

PATHFINDER SOCIETY®

YEAR OF THE
STOLEN STORM



REAPING WHAT WE SOW

By Linda Zayas-Palmer



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GM RESOURCES

Reaping What We Sow makes use of the following Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3 (B3)*, *Pathfinder RPG Bestiary 4 (B4)*, *Pathfinder RPG GameMastery Guide (GMG)*, and the *Pathfinder RPG NPC Codex*. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. The relevant rules from the *Bestiary* volumes and the *NPC Codex* are reprinted at the end of the scenario for the GM's convenience.

HOW TO PLAY

Pathfinder Society Scenario #8-06: Reaping What We Sow is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is 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 use the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.

Pathfinder Society Scenario #8-06: Reaping What We Sow is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 3-4). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

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Paizo Inc.

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

paizo.com

REAPING WHAT WE SOW

By Linda Zayas-Palmer



Thanks to its modest size and location on the nation's periphery, the village of Rosehaven has weathered much of Galt's turmoil quietly. In the distant cities, revolutionary governments come and go in a seemingly endless cycle of hope, disillusionment, and bloodshed, while Rosehaven's people pay far more attention to providing for the needs of their own community. However, Rosehaven is not immune to the pitfalls of Galt's revolutionary zeal and the tragedies it can bring. About three decades ago, a small coven dedicated to the vengeful goddess Gyronna slipped into Rosehaven, spreading paranoia and mistrust. Through careful whispers, planted evidence, and even strategically timed murders, the coven dissolved the village's sense of community. Accusations of murder and treason ran rampant among the villagers, and suspicions flared into violent confrontations. The villagers were on a path to tear themselves and their settlement apart when the local priest and folk hero Bertinard Dupin interceded. He bore a lantern that cast the light of revelation upon all before him, dispelling the coven's disguises and rallying the villagers to subdue and execute the villainous trio. The accursed blood soaked into the village square, the bodies of the coven's members were burned, and the aggrieved turned to one another and forgave each other for their crimes, burying the hatchet on the recent, terrible events.

To commemorate the anniversary of the village's triumph over evil, Rosehaven celebrates a 3-day festival each autumn in which villagers hollow gourds, carve them with fanciful and even frightful designs, and then place lit candles within to ward off evil. On the last day, everyone gathers and ritually forgives each other for the past year's affronts. These acts all honor their patron goddess Shelyn, who delights in the artistic expression and acts of forgiveness. A gourd leshy has even taken to watching from afar during this festival, having come to terms with Rosehaven's grisly gourd art and learning to appreciate the villager's respect and perpetuation of gourds as a whole.

However, after more than thirty years of percolating in Rosehaven's soil, the Gyronnans' evil blood has ripened, corrupting the latest batch of gourds and spawning several

WHERE ON GOLARION?

Reaping What We Sow takes place in Galt, a nation caught in a tumultuous cycle of political revolutions. The PCs begin in Woodsedge before traveling to the village of Rosehaven. For more information about Galt and Gyronna, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Inner Sea Faiths* available at bookstores and hobby stores everywhere and online at paizo.com.



walking jack-o'-lanterns to carry out their malicious will. These creatures plan to exploit the ample cover that Rosehaven's commemorative gourds provide to stalk the streets and kill villagers, starting with the very hero who revealed the Gyronnans in the first place. If no one tracks the murders to their true cause and lays the Gyronnan's unquiet spirits to rest, the bloodthirsty plants are poised to overwhelm the village.

SUMMARY

The PCs begin the adventure in the Woodsedge Lodge, where they meet with Eliza Petulengro. From there, they travel by riverboat up the Sellen River to the village of Rosehaven, arriving shortly before the beginning of village's annual Mercyflight festival. The locals invite the PCs to participate. For the most part, they greet the PCs with generous hospitality,

but a few locals, most notably the former Pathfinder contact Armeline, greet the PCs with suspicion. Unbeknownst to the PCs, tragedy has already struck the village—one of the villagers was murdered the previous night while tending a pumpkin patch. By late afternoon, the villagers discover the body. The PCs and villagers abruptly pause the festivities and begin investigating the murder. If the PCs find enough evidence before nightfall, they have the opportunity to save the life of Rosehaven's hero Bertinard from murderous jack-o'-lanterns. If they do not, the constable places them under house arrest until outside sources can clear their names. Either way, the PCs are free to continue their investigation by the following morning. Whether the PCs stop the jack-o'-lanterns or not, the creatures' trail leads back to their source—a patch of ground tainted with Gyronnan blood. Here, a distraught gourd leshy is smashing every pumpkin in reach with a wooden mallet, hoping to put a stop to the foul creatures using the only method at its disposal. If the PCs can gain the leshy's trust, it leads them to where the villagers dumped the Gyronnans' remains. Otherwise, the Gyronnans' spirits send minions to make a brazen assault on the village. Regardless, the PCs learn that the Gyronnans are the true menace, and the Pathfinders can put their spirits to rest to end the blight.



**Venture-Captain
Eliza Petulengro**

GETTING STARTED

Read or paraphrase the following to begin the scenario.

Late afternoon light pours in through the windows of the meeting room in Galt's Woodsedge Lodge, and the smell of freshly baked pastries wafts in from the kitchen. Venture-Captain Eliza Petulengro sits at the head of a polished mahogany table in front of tall piles of papers. She clears her throat. "I'm glad to see that all of you made it here safely. My name is Eliza Petulengro. And what are the names of the agents who answered my call today?"

Eliza listens patiently to the PCs' introductions, staring with unnerving intensity at each PC as he speaks. Once they have concluded their introductions, she smiles warmly.

"As expected. Excellent." Moments later, a wiry man wearing a tailored suit strides into the room. A white porcelain mask covers his face, and he wears a thin red ribbon around his neck. In his gloved hands, he carries a tray of sweet and savory pies, which he sets in the center of the table before quietly slipping away.

The venture-captain serves herself a generous slice of pie. "Mind that you don't get food on the papers," she says. "They record the information that your fellow agents have been gathering about the ebb and flow of Galtan society. To perform such work properly is, unfortunately, far less interesting than it sounds. I have a more engaging opportunity in mind for you. You'll be traveling about a hundred miles up the Sellen River to the village of Rosehaven. Rosehaven is the home of Armeline, a savvy information gatherer who was once a reliable contact for the Pathfinder Society. Twelve years ago, she was accused of espionage against the revolution in connection with some of her past work with the Society. She sent a cry for help the Grand Lodge. It was an exceedingly difficult situation, considering only a few months earlier revolutionaries stormed this very lodge and killed my predecessor and her servants. Following that tragedy, the Decemvirate suspended all operations in Galt. It was a sensible decision—after all, the Decemvirate is not in the business of sending agents on suicide missions—but it seemed a death sentence for Armeline. Whether through luck, guile, or both, Armeline survived. I would like to extend a formal apology to her, and hopefully convince her to consider working with the Society in the future.

We have before us the perfect opportunity. Rosehaven's upcoming festival culminates in a ceremony of ritual forgiveness, which may encourage her to move past the Society's unfortunate necessity so many years ago.

I've arranged for a riverboat to pick you up at dawn. You'll arrive in Rosehaven in the morning of the first day of the festival. Eliza frowns, "Oh, and one more thing. I have a hunch, and I learned to trust my hunches years ago. I doubt this mission will be as simple as it seems. Stay alert."

The PCs may have questions for Eliza. Below are the answers to some likely questions.

What is your hunch? "I'm afraid that if I had more information than a nagging instinct, I would have already told you."

Why did you stare at us when we were introducing ourselves? Petulengro shrugs. "People are not always who they claim to be."

Was Armeline involved in espionage? "In Galt, guilt and innocence are too often tried at the court of public opinion. Whether or not her actions truly constituted espionage had little bearing on her purported crimes, much less the intentions behind what she was doing."

Can you tell us more about Rosehaven? “It’s a village along the Sellen River, home to several hundred people. Its isolation shields it from the cycle of revolution, for the most part. Its people make their living primarily through farming and fishing.”

Why are your servants dressed that way? Eliza sighs. “The ribbons represent the guillotine. Each of my servants has lost someone dear to them at the hands of the revolution. Here in my lodge, I can provide them some manner of protection from the outside world. They wear the masks so that their association with their relatives and confidants does not doom them to the same fate.”

What is the revolution? “Galt has long been home to brilliant artists and philosophers, whose independent spirits produce a hotbed for new ideas. However, the recent history of Galt is a story of blood and turmoil. Ever since House Thrune came to power in Cheliah, Galt has been trapped in a churning cycle of revolution. Quite a few past governments have fallen, and their leaders and supporters have met the guillotine’s blade. Each new government promises to rectify the ills of the last and bring peace and prosperity.” Eliza flashes a knowingly wry smile. “As a citizen of Galt,” she announces with a veneer of patriotism, “I say that our current government will surely succeed at its goals.” A PC who succeeds at a DC 15 Sense Motive check can ascertain that Eliza doesn’t believe the current regime is any better than the last dozen, but she’s watching her words to avoid being considered an enemy of the state.

Once the PCs finish asking Petulengro their questions, the venture-captain invites them to enjoy the rest of the evening at Woodsedge Lodge. The PCs have time to purchase any items they would like in Woodsedge before departing.

