

PATHFINDER SOCIETY[®]

SEASON OF THE TEN



WHAT THE HELMS HIDE

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GM RESOURCES

What The Helms Hide makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder Bestiary 4 Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Advanced Race Guide (ARG)*, *Pathfinder RPG Occult Adventures (OA)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and the creature stat blocks from the Bestiaries are reprinted at the back of the adventure for the GM's convenience.

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HOW TO PLAY

Pathfinder Society Scenario #10-16: What The Helms Hide is a series of short, 1-hour quests for 1st-through 5th-level characters. "Collection" should always be played first and "Witness" represents the end of this quest pack, but "Autumn" and "Dust" may be played in whatever order the players prefer. These quests are designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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WHAT THE HELMS HIDE

By Calder CaDavid, Lysle Kapp, Kendra Leigh Speedling, Nate Wright



Although the Pathfinder Society began as a casual club of adventurers, within a decade it had published its first compilation of discoveries, and within 15 years it had established a ruling body of 10 wise and popular leaders: the Decemvirate. Over the following decades, the Society expanded, founding lodges across Avistan and northern Garund. As the Society's influence grew, so too did the Decemvirate's influence. Some began to question the council's judgment, particularly following the Decemvirate's destruction of the infamous fifth volume of the *Pathfinder Chronicles*, rumored to shed light on the disappearance of the famous Pathfinder Durvin Gest in 4360 AR. Tensions escalated when the Decemvirate directed vast sums into the construction of the Skyreach tower. By 4408, factions were angrily debating what the Decemvirate's role should be and how much power it should wield. Violence followed three years later.

Three factions drove the conflict. Adherents of the Many Roads believed that the many Venture-Captains were far better equipped to wield the Society's power and direct it toward local concerns. Opposed were the Eternal Ten, agents who believed the Decemvirate's final oversight helped avert localized abuses of power. Pulling in a different direction altogether were the Iron Glyph, who saw the Society's growing power as an opportunity to leverage their influence in shaping countries and conflicts across the world, changing the Society's mission altogether. Ultimately, several dozen Pathfinders loyal to the Many Roads ideology attempted a coup to depose the Decemvirate.

The plot failed, and although the primary conspirators perished in the attempt or were expelled, the Society remained too divided to perform sweeping punishments without shattering the organization irrevocably. In order to mend bridges, all of the surviving Decemvirate members retired from their posts and established secret successors drawn from a mix of the three factions. To protect these new leaders from future conspiracy and corruption, each donned unique artifacts known as *Decemvirate helms* to hide their identities and thoughts. Gutting the controversial leadership and replacing it with secret representatives of

Where on Golarion?

"Collection" takes place within the Jeggare Museum located in the city of Korvosa. For more information about the museum and Korvosa, see *Pathfinder Chronicles: Guide to Korvosa* and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available online at paizo.com.



diverse interests mollified the factions and repaired the worst damage, and the new Decemvirate's fairly even hand and moderate policies helped the Society grow accustomed to the new state of affairs.

Not everyone was entirely content however. As one of the first Pathfinders, the gnome Eylisia (featured in *Pathfinder Society Scenario #6-10: The Wounded Wisp*) had passionately documented hundreds of sites, cultures, and events during her century of exploration, in addition to being an avid chronicler of her colleagues' exploits. Although the Decemvirate's identities were magical hidden, Eylisia pieced together many indirect clues that let her identify several of the new leaders. She was dismayed. Although several were upstanding visionaries and had been rising stars of the Society, several others had reprehensible records of deceit, abuse, recklessness, or even betrayal. She was appalled that these vile ne'er-do-wells were to lead the Society and be responsible for shaping its future.

With several handpicked allies, Eylisia sought the evidence necessary to understand their helms' powers, call out these corrupt Decemvirate members, and see them replaced. Her investigations took her to her three targets' old stomping grounds, where she confirmed these figures' misdeeds. Upon returning to Absalom, she made sure to hide away her most sensitive notes before laying an ambush to confront the first Decemvirate wrongdoer with her proof. Her investigations had already attracted her foes' attention, and rather than one leader, all three appeared in force to take the bait. What should have been a verbal clash instead became a lethal combat. By the end, one of the Decemvirate was dead, and another was terribly wounded. But so too had several of Eylisia's companions been killed, and the gnome herself was forced to flee the Society, never to be heard from again—yet not before hiding a latent message that the Decemvirate could never uncover. With only the two surviving Decemvirate members as witnesses, they quickly reframed the event as an assassination attempt by Eylisia and named her a traitor.

RUNNING WHAT THE HELMS HIDE

Pathfinder Quests: What The Helms Hide is a series of four quests, each a short adventure designed to take about 1 hour. Collectively, the quests tell a cohesive story beginning with the “Collection” quest and ending with the “Witness” quest, although the players can experience the middle two quests (“Autumn” and “Dust”) in any order. Master of Scrolls Kreighton Shane's letters to the PCs appear on page 26; each one corresponds to one of the four quests. It is recommended that the GM provide the handouts for “Autumn” and “Dust” to the players upon completing “Collection”, allowing them to choose which adventures they wish to play and in which order.

RECEIVING CREDIT

A player who completes one or more of the quests receives a Chronicle sheet for *What The Helms Hide*, noting which quests they finished. They 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). If the character receiving the Chronicle sheet for *What The Helms Hide* gains XP from another Chronicle sheet, they can no longer earn additional rewards for playing the other *What The Helms Hide* quests. *What The Helms Hide* can be replayed for credit, but the credit must be applied to a different character each time.

When a GM runs a quest, they can also apply credit to one of their characters. However, each time they run a quest, they can check off any one of the quest boxes on their Chronicle sheet. This way a GM can continue to earn credit toward a single character even if they run the same quest several times for different groups.

COLLECTION

BY LYSLE KAPP

The Chelish nobleman Helven Leroung sought acclaim as a Pathfinder. As the Everwar closed, he joined other Pathfinders in Varisia, exploiting archeological sites made accessible by Chelias's advancing armies. Yet, Helven sought a quicker path to prestige. Traveling out ahead of the advancing army, Helven ingratiated himself with a Shoanti tribe by warning them of an impending Chelish attack. He then secretly began transcribing the Shoanti's oral tales of the region's history, sites, and wildlife. He also encouraged the tribe to amass items of significance as “protection” from Chelish “invaders.”

Ultimately, Helven betrayed the tribe. He gave up the tribe's location to Chelish forces, which garnered favor with many inhabitants of the recently-established Fort Korvosa, including Montlarion Jeggare. With the Shoanti put to the sword, Helven appropriated their tales and artifacts for himself. Laden with ill-gotten treasures, he left many relics in Montlarion's care before departing on one of the first cargo ships to sail from the settlement.

Returning to Absalom, Helven recast the Shoanti tales as his own first-hand accounts, which were published in the *Pathfinder Chronicles*. Following a bloody internal struggle in the year 4411 AR, he then parlayed these accounts to secure a place among the first Decemvirate. However, Helven's stolen successes could not stand unchallenged forever.

Helven returned to Korvosa, where the now Lord Magistrate Montlarion had begun to suspect Helven's betrayal of the Shoanti, and the source of his supposed heroics.

Montlarion questioned Helven and presented him with eyewitness testimony of a Chelish man providing wartime aid to the Shoanti. The Korvosans demanded Helven's ill-gotten treasures be confiscated pending further investigation.

Helven was furious and a fight erupted. Using his *Decemvirate helm*, Helven channeled a burst of negative energy that consumed all those present, save himself and Montlarion. Weakened, Helven fled to Absalom, while Montlarion died soon thereafter. Once divination magic confirmed all witnesses of his crimes had perished, Helven believed his secrets safe.

However, the Pathfinder Eylisia came to suspect the truth and attempted to reveal Helven's evil. While Eylisia was ultimately unable to unmask or defeat the canny Decemvirate member, she escaped with her life, leaving clues that she hoped would lead other Pathfinders to discover the true nature of Helven and the events surrounding the Chelaxian's rise to the Decemvirate.

SUMMARY

The PCs receive a letter from Master of Scrolls Kreighton Shane describing a mystery that the Pathfinder Society seeks to unravel: the accounts of a former Pathfinder whose

membership in the Society predates the founding of the Decemvirate. Kreighton knows the location where this magical history is stored, but it is protected by a series of wards that can only be unlocked by tracing the steps of this ancient Pathfinder, a gnome named Eylysia. Apparently, Eylysia has scattered clues in a number of key locations. The first such clue is believed to be hidden at the Jeggare Museum, where the curator Mercival Jeggare has been informed of the PCs' pending arrival. At the museum, Mercival directs the PCs to a gallery displaying Shoanti artifacts, which is suddenly endangered by invading shrew flies. As Mercival runs for help, the PCs must protect the artifacts from the vermin.

Afterwards, Mercival invites the PCs to examine Montlarion Jeggare's personal items in the restoration room. There, the PCs face an agitated shikigami, who unwittingly arrived with recent acquisitions. Mercival asks the PCs to manage the outsider as he secures its cooperation. The PCs must use their skills to mitigate the shikigami's destructive reactions.

With the threats handled, the PCs may conduct research among the museum's collection to uncover the truth of Helven's misdeeds.

GETTING STARTED

Give the PCs **Handout #1**. Once they have had time to review Kreighton Shaine's letter, begin the game with the PCs arriving in Korvosa, where they can easily locate the Jeggare Museum.

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

The PCs may wish to research Korvosa, the Shoanti, and Montlarion Jeggare before arriving at the museum.

10+: Fort Korvosa was constructed by Chelish marines under the command of Field Marshal Jakthion Korvosa. Once completed, it served as a defensive position from which settlers and explorers would enter Varisia. Korvosa has since become a major cosmopolitan city. Imps, otyughs, and shrew flies pose concerns for unsuspecting visitors.

15+: Near the conclusion of the Everwar, Field Marshal Korvosa led a band of soldiers from Cheliox into Varsia. They met fierce resistance from Shoanti tribes (or "quahs"). As Korvosa's troops wore down, relief came by way of the gentleman explorer, Montlarion Jeggare. Leading an expedition up the river now bearing his name, Jeggare delivered transport and supplies to Korvosa's beleaguered soldiers.

20+: Dozens of Pathfinders followed in the wake of Cheliox's armies during the Everwar. Where the army went, Pathfinders could readily study sites previously disallowed by local groups. The Pathfinders plundered numerous abandoned sites. The lack of Society oversight from distant Varisia left few to question such methodologies.

Scaling Encounter A1

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Replace the shrew fly swarms with a giant shrew fly.

Subtier 4-5: Remove 1 giant shrew fly.

A. JEGGARE MUSEUM

The museum's striking marble edifices rise above the surrounding terrain. Upon their arrival, the PCs are greeted by the museum's current curator, Mercival Jeggare.

"Welcome to my museum Pathfinders! I am Mercival Jeggare, the head curator." This declaration comes from a portly man adorned in a frock coat and ruffled blouse. The scholarly figure gestures toward a grand entryway dotted with displays of weapons, artwork, and fossilized remains. "Come in, come in! Always a pleasure to host members of the Society. I assume this is in regards to the missive I received from Mr. Shane?"

Mercival Jeggare (LG male human aristocrat 1/bard 1/expert 4) is pleasant and helpful, though he prioritizes preserving and maintaining his museum's collection over any other concern. As a result, he can become quite cross if the PCs seem to disrespect the museum or any of its artifacts.

He offers to answer any questions the PCs may have. Below are some possible questions and answers.

What does the museum hold? "Most of the exhibits displayed here were collected by my family and ancestors. Of particular note is the esteemed Montlarion Jeggare. Presently, some personal effects of his are undergoing restoration for public debut. Antiques from Korvosa's founding, vestiges of conquered Shoanti tribes, and ancient rune-etched artifacts account for the bulk of the collection. In recent years, the collection's expanded to include treasures from other all over Golarion. Why just this morning, we procured several Tian antiquities."

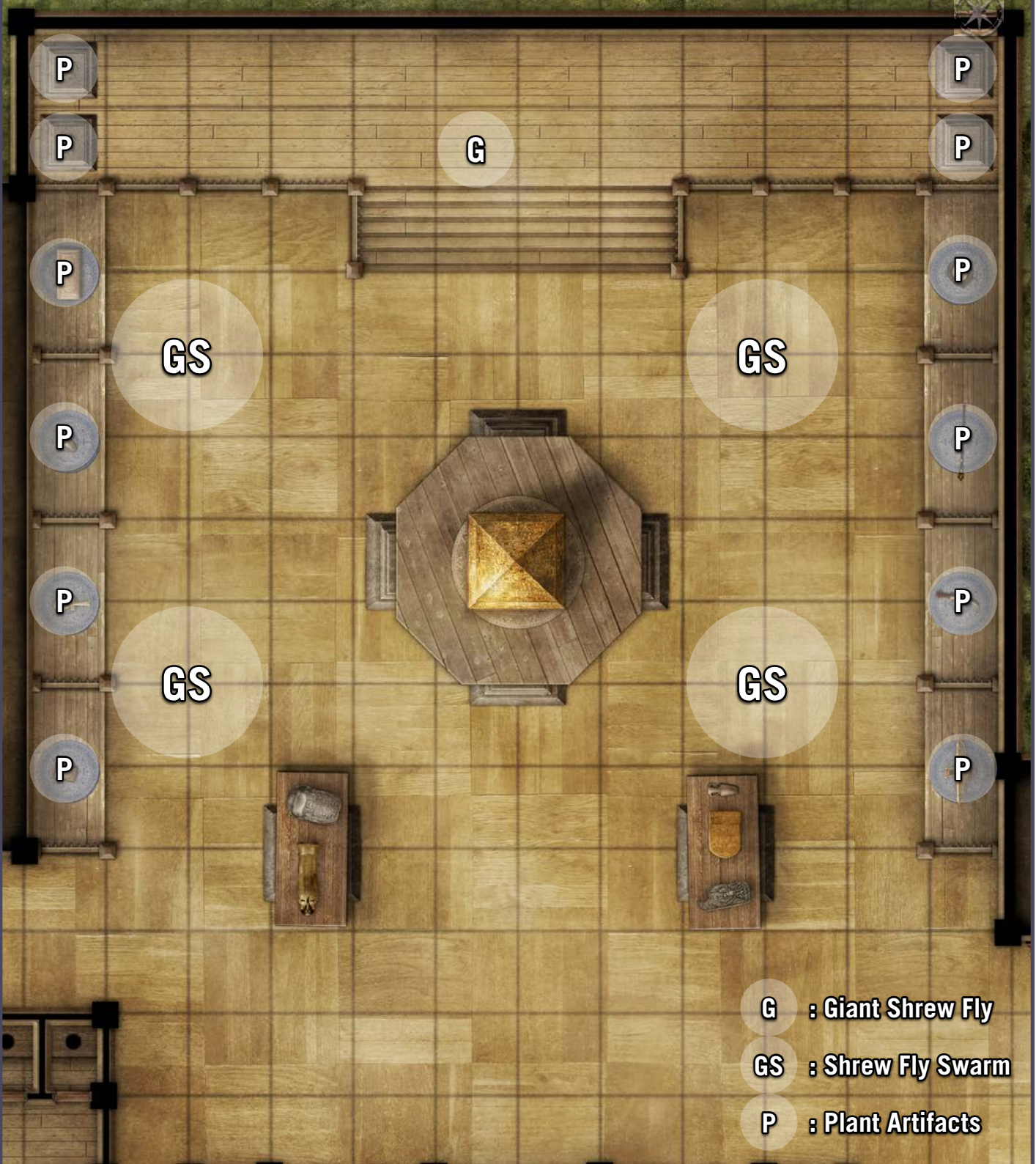
What are the "speaking artifact" and "false rider"? "I am unsure. Adding an enchanted mouth could make an artifact speak, I suppose. A 'rider' may suggest someone mounted or else a proviso or alteration of some prior statement or decree."

A1. GALLERY (CR 3 OR CR 6)

Mercival directs the PCs to the largest gallery containing Shoanti artifacts.

Skylights illuminate this gallery. Exhibits displayed within decorative alcoves include several wooden totems and tools. More wood-carved pieces rest within a raised exhibition area to the north.

A. Jeggare Museum



1 square = 5 feet

Pathfinder Flip-Mat: Museum

WHAT THE HELMS HIDE

A massive glass-walled case dominates the center of the gallery and holds three bound volumes of the *Pathfinder Chronicles*. To the south, a table bears two metal chests as another holds two wooden reliefs.

Suddenly, a resounding “*crack!*” and cascade of wood dust heralds the fall of an enormous glass skylight before it shatters upon the marbled floor.

Creatures: After consuming the skylight’s wooden lattice supports, hungry shrew flies enter the gallery.

SUBTIER 1–2 (CR 3)

SHREW FLY SWARM (2) CR 2

Locust swarm (*Pathfinder RPG Bestiary 4* 183, see page 28)

hp 18 each

TACTICS

During Combat The shrew flies voraciously swarm the nearest plant-material artifact, plant-material item, or creature with the plant subtype not confined in metal.

Morale The shrew fly swarms fight until destroyed.

SUBTIER 4–5 (CR 6)

GIANT SHREW FLY CR 3

Locust, giant (*Pathfinder RPG Bestiary 4* 183, see page 29)

hp 22

TACTICS

During Combat The giant shrew fly voraciously bites the nearest plant-material artifact, plant-material item, or creature with the plant subtype not confined in metal. After taking damage, it uses its spit ability to keep PCs away.

Morale The giant shrew fly fights to the death or until it runs out of sources of food.

SHREW FLY SWARM (3) CR 2

Locust Swarm (*Pathfinder RPG Bestiary 4* 183, see page 29)

hp 18 each

TACTICS

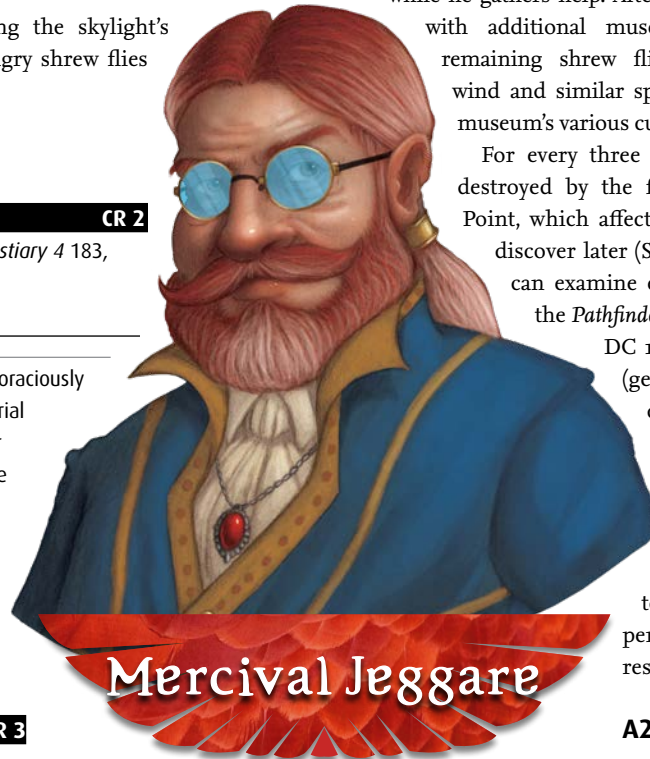
As Tactics in Subtier 1-2

Treasure: Fifteen artifacts made from various plant-based materials, such as woven baskets, scraped-bark suits of antique elven armor, and similar relics are positioned around the area. Three volumes of the *Pathfinder Chronicles* containing Helven’s accounts are locked within the glass case, and two

more chronicles lie on the western table. The artifacts and chronicles all have the following statistics: hardness 5, hp 7; weight 1 lb. As long as the PCs protect at least 10 of the plant-based artifacts, a grateful Mercival offers the PCs a fully charged *wand of mending*. In Subtier 4–5 he also offers a *scroll of fireball*.

Development: Mercival urges the PCs to save the artifacts while he gathers help. After 7 rounds, Mercival returns with additional museum staff, dispersing any remaining shrew flies with magical gusts of wind and similar spells unlikely to damage the museum’s various curios.

For every three plant-material artifacts not destroyed by the flies, PCs earn 1 Discovery Point, which affects how many clues they can discover later (See Research on page 8). PCs can examine each undamaged volume of the *Pathfinder Chronicles* with a successful DC 14 Linguistics or Knowledge (geography, history, or local) check (DC 17 in Subtier 4–5), earning the party 1 Discovery Point per decoded volume. As the staff begins restoration, Mercival invites the PCs to examine Montlarion’s personal effects in the restoration room.



A2. RESTORATION ROOM

Two work tables occupy this room. One holds a variety of Tian objects, including a wooden washboard, some bamboo flutes, and a pair of intricately-painted fans. The other is arrayed with aged curiosities, including a totem of a Shoanti man dressed in riding leathers as well as stacks of yellowing papers. Crates and sturdy racks, holding bits of fragile-looking sculpture and pottery, press against otherwise bare walls. There are doors along the northwest and southwest walls, and the latter is padlocked.

This room is used to restore recent acquisitions and maintain the museum’s existing collection. No staff are present in the room as they are busy with other tasks elsewhere, such as repairing the damage caused by the shrew flies in the gallery.

Creatures: Unbeknownst to museum staff, a **shikigami** (*Pathfinder RPG Bestiary 3* 163) has merged with the washboard. Having heard the commotion, the spirit has taken physical form and invisibly guards its ward. When anyone enters the room, the shikigami reveals itself, frantically tossing items at them. Mercival requests that the PCs not harm the shikigami as he attempts to reassure it.

Dark Life Ring

DARK LIFE RING

PRICE
1,250 GP

SLOT ring

CL 3rd

WEIGHT —

AURA faint necromancy

This black ring's carved pattern makes it resemble fossilized bone, such as a creature's hollowed out vertebra. It grants its wearer a +2 profane bonus on Will saving throws against effects that deal negative energy damage. In addition, anytime the wearer takes negative energy damage, she subtracts 5 from the damage taken (calculated after the wearer has rolled her Will save against the effect), to a minimum of 0 points of damage.

CONSTRUCTION REQUIREMENTS

COST 625 GP

Requirements Forge Ring, *death ward*

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 1 round of action. A PC cannot use the same skill more than twice. So long as a player can explain how she might use a skill to handle the shikigami, it can be a valid option. Examples include using Diplomacy to help calm the spirit or Knowledge (nature) to offer appeasement. The DC for each skill checks is 15 (DC 18 in Subtier 4–5), and the GM can award a +2 competence bonus on a check if the player uses a skill in a particularly clever or effective way. If a PC effectively uses a spell of 1st-level or higher, it counts as a success without requiring a skill check. Speaking Tien or showing proof that the shrew flies have been dispersed grants a +1 bonus on all checks. After 3 rounds, the shikigami calms and allows the PCs entry into the room, though if the PCs did not manage to succeed at the requisite number of skill checks Mercival must continue to calm the stressed spirit and cannot assist in any further research or discovery.

Treasure: The totem, worth 100 gp, is incomplete, but otherwise similar to an array of Shoanti totems displayed in the gallery. The totem's base, a carved horse, was taken by Helven and now resides within the Grand Lodge. PCs who succeed at a DC 14 Perception check notice a hidden compartment attached to the bottom of the totem. Within the compartment is a sketch of a man wearing a triple-flanged helm without eyeholes (a depiction of Helven drawn by Montlarion following their last confrontation), a black ring, and a scrawled note that says simply, "Helven took the base of this totem for some purpose I cannot ascertain. Perhaps he has taken it to Absalom?"

The papers consist of field reports and notes collected by Montlarion, while the ring is a *dark life ring*, and very likely

the reason Montlarion was able to survive the effects of Helven's helm. Finding the note and ring earns the party 1 Discovery Point.

Development: If the PCs are successful in calming the shikigami, Mercival devotes time to helping them examine the room's contents, granting an automatic +2 circumstance bonus on any further skill checks performed by the PCs to earn Discovery Points.

Rewards: Mercival offers Montlarion's *dark life ring* to the PCs as payment for their assistance.

RESEARCH

The PCs are now free to use the museum's collection to research the nature of the "speaking artifact." Searching the collection requires a skill check, and all of the PCs can search the collection simultaneously. Each PC can attempt a Linguistics, Knowledge (geography, history, or nobility), or an applicable Craft or Profession check (such as Profession [curator] or Craft [woodworking]) to find excerpts and clues contributing to the research. A PC might use a different skill or ability, albeit with a penalty ranging from –1 to –3 at your discretion depending on how appropriate that use of the skill is to the investigation. PCs who use magic or class abilities in a particularly creative or relevant way might receive up to a +3 bonus on a check at your discretion. Except where noted, the skill check DC is 14 (DC 18 for Subtier 4–5).

Each PC can either attempt a skill check or attempt an aid another action to assist another PC in their skill check. For each successful skill check, the PCs earn 1 Discovery Point. For every 5 points by which the result exceeds the DC, the PCs earn 1 additional Discovery Point.

Development: Total the number of Discovery Points earned by the party to determine the discoveries made.

Points Discoveries Made

- 1+ Details of certain sites described in Helven Leroung's published accounts differ from recent maps and surveys, suggesting she was never at those locations.
- 2+ The word choice and syntax in Helven's accounts are atypical of Chelish authorship, though suggestive of tales arising from oral traditions.
- 3+ Depictions on some Shoanti reliefs predating the arrival of Chelish settlers bear striking parallels and similarities to Helven's accounts.
- 4+ Helven provided intelligence to Chelish forces regarding the location of a Shoanti tribe known to be plundering sites around the region.
- 5+ Witnesses told Montlarion of a Chelish woman aiding a Shoanti tribe during the war before those Shoanti were slain.
- 6+ Montlarion had an altercation with Helven regarding Shoanti artifacts, which turned violent.

WHAT THE HELMS HIDE

If the PCs earn more than 6 Discovery Points, they glean all information about Helven, Montlarion Jeggare, and Helven's interactions with the Shoanti described within the adventure background at the beginning of this quest.

CONCLUSION

After the party concludes their research, the PCs should possess sufficient information to suspect at least some of

Helven's misdeeds. If they provide this information to Kreighton, he listens carefully. He thanks the PCs for their successful investigation, but uncharacteristically says little more. He suggests the PCs get some rest after their long journey back from Korvosa, as future assignments await them.

Where on Golarion?

“Autumn” takes place in the Arthfell Forest in the country of Andoran. For more information about Arthfell Forest and Andoran, see *Pathfinder Chronicles: Andoran, Birthplace of Freedom*, available online at paizo.com.



AUTUMN

BY CALDER CADAVID

Born approximately 300 years ago to a minor noble family, Zaul Blystone earned fame as a Pathfinder Society agent. His good looks, marksmanship, and expertly told tales of adventure earned him acclaim among his fellow Pathfinders. However, he coveted magical treasures

with an insatiable greed. He even went so far as to steal some expeditions' treasures for himself, replacing the original relics with expertly crafted replicas.

During an expedition into Andoran's Arthfell Forest, Zaul discovered the remains of a druid enclave that had been massacred by an invading force. Scavenging in the wreckage of the slain

druids' homes, Zaul discovered the *Autumn's Cowl*, an item of tremendous magical power. Zaul greedily hid his prize in an abandoned lumber mill and constructed a clever forgery to submit to the Society.

After his ascension to the Decemvirate, Zaul redoubled his efforts to protect his hidden treasures. Upon returning to the mill, he discovered the surrounding woods had warped, changed by the magic of the cowl. A wandering huldra had also discovered the thicket during Zaul's absence and interpreted the phenomenon as a message from Ng the Hooded, one of the powerful fey deities known as the Eldest. Zaul, seeing an opportunity to take advantage of the situation, convinced the fey that he too was a follower of Ng, chosen to be the guardian of “the Thicket of Endless Fall.” He spun a tale of encroaching lumberjacks conspiring to decimate Ng's sacred “temple” and begged the huldra to help him keep the thicket safe. The fooled huldra took the title of “the Crocus Knight” and swore to protect the thicket. Together they created powerful wards to deter intruders. Zaul then left the Crocus Knight in the thicket, claiming he was off to recruit more allies. Zaul never returned to Arthfell Forest, confident his secret was protected, and the huldra eventually assumed that her ally had been slain by the supposed lumberjacks.

SUMMARY

The PC's arrive in Arthfell Forest following instructions given in a letter from the Pathfinder Society's Master of Scrolls, Kreighton Shaine. The PCs negotiate with the druid maintaining the thorn barrier to gain access to the woodlands beyond. Using *wayfinders*—their own or the one provided by Kreighton Shane—they can successfully traverse the woods. The PC's cross the garden and encounter guardian jack-o'-lanterns. The Crocus Knight confronts and converses with the PCs. Should they fail to make her friendly, she flees. If she is made friendly she gifts the *Autumn's Cowl* to the PCs and tells them about Zaul Blystone.

GETTING STARTED

The PCs receive the letter from Kreighton Shane shown in **Player Handout #2** on page 26, along with a magical *wayfinder*. They safely arrive in Arthfell Forest near the location where Zaul discovered *Autumn's Cowl*. The road they travel on ends at a thorn wall, where the druid Adelyn Rhinon is busy making repairs. Read or paraphrase the following to begin the adventure.



Adelyn Rhinon

Scaling Encounter B1

For a group of four PCs, remove the advanced simple template from the jack-o'-lanterns (see page 28 for stats).

The natural splendor of Arthfell forest falls away to a barrier of dried-out thorns that does little to obscure the lifeless trees beyond. Frigid winds whisper through branches that claw at the sky as a mist rises out from deep within the wood.

Greenfire Adept **Adelyn Rhinon** (NG female aasimar druid 6) has maintained the thorn wall for several decades. The Greenfire Circle—a druid circle striving to balance many local factions—believes the thicket within is blighted from a senseless massacre of druids that occurred centuries earlier. They believe the blight causes plants to wither and travelers to become lost. To deter unsuspecting wanderers, the Greenfire druids established a wall of thorns around the entirety of the thicket, but due to the thicket's magic, the thorns become brittle and dry if they are not regularly maintained. The Shadow Pact, a group of violent lycanthropic druids, have repeatedly attacked the boundary, believing powerful weapons are hidden within.

Adelyn Rhinon immediately moves to stop anyone who approaches the thorns. If the PCs are insistent on getting through, they must succeed at a DC 14 Diplomacy check (DC 16 in Subtier 4–5) or admit to being Pathfinders if they want to earn Adelyn's cooperation. She willingly opens a path through the thorns and grants the PCs access if either of those conditions is met. Adelyn wishes to see the thicket returned to health, as she tires of the laborious process of restoring the wall and fending off the frequent attacks.

KNOWLEDGE (LOCAL) OR (NATURE)

The PC's may wish to recall what they know about this phenomena or other happenings in the region with a Knowledge (local) or Knowledge (nature) check. PCs with an especially strong tie to nature (e.g. druids and rangers) gain a +2 bonus on this check. The PCs learn all of the information with a DC equal to or less than the result of their checks.

10+: Creatures of the First World have called the Arthfell Forest home for longer than mortal memory. Conflicts between the fey range from mischievous fun to deadly serious.

15+: The Arthfell druids historically act as peacekeepers between human communities and fey. Since a schism divided the druids, those diplomatic connections have all but dried up.

20+: Andoren druids celebrate the changing seasons with holidays. The most important of these celebrations occur in spring, symbolizing new life, and autumn, symbolizing acceptance of death.

THE THICKET OF ENDLESS FALL

Adelyn parts the thorns, revealing a foreboding woodland that fills the space beyond. Tall, naked trees are interspersed with the occasional needle-covered fir, and the ground is barren with no signs of fauna. The thicket is riddled with wards of illusion and enchantment designed to disorient travelers. Flying above the tree line is further befuddling as the trees appear to extend endlessly. Zaul could never entirely abandon his treasure and so created a workaround; *wayfinders* point toward the thicket's center. To hike there, the PCs must attempt a DC 18 (DC 21 in Subtiers 4–5) survival check. Only a single PC may attempt the roll, but allies may make aid another checks. With a successful check the PCs discover the center of the thicket quickly. If they fail, the PC's become lost and it takes 1d6+1 hours to reach the center, in that time a dense fog rolls in. The fog functions as an *obscuring mist* spell, except fiery explosions burn away the fog for only 1 round before more fog fills the space.

The PC's can observe their surroundings. A PC who succeeds at a DC 15 (DC 18 in Subtiers 4–5) Perception check notices what appears to be a robed figure protruding from a tree. The Crocus Knight has created effigies of Ng using her *wood shape* spell-like ability. With a successful DC 15 Knowledge (religion) check, a PC identifies the portrayal of Ng. The mysterious hooded Eldest watches over the seasons, secrets, and roads.

B. THE THICKET'S CENTER

The heart of the Thicket of Endless Fall is less visually imposing than its lifeless outer reaches. Deciduous trees burst with magnificent autumnal colors and the ground is covered in tangled gardens of flowers, gourds and vegetables. In the center rests an Andoren lumber mill, covered in ivy.

