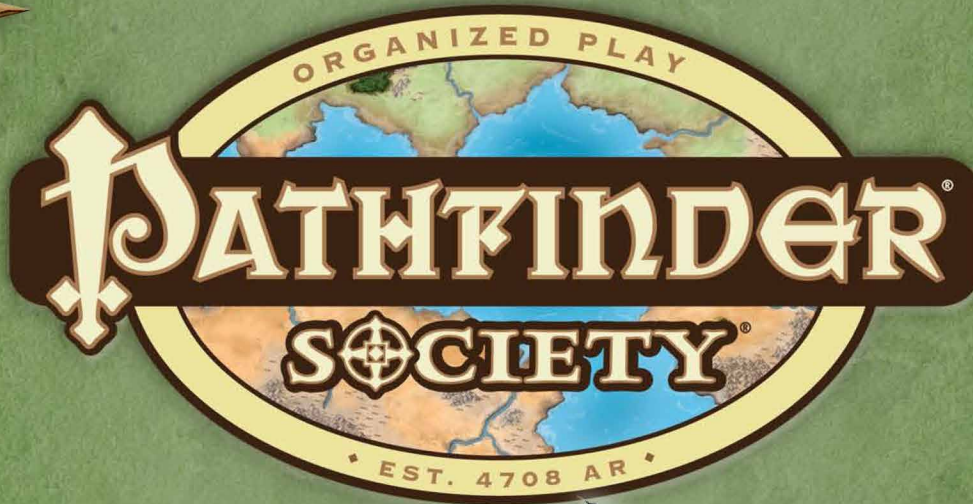


Pathfinder Society Scenario #3-23



THE GOBLINBLOOD DEAD

By Jerall Toi



THE GOBLINBLOOD DEAD

PATHFINDER SOCIETY SCENARIO #3-23

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Pathfinder Society Scenario #3-23: The Goblinblood Dead is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). 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 makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Bestiary*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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THE GOBLINBLOOD DEAD

BY JERALL TOI

The nation of Isger has fallen on hard times. Less than 2 decades ago, the savage Chitterwood goblinoids organized and attacked the nation from within, sparking the deadly Goblinblood Wars. So great was the threat to Isger and its neighbors that only an unlikely alliance between a regiment of Eagle Knights from Andoran, a small order of Hellknights from Chelifax, and a contingent of Druma's Mercenary League could stem the goblinoid tide. In the end, much of the Chitterwood was put to the torch, forcing the surviving goblinoids to seek refuge deep among the caverns below.

During one of the first battles of the Goblinblood Wars, one hobgoblin, Telda, panicked and fled the field of battle. Knowing that her cowardice would be punished by either enslavement or exile, she chose not to return to her people, and instead fled north until she reached Finder's Gulch, the haunted foothills bordering Chelifax and Molthune. Here, she encountered a cult of Urgathoa and found herself drawn into their ranks. Within the cult, Telda met several other hobgoblin outcasts, including a burly warrior, Darak.

As Telda explored her newfound religion further, her needs and desires began to shift toward the horrific. During one particularly debased feast, Telda began to vocalize strange and terrible sounds in the middle of the meal. Unable to control her own voice, the frightened hobgoblin lashed out at those around her. Eventually, after her energy was spent, Telda found that her own voice and words had returned to her, and that her fellow supplicants lay dead or dying from festering and bleeding wounds—wounds that her touch had caused. It was then, surrounded by the blood of her fellow worshipers, that Telda had her first revelation—a vision of the Chitterwood goblinoid armies rising once more, loyal only to her. Soon after, Telda returned to the Chitterwood with a small group of like-minded cultists, including Darak—now her constant companion and protector—and began raiding battlefield graves and crypts to gradually build her skeletal army.

Now, the Chitterwood's borders are far narrower following the blazing climax of the Goblinblood Wars, and Isger's military remains likewise depleted. Isger's steward, Hedvend VI, has ordered the remnants of the

WHERE ON GOLARION?

The Goblinblood Dead takes place in the Chitterwood of central Isger. Once a forest of much larger size, the goblin-infested woodland was diminished greatly a decade ago when a united force of Andorens, Chelaxians, and Drumans forced repulsed a dire goblin threat upon Isger. Now Isger exists as a thrall to Chelifax, weakened by the Goblinblood Wars and supported by the money and influence of the Infernal House of Thrune. For more information on Isger and the Goblinblood Wars, refer to *Pathfinder Campaign Setting: The Inner Sea World Guide*, available wherever gaming material is sold, and online at paizo.com.



military to protect the country's primary source of income—the trade routes that run along the Conerica River and the roadways that follow its course. The rest of the nation has since fallen victim to countless smaller problems, from common banditry to undead infestations.

The Pathfinder Society has long used overland caravan routes to get important documents, treasures, and personnel from central Avistan to the Inner Sea. The Society often employs caravans operated by Varisian wanderers, especially those operating as part of the Sczarni organized crime syndicate. One particular route through Isger, from Chelifax to Druma, passes through the Chitterwood, its caravan masters willing to risk danger if it allows them to stay off the main roads and better hide their illicit or smuggled cargo. However, in

the last few months, a number of important Sczarni caravans operating on these rarely traveled roads have disappeared or reported significant casualties due to nighttime ambushes or “bandit raids.”

The Sczarni suspect that the caravans have fallen victim to the all-too-common bandit attacks. In actuality, Telda’s undead minions are the true cause of the missing caravans. Her plans require countless bodies and supplies, materials that the caravan smuggling routes provide ample numbers of.

In order to protect both their own assets and Pathfinder cargo, the Sczarni have approached the Society, asking for a group of Pathfinders to guard the next scheduled caravan and, if the opportunity presents itself, track down the source of the attacks.

SUMMARY

The scenario begins at the Grand Lodge in Absalom, where Venture-Captain Drandle Dreng informs the PCs about the recent attacks on Sczarni caravans passing through the Chitterwood. Dreng asks the PCs to escort the next caravan scheduled to travel through the Chitterwood and follow any bread crumbs from such an attack back to the source of the disturbance. Before the PCs set off with the caravan, Dreng advises them to talk to Guaril Karela, the Sczarni faction leader, and Gaspar Desime, an Isgeri war veteran.

The PCs can meet with either Karela and Desime, or both of them, before leaving Absalom. Karela reluctantly provides the PCs with some information regarding the operation of Sczarni caravans through Isger and the Chitterwood. Desime, always willing to talk about his exploits during the Goblinblood Wars, provides the PCs with valuable information regarding the denizens and environment of the Chitterwood.

Dreng arranges passage for the PCs from Absalom to Andoran and then through to Isger. The PCs reach Isger safely and rendezvous with the caravan just south of the city of Logas, meeting the various NPCs they’ll be traveling with as they prepare to enter the Chitterwood. The journey begins smoothly, but the caravan soon runs into trouble as goblinoid and human skeletons attack the party just before it reaches its first planned campsite.

After fending off the ambush and securing the caravan, the PCs may follow the clues and tracks left behind by the skeletal attackers. The clues eventually lead the PCs to a battlefield graveyard, the various plots all showing signs of being upturned and emptied. Here, the PCs encounter

an old worg picking through the empty graves. The worg is not initially hostile, but is cautious and willing to defend herself if attacked. If the PCs can improve the beast’s attitude toward them, she can provide additional information regarding what’s behind the skeletons and empty graves.

Further clues and tracks found at the graveyard eventually take the PCs to the source of the undead scourge: a small cave network deep within the Chitterwood. Telda, a hobgoblin oracle of Urgathoa, is responsible for the recent undead attacks. The PCs will need to defeat Telda and her fellow cultists if they are to ensure their caravan’s safety and secure the trade route for future use.

GETTING STARTED

Read the following to get the adventure underway:



**Venture-Captain
Drandle Dreng**

Venture-Captain Drandle Dreng’s appearance in the middle of the night is surprising only due to his unfamiliar accomplice, a burly man dressed in full Isgeri military trappings.

“Pardon the intrusion,” Dreng says as he juggles the numerous scrolls and writing materials precariously balanced in his arms, “but I have a request that is of utmost importance to ask of all you. I’m afraid we have something of a situation on our hands.

“It is perhaps well known among the Pathfinder Society that trade is vital to our organization. Not for any monetary gain, of course, but because we rely heavily on overland caravan routes and trading lanes at sea to get important documents, treasures, and personnel from central Avistan to the Inner Sea. When such materials are of particular import, we have even been known to use more illicit modes of transportation, such as caravans operated by the Sczarni organized crime syndicate.

“It appears that a number of such Sczarni caravans, carrying important cargo for delivery to the Pathfinder Society, have recently begun to go missing along their more discreet trade routes from Cheliox to Druma, a little-known path that runs through the Chitterwood in Isger. Of course, the route along the Conerica River would be viable for more legitimate operations, but oftentimes we can’t afford to be forestalled with matters such as customs, tariffs, and inspectors, especially when such hindrances could also potentially result in the arrest of our business partners. Alas, I digress.

