Track, Weapon Focus (longsword)

**Skills** Handle Animal +3, Hide +4, Knowledge (geography) +4, Listen +3, Move Silently +3, Profession (soldier) +3, Search +4, Spot +3, Survival +4

**Languages** Common

**SQ** wild empathy

**Gear** masterwork composite longbow (+1 strength), masterwork longsword, quiver with 20 arrows, studded leather

**DOG (2)**

**CR** 1/3

hp 6 (MM 271)

**Tier 3–4 (EL 4)**

As Tier 1–2, but change the dogs to war dogs.

**WAR DOG (2)**

**CR** 1

hp 13 (MM 272; use the stats for a riding dog; note that riding dogs trained for war can make trip attacks as a wolf [MM 283])

**Tier 6–7 (EL 6)**

As Tier 3–4, but increase the number of war dogs to 4 and use the stats for the phalanx guards below instead.

**PHALANX GUARDS (2)**

**CR** 3

Male human ranger 3

N Medium human

**Init** +3; **Senses** Listen +4, Spot +3

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**DEFENSE**

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**AC** 16, touch 13, flat-footed 13  
(armor +3, Dex +3)

**hp** 17 (3d8)

**Fort** +2, **Ref** +6, **Will** +2

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**OFFENSE**

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**Spd** 30 ft.

**Melee** mwk longsword +7 (1d8+2)

**Ranged** mwk composite longbow (+2 strength) +7 (1d8+2) or mwk composite longbow (+2 strength) +5/+5 (1d8+2)

**Special Attacks** favored enemy (+2 vs humans)

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**STATISTICS**

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**Str** 14, **Dex** 16, **Con** 9, **Int** 11, **Wis** 12, **Cha** 6

**Base Atk** +3; **Grp** +5

**Feats** Endurance, Rapid Shot, Skill Focus (handle animal), Toughness, Track, Weapon Focus (longsword)

**Skills** Hide +4, Knowledge (geography) +4, Listen +4, Move Silently +3, Profession (soldier) +3, Search +4, Spot +3, Survival

+5

**Languages** Common

**SQ** wild empathy

**Gear** 10 cold iron arrows, masterwork composite longbow (+2 strength), masterwork longsword, masterwork studded leather, quiver with 20 arrows

**Development:** If any phalanx soldiers survive and flee, they speed straight for the nearest camp of allies. After regrouping, they head back to the scene in greater numbers to try to track and hunt down the PCs. However, they do not immediately alert Grald, as they fear the wrath he might serve them for their initial failure.

**Rewards:** If the PCs successfully defeat at least one group of phalanx soldiers, reward each tier thusly:

**Tier 1–2:**

Give each player 140 gp.

**Tier 3–4:**

Give each player 140 gp.

**Tier 6–7:**

Give each player 182 gp.

**ACT 2: A DAY LATE, A BODY SHORT (EL 3, EL 5, OR EL 7)**

Once the PCs get past the phalanx soldiers, it's just a short walk through the mire to reach Railford. Once they reach the town, read or paraphrase the following:

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Atop a hillock stand half a dozen small stone cottages surrounding a tall brick and timber building topped with a massive tin-covered water drum. A sign over its looming doors reads Railford Distillery est. 4693. From a squat brick building sharing an adjoining wall with the distillery rises a long cylindrical chimney. A low, moss-covered cobblestone wall surrounds the entire property.

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**Creatures:** When PCs arrive in Railford, they discover its windows shuttered and seemingly vacant. The appearance of Grald's men forced the already xenophobic townsfolk to take the defensive. These folk watch from behind their shutters with baited torch and pitchfork to run down their enemies. At first, they yell threats and pelt the PCs with bottles and garbage (ranged +1 (1 hp nonlethal bludgeoning), though diplomatic and clever PCs should be able to convince them to engage in reasonable conversation.

Eventually, a small band of townsfolk come out to inspect the PCs. All former soldiers, they stand ready to fight intruders unless the PCs successfully state their case. The speaker for the townsfolk is a grizzled Andoren mercenary named Dalard Fritch. For a time, he and Becher served in the same platoon together and the two men are

**RAILFORD**

Size Thorp; AL N

GP Limit 34 gp; Assets 129 gp

**DEMOGRAPHICS**

Population 46

Type human 100%

**AUTHORITY FIGURE**

Becher Railford (Still-Master), Waldon "Bloodknuckles"

Snyee (Innkeep)

**NOTES**

Railford consists entirely of its distillery, a few stone cottages owned by residents who work there, and a small inn that services the hamlet's visitors, mostly soldiers and other roguish travelers seeking its legendary potent whiskey and a night or two of debauchery at Bloodknuckles' inn.

longtime friends. Combat here only occurs if the PCs either fail catastrophically to convince the townsfolk that they're friendly or if the PCs simply attack the townsfolk. The folk of Railford are on the defensive—but they're not interested in starting fights with the PCs.

**Tier 1–2 (EL 3)****DALARD FRITCH****CR 1**

hp 7 (use the stats for the Phalanx Guard from act 1, Tier 1–2)

**RAILFORD TOWNIE (4)****CR 1/2**

Male/female human commoner 1

N Medium human

Init +1; Senses Listen +3, Spot +3

**DEFENSE**

AC 10, touch 10, flat-footed 10

hp 8 (1d4+4)

Fort +1, Ref +0, Will +1

**OFFENSE**

Spd 30 ft.

Melee club +0 (1d6)

**TACTICS**

**During Combat** If forced into combat, they do their best to hold their ground while retreating toward the safety of their more defensible cabins.

**STATISTICS**

Str 10, Dex 11, Con 12, Int 10, Wis 12, Cha 9

Base Atk +0; Grp +0

Feats Alertness, Toughness

**Skills** Climb +2, Craft (distilling) +2, Handle Animal –1, Jump +1, Listen +1, Profession (distiller) +3, Ride +0, Spot +1, Swim +0, Use Rope +1

Languages Common

Gear club

**Tier 3–4 (EL 5)**

As Tier 3–4 with the following changes:

**DALARD FRITCH****CR 3**

hp 17 (use the stats for the Phalanx Guard from Act 1, Tier 6–7)

**RAILFORD TOWNIE (4)****CR 1**

Male/female human commoner 1, warrior 1

N Medium human

Init +1; Senses Listen +3, Spot +3

**DEFENSE**

AC 10, touch 10, flat-footed 10

hp 13 (1d4+1d8+5)

Fort +3, Ref +0, Will +1

**OFFENSE**

Spd 30 ft.

Melee club +1 (1d6)

**STATISTICS**

Str 10, Dex 11, Con 12, Int 10, Wis 12, Cha 9

Base Atk +1; Grp +1

Feats Alertness, Toughness

**Skills** Climb +2, Craft (distilling) +3, Handle Animal +0, Intimidate +0, Jump +1, Listen +1, Profession (distiller) +3, Ride +0, Spot +1, Swim +0, Use Rope +1

Languages Common

Gear club

**Tier 6–7 (EL 7)**

As Tier 3–4 but increase the number of railford townies to six and use the new stat block for Dalard Fritch provided below.

**DALARD FRITCH****CR 5**

Male human fighter 5

N Medium human

Init +1; Senses Listen +1, Spot +1

**DEFENSE**AC 17, touch 12, flat-footed 15  
(armor +4, Dex +2, shield +1)

hp 37 (5d10+5)

Fort +6, Ref +2, Will +2

**OFFENSE**

Spd 30 ft.

Melee mwk cold-iron bastard sword +10 (1d10+5)

**STATISTICS**

Str 17, Dex 12, Con 13, Int 10, Wis 12, Cha 9

Base Atk +5; Grp +8

**Feats** Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +6, Handle Animal +1, Intimidate +5, Jump +6, Ride +5, Swim +6

Languages Common

**Gear** masterwork chain shirt, masterwork cold-iron bastard sword, masterwork light steel shield

**Development:** If the PCs gain Dalard's trust, he confides that the distillery's owner, Becher Railford, recently left town on a private excursion from which he has yet to return. Two days ago, Becher and a few men ventured out into the swamps to recover a secret cache left by his father, which among other things, contains the deeds to the entire town. Only this morning one of his men stumbled into town. Sickened with fever, he told a horrifying tale of walking corpses that fell upon his friends just after Becher recovered his father's strongbox.

If the PCs wish to hear it for themselves, the man, Jessup Bose, lies in bed with a local healer attempting to cleanse disease from his festering wounds with live leeches. A DC 12 Heal or Knowledge (religion) skill check identifies the wounds as ghoulish bites and the man suffers from ghoulish fever. If not treated properly, he doesn't live through the night.

If requested Jessup recalls the following tale:

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"Becher led us through the swamps down an old trail to what used to be the barrel-aging caves. Them caves where vinters would set the casks ta dry 'em out an give 'em good flavor. When we got there, the caves was all boarded up, so it took us a while ta get in. The place was flooded, barrels floating everywhere and it had a foul stink to it. We poked around a bit till Becher found the back office. Inside, there was this strongbox where he said the deed was. That's when they came... these things rose out of the muck and started attacking. Dead folk with sharpened fangs. We tried to fight 'em but they was too strong. They tore Padrik's arm right off and started eating it... we tried to get out the way we came in. I made it out, but some of the creatures started following us, escaping. They blocked the entrance, trapping Becher and Walmart inside and after that the entrance collapsed on them. One of the creatures that followed me tried to grab me and took a bite out of my leg, so I ran. I ran as fast as I could. I don't know what happened after that."

---

Jessup doesn't know what happened to Becher or his friends, but fears for the worst. In the end, one thing remains certain: if the PCs don't find Becher with the deed proving his ownership, the town will be overrun by Taldan Phalanx seeking to take the land for themselves. Even more troubling is the knowledge that ghouls may be on the prowl in Railford.

Dalard attempts to convince PCs that losing Becher to the swamp is tantamount to losing the entire town of Railford to Gald. Dalard begs the PCs to go into the swamp and try to find Becher and the strongbox. He even gives them the relative location of the barrel-aging caves

and offers them a few items to aid them (see treasure). He desires to stay behind to organize the townsfolk to defend against Gald, should the situation worsen.

If the PCs fail to gain Dalard's trust he recommends the PCs stay at Bloodknuckles and split at dawn. During their stay, he gets the inn-staff to keep tabs on them. If the PCs don't cause trouble, and stick to their story, he convenes with them the next morning to sequester their help. If he catches them poking around the distillery or otherwise acting suspicious, he attempts to hold them for questioning and tries to ransom them back to Gald (whom he believes is their boss). Eventually, he realizes the PCs don't work for Gald, however by that time, Becher stumbles into town with the Deed. He desperately requests help from anyone able to provide it.

If the PCs attempt to engage Dalard in combat, he and the townsfolk fight as hard they can, working defensively, and retreating to the still where they can use the structure to ambush and flank opponents. The PCs become unwelcome enemies until they somehow prove themselves, possibly by finding and befriending Becher on their own. However, if Becher returns to town on his own and talks to Dalard first, he also views the PCs as enemies.

**Treasure:** If made helpful, Dalard offers the PCs two scrolls of *remove disease* and a *potion of remove paralysis* to aid them on their quest. For Tier 3–4, he also gives the PCs a *potion of cure moderate wounds*. For Tier 6–7, he gives everything noted above as well as a *potion of cure serious wounds*. Note: He only offers these items to the PCs if they initially made themselves friendly to Dalard—if they attack the townsfolk in any manner or fail to convince Dalard that they can help Railford, he neglects to give them these items.

**Mission Notes:** Cheliox faction PCs may attempt to acquire information they need to procure Crone's Tongue. It is familiar to most of the citizens, and a DC 12 Gather Information or Diplomacy check gleans insight about where and how to find it in the swamps. However, this is a two-fold mission, which cannot be completed until Act 3.

Allow Andoran faction PCs a DC 10 Intelligence check denote Dalard's Andoran accent. A DC 15 Spot check reveals he still wears the faded and cracked pendant of an Eagle Knight. Dalard is wily, therefore if asked about the pendant, he claims he found it on the floor of Bloodknuckles' inn a few weeks ago, thought it was interesting, and freely gives it as a token to whoever requests to see it. Unfortunately, PCs who only keep the pendant do not provide the certainty requested by their faction leader, and the only solid proof of his former membership is the eagle tattoo inked on his back. At



present, the eagle tattoo is concealed by his armor, though he frequents Bloodknuckle's place enough for most of his staff to confirm his tattoo, provided the PCs slip their informant a few gold pieces.

**Rewards:** If the PCs attack and kill the approaching townsfolk, reward each tier thusly:

**Tier 1-2:**

Give each player 70 gp.

**Tier 3-4:**

Give each player 91 gp.

**Tier 6-7:**

Give each player 90 gp.

**Rewards:** If the PCs deal with the townsfolk peacefully and receive the items from Dalard, reward each tier thusly:

**Tier 1-2:**

Give each player 88 gp.

**Tier 3-4:**

Give each player 113 gp.

**Tier 6-7:**

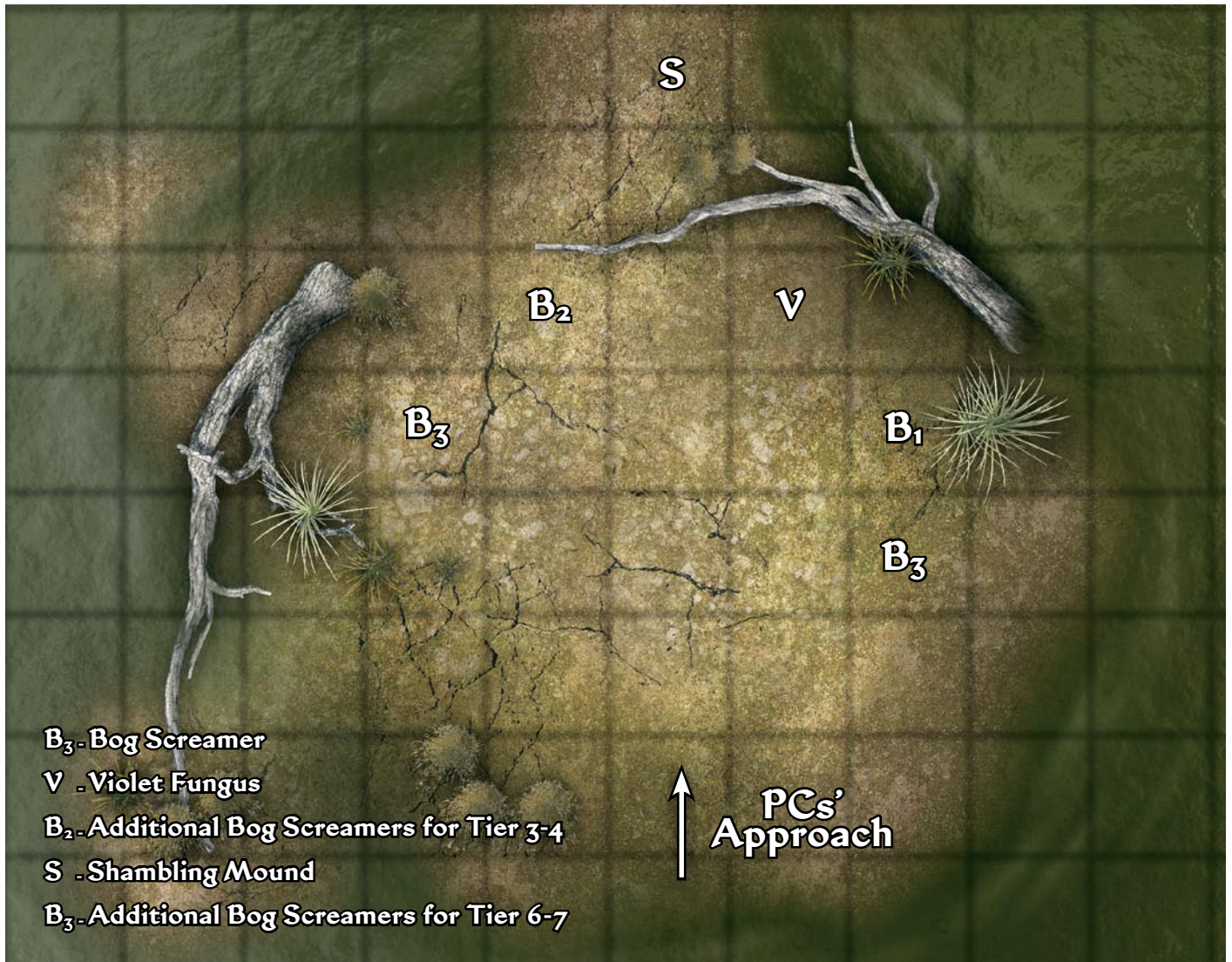
Give each player 175 gp.

## ACT 3: INTO THE MIRE (EL 4, EL 5, OR EL 8)

After encountering the townsfolk, PCs likely understand the need to go in search of Becher. Dalard as well as most of the townsfolk can point out the path to the barrel-aging caves, though PCs that attacked the townsfolk will need to bribe another resident 5 gp to find the way to Becher's last known location (the caves). Once the PCs reach the

### GAMEMASTERY MAP PACK: CAMPSITES

You can find the tiles for the map in Act 3 inside *GameMastery Map Pack: Campsites* available at your favorite local gaming store or online at [paizo.com](http://paizo.com).



halfway point in their travels to the barrel-aging caves, read or paraphrase the following:

---

A narrow footpath leads down a gentle but muddy escarpment, disappearing into thick tangles of shrubs and swamp-weed. At the base of the hill, the dirt path turns to soft sticky mud. It winds back through the shadowy mire. Nailed to a nearby tree hangs a moss-covered plank crudely cut into an arrow that points towards the mucky path.

---

Beneath the moss, faded writing on the plank reads, “Barrel-Caves 2.5 miles.” The marker is the first of several that point the way to the caves.

The mire muck itself is 16 inches deep in most places (treat as shallow bog terrain) and crawling with leeches. The parasites are barely detectable, however at some point during the journey inform one of the PCs standing in the mud that they feel an annoying prick on their leg or similarly exposed area. As soon as the individual inspects himself, he discovers a leech. Likewise, all others in contact with the mud discover they too have 1d6 bloated leeches stuck to those areas in contact with the mire. Each leech deals 1 point of temporary Constitution damage that’s recovered as soon as the PC is healed in any way (a DC 12 Fortitude save negates this damage). Once a leech deals damage, it becomes bloated and falls off. Leeches can be pulled or burnt off (dealing 1 hp damage), or salted off (no damage).

Once the PCs deal with the leeches, read or paraphrase the following:

---

The path continues for about a mile and a half when it comes to the edge of a shallow bog whose waters rise above the muck, covering the tracks entirely. A patchy film of sickly-colored, rubbery fungus floats upon the surface. Near the water’s edge, three moss-covered planks hang cockeyed from a rotten wooden post.

---

Once the moss is cleared, the first sign reads, “Railford 1-3/4 miles”, the second reads “Barrel-Aging Caves 3/4 mile,” and the third sign reads “Beware of Screammers.”

A DC 10 Search or Survival check notes where the passage of some creatures, most likely Becher and his men, disturbed and broke apart the film of floating fungus.

**Creatures:** The rubbery fungus floating on the mire is a local version of the shrieker fungus called a bog screamer. When the water is disturbed, the fungus senses it and emits a loud screaming noise for 1d3 rounds. These screams alert a nearby fungal creature, an aquatic cousin of the violet fungus, which rises from the mire and attacks the PCs. For Tier 6–7, a nearby shambling

mound recognizes that the shrieker’s screams mean food and moves in to investigate.

## Tier 1–2 (EL 4)

### BOG SCREAMERS CR 1

hp 11 (MM 112—use the stats for the shrieker and add the putrid burst ability below)

---

#### SPECIAL ABILITIES

**Putrid Burst (Ex)** When disturbed (such as struck in combat or stepped on) the fungus emits a burst of putrid smelling gas that fills its square and all adjacent squares. All living things capable of smell must make a DC 12 Fortitude save or become nauseated for 1 round.

### AQUATIC VIOLET FUNGUS CR 3

hp 15 (MM 112—use the statistics for the violet fungus and add the aquatic subtype)

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#### TACTICS

**During Combat** As soon as the screamers howl, the violet fungus moves towards the sound and attacks the nearest living creature with its tendrils.

**Morale** The violet fungus fights to the death.

## Tier 3–4 (EL 5)

As Tier 1–2 but increase the number of bog screamers to 2.

## Tier 6–7 (EL 8)

As Tier 1–2, but increase the number of bog screamers to 4 and add a shambling mound.

### SHAMBLING MOUND CR 6

hp 60 (MM 222)

**Development:** Once the PCs defeat the plant creatures, they are free to pick up Becher’s trail again. The path is clearly marked by the familiar moss covered signs hanging from a post on the other side of the bog. From there, the trail continues for another several miles, leading straight to the barrel-aging caverns.

**Treasure:** The swamps have claimed many unwary travelers. A DC 12 Search check dredges a skeleton from the mud. For Tier 1–2, the skeleton is still grasping a heavy bag filled with 750 gp in loose coins. For Tier 3–4, the bag contains 2,500 gp in loose coins. For Tier 6–7, the bag contains 4,000 gp in loose coins.

Additionally, if the PCs snuck by the guards in Act 1 instead of fighting them in combat (thus eliminating the reward of gathering the Phalanx guard’s loot) give Tiers 1–2 and 3–4 an additional 140 gp (per player) and Tier 6–7 an additional 182 gp (per player). This is in addition to the rewards listed below.

**Rewards:** If the PCs defeat the creatures and dredge up the skeletal remains, reward each tier thusly:

**Tier 1–2:**

Give each player 125 gp.

**Tier 3–4:**

Give each player 417 gp.

**Tier 6–7:**

Give each player 667 gp.

## ACT 4: THE FATE OF THE FOUR (EL 3, EL 6, OR EL 8)

When the PCs arrive at the barrel-aging caves where Becher's father once aged his wine casks, read or paraphrase the following:

Poking up from the murk in front of a crumbling foundation of cobbles, a cracked and faded sign swings upon a moss-covered post. It reads *Barrel-Aging Caves*. Within the foundation a pile of debris clogs a 5-foot indent in the ground that looks like an old stairwell. A few feet away, a muddy corpse lies face down in the murk.

The corpse is one of Becher's allies, a former liege soldier named Murdon Baker. Anyone examining him quickly notes he is covered with vicious, jagged claw and teeth marks. The bite-ridden corpse is infested with ghoulish fever and if not burnt or similarly disposed rises as a ghoulish in eight hours.

The clogged entrance suffered a collapse, set off by Becher and one of his men to prevent the remaining undead from escaping. The rotten wooden stairs broke easily, as the doors, swamp mud and other debris filled the opening. PCs attempting to use the entrance must first attempt to clear it, potentially triggering the trap. The caves are dark and unlit.

**Collapsing Entrance Trap:** A ghoulish remains trapped within the entrance bury zone. Clearing the clogged entrance (labeled T on the map) takes 1d4 minutes, after which enough debris is removed to allow the ghoulish to start thrashing about wildly. When this occurs, the entire pile gives way, dropping its contents (rubbish, ghoulish and PCs standing in the collapse zone) into the jagged remains of the broken stairwell in the watery caves beneath.

If PCs enter the caves through the main entrance, read the following:

A sour smell of death leaks through a large, murky limestone cave. Thick shadows splay from the rough, natural columns bracing its low, curved ceiling. Dark waters flood the caves and everywhere rotten casks bob slowly, as slow drips from the ceiling smack the surface with eerie dissonance. The quagmire is waste deep, possible deeper. Deeper in, a cage-like fence of iron divides the caves. In the center of the fence, a barred door hangs bent, partially torn from its hinges.

About 60 feet into the cave is an open iron fence behind which is a smaller cave area. In that area a short tunnel branches to the north which rises out of the muddy flood waters (labeled A on the map). Currently, that small tunnel is blocked by rocks and barrels which can be cleared in 1d2 minutes. The short tunnel opens into a small alcove where an iron door is hidden. A successful DC 12 Search check reveals the iron door, which leads down a ladder into a dry series of tunnels that lead back to Railford (see Development). This is how Becher escaped the caves and he left the barrels and rocks behind to try to keep the undead from escaping with him.



For purposes of terrain, treat the flooded caves as deep bog (DMG 88).

**Creatures:** As soon as the PCs enter the caverns, they alert the presence of a pack of undead that lurk within. These bestial creatures were once Iadon's former adventuring companions. After suffering a brutal attack, Iadon took his wounded companions here, hoping to hide them in safety while he rushed for a cure. Unfortunately, he returned too late and all had rise again as undead. Iadon sadly sealed them here, hoping to one day save them from their hideous fate, but he passed away before he could do so.

### Tier 1–2 (EL 3)

#### COLLAPSING ENTRANCE TRAP CR 2

Type mechanical; Search DC 20; Disable

Device DC 20

##### EFFECTS

**Trigger** touch (see trap description); **Reset** none

**Effect** All creatures in a 10 ft. by 10 ft. area over the opening take 2d6 falling damage plus +10 melee 1d4 jagged wooden posts (1d4 each); DC 15 Reflex negates

##### SPECIAL

The mire ghoul lodged in the debris attempts to grapple and attack the nearest individual attempting to clear the bury zone.

#### MIRE GHOUL

CR 1

hp 13 (MM 119)

##### TACTICS

##### Before Combat

The ghoul is trapped in the pile of debris clogging the entrance to the caves.

**During Combat** Once freed, the ghoul throws itself at the nearest PC.

**Morale** The ghoul fights until destroyed.

#### MIRE ZOMBIE (3)

CR 1/2

hp 16 (MM 266—human commoner zombie)

##### TACTICS

**Before Combat** The zombies lurk at the back of the caves, beyond the iron fence.

**During Combat** Once the zombies hear the PCs, they lumber forward and attack the nearest PC.

**Morale** The zombies fight until destroyed.

### Tier 3–4 (EL 6)

As Tier 1–2 but replace the zombies with 3 ghouls (in addition to the ghoul stuck in the trap).

### Tier 6–7 (EL 8)

#### COLLAPSING ENTRANCE TRAP

CR 5

Type mechanical; Search DC 20; Disable Device DC 24

##### EFFECTS

**Trigger** touch (see trap description);

**Reset** none

**Effect** All creatures in a 10 ft. by 10 ft. area over the opening take 2d6 falling damage plus +20 melee 1d4 jagged wooden posts (2d6 each); DC 20 Reflex negates

##### SPECIAL

Note: The mire ghast lodged in the debris attempts to grapple and attack the nearest individual attempting to clear the bury zone.

#### MIRE GHAST (4) CR 4

hp 29 (MM 119)

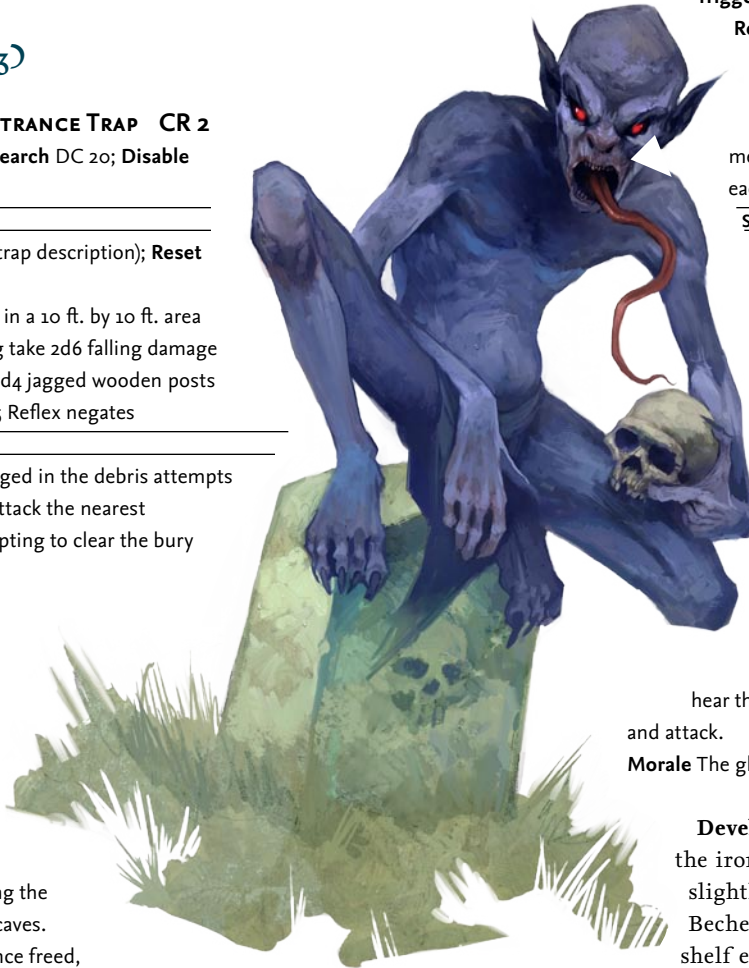
##### TACTICS

**Before Combat** One ghast is buried in the trap; the other three lurk at the back of the caves.

**During Combat** Once the ghouls hear the PCs, they move toward the PCs and attack.

**Morale** The ghouls fight until destroyed.

**Development:** On the other side of the iron gate sits a small, dry alcove slightly raised above the mire. Becher pushed aside a bric-a-brac shelf exposing a small niche in the back of the room where his father secreted a stash of belongings in a locked chest. An outline in the dust shows where a small chest once sat. The shelf contains dozens of crates of rotting wine corks and moldering labels. One crate, sealed slightly better than the others, contains some of Iadon's old adventuring gear (see treasure below), a molded set of clothes and rotten cloak, and two once fine daggers now badly rusted and worthless. Two valuable treasures lie strewn amongst the rest of the junk.



Becher's trail through the tunnel beneath the caves leads to a small abandoned stone cottage on the outskirts of Railford. PCs encounter him resting there, trying to regain his strength before returning to his distillery. The disease burning in his wounds is quickly taking its course, leaving him weary and weakened. Using the last of his strength, Becher carries a small chest he recovered from the caves. The chest contains, among other things, the deed to Railford and its surrounding properties. However it is both locked and trapped (see Act 5 for details). Becher doesn't have the key. To protect its contents, he refuses to attempt to open the chest until he has safely returned to the distillery (see Act 5 for details).

**Mission Notes:** All the undead encountered in the caves were Iadon's former adventuring companions. One of them possesses the distinct attire of an Osirian sorcerer. He was in fact a Pathfinder named Abta Nuatha, though he never received a proper funeral. PCs of the Osirion faction would do well to give him a proper burial ceremony so his soul may be at rest. Once the PCs locate Becher, members of the Qadira faction can take the opportunity to attempt to befriend him and get him to reveal his distilling techniques. In fact it isn't hard to get him to discuss what he considers the fine art and principles of distilling. Convincing him to take a sponsorship from the Pasha proves a little more difficult, at least at this point of the adventure. His skepticism lessens after Act 5, when he realizes he may need financial aid to rebuild his establishment or considers the value of tapping the international market.

**Treasure:** The gear inside Iodan's crate of old adventuring gear varies by tier. For Tier 1–2, it contains *bracers of armor +1*. For Tier 3–4, it also contains a *handy haversack*. For Tier 6–7, it contains everything above as well as a *restorative ointment* and a *ring of force shield*.

**Rewards:** If the PCs successfully find the stash of old adventuring gear, reward each tier thusly:

**Tier 1–2:**

Give each player 83 gp.

**Tier 3–4:**

Give each player 250 gp.

**Tier 6–7:**

Give each player 1,292 gp.

## ACT 5: THE DISTILLERY (EL 6, EL 8, OR EL 10)

The tunnel from the barrel-aging caves ends in the basement of a stone cottage in Railford. The basement is filled with nothing but moldering, empty wine racks and a flight of crude, wooden stairs leading back above ground. Another tunnel leads from this location to the distillery. Provided they are on good terms, Becher leads

### DISTILLERY STRUCTURE AND FEATURES

**Taproom:** The taproom of the distillery has tall 20-foot ceilings and 8-foot high climbable scaffolding surrounds the walls laden with massive barrels filled with liquor. The barrels on the ground floor level are tapped and can be opened and closed. The liquor is flammable, but gives off little heat and damage and extinguishes quickly (1 hp fire damage per round for 1d2 rounds). Still, if a tap is lit on fire, the entire barrel can catch, causing a slight explosion 1d4 rounds later (1d6 damage to all creatures within 10 feet of the barrel; Reflex DC 12 negates).

**Stillroom:** A massive exhaust chimney occupies the center of this brick room, while complex coils of glass piles and alembic tubes, vats and beakers chug and burble, powered by a smoldering hot iron stove. Scent in this room is overpowering; anyone entering for the first time must make a DC 12 Fortitude save or be dazed for one round. Once an individual has been exposed to the scent they are immune to its effects for the next week.

During the onslaught, the distillery likely takes damage as various creatures attempt to smash their way inside.

**Brick Walls:** Hardness 8, hp 60, Break DC 30

**Doors:** Hardness 5, hp 20, Break DC 22

**Wooden Walls/Roof:** Hardness 5, hp 40, Break DC 25

**Shuttered Windows (glass/wood):** Hardness 5/1, hp 2/15, Break DC 1/18

the PCs through this passage and back to the distillery. He stresses the importance of returning immediately and refuses suggestions to do otherwise. Those who push him on such matters risk offending him or losing his trust, thus jeopardizing the PCs ability to convince him to allow the Society to use his facilities as a lodge.

Meanwhile, Grald's men moved to seize the tiny thorp. (If the PCs managed to defeat all of Grald's men previously, new phalanx soldiers have arrived to take the town.) Railford's citizens now hole up within their cottages, preparing for the worst. Noises, shouting, and arguments come from outside, as Grald and his imperialists try to seize Railford by force. PCs investigating the noises (which they can clearly hear from inside the distillery) find Grald taking the town hostage. He demands Becher surrender, and awaits his reply. Hearing the commotion, Becher hollers a bold refusal. At this point, if he hasn't been healed Becher reaches –1 hp and collapses. He continues to slip away at 1 hp per round and will die if the PCs do nothing to help him. If the PCs open the locked and trapped chest Becher hauled here from the caves, a DC 12 Appraise check of the property deed determines it is worthless without Becher's signature, something he's been unable to do. Therefore, unless the PCs revive

Becher, there is little they can do to prevent Grald and the Taldan Phalanx from taking the town.

**Creatures:** Although both soldiers and ghouls besiege Railford, the PCs only face those opponents able to break into the distillery. Start by positioning groups of phalanx soldiers and ghouls about the distillery in the four locations shown on the map (one at each of the doors and at the wall between the stillroom and the taproom). Use the flowchart below to determine the rate and locations of specific attacks.

**Stage 1:** During this stage, Grald and his soldiers attempt to force their way into the distillery intent on defeating Becher and his allies. Pairs of phalanx soldiers surround the distillery at four different locations marked on the map. Grald's group positions itself at the front doors and initiates the siege, attempting to force his way in by attacking the doors. Two rounds later, a second group attacks at entry point B. Every Two rounds after that, the next group attacks entry point C and so forth every two rounds, until all groups are attacking the distillery. PCs can delay the break-ins by using materials in the distillery to barricade the openings or by using magical means to strengthen them. Anyone actively attempting to reinforce the obstructions adds the hit points of objects used to create barricades to the total hp

of the structure being damaged. This increases the time it takes for the intruders to break in.

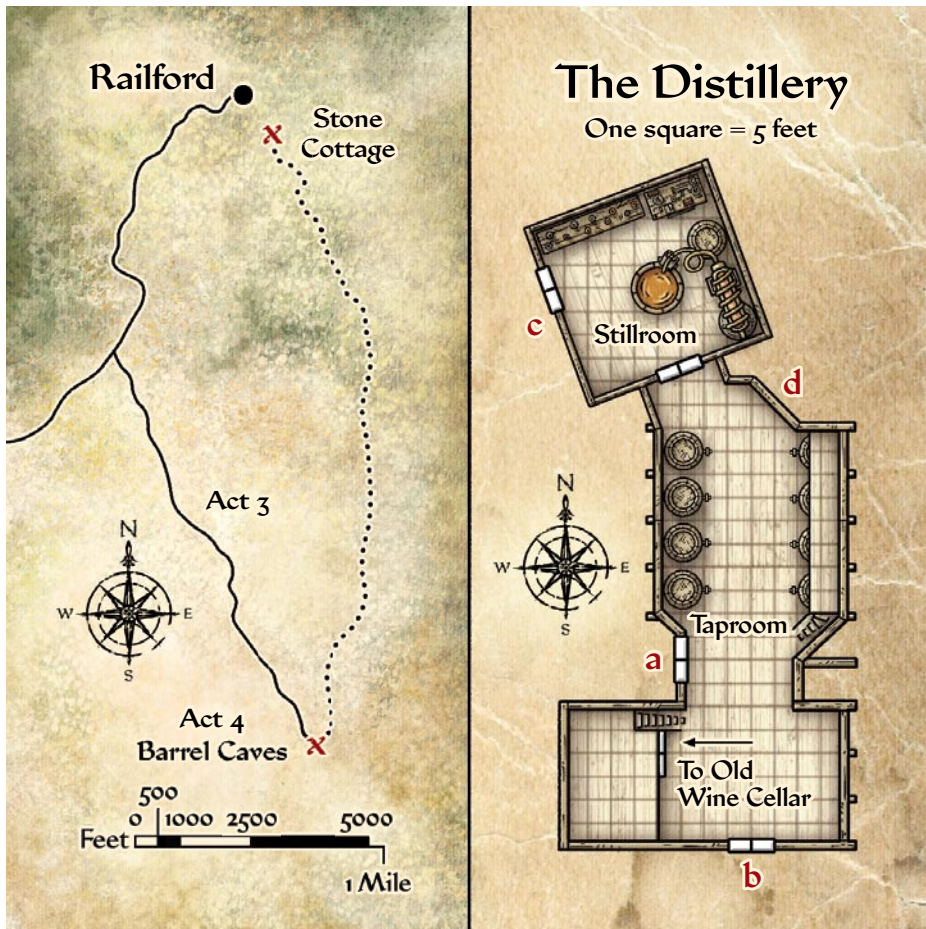
As soon as a group of phalanx soldiers successfully destroys its obstruction, the men force their way into the distillery. Once inside, they search out and corner Becher to force him to surrender the deed. At the end of 10 rounds, all plans change quickly, as hungry ghouls begin breaking into the distillery seeking to devour everyone. Go to Stage 2.

If the PCs hold off the incursion for more than 6 rounds, the phalanx soldiers become more frantic and violent. As they break into the distillery, the men force themselves inside in a panic, screaming about flesh-eating ghouls. A round after they enter, the undead creatures attempt to follow them in and must be fought back. Soldiers desperately try to organize blocking the entrances and try to secure the distillery against further assault. The soldiers will work with PCs, but if necessary, fight anyone preventing them from attaining this task. Unfortunately, several of these men (1d4) already bear bite wounds and are already afflicted with ghoul fever. Go to Stage 2.

If PCs hold off the entire incursion for more than 10 rounds, they start hearing horrific screams as ghouls attack and devour the panicked soldiers. The screams continue for 3 rounds, during which time the soldiers continue to attempt to break in. After three rounds, the ghouls slay any remaining soldiers and everything goes silent. A half a minute later, the ghouls initiate a violent break in. Go to Stage 2.

**Stage 2:** During this stage, the ghouls attempt to break in to the distillery attacking the same points used by the phalanx soldiers. If they gain entrance, any defending soldiers flee in panic, seeking defensible shelter within the distillery. If these men spot any PC or townsfolk with a defensible position or good hiding spot, they attempt to kill them and take the spot for themselves. The ghouls run amok, indiscriminately attacking the nearest living targets.

Please note that while the EL for all of these encounters is incredibly high for each tier, the PCs should face the soldiers and ghouls in separate waves and rarely face more than a few at a time, so long as they maintain their defense of the distillery. If they charge



outside into the melee, they'll face Grald and his men immediately, and then face the ghouls with any of Grald's surviving men once they arrive on round 10. For Tier 1–2, if possible give the PCs a few rounds to recover between the attack of Grald's men and the arrival of the ghouls.

**Iadon's Chest:** Hardness 5, hp 18; Break DC 23; Open Lock DC 25

**Trap:** Iodon's strongbox is locked with a masterwork padlock fitted with a simple and obvious poison needle trap. Within the main compartment rests a false deed ensorcelled with a *suggestion* spell. Anyone making a DC 12 Search check of the chest discovers a false bottom that hides the official property deed to Railford.

### POISON NEEDLE TRAP CR 1

**Type** mechanical; **Search** DC 20; **Disable Device** DC 17

#### EFFECTS

**Trigger** touch; **Reset** repair

**Effect** Atk +17 (1 hp damage plus poison needle); **Poison** blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/ unconsciousness

### SUGGESTION SPELL TRAP CR 4

**Type** spell; **Search** DC 28; **Disable Device** DC 28

#### EFFECTS

**Trigger** spell; **Reset** automatic

**Effect** Spell effect as *suggestion* cast by a 5th-level wizard, DC 14 Will save negates

#### NOTE

The *suggestion* spell suggests that any individual reading the false deed should claim it for themselves.

## Tier 1–2 (EL 6)

### GRALD KRETCHMOOR CR 2

Male human fighter 1/monk 1

LN Medium human

**Init** +6; **Senses** Listen +1, Spot +1

#### DEFENSE

**AC** 13, touch 13, flat-footed 11

(+2 Dex, +1 Wis)

**hp** 17 (1d10+1d8+3)

**Fort** +4, **Ref** +4, **Will** +3

#### OFFENSE

**Spd** 30 ft.

**Melee** unarmed +4 (1d6+3) or unarmed flurry +2/+2 (1d6+3) or longsword +5 (1d8+3)

**Ranged** mwk shuriken +4 (1d2+3) or mwk shuriken flurry +2/+2 (1d2+3)

**Special Attacks** flurry of blows

#### TACTICS

**During Combat** Believing he and his men have the distillery surrounded, Grald engages in combat aggressively. As soon

### VICTORY THROUGH NEGOTIATION

Once Becher falls unconscious, the PCs might instead attempt to negotiate with Grald. Grald does his best to tempt the PCs to his cause, even probing them for their motivations in defending an "old, useless, unreliable drunk such as Becher." If the PCs so much as hint their purposes, Grald immediately promises them what they seek if they surrender the town to him. He makes his offer but once with sincerity, and if PCs turn him down he feels forced to destroy them as enemies of the empire.

If the PCs decide to side with Grald, the GM should simply reverse the encounters such that they are forced to defend the distillery from the townsfolk first, then undead. The GM should alter the encounters such that the groups at each entrance contain 4 townies and 4 ghouls to compensate for the PCs new soldier allies.

as the ghouls arrive, he loses interest in anything but self-preservation and fights defensively, seeking a location within the distillery that he can easily defend.

**Morale** Grald's surrenders if brought below 2 hit points.

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 11, **Int** 10, **Wis** 12, **Cha** 13

**Base Atk** +1; **Grp** +4

**Feats** Improved Initiative, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Focus (longsword)

**Skills** Balance +4, Climb +3, Diplomacy +4, Escape Artist +3, Handle Animal +3, Hide +3, Intimidate +3, Jump +7, Listen +1, Move Silently +2, Spot +1, Swim +4, Tumble +4

**Languages** Common

**Gear** longsword, masterwork shuriken (10)

### PHALANX GUARD (4) CR 1

**hp** 7 (use the stats from act 1, Tier 1–2)

#### TACTICS

**During Combat** Initially, these soldiers follow Grald's command to seize the distillery. Once the ghouls arrive, they scatter and lose all sense of tactics. Desperate to survive, they break from combat and seek defensible positions.

**Morale** While Grald is alive the phalanx guards fight to the death.

If Grald surrenders or is killed, the guard surrender if brought to 2 hit points or less.

### MIRE GHOUL (4 WITH AN ADDITIONAL 3 ROAMING THE TOWN) CR 1

**hp** 13 (MM 119)

## Tier 3–4 (EL 8)

As Tier 1–2 but increase the number of phalanx guards to eight and the number of mire ghouls to 6 (with

an additional three roaming the town). Also use the following stat block for Grald:

**GRALD KRETCHMOOR** **CR 3**  
 Male human fighter 1/monk 2  
 LN Medium human  
**Init** +6; **Senses** Listen +1, Spot +1

---

**DEFENSE**

**AC** 13, touch 13, flat-footed 11  
 (+2 Dex, +1 Wis)  
**hp** 22 (1d10+2d8+3)  
**Fort** +5, **Ref** +5, **Will** +4  
**Defensive Abilities** evasion

---

**OFFENSE**

**Spd** 30 ft.  
**Melee** unarmed +5 (1d6+3) or unarmed flurry +4/+4(1d6+3) or  
 longsword +6 (1d8+3)  
**Ranged** mwk shuriken +5 (1d2+3) or mwk shuriken flurry +0/+0  
 (1d2+3)  
**Special Attacks** flurry of blows

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**STATISTICS**

**Str** 16, **Dex** 14, **Con** 11, **Int** 10, **Wis** 12, **Cha** 13  
**Base Atk** +2; **Grp** +5  
**Feats** Deflect Arrows, Improved Initiative, Improved Unarmed  
 Strike, Stunning Fist, Toughness, Weapon Focus (longsword)  
**Skills** Balance +4, Climb +5, Diplomacy +4, Escape Artist +3,  
 Handle Animal +3, Hide +3, Intimidate +4, Jump +6, Listen +1,  
 Move Silently +3, Spot +1, Swim +4, Tumble +5  
**Languages** Common  
**Gear** longsword, masterwork shuriken (10)

## Tier 6–7 (EL 10)

**GRALD KRETCHMOOR** **CR 8**  
 Male human fighter 4/monk 4  
 LN Medium human  
**Init** +2; **Senses** Listen +2, Spot +2

---

**DEFENSE**

**AC** 14, touch 14, flat-footed 11  
 (+3 Dex, +1 Wis)  
**hp** 47 (4d10+4d8+3)  
**Fort** +8, **Ref** +8, **Will** +6; +2 vs enchantment  
**Defensive Abilities** evasion

---

**OFFENSE**

**Spd** 40 ft.  
**Melee** unarmed +11/+6 (1d6+6) or unarmed flurry +9/+9 (1d6+4) or  
 mwk longsword +12/+7 (1d8+3)  
**Ranged** mwk shuriken +11/+6 (1d2+3) or mwk shuriken flurry +9/+4  
 (1d2+3)  
**Special Attacks** flurry of blows, ki strike (magic)

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**STATISTICS**

**Str** 16, **Dex** 16, **Con** 11, **Int** 10, **Wis** 12, **Cha** 13  
**Base Atk** +7; **Grp** +10

**Feats** Deflect Arrows, Improved Initiative, Improved Trip,  
 Improved Unarmed Strike, Snatch Arrows, Stunning Fist,  
 Toughness, Weapon Focus (longsword), Weapon Specialization  
 (longsword)  
**Skills** Balance +7, Climb +9, Diplomacy +5, Escape Artist +6,  
 Handle Animal +4, Hide +4, Intimidate +5, Jump +9, Listen +2,  
 Move Silently +4, Sense Motive +3, Spot +2, Swim +5, Tumble  
 +7  
**Languages** Common  
**SQ** slow fall (20 ft.), still mind  
**Gear** *amulet of mighty fists* +1, masterwork longsword,  
 masterwork shuriken (10)

**PHALANX GUARD (4)** **CR 3**  
**hp** 17 (use the stats from act 1, Tier 6–7)

**MIRE GHOUL (8 WITH AN ADDITIONAL 3 ROAMING  
 THE TOWN)** **CR 1**  
**hp** 13 (MM 119)

**Development:** The onslaught of ghouls lasts until PCs defeat all of the undead attacking the distillery. Therefore, the longer it takes the PCs to defeat the ghouls, the more townsfolk die. A small pack of three ghouls scours the rest of the town. Every 10 minutes, the ghouls in the town breach a new structure and slay and devour 1d6 townsfolk. Once they consume 10 individuals, their hunger is temporarily sated and they retreat back into the mire. If the PCs join Grald and defeat the townsfolk, they receive no reward for this act.

**Rewards:** If the PCs defeat Grald and the phalanx as well as the wave of ghouls, reward each tier thusly:

- Tier 1–2:**  
Give each player 339 gp.
- Tier 4–5:**  
Give each player 620 gp.
- Tier 6–7:**  
Give each player 949 gp.

## CONCLUSION

Likely, the citizens of Railford suffer greatly from the ghoulish attacks. Cottages bear smashed doors and smears of blood while survivors of the attack stagger about bearing hideous wounds which require immediate attention. About half the survivors suffer from an injury, and half the injured are also afflicted with ghoulish fever. Gnawed corpses lie strewn about the streets, infested with ghoulish fever. If the PCs fail to cremate the corpses, they rise as ghouls the following evening. Similarly, if the PCs failed to destroy the ghouls, they return nightly, haunting the outskirts of the town and ambushing stragglers.



Provided he still lives, the PCs must conclude their business with Becher. Grateful for their aid, he readily agrees to convert the distillery into a Pathfinder lodge, though he requests that he remain able to continue distilling whiskey. Unless convinced otherwise (as part of the Taldor faction mission), he retains ownership of the property but wills the land to whatever Venture-Captain is running the lodge at the time of his death.

PCs are welcome to stay on in the town for as long as they like before undertaking their next mission. Certainly, the Society welcomes their aid in establishing the new lodge, and should they do so are forever treated with honorary status at that lodge.

### FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who confirm that a former high-ranking Eagle Knight now hides out among the townsfolk earn 1 Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who recover some herbs and reagents native to the swamplands surrounding the town of Railford earn 1 Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who find out what happened to a former Pathfinder who traveled with Iadon (now one of the ghouls, but still identifiable) and if possible, give him a proper burial earn 1 Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who acquire Becher's secret whiskey recipe earn 1 Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who convince Becher to sign the deed of Railford over to a Venture-Captain associated with his father's faction earn 1 Prestige Award.

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### Andoran Faction Handout

Friend of Freedom,

It has come to my attention that a battalion of Eagle Knights has gone rogue, likely driven mad by some entropy lurking beneath Drosnar's Crag. While the sad fates of errant do-gooders rarely concern me, there are rumors that one of the survivors remains relatively sane, but has split from the rogue battalion and now lives in relative secrecy in Taldor, at Railford, trying to drink the horrors from his mind. I only need this information confirmed. It is imperative that he remain unaware that we know of his existence.

*Capt. Colson Maldris* Sincerely,  
Captain Colson Maldris



### Cheliox Faction Handout

Exquisite Flesh Morsel,

I require the procuring of a rare and pungent swamp root. There are only a few regions in which this plant grows wild, though quite conveniently, it is native to the very region to which you are being sent. The name of the root is ygrat, though it is sometimes known as Crone's Tongue. Vintners mash the root into an oily paste used for seasoning wine casks. The locals should know where it's found, however I need it to be fresh. It has ... useful properties that should server our evenings well.

*Zarta Dralneen*  
Paracountess Zarta Dralneen



### Osirion Faction Handout

Hand of the Ruby Prince,

I am quite close with the family of a former associate of the late Iodun Railford, an accomplished wizard and fellow Pathfinder named Abta Nuatha. Abta disappeared almost a decade ago without a word. The family attempted several times to contact Iodun for further information, however he never gave a reply and upon Railford's death, the family was forced to employ a seer to determine their son's whereabouts, who found nothing. If he lives, he must be brought immediately before the pharaoh. If he died, it is of utmost importance that he receives a proper burial so that his soul may carry over to the land of the dead.

Respectfully,



*Amenopheus*  
Amenopheus, The Sapphire Sage

### Qadiran Faction Handout

*Greetings,*

*Railford possesses secrets of distilling pungent and rare spirits. While these putrid western beverages provide little interest to us, the trade princes believe the distilling techniques used to create these spirits could prove invaluable in the production of tinctures, perfumes, and the preservation of spices, herbs, and other items. We require that you learn all you can about these processes from Becher Railford and forward your findings to us. Let Becher know we are sincere in our desire to bargain with him and if he shows interest, we may even consider sponsoring him for a bit, provided he can build us some of his devices and teach us how to use them.*


*Sincerely,*  
Pasha Muhlia Al-Jakri 

### Taldor Faction Handout

*Loyal Subject of the Empire*

*We are thankful indeed to have one of our own on this mission. As you know, the Pathfinders seek to establish a lodge at Railford, a cause both just and worthy. At present, several candidates already seek the position of Venture-Captain of Railford lodge. All we ask that we keep Taldor properties beneath the wings of its own people. Outsiders cannot understand our plight and we desperately need to make sure we maintain control of our own destiny. We need you to convince Becher to force the Decemvirate's decision. Instead of asking Becher to sign the deed to the Pathfinders, request that he sign it to Dominicus Blelor, a fellow countryman and old friend and ally of Becher's father. Ensuring Becher believes such a decision would honor his father is preferable.*



*For Emperor and Empire,*  
  
Baron Jacquo Dalsine



# SCENARIO 24: DECLINE OF GLORY

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario.

Scenario Chronicle # \_\_\_\_\_

TIER		
1-2	▶	775
TIER		
3-4	▶	1,540
TIER		
6-7	▶	3,265

MAX GOLD

### EXPERIENCE

Starting XP \_\_\_\_\_

+1 XP \_\_\_\_\_

Final XP Total \_\_\_\_\_

### Prestige Award

Starting PA \_\_\_\_\_

PA Gained (GM ONLY) \_\_\_\_\_

Final PA Total \_\_\_\_\_

### GOLD

Start GP \_\_\_\_\_

+ GP Gained (GM ONLY) \_\_\_\_\_

+ Items Sold \_\_\_\_\_

= Sub Total \_\_\_\_\_

- Items Bought \_\_\_\_\_

= Sub Total \_\_\_\_\_

- Gold Spent \_\_\_\_\_

= Sub Total \_\_\_\_\_

### Items Found During This Scenario

TIER

1-2

*Bracers of armor +1* (Cost: 1,000 gp)  
*Potion of remove paralysis* (Cost: 300 gp)  
*Scroll of remove disease* (Cost: 375 gp)

TIER

3-4

*Handy haversack* (Cost: 2,000 gp)  
*Potion of cure moderate wounds* (Cost: 300 gp)

TIER

6-7

*Amulet of mighty fists +1* (Cost: 6,000 gp)  
*Potion of cure critical wounds* (Cost: 750 gp)  
*Restorative ointment* (Cost: 4,000 gp)  
*Ring of force shield* (Cost: 8,000 gp)

### Items Sold / Conditions Gained


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

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #