

# PATHFINDER SOCIETY

YEAR OF THE SERPENT



## FAITHLESS AND FORGOTTEN, PART 1: LET BYGONES BE

By Brian J. Fruzen



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Pathfinder Society Scenario #7–14

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BY BRIAN J. FRUZEN



A roden's death more than a century ago birthed 30 years of civil war in Chelias. Dozens of imperial houses fought for dominance, but after decades of war only two remained with might enough to claim the soul of the empire. Duchess Lannavia Davian and her house had the backing of Chelish loyalists and the Sargavan navy, but even that was insufficient against Abrogail Thruene and her army of devils.

Davian's final campaign against Thruene began about 100 miles north of the port city of Corentyn, in a small coastal town known as Anglemire. Their fleet emerged from the Orneian Reach to seek victory beneath the Arch of Aroden, an act that would have vastly weakened Thruene's position. Thruene's diabolists summoned devils to defend Corentyn's many fortified structures, and Davian's fleet broke upon the city's shores.

Davian's defeat at Corentyn signaled both the end of the Battle of a Hundred Kings and the ascendancy of Abrogail Thruene to the imperial throne of Chelias. In order to crush the remaining resistance, the majestrix besieged the Davians' remaining stronghold, known as Emberhold. There, Thruene's forces executed Davian clerics and any who attempted to smuggle supplies to the starving noble household. The surviving Davians defiantly rationed their remaining food and held out for several months in hope of rescue, yet as supplies ran out, the few remaining aristocrats fell upon each other. The most desperately resourceful of these was Arenzo Davian, who murdered the last of his kin, dragged them into Emberhold's crypt, and consumed their flesh. He'd hoped Thruene agents would assume the entire family was dead and would simply abandon the site. Instead, they set fire to the keep, and Arenzo perished in the smoke and flames. He has since risen as a ghoul and lurks in the shadows of abandoned Anglemire.

Almost a century later, much of the Davians' history has disappeared under House Thruene's aggressive revisionist policies, enforced by the Hellknight Order of the Rack. Even continent-spanning organizations devoted to reclaiming the past, such as the Pathfinder Society,

## WHERE ON GOLARION?

*Let Bygones Be* begins at the Grand Lodge in Absalom, but it quickly transitions to the Chelish city Corentyn and later the unruly foothills of the Eismonts. For more information about these locations, see *Pathfinder Campaign Setting: Chelias*, *the Infernal Empire* and *Pathfinder Campaign Setting: Cities of Golarion*, available at your local game store and online at [paizo.com](http://paizo.com).



have seen their work turn to ash upon one of the order's "clarity pyres." However, House Thruene recognizes that some history has value when properly applied, and it has recently re-opened Chelias's borders to the Pathfinders. The nearly forgotten ruin of House Davian is on a list of newly sanctioned sites for exploration, as Chelias hopes to provide additional proof of the Davians' treasonous activities to boost Thruene's popularity in the upcoming Loyalty Day festival.

More recently, leshy refugees from the Eismonts found their way to the ruins, fleeing the death of their creator at the hands of rampaging trolls. A lone troll pursued these animate plants, only to fall to the ghouls already inhabiting the keep. Ever resourceful, even in undeath, Arenzo now carefully feeds the entombed troll so that the ghouls may gorge without exposing themselves to adventurers or Hellknight patrols. He's garnered

## GM RESOURCES

This adventure makes use of the following Pathfinder RPG Products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Monster Codex*, *Pathfinder RPG NPC Codex*, and *Pathfinder RPG Ultimate Equipment (UE)*. You can find these rules in the Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd). Relevant rules from the *Bestiaries*, *NPC Codex*, and *Monster Codex* are reprinted at the end of the scenario.

an unforeseen boon as a result of countless indulgences on the troll's flesh: regeneration. With this newfound ability, Arenzo has been slowly expanding his pack and could soon pose a problem to the region.

## SUMMARY

Master of Swords Marcos Farabellus sends the PCs to Corentyn after Ianareth Alazario, the new Chelish liaison to the Society, re-opens Cheliax to the Pathfinders. Their mission is to explore an archaeological site known as Emberhold before the upcoming Loyalty Day Festival in Cheliax. Marcos suspects there might be more to the site, though, and he asks the PCs to win over Zefiro Balinger, the curator at Corentyn's Museum of History. A disturbance at the docks interrupts the PCs' mission before they're able to unload their supplies. The PCs make their way to the museum, where Zefiro asks them to help ensure the safety of Mireille Goldenglow, an elven woman who spends her free time teaching residents of the West Drenches the true history of their ancestors. The PCs help her to evade capture by Corentyn's law enforcers, then proceed to the last known fortress of the Davian family: Emberhold. Once there, they must tread carefully to avoid a confrontation with the leshy inhabitants of the keep's exposed upper levels. Finally, they come face-to-face with one of the Davians, now a bloodthirsty ghoul who has subsisted on the flesh of a captured troll.

## GETTING STARTED

The adventure begins at the Grand Lodge in Absalom, where the PCs join a gathering of several hundred

Pathfinders for an announcement by Ianareth Alazario, Cheliax's newly appointed liaison to the Pathfinder Society. With her on the stage is Master of Swords Marcos Farabellus, and the former Chelish liaison Zarta Dralneen (now head of the Dark Archive) looks on from the front row of the auditorium. Read or paraphrase the following to get the adventure underway.

A tall, heavy-set woman wearing a black-lacquered breastplate and a sweeping ruby cloak rests a hand on the gold pommel of the longsword at her hip as she readies to address the Pathfinders assembled at the Grand Lodge. She nods once to Marcos Farabellus before beginning. "I am Ianareth Alazario, and I come to you with words spoken by Her Infernal Majestrix, Queen Abrogail II of the Thrice-Damned House of Thrune. Pathfinders, your exile is at an end. Cheliax welcomes you once again."

Master of Swords Marcos Farabellus vigorously leads a round of applause that echoes off the sturdy walls following the new declaration. Ianareth's smile is as wide as her host's, though it falters slightly when her gaze falls on her disgraced predecessor Zarta Dralneen. Ianareth continues, "With your help, I would mend the rifts between us and forge an enduring friendship. I have entrusted your Master of Swords with several promising leads found within our borders. To that I add only this: Pathfinders,

the glory of Cheliax is placed in your care." Ianareth bows deeply to Marcos and then to the crowd before taking her leave.

Marcos Farabellus steps behind the lectern and announces, "I've gathered a handful of teams to lead these initial expeditions, and I've posted those outside with times to meet me in my office for more details. There's rewarding work ahead, so don't be late!" With that, the auditorium begins to empty. Walking briskly with infinite poise and a clenched jaw, Zarta Dralneen is the first to disappear through the doors.

As promised, Marcos Farabellus has posted a list of half-a-dozen teams to lead these first sanctioned expeditions, and one of these includes each of the PCs. The crush of Pathfinders jostling to read the names of the lucky few is a great time to let the players introduce their characters before meeting with the Master of Swords. The PCs shouldn't dally too long, though; they have the first meeting with Farabellus, and it's scheduled to begin shortly after the presentation ended.



**IANARETH  
ALAZARIO**

When the PCs go to meet the Master of Swords, read or paraphrase the following.

As you enter, Zarta Dralneen stands across the Master of Swords' desk, her back turned to you. She momentarily acknowledges the newcomers before continuing to lecture Farabellus. "Beware the good intentions of a Chelish diplomat. Who controls whom behind closed doors in Cheliox, and who are we serving by heeding the call of Abrogail's infernal masters?"

Marcos strokes his beard for a moment, buying time to phrase his reply. "Caution is warranted, but you shouldn't let past follies color your opinion of this opportunity, Zarta. This is our chance to freely operate within Cheliox again. The doors of Delvehaven may still be closed, but we can start to mend soured relations." Marcos turns to the recently arrived agents. "I expect everyone who takes an assignment to conduct themselves as diplomats as well as explorers. We don't need a public debacle to ruin our welcome, again."

Zarta straightens her back and glares imperiously down at her counterpart. "Folly? One day you will look between the sheets and see you've climbed into bed with a snake, Marcos. I sincerely hope none of your agents find themselves in desperate need of a retrieval team; I remind you that devils work quickly to strip hope from one's senses." She turns and strides out of the room.

The Master of Swords massages his forehead with one hand and motions to chairs with the other. "Lady Dralneen assumes that we take Cheliox entirely at its word. Ianareth Alazario provided me an incomplete history of a small keep in the Eismonts called Emberhold, once property of House Davian. The reason we don't hear much of the Davians anymore is that they led the resistance against House Thrune during the Chelish civil war, and her infernal majestrix is not known for showing mercy. I'm sending you to explore the site, learn what you can about what happened there, and bring back any information about the Davians.

He leans forward and lowers his voice before adding, "You'll be traveling through Corentyn, and I'd like you to pay a visit to the Museum of History there first. The curator, Zefiro Balinger, is an acquaintance of the Society and may have details not available in the official records. Get Balinger's help, then visit Emberhold." Marcos presents a small folded map. "You'll leave Absalom aboard the *Sea Sylph* in two days—Society's picking up the tab. It's been years since we've had first-hand reports coming out of Cheliox, so be ready for anything."



**ZARTA  
DRALNEEN**

## Diplomacy or Knowledge (local)

Based on the results of a Diplomacy or Knowledge (local) check, the PCs might know more about Zarta Dralneen's tumultuous history with Cheliox and about the fall of Delvehaven. Each PC recalls all of the information whose DC is less than or equal to the result of her check. PCs who belong to the Dark Archive faction reduce the DC of these checks by 5.

**10+:** Until approximately three years ago, Paracountess Zarta Dralneen served as the Chelish liaison to the Pathfinder Society—the role that Ianareth Alazario now fills.

**15+:** Zarta's tenure ended abruptly after she disappeared under mysterious circumstances. Society agents tracked her down and rescued her, after which she severed her ties to Cheliox and founded the Dark Archive.

Delvehaven, a prestigious Pathfinder Lodge in Westcrown, has been sealed since 4676 AR, when a terrible tragedy in its halls threatened the stability of the city.

**20+:** Certain Chelish officials "disappeared" Zarta based on fictitious evidence submitted by one of Zarta's political rivals. Despite the Pathfinder Society's providing evidence to disprove these false accusations and exonerate her, Cheliox has provided neither any acknowledgement of or apology for imprisoning and punishing her for crimes she did not commit.

**25+:** Only Thrune-sanctioned Pathfinders were allowed to operate in the region prior to Delvehaven's closure. Reports from Delvehaven were heavily redacted, contained little information of value, and worse, artifacts began to disappear. Tensions between Cheliox and legitimate Pathfinders were ruinous for years even before Thrune closed Delvehaven; even with Zarta's influence, the Society managed only a handful of expeditions in Cheliox over the past decade.

## Knowledge (history) or Knowledge (nobility)

Based on the results of a Knowledge (history) or Knowledge (nobility) check, the PCs might know more about House Davian. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

**20+:** House Davian, led by Duchess Lannavia Davian, challenged Thrune for control of Cheliox at the Battle

of a Hundred Kings, a struggle that devastated Corentyn near the end of the civil war. The house's holdings included much of the nation's west coast.

**25+:** Throne retaliated by utterly crushing the Davians. Numerous revisions of Cheliox's official history have downplayed the Davians' role during the civil war, such that many don't even remember the Davian name, much less that the great house almost defeated Throne.

### Knowledge (geography) or Knowledge (local)

Based on the results of a Knowledge (geography) or Knowledge (local) check, the PCs might know more about the laws of Cheliox and the people who defy them. Each PC recalls all of the information whose DC is less than or equal to the result of her check.

**11+:** Cheliox's state religion reveres Asmodeus. Though other faiths are not forbidden, none may flout the nation's laws, challenge the mandates of Asmodeus, or defy House Throne. Those who revere chaotic deities in particular often find themselves under especially close scrutiny.

**16+:** It's an open secret that several clandestine and very illegal organizations operate throughout Cheliox. This includes the Bellflower Network, a halfling-run group that liberates the halfling slaves so common in the country. Even discussing the organization openly might be considered a criminal act, if done so under the wrong circumstances.

On the morning of the second day, Marcos sends an aide to the docks with a message for the PCs. Give players **Player Handout #1** (page 20). Zarta Draldeen is sending an agent of her own to Corentyn with directions to deliver a message to one of her contacts there. The agent, **Cassian Redwold** (N male human expert 2) tends to the gear supplied by the Pathfinder Society, readying it for the journey in the hold of the *Sea Sylph*. He knows nothing about the contents of Zarta's message and is content to remain within Corentyn while the PCs undertake their mission. The supplies are mostly mundane archeological equipment including shovels, mattocks, brushes of different sizes, rope, sieves, and numerous crates and packing straw with which to safely store artifacts during the return trip. There's also a small amount of gold for import and export fees, as well as to buy riding horses in Corentyn.

## CORENTYN

The journey from Absalom to Corentyn is uneventful, with favorable winds and only one stop at the port of Merab. Captain Zaerim of the *Sea Sylph* states that the short waylay is an excuse to hug the southern shores of the Inner Sea and avoid Chelish naval patrols. PCs catch their first glimpse of the red Chelish flag days later, and they arrive in Corentyn at dusk a few days after that.

### The Docks

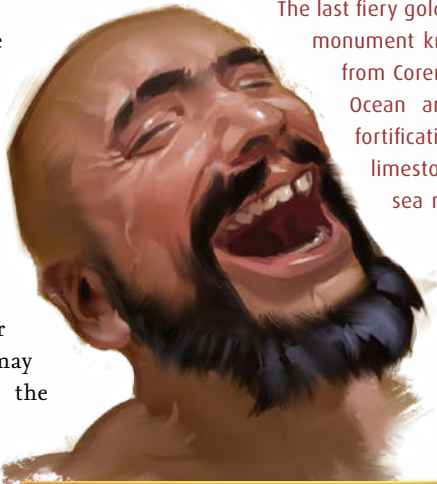
The last fiery golden rays of daylight silhouette the towering monument known as Aroden's Arch, which reaches out from Corentyn's southern wall to divide the Arcadian Ocean and the Inner Sea. Corentyn's numerous fortifications rise behind mighty gray and brown limestone walls. Masts of ships both in port and at sea rise in the hundreds, like a legion pointing their spears toward the heavens.

As the *Sea Sylph* approaches port, Captain Zaerim orders his crew to ensure goods are neatly arranged and presentable. He's collecting papers and seeing to the accuracy of his logs when he tells the PCs they should do the same. He expects the harbormaster's deputies to search the ship and ask questions of the crew. He also warns that Corentyn impounds undeclared goods and that contraband worth more than a

gold piece can earn the offending captain 20 lashes.

The harbormaster and his deputies keep an attentive eye on their port and meet any incoming ships before those aboard have a chance to disembark. When the PCs arrive, a small riot is threatening to spill over from the nearby Open Slave Market. City guards bide their time, waiting for reinforcements from the Hellknights. A few of the armor-clad enforcers are looking not at the crowd, but to the harbor waters.

The halfling customs agent Tamrin Credence and his four human deputies climb aboard the *Sea Sylph* within moments of docking. Tamrin, a careful and meticulous halfling does his best to wear a strained smile as he interacts with the PCs, but he lets his guard down from time to time when dealing with his underlings, a disrespectful lot with a penchant for overstepping their authority in regards to their foreman. They immediately take the *Sea Sylph's* manifest and begin a thorough search, making notations in their ledgers as they go. PCs that succeed at a DC 18 Sense Motive check can tell that the search is somewhat frantic and that the deputies are



MARCOS FARABELLUS



## CONTRABAND IN CORENTYN

As an evil-aligned port city, Corentyn has a relatively short list of banned or restricted trade goods. Even these tend to change gradually to fit mandates from Egorian, protection of local industries, or evolving standards. In large part, the customs process is more an assurance that all goods are properly accounted for and taxed, rather than a prohibition against importation. The following are considered contraband for the purpose of this adventure.

- Holy symbols and holy texts dedicated to chaotic gods—visitors are free to worship whomever so long as this doesn't challenge Thrune's or Asmodeus's authority, but a recent court decision has identified such holy symbols as a medium for proselytization.
- Scrolls and potions of spells with the chaotic descriptor
- Poisons whose combined cost exceeds 150 gp
- Drugs whose combined cost exceeds 50 gp
- Large weapons—an uncharacteristic string of attacks has resulted in a crackdown on citizen weaponry that most assume will end in the next month or two. Until this resolution ends, only light weapons are permitted in the city limits. The PCs can declare and leave larger weapons on the ship at no cost and retrieve them when they depart for Emberhold.

With a successful DC 12 Knowledge (local) or Profession (barrister) check, a PC can learn of these restrictions early enough to conceal any contraband.

barely looking at actual crate contents. This is because Veld, a valuable Ulfen slave of sturdy stock, escaped the Open Slave Market shortly before the *Sea Sylph's* arrival by bursting his chains and diving into the sea. Corentyn officials are searching all incoming and outgoing ships to ensure the slave isn't aboard. Tamrin and any of his team willingly share this news if asked.

Tamrin questions Captain Zaerim, who refers to the Pathfinders only as "passengers from Absalom." Tamrin then questions the PCs about their business in Corentyn, taking a particular interest if the PCs identify themselves as Pathfinders, either by declaring themselves as such or by openly wearing *wayfinders*. He also asks them for a list of declared goods. Lying to Tamrin requires a successful DC 14 Bluff check. If Tamrin suspects the PCs are lying to him—or if the PCs tell him the truth—apply the adjustment detailed in the Pathfinders! sidebar on page 12 during the encounter in area A. Keeping items or people hidden during the search requires a successful DC 13 Sleight of Hand or Stealth check. Failure results in the confiscation of the offending items, which can be retrieved on the way out of Corentyn by paying a fee totaling 10% of the item's market price. If the PCs

are discovered attempting to hide any items of worth exceeding 1 gold piece, one of Tamrin's officers begins loosening a whip at her belt. Tamrin quickly orders her to complete the search of the vessel, suggesting they have more pressing matters to attend to than corporal punishment at this time.

Corentyn is a rather safe place to do business—but only because of its restrictive laws. Because of the commotion in the nearby slave markets, and the suspicion that boats in the harbor might be providing shelter to the escaped slave, Tamrin informs the PCs that they will not be allowed to unload their supplies until morning. Additionally, he informs PCs that casting any arcane spells more powerful than cantrips within 5 miles of the Esoterium carries the penalty of having the offender's spellbook burned or their hands broken, unless they're registered members of the Esoterium. If they wish, they may secure a temporary license at that school for 50 gp (200 gp in Subtier 4–5). Similarly, divine spellcasters are required to register with the Harbormaster's office, something Tamrin can do for them immediately.

Once Tamrin finishes his search of the vessel, he gives each PC an itemized receipt of their declared goods and wishes them a pleasant stay in Corentyn. He assures them that their gear is completely safe, pointing to the patrols of Hellknights to waylay any concerns. If the PCs are worried about not having weapons in the city, Tamrin suggests they bring their enemies to the Wicked Fork in the West Drenches, where he's heard the food can kill someone even if the proprietor's endless banter fails to do the trick.

## The Museum of History

The Museum of History stands almost a story taller than most other buildings in Corentyn's High Quarter on the north side of the city. Once a courthouse, the building now houses relics from Corentyn's past, not all of which are sanctioned by the Thrune regime.

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Broad marble steps, barely dulled with age and showing only the tiniest of cracks lead to the solid, reinforced double doors of Corentyn's Museum of History. The building stands in stark contrast to the surrounding structures, most of which are small, cramped, and crumbling. Two city guards stand at the intersection nearby, watching the tradesfolk, fishermen, vintners, and others who make High Quarter their home.

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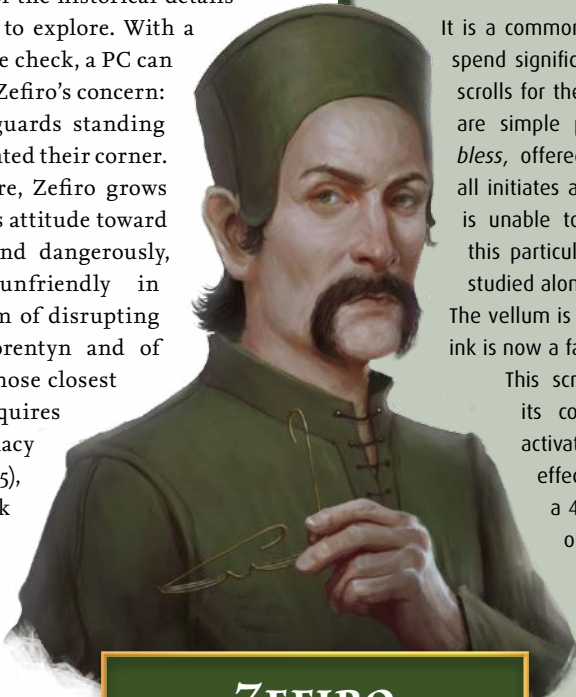
The Museum of History's maple plank flooring is heavily scarred with the passage of many years and countless visitors, yet it shines from recent and repeated coats of polish. A faint aroma of linseed oil hangs in the air, mingling with the familiar scent of musty, leather-bound tomes.



The PCs first encounter **Zefiro Balinger** (N male human expert 4) in an adjacent wing, where he nervously watches the streets. He greets the PCs warmly as visitors at first, unless one of the PCs is wearing a *wayfinder* openly, in which case he quickly suggests they tuck the trinket away. Once the PCs identify themselves as Pathfinders, Zefiro grows increasingly agitated and returns to the window often throughout any conversation. He's a knowledgeable person and can relate most of the historical details of the site the PCs are there to explore. With a successful DC 18 Sense Motive check, a PC can discern at least one source of Zefiro's concern: since the PCs' arrival, the guards standing outside the museum have vacated their corner.

With the guards' departure, Zefiro grows panicked, so much so that his attitude toward the PCs degrades quickly and dangerously, shifting to indifferent (unfriendly in Subtier 4–5). He accuses them of disrupting his delicate position in Corentyn and of endangering both him and those closest to him. Calming Zefiro requires a successful DC 14 Diplomacy check (DC 18 in Subtier 4–5), after which he's willing to risk telling them about his friend, who he believes is in danger of being “disappeared” by the Order of the Rack. Zefiro remains paranoid, referring to his friend Mireille as a “valuable historical asset.” He tells the PCs that he would be willing to help them if they can secure his friend's safety—an act he insists is vital to the preservation of Corentyn's history. So long as the PCs agree, he directs them to a local business called the Fox Den and instructs the PCs to tell the doorkeeper that Zefiro sent them. He believes the Hellknight order is aware that Zefiro's friend is spreading unrevised information about Cheliox's past, and that the guards may have been watching him for that purpose. He asks the PCs to ensure that the Hellknights haven't discovered her yet—or help her evade them if they have.

If the PCs exceed the Diplomacy check DC by 5 or more, Zefiro offers the PCs several items from the museum's collection, including a *destined acolyte's scroll* (see sidebar) purportedly penned in the temple where Iomadæ studied as an initiate. He holds the scroll to his heart before handing it over, stating that no one will miss it anymore. In Subtier 4–5, Zefiro also hands the PCs an old leather-padded case containing a *goblin skull bomb*<sup>UE</sup>, a



**ZEFIRO  
BALINGER**

### DESTINED ACOLYTE'S SCROLL

Far from a standard scroll of divine magic, this magic item is more powerful in the hands of a worshiper of Iomedæe.

<b>DESTINED ACOLYTE'S SCROLL</b>		<b>PRICE</b> 500 GP
<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.	
<b>AURA</b> faint enchantment		

It is a common practice for initiates of a faith to spend significant portions of their time penning scrolls for the temple they serve. Most of these are simple prayers equivalent to a *scroll of bless*, offered in exchange for donations. Not all initiates are normal, however. Though Zefiro is unable to confirm the rumors surrounding this particular scroll, one of the acolytes who studied alongside Iomadæe did indeed scribe it. The vellum is brittle with age, and the once dark ink is now a faded red.

This scroll is especially potent thanks to its connection to the Inheritor. When activated as a magic scroll, it replicates the effects of both *bless* and *consecrate* in a 40-foot radius. If an undead creature or evil outsider is within this area, the caster can end the *consecrate* effect as a free action to grant every weapon wielded by creatures affected by the *bless* effect the *holy* weapon property for 1 round. If activated by a worshiper of Iomedæe, all of the scroll's durations are doubled.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 250 GP
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Scribe Scroll, *bless*, *consecrate*

curiosity donated to the museum after a local goblin tribe made a hilariously misguided effort to raid Corentyn. He can't display it for safety reasons. He also supplies the PCs with a *lesser merciful metamagic rod*<sup>UE</sup>.

The PCs are able to retry the Diplomacy check to calm Zefiro, but he grows increasingly frustrated with them and desperate to avoid the Hellknights' wrath. Any retries, even if successful, do not earn the PCs any of the treasure. The PCs can also extract the same information from Zefiro with an Intimidate check at the same DC, though, if this approach is used, he does not provide them any of the relics and hesitates to work with the Society again in the future; this impacts the scenario's secondary success conditions.

**Development:** Unbeknownst to the PCs, the guards left their post on orders to report visitors to the museum. When the PCs leave the building to find Mireille, Inverness, a Hellknight signifer's raven familiar, follows them. It flies high above the PCs to avoid suspicion, but reports back to the signifer as soon as the PCs enter the Fox Den. She then dispatches a patrol of city guards, led by the familiar, to investigate the Fox Den while the PCs are there.

**Rewards:** If the PCs fail to convince Zefiro Balingier to part with the museum's treasures, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 41 gp.

*Out of Subtier:* Reduce each PC's gold earned by 153 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 266 gp.

## A. THE FOX DEN (CR VARIES)

The smell of raw fish, stale sweat, and old booze permeates this section of the West Drenches. Broken pathways are slick with mud where they aren't simply flooded. Small wooden buildings are built around narrow canals brimming with dark water that flows swiftly out to sea. Sounds of a busy business district quiet intermittently, at which time the groaning boats and boisterous sailors in the nearby port are just loud enough to hear.

The Fox Den is a modest-sized building with boarded windows and a badly faded sign that depicts a fox hiding behind its own bushy tail. There's a small stained glass window set into the front door with a patch of fogged white glass that provides the hostess, Velia, with a view of the cluttered front step.

Velia isn't keen on allowing strangers into her establishment. She talks to the PCs through the door first, but cracks it slightly to quiet the PCs if they mention Zefiro or the Museum of History. Even then, she requires a successful DC 16 Diplomacy check before she allows the PCs entry; if the PCs fail, Velia asks them probing questions about how they arrived in Corentyn, who they've spoken to, and who can vouch for them before she feels safe letting them enter. She instructs them to remain silent as they shuffle in.

Inside, a cheery fire warms the cool sea air, and nine young children of varied ages sit around Mireille Goldenglow, a slender, middle-aged elven woman with chestnut colored hair and a simple, yet elegant rust-colored dress. Her eyes are closed, and she commands the attention of the children with a tale about Rius Galdaeon, a kind Chelish architect and paladin of Shelyn, whose allegiances aligned with Chelish loyalists when Thrune began to take control. He viewed Thrune's reliance on devils as a blight on Chelish achievements

and so confronted Baraxial, a powerful barbed devil called to aid the Esoterium Lodge. Their battle shook the foundations of Aroden's Arch, and it's said great pieces of it crumbled into the sea when Baraxial dragged Rius with him back to Hell. She says the entire city felt each blow land, and it was the signal she needed to flee from Corentyn while civil war raged on. When Mireille finishes the story, she opens her eyes and offers the PCs a strained smile, welcoming them on behalf of herself and the others present. If asked about what happened to Rius, she admits that no one knows, for Thrune declared that the mere mention of his name was treason. Today, none remember it, save those who knew the man and continue to mourn his passing.

When the PCs tell her of their ties to Zefiro, she's surprised that he felt the need to send her protection and dismisses his concerns as paranoia. She briefly discusses Zefiro's concerns before the lazy yet attentive bullmastiff sleeping by the fire gives the first sign that trouble nears. A PC can notice the animal's sudden alertness with a successful DC 18 Handle Animal or Perception check. Noticing the animal's reaction means the PCs will have a round before a sturdy knock rattles the door. Likewise, if the PCs posted a guard outside (who succeeds at a DC 13 Perception check), they can also gain one round of activity before trouble arrives.

**Creatures:** A guard patrol, suspecting that the PCs are there on a favor for Zefiro, are following orders from Iluvia Thorn, a Hellknight signifer seeking evidence with which to indict the curator. She instructed her raven familiar, Inverness, to follow the PCs and report back about their destination.

Mireille has been in trouble with the law before, and is rightfully fearful of being disappeared should the patrols have reason to bring her in. Aware of the consequences of her actions, Mireille asks the PCs to help her reach her home, which is not far from the Fox Den. She's confident that the Hellknights won't look for her there, and tells the PCs they can use the secret door in the back room (DC 20 Perception check to notice normally) to exit the building quietly. She's open to other suggestions though, so long as the PCs can guarantee she won't get caught. The encounter only ends once the PCs defeat all of the guards, are arrested, or guide Mireille to the safehouse (marked "S" on the map) without being noticed.