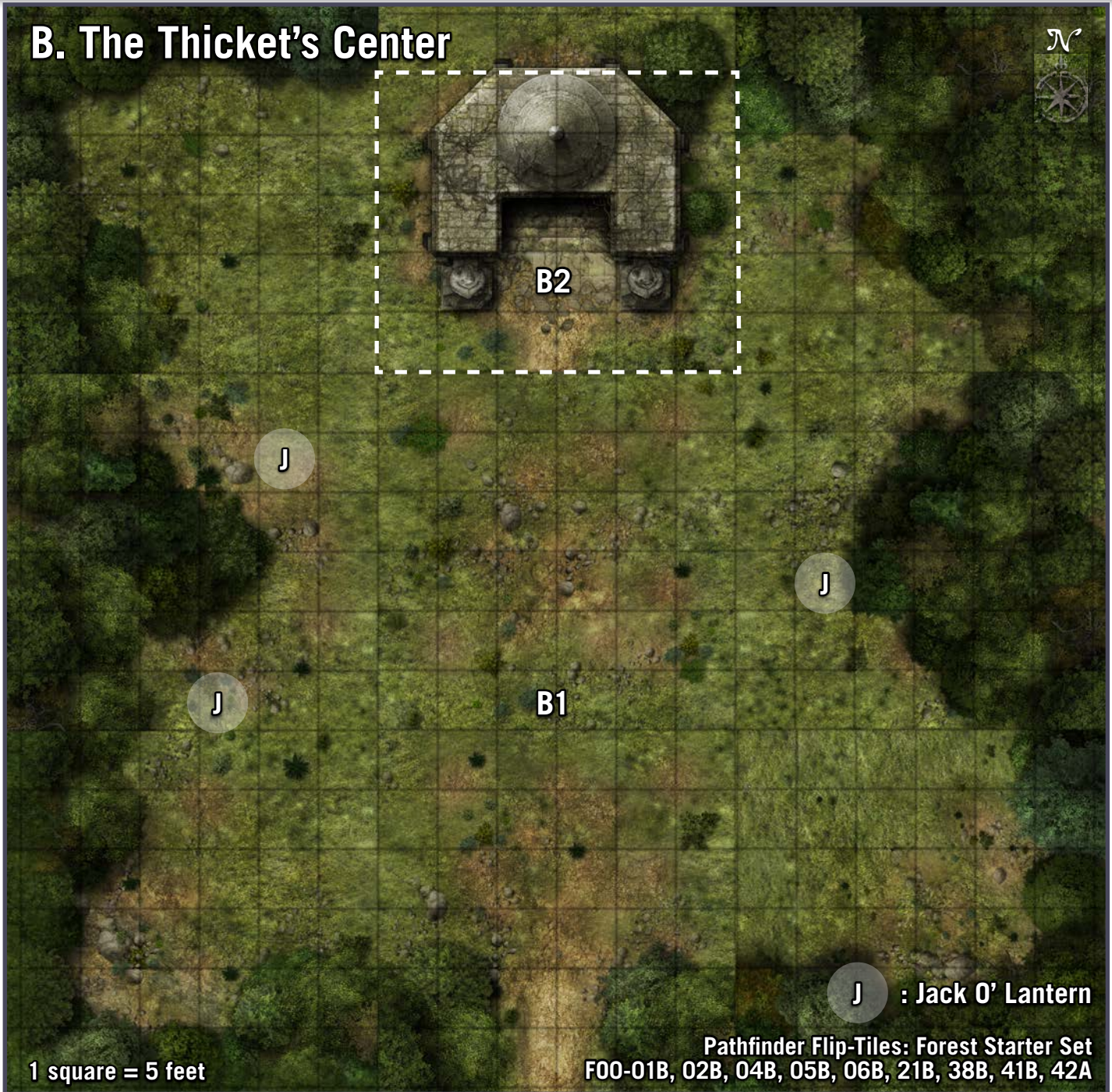
B1. THE GARDEN (CR 2 OR CR 5)

Thick undergrowth chokes the ground in this open thicket, and clutching ivy climbs the posts and eaves of an abandoned lumber mill on the thicket's far side. Though the light of the sun reaches all but the darkest corners of this vine-covered garden, the air still bears an oppressive quality, as though neither light nor humanoid life is truly welcome.

The ground in area **B1** is covered in plant life, which makes the squares count as difficult terrain; succeeding at a DC 13 Acrobatics check (DC 15 in Subtier 4–5) at the start of their turn allows a creature to move at normal speed.

Creatures: The Crocus Knight planted jack-o'-lanterns in her garden among the mundane plants. They spend their time in their pumpkin forms, using their breath weapon when another creature comes within range. The jack-o'-lanterns ignore the difficult terrain.

B. The Thicket's Center



SUBTIER 1-2 (CR 2)

ADVANCED JACK-O'-LANTERN CR 2

hp 15 (*Pathfinder Bestiary* 4 160; see Subtier 4-5)

TACTICS

During Combat The jack-o'-lantern seizes upon the rare opportunity to feast. It attempts to ambush the PCs, emerging from its pumpkin form at the most advantageous moment. It focuses its attention on opponents entangled in vines.

Morale The jack-o'-lantern is fearless and fights to the death.

SUBTIER 4-5 (CR 5)

ADVANCED JACK-O'-LANTERN (3) CR 2

NE Medium plant

Init +0; **Senses** low-light vision, tremorsense 30 ft.; **Perception** +9
Aura fear (20 ft., DC 15)

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +0, **Will** +4

Scaling Encounter B2

To accommodate a group of four PC's, reduce the DC of each skill check by 2.

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +5 (1d6+4), slam +5 (1d4+4 plus strangling ensnare)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 14 half, usable every 1d4 rounds), explode, strangling ensnare (DC 16)

TACTICS

During Combat See Subtier 1–2.

Morale See Subtier 1–2.

STATISTICS

Str 19, **Dex** 11, **Con** 16, **Int** 6, **Wis** 18, **Cha** 11

Base Atk +1; **CMB** +5; **CMD** 15 (can't be tripped)

Feats Ability Focus (strangling ensnare)

Skills Acrobatics +0 (–8 to jump), Perception +9

SQ pumpkin form

SPECIAL ABILITIES

Explode (Ex) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 14 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun.

Fear Aura (Su) Any creature within 20 feet of a jack-o'-lantern must succeed at a DC 15 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect.

Pumpkin Form (Su) A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnares (Ex) A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 16 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action.

B2. THE MILL

A crumbling lumber mill, unremarkable except for the large wooden statue of Ng protruding from the front, stands to the north. A pile containing six *goodberries* and three immature jack-o'-lanterns (which function as alchemist's fire) have been left as offerings at the statue's base. Carved alongside the statue is an inscription that reads "Like the Lord of Seasons, our hoods illuminate truth, while their masks shelter deceit. Let this be the sign of our covenant. -E"

Any PC may attempt a DC 10 Sense Motive check to infer from the inscription that Elylsia was telling her or whomever discovered her message that raising their hood would stand as a signal of support or alliance. This is almost certainly the clue that the PCs were sent to find.

The **Crocus Knight** (CN huldra^{B4} cavalier 5) waits inside the mill and watches the PCs with interest. She is a striking figure, wearing the *Autumn's Cowl* and crocus-embazoned armor while wielding a silver lance. As a huldra, she takes the form of a handsome woman with a fox tail and a jagged, woody hole in her back that she tries to keep concealed. Her cascade of red hair catches the light, but her face is hidden deep within the cowl.

A PC can identify the *Autumn's Cowl* by succeeding at a DC 12 Appraise check. As the PCs approach, the knight calls out to them from the mill's doorway.

"Take ye not a step further into Ng's sacred realm. I am the Crocus Knight, sworn protector of the Thicket of Endless Fall and rightful successor to Ng's chosen, Zaul Blystone. Are you here to join in the grove's protection, or defile its splendor? Speak now, lest I add you to the great harvest."

The PCs must explain who they are and confirm that they mean no harm to the thicket. The PCs must attempt a series of five skill checks, each at DC 15 (DC 18 in Subtier 4–5). The PCs can choose from Bluff, Diplomacy, Intimidate, Knowledge (arcana, nature, or religion), or Sense Motive. Anyone can attempt one of the skill checks, but each skill check can be attempted only once. Allies may use the aid another action on these checks. Any mention of the Crocus Knight's foxlike tail or hole in her back adds a –2 penalty on all subsequent checks. If the PCs succeed at three or more of these checks, the Crocus Knight's attitude becomes friendly, and she accepts them as allies. If the PCs fail at least three of these checks, she believes that their intentions are not compatible with her own goals and beliefs; she uses the *Autumn's Cowl* to escape into the thicket, where she stays until the PC's exit.

If her attitude is improved to friendly, the Crocus Knight happily divulges everything she knows. She believes Ng, whose divine portfolio includes acting as keeper of the seasons, created the Thicket of Endless Fall. She allows the PCs to examine the *Autumn's Cowl*, which she considers to be a gift from Ng by way of Zaul. A DC 12 Spellcraft check allows

Autumn's Cowl

AUTUMN'S COWL

PRICE
7,000 GP

SLOT back

CL 5th

WEIGHT 1 lb.

AURA moderate transmutation

This resplendent cowl is created from thousands of magically-treated, colored leaves sewn together with spiders silk. The cowl provides cozy insulation, granting the wearer a +5 bonus to fortitude saving throws made to resist cold weather. As a standard action the wearer may wrap the cowl around herself and disincorporate into a swirling cloud of leaves. This ability acts as the spell *gaseous form*, except the wearer gains a vulnerability to fire. The wearer can remain in this form for up to five minutes per day. The duration need not be consecutive, but it must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS

COST 3,500 GP

Requirements Craft Wondrous Item, *endure elements*, *gaseous form*

a PC to recognize that it was the cowl itself which transformed the area, not the influence of Ng or any other divinity.

So long as the PCs have improved the Crocus Knight's attitude to friendly, she willingly relinquishes *Autumn's Cowl* to the PCs if they request it.

If the PCs inquire after Eylisia, the Crocus Knight notes that a gnome woman who used that name came to the grove long ago, but she didn't stay long. She inscribed a prayer at the base of the Ng statue which would supposedly be helpful to allies of the grove at a future time, but the Crocus Knight herself was never able to discern its meaning or purpose.

After answering any questions the PCs may have, she bids them farewell. She believes her duty in guarding the thicket is fulfilled with the arrival of new allies, and she is excited to finally leave the thicket and start a new journey. She dispels the remaining wards as she takes her leave.

CONCLUSION

The Crocus Knight leaves the PCs, and if they were able to make her friendly they've learned more about Zaul Blystone and have acquired the *Autumn's Cowl*. Removing the *Autumn's Cowl* from the thicket ends the permanent season phenomena and the natural cycle resumes. As they emerge from the forest, Adelyn Rhinon asks what they found inside and disperses the thorn wall when told the woods have been restored, thanking the Pathfinders for their help. If they failed to befriend the Crocus Knight they have Eylisia's message but lack the *Autumn's Cowl*. Adelyn mournfully posits, "This land is sorrowful, but one day it will bloom again."

Where on Golarion?

"Dust" takes place on the outskirts of Highhelm, the underground heart of the dwarven empire of Tar-Khadurrm. For more information about Highhelm, see *Pathfinder Player Companion: Dwarves of Golarion*, available at bookstores and game stores everywhere, and online at paizo.com.



DUST

BY NATE WRIGHT

Veldrid Goldborough was a talented dwarven artist who found her way to the Pathfinder Society, applying her talents and passion to climb their ranks. When the ascendant Droskari theocracy began destroying large amounts of dwarven art and culture, Veldrid worked from the shadows to save as much artwork as she could, eventually resorting to foul deeds up to and including murder. After ascending to the ranks of the Decemvirate, she used her newfound powers to turn dwarf against dwarf, using the ensuing chaos as an opportunity to secure even greater art and artifacts.

One of her most successful missions saw Veldrid sneaking into a temple dedicated to Droskar and manipulating the faithful into slaughtering each other. With no one to stop her, she stole away with every valuable item she could carry, save for a set of stone tablets that told a well-known dwarven fable about the folly of treachery. Elylsia noticed such a tablet in her research and correctly guessed that Veldrid has left it behind out of shame and guilt, likely finding the tale too close to her own. Elylsia would later use a passage from the story as one of the three steps to activate her secret message, knowing full well that Veldrid wouldn't want anything to do with it even if she came to suspect a clue was hidden there.

Unfortunately, the remote halls did not remain unoccupied forever. The restless spirits of the fallen Droskari came to haunt the place, reliving their final moments again and again. In addition to the restless dwarven dead, a band of goblins calling themselves the Steelfang have recently taken to using the area as their base of operations.

SUMMARY

Kreighton Shaine's message leads the PCs to the dwarven outpost of Rising Spire, where a pair of dwarven soldiers guide them to the remote cavern where their clue to Elylsia's message awaits.

The PCs arrive at a seemingly abandoned cavern, but are soon greeted with visions of dwarves who fell victim to Veldrid's magic. After surviving the haunt, the PCs contend with a band of goblins who have made the cave their base of operations. With the goblinoids defeated, the PCs are able to obtain the stone tablets that reveal their clue.