“I have agreed to work with the local Sczarni leader, Guaril Karela, in order to reclaim the caravan route through Isger’s

Chitterwood. That's where you come in. I have made all the arrangements necessary to ship you to Isger in the morning, where you'll meet the caravan you are tasked with escorting through the goblinoid-infested woods. In the meantime, I have summoned the honored Isgeri war hero Gaspar Desime to help answer any questions you might have about your upcoming visit to the Chitterwood. Guaril Karela is also available and can answer any questions you have about the caravan you'll be guarding, though I believe he is currently stationed at his shop in the Docks district."

Dreng has organized two information-sharing sessions for the PCs: one with Gaspar Desime, a veteran Isgeri soldier, and the other with Guaril Karela, leader of the Sczarni in Absalom. Desime has accompanied Dreng to the PCs' quarters, and answers any questions on the spot. Karela has agreed to meet the PCs in his Absalom-based store, the Pickled Imp.

Gaspar Desime

Desime, with his chiseled Chelish features and elaborately bedecked Isgeri military uniform, cuts an imposing figure. Loud, abrasive, and arrogant, most find him difficult to tolerate. However, he did prove himself a hero during the Goblinblood Wars and his knowledge may be of use to the PCs. Desime gives a brief history of the Goblinblood Wars (as detailed in the first paragraph in the scenario background on page 3), overemphasizing his own role during the conflict. Eventually, he allows the PCs to ask a few questions. Desime does not know any specifics about the caravan they'll be escorting, but he can answer almost any question about the Chitterwood and the Goblinblood Wars. Answers to some of the most common questions the PCs may have are given below.

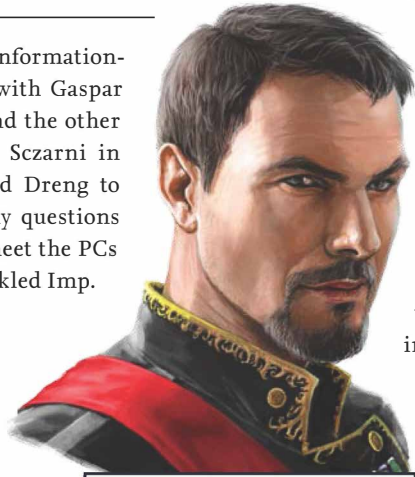
Who do you suspect is behind the attacks? "Isger is currently besieged by numerous threats—the undead roam the lands to the north and south of my beloved homeland, while bandits prey on the weak throughout the countryside. What's worse, the Chitterwood itself is still the home to the scattered remains of goblinoid armies, left over from the Goblinblood Wars. If only for your sake, I hope it's merely bandits behind the caravan attacks."

What dangers can we expect to face in the Chitterwood? "You will probably face nothing more than bandits, probably relying on the harrowing stories surrounding the Chitterwood to deceive and waylay travelers. Do not be surprised, though, if you encounter a hobgoblin or bugbear. I hear the city of Logas can still maintain a steady supply of fresh goblin heads for the pikes

surrounding their walls, so there are apparently plenty of goblinoids to still be found."

Can we expect adverse weather conditions? "It should be late summer when you arrive in Isger. You should not encounter any bad weather, though I did not expect brave Pathfinders to be afraid of a little rain or cold."

Mission Notes: PCs of the Cheliox faction have the chance to retrieve Paracountess Zarta Dralneen's locket. Desime was once romantically involved with the Paracountess, and still believes he can win her favor once again. He now keeps her locket on his person at all times. A PC can steal it without Desime noticing with a successful DC 18 Sleight of Hand check. Alternatively, a PC can convince Desime to return the locket with a successful DC 20 Diplomacy or Intimidate check. If Desime catches a PC attempting to pick his pocket, the DC of any further attempts to convince him to surrender the locket increases by 5. Successfully getting the locket earns Cheliox faction PCs 1 Prestige Point.



Gaspar Desime

Guaril Karela

The PCs should have no difficulty in finding Guaril Karela's store, the Pickled Imp, located in Absalom's seedy Docks district. When the PCs enter the store, read or paraphrase the following.

Karela's curio store seems dark and cramped, regardless of the time of day. The dirty windows block most outside light, leaving the inside of the store permanently encased in shadow. Rows upon rows of shelves filled with knickknacks, baubles, and trinkets—all of varying levels of quality and authenticity—run the length of the store, leaving little room for people to move about.

From somewhere behind the shelves, Karela, acting as shopkeep, shouts a greeting to potential customers as they enter.

Karela wants to secure the lucrative Chitterwood trade route and protect the Sczarni caravan, but he is wary about sharing too many Sczarni secrets. He tends to redirect the conversation if the PCs ask any sensitive questions.

Where do we meet the caravan? "I have sent instructions informing the caravan to meet you a few miles south of Logas. I shall have my associate Kazrin meet you in Logas and he should be able to direct you to the rendezvous point. From there, the caravan crew will lead you through the Chitterwood."

How large is the caravan? "You only have one wagon to worry about. We do not normally make use of long wagon trains. Those are too difficult to protect and too easily

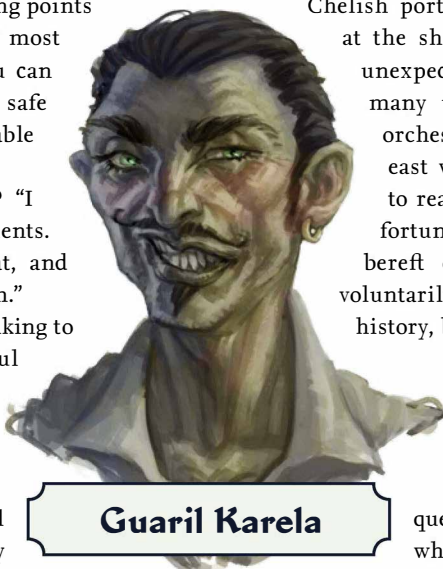
noticed. The caravan master is a man named Jandri, one of our best remaining allies in the area.”

How long does the journey take? “If you don’t slow the caravan down, the journey through the Chitterwood should take just over a week.”

How can we defend the caravan if we must also track down the source of the attacks? “In our business, we try not to leave much to chance. Our routes are normally well prepared, including secret watering points and hidden campsites. The caravan is most vulnerable while on the move. If you can secure the caravan at one of these safe points, Jandri and his crew should be able to defend it in your absence.”

What is the caravan transporting? “I have to respect the privacy of our clients. So, regretfully, I cannot answer that, and neither can Jandri, were you to ask him.”

Development: Once the PCs finish talking to Karela, he offers each of them a colorful Varisian scarf. He explains that the scarf will help his informant at Logas spot them, so they should be sure to wear it when they finally arrive in Isger. The PCs then have several hours to prepare for their journey before they board a ship headed toward Andoran in the early morning.



Guaril Karela

ACT I: INTO THE CHITTERWOOD

The journey between Absalom and Isger takes several weeks, first by sea and then by land, until finally ending in front of the gates of the Isgeri city of Logas. The Goblinblood Wars may be over, but the goblinoid threat still lingers, as is made apparent by the rows of fresh goblinoid corpses that hang from pikes along the city’s walls. Every now and then, seemingly at random, a trebuchet from behind the city walls hurls a huge boulder into the forest.

The PCs arrive at Logas safely and have an opportunity to make a few more purchases before a Sczarni associate meets them. The associate, a Varisian wanderer named Kazrin, leads the PCs to the caravan rendezvous point, several miles south of Logas, where the PCs find the caravan waiting for them.

Creatures: The caravan includes only one large, covered wagon, pulled by a single horse. Kazrin introduces the PCs to the rest of the caravan crew: two more Varisians—the driver and a guard—and a halfling passenger. Kazrin serves as an additional guard.

Alik, the only other guard besides Kazrin, is the youngest of the crew. She does not fully trust non-Sczarni, especially non-Varisian PCs, and says little throughout the journey. She does, however, show a particular animosity toward Chelish supporters and, as a result, focuses primarily on protecting the caravan’s halfling passenger throughout their journey.

Camon is a recently escaped halfling slave from the Chelish port city of Ostenso. There he worked at the shipyards for most of his life. In an unexpected turn of events, one of the many underground anti-slavery networks orchestrated his freedom and passage east with the Sczarni caravan. He hopes to reach Andoran or Druma and seek his fortune there—or at least a modest living bereft of thralldom. None of the NPCs voluntarily share information about Camon’s history, but he is willing to relay some of his story if pestered enough.

Jandri, the driver, is a sullen, middle-aged woman. She only seems to show any kindness to her horse, Anka. Jandri replies to questions using only one-word answers whenever possible.

Kazrin, on the other hand, is friendly and talkative, and is always willing to share a drink at the end of the day. Kazrin has worked with Jandri for years and reckons that the driver must be an incredibly wise woman, and he admires her for her composure and willingness to speak only when she must.