WELCOME TO ROSEHAVEN

The riverboat that meets the PCs at dawn is a large rowboat with a crew of four experienced sailors. It moves slowly but steadily up the Sellen River, arriving in Rosehaven after 10 days of travel. The village’s only dock doubles as a shop selling fresh wares to passing ships (see Dockmarket on page 6). As Venture-Captain Petulengro predicted, the PCs arrive just before the festival. They have 1 hour to secure a room at the inn and seek out Armeline before the first festivities begin. Armeline’s reaction to the PCs appears in the section below, and descriptions of the major locations in and around Rosehaven that the PCs may explore begin on page 6.

Although Rosehaven is a small settlement, its people are more accustomed to traveling strangers than inhabitants of most farming communities. They are also used to these strangers having troubled pasts that they would rather not discuss and tend to avoid personal questions. The PCs may carry weapons openly so long as they do not brandish them

or threaten anyone while carrying a weapon. Exotic weapons or other unusual gear may draw curious stares and questions from the local children.

Armeline

Throughout the adventure, the PCs likely attempt to get in Armeline’s good graces. **Armeline** (CG female half-elf investigator^{ACG} 3) is initially suspicious of anyone with a connection to the Pathfinder Society. When the PCs first try to convince her to forgive the Society, she recounts her own harrowing midnight escape from a Galtan prison. After her letters to the Pathfinder Society went unanswered, she realized that she had to take matters into her own hands or face execution. She scraped together enough ingredients to brew a concoction that allowed her to disguise her form temporarily, buying herself just enough time to escape the prison walls before the guards began chasing her. Her experience convinced her that the Pathfinder Society considers its contacts expendable. She has researched other cases in which Pathfinder contacts in dangerous situations have died, and she believes that Pathfinder contacts should receive more resources and rewards for the risks they incur.

While it is possible for the PCs to earn her trust during the adventure’s initial festivities (rather than doing so through their actions later), doing so is exceedingly difficult, requiring a successful DC 25 Diplomacy check in Subtier 1–2 or DC 30 Diplomacy check in Subtier 4–5. PCs who worship Shelyn gain a +2 circumstance bonus on this skill check; priests of Shelyn increase this bonus to +4. If the PCs include specifics about the Venture-Captain Petulengro’s protection of her servants, they gain a +2 circumstance bonus. If the PCs succeed, Armeline vouches for the PCs shortly after the first murder comes to light.

Assuming the PCs do not succeed at this initial check, Armeline suspects the PCs of being the murderers after villagers discover the first body, both because of her intense distrust of Pathfinders and because of the suspicious timing of their arrival. She argues for the PCs to be put under strict observation, but the village’s constable only partially acquiesces to her concerns (see page 10). Until the PCs put a stop to the murders, Armeline is unwilling to listen to their pitch—even if the PCs convince her that they are not murderers, she tells them that if they truly are compassionate, they must not waste time speaking to her about such matters when lives are at stake.

After the PCs defeat the Gyronnan threat, Armeline approaches them, and the Pathfinders have another chance to earn her trust. They gain a +5 circumstance bonus for saving Rosehaven if Bertinard died, or a +10 circumstance bonus if he survived to the end of the adventure. If the PCs assaulted the guards who held them under house arrest, they don’t gain either of those bonuses and instead take a –5 circumstance penalty; if they killed any of these guards, she

is unwilling to hear their pleas, and they lose any trust they gained earlier in the scenario. If the PCs earn Armeline's trust, she formally forgives them at the end of the festival (see page 21).

A. EXPLORING ROSEHAVEN

Rosehaven features a small village center surrounded with farms. The following locations are the village's most prominent places.

A1. Temple of Shelyn: Paintings, carvings, and drawings cover the exterior of this wooden building. While most of the artwork represents the earnest dedications of villagers to the goddess of art, the occasional piece hides crude or irreverent material. Local priest of Shelyn and folk hero **Bertinard Dupin** (NG male old human cleric of Shelyn 2) runs services here every week.

A2. Flower Garden: This small flower garden overlooks the village square. The flower beds nestle among remnants of the stone watchtower that once stood on this hill.

A3. Herb Garden: This communal garden grows enough herbs to supply the entire village, with leftovers to sell at the Dockmarket (area A10).

A4. Council Building: Rosehaven does not have a mayor; instead, its citizens elect three councilors each year, who are responsible for organizing the people to make community improvements and mediating disputes. Bertinard has held one of the positions on the council ever since he led the charge against the Gyronnan blight. The other two current councilors are the town constable Elise and the inn's proprietor Ivy. The council building contains several meeting rooms, but mostly it functions as a storage space

housing public records, an emergency store of food, and abandoned or lost possessions.

A5. Silver Flute Inn: This inn draws its name from its star attraction: a silver flute displayed in a glass case in the common area. A traveling performer from Pitax stayed the night in Rosehaven and was so pleased with the hospitality that he left the instrument here as a gift to the village. The inn's proprietor **Ivy** (NG middle-aged female human expert 2) encourages visitors to try performing with the flute or another instrument from her eclectic collection, even if the visitors have no musical training. Ivy has very little tolerance for people mocking poor performances, so those who wish to avoid discordant notes know better than to lurk inside the inn when newcomers arrive. For her part, Ivy appreciates all honest efforts, an appreciation that comes as much from her faith in Shelyn as it does from her love of belting out songs off-key in her own raspy voice without anyone batting an eyelash.

A6. Gardening Shed: Villagers store tools for tending the nearby gardens here. Among them are also tools for performing minor repairs on farming equipment.

A7. Village Square: This large, open space surrounds one of the village's wells. It is a popular place for public gatherings and festivals, such as Mercylight, which takes place during this adventure.

A8. Armeline's House: Armeline lives in this sizable home. As far as the people of Rosehaven know, she spends much of her time hunting and reading books from her personal library, which seems only to feature books about wildlife and bawdy romance novels. However, some of these books are actually filled with encrypted information about powerful figures throughout Galt and likely suspects for a rising revolutionary group (DC 25 Linguistics to decipher). Her longest "hunting trips" are actually daring missions in which she helps people in danger of execution at the hands of revolutionaries flee to safety in the River Kingdoms.

A9. Houses: These houses belong to other villagers.

A10. Dockmarket: Rosehaven's only dock lies about half a mile to the west of the village center. It adjoins both the village's fishery—a large building where fishermen sort, clean, prepare, and preserve their catches—and a small market catering to passing boats. The market sells fish, seasonal crops, herbs, and spices.

A11. Farms: Dozens of farms surround Rosehaven's village center. Villagers coordinate their rotation of crops to produce a variety of foods, such as barley, beans, beets, cabbage, potatoes, and plentiful gourds.

MERCYLIGHT

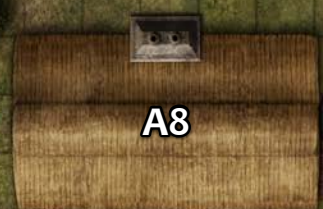
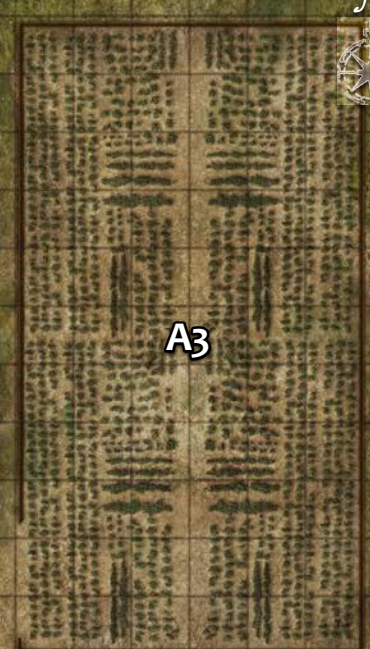
In the hour after the PCs arrive, the village square slowly fills with people. The villagers arrange hay bales around the well and set pumpkins atop the bales for carving. Children



A. Rosehaven



To
A10 ←



1 square = 5 feet

Pathfinder Flip-Mat: Hamlet

TONE OF THE ADVENTURE

Depending on the age and interests of your group, you can run *Reaping What We Sow* as a horror game or in a more lighthearted fashion. The adventure presents scenes in a spooky way that falls between these two tones. If you wish to skew the adventure in one direction or the other, consider applying the following adjustments.

Lighthearted

Villagers: As events progress, allow the villagers to fade into the background.

Pumpkin Monsters: Evil pumpkins can make for campy villains. Play up the inherent silliness of their appearance.

Murder Victim(s): Don't dwell on the details of the injuries that the victims sustained.

Leshy: Play up the leshy's pantomiming. Even if the PCs speak a common language, she is still quite expressive with her gestures.

Area D: The hag's wrath haunt manifests only visually, appearing as startlingly large fires filled with cackling hag faces that only the affected people can see.

Horror

Villagers: Spend some time portraying the villager's suspicion, confusion, and fear, as well as the dissonance they produce in continuing to celebrate for the children's sake while pretending that nothing is wrong.

Pumpkin Monsters: With all of the gourds around the village, the PCs' foes could strike anywhere at any time. Throw in a few extraneous Perception checks to keep your players jumping at shadows. Perhaps a pumpkin moves suddenly because a mole is burrowing under it, or a flock of vultures soars overhead and circles for a few minutes before moving on.

Murder Victim(s): Play up the horror of the victims' fates, particularly the violent vengeance the murderers brought to Bertinard and the desecration of what was once holy.

Leshy: The leshy is deeply troubled when the PCs talk to it. During the conversation with the PCs, it is shaking with distress. It reacts to the pulp on its body as a person might react to being covered in someone else's blood.

Area D: PCs who are exposed to the hag's wrath haunt temporarily perceive themselves being burned alive, including feeling and smelling all of the effects that would have on their bodies.

Shelyn, the Eternal Rose, thanking her for the blessings that she has granted the people of Rosehaven over the last year, and dedicating the gourd art that they are about to produce to her. Looking to the children, he reminds everyone that there is to be no teasing each other or bragging about being better at carving, as all art is equally blessed in the eyes of Shelyn. After his short invocation, he approaches the PCs. Read or paraphrase the following.

"Welcome, travelers! You have picked an excellent day to visit Rosehaven. We're celebrating Mercylight. As you just heard, this festival is dedicated to the grace of Shelyn, but you don't have to worship Shelyn to participate. Go ahead, grab a pumpkin or two, and carve whatever you wish. There are plenty more in the fields, so don't be shy!"

The PCs are welcome to participate in the festival if they would like to do so. If any PCs carve pumpkins, ask them what they carve; it may be relevant in a later encounter (see page 17). The festival provides ample opportunity to talk to Armeline if the PCs did not already seek her out. Any villager the PCs ask can point her out among the crowd.

If the PCs ask about the history of the festival, the locals mention that 30 years ago, Bertinard helped them cast away evil and come together in the spirit of forgiveness. The villagers are quick to change the subject if the PCs press, insisting that it does no one good to dwell upon the past at a festival about looking to the future. No one wants to spoil this happy occasion by thinking about unpleasant topics. Additionally, while most villagers who were alive at the time of the tragedy know the ones responsible for driving them apart worshiped Gyronna, they dare not speak the goddess's name. They believe in the superstition from the nearby River Kingdoms that to say her name is to draw her attention and invite ill fortune.

As the pumpkin carving progresses, the pumpkin supply runs low, and a group of villagers heads out to the fields of the local druid Elm to collect a new batch of pumpkins. When they return with the gourds, one of them runs over to Bertinard, pulls him to the side and whispers something in the old priest's ear. Bertinard bows his head. Soon thereafter, the cleric approaches the PCs and tells them that something terrible has happened.

He asks them if they are of a brave sort that is comfortable facing grisly situations—if they reply in the affirmative, he asks them to go with the constable to a nearby farm and investigate. Otherwise, he apologizes for asking and tells them to go and enjoy the festival. He also informs the PCs that they do not need to attend the meeting that he is about to convene for the adults of the village, and that they are more than welcome to stay outside and help mind the children. His tone is protective, and charitable to the point of being slightly condescending, though he does not

eagerly run and play around the square, occasionally asking nearby adults how much longer they have to wait. After about an hour has passed, Bertinard emerges from the temple of Shelyn to call an official start to the festival. He calls upon everyone to join hands and offer prayers to

intend to come across in that manner. During the meeting, Bertinard spends a minute or two giving a suspiciously dull account of crop yields to bore away children before revealing the real reason for his calling everyone together—Elm is dead.

THE FIRST VICTIM

Constable **Elise Tivareau** (LG female human fighter 2) is fair, levelheaded, and commands Rosehaven's guards—a small militia that spends most of its time on other tasks like repairs and harvesting, given Rosehaven's relatively peaceful existence. She is rarely called upon to investigate crimes more serious than petty theft, and this is her first murder investigation. She believes that it is her responsibility to shield the people of Rosehaven from the grisly details, so she is relieved to have the PCs' assistance in the investigation. However, she does not discount the possibility that the PCs themselves could have been responsible, and she keeps a close eye on them during the investigation. As long as the PCs agree to participate in the investigation, Constable Tivareau leads them several miles outside of town to a small farmhouse surrounded by pumpkin patches.

It's possible the PCs would rather spend time questioning Rosehaven's residents, which irks the constable. She heads off with one guard, and another stays behind to politely but insistently urge the PCs to follow. If the PCs argue, the guard informs them that the constable does not trust anyone but her officially appointed representatives to engage in questioning. Not only could this alarm the residents, but the information the PCs learn might not even be considered valid in a trial. The PCs may refuse to proceed to the location regardless; if they do, proceed to Gathering Rumors on Page 10.

Elm's Death

Elm died in an attack by jack-o'-lanterns and fiery gourds possessed by malevolent spirits the night before the PCs arrived in Rosehaven. The jack-o'-lanterns noticed him investigating the early signs of their arrival and decided to kill him before he could warn the town. For further details about these creatures, see page 12—Elm faced the same group that the PCs face in encounter **B**.

Elm's Body

A middle-aged man's body lies on the ground about 50 feet away from the front door. His battered corpse is facedown and wrapped in pumpkin vines. The vines wrapping Elm's body do not cover it entirely; they encircle his arms and legs, and one vine even wraps around his head, holding his jaw open. Underneath the vines, Elm's clothing is torn and singed in places. Patches of brown fungus are scattered on the ground near his body. A PC who succeeds at a DC 14 Heal check (DC 18 in Subtier 4–5) discerns that he has a

SCALING THE FIRST VICTIM

To accommodate groups of four PCs, reduce all skill check DCs by 2.

combination of rows of puncture wounds from a creature with a wide maw, severe bruises, and burn wounds. The PCs may also attempt to uncover his time of death. A PC who succeeds at a DC 10 Heal check (DC 14 in Subtier 4–5) determines that he died some time in the last 2 days, and a PC who succeeds at this check by 5 or more determines that he died between 8 and 16 hours ago. The higher Heal check DCs in Subtier 4–5 represent the comparatively worse state of his body.

Elm's House

Elm lived in a small, one-room farmhouse. His home is dirty but uncluttered, for Elm always felt more comfortable allowing dirt, leaves, and other pieces of nature to creep into his living space than he did living in a tidy room. The house contains a bed, a desk, a table, two chairs, a chest of clothes, a shelf of food and cooking supplies, and a fireplace. Two pieces of paper lie on the desk. The first of these pieces of paper contains a cryptic note (see **Player Handout** on page 22), and the second is a map of the area around Rosehaven with X's marking 10 different locations.

These papers are the notes Elm took while investigating the appearance of a strange red moss in the surrounding area. The cryptic message is the name of the moss followed by a transcript of a conversation he had with plants near the moss using *Speak with Plants*, and the X's represent the locations where he found the moss. Each group of plants near the moss conveyed a very similar message. Elm represented this repetitiveness in his notes by repeatedly underlining the moss's name.

A PC who succeeds at a DC 14 Linguistics or Spellcraft check or a DC 18 Intelligence check realizes that the cryptic note is a transcript of a conversation that Elm had with the *Speak with Plants* spell and notices that the number of X's on the map matches the number of times that the word "whisperwort" is underlined in the note. In Subtier 4–5, the note is somewhat smudged, increasing the DC of the Linguistics or Spellcraft check by 2. The repetitive nature of the plant's responses means that the PCs cannot gain additional information from casting *Speak with Plants* themselves; however, PCs with at least one level in a class that grants the ability to cast *Speak with Plants* (i.e., those with access to the bard, druid, or ranger spell lists) gain a +2 bonus on their Linguistics or Spellcraft check and can attempt those checks untrained. A PC who succeeds at a DC 14 Knowledge (nature) check knows that whisperwort is a colloquial term for a species of red peat moss.

The PCs likely investigate the map as well. Inspecting the map and succeeding at either a DC 10 Knowledge (geography) check or a DC 16 Wisdom check lets a PC observe that the X's surround the town but don't form a discernible pattern; however, if a PC exceeds this check DC by 5 or more or the party succeeds at both this check and the check above to decipher the cryptic note, they trace a curving line through the X's to form a spiral pattern radiating outward from one of the farms east of the village center. In Subtier 4–5, Elm's markings are less precise, increasing the Knowledge (geography) DC to 13.

The PCs may also wish to travel to the location of one or more of the X's. The marks are too imprecise to yield helpful information on their own in a timely fashion, but if the PCs know they are looking for red peat moss, the plant is easy to find. With a successful DC 10 Survival check, the PCs can find that whisperwort is growing in a curving, virtually unbroken line that connects the X's in a spiral pattern.

Treasure: A few of Elm's possessions are particularly valuable. If the PCs investigate his house, they find a *feather token* (tree) and a masterwork sickle. In Subtier 4–5, they also find a *lesser extend metamagic rod*.

Development: If the PCs uncover the spiral pattern indicated by Elm's notes and identify the moss the druid was studying, Constable Tivareau believes they have enough evidence to raise a serious concern. She asks the PCs to come with her, and quickly—the center of the spiral is Bertinard's home, and if trouble appears to be coming his way, they must warn him at once. If the PCs only uncover the spiral pattern, they can convince the constable that extra precautions around that house are necessary with a successful DC 18 Diplomacy check (DC 22 in Subtier 4–5). See the Attack on Bertinard's Home section on page 12, and skip the Return to Rosehaven section that precedes it.

If the PCs do not put together evidence well enough to convince the constable to go with them to Bertinard's home, she escorts them back to Rosehaven; move to the Return to Rosehaven section on this page.

Rewards: If the PCs do not investigate Elm's house, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 58 gp.

Out of Subtier: Reduce each PC's gold earned by 183 gp.

Subtier 4–5: Reduce each PC's gold earned by 308 gp.

Gathering Rumors

While the PCs investigate the murder scene, the village guards ask the people of Rosehaven for information about the case. If the PCs decide to gather information despite the guards' efforts to usher them to Elm's body, they spend 2 hours and discover the following information based on the results of their Diplomacy check.

DC 10: Elm was a well-respected citizen of Rosehaven who used his knowledge of plants and his druidic magic to help his fellow farmers supplement their harvests. When he was not assisting in the fields, he preferred to keep to himself, and he lived alone.

DC 15: No one in Rosehaven witnessed the murder, nor did anyone hear him crying for help.

DC 20: Someone mentions seeing a halfling-sized creature with a pumpkin head and a viny body skulking in the fields. Unbeknownst to anyone but the late Elm, this plant is actually a peaceful gourd leshy. The leshy is currently hiding in the form of a nondescript pumpkin. It came upon Elm's body and is attempting to calm its fraying nerves.

As the PCs finish gathering this information, Constable Tivareau returns to Rosehaven. She shares the map and *speak with plants* transcript with the PCs, and the PCs may attempt the checks that they normally could on these pieces of evidence. She does not provide them with any information about the body, because their refusal to follow her to the scene has left her with some suspicions about their innocence. Furthermore, the PCs do not have enough time to spare to investigate the mossy spiral directly before Bertinard is attacked. Based on what the PCs can piece together from this evidence, determine whether to proceed to the Attack on Bertinard's Home encounter or the Return to Rosehaven encounter.

RETURN TO ROSEHAVEN

By the time the PCs return to Rosehaven, the gourd-carving portion of the festival has concluded, and the villagers have begun returning to their homes. Armeline and a group of villagers remain in the village square engaged in heated conversation. As the PCs approach, Armeline visibly gestures toward them. If they have not yet managed to earn her trust, the gesture is one of accusation; Armeline's distrust of Pathfinders combined with the timing of the PCs' arrival have led her to suspect that the PCs are the most likely cause of Elm's murder. On the other hand, if the PCs have earned her trust, her gesture is instead an acknowledging nod and an extended hand. In this case, Armeline has been trying to quell suspicions against the PCs that have arisen among other villagers.

Regardless of Armeline's actions, Constable Tivareau moves to calm the people, telling them that she will have proof of the PCs' innocence soon enough. She escorts the PCs to the Silver Flute Inn (see area A5 on page 6), where she explains the situation. Although she does not personally believe that the PCs are guilty of the crime, she recognizes that she cannot conclusively remove them from her list of suspects yet. She informs the PCs that she is placing them under house arrest for the night in the inn, leaving a contingent of guards to ensure they do not leave.

To help make up for the inconvenience, she promises to pay for the PCs' rooms as well as their food and drink for the rest of their stay. Finally, she asks for the name of the boat that carried the PCs to Rosehaven, explaining that she is sending a messenger to speak with someone who can vouch for them; in all likelihood, she claims, she will have proof of their innocence by morning.

With that, she lingers for only a few minutes before leaving to continue the investigation elsewhere, posting four guards (or six in Subtier 4–5) outside the inn. The PCs can try to convince the constable to reconsider her decision, but it's a difficult feat that requires a successful DC 25 Bluff or Diplomacy check (DC 30 in Subtier 4–5). If the PCs impressed Armeline earlier, her vouching for the PCs grants them a +5 bonus on this check. If the PCs succeed, they can attempt to piece together the attack on Bertinard's home, but even if they do, they arrive just as the animated plants crash through the doors and windows to kill the priest.

If the PCs fail to change the constable's mind, Tivareau departs. The inn's owner Ivy apologizes repeatedly to the PCs about the situation, and does her best to keep them in good spirits with food, drink, and music. Even if the PCs balk or somehow evade the constable immediately, at this point, the jack-o'-lanterns have already killed Bertinard.

HOUSE ARREST (CR 3 OR CR 6)

The PCs face combat in this section only if they attempt to break out of their house arrest.

Creatures: The village guards of this peaceful town spend most of their time performing other duties. They are equal measures excited and nervous to be participating in a murder investigation, and they take their orders from the constable very seriously. While the guards hold differing opinions about the PCs' guilt or innocence, none of them is willing to let the PCs leave the building until the constable gives the order.

Subtier 1–2 (CR 3)

VILLAGE GUARDS (4) CR 1

LG and NG brigands (*Pathfinder RPG NPC Codex* 266, see page 23)
hp 15 each

TACTICS

During Combat The village guards call for the PCs to surrender every round and readily accept surrender. They use their saps to deal nonlethal damage, switching to lethal damage only if the PCs repeatedly use lethal damage against them. If the PCs surrender, they escort the PCs back to their room at the inn and temporarily confiscate their weapons.

Morale The village guards feel responsible for protecting their families from potential murders, and the PCs' assault makes them highly suspicious. Nonetheless, they know that if

SCALING HOUSE ARREST

To accommodate a group of four PCs, make the following adjustment.

Both Subtiers: Remove one guard.

they die here, the villagers will not be prepared to defend themselves. If the PCs knock out all but one guard, the last guard attempts to flee and warn others in the village to bar their doors.

Subtier 4–5 (CR 6)

VILLAGE GUARDS (6) CR 2

LG and NG guards (*Pathfinder RPG NPC Codex* 267, see page 23)
hp 22 each

Melee mwk sap +7 (1d6+2 nonlethal) or mwk longsword +6 (1d8+2/19–20)

Feats Alertness, Toughness, Weapon Focus (sap)

Gear Replace the mwk guisarme with a mwk sap.

TACTICS

Use the tactics from Subtier 1–2.

Development: The constable sends a messenger to ride through the night and catch up with the PCs' boat. The messenger asks the sailors on board for the exact dates that the PCs traveled aboard their vessel, and the sailors provide the PCs with a sound alibi. If the PCs attack the guards but do not kill any of them, Constable Tivareau expresses her sincere disappointment that they betrayed her trust, but informs them that their alibi is steady. She also remarks that she should have taken Armeline's concerns about the Pathfinder Society more seriously.

If the PCs kill any of the guards, Constable Tivareau is horrified. She laments that she did not listen to Armeline's warning. Recognizing that she does not have the power to physically stop them from committing further murders, she gives them a choice, loudly enough for a dozen nearby villagers to hear—submit to arrest, or she will ensure that word is sent directly to the capital of Galt that the Pathfinder Society is an enemy of the revolution. While she has no way to send that message immediately, she trusts that the villagers can send that message if the PCs strike her down. At this point, the PCs can solve the mystery and discover treasures, but they cannot earn either Prestige Point from this scenario.

Skip the Attack on Bertinard's Home encounter below, and move to The Second Murder encounter on page 14. If they allow themselves to be arrested, skip to the Fiery Vengeance encounter on page 17, at which point the constable releases them, observing that no matter the Pathfinders' crimes, nobody deserves to die during the terrible attack.

SCALING ATTACK ON BERTINARD'S HOME

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

Subtier 1-2: Remove one possessed gourd from the encounter.

Subtier 4-5: Remove the standard jack-o'-lantern and two possessed gourds from the encounter.

B. ATTACK ON BERTINARD'S HOME (CR 3 OR CR 6)

Constable Tivareau sends the PCs to Bertinard's house while she musters the rest of her guards to set up a perimeter around the area. Bertinard is engaging in extended evening prayers after the day's events, but he welcomes the PCs into his home. He takes the PCs' warning and concern very seriously and follows whatever plan they concoct to protect him. Shortly after the PCs arrive at his home, a group of murderous jack-o'-lanterns and possessed gourds arrives to kill him.

Bertinard's home has a small yard with a 2-foot-high wooden fence. The simple wooden doors (hardness 5, 10 hit points) are built to keep out the weather, not attackers.

Creatures: A jack-o'-lantern and two possessed gourds make up the strike force. In Subtier 4-5, a more powerful jack-o'-lantern accompanies a standard jack-o'-lantern and four possessed gourds. They attack anyone they see outside before smashing their way through the building's glass windows.

Bertinard himself is practically a non-combatant, though he can move to heal a seriously wounded PC with *cure light wounds* (1d8+2) once during the encounter. If the PCs take actions that would leave him exposed to harm, he could come to harm. He has AC 8, 12 hit points, and a -2 modifier on Reflex saves. Otherwise, he should not be at serious risk of being harmed.

Subtier 1-2 (CR 3)

JACK-O'-LANTERN

CR 1

hp 11 (*Pathfinder RPG Bestiary 4* 160, see page 24)

STATISTICS

Int 6

TACTICS

Before Combat The jack-o'-lantern sneaks up on its target.

During Combat The jack-o'-lantern opens the fight with its breath weapon before closing to melee. It attempts to silence spellcasters with its strangling entangle.

Morale The jack-o'-lantern draws its life from a hateful spirit; it fights to the death. If it believes it is losing the fight, it tries to get next to as many foes as possible to hit them with its explode ability.



POSSESSED GOURDS (2) CR 1/2

Variant behaved (*Pathfinder RPG Bestiary 4* 17)

NE Tiny undead

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 each (1d8+1)

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

Defensive Abilities channel resistance +2; **Immune** fire, polymorph, undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +2 (1d2 plus burn and grab)

Ranged belching +4 touch (1d6 fire)

Space 2-1/2 ft.; **Reach** 5 ft.

Special Attacks burn (1d6 fire, DC 11), grab (Medium)

TACTICS

During Combat The possessed gourds attack the nearest conscious creature that is not the jack-o'-lantern.

Morale The possessed gourds fight until destroyed.

STATISTICS

Str 11, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 12

Base Atk +0; **CMB** +0 (+4 grapple); **CMD** 10 (can't be tripped)

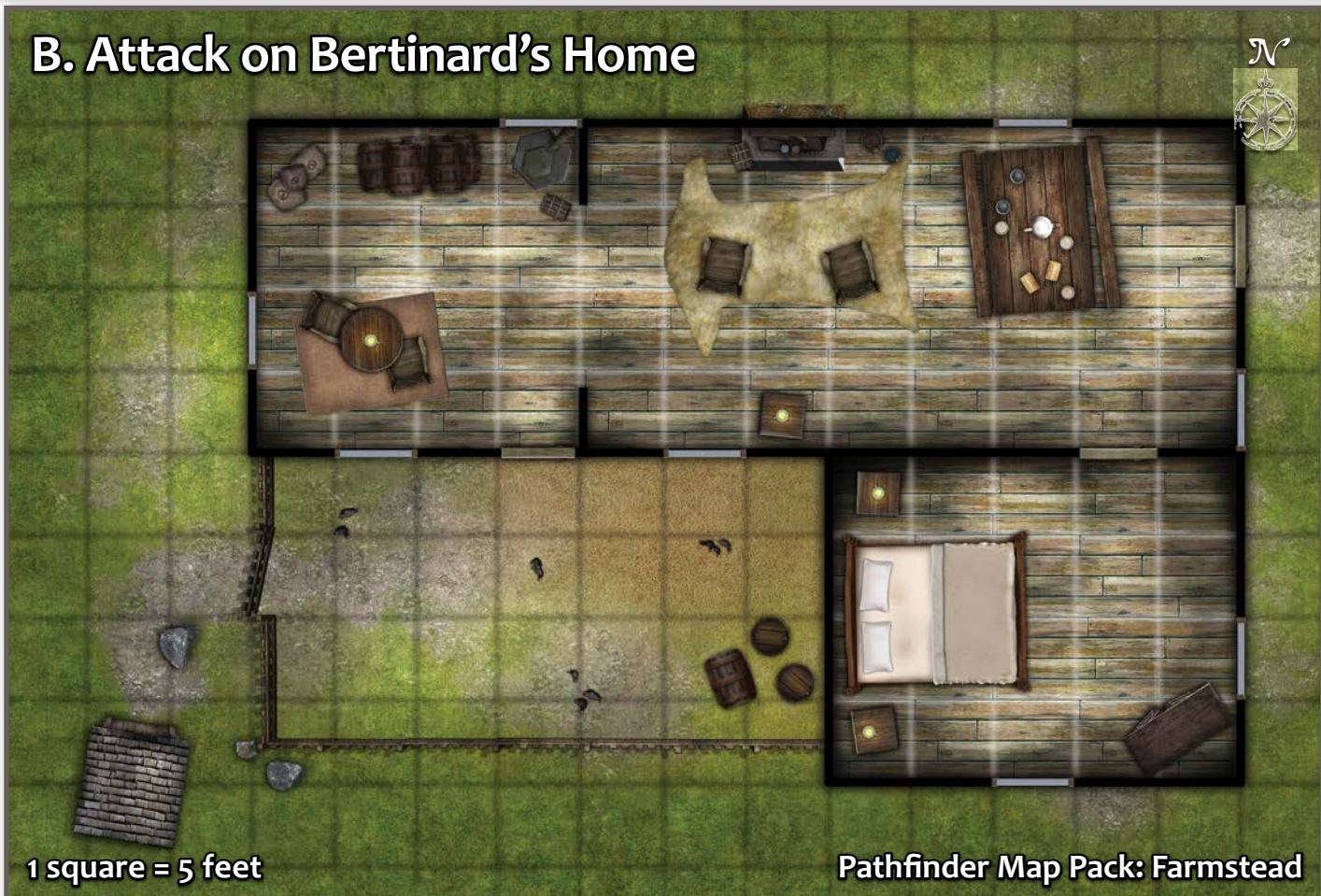
Skills Fly +14

SPECIAL ABILITIES

Belching (Su) A possessed gourd can make a ranged touch attack with a maximum range of 30 feet that deals 1d6 points of fire damage.

Gourd Vessel (Ex) The gourd that surrounds the malevolent spirit provides it some protection, granting the spirit channel resistance. However, it also renders the creature vulnerable to additional spells and effects. A possessed gourd counts as either a plant or an undead, whichever is worse, but it still does not count as a living creature.

B. Attack on Bertinard's Home



1 square = 5 feet

Pathfinder Map Pack: Farmstead

SUBTIER 4-5 (CR 6)

ADVANCED JACK-O'-LANTERN CR 4

Variant Jack-o'-lantern (*Pathfinder RPG Bestiary 4* 160)

NE Medium plant

Init +0; **Senses** low-light vision, tremorsense 30 ft.; Perception +7

Aura fear (20 ft., DC 15)

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 37 (5d8+15)

Fort +6, **Ref** +1, **Will** +3

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+4), slam +7 (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

Use the tactics from Subtier 1-2.

STATISTICS

Str 19, **Dex** 11, **Con** 14, **Int** 8, **Wis** 14, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 17 (can't be tripped)

Feats Ability Focus (strangling ensnare), Skill Focus (Stealth), Toughness

Skills Perception +7, Stealth +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 must succeed at a DC 14 Reflex save or take 3d6 points of fire damage and be stunned for 1 round. On a successful save, a creature takes half damage and is not stunned. The save DC is Constitution-based.

Fear Aura (Su) Any creature within 30 feet of a jack-o'-lantern must succeed at a DC 15 Will save or be shaken for 2d6 minutes. If a creature succeeds at this Will save, it 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 16 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 14 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.

JACK-O'-LANTERN CR 1

hp 11 (*Pathfinder RPG Bestiary 4* 160, see page 24)

TACTICS

Use the tactics from Subtier 1–2.

POSSESSED GOURDS (4) CR 1/2

hp 5 each (see page 12)

TACTICS

Use the tactics from Subtier 1–2.

Treasure: Patches of the same red moss that marked the jack-o'-lantern's dreadful spiral toward Bertinard's house cling to the creatures' bodies. One of these patches is infused with necromantic magic. A creature that rubs the juices from the patch of moss over its skin as a standard action gains the benefits of *false life* (CL 3rd). Two of the possessed gourds continue to glow even after the PCs defeat them. The pulp from the possessed gourds has magical properties. One gourd's pulp functions as an *oil of continual flame*, while the other functions as an *elixir of fire breath*. In Subtier 4–5, the PCs find three patches of necromantic moss, and the more powerful jack-o'-lantern has a vine around its waist that functions as a *rope of climbing*.

Development: The creatures that assailed Bertinard left a clear trail back to the fields. The beginning of the trail is obvious and does not require a Survival check to locate. Following the

trail through the fields requires a DC 8 Survival check (DC 12 in Subtier 4–5), leading the PCs to the Pumpkin Patch encounter below. If the PCs fail that check, they get lost amid the fields and waste some time reaching the pumpkin patch; this extends the time the lesly there has to panic, increasing the DCs of checks to calm her by 2.

If the PCs do not think to follow this trail, Bertinard or the constable suggests that they do. If the PCs skip this lead altogether, instead skip to the Fiery Vengeance encounter. In either case, skip the Second Murder encounter.

Rewards: If the PCs do not defeat the jack-o'-lantern and its allies, reduce each PC's gold earned by the following amount. Do not perform this reduction if they encounter these creatures in the pumpkin patch instead.

Subtier 1–2: Reduce each PC's gold earned by 150 gp.

Out of Subtier: Reduce each PC's gold earned by 325 gp.

Subtier 4–5: Reduce each PC's gold earned by 500 gp.

THE SECOND MURDER

If the PCs and the constable do not follow the trail to Bertinard's house, the town's hero becomes the jack-o'-lantern's next victim early in the evening, very shortly after the events of the Return to Rosehaven encounter. His body

is a grisly sight—although Bertinard died in much the same way as Elm did, the creatures mutilated the former's corpse. They also took the time to wrap his corpse in bloody shreds of his personal prayer book.

Bertinard's assailants left a clear trail back to the fields. The beginning to the trail is obvious and does not require a Survival check to locate. Following the trail through the fields requires a DC 8 Survival check (DC 12 in Subtier 4–5), leading the PCs to the Pumpkin Patch encounter below. If the PCs fail that check, they get lost amid the fields and waste some time reaching the pumpkin patch; this extends the time the lesly there has to panic, increasing the DCs of checks to calm her by 2.

C. PUMPKIN PATCH (CR 3 OR CR 6)

A bumper crop of pumpkins and other gourds fills this field. Some of the pumpkins have been smashed open.

Creatures: A deeply distressed gourd lesly with a feathered necklace, named Feather Seed, paces through the fields, smashing gourds with a wooden mallet. If the PCs did not confront the



C. Pumpkin Patch



attackers at Bertinard's house (area **B**), they encounter that group here. The creatures are hiding among the pumpkins, bemusedly observing the leschy's emotional distress and biding their time before finishing her off. If the leschy dies, the jack-o'-lanterns and possessed gourds drink the spirit's burst of life energy and gain the benefits of the *heroism* spell for 24 hours.

Both Subtiers

FEATHER SEED CR 1

Gourd leschy (*Pathfinder RPG Bestiary 3* 178, see page 24)

hp 9

Melee light hammer -1 (1d3-2)

TACTICS

During Combat The gourd leschy has no desire to fight. If anyone expresses violent intent, she cries out in distress and uses her change shape to transform into a pumpkin, hoping that they will go away. Should the PCs fight against the possessed plants, Feather Seed does what she can to flank and crush evil pumpkin creatures.

Morale If alone, the leschy attempts to surrender or flee at the first sign of violence. If helping the PCs, she fights until injured, at which point she retreats.

Subtier 1-2 (CR 3)

JACK-O'-LANTERN CR 1

hp 11 (*Pathfinder RPG Bestiary 4* 160, see page 24)

Int 6

SCALING PUMPKIN PATCH

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

Subtier 1-2: Remove one possessed gourd from the encounter.

Subtier 4-5: Remove the standard jack-o'-lantern and two possessed gourds from the encounter.

TACTICS

Use the tactics from page 12. The jack-o'-lantern does not attack the leschy if it can attack the PCs instead.

POSSESSED GOURDS (2) CR 1/2

hp 5 each (see page 12)

TACTICS

Use the tactics from page 12. The gourds do not attack the leschy if they can attack the PCs instead.

Subtier 4-5 (CR 6)

ADVANCED JACK-O'-LANTERN CR 4

hp 37 (see page 13)

TACTICS

Use the tactics from page 12. The jack-o'-lantern does not attack the leschy if it can attack the PCs instead.

JACK-O'-LANTERN CR 1

hp 11 (*Pathfinder RPG Bestiary 4* 160, see page 24)

LESSER GLOWING GOURD

This glowing pumpkin is imbued with holy energy.

GLOWING GOURD, LESSER		PRICE 1,200 GP
SLOT none	CL 5th	WEIGHT 8 lbs.
AURA faint evocation [good]		

This gourd has been hollowed out and carved with the symbol of a good-aligned deity. It sheds light as a candle. If the gourd is smashed onto the ground, the 20-foot-radius area around the crushed gourd is affected as if by a *consecrate* spell for 10 hours, and all non-evil creatures in the area gain the benefits of *remove fear* for 5 rounds. This magic item is often crafted from a pumpkin, though other types of gourds, or even large turnips, can be used.

CONSTRUCTION REQUIREMENTS	COST 613 GP
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Craft Wondrous Item, *consecrate*, *remove fear*, creator must be good-aligned

TACTICS

Use the tactics from page 12. The jack-o'-lantern does not attack the lesly if it can attack the PCs instead.

POSSESSED GOURDS (4) CR 1/2

hp 5 each (see page 12)

TACTICS

Use the tactics from page 12. The gourds do not attack the lesly if they can attack the PCs instead.

Treasure: The treasure here is identical to the treasure in the Attack on Bertinard's Home encounter.

Development: Once the PCs have defeated their foes (if any), they are free to speak with the lesly (see the Feather Seed entry below).

Patches of the same red moss that marked the jack-o'-lantern's approach to Bertinard's house cling to their bodies. One of these patches is infused with necromantic energy. A creature that rubs the juices from the patch of moss over its skin as a standard action gains the benefits of *false life* (CL 3rd). Two of the possessed gourds continue to glow even after the PCs defeat them. The pulp from the possessed gourds has magical properties. One gourd's pulp functions as an *oil of continual flame*, while the other functions as an *elixir of fire breath*. In Subtier 4–5,

the PCs find three patches of necromantic moss, and the more powerful jack-o'-lantern has a vine around its waist that functions as a *rope of climbing*.

Rewards: If the PCs do not defeat the jack-o'-lantern and its allies, reduce each PC's gold earned by the following amount. Do not perform this reduction if the PCs fought these creatures by Bertinard's house instead.

Subtier 1–2: Reduce each PC's gold earned by 150 gp.

Out of Subtier: Reduce each PC's gold earned by 325 gp.

Subtier 4–5: Reduce each PC's gold earned by 500 gp.

FEATHER SEED

Feather Seed speaks only Druidic and Sylvan, so she opens her conversation with the PCs by pantomiming frantically. If a jack-o'-lantern corpse is at hand, she indicates that before violently smashing a pumpkin—otherwise, she does her best to communicate the idea of a taller, evil version of herself. She attempts to get across the idea that these creatures killed Elm, and that she cannot fathom why they would do such a thing to such a good person.

Feather Seed has been following several jack-o'-lanterns, and she has learned that they sometimes go to a burned-out building in the wetlands outside of the village. She desperately hopes that the PCs can help her, and is eager to lead them there if they can win her trust.

A PC who succeeds at a DC 18 Diplomacy check or a DC 15 Knowledge (nature) check successfully impresses the lesly (increase both of these DCs by 4 in Subtier 4–5). Speaking Druidic or Sylvan makes communication with the lesly far simpler, granting the PCs a +2 bonus on this Diplomacy check. If any PCs have any items with feathers on them, have their own feathers, or travel with a feathered companion, the lesly attempts to communicate to the PCs that it wants one of the feathers. The PCs gain a +2 bonus on the Diplomacy check to earn the lesly's trust (stacking with the bonus for speaking Druidic or Sylvan) if they give the lesly a feather.

If a PC can speak to and calm her, Feather Seed explains that her feathers help ward off evil. In truth, the feathers have no magical abilities, but the superstitious lesly



Feather Seed

believes that the significance of the villager's Shelynite rituals lies in the feathers, and discreetly collects them.

Treasure: As long as the PCs earn Feather Seed's trust, she gives them a *lesser glowing gourd* (see sidebar). In Subtier 4–5, it is a *glowing gourd* (*Pathfinder RPG Advanced Class Guide* 230). She also gives each PC one of her colorful feathers.

Development: Feather Seed leads the PCs directly to the Haunted Mire (see page 18). If the PCs do not earn her trust, they find Rosehaven in flames upon their return. Proceed to the Fiery Vengeance encounter.

Rewards: If the PCs do not earn the leshy's trust, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 100 gp.

Out of Subtier: Reduce each PC's gold earned by 227 gp.

Subtier 4–5: Reduce each PC's gold earned by 354 gp.

FIERY VENGEANCE (CR 2 OR CR 5)

Having failed to earn Feather Seed's trust, the PCs arrive back in Rosehaven to find the village under attack. While the villagers have managed to defeat most of the attacking force, the remaining guards are heavily wounded and cannot handle the last of their opponents. Additionally, the Silver Flute Inn and several houses have sustained heavy damage from the fire, and one of these houses continues to smolder; however, as long as the PCs keep the attackers engaged, the guards are able to use buckets of water from the well to keep the fire in check, extinguishing it entirely after 10 rounds. A symbol resembling a bloodshot eye is scorched into the ground in several places. A PC who succeeds at a DC 20 Knowledge (religion) check identifies the eye as the unholy symbol of Gyronna. PCs who are from the River Kingdoms treat the DC as 10 instead. By the time the PCs arrive, Armeline has died defending the town. This encounter takes place in the village square (area A7).

Creatures: A fire elemental in the shape of a woman attacks the town, along with several possessed gourds (or jack-o'-lanterns, in Subtier 4–5). If the PCs carved any gourds during the festival, their own creations are among the attackers.

Subtier 1–2 (CR 2)

SMALL FIRE ELEMENTAL CR 1

hp 11 (*Pathfinder RPG Bestiary* 124, see page 23)

TACTICS

During Combat The fire elemental charges the nearest PC.

Morale The fire elemental fights to the death.

POSSESSED GOURDS (4) CR 1/2

hp 5 each (see page 12)

TACTICS

During Combat The possessed gourds attack the fire elemental's target.

Morale The possessed gourds fight until destroyed.

OPTIONAL ENCOUNTER

If fewer than 1 hour remains in which to complete the scenario, the villagers have already defeated the threat and put out the fire. Skip to the Development section, omitting the part where the guards thank the PCs for their assistance in defending the village.

SCALING FIERY VENGEANCE

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

Subtier 1–2: Remove one possessed gourd from the encounter.

Subtier 4–5: Remove one jack-o'-lantern from the encounter.

Subtier 4–5 (CR 5)

JACK-O'-LANTERNS (2) CR 1

hp 11 each (*Pathfinder RPG Bestiary* 4 160, see page 23)

TACTICS

During Combat The jack-o'-lanterns use their breath weapons on the PCs and then close to melee, flanking with each other when possible.

Morale The jack-o'-lanterns draw their lives from a hateful spirit; they fight to the death. If a jack-o'-lantern believes it is losing the fight, it tries to get next to as many foes as possible to hit them with its explode ability.

MEDIUM FIRE ELEMENTAL CR 3

hp 30 (*Pathfinder RPG Bestiary* 124, see page 23)

TACTICS

During Combat: The fire elemental charges the nearest PC.

Morale: The fire elemental fights to the death.

Development: In the aftermath of the attack on Rosehaven, the villagers who fought against the elemental and its allies approach the PCs. They thank the PCs profusely for helping put an end to the threat. If the PCs mention the Gyronnan eyes or otherwise ask what happened, an uncomfortable silence descends. After a few moments, a villager breaks the silence. If Bertinard is still alive, the villager says, "The evil has returned. Go talk to Bertinard. He's in the temple. He'll know what to do." Proceed to Bertinard's Memories below. If the town's hero is dead, the villager struggles to speak through rising panic, "The evil has returned, and Bertinard is dead. Our only hope now is that he wrote something down that could help us. Go to records room in the council building. Look up what happened 30 years ago. May Shelyn preserve us." Skip to Bertinard's Records on page 18.