GETTING STARTED

The adventure begins after the PCs receive the letter from Kreighton Shane shown in **Handout #3** on page 27. As they arrive at the Rising Spire, read or paraphrase the following.

The claustrophobic tunnels outside of Rising Spire are carved with smoothed stone walls adorned with periodic arrow slits, twisting and turning until they converge at an open cavern about one hundred feet wide and at least twice as tall. At its center stands a tower carved from natural stone, rising up into the darkness.

A young dwarven woman with rock dust in her hair and stonemason's tools hanging from her belt steps out of the tower. "Beautiful, isn't it?" she says as she brushes the dust away with a gloved hand before extending it in greeting. "I'm Helga Silverbrow, head architect around here. Welcome to the Spire!"

A middle-aged dwarven man in leather armor steps out after her. "I'm Urgrin. Most call me Urgrin the Everyman. I haul rocks, patch up armor, feed the cat, whatever needs to be done around here. And you lot must be the Pathfinders we were expecting!"

The two dwarves give the PCs an opportunity to introduce themselves before they gather their gear and set out. Traveling to the abandoned cavern takes three hours, and along the way, the dwarves converse with the PCs. Helga is excited to hear about any fascinating or strange locales the PCs have visited and what kinds of monsters they've slain. Urgrin asks the PCs about what they do when they aren't actively working as Pathfinders, showing a deep interest with anyone who can talk at length about their profession or favored craft.

If asked about their own experiences, Helga brags about how she comes from a line of talented masons, starting with her great grandfather. She joined the military to create structures that could keep the enemies of the dwarven people at bay and was more than happy to be stationed at an outpost like Rising Spire where every dwarf is expected to fight, as well as contribute with a craft. Urgrin studied abroad in his youth and even considered joining the Society at one point, but ultimately decided his place was with his people. He now works with the military to learn new skills and make connections, hoping to strike out and expand dwarven civilization. If asked about the cavern, the two grow quiet for a moment

before trying to change the subject. A PC who succeeds at a DC 12 Diplomacy check (DC 16 in Subtier 4–5) convinces them to share what's bothering them: both dwarves believe that the cavern is haunted, having heard unnatural screams coming from deep within. Their fellow soldiers never believed them, dismissing it as superstition. Since it was just on the edge of their patrol route, the two had all the excuses they needed to avoid investigating the source prior to this moment.

C. DROSKAR'S CAVERN

The cavern's entrance begins with a simple stone archway. Its walls are made of smooth stone, completely lacking in decoration. A PC who succeeds at a DC 14 Knowledge (engineering or religion) check knows that the style of unappealing, functional adequacy is fitting for the level of work that the faithful of Droskar would create—and far below par for the masterfully engraved walls one usually finds in the halls of dwarven cities. Unless otherwise noted, all rooms are dark and have 10-foot ceilings.

C1. ENTRANCE

The PCs can attempt a DC 16 Survival check (DC 18 in Subtier 4–5) to notice Small footprints and drag marks on the floor. They trail back and forth between the entrance and area C3, with occasional detours into area C2. These footprints belong to a small band of goblins that have taken up residence in this cave, and the drag marks are from a bag containing a particularly lucrative haul.

C2. HAUNTED HALL (CR 2 OR CR 5)

Once a statue garden, these halls are cluttered with scorched and shattered stones. Short, dusty pedestals have little to showcase, save for rubble and the occasional stone foot. Several stout skeletons lie beneath the piles of ruin, their brittle bones snapped and scattered. A single pristine warhammer rests on the floor to the northwest.

This is the hall where the Droskari dwarves and their captive artisans erected several stone statues. The shoddy, uninspired statues were easily toppled and destroyed by the goblins that have taken up residence in the back of the cave. These inhabitants are more than happy to use the statues as combat practice dummies.

Haunt: The Droskari priests, as well as their enslaved artists, met a grisly end at the hands of Veldrid Goldborough, turning on one another as her *Decemvirate helm* warped their minds. Fraught with despair over being treacherously and pointlessly murdered, the spirits continue to haunt the place where they were slain.

SUBTIER 1–2 (CR 2)

VELDRID'S GAZE

CR 2

NE haunt (10-ft. radius)

Caster Level 2nd

Notice Perception DC 16 (to hear the sounds of toiling and weeping)

Hp 4; **Trigger** proximity; **Reset** 1 day

Effect When this haunt triggers, several dwarves bearing the symbol of Droskar appear in the area and draw their hammers. One of them begins to mutter incoherently before turning his weapon on his brethren. Then, one by one, they all break into a riot of muttered gibberish and violence until one remains standing. This dwarf looks down the warhammer in his hand and states, "This weapon struck no enemies, only my brothers and sisters. I have failed..." This survivor then backs away towards the east, begging for his life, as a female dwarf in a domino mask approaches him. She draws a blade and cuts him down, his body dropping in the same space as the warhammer. She turns towards the creatures that triggered the haunt and glares at them, crystal tears trickling from her eyes. Creatures within the haunt's area are targeted by a *doom* spell (CL 2nd, DC 12).

Destruction The warhammer is used to slay a goblinoid, orc, or dwarf that does not worship Droskar.

SUBTIER 4–5 (CR 5)

VELDRID'S GAZE

CR 5

NE haunt (10-ft. radius)

Caster Level 7th

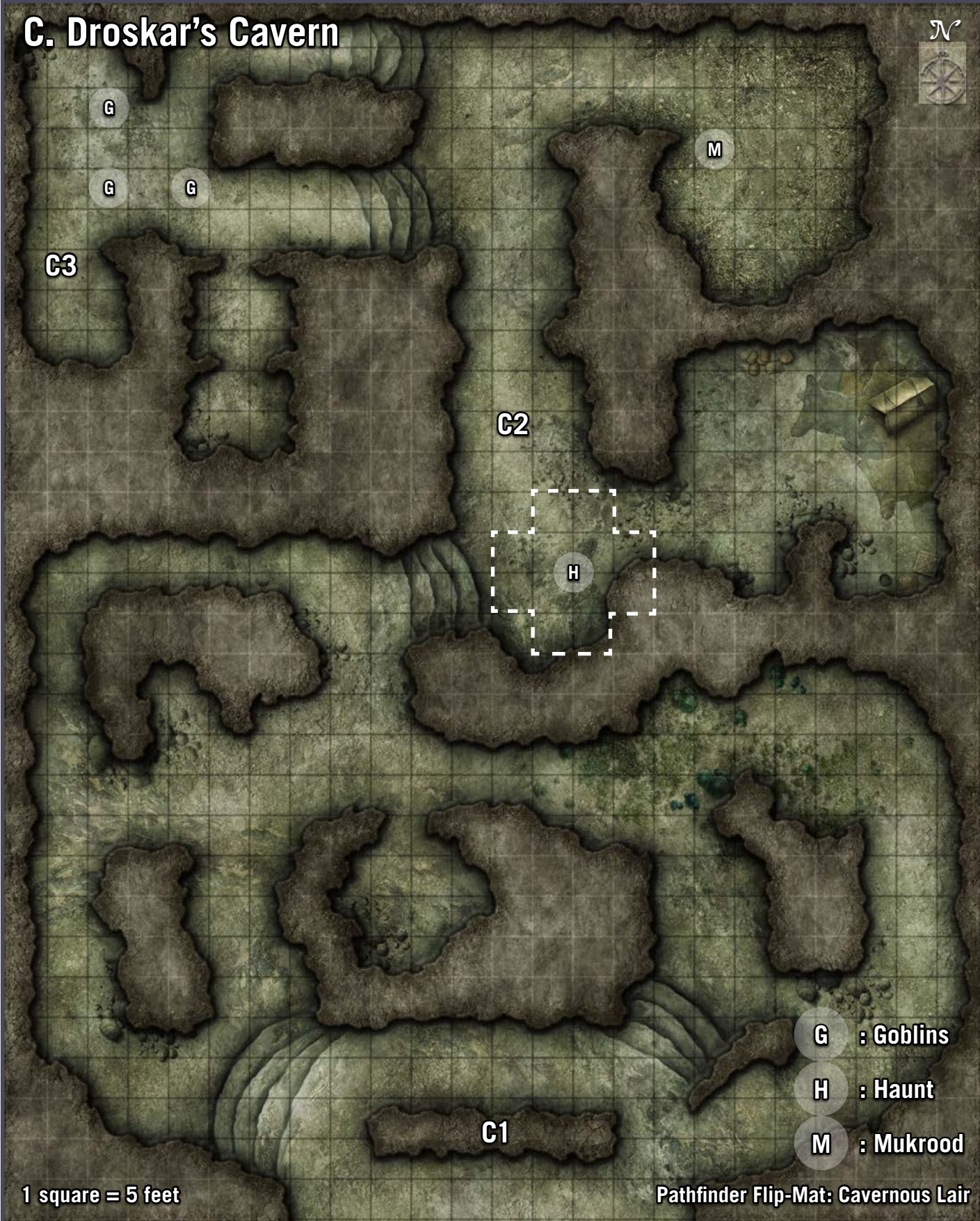
Notice Perception DC 20 (to hear the sounds of toiling and weeping)

Hp 10; **Trigger** proximity; **Reset** 1 day

Effect When this haunt triggers, several dwarves bearing the symbol of Droskar appear in the area and draw their hammers. One of them begins to mutter incoherently before turning his weapon on his brethren. Then, one by one, they all break into a riot of muttered gibberish and violence until one remains standing. This dwarf looks down the warhammer



C. Droskar's Cavern



- G : Goblins
- H : Haunt
- M : Mukrood

1 square = 5 feet

Pathfinder Flip-Mat: Cavernous Lair

Scaling Encounter C2

To accommodate a group of four PCs, remove Haja from the encounter.

in his hand and states. "This weapon struck no enemies, only my brothers and sisters. I have failed..." This survivor then backs away towards the east, begging for his life, as a female dwarf in a domino mask approaches him. She draws a blade and cuts him down, his body dropping in the same space as the warhammer. She turns towards the creatures that triggered the haunt and glares at them, crystal tears trickling from her eyes. Each creature in the haunt's trigger area is targeted by a *crushing despair* spell (CL 7th, DC 16).

Destruction The warhammer is used to slay a goblinoid, orc, or dwarf that does not worship Droskar.

Treasure: The weapon of the last dwarf to fall still remains, leaving a surprisingly intact warhammer (masterwork silvered warhammer in Subtier 4–5) behind.

Development: The haunt's sounds likely alert the goblins in area C3.

C3: DROSKAR'S CAVERN (CR 3 OR CR 5)

The northern section of the cavern features a few small shrines to Droskar that have been toppled over and smashed into rubble, as well as several alcoves in the wall that once housed the fruits of their drudgery. Veldrid's theft and generations of squatters have cleared out

Creatures: A group of goblinoids have taken refuge in the cavern, making their home in the rear end where they also store the ill-gotten gains. Thanks to their hatred of dwarves, they've come to enjoy the ambient sounds of the haunt and suffer no ill effects from the grisly display. The familiar sounds of the haunt are also very likely to alert them. The goblin's leader, Mukrood, sneaks into an ambush position while his underlings prepare a distraction. The party has three rounds from the time the haunt is triggered before the goblins attack. As Mukrood moves into position to flank or surprise any PCs who attempt to lead the way into battle with the other goblins, his underlings begin to sing a sinister, goblin war song.

*"Something creeping in our home.
Is it dwarf or is it gnome?
Either way we'll stab it right,
Then we eat some meat tonight!
Steelfang slashers we the best,
Burn your banner, smash your crest!
Come and get us if you can,
Face our mighty goblin clan!"*

SUBTIER 1–2 (CR 3)

MUKROOD CR 1

Goblin Sneak (*Pathfinder Monster Codex* 107; see page 18)

hp 16

TACTICS

Before Combat Mukrood sneaks into an advantageous position while the haunt distracts the PCs.

During Combat Mukrood comes out of hiding and throws an alchemist's fire at the most heavily armored PC in range. On subsequent rounds, he does his best to get into flanks against the least armored PCs.

Morale Far too proud to surrender, Mukrood fights to the death.

RIKSHI, SHATU, HAJA CR 1/3

Goblins (*Pathfinder Bestiary* 156; see page 28)

hp 6

TACTICS

Before Combat Rikshi and Shatu stand side by side at the top of the southeast stairs leading into their room, while Haja covers the stairs to the northeast.

During Combat The goblins hold their position, firing arrows if no one is in melee range. They rush into melee after Mukrood attacks, doing their best to flank with their leader.

Morale If Mukrood is defeated and they see an opportunity to flee, they'll take it. Otherwise, they fight to the death.

SUBTIER 4–5 (CR 6)

MUKROOD CR 4

Goblin firestarter (*Pathfinder Monster Codex* 107; see page 28)

hp 36

TACTICS

Before Combat Mukrood sneaks into an advantageous position while the haunt distracts the PCs.

During Combat Mukrood waits for the party to engage with his underlings before coming out of hiding and throwing an alchemist's fire at the most heavily armored PC in range. On subsequent rounds, he does his best to get into flanks against the least armored PCs.

Morale Far too proud to surrender, Mukrood fights to the death.

RIKSHI, SHATU, HAJA CR 2

Goblin sneaks (*Pathfinder Monster Codex* 107; see page 28)

hp 24

TACTICS

Before Combat Rikshi and Shatu stand side by side at the top of the southeast stairs leading into their room, while Haja covers the stairs to the northeast.

During Combat The goblins hold their position, firing arrows if no one is in melee range. They rush into melee after Mukrood attacks, doing their best to flank with their leader.

WHAT THE HELMS HIDE

Morale If Mukrood is defeated and they see an opportunity to flee, they'll take it. Otherwise, they fight to the death.

Treasure: The Steelfang goblins were in the middle of sorting out their latest haul, which still rests in an open leather bag propped up against the wall. The contents mostly consist of personal effects of negligible value. In Subtier 1–2 the bag also contains a *wand of bless* (11 charges). In Subtier 4–5, it contains a *wand of prayer* (5 charges) instead.

Development: The goblins' lair is littered with the broken stone from shattered statues and alters, though a few stone tablets remain. They are defaced with paint, each bearing a drawing of a round goblin head with knives for teeth, but they are otherwise undamaged. If the PCs succeed at a DC 15 Knowledge (history or local) or Linguistics check, they are able to piece together the story from the various pieces. The DC is instead 10 for any dwarven PCs.

The tablets contain an ancient ballad that tells the story

of a dwarf named Jorgar Ironbellows, an ambitious noble who murdered his father to secure his inheritance, only to be assassinated by his own son in turn. The fable serves as a cautionary tale, warning others about the folly of favoring one's own ambition above the lives of their fellow dwarves. The first time a member of the Pathfinder Society lays a hand on one of the tablets, they receive a brief vision of an elderly gnome woman who says "If only this song had been sung in the halls of Absalom's lodge, perhaps these lessons would have saved a few lives and reputations. Sing it once more for me the next time you're there, would you?"

CONCLUSION

With the goblins defeated, the PCs are able to claim the stone tablets. Urgrin and Helga are excited to hear about what the PCs found out about the cave, expressing both gratitude for their deeds and embarrassment over their superstitious attitudes allowing goblins to gain a foothold in their territory.

Where on Golarion?

“Witness” takes place at the Pathfinder Society’s Grand Lodge in Absalom. For more information about the Grand Lodge, see *Pathfinder Chronicles: Seekers of Secrets* and *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, available online at paizo.com.



WITNESS

BY KENDRA LEIGH SPEEDLING

The decision to mask the Decemvirate in the wake of the internecine conflict centuries ago ended immediate hostilities. However, not everyone was satisfied by this solution. The gnome Pathfinder Eylisia, uncertain whether the leaders’ new anonymity would truly benefit the Society, pieced together clues to identify some of the new Decemvirate members. Much to her dismay, several were infamously duplicitous and wicked, purveyors of evil through and through. Eylisia, unwilling to risk a return to the violence that had plagued the Society so recently, took matters into her own hands, and with her allies she confirmed the misconduct of three of the Decemvirate and sought to confront them one by one.

Her approach backfired, however, as her intended targets noticed her investigations. Eylisia’s plan to lure them out one by one failed when all three appeared to challenge her and her companions. The resulting conflict left one Decemvirate member dead and another seriously wounded, but Eylisia and her allies fared far worse, with only Eylisia surviving to escape. The Decemvirate survivors framed the incident as an assassination attempt, and Eylisia’s research into the true nature of those behind the masks was forgotten—until a group of enterprising Pathfinders tracked them down.

SUMMARY

After they gather the clues hidden by Eylisia, the PCs visit the Grand Lodge to discover her final message. The clues each give the PCs a hint to one step to revealing the message; once these steps are completed, Eylisia’s last message

activates. The PCs receive a vision of the past, experiencing the event as though they were Eylisia’s companions in that final confrontation. The PCs must fight the projections of the Decemvirate members at Eylisia’s side, using their knowledge of her opponents to gain an edge.

GETTING STARTED

After the PCs complete their investigations, Kreighton Shaine requests that they meet him at the Grand Lodge. Upon their arrival, he informs them that they have acquired all the pieces necessary to unlock Eylisia’s last message, left at the site of her final confrontation before her disappearance. He also informs the PCs that members of the current Decemvirate will be in attendance; if the PCs balk, he assures them they have nothing to fear from the leadership. He then leads them to one of the research libraries at the Grand Lodge, where Eylisia and her companions had their final confrontation. Two masked Decemvirate members—one with a helm that resembles flowing water and the other a steel whorl with three eyeholes—await them; they nod in greeting but have little to say to the PCs at this time.

EYLSIA’S CLUES

The PCs can use the clues found in the previous quests to determine how to activate Eylisia’s last message. They can complete these steps in any order: they must place the Shoanti totem figurine found in “Collection” atop its matching mount, located in a display case, raise their hoods as indicated by the inscription in “Autumn” (Shaine can provide cloaks if the PCs do not have them), and sing the song found in “Dust.”

D. VISIONS OF THE PAST (CR 4 OR CR 7)

After the PCs complete all three steps, hand them **Handout #4** and allow them to choose one of Eylisia’s companions, who they will inhabit during the upcoming encounter. Then proceed by reading or paraphrasing the following.

The research library blurs as the relics on the shelves seem to age in reverse. Items and furniture shuffle rapidly about the room until finally the movement comes to a halt. The room is now arrayed much differently than it was before, and strange swirling clouds of blurred space wend throughout the area. At the center of the library stands a gnome woman with faded teal hair.

“About time you got here!” she exclaims. “I’m expecting Veldrid any minute! We need to confront her with what we know and convince her to turn on the others. Once their deeds are revealed, they’ll have no choice but to resign.”

The door opens, admitting three figures wearing Decemvirate helms: one eyeless and triple-flanged, another topped with stag antlers, and the third a crystal-studded black domino mask.

Eylisia blanches, but quickly covers it up with a smile. “So... I take it you aren’t willing to play nice?”

“It is the Decemvirate’s will that your investigations cease,”

D. Visions of the Past



D
H
Z
V

D : Dire Wolf
H : Helven
V : Veldrid
Z : Zaul

1 square = 5 feet

Pathfinder Flip-Mat: Arcane Library

Scaling Encounter D

Make the following adjustments to accommodate a group of four PCs.

All Subtiers: The vision is somewhat hazy, weakening the projections; the PCs have concealment (20% miss chance) for the duration of this encounter.

declares the antler-helmed figure. The figure behind the eyeless helm nods, and the domino-masked figure hesitates before also nodding.

“I wonder whether your other colleagues would agree.” Elylsia draws herself up to her full height. “I doubt they’ll agree with your perspective once they know what I know.”

The figure in the eyeless mask draws his sword. “Then you understand why we cannot let you live.”

The PCs should realize they are seeing the world through someone else’s eyes, though they can still act and discern which of their party members are which. This does not change their statistics or class abilities except as mentioned in **Handout #4**.

Elylsia selected Veldrid as the most likely of these three Decemvirate members to redeem herself, but sadly, Elylsia overestimated the dwarf’s integrity. Though Veldrid was torn about acting against Elylsia, she decided she couldn’t risk the gnome revealing her secrets and informed her fellow conspirators of their scheduled meeting. While Elylsia fights alongside the PCs, for the sake of simplicity her attacks and abilities are assumed to be used to debilitate the enemy.

Creatures: These Decemvirate members were far stronger in real life. Each uses the same Decemvirate Projection statistics modified by special properties on pages 23–24.

During the encounter, add Elylsia to the middle of the initiative order, and on her turn describe Elylsia activating arcane devices and casting occult spells that weaken the evil Decemvirate members by draining their strength and countering much of their magical power.

Hazard: The spell that Elylsia used to store this interactive vision was never intended to lay dormant for so long, and much of it has eroded with age. The battlefield is covered in roiling ropes of mist, as though the memories of those areas had faded. Any creature within or on the opposite side of one of these streams of mist has concealment (20% miss chance). Whenever a creature is knocked unconscious, their body seems to stream away into the mist, drawn in and slowly disintegrated. If the unconscious creature is a PC who is not returned to consciousness within 2 rounds, they appear back in the modern research library alongside Shaine and the Decemvirate members, forced to wait until their allies resolve the encounter. If the unconscious creature is an NPC, the PCs see that character’s body slowly disappear as described above.

EYLYSIA’S COMPANIONS

As the encounter begins, have each PC select one of Elylsia’s companions to “inhabit” (see **Handout #4** on page 26). This gives them a special ability to activate during the encounter as detailed on the handout. PCs can choose any of Elylsia’s companions; they do not have to share a class with the selected companion, but only one PC can inhabit each companion

SUBTIER 1–2 (CR 4)

DECEMVIRATE PROJECTIONS (3)	CR 1
NE Medium humanoid	
Init +2; Senses Perception +4	
DEFENSE	
AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)	
hp 14 each (2d8+2)	
Fort +2, Ref +5, Will +2	
OFFENSE	
Speed 30 ft.	
See page 23	
STATISTICS	
Str 10, Dex 15, Con 12, Int 13, Wis 8, Cha 14	
Base Atk +1; CMB +1; CMD 13	
Feats See page 23	
Skills Acrobatics +7, Bluff +7, Perception +4, Perform (oratory) +7, Sense Motive +4, Stealth +7, Use Magic Device +7	
Languages Common	
SQ projection	
Gear masterwork studded leather	



Decemvirate Member

WHAT THE HELMS HIDE

SPECIAL ABILITIES

Projection (Su) The projections are amalgamations rather than direct copies of the Decemvirate members. They each have some unique abilities, but their basic statistics are the same.

HELVEN LEROUNG

CR 1

Male human rogue 2 (Use the Decemvirate statistics above, plus the following.)

Defensive Abilities evasion

OFFENSE

Melee rapier +3 (1d6/18-20)

Special Attacks sneak attack +1d6

TACTICS

During Combat Helven makes sneak attacks whenever possible, feinting or using his *scroll of blindness/deafness* if he cannot flank. If surrounded, he uses his helm's power.

Morale Helven fights to the death.

STATISTICS

Feats Combat Expertise, Improved Feint, Weapon Finesse

SQ rogue talents (finesse rogue)

Combat Gear *scroll of blindness/deafness*;

Other Gear rapier

SPECIAL ABILITIES

Decemvirate Helm (Su) Once per day, Helven can use his helm to channel a 30-foot radius burst of negative energy as a standard action (1d6, Will DC 13 halves). Helven is also damaged by this effect.

ZAUL BLYSTONE

CR 1

Male human slayer^{ACG} 2 (Use the Decemvirate statistics above, plus the following.)

OFFENSE

Melee dagger +1 (1d4/19-20)

Ranged longbow +4 (1d8/x3)

Special Attacks studied target +1

TACTICS

During Combat Zaul studies a lightly armored foe on the first round of combat. He stays at range, focusing on his studied target if possible. If a PC has an animal companion, he attempts to dominate it with his helm. He uses his *scroll of blur* if reduced below 8 hp.

Morale Even Zaul's projection is a coward. If reduced below 4 hp, he flees, disappearing from the vision once he exits the hall.

STATISTICS

Feats Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

SQ slayer talents (ranger combat style^{ACG})

Combat Gear *scroll of blur*; **Other Gear** dagger, longbow

SPECIAL ABILITIES

Decemvirate Helm (Su) Once per day, Zaul's helm can be activated to cast *dominate animal* as a standard action (Will DC 15 negates).

VELDRID GOLDBOROUGH

CR 1

Female dwarf bard 2 (Use the Decemvirate statistics above, plus the following.)

Senses darkvision

Will +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Melee shortsword +1 (1d6/19-20)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1)

Spells Known (CL 2nd; concentration +4)

1st (3/day)—*cure light wounds*, *grease* (DC 13), *hideous laughter* (DC 13)

0 (at will)—*daze* (DC 12), *detect magic*, *mending*, *read magic*, *resistance*

TACTICS

During Combat On the first round of combat, Veldrid starts performing. She then casts *lesser confusion* with her helm and tries to debilitate foes with her spells. She uses her *scroll of herosim* before moving into melee.

Morale Veldrid fights to the death.

STATISTICS

Feats Extra Performance

Combat Gear *scroll of herosim*;

Other Gear shortsword

SPECIAL ABILITIES

Decemvirate Helm (Su) Once per

day, Veldrid's helm can be used to cast *lesser confusion* as a swift action (Will DC 13 negates).

SUBTIER 4-5 (CR 7)

DECEMVIRATE PROJECTIONS (3)

CR 3

NE Medium humanoid

Init +2; **Senses** Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 28 each (4d8+8)

Fort +3, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

See page 24

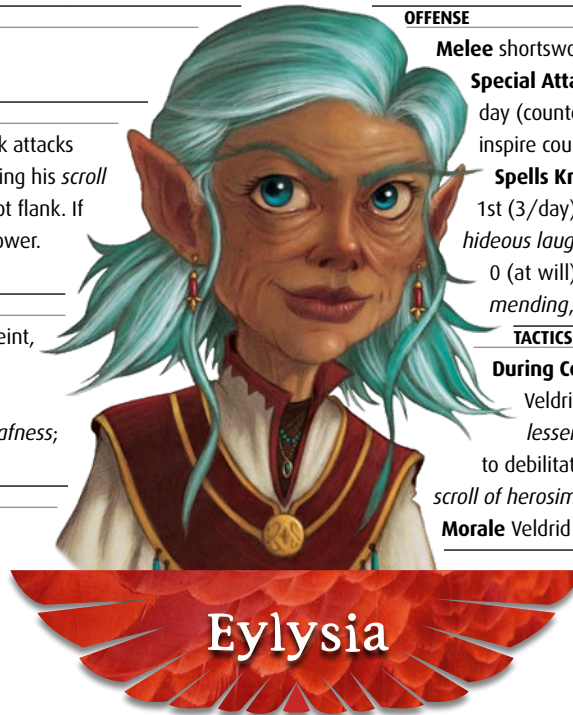
STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats See page 24

Skills Acrobatics +9, Bluff +9, Perception +6, Perform (oratory) +9, Sense Motive +6, Stealth +9, Use Magic Device +9



PATHFINDER SOCIETY SCENARIO

Languages Common
SQ projection
Gear +1 studded leather

HELVEN LEROUNG CR 3

Male human rogue 4 (Use the CR 3 Decemvirate statistics above, plus the following.)

Defensive Abilities evasion, uncanny dodge

OFFENSE

Melee mwk rapier +6 (1d6/18-20)

Special Attacks sneak attack +2d6

TACTICS

During Combat Helven makes sneak attacks whenever possible, feinting or using his *scroll of blindness/deafness* if he cannot flank. If surrounded, he uses his helm's power.

Morale Helven fights to the death.

STATISTICS

Feats Combat Expertise, Improved Feint, Weapon Finesse, Weapon Focus (rapier)

SQ rogue talents (finesse rogue, slow reactions)

Combat Gear *scroll of blindness/deafness*; **Other Gear** masterwork rapier

SPECIAL ABILITIES

Decemvirate Helm (Su) Once per day, Helven can use his helm to channel a 30-foot radius burst of negative energy as a standard action (2d6, Will DC 15 halves). He is also damaged by this effect.

ZAUL BLYSTONE CR 3

Male human slayer^{ACG} 4 (Use the CR 3 Decemvirate statistics above, plus the following.)

OFFENSE

Melee dagger +3 (1d4/19-20)

Ranged mwk longbow +7 (1d8/x3)

Special Attacks sneak attack +1d6, studied target +1

TACTICS

During Combat Zaul studies a lightly-armored foe and uses his *scroll of invisibility* so he can sneak attack his target. He focuses his attacks on his studied target if possible.

Morale Even Zaul's projection is a coward. If reduced below 10 hp, he flees, disappearing from the vision once he exits the hall.

STATISTICS

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

SQ slayer talents (deadly range^{ACG}, ranger combat style^{ACG})

Combat Gear *scroll of invisibility*; **Other Gear** dagger, masterwork longbow

SPECIAL ABILITIES

Decemvirate Helm (Su) Zaul's helm has been used to cast *dominate animal* on a dire wolf.

VELDRID GOLDBOROUGH CR 3

Female dwarf bard 4 (Use the CR 3 Decemvirate statistics above, plus the following.)

Senses darkvision

Will +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Melee mwk shortsword +4 (1d6/19-20)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

Spells Known (CL 4th; concentration +6)

2nd (2/day)—*cause fear* (DC 14), *blindness/deafness* (DC 14), *suggestion* (DC 15)

1st (4/day)—*cure light wounds*, *grease* (DC 13), *hideous laughter* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *mending*, *message*, *read magic*, *resistance*

TACTICS

During Combat On the first round of combat, Veldrid starts performing. She then casts *confusion* with her helm and tries to debilitate foes with her spells. She uses her *scroll of heroism* before moving into melee.

Morale Veldrid fights to the death.

STATISTICS

Feats Extra Performance, Spell Focus (enchantment)

Combat Gear *scroll of heroism*; **Other Gear** mwk shortsword

SPECIAL ABILITIES

Decemvirate Helm (Su) Once per day, Veldrid's helm can be used to cast *lesser confusion* as a swift action (Will DC 13 negates).

DIRE WOLF CR 3

hp 37 (*Pathfinder RPG Bestiary* 278, see page 30)

Treasure: The apparitions and their gear fade away when the vision ends. After the PCs recount their tale, the Decemvirate members offer the PCs a reward; this is a *wand of detect secret doors* in Subtier 1–2, or a *wand of hypercognition*^{OA} with 25 charges in Subtier 4–5.

Development: After the Decemvirate members are defeated, the vision wavers. Elylsia smiles at the PCs, observing, "That went differently this time; I like this ending better," before fading from view. As she does, the PCs gain a flash of insight into the past's true events: they see an injured Zaul fleeing the battle, abandoning the others as he disappears into the strange mist swirling around the library. Only one of Elylsia's companions remains visible. Her remaining companion, the gnome wizard Fimbrik the Illusionist, sends a crackle of spell energy at Veldrid that drops the masked dwarf to the ground where she disintegrates into motes of color that the unstable magic quickly devours. A badly wounded Helven points his blade at Elylsia and stalks towards the defiant gnome woman.

"Your secrets cannot remain hidden forever!" Elylsia cries, before tapping a foot on the ground and vanishing. The broken strands of magical mist explode in a whirlwind of rainbow light as Elylsia's vision concludes and the battered old spell finally ends.

WHAT THE HELMS HIDE

As the final vision fades, the PCs find themselves once again fully in the present.

CONCLUSION

Since only the PCs were able to experience the vision, Shaine and the Decemvirate are very interested in hearing their accounts. If the PCs seem reluctant to share, Shaine assures them that the Decemvirate members currently present have no interest in “dragging up old feuds”. They simply wish to know what truly happened.

Upon hearing the story, the two masked Decemvirate members turn towards each other as though sharing a

silent conversation (though the masks themselves would undoubtedly prevent such a thing from taking place magically). In the strangely neutral voices produced through the magic of the masks, one member of the Decemvirate tells the PCs “These secrets have remained hidden for too long—from the Decemvirate and the Society both. In doing so, the organization defamed an upstanding agent. What we have learned here grants us an opportunity to correct past crimes. Well done, Pathfinders.”

As the two masked figures turn and exit the library, Kreighton Shaine thanks the PCs for their excellent work and tells them the Society will soon have more tasks for them.

PATHFINDER SOCIETY SCENARIO

Handout #1: Collection

Pathfinders,

I have recently uncovered a series of notes that I believe hold critical truths about the origins of the Pathfinder Society and the founding of the Decemvirate. A gnome Pathfinder by the name of Elylsia was well-known at that time and was held in high esteem until an assassination attempt on members of the Decemvirate organized by Elylsia led to her ejection from the Society. These notes I have found indicate there may be quite a bit more to Elylsia's story than we previously realized.

The most legible of Elylsia's notes reference a "speaking artifact" purportedly lying beneath a "false rider." Descriptions drawn from recent visions suggest the "speaking artifact" originated in Varisia. I suspect it is related to the Shoanti, a people well-known both for their oral traditions and horsemanship.

It seems Elylsia suspected that the noted explorer, Montlarion Jeggare, had glimpsed this "speaking artifact". Head to the Jeggare Museum in Korvosa, where Montlarion's ancestor, Mercival Jeggare, serves as curator. Once there, see if you can locate this "speaking artifact". I await your findings.

Sincerely,
Kreighton Shaine

Handout #2: Autumn

Pathfinders,

Zaul Blystone was one of the more famous early Pathfinders operating around the time of the Decemvirate's founding. Tales of his deeds and exploits gave him a kind of folk-hero status during that time. He purportedly recovered many magnificent relics for the Society, each tied to a grand tale, but the items themselves were occasionally less 'magnificent' than the stories seemed to indicate.

According to her notes, Elylsia distrusted Blystone; she suspected many of his treasures were forgeries. She further postulates that he may have kept the genuine items for himself. She was particularly interested in Autumn's Cowl, a headpiece allegedly discovered in the Arthfell Forest. Shortly before she disappeared, Elylsia traveled to Arthfell Forest to investigate Zaul's claims.

Elylsia's only remaining note about her time in Arthfell is simply 'A wayfinder will provide the path.' As such, I have included a wayfinder with this letter in the event that such is necessary to find whatever clues she may have left behind. I entrust you with the task of determining the truth behind the relic known as Autumn's Cowl. In addition, keep your eyes wide open for any further clues Elylsia may have concealed within the Arthfell Forest. Tread with care Pathfinders.

Sincerely,
Kreighton Shaine

WHAT THE HELMS HIDE

Handout #3: Dust

Pathfinders,

From what I can gather, your next clue lies within an old cavern, not terribly far from a dwarven outpost called the Rising Spire, which lies near the ancient settlement of Highhelm. I have little to go on as Elyssia's notes provide hardly anything more than a location and an odd reference to 'an old noble's tale'. I have already made arrangements for your travel to the Spire and for an escort to the cavern. This should be a relatively simple and straightforward task if you can solve this riddle Elyssia has left us with.

Sincerely,

Kreighton Shaine

Handout #4: Elyssia's Companions

Each companion has a special ability that can be activated during the combat. All level-dependent effects use the PC's level. The save DC for these effects is 14 (16 in Subtier 4-5).

Avera (elf rogue): The PC deals 1d3 additional point of precision damage (1d6 points of precision damage in Subtier 4-5) against flanked opponents.

Fimbrik the Illusionist (gnome wizard): The PC can cast **color spray** once during the encounter.

Idina Gray (half-elf barbarian): The PC gains a +2 morale bonus on attack and damage rolls for the duration of the combat.

Sera Calthial (human bard): The PC and all allies within 30 feet gain a +1 morale bonus on saving throws and 5 temporary hit points for the duration of the combat.

Jovis (dwarf monk): The PC's unarmed strike damage increases to 1d6 (1d8 in Subtier 4-5), they do not provoke an attack of opportunity for fighting unarmed, and their unarmed strikes can deal lethal damage. If the PC is a monk, their unarmed strike damage instead increases to 1d8 (2d6 in Subtier 4-5) for the duration of the combat.

Myrin Goldeneye (elf cleric of Desna): The PC can cast **cure light wounds** (cure moderate wounds in Subtier 4-5) once during the combat.

APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

GOBLIN

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN CR 1/3

Pathfinder RPG Bestiary 156

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/×3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

GOBLIN, GOBLIN FIRESTARTER

This goblin wears well-crafted studded leather and carries various alchemical vials at its belt.

GOBLIN FIRESTARTER CR 4

Pathfinder RPG Monster Codex 107

Goblin rogue 5

NE Small humanoid (goblinoid)

Init +9; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 17, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 size)

hp 36 (5d8+10)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +8 (1d4/19-20), mwk dogslicer +8 (1d4/19-20)

Ranged shortbow +9 (1d4/×3)

Special Attacks sneak attack +3d6

STATISTICS

Str 11, **Dex** 20, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 18

Feats Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Climb +8, Disable Device +13, Escape Artist +13, Perception +9, Sleight of Hand +13, Stealth +17, Swim +8

Languages Goblin

SQ rogue talents (finesse rogue, surprise attack), trapfinding +2, weapon familiarity^{ARG}

Combat Gear +1 flaming arrows (5), *potion of cure moderate wounds*, *potion of jump*, alchemist's fire (4), smokesticks (2), thunderstones (2); **Other Gear** mwk studded leather, mwk dogslicers^{UE} (2), shortbow with 20 arrows, tindertwigs (4), 64 gp

GOBLIN, GOBLIN SNEAK

Clad in leathers and wielding a pair of wicked dogslicers, this goblin's eyes shine with menace.

GOBLIN SNEAK CR 1

Pathfinder RPG Monster Codex 107

Goblin rogue 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 16 (2d8+4)

Fort +2, **Ref** +7, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4/19-20), dogslicer +4 (1d4/19-20)

Ranged shortbow +6 (1d4/×3)

Special Attacks sneak attack +1d6

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 14

Feats Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +8, Climb +4, Disable Device +8, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +12, Swim +4

Languages Goblin

SQ rogue talents (finesse rogue), trapfinding +1, weapon familiarity^{ARG}

Combat Gear *potion of cure light wounds*, *potion of jump*, *potion of feather fall*, alchemist's fire (4), smokesticks (2), thunderstones (4); **Other Gear** studded leather, dogslicers^{UE}, mwk dogslicer^{UE}, shortbow with 20 arrows, 18 gp

JACK-O'-LANTERN

A carved pumpkin sits atop a writhing mass of thick ropery vines. Sinister flames dance within its leering, crudely carved face.

JACK-O'-LANTERN CR 1

Pathfinder RPG Bestiary 4 160

NE Medium plant

Init -2; **Senses** low-light vision, tremorsense 30 ft.; Perception +7

Aura fear (20 ft., DC 13)

WHAT THE HELMS HIDE

DEFENSE

AC 11, touch 8, flat-footed 11 (-2 Dex, +3 natural)

hp 11 (2d8+2)

Fort +4, **Ref** -2, **Will** +2

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +3 (1d6+2), slam +3 (1d4+2 plus strangling entangle)

Space 5 ft., **Reach** 5 ft. (10 ft. with slam)

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 12 half, usable every 1d4 rounds), explode, strangling ensnare (DC 14)

STATISTICS

Str 15, **Dex** 7, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 11 (can't be tripped)

Feats Ability Focus (strangling ensnare)

Skills Perception +7

SQ pumpkin form

SPECIAL ABILITIES

Explode (Ex) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 12 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun. The save DC is Constitution-based.

Fear Aura (Su) Any creature within 30 feet of a jack-o'-lantern must succeed at a DC 13 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

Pumpkin Form (Su) A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex) A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 14 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action. The save and the burst DCs are Constitution-based.

LOCUST, GIANT LOCUST

The mandibles of this enormous grasshopper churn and grind as it quests for food.

GIANT LOCUST

CR 3

Pathfinder RPG Bestiary 4 183

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +3, **Will** +1

Immune mind-affecting effects; **Resist** acid 5

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (average)

Melee bite +6 (1d8+4)

Ranged spit +5 touch (1d3 acid)

Special Attacks voracious

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** —, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +6; **CMD** 18 (26 vs. trip)

Skills Acrobatics +2 (+20 jumping), Climb +11; **Racial Modifiers** +18 Acrobatics while jumping

SQ leap

SPECIAL ABILITIES

Leap (Ex) A giant locust can take 10 on Acrobatics checks to jump even if distracted or in danger.

Spit (Ex) A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.

Voracious (Ex) A giant locust's bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

LOCUST, LOCUST SWARM

Thousands upon thousands of locusts dance and drone in a dark and ravenous cloud.

LOCUST SWARM

CR 2

Pathfinder RPG Bestiary 4 183

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 18 (4d8)

Fort +4, **Ref** +3, **Will** +1

Defensive Abilities swarm traits; Immune mind-affecting effects

OFFENSE

Speed 10 ft., climb 10 ft., fly 30 ft. (average)

Melee swarm (1d6)

Space 10 ft., **Reach** 0 ft.

Special Attacks devour, distraction (DC 12), voracious (see giant locust)

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Climb +3, Fly +10

SPECIAL ABILITIES

Devour (Ex) A locust swarm causes damage to unattended objects in its space each round as though they were creatures. It even damages inedible objects.

WOLF, DIRE WOLF

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

DIRE WOLF CR 3

Pathfinder RPG Bestiary 278

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

JOIN OUR COMMUNITY

Looking for more adventures? Check out Pathfinder Society Organized Play! In the organized play campaign, your character exists in a common setting shared by thousands of other gamers. You can take your character to any public Pathfinder Society event anywhere in the world. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth 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.

ROLEPLAYING GAME

The Pathfinder Society Roleplaying Guild 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 unique locales in the world of the Pathfinder Roleplaying Game.

While the Game Master and your companions might change every time you play, your character advances and gains rewards as normal.

For more on the Pathfinder Society Organized Play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

ADVENTURE CARD GAME

The Pathfinder Adventure Card Game is a cooperative card game. Join a team of adventurers who band together to face increasingly challenging foes. Explore locations riddled with monsters, traps, and treasure, and customize your deck and your character to fit your play style.

In Adventure Card Guild Organized Play, you have your own Class Deck to represent your character, who can play in dozens of published adventures. Though your companions might change each time you play, the story is constant, allowing your character to evolve as a result of your own choices. Alternatively, some players prefer to keep their Adventure Card Guild experience limited to a group of friends, using the scenarios and reward structure as the framework for a private home game. Either approach is a valid and acceptable way to experience the Adventure Card Guild story, and many players enjoy a combination of public and private adventuring.

For more on the Adventure Card Guild Organized Play campaign and how to find games in your area, check out the card campaign's home page at PathfinderSociety.club/acg.

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #10-16: What the Helms Hide

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

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

Character # _____ _____
Prestige Points

Character Name _____

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

Character # _____ _____
Prestige Points

Character Name _____

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Pathfinder Society Scenario #10-16: What The Helms Hide

Character Chronicle #

Core Campaign

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1	Special	Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	2	Special	Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3	Special	Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4	Special	Special
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	5	Special	Special

A.K.A. _____

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

This Chronicle sheet grants access to the following:

Variable Rewards: The gp, XP, and Prestige Points you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than *What The Helms Hide*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the name of the quests you have completed and check off the appropriate influence boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. PCs that have selected the slow advancement track receive half of the gp, XP, and Prestige Points listed below.

Quests	Gold Pieces	XP	Prestige Points	Other
1	125	1	1	
2	175	1	1	Impressive Find
3	300	1	1	A Torch in the Dark and Impressive Find
4	400	1	2	A Torch in the Dark, Impressive Find, and Piercing the Veil

Quests Played

<input type="checkbox"/> Collection	<input type="checkbox"/> Autumn
<input type="checkbox"/> Dust	<input type="checkbox"/> Witness

A Torch in the Dark [Legacy]: Your efforts to peel back the mists of time and learn the truth about the early days of the Decemvirate has uncovered certain disturbing truths. While some would prefer these truths stay hidden, your actions have paved the way for a stronger Society and higher accountability from the members of the Decemvirate. Keep this Chronicle sheet, as this boon will have certain benefits in the new organized play campaign for the Pathfinder RPG's second edition.

Impressive Find: The Pathfinder Society is impressed with your efforts in uncovering the truth behind Elyisia's long ago conflict with the early members of the Decemvirate. Once you earn 12 or more Fame, your superiors award you 1 additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or be lost. When you use this boon, cross it off your Chronicle sheet.

Piercing the Veil: You have seen the deceptions that the powerful hide behind and have broken through them, restoring truth to the Society's history and vindicating the unjustly persecuted former Pathfinder Elyisia. At the start of any adventure, you may check a box next to this boon to gain a +1 bonus on all Perception and Sense Motive checks, as well as all Will saving throws made to resist or disbelieve illusions, for the duration of the adventure.

Dark Life Ring: You can purchase a *dark life ring* (see below). This black ring's carved pattern makes it resemble fossilized bone. It grants its wearer a +2 profane bonus on Will saving throws against effects that deal negative energy damage. In addition, anytime the wearer takes negative energy damage, she subtracts 5 from the damage taken (calculated after the wearer has rolled her Will save against the effect), to a minimum of 0 points of damage.

EXPERIENCE

FAME

GOLD

Subtier 1-2	Subtier 4-5
<i>dark life ring</i> (1,250 gp; see above) <i>scroll of heroism</i> (200 gp) <i>wand of bless</i> (11 charges remaining; 165 gp; limit 1)	+1 <i>flaming arrows</i> (167 gp, limit 5) <i>dark life ring</i> (1,250 gp; see above) <i>scroll of blindness/deafness</i> (150 gp) <i>wand of prayer</i> (5 charges remaining; 1,125 gp; limit 1)

Starting XP	
GM's Initials	
XP Gained (GM ONLY)	
Final XP Total	
Initial Prestige	Initial Fame
GM's Initials	
Prestige Gained (GM ONLY)	
Prestige Spent	
Current Prestige	Final Fame
Starting GP	
GM's Initials	
GP Gained (GM ONLY)	
GM's Initials	
Day Job (GM ONLY)	
Gold Spent	
Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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