ALIK	CR 1/2
Female human warrior 2	
N Medium humanoid (human)	
Init +1; Senses Perception +4	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield)	
hp 11 (2d10)	
Fort +3, Ref +1, Will –1	
OFFENSE	
Speed 30 ft.	
Melee longsword +5 (1d8+2/19–20)	
TACTICS	
During Combat Alik does her best to protect Camon, providing a distraction to allow him the opportunity to hide.	
Morale Alik does not flee unless commanded to do so by Jandri, and then only if she believes Camon is safe. Otherwise, Alik fights until her last breath.	
STATISTICS	
Str 15, Dex 12, Con 11, Int 10, Wis 9, Cha 8	
Base Atk +2; CMB +4; CMD 15	

THE GOBLINBLOOD DEAD

Feats Shield Focus, Weapon Focus (longsword)
Skills Intimidate +4, Perception +4, Profession (soldier) +4, Survival +4
Languages Common, Varisian
Gear leather armor, light wooden shield, longsword, 2 gp

ANKA CR 1

Horse (*Pathfinder RPG Bestiary* 177)
hp 15

CAMON CR 1/2

Male halfling commoner 2
 NG Small humanoid (halfling)
Init +2; **Senses** Perception +5

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 11 (2d6+4)
Fort +2, **Ref** +3, **Will** +0; +2 vs. fear

OFFENSE

Speed 20 ft.
Melee dagger +1 (1d3–1/19–20)

TACTICS

During Combat Camon, still unused to his freedom, attempts to stay hidden during combat. He hides among the crates on the wagon or under the wagon, as the situation dictates.
Morale Camon does not move from his hiding spot. If discovered, he simply cowers.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 11, **Wis** 9, **Cha** 10
Base Atk +1; **CMB** –1; **CMD** 11
Feats Athletic
Skills Acrobatics +4 (0 when jumping), Climb +7, Perception +5, Profession (shipwright) +3, Swim +5; **Racial Modifiers** Acrobatics +2 (–2 when jumping), +2 Climb, +2 Perception
Languages Common, Halfling
Gear dagger, 8 gp

JANDRI CR 1/2

Male human expert 2
 N Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 9 (2d8)
Fort +0, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.
Melee club (1d6–1)

TACTICS

During Combat During combat, Jandri tries to keep Anka and the wagon out of harm's way, relying on Kazrin and the PCs to defend him and the cargo. If attacked, he retaliates using his club to bludgeon enemies.

Morale If three or more PCs fall in battle, Jandri panics and attempts to flee on the back of Anka as fast as the horse can manage.

STATISTICS

Str 9, **Dex** 12, **Con** 10, **Int** 11, **Wis** 15, **Cha** 8
Base Atk +1; **CMB** +0; **CMD** 11
Feats Animal Affinity, Skill Focus (Survival)
Skills Handle Animal +6, Heal +7, Knowledge (geography) +5, Perception +7, Profession (driver) +7, Ride +8, Sense Motive +7, Survival +10

Languages Common, Varisian
Gear leather armor, club

KAZRIN CR 1/2

Male human warrior 2
 N Medium humanoid (human)
Init +1; **Senses** Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield)
hp 11 (2d10)
Fort +3, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.
Melee longsword +5 (1d8+2/19–20)

TACTICS

During Combat Kazrin attempts to stay close to Jandri and the wagon. If any creatures attack him, Jandri, or the wagon, Kazrin defends them as best he can. Otherwise, he attempts to stay out of combat if possible, as he does not want to get in the way, and leaves most of the fighting to the PCs.

Morale Kazrin only flees if commanded to do so by Jandri. If Jandri falls, Kazrin fights to the death.

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 15
Feats Shield Focus, Weapon Focus (longsword)
Skills Perception +4, Profession (soldier) +4, Ride +5, Survival +4
Languages Common, Varisian
Gear leather armor, light wooden shield, longsword, 2 gp

Development: Jandri, Alik, and Kazrin are transporting all manner of goods in their wagon. Besides the supplies needed to survive—food, water, tents, bedrolls, and two *potions of cure light wounds*—the wagon also carries numerous insidious devices that can serve as defensive traps when the caravan stops to make camp. The caravan contains various goods the Sczarni plan to sell to the merchants of Druma once they get there, including bolts of expensive cloth, several pounds of narcotics (including a few flasks of shiver and even a live dream spider), a collection of antique longswords, a dozen bottles of aged brandy, and numerous bags of spices.

Jandri keeps the illegal contraband well hidden in the wagon's cleverly designed hiding spaces, requiring a successful DC 20 Perception check to locate. If the PCs ask about the contraband, the NPCs remind them that Pathfinders should cooperate with one another and that the Society does not tolerate members that interfere with the business of other Pathfinders and their associates.

Mission Notes: Shadow Lodge faction PCs can convince Jandri to share several curative potions stored among the cargo. A successful DC 20 Diplomacy or Intimidate check convinces Jandri to give the PCs the two *potions of cure light wounds*, earning Shadow Lodge faction PCs 1 Prestige Point.

Silver Crusade faction PCs have the opportunity to read the caravan's cargo manifest. Jandri stores the manifest in a small box kept on the wagon. A PC can make a DC 20 Stealth check at any time during the caravan's journey in order to read the manifest and make the necessary notes without alerting Jandri, Alik, or Kazrin, earning members of this faction 1 Prestige Point.

Taldor faction PCs have the opportunity to learn about border smuggling routes across Cheliaz and Isgar. The Sczarni associates do not surrender this information easily, and a PC attempting to collect the information from them must succeed at a DC 25 Diplomacy check to do so. Camon is more willing to share the information about his border crossing, requiring only a successful DC 18 Diplomacy check. Gathering this information earns Taldor faction PCs 1 Prestige Point.

A. Roadside Ambush (CR 3 or CR 6)

As the PCs travel through the Chitterwood, read or paraphrase the following.

There is evidence of the war everywhere—discarded and rusted armor and weaponry, numerous displaced trebuchet-hurled boulders, and occasionally the remains of a hunter's trap, only recently triggered by an unfortunate forest animal. Even in the light of day, the blackened trunks of the Chitterwood trees, still bearing the scars of the great fire that marked the end of the Goblinblood Wars, loom menacingly over the narrow forest path.

Eventually, the thud and crash of boulders launched from Logas can no longer be heard. Even the sun struggles to penetrate through the canopy at times, leaving dark pools of shadow stretched across the path.

Jandri and Alik say little throughout the day, only speaking when they need to issue an order. Kazrin more than makes up for his companions' somberness, though, telling numerous jokes and the occasional Varisian legend as the caravan winds through the woods. Camon says little too, but is at least approachable, unlike Jandri. A successful DC 15 Sense Motive check allows a PC to recognize that

Kazrin is actually quite nervous, having heard the various tales of the previous caravans disappearing. The same check allows a PC to recognize that Camon, though also afraid, is unquestionably happy about his newfound freedom.

Toward the end of the day, Kazrin announces that the caravan should reach the first planned campsite soon.

Creatures: Several skeletons lay in wait along the path as the caravan heads east. Telda has commanded them to attack any travelers along the road and drag them back to her lair dead or alive. The bugbear skeletons lie half-buried under small piles of dirt in the road (marked on the map with a "B"). PCs who make a successful DC 20 Perception check realize that the road has been recently disturbed, allowing them to act in the surprise round when the skeletons attack. In Subtier 1–2, only one bugbear skeleton attacks the caravan; in Subtier 4–5, both bugbear skeletons attack. When anybody, including the horse or wagon, approaches within 10 feet of the squares marked with a "B," the bugbear skeletons burst forth from the ground and attack. The other skeletons (human skeletons in Subtier 1–2, skeletal champions in Subtier 4–5) hide among the foliage to the north and south until the bugbears attack, then attack from either side.

Subtier 1–2 (CR 3)

BUGBEAR SKELETON	CR 1
<i>Pathfinder RPG Bestiary</i> 38, 250	
NE Medium undead	
Init +6; Senses darkvision 60 ft., scent; Perception +0	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	
hp 13 (3d8)	
Fort +1, Ref +3, Will +3	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +5 (1d4+3)	
STATISTICS	
Str 16, Dex 15, Con —, Int —, Wis 10, Cha 10	
Base Atk +2; CMB +5; CMD 17	
Feats Improved Initiative ^B	

HUMAN SKELETONS (3)	CR 1/3
hp 4 each (<i>Pathfinder RPG Bestiary</i> 250)	

Subtier 4–5 (CR 6)

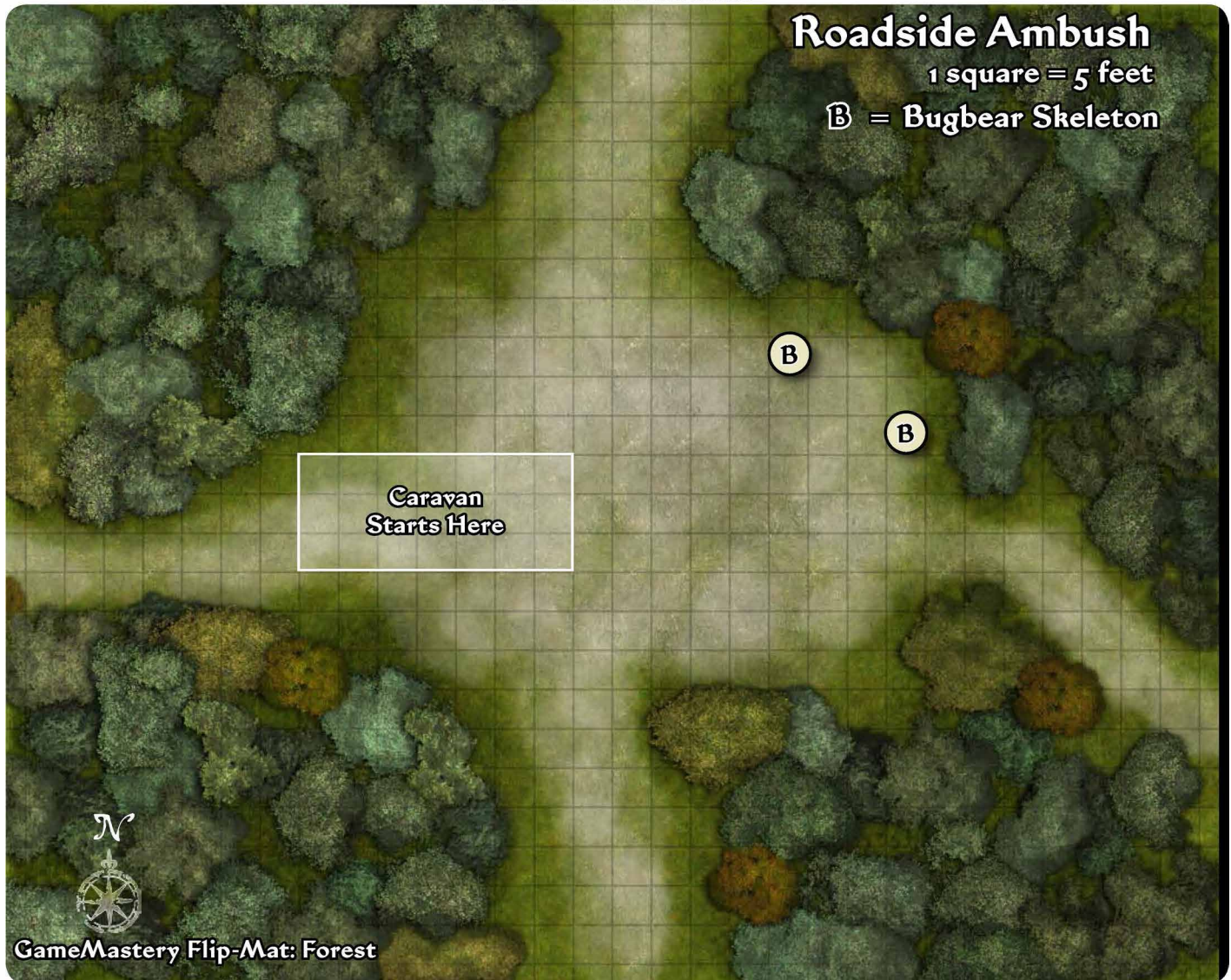
BUGBEAR SKELETONS (3)	CR 1
hp 13 each (use the stats from Subtier 1–2)	

SKELETAL CHAMPIONS (2)	CR 2
hp 17 each (<i>Pathfinder RPG Bestiary</i> 252)	

Roadside Ambush

1 square = 5 feet

B = Bugbear Skeleton



GameMastery Flip-Mat: Forest

Development: If the PCs defeat the skeletons, they have an opportunity to learn something of the recent caravan attacks. A PC who makes a successful DC 15 Survival check can identify tracks leading from the north. The tracks include both skeletal and booted footprints. A PC who makes a successful DC 15 Knowledge (history or local) check recognizes that the human skeletons are dressed in the remains of Mercenary League gear. If a PC managed to beat the Knowledge check DC by 5 or more, he or she also knows that Mercenary League engaged in several battles in this section of the Chitterwood, and that one of the more famous of those battles occurred a short distance north of the ambush site. If the PCs fail these checks and are unable to glean any clues from their battle, allow one or more of the NPCs to make Survival checks to spot the tracks.

Before the PCs can follow the clues or tracks north, they must first ensure the caravan's safety. If still alive, Jandri, Alik, or Kazrin are able to tell the PCs that the

first campsite is little more than half an hour away and, once there, the caravan should be safe enough to see the night through. If the PCs assist the caravan, they can only return to follow the tracks after sunset, though they can wait until the next sunrise.

Mission Notes: Andoran faction PCs complete their mission by protecting Camon and keeping him alive during the encounter with the skeletons, earning them 1 Prestige Point.

Lantern Lodge faction PCs can honor those who fell during the Goblinblood Wars by treating at least one human skeleton found within the scenario (previously reanimated or not) with the proper respect, requiring a successful DC 18 Knowledge (religion) check to properly care for and inter the corpse. Doing so earns Lantern Lodge faction PCs 1 Prestige Point.

Sczarni faction PCs can ensure the safety of the caravan once it arrives at the nearby campsite. Jandri carries a collection of simple traps in the wagon. A PC can lay the

traps around the campsite, providing the caravan with much needed protection, with a successful DC 20 Craft (traps) or Disable Device check. Doing so takes at least 1 hour of work, and earns Sczarni faction PCs 1 Prestige Point.

Rewards: If the PCs manage to defeat the skeletons, reward each subtier thusly:

Subtier 1–2:

Give each PC 21 gp.

Subtier 4–5:

Give each PC 89 gp.

B. Battlefield Graveyard (CR 1 or CR 4)

Following the tracks and clues from the caravan ambush, the PCs soon arrive at a battlefield graveyard, its graves recently uncovered and emptied. Read or paraphrase the following when the PCs enter the graveyard.

This small forest clearing smells of recently tilled earth. Several crude grave markers dot the landscape, each currently marking the position of an empty pit.

Telda’s cult exhumed the corpses buried here. She intends to reanimate the skeletal remains to swell the ranks of her undead army.

Creatures: An old worg, Feren, stalks the empty graveyard, scrounging around for anything edible. Feren led a strong pack during the Goblinblood Wars. However, the fires that ravaged the Chitterwood destroyed much of the pack’s hunting territory. As a result, Feren’s pack struggled to survive after the wars concluded. Additionally, the old worg, fearing retribution from vengeful humans, forbade any of her pack from attacking human settlements and farms. Perhaps unsurprisingly, Feren eventually lost control of her pack as a younger, more ambitious pack member took the lead. Feren has since lived in exile, scavenging for whatever food she can find amid the vast Chitterwood.

Feren has been observing Telda’s cult for several weeks. The cult has kept itself busy exhuming corpses and Feren has followed them, at a distance, hoping to get at anything left behind. The cult most recently looted this graveyard and Feren has spent the last few days searching for edible scraps. When the PCs arrive, Feren attempts to hide among the graves, as she is currently too weak to face an armed group of Pathfinders. If discovered, Feren tries to parley with the PCs. Feren has a starting attitude of indifferent. If the PCs attack, Feren defends herself and, having nothing else to lose, fights to the death. If the PCs can shift her attitude to friendly, Feren willingly answers a few questions. Feren is malnourished and starving; the PCs gain a +5 bonus on Diplomacy checks with Feren if they offer her food. Answers to common questions the PCs may have are given below. In Subtier 4–5, Mola, one of Feren’s fellow exiled pack mates, accompanies the old worg. Mola allows Feren to do the talking.

Why do you not attack? “I am old, and though I have seen and done much, I do not wish to die today. You seem more than capable enough to deal with an old dog such as I.”

Why are the graves empty? “A hobgoblin tribe, one I do not recognize, came across this place several moons ago. They spent many days turning the land and removing the dead—human, goblin, bugbear, it did not matter to them.”

Where did the hobgoblins go? “They have made their lair not far from here, toward the setting sun. A nearby trail should lead you directly to a tree broken in two. The entrance lies somewhere off the road, beneath the tree.”

Subtier 1–2 (CR 1)



FEREN

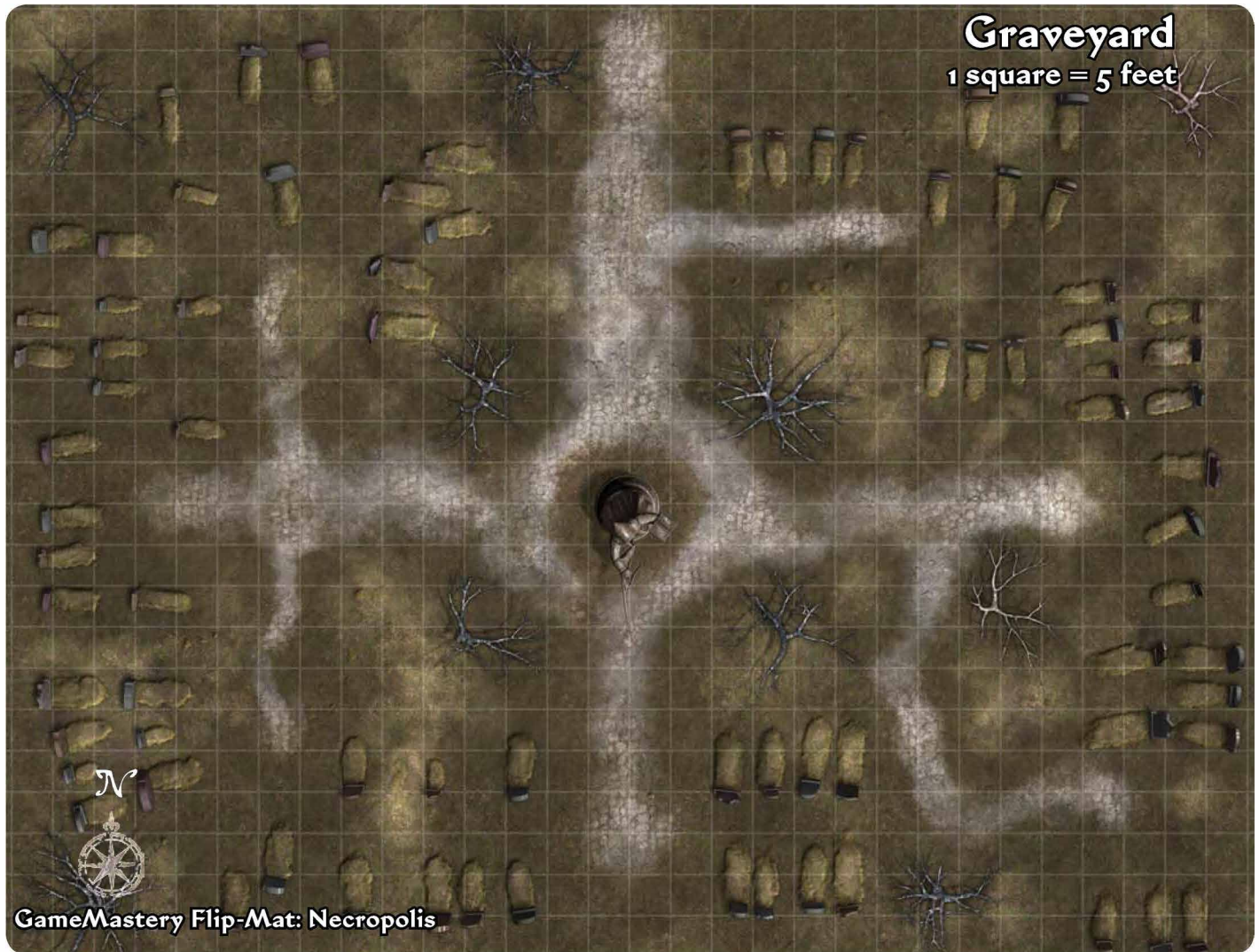
CR 1

Feren

Worg (*Pathfinder RPG Bestiary* 280)

hp 26 (13 nonlethal damage)

Weaknesses fatigued



Subtier 4–5 (CR 4)

FEREN AND MOLA (2)

CR 2

Worgs (*Pathfinder RPG Bestiary* 280)

hp 26 each

Development: Feren can provide the PCs with the information required to find Telda's lair. Alternatively, with a successful DC 15 Survival check, the PCs can follow a series of boot prints and skeletal tracks leading to and from the graveyard. The tracks lead toward a narrow forest path, which in turn leads to Telda's lair.

Treasure: Though Telda's grave robbers took almost everything of value when they dug up the graves, they overlooked a few choice pieces. If the PCs take the time to search through the disinterred graves and succeed at a DC 15 Perception check, they uncover several valuables including a masterwork heavy steel shield, a *hand of the mage* wrapped in dirty bandages, a skull with two gold teeth worth 5 gp each, and loose coins of various

denominations totaling to 147 gp. In Subtier 4–5, replace the masterwork heavy steel shield with a +1 *heavy steel shield* and increase the value of the coins found to 398 gp.

Mission Notes: Qadira faction PCs have a chance to retrieve the necessary Mercenary League gear to help facilitate trade within Druma. A successful DC 18 Appraise check allows a PC to identify the shield. Though the shield has not fared well over the years, there is enough evidence, including the design, construction, and a worn designer's mark, to link it to the Mercenary League unit that fought in this area of the Chitterwood during the Goblinblood Wars. Successfully appraising the shield and returning it to Aaqir Al'Hakam earns a Qadira faction PC 1 Prestige Point.

Rewards: If the PCs manage to uncover the collection of previously buried valuables, reward each subtier thusly:

Subtier 1–2:

Give each PC 114 gp.

Subtier 4–5:

Give each PC 239 gp.

The Necromancer's Lair

1 square = 5 feet



ACT 2: THE NECROMANCER'S LAIR

The forest path leads the PCs to the entrance of an old cave network. Goblinoids once used these shallow caves as a supply point during the Goblinblood Wars. These caves lay empty for several years until Telda and her followers returned to the Chitterwood. Telda has since converted part of the caves to an unholy shrine dedicated to Urgathoa. Here, she and her followers have been able to partake in foul rituals and slowly build their undead army.

Unless otherwise noted, the cave is kept dark and is made up of unworked stone walls and hewn stone floors. Earlier goblinoid inhabitants installed crude wooden struts and simple wooden doors to provide additional support and security where needed.

C1. Cave Entrance (CR 2 or CR 5)

The path winds its way through the Chitterwood until it forks at the foot of a large and mangled tree. A large tear runs the length of its trunk, splitting the tree nearly in two. The southern half of the tree hangs awkwardly to the side, casting a shadow over a small dip in the land.

A small cave entrance lies partially hidden beneath the southern half of the tree. The PCs can easily locate the entrance with a successful DC 10 Perception check or by simply following Feren's advice. A crude flight of stairs lies just beyond the cave entrance, leading deeper into the earth. A successful DC 15 Knowledge (history) or Knowledge (local) check allows a PC to remember that the goblinoid armies often made use of underground cavern networks during the Goblinblood Wars and that many of the goblinoid survivors fled to these caverns at the end of the conflict.

Creatures: Two goblinoid skeletons guard the entrance to the lair. Telda enhanced these skeletons when she reanimated them, causing them to explode should they be defeated. The skeletons lurk in the dim light at the foot of the stairs, attacking any trespassers on sight.

Trap: A concealed pit lies at the foot of the stairs. Scraps of rusted metal and bits of bone hang from wires attached to the pit walls. Any creature stepping into the area marked with the red dotted line risks falling into the trap. Anybody falling into the pit causes the bones and metal scraps to sound noisily.

Subtier 1–2 (CR 2)

EXPLODING GOBLIN SKELETONS (2) CR 1/3

Exploding goblin skeletons (*Pathfinder RPG Bestiary* 156, 250, *Pathfinder Campaign Setting: Classic Horrors Revisited* 55)

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 4 each (1d8)

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

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

OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d3)

Special Attacks exploding skeleton

STATISTICS

Str 11, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** –1; **CMD** 12

Feats Improved Initiative^B

SPECIAL ABILITIES

Exploding Skeleton (Ex) The skeleton detonates in a burst of razor-sharp bone fragments when it is destroyed. Anyone within 10 feet of the skeleton when it is destroyed takes 1d6 points of damage. A successful Reflex save (DC 10) halves this damage.

PIT TRAP CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Subtier 4–5 (CR 5)

EXPLODING BUGBEAR SKELETONS (2) CR 1

Exploding bugbear skeletons (*Pathfinder RPG Bestiary* 38, 250, *Pathfinder Campaign Setting: Classic Horrors Revisited* 55)

NE Medium undead

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

DEFENSE

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

hp 13 each (3d8)

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

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

OFFENSE

Speed 30 ft.

Melee 2 claws +5 (1d4+3)

Special Attacks exploding skeleton

STATISTICS

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

Base Atk +2; **CMB** +5; **CMD** 17

Feats Improved Initiative^B

SPECIAL ABILITIES

Exploding Skeleton (Ex) The skeleton detonates in a burst of razor-sharp bone fragments when it is destroyed. Anyone within 10 feet of the skeleton when it is destroyed takes 3d6 points of damage. A successful Reflex save (DC 11) halves this damage.

CAMOUFLAGED PIT TRAP CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Development: During the battle with the exploding skeletons in the cave entrance, allow the hobgoblins in area C2 a Perception check each round (+2 in Subtier 1–2; +5 in Subtier 4–5) to notice the sound of the fight. Also, allow Telda in area C5 a Perception check each round (+1 in Subtier 1–2; +1 in Subtier 4–5) to notice the sound of the fight. Aware of intruders, the hobgoblins prepare for a fight by readying their defense in area C2. If anybody falls into the pit trap, the resulting noise reduces the DC required to hear the fight by 5.

C2. Feasting Hall (CR 2 or CR 5)

The southern half of this room appears to be furnished as a dining area, complete with a long wooden table, several chairs, and shelves sporting a collection of crude pieces of crockery. A large altar of stone dominates the northern half of the room. Rusty chains set along the northern wall and the dried bloodstains covering the stone altar hint at this room's function.

The hobgoblin cultists use this room as a butchery, larder, kitchen, and dining hall. Here, they partake in gruesome feasts in honor of the Pallid Princess. The hobgoblins bring their prisoners to this room and chain them along the wall. The cultists prepare their meals and butcher their victims upon the stone altar, but often leave at least one prisoner alive to observe their debased rituals and celebrations. Currently, several incomplete skeletons lay across the table as the hobgoblins ready the bodies for reanimation in order to increase the numbers of Telda's skeletal army.

Creatures: Telda's fellow hobgoblin cultists spend most of their time in this room or in the adjoining sleeping chambers. Here they torture and mock prisoners, prepare meals, or ready corpses for reanimation. Telda's lieutenant, Darak, watches over the activities and other hobgoblins here.

Subtier 1–2 (CR 2)

HOBGOBLINS (2) CR 1/2

hp 12 each (*Pathfinder RPG Bestiary* 175)

TACTICS

Before Combat If aware of approaching enemies, the hobgoblins take up defensive positions behind the table and use their longbows to attack foes as they enter the room.

Morale If Darak falls or attempts to retreat to area C5, the hobgoblins also attempt to fall back to area C5.

DARAK CR 1/2

Male hobgoblin fighter 1 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 17 (1d10+7)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee scythe +4 (2d4+3/x4)

Ranged longbow +3 (1d8/x3)

TACTICS

During Combat Darak uses the table or altar to gain a height advantage against the PCs.

Morale If reduced to fewer than 5 hit points, Darak attempts to fall back to Telda's position in area C5.

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness, Weapon Focus (scythe)

Skills Perception +2, Stealth +5; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Gear studded leather armor, longbow with 20 arrows, scythe

Subtier 4–5 (CR 5)

HOBGOBLINS (2) CR 1/2

Hobgoblin fighter 1 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 17 (1d10+7)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19–20)

Ranged longbow +3 (1d8/x3)

TACTICS

Before Combat If aware of approaching enemies, the

hobgoblins take up defensive positions behind the table and use their longbows to attack foes as they enter the room.

During Combat If reduced to 7 hit points or fewer, the hobgoblins drink their *potions of cure light wounds*.

Morale If Darak falls or attempts to retreat to area C5, the hobgoblins also attempt to fall back to area C5.

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness, Weapon Focus (longsword)

Skills Perception +2, Stealth +5; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather armor, longbow with 20 arrows, longsword

DARAK CR 4

Male hobgoblin fighter 5 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 52 (5d10+20)

Fort +7, **Ref** +3, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk scythe +10 (2d4+5/x4)

or mwk longsword +10 (1d8+5/19–20)

Ranged mwk composite longbow +8 (1d8+3/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat If aware of approaching enemies, Darak consumes his *potion of blur* before combat.

During Combat Darak uses the table or altar to gain a height advantage against the PCs. He attempts to position himself to make the most of his Improved Trip and Whirlwind Attack feats. If he suspects the presence of an invisible opponent, he uses his *dust of dryness* (currently in its pellet form) to flood the room, creating a thin layer of water on the floor so he can see his foes' footprints.

Morale If Darak is reduced to fewer than 10 hit points, he attempts to fall back to Telda's position in area C5.

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +8 (+10 trip); **CMD** 21 (23 vs. trip)

Feats Combat Expertise, Dodge, Improved Trip, Mobility, Spring Attack, Whirlwind Attack

Skills Intimidate +7, Knowledge (religion) +3, Perception +5, Stealth +8; **Racial Modifiers** +4 Stealth

Languages Common, Goblin, Infernal

SQ armor training 1

Combat Gear *dust of dryness*, *potion of blur*, *potions of cure light wounds* (2); **Other Gear** +1 *hide armor*, masterwork

composite longbow (+3 Str) with 10 arrows, masterwork longsword, masterwork scythe, 117 gp

Development: Allow Telda in area C5 a Perception check (+1 for Subtier 1–2 and Subtier 4–5) each round to notice the sound of the fight. If she becomes aware of intruders, Telda prepares for a fight.

Rewards: If the PCs manage to defeat the hobgoblins, reward each subtier thusly:

Subtier 1–2:

Give each PC 30 gp.

Subtier 4–5:

Give each PC 360 gp.

C3. Sleeping Quarters

Four rudimentary bunks and two wooden chests take up most of the space in this cramped area. Despite the lack of room, the area has been kept neat and relatively clean.

Telda's followers use this area as their sleeping quarters. One of the chests belongs to Darak, while the remaining hobgoblins make use of the other chest.

Treasure: The hobgoblins do not lock the communal chest and it contains a few items of value, including a *potion of cure light wounds*, 100 feet of silk rope, and jewels and loose coins of various denominations totaling to 83 gp. Darak's chest features a lock of average quality (Disable Device DC 25). Inside, Darak has stored a small collection of human-crafted weapons—three masterwork daggers, each held within a dark leather scabbard—taken as spoils of war. Each scabbard is worth 10 gp. In addition, Darak has also stored a silver holy symbol of Urgathoa, a set of masterwork manacles, and a coin pouch containing 240 gp. In Subtier 4–5, replace the masterwork daggers with +1 daggers.

Rewards: If the PCs loot the chests in this room, reward each subtier thusly:

Subtier 1–2:

Give each PC 133 gp.

Subtier 4–5:

Give each PC 633 gp.

C4. Prison (CR 2 or CR 5)

Three cramped cells line the western wall of this chamber while an exposed pit runs along the northern wall. The cells are little more than cages made of metal and old wood, with piles of dried grass barely covering the stone floors.

Goblinoids once kept prisoners in these cramped cells during the Goblinblood Wars. The jailers often threw particularly unruly prisoners into the 30-foot-deep pit

OPTIONAL ENCOUNTER

The cave entrance encounter in area C1 is optional. If more than 2-1/2 hours remain to complete the scenario, run this encounter as normal. If less than 2-1/2 hours remain, skip this encounter, including the skeletons and the pit trap, and move straight to the next area.

as a warning to other captives. Skeletal remains still litter the bottom of the pit. The cell doors are currently unlocked. Telda and her cultists, aware of the haunt in this room, use this area to weaken the resolve of particularly troublesome prisoners.

Haunt: The last prisoner held here during the Goblinblood Wars died of thirst while trapped at the bottom of the pit. Echoes of his suffering still linger within and around the hole. This suffering remains as a haunt, a trap-like manifestation of horror and despair. Haunts are presented in detail in the *Pathfinder RPG GameMastery Guide*.

Subtier 1–2 (CR 2)

DESICCATING PIT

CR 2

NE haunt (10-ft.-by-10-ft. area surrounding the pit)

Caster Level 5th

Notice Perception DC 20 (to notice the humidity decreasing drastically)

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

Effect When this haunt triggers, it drains the moisture from all creatures in the area, causing them to dehydrate (Fortitude DC 14 negates). Affected characters must make a successful Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage and be fatigued. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed (such as poisons or potions). This condition can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell, but effects suffered as a result of dehydration must be healed by normal means. This condition persists as long as the affected creature remains within the haunt's area and for 1 day thereafter or until the haunt is destroyed, whichever comes first.

Destruction Removing the skull from the pit and then dousing it in at least a gallon of water puts this haunt to rest.

Subtier 4–5 (CR 5)

DESICCATING PIT

CR 5

NE haunt (25-ft.-by-25-ft. area constrained to the prison)

Caster Level 5th

Notice Perception DC 25 (to notice the humidity decreasing drastically)

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

Effect See Subtier 1–2.

Destruction See Subtier 1–2.

Mission Notes: Grand Lodge faction PCs have the opportunity to retrieve the documents stolen from the Pathfinder Society and evidence further implicating the Aspis Consortium as the thieves. Telda's undead caught the Consortium couriers and imprisoned them here until she had them killed and then reanimated. A PC who makes a successful DC 20 Perception uncovers a scroll tube and Aspis Consortium badge hidden in the corner of one cell, earning Grand Lodge faction PCs 1 Prestige Point.

C5. Shrine of Urgathoa (CR 3 or CR 6)

An orderly workspace stands directly opposite this chamber's only door. Neatly arranged books and tools seem to have their own specific places on the workbench and along the shelves. A collection of bones lies atop the workbench, arrayed like an incomplete children's puzzle.

A stone altar stands along the eastern wall. Luxurious fabrics adorn the altar and the area around it, while several dark candles and incense burners glow gently, suffusing the air with a sickly sweet odor.

Telda has converted half of this chamber into her personal living quarters and the other half into a shrine dedicated to Urgathoa. A small workspace and bed fill the western part of the room. Telda keeps her books, notes, and tools in neat, orderly containers. When she's not busy reconstructing a skeleton for later reanimation, Telda can usually be found praying to Urgathoa at the shrine on the eastern wall of this room, seeking guidance and her next revelation from the Pallid Princess.

Creatures: Telda and any other surviving hobgoblins make their final stand against the PCs here. When combat seems inevitable, Telda's curse takes hold, causing her voice to deepen. She is incapable of communicating normally while her curse is in control, only speaking in Abyssal for the duration of combat.

Subtier 1–2 (CR 3)

TELDA	CR 3
Female hobgoblin oracle 4 (<i>Advanced Player's Guide</i> 42, <i>Pathfinder RPG Bestiary</i> 175)	
NE Medium humanoid (goblinoid)	
Init +2; Senses darkvision 60 ft.; Perception +1	
DEFENSE	
AC 19, touch 14, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 shield)	
hp 43 (4d8+12; 10 temporary)	

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk morningstar +3 (1d8–1)

Oracle Spells Known (CL 4th; concentration +7)

2nd (4/day)—*false life*, *inflict moderate wounds* (DC 16), *lesser animate dead*

1st (7/day)—*cause fear* (DC 15), *inflict light wounds* (DC 15), *obscuring mist*, *shield of faith*, *summon monster I*

0 (at will)—*create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*

Mystery bones

TACTICS

Before Combat If she discovers that intruders have entered her lair, Telda conjures her armor of bones and casts *false life* and *shield of faith* before combat.

During Combat Once combat begins, Telda's curse takes effect, causing her voice to deepen and only allowing her to communicate in Abyssal. Telda casts *obscuring mist* during the first round of combat. She hides within the mist while she casts *summon monster I* to summon a human skeleton using her Skeleton Summoner feat. Telda casts *lesser animate dead* on any available corpse or skeleton, including a slain PC if the opportunity presents itself.

Morale Telda fights to the death, believing that her goddess will reward her in the afterlife for her unfaltering servitude.

Base Statistics Without her spells, Telda's statistics are **AC** 13, touch 12, flat-footed 11; **hp** 33.

STATISTICS

Str 8, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 16

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

Feats Skeleton Summoner, Spell Focus (necromancy)

Skills Heal +7, Intimidate +10, Knowledge (religion) +7, Linguistics +1, Spellcraft +7, Stealth +13; **Racial Modifiers** +4 Stealth

Languages Abyssal, Common, Goblin, Necril

SQ oracle's curse (tongues), revelations (armor of bones, bleeding wounds)

Combat Gear *scroll of bane*, *scroll of lesser restoration*, *scrolls of cure moderate wounds* (2), *wand of inflict light wounds* (19 charges); **Other Gear** masterwork light wooden shield, masterwork morningstar, 8 onyx gems (each worth 25 gp), silver unholy symbol of Urgathoa, spell component pouch, 99 gp

SPECIAL ABILITIES

Armor of Bones (Su) Telda can conjure armor made of bones that grants her a +4 armor bonus for 4 hours per day. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Bleeding Wounds (Su) Whenever a creature takes damage from one of Telda's spells or effects that causes negative energy damage, it begins to bleed, taking 1 point of damage each round. The bleeding can be stopped by a successful DC 15 Heal check or any effect that heals damage.

Skeleton Summoner Telda adds “human skeleton” to the list of creatures she can summon with *summon monster I* and “human skeletal champion” to the list of creatures she can summon with *summon monster III*. Once per day, when casting *summon monster*, she may summon a skeletal version of one of the creatures on that spell’s summoning list (apply the skeleton template to that creature to create this monster).

Subtier 4–5 (CR 6)

TELDA CR 6

Female hobgoblin oracle 7 (*Advanced Player’s Guide* 42, *Pathfinder RPG Bestiary* 175)

NE Medium humanoid (goblinoid)

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

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 83 (7d8+35; 13 temporary)

Fort +6, **Ref** +5, **Will** +7; +2 vs. death effects, disease, mind-affecting effects, poison, sleep, stunning

OFFENSE

Speed 30 ft.

Melee mwk morningstar +5 (1d8–1)

Oracle Spells Known (CL 7th; concentration +10)

3rd (5/day)—*animate dead*, *blindness/deafness* (DC 17), *inflict serious wounds* (DC 17), *summon monster III*

2nd (7/day)—*bear’s endurance*, *false life*, *hold person* (DC 15), *inflict moderate wounds* (DC 16), *spiritual weapon*

1st (7/day)—*cause fear* (DC 15), *command* (DC 14), *doom* (DC 15), *inflict light wounds* (DC 15), *obscuring mist*, *protection from good*, *summon monster I*

o (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*

Mystery bones

TACTICS

Before Combat Telda conjures her armor of bones and casts *false life* before combat.

During Combat Once combat begins, Telda’s curse takes effect, causing her voice to deepen and only allowing her to communicate in Abyssal. Telda casts *obscuring mist* during the first round of combat. She hides within the mist while she casts *summon monster III* to summon a skeletal champion using her Skeleton Summoner feat. She makes use of *blindness/deafness*, *cause fear*, and *hold person* to separate and weaken her enemies. Telda casts *animate dead* on any available corpse or skeleton, including a slain PC if the opportunity presents itself.

Morale Telda fights to the death, believing that her goddess will reward her in death.



Telda

Base Statistics Without her spells, Telda’s statistics are **AC** 13, touch 12, flat-footed 11; **hp** 70.

STATISTICS

Str 8, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +4; **CMD** 16

Feats Improved Initiative, Skeleton Summoner, Spell Focus (necromancy), Toughness

Skills Heal +9, Intimidate +13, Knowledge (religion) +7, Linguistics +1, Spellcraft +10, Stealth +13;

Racial Modifiers +4 Stealth

Languages Abyssal, Common, Goblin, Infernal, Necril

SQ oracle’s curse (tongues), revelations (armor of bones, bleeding wounds, near death)

Combat Gear *scroll of bane*, *scrolls of cure moderate wounds* (2), *scrolls of dispel magic* (2), *scroll of lesser restoration*, *wand of inflict light wounds* (19 charges); **Other Gear** +1 *light wooden shield*, *masterwork morningstar*, *cloak of resistance* +1, 10 onyx gems (each worth 25 gp), silver unholy symbol of Urgathoa, spell component pouch, 299 gp

SPECIAL ABILITIES

Armor of Bones (Su) Telda can conjure armor made of bones that grants her a +6 armor

bonus for 7 hours per day. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Bleeding Wounds (Su) Whenever a creature takes damage from one of Telda’s spells or effects that causes negative energy damage, it begins to bleed, taking 2 points of damage each round. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Near Death (Su) Telda gains a +2 insight bonus on saves against death effects, disease, mind-affecting effects, poison, sleep, and stunning.

Skeleton Summoner See Subtier 1–2.

Development: During the battle with the Telda, if the PCs have not yet defeated the hobgoblins in area C2, allow them to make a Perception check each round (+2 in Subtier 1–2; +5 in Subtier 4–5) to notice the sound of the fight. If they believe Telda is in danger, they move to assist her as quickly as they can.

Even with Telda defeated, any surviving hobgoblins continue to fight on, mistakenly believing that their goddess will bless Telda with undeath so she can lead them once more. Once the PCs have killed all of the hobgoblins, they are free to explore the rest of the small cave network before returning to the caravan.

Treasure: When Telda left Finder’s Gulch, she brought with her several pounds of rare herbs and incense. She

stores them at the base of the altar, making use of them during her prayers and rituals. In Subtier 1–2, the herbs are worth 300 gp. In Subtier 4–5, the herbs are worth 600 gp.

Mission Notes: Osirion faction PCs have the opportunity to retrieve several of Telda's books from her altar, including her copy of *Serving Your Hunger*, Urgathoa's principle sacred text, and her notes on introducing the faith to other goblinoids. The book and Telda's notes are written in Necril—a mixture of Aklo, Osiriani, and Undercommon. PCs who can read Necril easily recognize the significance of the texts, while all other PCs require a successful DC 20 Linguistics check to recognize it. PCs who can read Aklo, Osiriani, or Undercommon receive a +2 bonus to this check. An Osirion faction PC who manages to recognize the text for what it is earns 1 Prestige Point.

Rewards: If the PCs successfully defeat Telda, reward each subtier thusly:

Subtier 1–2:

Give each PC 206 gp.

Subtier 4–5:

Give each PC 522 gp.

CONCLUSION

If the PCs defeat Telda, the attacks by undead along the Sczarni trade route come to an end. If the PCs took the time to secure the caravan, they return to find it and the NPCs that survived the ambushed safe. If the PCs failed to secure the caravan properly, they instead return to find the caravan recovering after an encounter with a woodland predator. The NPCs managed to fend off the predator, but much of the caravans more fragile cargo now lies broken and damaged.

Regardless, the rest of the journey proceeds smoothly and the surviving caravan members reach Druma safely. With Telda defeated, the PCs have managed to eliminate at least one of Isger's numerous internal threats. Soon thereafter, the Sczarni begin to move goods, people, and secrets through the Chitterwood with renewed fervor.

The Sczarni and the Chitterwood goblinoids deal with any remaining undead that Telda may have let loose.

Success Conditions

A PC earns 1 Prestige Point for this scenario upon defeating the hobgoblins in Telda's lair and returning to the Sczarni caravan.

FACTION MISSIONS

The PCs may earn prestige from their respective factions for completing the tasks listed below during the course of the adventure.

Andoran Faction: Andoran faction PCs who keep Camon safe in Act 1 earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who retrieve Zarta's locket in the Getting Started section earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who retrieve the Aspis Consortium badge and the scroll tube from area C4 earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who help properly inter any of the human skeletons in either Act 1 or Act 2 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who correctly identify and retrieve Telda's notes and her copy of *Serving Your Hunger* in area C5 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who locate and correctly identify the Mercenary League shield in Act 1 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who manage to ensure the caravan's safety in encounter A by helping set the defenses around the campsite earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who convince Jandri to share out the *potions of cure light wounds* in Act 1 earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who manage to read the caravan's cargo manifest in Act 1 without alerting Jandri, Alik, or Kazrin earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who learn of the smuggling routes across the border between Cheliox and Isger in Act 1 earn 1 Prestige Point.

THE GOBLINBLOOD DEAD

Andoran



Champion of Freedom,

Andoran has long opposed the Chelish slave trade. The Sczarni, always willing to do anything to turn a profit, have been smuggling freed slaves through the Chitterwood and eventually to Andoran or Druma. I have heard that the Sczarni are intending to transport such an escaped slave as part of their next caravan. I need you to look after this now-free individual and ensure his safety throughout the journey. I have enclosed a small card, which sports the depiction of a bellflower. Your charge, a halfling by the name of Camon, knows to trust you upon presentation of the card.

Regards,

Major Colson Maldris

Cheliah



Sweet Thing,

I believe that the good Venture-Captain Dreng has arranged a meeting between you and Gaspar Desime. Maintaining a positive relationship with Gaspar once had its advantages. However, the oaf has since outlasted his usefulness and I no longer find his pining amusing. Though I have severed ties with the man, he still holds a trinket of mine—a silver locket. I believe that the man still carries it on his person. If the opportunity arises, I want you to convince Gaspar to return the locket. If all else fails, simply snatch it from him.

Appreciatively,

Paracountess Zarta Dralneen

Grand Lodge



Respected Pathfinder,

You will soon be joining a Sczarni caravan, traveling along a smuggler's route through the nation of Isger. We would be foolish if we did not suspect that other organizations might use these same routes, even those that would wish the Society harm.

Recently, the Society lost several valuable documents in Andoran. We have collected sufficient evidence indicating that they were to be smuggled into Cheliah and through to Westcrown and the Aspis Consortium. We have reason to believe that smugglers chose to risk traveling overland through Isger. While on your mission, keep an eye open for any clues that may help us recover the stolen documents.

Good luck,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Pathfinder,

The Lantern Lodge exists to strengthen the bonds between Pathfinders from Tian Xia and our fellows in the Inner Sea region. You will soon have the opportunity to help us take a step toward achieving this goal.

Venture-Captain Dreng intends to send you to Isger. Many of our fellow Pathfinders may have fought in the Goblinblood Wars or have been close to somebody that did. There are countless battlefield graves across the war-torn nation. If you should come across any of the fallen, I ask that you take a moment to show the proper respect and appreciation for those who gave their lives fighting against the goblinoid armies.

Respectfully,

Venture-Captain Amara Li

Osirion



Fellow Scholar,

The Society Venture-Captains intend to send you to Isger in the near future. That poor nation has only recently begun to recover from the terrible Goblinblood Wars. Naturally, the Isgeri people do not tolerate anything of goblin origin. This intolerance has led to the destruction of countless, potentially academically valuable artifacts.

If, during your travels, you come across any artifact or text that describes goblin life or religion, do your best to smuggle it safely out of Isger for further study.



For the preservation of knowledge,
Amenopheus
 Amenopheus, the Sapphire Sage

Qadira



Seeker of Wealth,

Druma is a fascinating land, where even a runaway Chelish slave, if willing and capable, can amass a great fortune. Many of Druma's successful merchant houses arose from such humble beginnings.

One of these younger houses may prove to be a valuable ally as we attempt to expand our holdings within Druma. Its founder began his career within the Mercenary League and, as our agents have discovered, fought during the Goblinblood Wars. If possible, I would appreciate it if you could recover any gear that may have once belonged to the Mercenary League. With luck, such items, when presented as a gift and as a link to the past, may assist in negotiating a potentially profitable alliance.



Yours in service to the Satrap,
Aaqir al'Hakam
 Trade Prince Aaqir al'Hakam

SCZARNI



Trusted Associate,

You may have heard that we have lost several caravans along a previously lucrative route through Isger's Chitterwood. I have managed to strike a deal with the Pathfinder Society that will see you, and several other Pathfinders, travel to Isger to escort our next caravan.

Dreng certainly has his own reasons for sending you, but do not forget that your loyalty lies with the Sczarni. I need you to ensure the safety of the caravan. Though Dreng's mission may require that you leave the caravan for a time, first ensure the security of the caravan, its crew, and, most importantly, its cargo.



Do not disappoint,
Guaril Karela
 Guaril Karela

SHADOW LODGE



World-Weary Pathfinder,

Once again, the Ten place a greater value on material goods over the lives of Pathfinders. The Decemvirate is rightfully concerned about attacks on Sczarni caravans traveling through Isger, but for the wrong reason. The Ten worry about the occasional lost piece of treasure, leaving us to worry about those Pathfinder agents and allies lost during those same attacks.

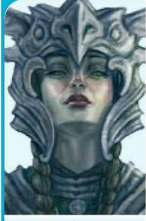
Dreng plans to send you to escort the next caravan scheduled to travel through Isger. Undoubtedly, the Sczarni intend to transport goods that may be of use during your own mission. They would probably die before their greed would allow them to make use of those goods. I need you to convince the caravan master to share out any items that could increase your chance of surviving and successfully completing your mission.



Faithfully,
Torch
 Grandmaster Torch

THE GOBLINBLOOD DEAD

Silver Crusade



Noble Ally,

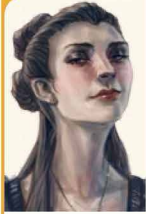
There are those who would use the Society's resources to further their own selfish agenda. Unfortunately, the tenets of the Society prevent us from directly interfering with the affairs of our fellow Pathfinders, even those that profit from the suffering of others.

Yet there is still hope. I have heard that Drandle Dreng intends to send you along with a Sczarni caravan. The Sczarni use their caravans to smuggle illegal goods, including dangerous narcotics. As I mentioned, we must not interfere directly. However, if you manage to examine the caravan's cargo manifest and report what you find, we may be able to use that information to send aid and support to those adversely affected by the contraband.

To defend and protect,

Ollysta Zadrian

TALDOR



Loyal Taldan,

The Sczarni know of many secret and unguarded smuggling routes across the Isgeri border. Access to such routes may prove invaluable when next we attempt to place an agent within Imperial Cheliah.

Karela, unforthcoming as always, would never share those secrets with me. However, as luck would have it, you may soon be in a position to learn something of these routes. Venture-Captain Drandle Dreng intends to send you to Isger. While there, see what you can learn about crossing into Cheliah unnoticed, possibly prying such information from your fellow caravan members if you must.

For the glory of the Empire,

Lady Gloriana Morilla

**PATHFINDER SOCIETY SCENARIO #3-23:
THE GOBLINBLOOD DEAD**

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliox <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	
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PATHFINDER SOCIETY SCENARIO #3-23: THE GOBLINBLOOD DEAD

Scenario Chronicle #

Slow Normal

SUBTIER			
1-2	252	504	MAX GOLD
SUBTIER			
4-5	921	1,843	

This Chronicle Certifies That

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

Has Completed This Scenario. _____

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
1-2

- hand of the mage (900 gp)
- scroll of cure moderate wounds (150 gp)
- scroll of lesser restoration (150 gp)
- wand of inflict light wounds (19 charges; 285 gp)

SUBTIER
4-5

- cloak of resistance +1 (1,000 gp)
- dust of dryness (850 gp)
- potion of blur (300 gp)
- scroll of dispel magic (375 gp)

Items Sold / Conditions Gained

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #