

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



PATHFINDER QUESTS

THE SILVERHEX CHRONICLES

PATHFINDER QUESTS

THE SILVERHEX CHRONICLES

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Pathfinder Quests: Silverhex Chronicles is a series of Pathfinder Quests designed for 1st-level characters. These Quests are designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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PATHFINDER QUESTS

THE SILVERHEX CHRONICLES

The River Kingdoms is a tumultuous land of bloodthirsty bandits, treasure-laden ruins, and self-proclaimed kings, and for years it has been the subject of study for Ulisha, a curious and capable half-orc explorer. Shortly after performing a heist that enraged the local nobility, she came across a collapsing stone circle and discovered *Silverhex*, an enchanted sickle used by druids millennia before. She did not have long to admire her find, though, for the nobles had posted a bounty to end her meddling for good.

Unable to deal with her pursuers on her own, she has contacted the PCs, who may know her from previous adventures. If they can raise enough money, she's willing to sell them *Silverhex* at a steep discount and then pay off her bounty. By the time the PCs arrive at Ulisha's meeting place, she is nowhere to be found. However, she left behind her journal full of profitable leads as a sign of good faith. Using her journal as a guide, the PCs can explore the region, seek their fortune, and earn enough gold to buy the ancient relic.

These six adventures take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and finally to a city of assassins in Daggermark.

RUNNING THE SILVERHEX CHRONICLES

The Silverhex Chronicles is a series of six Quests, short adventures designed to take approximately 1 hour each. Collectively, the Quests tell a cohesive story that the players can experience in any order, though it is recommended the PCs use the *Silverhex* Quest as a finale. Excerpts from Ulisha's journal appear on page 27, and each one corresponds to one of the Quests. It is recommended that the GM provide these to the players all at once, allowing them to choose which adventures they wish to play and in which order.

PREGENERATED CHARACTERS

All player must use one of the 1st-level Pathfinder Society pregenerated characters, available from paizo.com/pathfinderSociety/gmResources.

RECEIVING CREDIT

A player who plays through one or more of the Quests receives a Chronicle sheet for *The Silverhex Chronicles*, noting which

ones he played. He can later play the rest of the Quests in the series, earning greater rewards (See the Variable Rewards boon on the Chronicle sheet at the end of this series). At any time, he can apply the Chronicle sheet to a 1st-level Pathfinder Society character, but if that character gains XP from another Chronicle sheet, he can no longer earn additional rewards for playing the other *Silverhex Chronicles* Quests. The *Silverhex Chronicles* can be replayed for credit, but the credit must be applied to a different 1st-level character each time.

When a GM runs one of these Quests, she also gets credit applied to a character. However, each time she runs a Quest, she can check off *any one* of the Quest boxes on her Chronicle sheet. In this way a GM can continue to earn credit toward a character, even if she runs the same Quest several times for different groups.

ABOUT PATHFINDER SOCIETY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances and gains rewards as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.



MAUSOLEUM

By SCOTT SHARPLIN

Even before their flight from Galt, the noble families Tullivor and Sarvio were bitter rivals. After resettling in Gralton, both clans hired adventurers, including the bard Ulisha, to recover family heirlooms they'd abandoned during the Red Revolution—and sometimes to steal each other's treasures too.

Recently, Laban Tullivor was entombed along with a treasure. Near the mausoleum, a pedestal explains that the tomb's magical trap can be dispelled when the last rays of the setting sun fall upon that spot. Since the rays of dusk are blocked year-round by the spire of the nearby Sarvio Mausoleum, this puzzle encourages treasure-seekers to vandalize it, thus humiliating Laban's rivals one last time. But Laban's scheme backfired as one Sarvio scion, misinterpreting the riddle, murdered Laban's heir.

SUMMARY

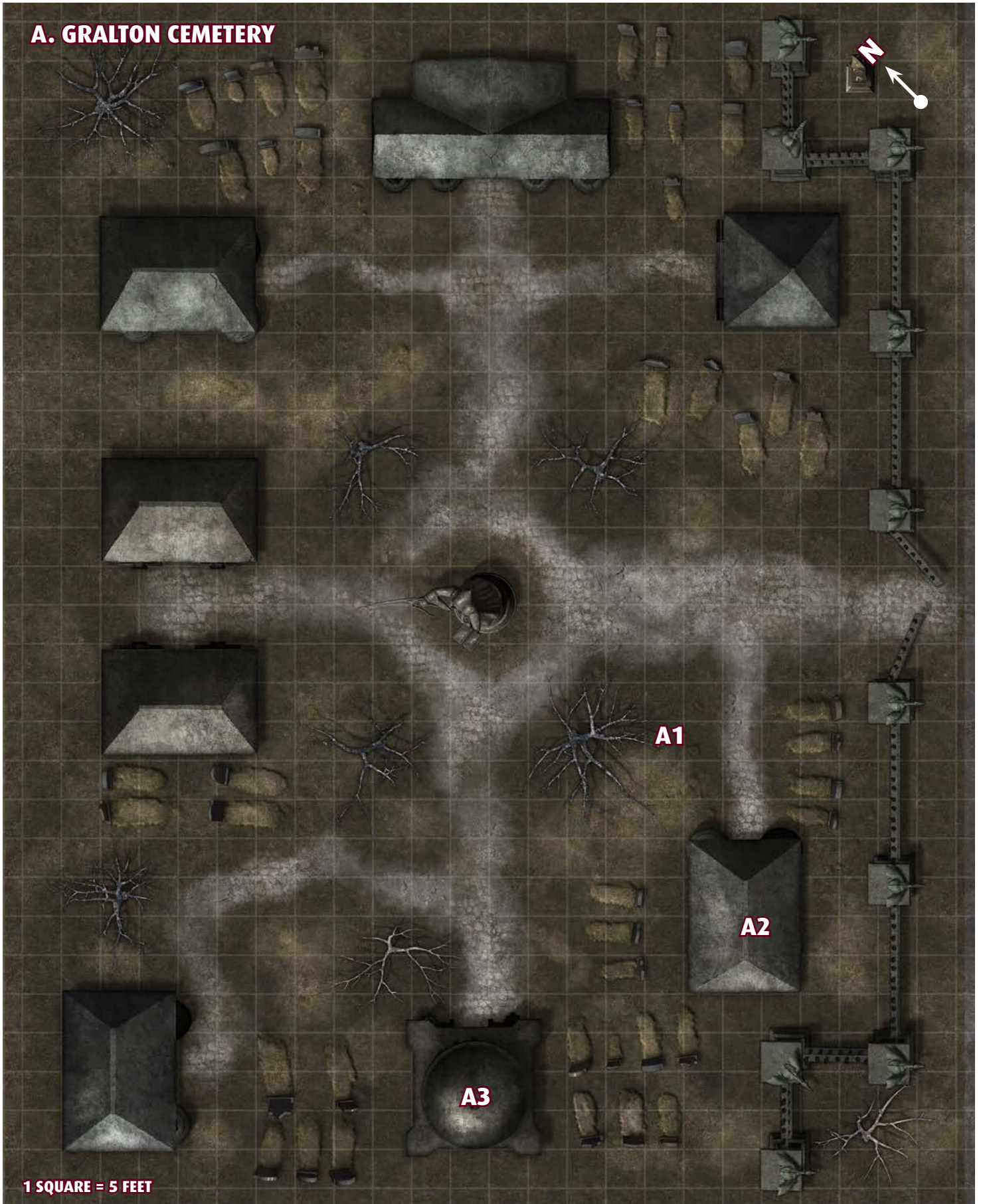
Guided by Ulisha's notebook, the PCs investigate a mausoleum in Gralton's cemetery. Near the tomb, they find a fresh corpse played across a statue. Through deduction, the PCs learn that the victim was Northis Tullivor, Laban's son. Based on a riddle spoken by the bust, it appears someone murdered Northis in an attempt to bypass the tomb's trap.

WHERE ON GOLARION?

Mausoleum occurs in Gralton, a small city in the central River Kingdoms whose citizens are mostly refugees from Galt, a nation gripped in ongoing revolution. For more about Gralton and its environs, see *Pathfinder Campaign Setting: Guide to the River Kingdoms*, available at bookstores and game stores everywhere, and online at paizo.com.



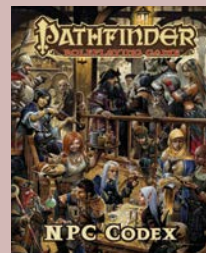
A. GRALTON CEMETERY



1 SQUARE = 5 FEET

GM RESOURCES

Mausoleum uses the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG NPC Codex*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores, all rules referenced in this adventure can also be found in the free online Pathfinder Reference Document at paizo.com/prd.



Clues lead PCs to the killer, Rhiannon Sarvio, who hides behind her own family's tomb. The PCs may confront Rhiannon immediately or cooperate with her to solve the riddle. Regardless of how they access the tomb, the PCs likely cross blades with Rhiannon before they can claim the Tullivor treasure.

GETTING STARTED

The PCs begin the adventure in Gralton, where Ulisha's journal entry has led them. There the PCs can attempt a DC 10 Diplomacy or Knowledge (local) check to confirm that Laban Tullivor was a corrupt and cruel man. Before dying, he boasted about the treasure to be entombed with him as well as about a magical trap that could be bypassed by "one who earns Tullivors' thanks."

A. GRALTON CEMETERY

For a small city, Gralton boasts an ostentatious cemetery, with the tombs of wealthy Galtan refugees evoking their lost glories.

Before bringing Northis Tullivor here, Rhiannon Sarvio bribed the city watch to steer clear for the night. Regardless of when the PCs arrive at Gralton Cemetery, they find the gates ajar and no guards on duty. A successful DC 10 Knowledge (local) check confirms this is unusual.

A1. The Riddling Bust

As the PCs approach the Tullivor Mausoleum (area **A2**), they notice a human form slumped over a small marble pedestal. This is the corpse of Northis Tullivor. Minutes before the PCs entered the cemetery, Rhiannon Sarvio murdered Northis here. She now skulks behind her own family's tomb (area **A3**), watching the PCs warily.

Moving the corpse reveals a bust of Laban Tullivor atop the pedestal. If anyone stands facing the bust, a permanent *magic mouth* activates, reciting the riddle: "When the last sun falls upon this spot, receive my thanks" (Rhiannon, hearing "the last son," thinks it refers to Northis).

Development: The PCs may ignore the corpse and proceed directly to Tullivor's tomb, but more likely, they investigate the crime themselves. The following clues may help with their investigation:

The body is that of a young human male dressed in a noble's outfit with his hands bound with rope. A successful DC 10 Perception check uncovers a belt buckle resembling a badger and that the deceased's facial features somewhat resemble the bust's. With a successful DC 15 Knowledge (nobility) check, a PC can confirm the badger is the Tullivor sigil, and the victim is most likely Laban's heir, Northis Tullivor.

A PC who succeeds at a DC 15 Heal or Perception check observes that Northis was killed with a short sword and also bears scratches

on his face. With a successful DC 15 Survival or Knowledge (nature) check, the PC also identifies the source as hawk talons. Further, there are two sets of humanoid footprints surrounding the pedestal, and a PC can spot and follow these back to area **A3** with a successful DC 10 Survival check. A matching set of prints is also near the cemetery gates, accompanied by hoof prints.

A2. TULLIVOR MAUSOLEUM (CR 3)

This baroque marble tomb clamors for attention like a gaudy flag waving for a once noble house. Its most audacious feature is a sculpted badger that looms, gargoye-like, above the door. The iron door is decorated not only with the Tullivor name and crest, but also with an elaborate arcane rune.

The mausoleum is a 15-by-10-foot structure constructed of superior masonry. Its sole ingress is a locked iron door (hardness 10, hp 60; Break DC 28; Disable Device 30); however, its lock automatically opens if the door's trap is bypassed or disabled.

Trap: On his deathbed, Laban Tullivor commissioned a complex magical trap for his tomb. Any attempt to disable the lock or break down the door activates the trap.

CACOPHONOUS ADMONISHMENT CR 3

Type magic; **Perception** DC 10 (deliberately conspicuous); **Disable Device** DC 27

EFFECTS

Trigger spell; **Reset** automatic (recharge 1 hour)

Bypass if direct sunlight strikes the bust in area **A1** precisely at twilight, the spell effect permanently ends, and the door unlocks (as with *knock*)

Effect spell effect (*sound burst*, 1d8 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in a 10-ft. spread)

Treasure: The mausoleum contains five sarcophagi bearing the names of the Tullivors interred within. Above Laban's casket, a gleaming tapestry depicts the Tullivor crest and the family motto: "Never in Shadow." The tapestry, woven with gold and silver thread, is worth 550 gp.

Development: If the PCs enter the mausoleum before encountering Rhiannon Sarvio (see area **A3**), she approaches the tomb on horseback. She feels entitled to the Tullivor tapestry and attacks the PCs if they refuse to surrender it.

If the PCs ally with Rhiannon before entering the tomb, she accompanies them inside. When she sees that the treasure glorifies House Tullivor, she becomes enraged and tries to grab

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the tapestry, intending to hack it apart. For each round that she attacks the tapestry uninterrupted, reduce its value by 50 gp.

A3. SARVIO MAUSOLEUM (CR 3)

This alabaster tomb evokes a past age of Galtan architecture, including a ten-foot spire atop a broad dome. Its awnings teem with sculpted white raptors. An iron gate bears the motto, “Last to Fall.”

The Sarvio mausoleum is a 15-by-15-foot tomb of superior masonry. Through the ironwork of its padlocked gate (hardness 10, hp 60; Break DC 25; Disable Device 25), one can see that the tomb’s interior contains four sarcophagi but no valuables. If PCs seek to topple the mausoleum’s spire (see Development below), they must first succeed at a DC 15 Climb check to scale the dome. Pushing over the stone spire requires a DC 24 Strength check. Alternatively, the PCs can break it with bludgeoning or slashing weapons (hardness 8; hp 72); however, the spire has a weak point near its base (Perception or Knowledge [engineering] DC 15 to identify), making the task much easier (hardness 4; hp 36).

Creatures: After abducting Northis, Rhiannon brought him here, left her horse Zephyr near the northwest corner of her family’s tomb and then escorted her rival to area **A1**, where she murdered him in a deluded attempt to bypass the trap in area **A2**. Upon hearing the PCs approach, she conceals herself here with her horse Zephyr. Her white hawk, Triumph, hides among the statuary on the roof. Spotting Rhiannon and Zephyr as they hide in this area requires a successful DC 11 Perception check. Those that exceed the DC by 10 or more also spot Triumph.

The youngest daughter of Lord Sarvio, Rhiannon pathologically seeks her family’s approval. Hearing of Tullivor’s treasure, she assumed the patriarch had entombed himself with the platinum chalice he’d stolen from the Sarvios. In truth, Ulisha stole the cup from Tullivor and sold it, but Rhiannon doesn’t know that. Plotting to claim the treasure, Rhiannon mistakenly concluded Northis’s death would solve the riddle of the bust—or that, even if she failed, her family would celebrate the death of one more Tullivor.

The PCs’ interactions with Rhiannon depend upon how and when they encounter her. If they fail to link her to Northis’s murder, she has the upper hand and may approach the PCs offering to help them solve the riddle. Of course, she plans to betray them once inside the mausoleum. She prefers to have the PCs bypass the trap, although if the PCs deduce the correct method, she balks at desecrating her own family’s tomb. A PC who succeeds at a DC 15 Bluff or Diplomacy check changes her mind, but she still betrays the PCs once the treasure is in hand.

If accused of murder, Rhiannon rapidly changes tactics while forestalling combat as long as possible. She is shrewd and silver-tongued but prone to fits of haughty rage. Her typical approaches and possible dialogue are detailed below.

Scaling Combat

To accommodate a group of four PCs, instead use the statistics for an heir apparent (*Pathfinder RPG NPC Codex* 251). She still has a horse and a hawk, but she is less capable of commanding them in combat.



Denial: “I was here, praying at my own family’s tomb. I believe I heard something unpleasant just as you showed up.”

Bribery: “The Tullivor mausoleum contains an object rightly belonging to us. If you help me retrieve it, you may earn the Sarvios’ gratitude.”

Threats: “Perhaps I saw Northis slaughtered by a pack of tomb raiders, dressed identically to yourselves. The testimony of a Sarvio would outrank your version of events.”

RHIANNON SARVIO

CR 3

CE female human aristocrat 5 (*Pathfinder RPG NPC Codex* 252)
hp 17

TACTICS

Before Combat If she anticipates combat, Rhiannon mounts Zephyr and loads her crossbow.

During Combat Rhiannon is cowardly, preferring mounted and ranged combat while she sends Triumph to harass spellcasters.

Morale If brought below 5 hit points, Rhiannon surrenders. She expects to be ransomed back to her wealthy family. In fact, the Sarvios find Rhiannon’s behavior disgraceful and only pay to recover her equipment and animals.

TRIUMPH

CR 1/3

Hawk (*Pathfinder RPG Bestiary* 131)
hp 4

ZEPHYR

CR 1

Combat trained light horse (*Pathfinder RPG NPC Bestiary* 177)
hp 15

CONCLUSION

If the PCs cannot solve the riddle, the GM can help them in several ways. First, unless the players explicitly enter the cemetery at night, mention the sun setting as they investigate, and describe the shadow of the spire crossing the pedestal at area **A1**. Second, if the PCs trigger the trap in area **A2** but still have difficulty unlocking the tomb, have the impact of the *sound burst* loosen the hinges, reducing the door’s Break DC to 20.

If the PCs still can’t access the tomb, have the city watch arrive, demanding explanations. If the PCs can prove that Rhiannon murdered Northis, the surviving Tullivors reward them with 500 gp—not the treasure they sought, but a comparable prize that may better suit lawful-aligned PCs in any case.



MISTS

By SCOTT SHARPLIN

In one of her more daring heists, the explorer Ulisha once stole a *grim lantern* (*Pathfinder RPG Ultimate Equipment* 301) from a gentleman necromancer in Caliphass. Ulisha fled across Avalon Bay and into Varno’s Forest of Veils. Harried by undead pursuers, she decided to stash the magical treasure in the woods, so the mage could not track her any further. She chose an unhallowed spot, hoping the pervasive negative energies would camouflage the *grim lantern*. It worked; Ulisha escaped, and the treasure lay undisturbed for months until the necromancer lost interest.

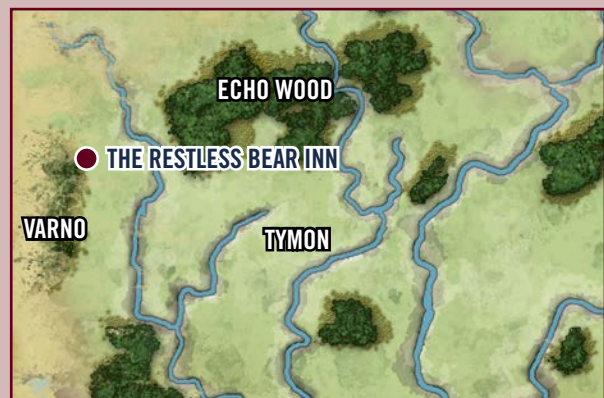
Now, while Ulisha hides from other enemies, the PCs can use her notebook to retrieve the *grim lantern* from its hiding spot—provided they can brave the curse of Cannibal’s Grove and outwit a duplicitous fey who would claim the treasure for herself.

SUMMARY

Following the instructions in Ulisha’s notebook, the PCs travel through Varno, stopping at the Restless Bear Inn to ask directions to Cannibal’s Grove. The hostess seeks to discourage them from their quest with tales of the Famished Shaman, whose spirit supposedly still haunts the woods. Meanwhile, the inn’s “house spirit,” an atomie named Sicklewit, spies on the PCs and decides to steal the *grim lantern* as soon as the PCs recover it.

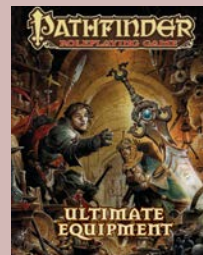
WHERE ON GOLARION?

Mists transpires in Varno, a county in southeastern of Ustalav. Specifically, the Restless Bear Inn is on the eastern border of the Forest of Veils, an ancient, tangled timberland haunted by shadows, fiends, and sadistic faeries. For more information about Varno and Ustalav, see *Pathfinder Campaign Setting: Rule of Fear*, available at bookstores and game stores everywhere, and online at paizo.com.



GM RESOURCES

Mists uses the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Bestiary 3*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase at game stores worldwide, and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.



The PCs navigate the misty woods, arriving first at a haunted stone circle then at the stream where Ulisha buried the treasure. As they dig, Sicklewit seeks to frighten the PCs with her magic before attacking with an elk that she convinced to aid her. Once the true nature of the threat is clear, the PCs can overpower Sicklewit and claim the *grim lantern*, earning a percentage of the item's worth.

GETTING STARTED

The PCs travel through Varno without incident, following instructions left in Ulisha's journal. They see little of the region's timid peasantry until they arrive at The Restless Bear.

THE RESTLESS BEAR INN

The inn is a one-story hostel with a claustrophobic ambience. It features plain walls, simple wooden doors, shuttered windows, and smoky tallow fat candles that keep the interior in a state of dim light.

This crumbling, moss-choked inn stands alone at the road's end. Looming over its squat frame, a dense curtain of foliage marks the border of the Forest of Veils. The sign above the door reads "The Restless Bear," and it seems to refer to a stuffed bear's head that lolls upon a flagpole near the eaves.

A PC who succeeds at a DC 10 Perception or Knowledge (nature) check notes that the head belonged to a juvenile brown bear (a species common to this area), and that having been stuffed long ago, it has begun to look rather mangy. Once the PCs enter the inn, read or paraphrase the following.

This common room feels like a cave, its sagging rafters clogged with yarn, shabby ribbons, and odd miniature knick-knacks that reinforce its claustrophobic atmosphere.

The inn's only visible occupant is its hostess Birdy, a spindly widow versed in local lore and superstition. She provides meager food and lodging for 5 cp per client in addition to answering the following questions:

Where is Cannibal's Grove? "I'm not keen ta put my own soul in peril, steerin' yas to such unhallowed spots." With a successful DC 15 Diplomacy or Intimidate check, the PCs can persuade Birdy to provide directions. If the PCs bribe Birdy, reduce the DC of the check by 1 for each silver piece they offer.

What is Cannibal's Grove? "'Twas where the old Famished Shaman worked his blasphemies."

Is Cannibal's Grove dangerous? "Anybody with good sense'n their head should know the answer to that question."

Who was the Famished Shaman? "I'll not speak his name; the dead rest ill. He was a druid. Spent so much time as a beast, he lost his soul to hungerin' for flesh."

What became of him? "They say Erastil made him a bear—prey for hunters. My husband usta tell folks that head on the pole outside was the selfsame bear, but it were bad for business."

Creatures: Sicklewit the atomie dwells among the inn's rafters. A kleptomaniac, she is responsible for the junk in the rafters as well as the occasional disappearance of guests' personal affects. Birdy has caught glimpses of Sicklewit but believes the fey is a friendly "house spirit." Sicklewit eavesdrops on the PCs, and can also read Ulisha's notebook over their shoulders (using *invisibility* to avoid detection). When she deduces that the PCs are in search of treasure, she decides not to steal from them here but instead follow them into the woods to scare them away from their intended haul.

For combat information about Sicklewit, see area **B3**.

Development: Whether the PCs stay overnight or only linger briefly, their visit sends Sicklewit scrambling to prepare a hilarious trap. She steals the bear's head from area **A1**, then persuades an elk to transport her to Cannibal's Grove and arrive before the PCs. When the PCs leave the inn, they may attempt DC 15 Perception checks to notice that the head has disappeared.

If the PCs can't get directions from Birdy, Sicklewit alters her plans and leads the PCs to Cannibal's Grove herself, using *dancing lights* but keeping herself hidden in the mists.

B. CANNIBAL'S GROVE

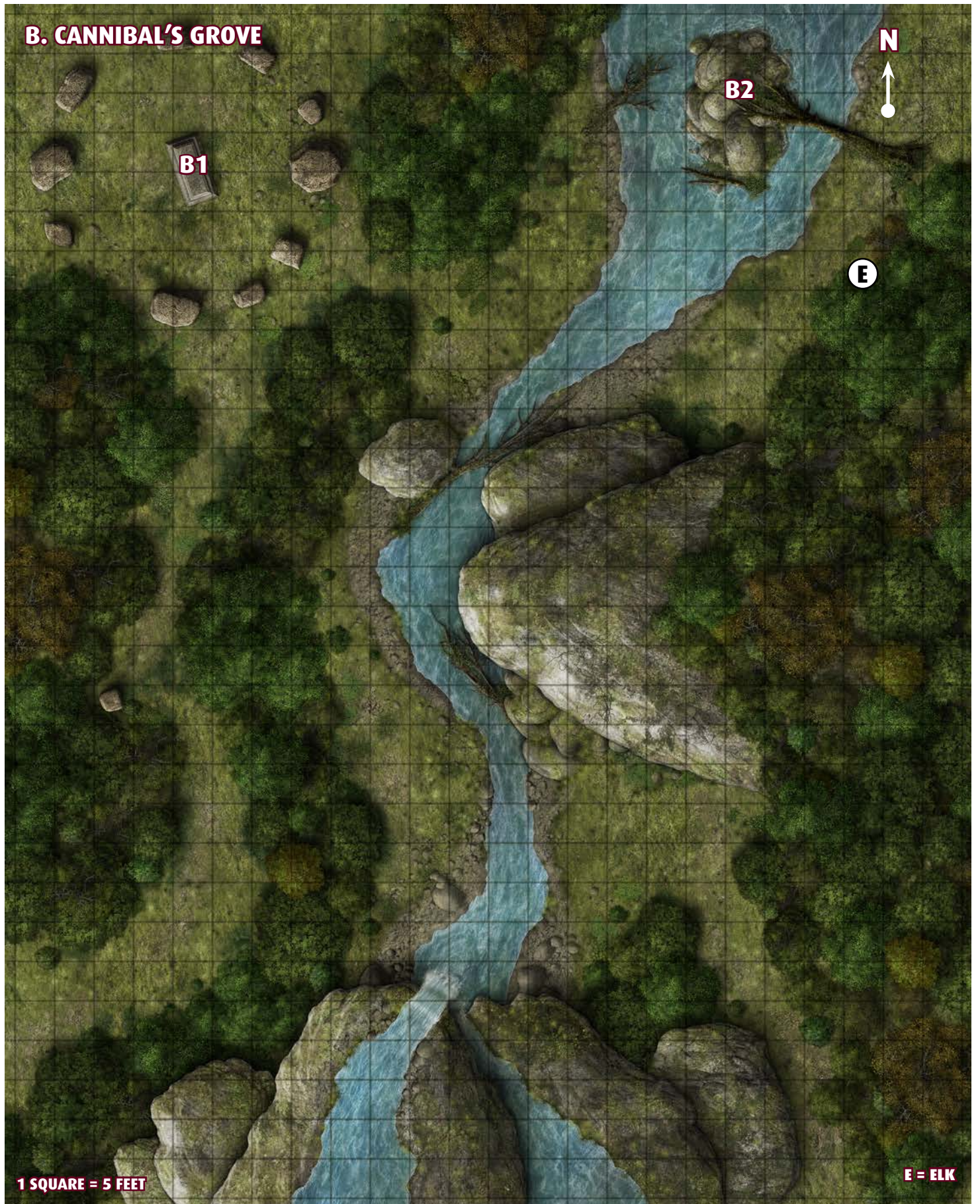
One mile southwest of the inn, a clearing encircled by stones marks Cannibal's Grove. Regardless of the time of day, thick tendrils of mist rise from the ground and grant concealment to all creatures beyond 5 feet. Unsettling noises permeate the clearing—mostly echoes from the babbling stream to the south.

B1. STONE CIRCLE (CR 2)

Crimson thistles have overtaken this clearing, punctuated by a ring of mossy standing stones. In the center, a neglected stone slab bears ancient stains and gouges.

PCs travelling here from area **A** arrive just north of the stones.

Haunt: The dark powers of the Famished Shaman linger in this area; any PC who enters the ring activates a grotesque haunt. Should a humanoid creature enter the circle of stones, they are pervaded by the insane hunger of the cannibal druid who once worshiped—and fed—here.



HIDEOUS HUNGER

CR 2

NE haunt (30-foot-radius of stone slab)

Caster Level 2nd

Notice Perception DC 15 (to notice the stench of raw meat)

hp 4; **Trigger** proximity; **Reset** 1 hour

EFFECT

Haunted characters are filled with a nauseating urge to consume raw humanoid flesh, even their own. Each creature in the area of effect must succeed at a DC 13 Fortitude save or gnaw at their own exposed skin, taking 1d4 damage and becoming sickened for 1 minute.

DESTRUCTION

A *heroes' feast* spell cast within the stone circle destroys the haunt.

B2. ROCKY ISLET (CR 3)

Downhill from **B1** and through a copse of trees, a shallow but swift stream flows past a 10-by-15-foot islet, mostly formed from boulders. Treat the slope, the stream, and the island as difficult terrain.

Creatures: Two creatures lurk in the trees east of the stream: Sicklewit the atomie and a large elk with yarn and ribbons in its antlers—the lone animal she was able to persuade to help her in combat. Both aggressors remain concealed in the misty undergrowth. When Sicklewit hears confirmation that the PCs have recovered the *grim lantern* (see **Treasure** below), she attacks.

SICKLEWIT

CR 1

Atomie (*Pathfinder RPG Bestiary* 3 28)

hp 9

TACTICS

Before Combat While the PCs dig for treasure, Sicklewit casts *invisibility*, then *speak with animals* to persuade nearby wildlife to raise a threatening ruckus (the result is 1d6 Small and Medium animals growling or hissing). She also casts *dancing lights* (four spheres) on area **B1**.

During Combat Sicklewit recasts *dancing lights*, this time creating a humanoid shape beneath the (visible) bear's head, which she bears aloft towards the PCs. When she flies within 10 feet of the PC carrying the *grim lantern*, she throws the head (–4 on attack, 1d4 nonlethal damage), then attacks with her rapier.

Morale Sicklewit is more interested in stealing the *grim lantern* than defeating the PCs. If she sees the opportunity, she grabs it and cast *shrink item* to abscond with it more easily. She flees regardless if reduced to 4 or fewer hit points.

ELK

CR 2

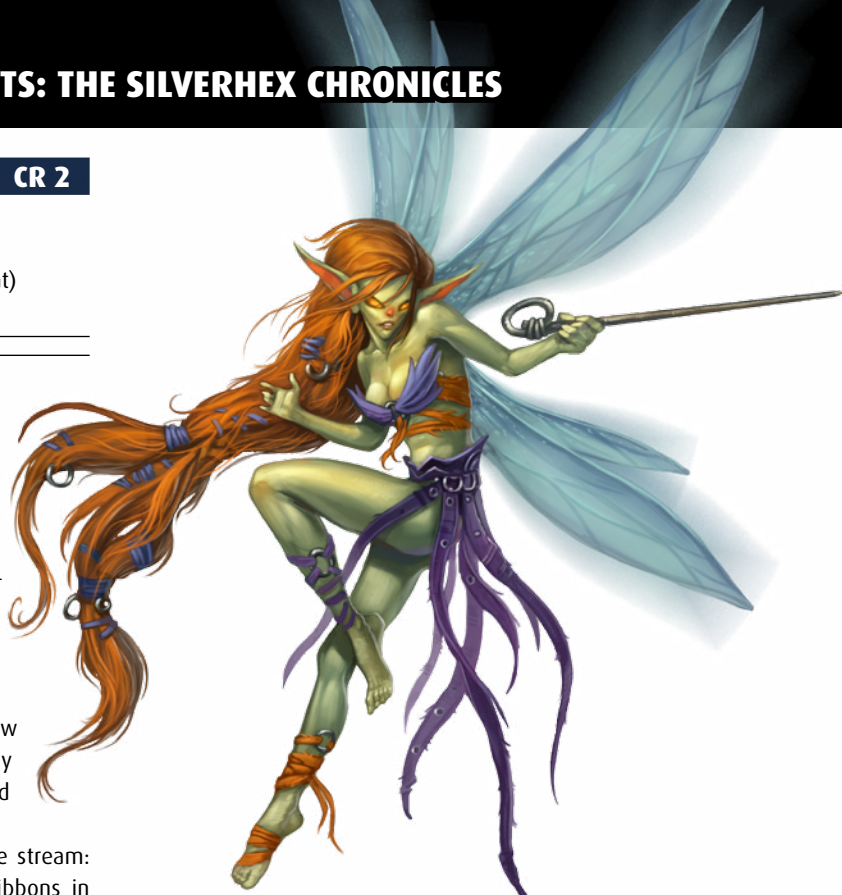
hp 13 (*Pathfinder RPG Bestiary* 3 147)

TACTICS

During Combat The elk defends its friend Sicklewit.

Morale The elk flees when Sicklewit does or if reduced to 5 or fewer hit points.

Treasure: Ulisha buried the *grim lantern* (*Pathfinder RPG Ultimate Equipment* 301) on the islet beneath a tent of flat



SCALING ENCOUNTER B2

To accommodate a party of four PCs, give Sicklewit the fatigued condition as a result of her hurried flight here. In addition, the elk retreats from the combat after 1d4+1 rounds, at which point it considers its favor to the atomie complete.

stones. With a successful DC 20 Perception check, a PC notices a faint orange glow emanating from beneath the rocks; this allows them to uncover the treasure swiftly, with just one DC 10 Strength check to shift the boulders. Otherwise, locating the *grim lantern* takes three DC 10 Strength checks, spread out over 10 minutes of searching.

Being buried in this glade has affected the *grim lantern's* magic, reducing its effective caster level to 1. It needs substantial magical repairs to return it to full working order.

Development: If Sicklewit successfully filches the *grim lantern*, she cannot resist the urge to return in 1d4 rounds to hover invisibly above the island while laughing and taunting the PCs. This indulgence gives the PCs an opportunity to recover their prize. If the PCs are having difficulty, have Sicklewit outlined by the mists, thereby reducing her *invisibility* miss chance (50%) to normal concealment (20%).

CONCLUSION

PCs who successfully recover the *grim lantern* gain a valuable magic item. If they dutifully return it to Ulisha, she fulfills her promise to award them 10 percent of the item's value (580 gp). In the meantime, the PCs can use it in subsequent quests.

Unscrupulous PCs may try to sell the treasure themselves. In this case, have any merchants they approach refuse to buy the macabre device, fearing that it may be cursed. Only Ulisha has the appropriate contacts to vend the item.



COLONY

By WALTER SHEPPARD

Razmir is a new addition to the pantheon of gods worshiped on Golarion, claiming to have ascended to divinity by completing the Test of the Starstone. Since his arrival in the port city of Xer 50 years ago, his burgeoning nation of Razmiran has expanded time and time again, pushing back the borders of the neighboring River Kingdoms.

At the heart of Razmir's religion lies one of the greatest falsehoods of all time: Razmir is not a god. He is merely a powerful, inscrutable spellcaster whose zealous faithful rely on clever arcane tricks, deception, intimidation, and magic items to substantiate their leader's divine right. One such item is a *mesmeric baton*, a golden scepter that allows its bearer to influence the minds of the meek. Usually a *mesmeric baton* is implemented as part of a larger scheme or used to gain access to restricted areas or force politicians and tradesmen to reveal their gravest secrets.

Two months ago, a high-ranking priest of Razmir entrusted a *mesmeric baton* to Folloth Teag, a lower ranking acolyte in the church. Given instruction by his superiors to use its powers to collect tithes from the less faithful along the borders of Razmiran, Folloth soon became mired by his own greed and vanity. He first arrived in Allenstead a month ago and, through use of the *mesmeric baton*, he's been unanimously elected mayor, stolen most of the town's wealth, and ordered the construction of a grand statue in the center of town. Each day at noon he delivers a new sermon to his obedient followers, ostensibly providing guidance and meaning in their lives.

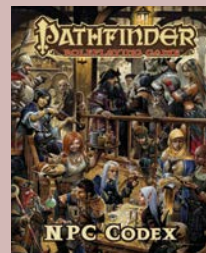
WHERE ON GOLARION?

Colony takes place in Allenstead, a border village on the edge of Razmiran. Razmir's faithful preach the tenants of law, obedience, and luxury, and they often intimidate others to get what they want. In the last half century, the nation of Razmiran has expanded its borders further into the River Kingdoms, often swallowing up smaller cities and converting their residents into zealous followers of the Living God. For more information about Razmiran, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



GM RESOURCES

Colony makes use of the *Pathfinder RPG Core Rulebook* and the *Pathfinder NPC Codex*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and at game stores worldwide, and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.



In truth, Folloth uses this opportunity to activate his *mesmeric baton* again and re-affirm his stranglehold on Allenstead.

SUMMARY

Following a recent entry in Ulisha's notebook, the PCs learn of a Razmiri priest in possession of a gilded scepter rumored to have powerful magical properties. According to Ulisha, this priest has taken up residence in Allenstead, a village that lies on the borders of Razmir and the River Kingdoms. When the PCs arrive in Allenstead, its residents are in a state of mass hypnosis, reciting the religious texts of Razmir and praising the infallibility of their new mayor, Folloch Teag, who has brought them into the fold of his cultlike faith. Through the residents, the PCs learn of Teag's arrival in the village a month ago and that he delivers a sermon each day at noon. When the PCs confront Teag, he tries to flee while ordering the enthralled masses to cover his escape. After the PCs break free from the mob, they manage to corner Teag at the stables where he faces them in combat. After Teag has been deposed, the *mesmeric baton* he bears reverts to its mundane nature and the spell on the townsfolk is broken.

GETTING STARTED

Ulisha's notebook contains a map and directions to Allenstead, and the PCs' journey to the village is uneventful.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (HISTORY, LOCAL, RELIGION)

The PCs may want to gather information about Razmir, Razmiran, and Allenstead before they arrive at their destination.

10+ Worship of Razmir began in the River Kingdoms, where it spread quickly and led to the creation of a theocracy. Allenstead has always resisted conversion despite being on the very edge of Razmiri territory.

15+ Razmir is known as the Living God, a man who claims to have ascended to divinity by completing the Test of the *Starstone*. His faithful preach law, luxury, and obedience.

20+ Razmiri wear identical masks to conceal their identities, but the material the masks are made of denote one's position in the clergy: gold is above silver, and silver is above iron.

ALLENSTEAD

Allenstead consists of a few dozen buildings built along either side of a solitary dirt road that leads from Razmiran to a ferry dock on the West Sellen River. At the center of the village, construction is nearly complete on a large stone statue of a Razmiri priest that stands nearly 20 feet in height. The head of the statue peers down at a stage.

At this point, the PCs are free to explore the town and speak to whomever they'd like. Everyone in Allenstead has fallen under Folloch's spell and as the PCs speak to the town's residents, they can identify the locals' bewildered state with a successful DC 15 Sense Motive check. The locals all regard Folloch with reverential awe, and after listening to his magically augmented sermons, they are able to quote some of his slogans flawlessly. The following are likely questions the PCs have as well as the typical townspeople's response.

What happened here? "We were visited by Folloch, priest of the great Razmir. He has given our lives meaning and shown us the joys of servitude and obedience."

Where is Folloch? "I do not know where he is now, but he will be here at noon, as he always is. Folloch never misses his daily sermon."

What are you building? "Folloch has entrusted us with a sacred task. We must erect a magnificent monument worthy of Razmir's greatness."

C1. THE STAGE

Folloch orates from this stage every day, and with each use of his *mesmeric baton* he keeps the residents of Allenstead spellbound. As noon approaches, the townspeople stop their various activities and form a crowd at the base of the stage. At noon, Folloch exits from a house and makes his way to the stage.

Creatures: Folloch is flanked on stage by a pair of guards. When Folloch notices the PCs in the crowd, he turns the attention of his sermon to them.

"Ah! My dearest children, it appears some stray lambs have wandered into our flock! Surely Razmir can uncloud the minds of these wayward souls."

With a flourish, Folloch activates *mesmeric baton* by grinning malevolently, extending the rod, and uttering an arcane word. Unbeknownst to the priest, his constant and reckless use of the scepter has drained it of its power, and it now does nothing. Realization slowly spreads across his face, and Folloch stammers for his congregation to defend him as he flees the stage.

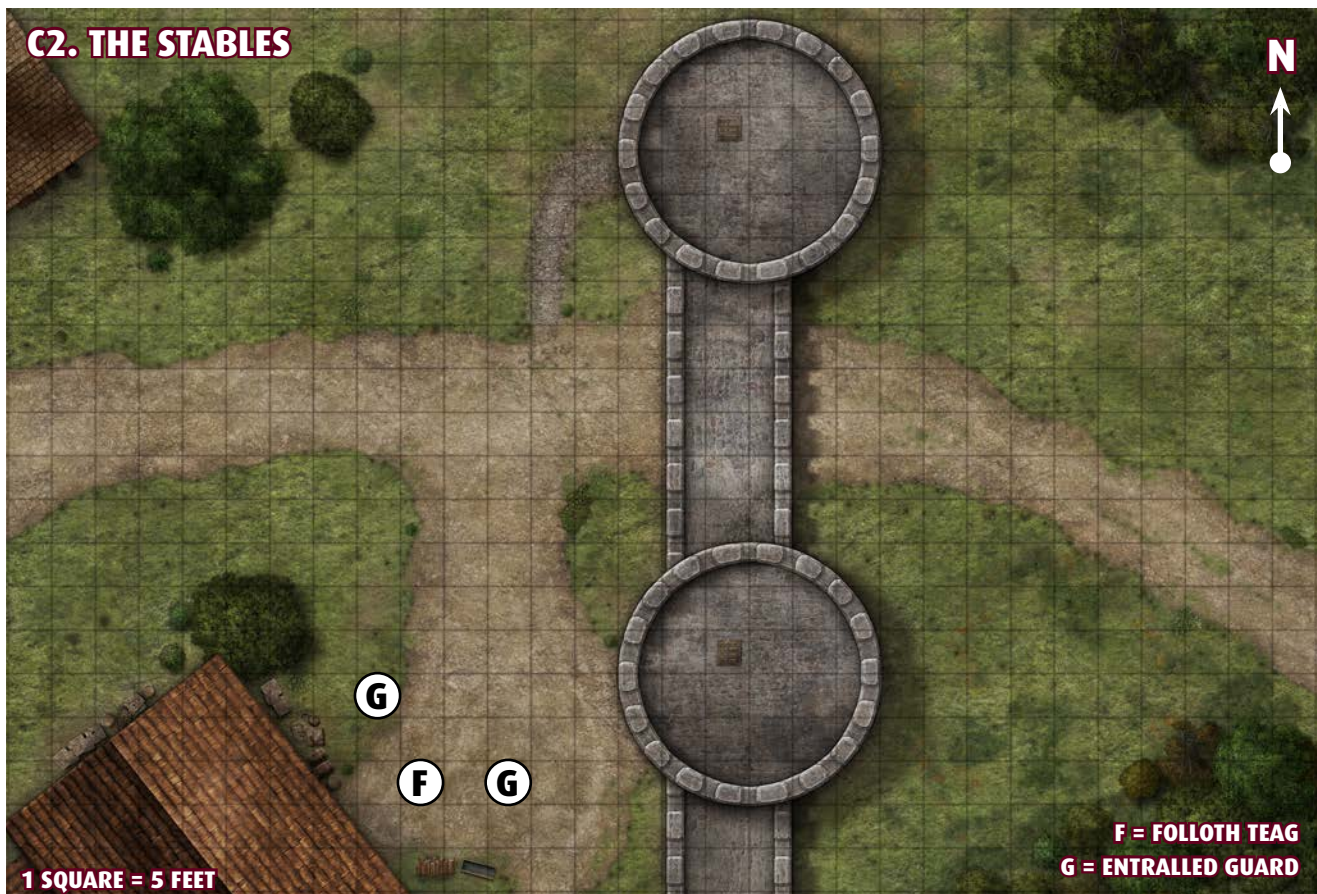
Development: The villagers that have gathered at the base of the stage turn against the PCs, grabbing at them and trying to hold them back. While the unarmed townsfolk are no challenge in combat, their sheer numbers can prevent the PCs from chasing down their quarry. Instead of resolving this as a combat, the PCs have 3 rounds in which to succeed at a number of skill checks equal to twice the number of PCs. Each skill check represents one round of action, and a PC cannot use the same skill more than twice. So long as a player can explain

C1. THE STAGE

N



1 SQUARE = 5 FEET



Pathfinder Flip-Mat: Town Square

how he might use a skill to escape a crowd, it's a valid option. Examples include using Bluff to mislead the crowd, Acrobatics to jump past villagers, Escape Artist to wriggle out of their grips, and Climb to reach high ground. The DC for the skill checks is 15, though the GM can award up to a +3 competence bonus on a check if the player uses a skill in a particularly clever or effective way. If a PC uses a 1st-level spell in a clever way, it counts as a success without requiring a skill check.

Development: If the PCs succeed, they escape the crowd quickly. Otherwise, Folloch Teag has extra time to prepare for the imminent combat.

C2. STABLES (CR 4)

The stables are located next to a wall started by a past mayor but never actually finished.

Creatures: Folloch Teag has fled to the stables in an effort to escape the PCs. He and his guards are here, hastily filling a carriage with chests and luggage—what remains of Allentown's wealth. As the PCs arrive, he levels the scepter at them one last time. After it fails to activate yet again, he engages the PCs in combat.

If the PCs failed to earn enough successes in three rounds to escape the crowd quickly, Folloch has recovered a *scroll of grease* and consumed a *potion of mage armor* (increasing his AC by 3).

FOLLOTH TEAG

CR 2

Local Celebrity (*Pathfinder NPC Codex 27*)

hp 20

SCALING ENCOUNTER C2

To accommodate a group of four PCs, remove one enthralled guard from the encounter.

ENTHRALLED GUARDS (2)

CR 1

Brigand (*Pathfinder NPC Codex 266*)

hp 15 each

SPECIAL ABILITIES

Muddled Thoughts (Su): As a result of their long-term exposure to the *mesmeric baton*, the enthralled guards take a -2 penalty on initiative checks, Will saves, and attack rolls made to perform attacks of opportunity.

Development: With Folloch defeated, the residual magic on his *mesmeric baton* finally fades, revealing its true appearance to be that of a simple iron rod. The guards, if conscious or alive, thank the PCs for breaking the Razmiri priest's spell.

CONCLUSION

With Folloch Teag defeated and the *mesmeric baton* drained, the people of Allentown quickly regain their senses. While some still suffer from moments of amnesia, all are grateful to the PCs. As a parting gift, they give the PCs 300 gold for their assistance and allow them to take what they want from the defeated Razmiri priest.



CRASH

By WALTER SHEPPARD

During the Age of Darkness thousands of years ago, a massive starship from a distant world crash landed in the region now known as Numeria. As it tore through the atmosphere, the ship shed components and fragments across the landscape, resulting in thousands of other, smaller crash sites—some small enough to avoid discovery. Among these were escape pods launched as the ship made its descent. One such pod fell in southern Numeria, where it scorched the treetops and crashed into the side of a hill. Although its traveler has long since departed or perished, the vessel remains.

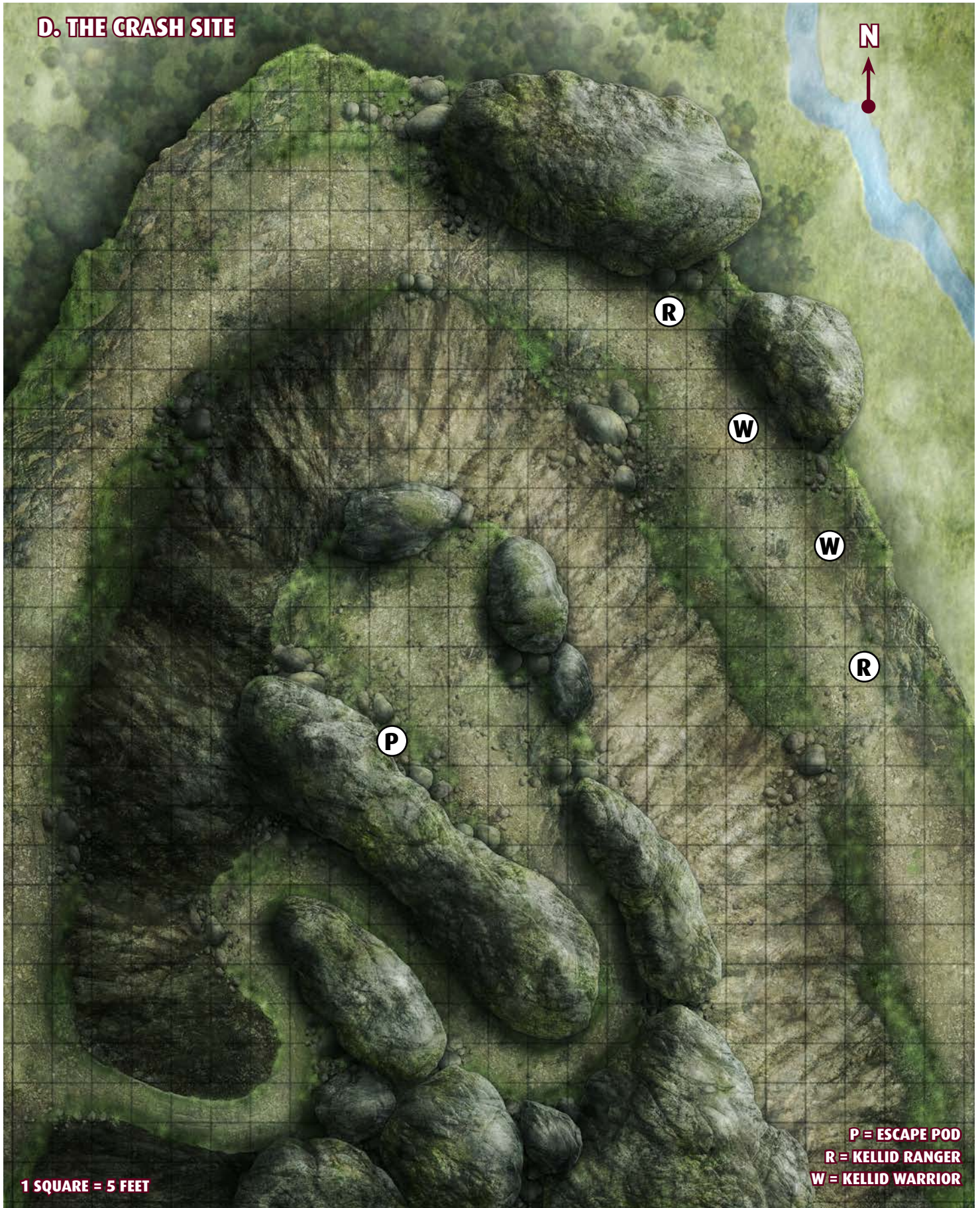
A few decades ago, a Pathfinder uncovered a cave containing petroglyphs of the Rain of Stars. He took note of the cave's location and made rubbings of its etchings before shipping the papers off to the Grand Lodge in Absalom for evaluation. Although interesting, the find did not warrant further investigation, so plans to examine the rubbings or explore the cave were shelved. Recently, Ulisha found herself searching through a storeroom for a rare urn and came upon the rubbings. Unlike the Pathfinder who preceded her, Ulisha noticed that the rubbings actually mapped a crash site from the Rain of Stars. By traveling back to the Pathfinder's cave and surveying the hills from that vantage point, Ulisha believes that she's pinpointed the location of this crash site.

WHERE ON GOLARION?

Crash takes place in Numeria, a land of barbarian tribes and bizarre super-science. Several thousand years ago, a massive starship crashed in an event known as the Rain of Stars, scattering the area with debris. For more information about Numeria, see *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



D. THE CRASH SITE



N



R

W

W

R

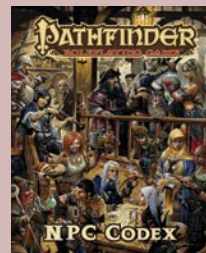
P

**P = ESCAPE POD
R = KELLID RANGER
W = KELLID WARRIOR**

1 SQUARE = 5 FEET

GM RESOURCES

Crash makes use of the *Pathfinder RPG Core Rulebook* and the *Pathfinder NPC Codex*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in a bookstore and at game stores worldwide, and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.



SUMMARY

Following another clue in Ulisha's notebook, the PCs travel across the border and into Numeria, looking for an ancient crash site. They are able to enter the foothills of a small mountain range north of Gralton without difficulty, and they traverse the hills without incident before coming upon the wreckage: an escape pod from an ancient spaceship. After opening the pod, they find a silver bracelet capable of generating a force field. When the PCs turn to leave the area they are confronted by a Kellid hunting party that demands the PCs turn over the bracelet and anything else of value. If the PCs refuse, the Kellids attack.

GETTING STARTED

After giving the PCs the page from Ulisha's notebook (see the handout on page 28), read or paraphrase the following to get the adventure underway.

Accompanying her notebook entry, Ulisha filled the next several pages with crude maps, complex equations, and further notes. She apparently returned to the Pathfinder's cave mentioned in her previous entry. By observing the angle of the ridgeline and her current position, she was able to calculate the crash site's probable location.

The last page on the matter includes a detailed map into Numeria with various landmarks and a destination. An addendum written in recent ink warns, "Tread lightly. Numeria remains a mystery to the rest of the world. Those who stay too long draw unwanted attention."

Give the PCs time to prepare before they leave Gralton to follow up on Ulisha's findings. Once they leave, they find Ulisha's map is straightforward and easy to follow. The PCs journey north is an easy one. The Numerian border is unguarded and they can easily slip across.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (HISTORY, LOCAL)

The PCs may want to gather information on Numeria before heading into that land.

10+ Numeria is a brutal land where only the strongest survive. It was shaped by an astronomical event known as the Rain of Stars, when a large meteor exploded in the sky and rained down upon the land.

15+ The Kellids that call Numeria home often scavenge the fallout from the Rain of Stars for a rare metal known as

Numerian Steel. Scholars call the substance adamantine, and it is famed for its durability and ability to cut through the hardest materials as though they were cloth. When alloyed with iron, it is less durable and much less valuable.

20+ Some say that the object that fell during the Rain of Stars was not a meteor at all, but in fact a massive ship carrying advanced technology and creatures from other worlds. The local population views this technology with suspicion and prefers to reclaim then often destroy any such finds they come across.

D. THE CRASH SITE

The trees become sparse as the PCs climb into the Numerian foothills. A series of switchbacks rises to a low summit.

The view is phenomenal at the crest of this hill, where Ulisha's map indicates a crash site. Vast plains extend to the north, where clouds gather on the horizon. To the south, the Sellen River cuts a definitive border between the River Kingdoms and Numeria.

The escape pod that crashed here embedded itself deeply into the side of the hill. Over time, the hill has eroded, covering the vessel in layers of dirt. By succeeding at a DC 15 Knowledge (nature) or Perception check, a PC notices that the soil along the slope of the hill here is looser than it should be, as if a recent rockslide had covered it. It only takes a few minutes of digging to uncover a solid metal surface buried below. The escape pod is ovoid, just over 10 feet in length and 5 feet in diameter at its widest point.

The metal is strange and unfamiliar, but with a successful DC 20 Knowledge (nature) check, a PC can identify it as an alloy of iron and adamantine. The entire wreck appears to be relatively undamaged. Its surface is scratched and dented but unbroken, and a 3-by-5-foot section of the side appears as though it could be opened on a hinge. Opening the escape pod requires a successful DC 20 Strength check. When the pod opens, read or paraphrase the following.

The inside of the wreck is cramped. A single chair made out of the same strange metal faces the hatch, dozens of straps hang inside the device, and an array of levers and buttons lines the interior on one side. Several dozen palm-sized metallic discs and an unadorned silvery bracer lie scattered across the interior.

The systems the buttons once operated are no longer functional. Only one of the levers—the one that opens and closes the hatch—still operates.

Treasure: A PC who succeeds at a DC 15 Appraise or Knowledge (engineering or local) check identifies the discs as Numerian “silverdisks,” a form of currency. There are 35 in the pod, each worth 10 gp. The silver bracelet is an even greater prize, as it dampens the kinetic energy of any objects moving toward the wearer. Mechanically, this grants the wearer 15 temporary hit points, but due to damage the bracelet sustained, there is no way to recharge these temporary hit points. Further, after maintaining this field for 24 hours, the bracelet permanently runs out of energy. A PC can identify the bracelet’s properties with a DC 18 Knowledge (engineering) check. The adamantine used to create the escape pod is valuable, but separating it out of the iron alloy could be very difficult; the pod is worth little as scrap metal.

Ambush! (CR 3)

When the PCs first crossed the border, a group of Kellids that occasionally patrols this area spotted them and began to approach. Rather than confronting the PCs immediately, the Kellids decided to wait and see what the trespassers were up to. Now that the PCs have discovered the crash site and recovered the items within, the Kellids move in to claim the prize. As the PCs descend the summit and work their way down the switchbacks, the Kellids step out from the surrounding brush and block the path.

“Stop there,” demands a Kellid woman who hefts a massive blade. “You’re are not from here, and those things are not yours. Give us the silverdisks, all the gold you have, and anything else you found there. Then you may live.”

Creatures: The Kellids are short-tempered but honor their word if the PCs agree to hand over all their gold, the silverdisks, and the bracelet. A PC can also convince the Kellids to let the PCs keep their gold but surrender the silverdisks and bracelet with a successful DC 15 Diplomacy check. Should the PCs refuse or offer a lesser deal, the Kellids attack, certain that they can simply claim what they want off the PCs’ dead bodies. There is virtually nothing the PCs can say to convince the Kellids to leave without the silverdisks and bracelet, though an exceedingly cunning and dramatic lie (applying a –10 penalty on the Bluff check, minimum) might allow the PCs to escape without a fight at the GM’s discretion.

KELLID RAGERS (2)

CR 1/2

Savage Mercenary (*Pathfinder NPC Codex* 10)

hp 17 each

TACTICS

During Combat The Kellid ragers focus on the PC carrying the bracelet, refraining from using Power Attack until it becomes apparent that the PC is being shielded from their attacks.

Morale Unwilling to face the shame of defeat, the ragers fight to the death.

KELLID WARRIORS (2)

CR 1/2

Brigand (*Pathfinder NPC Codex* 266)

hp 15 each

TACTICS

During Combat The Kellid warriors steer clear of anyone being attacked by the ragers, preferring to engage isolated targets.

SCALING AMBUSH!

To accommodate a group of four PCs, remove one of the Kellid Ragers from the encounter.

to the death. Otherwise, they retreat when reduced to 6 or fewer hit points.

CONCLUSION

Once the PCs have defeated or fled the Kellid hunters, they can return to the River Kingdoms to plot their next move. The Numerian silverdisks should help with the purchase of *Silverhex* when the time comes. In the meantime, the silvery bracelet the PCs recovered from the wreck should prove useful in future endeavors.



Kellid Rager



WEBS

By JOSH FOSTER

Ulisha occasionally needs extra funding for her expeditions. Though she detests the people of Daggermark, she is willing to do business in the city to gain the gold she needs. One of her best clients is the Poisoners' Guild, which frequently buys esoteric ingredients from across the Inner Sea region to create the deadly venom demanded by so many assassins. Of late, the poisoners have been running low on spider silk, which they use as a binding agent in certain recipes. Ulisha has noted a nearby nest in her journal, and has also recorded the name of a potential buyer.

SUMMARY

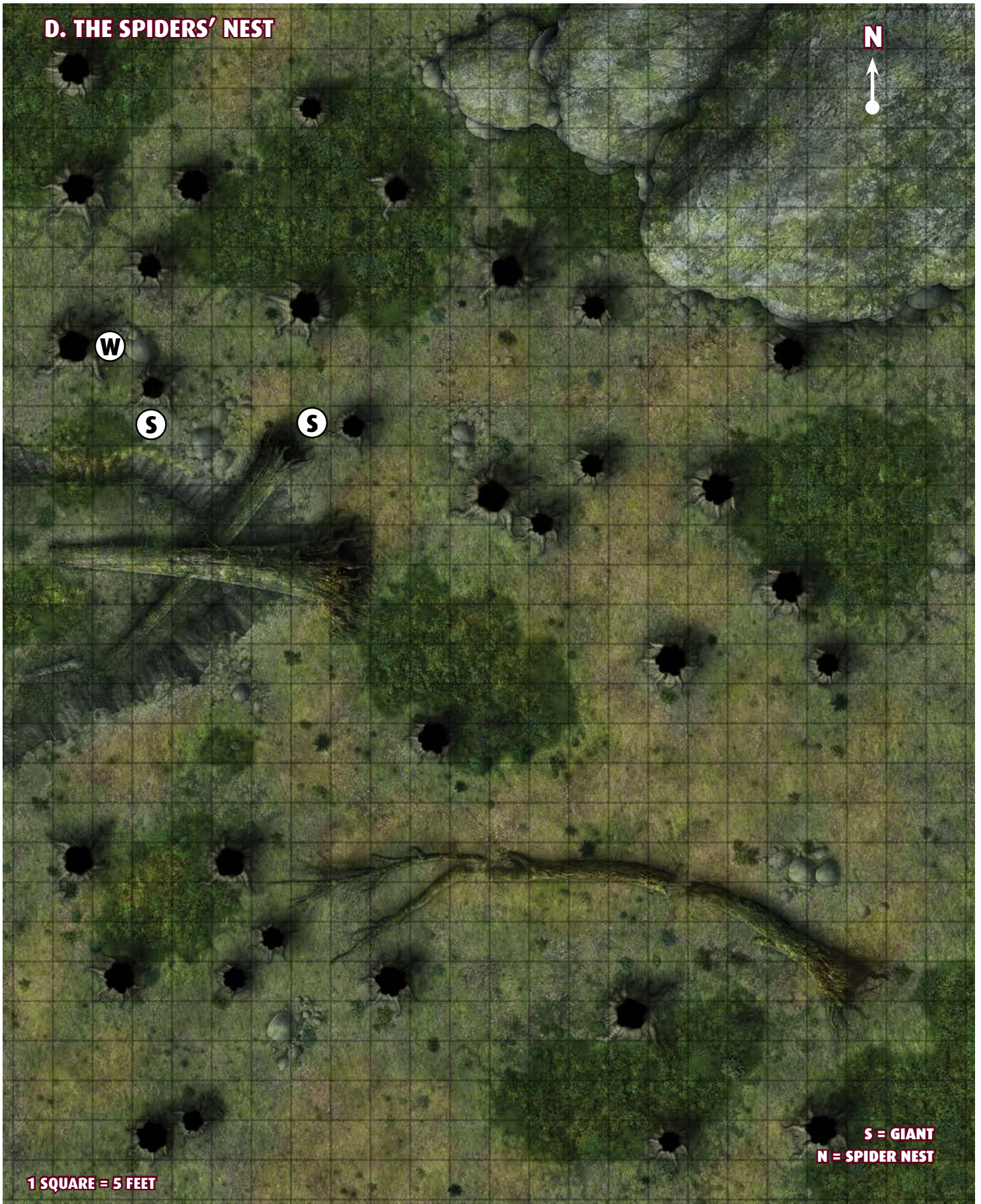
The PCs begin by following directions in Ulisha's journal to a nest of giant spiders to collect adhesive. The PCs fight the two spiders defending the nest. Ulisha's journal hints that more potent chemicals can be found in the spiders' web glands, and the PCs have the option to harvest them.

The PCs then must try and sell these in Daggermark. Ulisha names a buyer in her journal, but she claims the man doesn't pay much. The PCs have the option to find a more desperate buyer. Once they reach the merchant, issues arise that prevent them from getting full price, and the PCs have the option to negotiate to bring the price back up.

WHERE ON GOLARION?

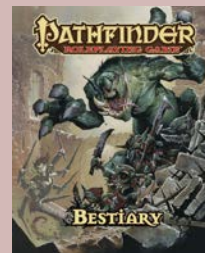
This quest takes place in the Shroudwood, southeast of Daggermark, a major city in the River Kingdoms. For more information on Daggermark, see *Pathfinder Chronicles: Guide to the River Kingdoms* and *Pathfinder Campaign Setting: Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.





GM RESOURCES

Webs makes use of the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and at game stores worldwide, and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.



GETTING STARTED

The PCs begin the adventure in Daggermark, which Ulisha's journal uses as a starting point to find the spider's nest. The players should also have a copy of the corresponding journal entry, which lays out their goals. Allow the PCs to make checks to learn about Daggermark and the spiders they're likely to encounter.

DIPLOMACY OR KNOWLEDGE (LOCAL)

The PCs may already know about Daggermark.

10+ Daggermark is one of the River Kingdoms. It is an exercise in anarchy, as anyone can hire assassins at affordable rates.

15+ These hires come from an Assassins' Guild, which has found a particularly deadly partner in a Poisoners' Guild that also operates out of Daggermark.

20+ Because anyone can hire an assassin, everyone in Daggermark tends to be overly polite. Most leaders don't last very long, as anyone taking exception to their policies can hire deadly force rather easily.

25+ PCs know enough about the day-to-day politics of Daggermark to receive a +2 circumstance bonus on checks to find another merchant.