GMs should let players employ their own creative solutions. Most approaches only distract the guards for 1 minute before a PC must either attempt a different check or let the guards enter. During this time, any PCs not involved in shepherding Mireille away gain a +2 circumstance bonus on checks made to avoid notice; the bonus increases by 2 for every 5 points by which a PC exceeds the check DC to distract the guards. Here are a

# A. The Fox Den



1 square = 5 feet

Pathfinder Flip-Mat: Red Light District

- G : Guard
- I : Inverness
- S : Safehouse

## PATHFINDERS!

If PCs attracted attention to themselves, either by being caught lying to Tamrin or betraying the fact that they're Pathfinder agents by declaring themselves as such, wearing *wayfinders* openly, or spending prestige within the city, then make the following adjustments to Encounter A.

**Subtier 1-2:** Add one guard.

**Subtier 4-5:** Add two guards.

## SCALING ENCOUNTER A

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

**Subtier 1-2:** A guard flees to find reinforcements if reduced to 10 or fewer hit points.

**Subtier 4-5:** Remove one guard from the encounter. If there are extra guards (see the Pathfinders! sidebar above), instead remove two guards.

few methods that could work. Mireille's ability to remain hidden relies on the PCs' skill checks; she is neither a hindrance nor especially helpful in this escape.

**Bribe:** Corentyn's guards are skilled at looking the other way for the right price. Encouraging the guards to leave without performing a search requires a bribe equal to 25 gp times the number of PCs (150 gp per PC in Subtier 4-5). Because Inverness looks on, the guards cannot accept the bribe openly. The guards refuse any offer outwardly, but a PC can surreptitiously deliver the bribe with a successful DC 18 Bluff or Sleight of Hand check (DC 22 in Subtier 4-5).

**Combat:** If PCs suggest fighting the guards, Velia reluctantly supplies them with weapons for the confrontation, collected from patrons that drunkenly left them behind. They include a broken masterwork longsword emblazoned with the symbol of the Chelish navy, a sap, a heavy mace, and a jar of *defoliant polish*<sup>UE</sup>. In Subtier 4-5, the broken weapon is a +1 *longsword*.

**Diplomacy:** PCs can attempt to reason with the guards, even though they are duty-bound to search buildings for contraband and thoroughly question occupants about any suspected illegal activity. A successful DC 15 Diplomacy check (DC 20 in Subtier 4-5) keeps the guards distracted as noted above.

**Disguise:** It's unlikely PCs can disguise themselves quickly enough, but if they're aware of the impending raid—or if they can significantly delay the guards at the door—they might have enough time to adequately disguise Mireille. Velia keeps a wide variety of powders, perfumes, and makeup on hand; treat these materials as

a masterwork disguise kit. Keeping Mireille's identity a secret requires a successful DC 14 Disguise check (DC 18 in Subtier 4-5) and 1d3 minutes of work.

**Knowledge of the Law:** The laws of Corentyn are held above all else. A PC who succeeds at a DC 13 Profession (barrister) check (DC 17 in Subtier 4-5) can waylay guards at the door and give Mireille a chance to escape. Velia tells the PCs that the Fox Den is current with all of its fees and has paid its fines in a timely manner.

**Stealth:** Maneuvering the streets of the West Drenches is not an easy task when attempting to avoid a guard patrol. Players can use the secret entrance Mireille told them about, but they still need to be careful to avoid suspicion by the patrol. Each check requires 1 minute and represents timing movements when the guards are looking away or are distracted by elements of the city district—be they other people on the roads, actions taken by other PCs, or taking advantage of the animated business ventures being pursued in nearby buildings. Moving without attracting notice requires a successful Stealth check at DC 19 (-1 per 10 feet of distance to the nearest guard). Failure draws the guard 30 feet closer, as well as summons Inverness to the building closest to the PC. If a guard reaches a PC, she must succeed at a DC 12 Bluff check (DC 16 in Subtier 4-5) to present a convincing argument to avoid suspicion or else be arrested.

**Other DCs of Note:** The GM might allow other types of checks to distract the guards or help PCs avoid notice while traversing the streets. In general, the DC for such a check should be 14 (18 in Subtier 4-5), though especially tough tasks could be much harder. For example, a GM might allow the PCs to perform a Swim check to slip through the canals unnoticed or a Climb check to clamber across the roofs.

## All Subtiers

### INVERNESS

CR —

Female raven familiar 5

LE Tiny magical beast (animal)

**Init** +2; **Senses** low-light vision; Perception +9

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#### DEFENSE

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 16 (5 HD)

**Fort** +1, **Ref** +4, **Will** +6

**Defensive Abilities** Improved Evasion

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#### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +6 (1d3-4)

**Space** 2 ft.; **Reach** 0 ft.

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#### TACTICS

**During Combat** Inverness avoids combat but investigates and calls attention to suspicious activity.

**Morale** Inverness's orders are to lead the guards to the Fox Den and report back when their task is complete. She retreats if struck in combat or targeted with an offensive spell.

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### STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 9, **Wis** 15, **Cha** 7

**Base Atk** +2; **CMB** +2; **CMD** 8

**Feats** Skill Focus (Perception), Weapon Finesse (bite)

**Skills** Acrobatics +2 (–6 to jump), Fly +6, Intimidate +3, Perception +9, Spellcraft +4, Use Magic Device +3

**Languages** Common

**SQ** Improved Evasion (Ex)

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### MIREILLE GOLDENGLOW

**CR 1/2**

Female elf expert 2

CG Medium humanoid (elf)

**Init** +1; **Senses** low-light vision; Perception +2

---

### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 7 (2d6)

**Fort** +0, **Ref** +1, **Will** +2; +2 vs. enchantment

**Immune** sleep

---

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +0 (1d4–1/19–20)

---

### TACTICS

**During Combat** Mireille isn't looking for a fight, and only engages in combat to defend herself. If allied with the PCs, she attempts to assist them with aid another and administers her *potion of cure light wounds* to PCs that fall unconscious.

**Morale** Mireille flees if reduced to 4 or fewer hit points, or if 1 or fewer PCs remain to defend against the guards.

---

### STATISTICS

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

**Base Atk** +1; **CMB** +0; **CMD** 11

**Feats** Breadth of Experience<sup>APG</sup>

**Skills** Acrobatics +5, Appraise +5, Knowledge (geography) +7, Knowledge (history) +8, Knowledge (local) +7, Perception +2, Perform (dance) +6, Perform (oratory) +6, Profession (sailor) +5, Swim +4; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Sylvan

**SQ** elven magic

**Combat Gear** dagger, *potion of cure light wounds*; **Other Gear** 23 gp

## Subtier 1–2 (CR 3)

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### GUARDS (2)

**CR 1**

**hp** 22 each (*Pathfinder RPG NPC Codex 267*, see page 22)

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### OFFENSE

**Melee** sap +5 (1d6+2 nonlethal)

---

### TACTICS

**During Combat** Under orders from Iluvia Thorn, the guards begin the fight using nonlethal damage, though they switch

to lethal damage as soon as the PCs start dealing lethal damage to them.

**Morale** The guards break and run for reinforcements when reduced to 5 or fewer hit points.

## Subtier 4–5 (CR 6)

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### GUARDS (4)

**CR 2**

Veteran buccaneer (*Pathfinder RPG NPC Codex 267*, see page 22)

**hp** 26 each

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### OFFENSE

**Melee** sap +5 (1d6+1 nonlethal)

---

### TACTICS

**During Combat** Under orders from Iluvia Thorn, the guards begin the fight using nonlethal options, though they switch to lethal damage as soon as the PCs start dealing lethal damage to them.

**Morale** The guards break and run for reinforcements when reduced to 4 or fewer hit points.

**Development:** If she escapes, Mireille assures the PCs that she'll lay low for a few weeks after—maybe even leave Cheliax for a time. She suspects it won't be long before the unique hub of human activity draws her back, though. Zefiro is stricken with hopelessness if Mireille is arrested (or worse), and though he agrees to give the PCs basic records about the archaeological sites, he keeps sensitive information about them to himself (see the secondary success conditions on page 19). Chief among these basic records is the notice that House Thrune posted in the town of Anglemire decades ago, prohibiting aid to the Davians. Give the players **Player Handout #2** (page 20).

If the PCs are arrested, they spend three days in a Corentyn prison before being released. The jailor hands them a letter from Marcos Farabellus that goes on at length about the diplomatic hoops he had to jump through to prevent this fracas from ruining the Society's prospects in Cheliax. He goes on to request that the PCs finish their business concerning Emberhold without further embarrassment.

**Rewards:** Mireille rewards the PCs to compensate for lost treasure, provided they guided her to safety. If the PCs failed to defeat, evade, or otherwise neutralize the guards, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 152 gp.

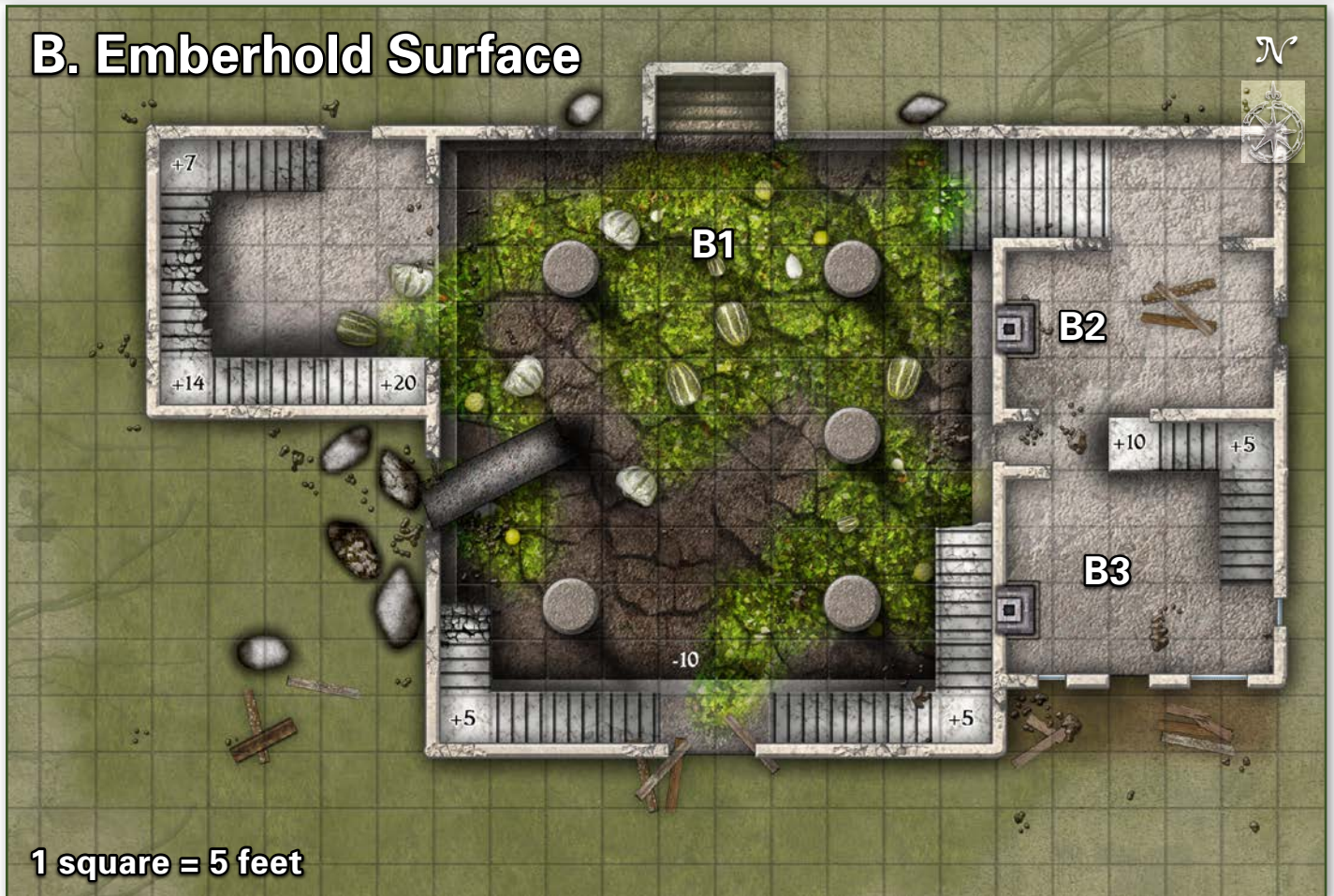
*Out of Subtier:* Reduce each PC's gold earned by 314 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 476 gp.

## The Wicked Fork

The PCs are welcomed to spend their night at the West Drenches' Wicked Fork. It's a weatherworn building marked by a trident with the central tine broken off and run by a talkative proprietor, Neld Havasavu. When the

## B. Emberhold Surface



PCs awake the following day, they find Cassian already downstairs, drinking at the bar. His disheveled clothes, damp hair, and grimy brow suggest he's had an industrious morning—or perhaps just a sleepless night. After he downs another shot, he informs the PCs that he's through sneaking around for Zarta. He tells the PCs that he met with her contact, the same Tamrin Credence they met at the docks, and delivered Zarta's message. Neld inches closer as the PCs speak, working over a glass with a dirty dishrag. Cassian continues, "Then I come back here and find that rat is an agent for the Aspis Consortium!" Neld leans in and states, "Well, that's what I heard, anyway. His ties go back—way back. But that's how it goes around here. Everyone ties their cart somewhere, you know?" Cassian tells the PCs he couldn't sleep, fearing that Zarta is slipping into old habits too quickly. He collected their supplies early that morning to keep his mind off these developments. PCs find everything is loaded and ready for the trip to the Eismonts.

### B. EMBERHOLD SURFACE

Little remains of the town of Anglemire. Nature is reclaiming the few sturdy stone buildings still visible from the coastline. At the north end of the city, where the Eismont foothills meet with the

rocky steps of the Menador Mountains, is a short square tower surrounded by the crumbling walls of Emberhold. Thick curtains of lush, green ivy reach upward from an ocean of waving grass and cling to the cracked stone walls—all that remain of the keep.

Once the Thrunes starved the Davians, they set fire to the keep and withdrew their support for the town of Anglemire. Residents salvaged what they could after the yearlong occupation, even tearing down parts of the keep to reinforce their own buildings against hostile elements in the region. Trolls, orcs, and worse made continuing life in Anglemire difficult. Today, Anglemire is home only to flocks of gulls, coastal winds, and the sound of waves crashing on a broken shore. Emberhold consists of a few free-standing stone walls and some crumbling staircases. The once superior masonry walls have deteriorated slightly (Climb DC 18). Remaining doors are warped open with rusted hinges and latches.

### B1. Great Hall (CR 3 or CR 6)

A fire long ago removed the roof and floors of Emberhold's great hall. Five thick columns still stand amidst a dense gourd patch at the bottom of the large pit that remains. The main

doorway on the south side is flanked by two stone staircases that wrap around the interior of the west and east walls, much of which have crumbled to the ground. To the northwest is a square tower that's only partially standing. Weeds have overgrown a doorway on the east wall, which breaks on the northeast corner for a wide set of stairs descending from the ground level. A rusty iron gate still stands at the center of the pit's northern wall, rising from the densest portion of the gourd patch and fencing off a descending set of stairs.

Emberhold's cellar long ago filled with dirt and debris, entombing the few items of archeological interest that remain in a deep, open pit. Round stone columns rise from the earth to a height of 10 feet where they once supported the wood floor of the great hall. The iron gate (break DC 20, hardness 10, hp 30) in the north wall descends to area C1, from which a choking wail is audible with a successful Perception check (DC 16). A thriving thicket of vines feed numerous ripe gourds. The large gourds visible on the map are big enough to make the square they're in difficult terrain. Though these are the most impressive gourds in the patch, hundreds of smaller gourds thrive here as well. Navigating the patch without inadvertently destroying a gourd requires a successful DC 12 Survival Check (DC 16 in Subtier 4–5). Picking a ripe gourd without damaging the rest of the plant requires a successful DC 5 Profession (cook), Profession (gardener), or Knowledge (nature) check. At the GM's discretion, other skills may be appropriate as well. Destruction of a gourd by failing these checks, or by other similarly destructive means (such as cutting away the gourd patch to clear an area for digging), draws the ire of the keep's upper-level inhabitants.

**Creatures:** It's been about a year since a pack of gourd leshys retreated from higher in the Eismonts and settled in the remains of Emberhold. A troll pursued them, but it met a gruesome fate at the hands of Arenzo Davian, now a ghoul who inhabits the catacombs below. Arenzo has no interest in the leshys and pays little attention to them. For their part, the leshys are content to tend to their gourd patch, caring little for the macabre scene that plays out in the ruin's subbasement.

Led by their warden and ambassador Harvest Stripe, the leshys risk showing themselves and speaking if the PCs appear to be conscientious and reverent of the garden. Though they won't tolerate the destruction of their gourd patch, they do allow PCs to take ripe gourds. They even help the PCs with their excavation if made friendly (Diplomacy DC 15), using their keepsake ability to restore broken items.

**Hazard:** When a leshy expires, it releases a verdant burst that causes explosive growth in plants. The gourds marked on the map absorb this verdant energy, becoming

## SCALING ENCOUNTER B1

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

**Subtier 1–2:** Remove one gourd leshy from the encounter. Each of the large gourds has already grown larger, as if one leshy had already died.

**Subtier 4–5:** Remove one grand gourd leshy from the encounter.

dangerously large. A gourd exposed to a single verdant burst provides partial cover to creatures occupying the same square. The presence of the gourd doesn't otherwise affect the creature's fighting space. After the gourd is exposed to a second verdant burst, it takes up the entire square and provides cover to a creature adjacent to it. A growing gourd pushes creatures occupying the same square to an adjacent square of their choosing. The ground beneath the gourd begins to sag slightly, noticeable with a DC 25 Perception or DC 20 Knowledge (engineering) check. A gourd exposed to a third verdant burst grows too heavy for the aging floor that supports the gourd patch. The square containing the affected gourd—as well as any adjacent squares—collapses into area C1. Characters in the collapse zone take 1d6 points of damage (or 2d6 in Subtier 4–5), or half that amount if they succeed at a DC 15 Reflex save.

## Subtier 1–2 (CR 3)

### GOURD LESHYS (3)

CR 1/2

hp 9 each (*Pathfinder RPG Bestiary 3* 178, see page 21)

#### TACTICS

**Before Combat** The leshys remain hidden in the form of small gourds, which are virtually indiscernible from normal gourds by appearance alone. They only reveal themselves if the PCs destroy a part of the gourd patch, or if they're attacked or discovered.

**During Combat** The leshys care only for the well-being of their gourd patch, and they attempt to entangle anyone that is destroying the plants or who is attacking them. They try to command the PCs to stop and leave using Druidic first, then Sylvan. Once a target is entangled, they cease attacking that creature. They use ranged attacks from the cover of the gourd patch undergrowth, attempting to disappear between attacks to make full use of their sneak attacks.

**Morale** The leshys are fearless in the defense of their patch, and fight to the death.

#### SPECIAL ATTACKS

**Nonviolent (Ex)** The gourd leshys that live here deal only 1d3 additional damage when using sneak attack.

Subtier 4–5 (CR 6)

**GRAND GOURD LESHYS (4)** CR 2

Advanced gourd leshy (*Pathfinder RPG Bestiary 3* 178, see page 21)

N Small plant (leshy, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

**DEFENSE**

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 22 (3d8+9)

**Fort** +5, **Ref** +4, **Will** +2

**Immune** electricity, sonic, plant traits

**OFFENSE**

**Speed** 20 ft.

**Melee** slam +6 (1d3)

**Ranged** seed +6 (1 plus ensnare)

**Special Attacks** ensnare (DC 13), sneak attack +1d6

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

Constant—*pass without trace*, *speak with plants* (gourds only)

**TACTICS**

Use the tactics in Subtier 1–2.

**STATISTICS**

**Str** 10, **Dex** 16, **Con** 15, **Int** 7, **Wis** 12, **Cha** 15

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Toughness, Weapon Finesse

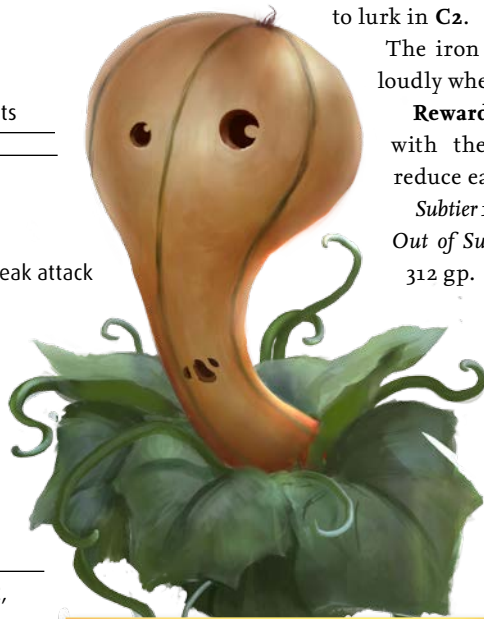
**Skills** Perception +6, Stealth +11 (+15 in plains, undergrowth), Survival +1 (+5 to in Plains and Undergrowth); **Racial**

**Modifiers** +4 Stealth in plains, undergrowth, +4 Survival in plains and undergrowth

**Languages** Druidic, Sylvan; plantspeech

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

**Treasure:** Using their keepsake ability, the leshys have collected and restored a number of items once belonging to the Davians. These include a dark-haired doll wearing a tiara worth 50 gp, a silver locket with the portrait of a young Arenzo Davian worth 100 gp, a *pearl of power* (1st-level spell), and an arcane spellbook entitled *On the Application of Magic in War*, containing the spells *ant haul*<sup>APG</sup>, *cloak of winds*<sup>APG</sup>, *create pit*<sup>APG</sup>, *endure elements*, *fog cloud*, and *gravity bow*<sup>APG</sup>. In Subtier 4–5, the spellbook also contains *arcane eye*, *crafters' fortune*<sup>APG</sup>, *make whole*, and *phantom steed*. In the higher subtier, there's also a *ring of arcane signets*<sup>UE</sup>, a small ruby songbird worth 400 gp, and a *knight's pennon of battle*<sup>UE</sup> bearing a mounted



**HARVEST STRIPE**

knight surrounded by white roses. The leshys willingly part with these items if the PCs improve their attitude to friendly.

**Development:** If the floor collapses into area C1, the ghouls in area C2 take notice and prepare to ambush the PCs. If only one PC falls into the catacombs, the ghouls wait for two rounds before attacking the isolated victim. If other PCs are in the process of rescuing the fallen ally or descend into the area before that, the ghouls continue to lurk in C2.

The iron gate to the north is loose but squeaks loudly when opened, thanks to the extensive rust.

**Rewards:** If the PCs fail to become friendly with the leshys and collect their keepsakes, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 112 gp.

*Out of Subtier:* Reduce each PC's gold earned by 312 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 512 gp.

**B2. Kitchen**

Curtains of ivy crawled their way into this spacious kitchen through a broken window on the east wall. A fireplace dominates the west wall. An archway on the northern wall leads to an alcove and a wide set of stone stairs leading down.

A cast iron cauldron, half-buried in dirt and tangled in vines, is one of the few items to survive the fire in this room. Broken pottery shards

from dozens of jars indicate that the northeast alcove once served as a pantry.

**B3. Den**

A stone staircase wraps around the eastern wall to an empty archway on the northern wall. Numerous windows surrounding a doorway on the south wall provide a view of a broken coastline some distance away. Soot-covered stones frame another entrance to the north.

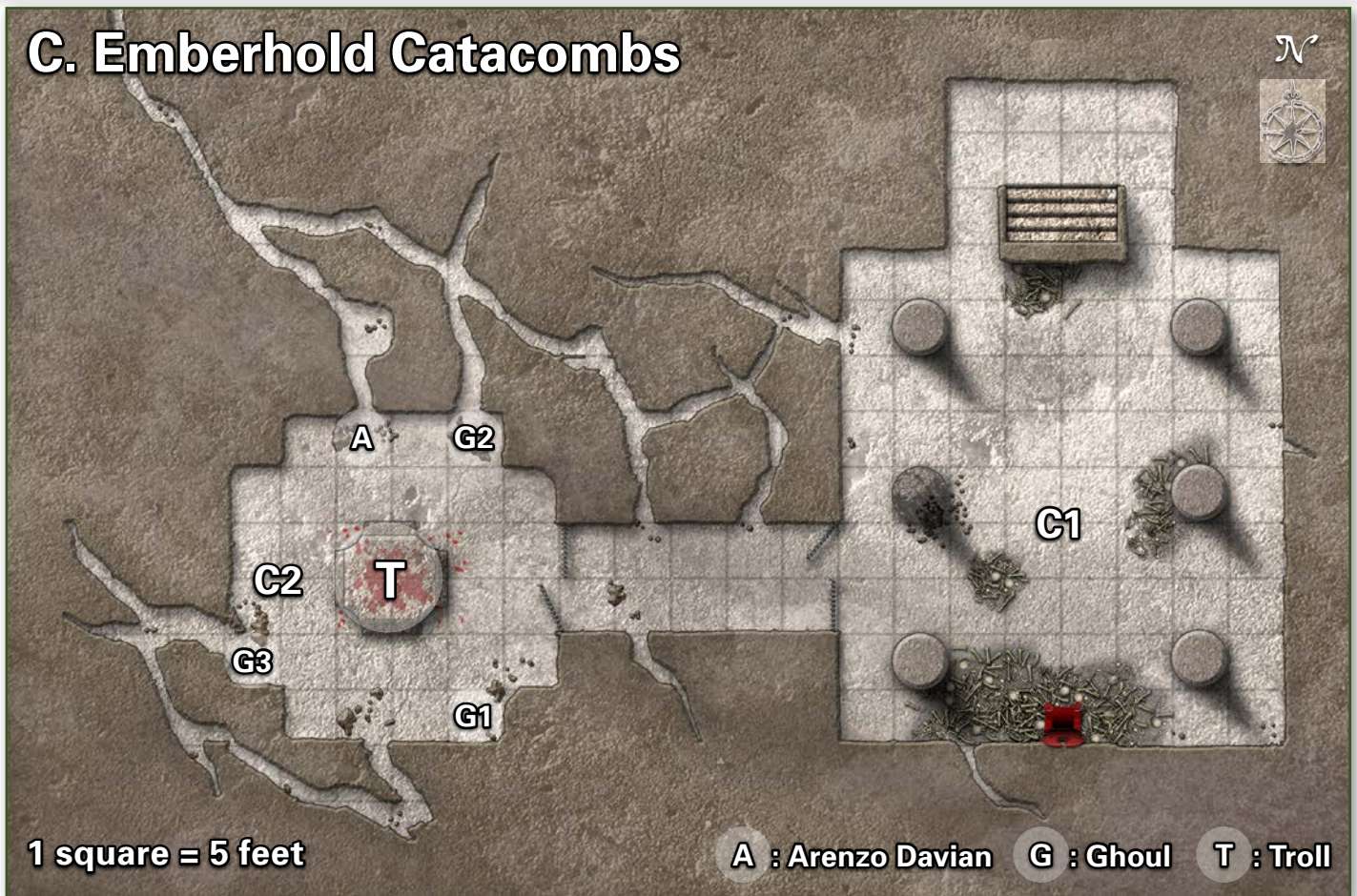
This room served as a less formal greeting area than the grand hall, and provided easy access to a deck attached to the front of the building.

**C. EMBERHOLD CATACOMBS**

This subbasement once included at least half-a-dozen chambers, most of which collapsed during an earthquake decades ago.



## C. Emberhold Catacombs



### C1. Mortuary

Six round pillars and a large iron gate built into a low archway on the west wall are not the most compelling features of this musty cellar. Drawings rendered from soot and dark brown paint cover the walls. They're broken up by narrow fissures of dark earth and crumbled plaster. The room is filled with bones, most of which are heaped around a large throne against the south wall. To the north, a wide set of stairs ascends.

This room served as a viewing area for bodies of the recently deceased. Arenzo Davian produced most of the art that adorns the walls of the funerary chamber, and in doing so, he nurtured a fever-pitched hatred for the living. The oldest and most obscured of these drawings depict scenes of the Thrune family being savaged and brutalized by humans and devil-kin alike. The newest scrawlings depict civilians burning under a Chelish flag. The bones are leftovers from animal and humanoid creatures that met their end in Arenzo's jaws. A PC who succeeds at a DC 10 Heal check identifies the dark brown paint as dried blood, while exceeding the check DC by 5 or more reveals that the most recent additions to the bone heaps are troll bones and that a significant number exhibit deep bite marks. The piles of bones are deepest

around the throne, upon which sits a skeleton in black chainmail. It's held together with dried vines and has slumped forward slightly, a crown of dull iron upon its brow. These bones are not gnawed on, and are a composite of bones stolen from the Davians laid to rest in the crypts.

### C2. Catacombs (CR 3 or CR 6)

Skeletal corpses thinly wrapped in decaying burial linen rest in niches cut into the stone of a wide hallway, which is intersected by numerous narrow fissures. Many of the niches have collapsed, with bony remains jutting out of the rocks and dark earth. The hallway opens into a larger room, where a stone altar is surrounded by cracked walls decorated with intricate reliefs of religious figures and prominent Davians whose tombs lie beyond.

House Davian interned their dead within these catacombs. Unfortunately, few of the house's greatest members reside here, their bodies having been lost to the battlefield or condemned to unmarked graves as traitors to Thrune's Cheliah. Years ago, a tremor of unknown origin shattered the foundation of Emberhold, causing the narrow fissures to further damage the Davians' legacy. Many of the niches collapsed, crushing the

**SCALING ENCOUNTER C2**

Remove all ghouls other than Arenzo Davian from the encounter to accommodate a group of four PCs.

bones of Arenzo’s ancestors. He attempted to salvage some, reconstructing them into the skeleton seated on the throne in area C1. The ghoul’s sustained presence reanimated one of the skeletons, though it remains entombed in the collapsed niche, with just one of its arms free to grasp at the air in a futile effort to free itself.

The hall opens into a room filled with relief-covered walls surrounding a large stone altar where clerics performed rituals over the dead. The reliefs depict scenes of Aroden on Golarion, particularly a lesser miracle performed at Westcrown, in which he transformed and revitalized a garden of roses. On a family member’s death, this room was covered with white roses as clerics prepared the body of the recently deceased for burial. Of late, the rites performed on the stone altar have become far more macabre.

**Creatures:** Arenzo Davian slew the last remaining members of his family, consumed their flesh to stave off starvation, and hid in his ancestors’ tomb with hopes that Thrune’s army would end the siege of Emberhold and leave Anglemire before noticing him. They instead set Emberhold ablaze, and Arenzo perished. He rose as a ghoul and has sated his hunger on Chelish travelers ever since.

He rarely ventures far from the ruins, but recently he has grown bolder. A lone troll wandered into Arenzo’s grasp while chasing a group of leshys from the Eismont foothills. He bound the creature in the depths of the catacombs and feeds it just enough to maintain its regeneration, all the while feeding on the creature himself. Arenzo usually hacks pieces of the troll off with a cleaver to avoid accidentally turning the troll into another ghoul. When the PCs arrive, the ghouls have recently fed, leaving the floor slippery with spilled blood. Heaps of oozing entrails are slowly slithering back into the troll’s gashed abdomen. Collectively, these make for treacherous footing, and a creature must succeed at a DC 10 Acrobatics check in order to run or charge in this area. If a creature fails this check by 5 or more, it falls prone.

**Hazard:** The troll (*Pathfinder RPG Bestiary* 268) is in poor shape, hangs upside-down from a thick chain (AC 8, hardness 10, hp 15), and has its one remaining arm tied with rope (AC 8, break DC 23, hp 2). At the end of each round, it attempts to bite (+6 to hit, 1d8+3 damage) any creature adjacent to it, though it prioritizes undead targets. Should the PCs unbind the troll’s claw, it uses

that to attack (+6 to hit, 1d6+3 damage, 10-foot reach). Because the troll hangs from the ceiling, a PC can also push it with a successful DC 15 combat maneuver check to perform a bull rush. Doing so causes the troll to swing back and forth, increasing its effective reach by 5 feet for one round. If the troll cannot make an attack, it rocks its body back and forth to swing slightly, increasing its reach as though it had been pushed until the end of its next turn.

Although it generally avoids attacking the PCs, the troll is an ally of convenience only. It attacks indiscriminately if the PCs show no care for its well-being whatsoever, such as by including it in the area of a *burning hands* spell. If the PCs choose to completely free the troll, it has the staggered and sickened conditions. It does its best to attack and kill any remaining ghouls, and so long as the PCs haven’t provoked the troll in any manner, it shows its gratitude after the fight by fleeing the estate and not murdering the Pathfinders.

**Subtier 1–2 (CR 3)**

<b>ARENZO DAVIAN</b>	<b>CR 2</b>
Male ghoul aristocrat 2 ( <i>Pathfinder RPG Bestiary</i> 146, see page 21)	
CE Medium undead	
<b>Init</b> +3; <b>Senses</b> darkvision 60 ft.; Perception +11	
<b>DEFENSE</b>	
<b>AC</b> 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)	
<b>hp</b> 30 (4d8+12)	
<b>Fort</b> +3, <b>Ref</b> +3, <b>Will</b> +10	
<b>Defensive Abilities</b> channel resistance +2, regeneration 2 (acid or fire); <b>Immune</b> undead traits	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> bite +5 (1d6 plus disease), 2 claws +5 (1d6)	
<b>Special Attacks</b> ghoul fever, paralysis (1d4+1 rounds, DC 14)	
<b>TACTICS</b>	
<b>Before Combat</b> Arenzo hides in the narrow fissures if alerted to the PCs’ intrusion.	
<b>During Combat</b> Arenzo considers the PCs trespassers and worse, servants of Cheliah deserving of death. He waits until PCs are distracted by the troll, then attempts to snipe from the narrow corridors, hoping to draw the PCs in before engaging in melee.	
<b>Morale</b> Arenzo believes himself invincible thanks to the regeneration, but he surrenders if he regains consciousness after being reduced to 0 or fewer hp.	
<b>STATISTICS</b>	
<b>Str</b> 11, <b>Dex</b> 17, <b>Con</b> —, <b>Int</b> 17, <b>Wis</b> 18, <b>Cha</b> 16	
<b>Base Atk</b> +2; <b>CMB</b> +2; <b>CMD</b> 15	
<b>Feats</b> Skill Focus (Bluff), Weapon Finesse	
<b>Skills</b> Acrobatics +7, Bluff +11, Climb +7, Knowledge	

(history) +10, Knowledge (nobility) +10, Perception +11, Stealth +10, Swim +7

**Languages** Common, Halfling, Osiriani, Varisian

## GHOUL CR 1

**hp** 13 (*Pathfinder RPG Bestiary* 146, see page 21)

### TACTICS

**Before Combat** Arenzo's fledgling pack retreats into the fissures if aware of the PCs. Otherwise, it's found feeding in the catacombs a safe distance from the troll.

**During Combat** The ghoul attempts to flank the PCs, and could potentially put itself at risk against the troll in the heat of combat.

**Morale** It fights to the death.

## Subtier 4–5 (CR 6)

## ARENZO DAVIAN CR 6

Variant ghoul stalker (*Pathfinder RPG Monster Codex* 82, see page 21)

**hp** 74

**Defensive Abilities** regeneration 5 (acid or fire)

### TACTICS

**Before Combat** If alerted to the PCs intrusion, Arenzo hides in the depths of the narrow fissures.

**During Combat** Arenzo considers the PCs trespassers and worse, servants of Cheliah deserving of death. He waits until PCs are distracted by the troll, then attempts to snipe from the narrow corridors, hoping to draw the PCs in before engaging in melee.

**Morale** Arenzo believes himself invincible thanks to the regeneration, but will surrender if he regains consciousness after being reduced to 0 or fewer hp.

## GHOULS (2) CR 1

**hp** 13 each (*Pathfinder RPG Bestiary* 146, see page 21)

### TACTICS

**Before Combat** Arenzo's fledgling pack retreats into the recesses of the fissures if aware of the PCs. Otherwise, they're found feeding in the catacombs a safe distance from the troll.

**During Combat** The ghouls attempt to flank the PCs, and could potentially put themselves at risk against the troll in the heat of combat.

**Morale** The ghouls fight to the death.

**Treasure:** Among the ruined clothing and gore is a grimy *handy haversack* that Arenzo Davian filled with supplies before fleeing into the catacombs decades ago. It now contains nothing of use.

**Development:** After defeating the ghouls, the troll (if it still survives) retreats to the Eismonts, relieved to be free of Emberhold. Having defeated the last of the threats, the PCs can take their time collecting items they feel are significant and load them in crates for study later.

**Rewards:** If the PCs fail to defeat Arenzo and his pack, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 154 gp.

*Out of Subtier:* Reduce each PC's gold earned by 273 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 392 gp.

## CONCLUSION

The Pathfinder Society's missions in Cheliah are far from over. Zefiro Balinger is working to provide a better picture of what PCs can expect to find at the next sanctioned site of archaeological interest—across the straight to Garund and the province of Kharijite. The Chelish holiday of Loyalty Day draws nearer, and already officials are declaring that Queen Abrogail II, in her wisdom, directed state-sanctioned scholars to unearth the lowly and treasonous Davian legacy. News of Arenzo's fate serves to fuel the starving imaginations of the nation as its people prepare for the celebration.

If the PCs managed to resolve the encounter with the leshys peacefully, each PC earns the Ally of the Green boon on the Chronicle sheet.

### Primary Success Condition

The PCs successfully complete their main mission by securing and fully exploring the ruins of Emberhold. Doing so earns each PC 1 Prestige Point.

### Secondary Success Condition

The PCs succeed at their secondary mission if they fulfill three of the following five conditions: Do not fight Corentyn's guards; convince Zefiro to share the secret history of Cheliah by helping Mireille escape; retrieve the keepsakes from the leshys; resolve the encounter with the leshys without combat; and capture (rather than destroy) Arenzo Davian. Arenzo is an excellent source of information—even if the PCs or Chelish authorities destroy him after learning what they can.

PLAYER HANDOUT #1

*Agents,*

*I recently learned that Zarta intends to send one of her own agents to Corentyn with a mission she's elected to keep secret. I don't think we should interfere, but I never like seeing agents go out alone. If you can, make sure Cassian is on the boat with you when you return to Absalom.*

*—Marcos*

PLAYER HANDOUT #2

**Notice: By the grace of Her Infernal Majestrix, Queen Abrogail I of the Thrice-Damned House of Thrune, all residents of Anglemire are pardoned for seditious and treasonous acts. House Davian, found guilty of instigating unlawful conflict, is excluded from Her Infernal Majestrix's mercy. Henceforth, all aid knowingly or unknowingly quartered to House Davian and its members will warrant death and eternal damnation. House Davian and all those still pledging loyalty to House Davian are hereby branded traitors to the Chelish Nation, and sentenced to death by starvation in accordance with Her Infernal Majestrix's wishes, lawfully obeyed by authority provided under Edict 208.14A.**

## APPENDIX 1: BESTIARY

The following creatures appear in this adventure.

### GHOUL CR 1

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

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

**hp** 13 (2d8+4)

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

**Defensive Abilities** channel resistance +2

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

#### DESCRIPTION

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

#### SPECIAL ABILITIES

**Disease (Su)** Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

### GHOUL STALKER CR 6

Ghoul rogue 6

CE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

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

**hp** 74 (8d8+38)

**Fort** +5, **Ref** +10, **Will** +8

**Defensive Abilities** channel resistance +2, evasion, trap sense +2, uncanny dodge; **Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d6+3 plus disease and paralysis), 2 claws +8 (1d6+3 plus paralysis)

**Ranged** +1 composite shortbow +10/+10 (1d6+4/×3) or +1 composite shortbow +12 (1d6+4/×3)

**Special Attacks** disease (DC 14), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect), sneak attack +3d6

#### STATISTICS

**Str** 17, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 16

**Base Atk** +5; **CMB** +8; **CMD** 23

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (composite shortbow)

**Skills** Acrobatics +16, Bluff +10, Climb +14, Disable Device +8, Escape Artist +16, Intimidate +10, Knowledge (dungeoneering) +12, Perception +14, Sense Motive +14, Stealth +16

**Languages** Common

**SQ** rogue talents (finesse rogue, ledge walker, weapon training), trapfinding +3

**Combat Gear** +1 frost arrows (4), +1 human-bane arrows (3), *potion of inflict light wounds*; **Other Gear** +1 composite shortbow with 20 arrows, *bracers of armor* +1, 62 gp

### GOURD 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

#### DESCRIPTION

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

#### SPECIAL ABILITIES

**Ensnare (Ex)** The seeds and slam attack of a gourd lesly entangle the target in vines for 2d4 rounds unless the target succeeds at 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.

## 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)

### TACTICS

**During Combat** The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.

### 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), masterwork guisarme, masterwork longsword, manacles

## VETERAN BUCCANEER CR 2

Human warrior 4

CE Medium humanoid (human)

**Init** +3; **Senses** Perception -1

### DEFENSE

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

**hp** 26 (4d10+4)

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

### OFFENSE

**Speed** 30 ft.

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

**Ranged** mwk heavy crossbow +8 (1d10/19-20) or  
throwing axe +7 (1d6+1)

### TACTICS

**During Combat** The warrior uses her crossbow until she is in boarding range, then switches to her scimitar.

### STATISTICS

**Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

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

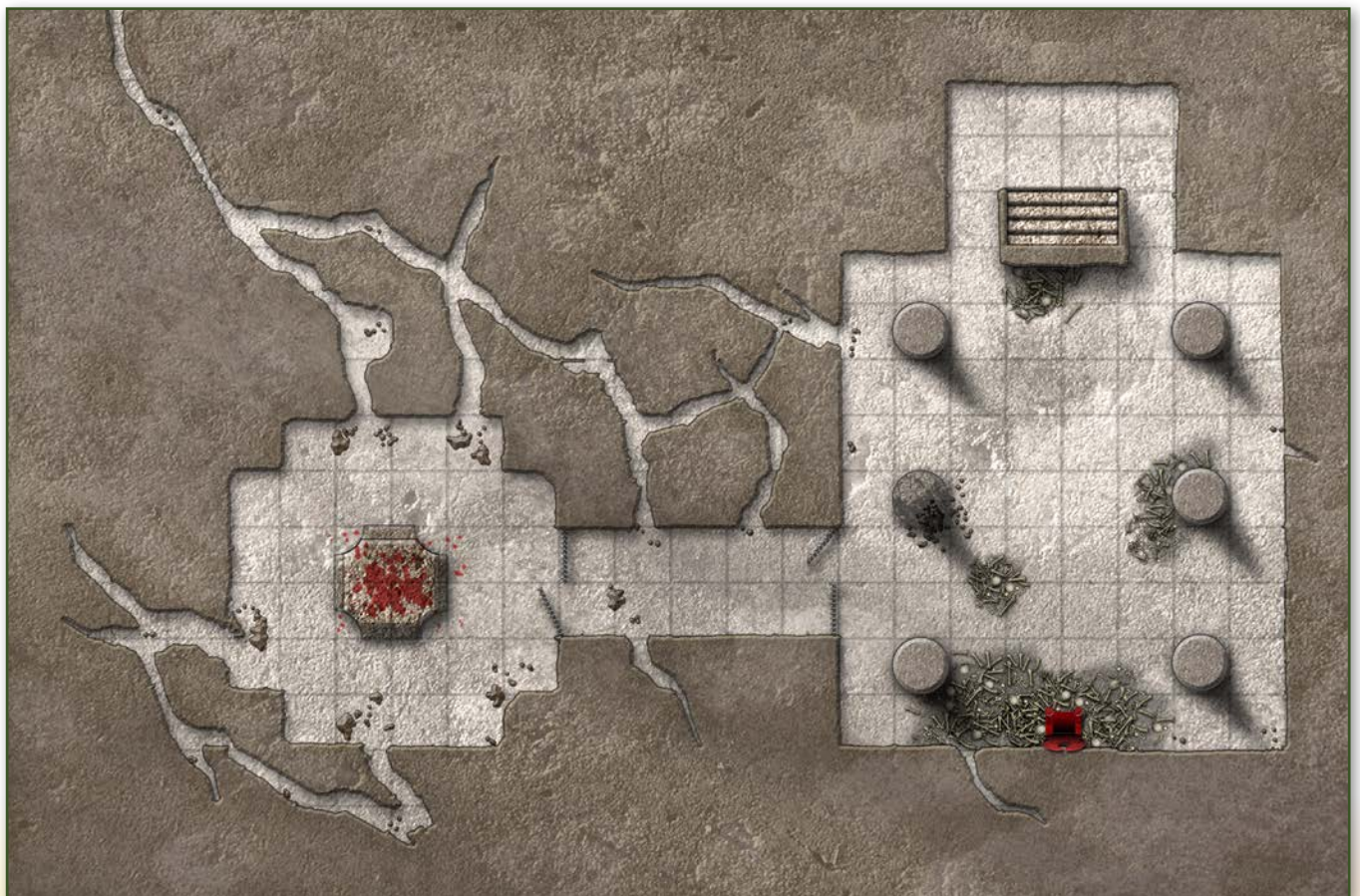
**Feats** Dodge, Mobility, Toughness

**Skills** Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17

**Languages** Common, Orc

**Combat Gear** *elixir of swimming*, *potion of bull's strength*, *potions of cure light wounds* (2), *potion of jump*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe

# FAITHLESS AND FORGOTTEN, PART 1: LET BYGONES BE



## Pathfinder Society Scenario #7-14: Faithless and Forgotten, Part 1: Let Bygones Be

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
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# Pathfinder Society Scenario #7-14: Faithless and Forgotten, Part 1: Let Bygones Be

Character Chronicle #

Core Campaign

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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**This Chronicle sheet grants access to the following:**

**Ally of the Green:** You have communed with the fugitive leshys of Anglemire and demonstrated your respect for their humble treasures. As a parting gift, the leshy Harvest Stripe gave you three gourd seeds imbued with some of the leshys' primal magic. As a standard action, you can check one of the boxes that precede this boon and consume one of these seeds as if it were a *goodberry*, though the seed heals 1d4+1 points of damage. Alternatively, you can feed a seed to an adjacent plant creature to grant it 5 temporary hit points and the benefits of *divine favor* (CL 6th) for 1 minute. When you check the last box, cross the entire boon off your Chronicle sheet.

<b>MAX GOLD</b>	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	254	505
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
<b>MAX GOLD</b>	Out of Subtier	589	1,178
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	925	1,850
<b>MAX GOLD</b>	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal

All Subtiers	Subtier 4-5
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<p><i>defoliant polish</i> (800 gp; <i>Pathfinder RPG Ultimate Equipment</i> 291)</p> <p><i>handy haversack</i> (2,000 gp)</p> <p><i>pearl of power</i> (1st-level; 1,000 gp)</p>	<p><i>ring of arcane signets</i> (1,000 gp; <i>Ultimate Equipment</i> 167)</p> <p><i>knight's pennon of battle</i> (4,500 gp; <i>Ultimate Equipment</i> 307)</p> <p><i>goblin skull bomb</i> (1,200 gp; <i>Ultimate Equipment</i> 300)</p> <p><i>lesser merciful metamagic rod</i> (1,500 gp; <i>Ultimate Equipment</i> 190)</p>
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<b>EXPERIENCE</b>	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	
Final XP Total		
<b>FAME</b>	Initial Prestige	Initial Fame
	+	<small>GM's Initials</small>
	Prestige Gained (GM ONLY)	
	-	
	Prestige Spent	
Current Prestige	Final Fame	
<b>GOLD</b>	Starting GP	
	+	<small>GM's Initials</small>
	GP Gained (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
-		
Gold Spent		
=		
Total		

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