SCALING CHARRED RUINS

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

Subtier 1–2: Remove one of the skeletons and reduce the saving throw DC to resist Hag's Wrath by 2.

Subtier 4–5: Remove two of the burning skeletons, reduce the saving throw DC to resist Hag's Wrath by 2, and reduce the damage dealt by the burning hag skeleton's fiery death ability to 2d6.

BERTINARD'S MEMORIES

If the PCs saved Bertinard from the jack-o'-lantern attack, then when they seek him out after the fire, he is tending to the wounded inside the temple of Shelyn. He asks any uninjured PCs to help him by gathering the remainder of the injured from the town, and suggests that injured PCs rest in the temple. He refuses to discuss what he knows before all of the injured survivors are within the temple. If the PCs search the village, they find three injured guards, four people who have suffered severe burns, and two people who died in the conflict, one of whom is Armeline.

Once the PCs return to the temple with the survivors, Bertinard gathers everyone close and calls upon the power of Shelyn twice, healing everyone, including the PCs, for 2d6 points of damage. The old hero sighs, "That is the last of the Eternal Rose's grace that I can bring forth today. Thank you for your help. Is there anything I can do for you?" If the PCs ask him about the attack or the evil from the past, he pulls them to the side before speaking in a low whisper. Read or paraphrase the following.

"What happened 30 years ago was a terrible tragedy. We, all of us, allowed fear and division to triumph over mercy and love. A group of worshipers of the hag goddess," Bertinard swallows and shakes his head, "Ah, Hell, we have her attention anyway. Gyronna. A group of worshipers of Gyronna attacked our village. They used illusions to walk among us and tore us apart. They framed us for betrayal and murder, and in the end, we turned against each other, hands full of blades and hearts full of spite. I felt the poison that had taken hold here gnawing at my faith, but knew deep down that something was terribly wrong, and with the help of my lantern, I revealed the truth behind their disguises. And, well, I'm not proud of this, but I led the charge against them. I let rage take over. I cried for their blood, for their hanging. When it was over, I followed their tracks back to their home, dropped their bodies within it, and set the whole mess ablaze. I may have put a stop to the threat, but in so doing, I succumbed to their influence nonetheless. However, Shelyn forgives me, and I have forgiven myself. What happened here just has to be tied to those hag cultists somehow. I'll tell you where I left their bodies. Please, Rosehaven doesn't deserve to go through that nightmare again. Help us."

After finishing his plea, Bertinard gives detailed directions to the Haunted Mire (see below).

BERTINARD'S RECORDS

The council building contains records dating back nearly 70 years to the village's founding. Most of the records are mundane, tedious accounts of crop yields, marriages, births, and deaths. The records also provide the same history regarding the Gyronnan infiltrators that Bertinard gives to the PCs if he survives (see above), including his regrets about the violent nature he saw within himself and the location of the cultists' bodies. The notes are sufficient to lead the PCs to the Haunted Mire (see below).

D. HAUNTED MIRE

This gloomy, swampy wetland hugs the Sellen River several miles north of town.

D1. Shrine to Gyronna

Jack-o'-lanterns built this simple shrine to Gyronna, little more than an altar made of piled stones. A polished cat's eye chrysoberyl gem sits in a shallow recess at the top of the altar.

Treasure: The chrysoberyl is worth 200 gp (400 gp in Subtier 4–5).

D2. Charred Ruins (CR 4 or CR 7)

The malevolent forces responsible for the murders lurk in the ruins of an old building. The Gyronnan cultists who plagued Rosehaven 30 years ago built a makeshift wooden shelter around old stone foundations, where they worshiped their foul goddess and plotted ruin. When the Gyronnans' plot came to light, a small mob from Rosehaven followed the cultist's trail back to this building. The Gyronnans were sentenced to death and hanged for their crimes. Instead of burying the bodies, the villagers dumped them inside their shelter and set it on fire. Today, the Gyronnans' spirits and bones haunt the charred foundations of their unquiet resting place.

The raised paths are spongy but easy to traverse. The waterlogged green regions are a shallow bog, treated in most ways as difficult terrain.

Creatures: Animated by the lingering malevolence of the Gyronnan dead, several skeletons cavort here, flaring with the spiteful flames of the Angry Hag. They lurk behind cover inside the charred building as foes approach, hoping to lure the living closer before launching their attack.

Haunt: The cabal's former leader—the burning skeleton in Subtier 1–2 or the burning hag skeleton in Subtier 4–5—bears a special hatred for Rosehaven and its defenders. This loathing takes the form of a haunt that begins manifesting the moment a foe is within 10 feet of the leader. Unlike a typical haunt, there is virtually no opportunity for a surprise

D. The Haunted Mire



1 square = 5 feet

Pathfinder Flip-Mat Classic: Swamp

round; this likely triggers in the middle of combat. It activates at the beginning of the triggering creature's next turn, providing one full round for the PCs to perceive the imminent haunt and damage it.

Subtier 1–2 (CR 4)

BURNING SKELETON CR 1/2

Burning skeleton (*Pathfinder RPG Bestiary* 250)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 each (1d8+1)

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d4+2 plus 1d6 fire)

Special Attacks fiery aura (1d6 fire)

TACTICS

During Combat The burning skeleton attacks nearby creatures.

Morale The burning skeleton fights until destroyed.

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

SQ fiery death

SPECIAL ABILITIES

Fiery Aura (Ex) Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Fiery Death (Su) A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage (Reflex DC 11 negates).

HUMAN SKELETONS (3) CR 1/3

hp 4 each (*Pathfinder RPG Bestiary* 250, see page 23)

TACTICS

During Combat The skeletons attack nearby creatures.

Morale The skeletons fight until destroyed.

HAG'S WRATH CR 2

CE haunt (10-foot radius centered around the burning skeleton)

Notice Perception DC 20 (to hear the sound of furious screaming)

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

Effect Illusory fire erupts from the skeleton, clinging to the bodies of everyone nearby. All creatures within the haunt's area that fail a DC 13 Will save are shaken for 1 minute. While

they are shaken, whenever they take fire damage, they take 1 additional point of damage.

Destruction If the bones of the four hag cultists are buried on *consecrated* or *hallowed* ground, the haunt is destroyed.

Subtier 4–5 (CR 7)

BURNING SKELETONS (4) CR 1/2

hp 5 each (see page 23)

TACTICS

Use the tactics from Subtier 1–2.

BURNING HAG SKELETON CR 5

Burning green hag skeleton (*Pathfinder RPG Bestiary* 167, 250)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 13 (+1 deflection, +2 Dex, +2 natural)

hp 58 (9d8+9)

Fort +4, **Ref** +5, **Will** +6

DR 5/bludgeoning; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d4+4 plus 1d6 fire)

Special Attacks fiery aura (1d6 fire)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative^B

SQ fiery death

Gear *ring of protection +1*

SPECIAL ABILITIES

Fiery Aura (Ex) Creatures adjacent to a burning hag skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Fiery Death (Su) A burning hag skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 4d6 points of fire damage (Reflex DC 15 negates).

HAG'S WRATH CR 4

CE haunt (20-foot radius centered around the burning hag skeleton)

Notice Perception DC 20 (to hear the sound of furious screaming)

hp 8; **Trigger** proximity; **Reset** 1 day

Effect Illusory fire erupts from the skeleton, clinging to the bodies of everyone nearby. All creatures within the haunt's area that fail a DC 16 Will save are frightened for 1d4 rounds and then shaken for 1 minute. A creature that succeeds at this save is instead shaken for 1 round. Whenever a creature that

is shaken or frightened from the haunt takes fire damage, it takes 2 additional points of fire damage.

Destruction If the bones of the four hag cultists are buried on *consecrated* or *hallowed* ground, the haunt is destroyed.

Treasure: Among the ruins of the building is a steel box filled with the Gyronnans' possessions that survived the fire. The box contains a *bottled scream* (*Pathfinder RPG Advanced Class Guide* 227), a *wand of burning hands* (CL 5th) with 6 charges remaining, and a *potion of fly*. In Subtier 4–5, the box also contains a *scroll of curse of burning sleep* (*Advanced Class Guide* 179), and a *bell of returning spirits* (*Advanced Class Guide* 226).

Development: With the skeletons destroyed, it will be some time before the Gyronnans' unquiet spirits can trouble the people of Rosehaven once again. Destroying the haunt cleanses their influence for good and fills the air with a palpable sense of peace. Note that the PCs can use the *glowing gourd* they gained from Feather Seed to create the necessary sacred ground.

Rewards: If the PCs do not defeat the skeletons, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 208 gp.

Out of Subtier: Reduce each PC's gold earned by 462 gp.

Subtier 4–5: Reduce each PC's gold earned by 716 gp.

CONCLUSION

As long as the PCs prove victorious in the mire, the people of Rosehaven no longer need to fear a sudden and violent death. They resume the festival. If Bertinard survives, he leads the town in a prayer, which includes thanking Shelyn for guiding the PCs to Rosehaven in its hour of need. The aging priest also presents the PCs with a meaningful gift: the lantern he once used to uncover the Gyronnan's plot. It is a *lantern of auras* (*Pathfinder RPG Advanced Class Guide* 232). Otherwise, constable Tivareau does her best to lead the prayers and celebrations in his absence. The tone of the festival depends upon the degree of the PCs' success. If Elm was the only victim, the festival is relatively cheery, whereas if Bertinard died or the village burned, the festival is muted.

The villagers make accessories out of feathers, both colorful feathers that they have collected and chicken feathers that they dye in bright colors. Once the accessories are complete, they spend several hours performing music and dancing. If Armeline survived, the PCs have plenty of time to speak to her for their second chance at convincing

her (see page 5). At the culmination of the festival, the villagers hold a ceremony of forgiveness. Several villagers apologize to the PCs for suspecting them of murder. If the PCs earn Armeline's trust, she forgives the Pathfinder Society for abandoning her and accompanies the PCs back to the Woodsedge Lodge to speak with Eliza Petulengro. Otherwise, she conspicuously avoids the PCs for the rest of the ceremony.

Back at the Woodsedge Lodge, Venture-Captain Petulengro eagerly asks the PCs for a report of how their mission went. She is surprised to hear just how dangerous the situation became and, as long as they didn't attack the guards, tells the PCs that she is proud of them for their handling of a difficult situation. If Armeline returns with the PCs, the venture-captain bows to the former contact, offers a sincere apology, and asks her to stay at the lodge for a few days, as they have much to discuss.

If the PCs did not defeat the Gyronnans, the villagers cancel the rest of the festival and send a messenger to Isarn asking for help. Venture-Captain Petulengro is disappointed that events turned out so poorly. She tells the PCs simply, "Perhaps I should have sent you on a simpler mission. Nonetheless, I'm glad that you survived."

If the PCs permanently destroyed the haunt in area **D2**, grant each PC the Banish the Hag boon on the Chronicle sheet. If the PCs earn Feather Seed's trust and assistance in area **C**, grant each PC the Leshy Token boon. If Bertinard survived, the PCs also earn the Rosehaven Redemption boon.

REPORTING NOTES

If the PCs convince Armeline to consider working with the Pathfinder Society in the future, check box A. If Bertinard survives to the end of the scenario, check box B.

PRIMARY SUCCESS CONDITIONS

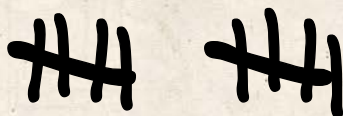
If the PCs end the Gyronnan threat to Rosehaven, they achieve their primary success condition and each earns 1 Prestige Point. They do not receive this Prestige Point if they kill any members of the village guard.

SECONDARY SUCCESS CONDITIONS

If the PCs convince Armeline to work with the Society, they succeed at their secondary success condition and earn 1 additional Prestige Point. Alternatively, they earn this Prestige point if they both save Bertinard and defeat the Gyronnan threat before Rosehaven is set ablaze (i.e., bypass the Fiery Vengeance encounter).

PLAYER HANDOUT

Whisperwort: The darkness tightening like ivy, goes and comes and goes, looking, seeking, like branches grasping. Life to soil to life, taken to soil again.



APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

Human Guards

Patient but alert, this lightly armored human carries gear better suited for handling wolves and drunks than invaders.

BRIGAND CR 1/2

Human warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20) or
sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/×3)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure light wounds*, mwk arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

GUARD CR 1

Human warrior 3

LN Medium humanoid (human)

Init –1; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 22 (3d10+6)

Fort +3, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/×3) or
mwk longsword +6 (1d8+2/19–20)

Ranged javelin +2 (1d6+2)

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

STATISTICS

Str 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (guisarme)

Skills Intimidate +6, Perception +5, Sense Motive +4

Languages Common

Gear chain shirt, javelins (3), mwk guisarme, mwk longsword, manacles, 36 gp

Elemental, Fire

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

MEDIUM FIRE ELEMENTAL CR 3

N Medium outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Ignan

SMALL FIRE ELEMENTAL CR 1

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

Jack-o'-Lantern

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

JACK-O'-LANTERN

CR 1

NE Medium plant

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

Aura fear (20 ft., DC 13)

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. On a successful save, a creature takes half damage and is not stunned. 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 a creature succeeds at this Will save, it 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.

Leshy, Gourd

This little plant man walks on legs like tangled vines and has a pumpkin carved with eyes and a mouth for a head.

GOULD LESHY

CR 1

N Small plant (leshy, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 9 (1d8+5)

Fort +4, **Ref** +2, **Will** +0

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft.

Melee slam -1 (1d3-2 plus ensnare)

Ranged seed +3 (1 plus ensnare)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 2nd; concentration +4)

Constant—*pass without trace*

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

Base Atk +0; **CMB** -3; **CMD** 9

Feats Toughness

Skills Perception +4, Stealth +6 (+10 in plains and undergrowth), Survival +0 (+4 in plains and undergrowth); **Racial Modifiers** +4 Stealth and Survival in plains and undergrowth

Languages Druidic, Sylvan; plantspeech (gourds)

SQ change shape (Small gourd; *tree shape*), keepsake, verdant burst

SPECIAL ABILITIES

Ensnare (Ex) The seeds and slam attack of a gourd leshy entangle the target in vines for 2d4 rounds unless the target makes a DC 12 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a DC 12 Strength check as a full-round action. The save and burst DCs are Constitution-based.

Keepsake (Su) Gourd leshys can pop off the top of their heads and store a single Fine-sized object such as a dagger or potion inside. While within the leshy's head, the item is warded by *nondetection*. In addition, after 24 hours, the item within is cleaned and polished, and, if damaged, repaired as if by a *mending* spell. Both spell effects have a caster level equal to twice the leshy's Hit Dice (CL 2nd for most gourd leshys).

Seed (Ex) A gourd leshy can hurl its seeds as a ranged attack. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target with the gourd leshy's ensnare ability. This attack has a 10-foot range increment.

REAPING WHAT WE SOW

Pathfinder Society Scenario #8-06: Reaping What We Sow

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
 A B C D

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

Character # _____ Prestige Points

Character Name _____

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

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Pathfinder Society Scenario #8-06: Reaping What We Sow

Character Chronicle #

Core Campaign

_____ A.K.A. _____ - _____
 Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Banish the Hag: Gyronna's influence over Rosehaven is no more, emboldening you against hags and their tricks. Before attempting a saving throw against a curse or a witch's hex, you can cross this boon off your Chronicle sheet to gain a +4 bonus on the save. Alternatively, cross this boon off your Chronicle sheet when you're targeted by a spell or effect that would remove a curse; the caster gains a +4 bonus on the caster level check to remove that curse.

Leshy Token: You calmed the distraught leshy Feather Seed and helped her fight off the evil haunting Rosehaven. In gratitude, she offered you a necklace of feathers and preserved pumpkin seeds. If you wear this as if it were a magic item that occupies the neck slot, you gain a +1 circumstance bonus on all Charisma-based checks (such as Diplomacy or wild empathy) made to influence or control plants and plant creatures. Whether you wear it or not, you can cross this boon off your Chronicle sheet to give the token to a plant creature, instead gaining a +5 circumstance bonus on one such Charisma-based check. If you give the token to a leshy, the bonus increases to +10.

Rosehaven Redemption: You have learned much from your time in Rosehaven and with the cleric Bertinard about how Shelyn can teach redemption through art. You can check the box that precedes this boon before attempting a saving throw to roll 1d20 and add your ranks in one Craft or Perform skill; use the result as your saving throw. If you have bonuses to that Craft or Perform skill from class abilities, traits, or feats, add them to this roll.

GLOWING GOURD, LESSER		PRICE 1,200 GP
SLOT none	CL 5th	WEIGHT 8 lbs.
AURA faint evocation [good]		

CONSTRUCTION REQUIREMENTS	COST 613 GP
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Craft Wondrous Item, *consecrate*, *remove fear*, creator must be good-aligned

This gourd has been hollowed out and carved with the symbol of a good-aligned deity. It sheds light as a candle. If the gourd is smashed onto the ground, the 20-foot-radius area around the crushed gourd is affected as if by a *consecrate* spell for 10 hours, and all non-evil creatures in the area gain the benefits of *remove fear* for 5 rounds. This magic item is often crafted from a pumpkin, though other types of gourds, or even large turnips, can be used.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	258	516
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	599	1,197
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	939	1,878
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

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	

All Subtiers	Subtier 4-5
<i>bottled scream</i> (900 gp; <i>Pathfinder RPG Advanced Class Guide</i> 227) <i>elixir of fire breath</i> (1,100 gp) <i>feather token</i> (tree; 400 gp) <i>lantern of auras</i> (2,000 gp; <i>Advanced Class Guide</i> 232) <i>lesser glowing gourd</i> (1,200 gp) <i>oil of continual flame</i> (775 gp) <i>potion of fly</i> (750 gp) <i>wand of burning hands</i> (6 charges, CL 5th; 450 gp, limit 1)	<i>bell of returning spirits</i> (3,000 gp; <i>Advanced Class Guide</i> 226) <i>glowing gourd</i> (4,250 gp; <i>Advanced Class Guide</i> 230) <i>lesser extend metamagic rod</i> (3,000 gp) <i>rope of climbing</i> (3,000 gp) <i>scroll of curse of burning sleep</i> (700 gp; <i>Advanced Class Guide</i> 179)

For GM Only

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