KNOWLEDGE (NATURE)

The PCs may have some knowledge about giant spiders.

11+ Giant spiders are known for their venom, which is known to weaken their prey.

16+ Spider webs contain a strong adhesive that is used as a stabilizer in volatile poisons. This adhesive is most valuable when it is fresh; the silk glands of a freshly killed spider are the best source.

21+ The PCs know exactly where the silk glands are located. This provides a +2 bonus on any check to harvest the glands.

E. THE SPIDERS' NEST (CR 3)

The map leads the PCs from the outskirts of Daggermark into the Shroudwood to the city's southeast. As the PCs approach their quarry, signs of obvious spider habitation increase, and especially large cobwebs link some of the higher branches. None of these are fresh enough to harvest adhesive.

The webs are thicker in this clearing than they have been thus far, appearing newer and white, rather than the dingy gray of those seen earlier. These webs crisscross the canopy above, most strands meeting near the center to support a large globe of webbing the size of a large pumpkin.

Creatures: Two giant spiders hide in the canopy webs. A PC can spot the spiders with a successful DC 17 Perception check.

GIANT SPIDERS (2)

CR 1

hp 16 each (*Pathfinder RPG Bestiary* 258)

Development: The central orb of web is a newly laid egg sack. The eggs are worthless in Daggermark, but the webbing holding the sack is covered in fresh adhesive. The PCs may also try to collect a silk gland from a spider corpse with a successful DC 15 Heal or Survival check. They may only attempt this check once for each corpse. If the PCs gather the adhesive around the egg sack, they earn one Trade Point, which affects how much gold they can earn later. If the PCs harvest at least one silk gland they earn one more Trade Point. Only award one point for removing silk glands, even if the PCs harvest both.

ECONOMICS 101

The PCs can use Ulisha's map to get out of the forest as easily as they got in. Once in Daggermark, the PCs can ignore Ulisha's



SCALING ENCOUNTER E

To accommodate a party of four PCs, give one giant spider the young simple template (*Pathfinder RPG Bestiary* 295).

misgivings and simply seek out Johannes Vox. Alternatively, the PCs might seek out another buyer. Whichever path they choose, they must venture into Daggermark itself; only a city with a thriving trade in poison has buyers for the adhesive.

DIPLOMACY OR KNOWLEDGE (LOCAL)

If the PCs seek another buyer, they roll a Diplomacy or Knowledge (local) and consult the following table to see whom else they find.

15+ A gnome would-be apothecary, Ezmerlilly Vanderpoof, recently failed to deliver some promised goods to the Poisoners' Guild. She needs something to appease the guild before they decide to drastically renegotiate their contract.

25+ Though he has a reputation for being a fierce negotiator, dwarven merchant Narngar Ninefingers has run up quite the gambling debt. Debtors tend not to last long in a city of assassins, and Narngar is growing desperate for something he can sell to important patrons to prove that he's worth keeping around.

Deciding to sell to Vox earns no Trade Points. Deciding to sell to Ezmerlilly earns one trade point. Deciding to sell to Narngar earns two Trade Points.

THE NEGOTIATION

Total the party's trade points so far. The Trade Points determine how much the merchant is willing to pay for the poison supplies. If the price is low, the merchant pays only money, but the higher the price, the more the merchant relies on paying the PCs in alchemical goods and information.

The PCs can earn one additional Trade Point by successfully negotiating with the merchant. The three merchants all have concerns about the reagents, and a PC must convince the merchant into giving the best price. Alternatively, a PC might use enchantment magic or similar effects to gain the merchant's cooperation, but such attempts are risky. If the magic fails, the merchant refuses all dealings with the PCs and warns other merchants about the PCs' tactics. This increases the DC of any further Bluff, Diplomacy, and Intimidate checks by 5. Attacking the merchants will have the PCs thrown out of the city with several less-than-veiled threats of assassination should they return.

Each of the merchants has a different issue with the merchandise. Vox thinks there are more nests and believes that the market hasn't completely dried up. Using Bluff to convince him that the PCs wiped out all available nests works well. His pride makes him hard to intimidate. Ezmerlilly is paranoid that she'll be swindled. Diplomatic efforts placating her work well, whereas her suspicion makes her hard to bluff. Narngar is terrified that his debtors will come to collect. He's already on edge, so intimidation is effective. He's in a rush to make a deal, though, so diplomacy is difficult.

With a successful DC 15 Sense Motive check, a PC can ascertain which technique would be most effective to negotiate with a particular merchant. They can retry negotiation checks up to three times, but each failed attempt increases all DCs for that merchant by 2.

JOHANNES VOX

LE human male expert 3

Skill DCs Bluff DC 13; Diplomacy DC 15; Intimidate DC 17

Will Save +5

EZMERLILLY VANDERPOOF

CN gnome female alchemist 2

Skill DCs Bluff DC 17; Diplomacy DC 13; Intimidate DC 15

Will Save +0

NARNGAR NINEFINGERS

N dwarf male aristocrat 3

Skill DCs Bluff DC 15; Diplomacy DC 17; Intimidate DC 13

Will Save +6 (+2 vs. spells or spell-like abilities)

TRADE

POINTS

INITIAL OFFER

1	The merchant offers 200 gp.
2	The merchant offers 200 gp as well as two flasks of alchemist's fire and three <i>potions of cure light wounds</i> .
3+	The merchant offers 200 gp and the equipment above as well as noting where to find an ancient blade. The merchant does not say more without successful negotiation or the PCs' agreement to the offer.

Development: Total the PCs Trade Points. The merchant agrees to pay the PCs an amount corresponding to the number of Trade Points they have, as shown on the table above. If the PCs earned at least 3 Trade Points, the merchant also provides them additional information regarding where to find Ulisha and *Silverhex*; in this case, the merchant says the following.

"A fair trade's a fair trade. There was a half-orc blathering about some important blade or sword or something she found. Moonsilver, Sliverhex, or somesuch. Kept going on about its history to any who would listen." The merchant leans in conspiratorially. "Well I have it from the horse's mouth, so to speak, that she won't be needin' that sword where she's headed." The merchant draws a hand across the neck, making an unpleasant sound. "The Vessels Between will have that one soon enough. You just need to go out there and grab that sword once they're through, and I happen to know where they found her little camp."

CONCLUSION

The merchant gladly draws a map for the PCs to follow if they managed to buy the information. It should be clear to the PCs that the half-orc in question is Ulisha and the blade is *Silverhex*. If the PCs have any questions about the "Vessels Between," the merchant gladly explains that it's the name of the assassins' guild. The merchants do not volunteer this news unless it is gained through Trade Points, and the information gives the PCs an advantage in the *Silverhex* Quest.

On the characters' Chronicle sheets, mark the "Special Resources" box if they successfully bartered for the potions and alchemist's fire. Mark the "Special Information" box if they successfully bartered to learn Ulisha's location.



SILVERHEX

By JOSH FOSTER

Ulisha considers herself a master archaeologist—so much so that she gave the leaders of Galt’s Red Revolution a treatise criticizing the revolution as a threat to relics and historical sites. The Red Revolution dislikes critics, and she was branded an enemy of the Revolution. Anwald Greenfelt, formerly a Tullivor manservant, has been acting in Galt to stir up revolutionary fury and direct it at Ulisha, who he blames for the troubles his former masters faced. The revolutionaries know nothing of this, but they love the promise of dead enemies. They financed Anwald’s purchase of guild services. The sale of *Silverhex* was supposed to give Ulisha the gold to placate Anwald, but he has acted faster than anticipated.

Even when leaving her journal for the PCs Ulisha did not realize her peril. If the PCs were able to buy information from a merchant in part five, they will arrive before Ulisha’s assailants. Otherwise the PCs will find her cornered and fighting a losing battle for her life.

SUMMARY

If the PCs received the Special Information award in *Webs*, they begin en route to save Ulisha and arrive before their assailants do. Otherwise they begin in a marketplace where they overhear Anwald. With his information, the PCs arrive at a battle in progress, finding Ulisha in serious danger. The PCs fight off the pair of neophyte assassins and have a chance to speak with Ulisha and obtain *Silverhex*.

WHERE ON GOLARION?

This quest takes place a few hours northeast of Daggermark. More information on Daggermark can be found in *Pathfinder Chronicles: Guild to the River Kingdoms* and *Pathfinder Campaign Setting: Inner Sea World Guide*.



F. ULISHA'S HIDEOUT

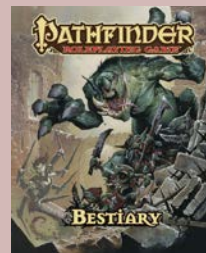
N



1 SQUARE = 5 FEET

GM RESOURCES

Webs makes use of the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG NPC Codex*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and at game stores worldwide, and online at paizo.com, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.



GETTING STARTED

This adventure takes place in Daggermark, a city in the River Kingdoms known for its assassins. See the knowledge checks on page 19 for more information.

If the PCs did not gain information in *Webs*, read the following to get the adventure underway:

As the party wanders through the Daggermark marketplace, a voice rises above the din of commerce.

"Yeah, well fie on the stupid scholar and her precious Silverhex. The Vessels Between'll shut that wench up for good!" a drunken voice practically shouts from a nearby fruit stand.

The man is Anwald Greenfelt, a venerable Taldan and former manservant to the Tullivor family. He is currently suffering a crisis of conscience. It was Anwald who whipped up the Revolution's fury against Ulisha, whom he perceives as the cause of his former masters' untimely demise. It was Anwald who hired assassins with funds raised by the Revolution. Now he doubts this course. He turned to liquor, but that only made him doubtful and talkative. He knows where Ulisha is currently and is eager to talk.

Did you mention Silverhex? "Her life's work. Wouldn't ever shut up about how it was from around before Taldor's something or other. Now she's trying to sell it."

Do you mean Ulisha? "You met her? Talked your ear off I'll wager. You won't have to worry about that anymore. Not after what I did."

What did you do? "Hired the Vessels Between. Look at brave Anwald," he shouts to no one, "hiring assassins to shut up a bookworm!" He begins sobbing.

Where is Ulisha? "She's a few hours up the Dagger River. She never was good at hiding places, and she liked to brag too much about where she'd been and what she'd found. Bragged too much. Looked down on people," he trails off, then says, "Hells, I can draw you a map."

Why do you want her dead? "Because it's her fault! The Tullivors' might've never been the highest of houses, but they were good folk, honest, and it was my honor to work for them. She ruined it! And for a stupid cup." Anwald grows sullen and refuses to answer any more questions on this topic.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

The PCs may wish to know more about the assassins sent to kill Ulisha.

15+ The assassins of Daggermark are more affordable than other hired killers. They refer to themselves as the Vessels Between, as they take targets from life to death.

20+ The more one is willing to pay, the more highly trained the assassin he can hire. The guild doubles as a school for assassins in training, and even these neophytes are available for hire.

25+ Assassins sent on missions outside of the city often work in pairs so as to better protect one another.

F. ULISHA'S HIDEOUT (CR 3)

If one or more PCs has the Special Information reward from the *Webs* Quest, the PCs instead begin this adventure en route to Ulisha's hiding place and arrive several minutes before the assassins do. Allow them to attempt the Knowledge check above to know about the Daggermark assassins. If a PC has the Special Resources reward from the *Webs* Quest, he also has a flask of alchemist's fire and a *potion of cure light wounds* that he can use during this adventure. Any unused expendable items from this reward can be used in other Quests in this series but are not available during other adventures.

As the PCs approach, read or paraphrase the following.

The hill ahead is not much to look at. It gently slopes away from the river. A shallow cave is near its top, smoke from a campfire curling upward in the gentle breeze. The grass wafts slowly along a gently curving path up the southern face of the hill, ending in a few switchbacks as the hill grows steep near the top.

Creatures: If the PCs arrive first, Ulisha is surprised and wary, but she believes the PCs if they inform her of the assassins on the way. She knows the assassins are eager to prove themselves and will not give up. Unless the PCs have a better idea, she suggests setting up an ambush. Ulisha dismisses any attempts to discuss *Silverhex* until the assassins are defeated.

If the PCs learned about Ulisha from Anwald, they arrive as the inexperienced assassins taunt the Pathfinder. So far, she has had to use several of her abilities to defend herself as detailed below.

ULISHA

CR 1/2

Female bard 1
N Medium humanoid (human, orc)

Init +1; **Senses** Perception -1

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)

hp 9 (1d8+1)

Fort +1, **Ref** +3, **Will** +1

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee *Silverhex* +1 (1d6)

PATHFINDER QUESTS: THE SILVERHEX CHRONICLES

Ranged light crossbow +1 (1d8/19–20)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate [DC 12], inspire courage +1)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*comprehend languages, cure light wounds*

0 (at will)—*detect magic, know direction, mending, read magic*

TACTICS

Before Combat If Ulisha is warned she attempts to talk the PCs into planning an ambush. If the PCs did not arrive before the assassins, she has already used one of her first-level spells, half of her rounds of bardic performance, and her orc ferocity.

During Combat Ulisha she supports any allies using her inspire courage bardic performance and her healing magic. If the PCs arrive after the assassins do, Ulisha treats the new arrivals as allies for the purposes of her bardic performance.

Morale So long as the PCs are still fighting alongside her, Ulisha fights until incapacitated. If the PCs flee or are defeated with little chance of her winning, she retreats.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 11

Feats Skill Focus (Knowledge [history])

Skills Intimidate +4, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (history) +11, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Linguistics +7, Perform (oratory) +6, Survival +0; **Racial Modifiers** +2 Intimidate

Languages Azlanti, Common, Draconic, Giant, Hallit, Orc

SQ bardic knowledge +1, orc blood

Combat Gear *scroll of cure light wounds, wand of identify* (8 charges), *wand of comprehend languages* (6 charges), *wand of expeditious retreat* (6 charges); **Other Gear** studded leather, buckler, *Silverhex* (+1 spell storing alchemical silver sickle), light crossbow with 10 bolts, 4 gp

VESSEL BETWEEN SNIPER CR 1

LE town watcher (*Pathfinder RPG NPC Codex* 128)

hp 15

Special Attacks favored enemy (human) +2

TACTICS

Before Combat The sniper attempts to approach stealthily.

During Combat The assassins are taught to leave no witnesses. If the sniper sees the PCs, she perceives them as bodyguards that must be neutralized first—especially any humans or spellcasters.

Morale To fail the guild is death. The assassin neither surrenders nor retreats.

VESSEL BETWEEN STRIKER CR 1

Bullying brawler (*Pathfinder RPG NPC Codex* 96)

hp 17

TACTICS

Before Combat The striker attempts to approach stealthily. He does not drink his *potion of bull's strength* until he spots one of the PCs.

During Combat The assassins are taught to leave no witnesses. If he sees the PCs, the striker judges them as more of a threat than Ulisha and focuses attacks on them. The striker uses flurry of blows whenever possible and focuses on the largest melee threat.

SCALING ENCOUNTER A1

If the group consists of only four PCs, an assassin guild master has poisoned the two killers-in-training to further test their limits during this mission. As a result, both Vessels Between take a –1 penalty on attack and damage rolls as well as on skill checks.

Morale To fail the guild is death. The assassin neither surrenders nor retreats.

Development: Ulisha is grateful for the PCs' assistance, and she gives them her three wands in thanks. She also does what she can to heal their wounds. Once she composes herself, she regains her scholarly demeanor. Ulisha does not give the PCs *Silverhex* for free, for she believes that the gold from its sale is her only hope of paying Anwald "restitution" and getting him to call off his assassination attempts. If the PCs want to confront Anwald and convince him themselves, proceed to the A Feud for Family section below.

So long as the PCs don't attempt to harm or intimidate her, Ulisha is a steadfast ally despite her aloof behavior. From this point on, even after the conclusion, she is willing to use her knowledge to help the PCs should they request it.

A FEUD FOR FAMILY

If the PCs decide to confront Anwald, finding him is easy (DC 5 Diplomacy check to gather information), for he has made a mournful boor of himself over the past week. Although he is still upset about Ulisha's actions, he has regretted calling her out as an enemy of the Red Revolution. If the PCs are willing to pay him 500 gold pieces (the cost of the long-since-sold platinum cup Ulisha took from the Tullivor family), he agrees to speak in Ulisha's defense, convince his Galtan contacts to leave her alone, and cancel the bounty on her.

Anwald's sense of duty is very strong, and convincing him to drop the feud without blood or gold requires a successful DC 25 Diplomacy check. Alternatively, the PCs might lie to Anwald and convince him that Ulisha is no longer alive with a successful DC 25 Bluff check. Providing some personal effect of hers like a cloak or weapon grants the PCs a +5 bonus on this check. Intimidation or enchantment magic can secure his cooperation for a limited time, but not for long enough to make a difference. Killing Anwald does not solve the problem either, as the Red Revolution continues to hound Ulisha and send others to take his place.

If the PCs manage to get Anwald to call off the assassination, Ulisha expresses genuine joy and gives the PCs *Silverhex* as a gift of friendship. Give each PC the Pleasure Doing Business boon on his Chronicle sheet.

CONCLUSION

If the PCs have obtained *Silverhex*, then their initial goal is complete; however there may be other leads in the journal that the PCs can follow. Ulisha does all she can to help the PCs, assuming she survives and they part on friendly terms. The friendship of a scholar so deeply knowledgeable about the River Kingdoms and its surrounding nations is perhaps even more valuable than the ancient druidic sickle.

EXCEPTS FROM ULISHA'S JOURNAL (MAUSOLEUM)

The only thing worse than working for a Galtan nobleman is working for two Galtan noblemen—in my case, Lords Tullivor and Sarvio, both of whom are happy only when the other is not. I made a tidy sum recovering their heirlooms, but when Laban Tullivor tasked me to steal a platinum chalice belonging to the Sarvios, I took my leave (and the cup), and they've been hounding me since. Now Laban's deceased, and it's rumored his mausoleum in Gralton's cemetery harbors a treasure. I hope you'll not balk at tomb-robbing. Remember, these are aristocrats. I say, a plague on both their houses.

EXCEPTS FROM ULISHA'S JOURNAL (MISTS)

When seeking to conceal something, one's first instinct is to choose a spot no one would think to look. Better yet, choose a locale no one would dare to go. Such was my logic after liberating a magic lantern from an anemic necromancer in Ustalav. Lest the wizard track me through its magic, I hid the lantern underneath some rocks in a stream near Cannibal's Grove, whose own magic would disguise the lantern's own. Now that time has passed, I'd gladly cut you in for a nice percentage of its value. All you need do is travel to the Forest of Veils in southern Varno. From there, any superstitious peasant should know the route to Cannibal's Grove. How bad can it be?

EXCEPTS FROM ULISHA'S JOURNAL (COLONY)

Different cultures' treatment of the gods is a point of endless fascination for me. Consider the Rahadoumi and their Laws of Man, rejecting the gods despite the plagues and deserts that eat away at their lands. Others such as the Nidalese have sworn themselves entirely to one god who grants his followers power at a punishing price. The small nation of Razmiran is much like Nidal, in that the people pay homage to a most curious deity: a "Living God" who lives among his people.

Don't be fooled by his talk of prosperity for all. The Razmiri are an underhanded lot, and I recently heard that the village of Allenstead—once staunchly against the god Razmir—had all converted to Razmir's worship. Apparently, a priest bearing a jeweled rod recently paid Allenstead a visit and won everyone over within a day. It's obvious that some dastardly magic is at work here, and that the priest's golden scepter is at the crux of it all. I wonder what it's worth?

EXCERPTS FROM ULISHA'S JOURNAL (CRASH)

I may have just made a monumental discovery. While searching for an Osirian urn in an Absalom museum, I came upon a collection of charcoal rubbings in an old scroll tube. According to the notes that accompanied them, they were taken by a Pathfinder from a cave wall somewhere between the border of Numeria and the River Kingdoms. The rubbings depict what Numerians now refer to as the Rain of Stars. While this cave alone is an incredible find, I believe there's something even more remarkable. In the rubbings, one of the smaller objects has a line that connects it to the horizon. While the Pathfinder dismissed this line as a stone fracture, I have another thought. I believe whomever witnessed this Rain of Stars must have seen where one of the smaller objects impacted and etched the line as a point of reference! Now all I need to do is calculate where the ridge lies in relation to this cave and I'll have my name in the history books.

EXCERPTS FROM ULISHA'S JOURNAL (WEBS)

That the Riverfolk of Daggermark haven't wiped themselves off the map with their wanton assassinations and poisonings is a fact that will never cease to amaze me. Still, where such dealings occur, coin is always involved, and one knowledgeable in the ways of commerce can always earn a good wage. Daggermark's economy runs on poisoned blades, but those blades would be dry were it not for a constant influx of alchemical goods. Such goods wax and wane, though, and if one watches diligently, these market shifts can be predicted.

The next ingredient the markets will want is an adhesive produced by spiders and left in their webs. Of course more potent chemicals would be found in the glands of the dreadful beasts, but I am a scholar, not some vagabond sellsword slaying vermin for ale money. I have mapped a route to a newer nest that should be sparsely defended. My buyer, one Johannes Vox (an Iobarian of curious temperament) has not been as forthright in our latest dealing as I'd like. Perhaps it is time I sold elsewhere.

EXCERPTS FROM ULISHA'S JOURNAL (SILVERHEX)

As you may have gathered from my absence, I've made a few enemies who would be all too pleased to see me leave the region—or worse. Like so many matters in the River Kingdoms, the range of thugs that might want an honest explorer dead are as diverse and numerous as the kingdoms themselves. The last several months of my time here have been exciting and perilous enough that exactly who my real enemies are is unclear. Until I can sort out the sides, I'm lying low in a nearby hideout. I should be safe there and can meet with you soon to complete our transaction.

PATHFINDER QUESTS: THE SILVERHEX CHRONICLES

Pathfinder Quests The Silverhex Chronicles

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
 A B C D

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

Character # _____ Prestige Points

Character Name _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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