

PATHFINDER SOCIETY



THE SANOS ABDUCTION

By Jerome Virnich



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PATHFINDER SOCIETY SCENARIO #4-05

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Pathfinder Society Scenario #4-05: The Sanos Abduction is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). 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*, the *Pathfinder RPG Advanced Player's Guide*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 2*, and the *Pathfinder RPG Bestiary 3*. 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 SANOS ABDUCTION

BY JEROME VIRNICH



Sanos Forest has long been a source of intrigue for members of the Pathfinder Society. Despite its proximity to well-travelled trade routes between Magnimar and Korvosa, the dense wood remains a mysterious and relatively unexplored location. Rumors abound that a clandestine portal leading to the First World lies somewhere in the forest, though the circuitous magic of the fey and the unusual reticence of the gnomes that reside in the Sanos Forest make verifying such a claim extremely difficult.

Six months ago, the Pathfinder Society dispatched the hermitic druid Ignizi Dinnelletter to set up a research station in the forest to further explore the secrets of the fey. Accompanying the gnome druid was a team of neophyte Pathfinders, charged with assisting Ignizi and learning her unique methods of First World research. The small team worked in relative peace, having established a genial relationship with both the gnome and fey populations there, until a tragic incident shattered the forest quiet.

Unknown to the researchers, another creature has recently taken up residence in the storied wood. A pukwudgie named Marigana has been gradually turning forest creatures into skeletons and zombies. Now, supported by an entourage of undead animals and humanoids, the pukwudgie's advances are becoming bolder. In its most ambitious raid yet, the monster has managed to drag off one of Ignizi's assistants.

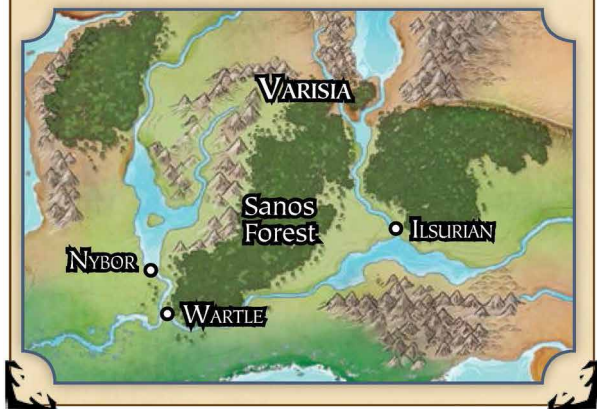
Luckily for Ignizi and the abducted neophyte, the Pathfinder lodge at Magnimar recently dispatched a party to resupply the secluded researchers and check on their wellbeing. With no help for miles and time running out, it now falls on the PCs to help track Marigana and rescue the lost Pathfinder before she becomes one of the growing zombie horde.

SUMMARY

The PCs are dispatched from the Pathfinder lodge in Magnimar to the Sanos Forest on a routine mission to resupply the renowned First World researcher, Pathfinder Ignizi Dinnelletter. However, when the PCs arrive at Ignizi's cottage, they find it besieged by undead. The PCs

WHERE ON GOLARION?

The Sanos Abduction takes place in the Sanos Forest in the heart of Varisia. The wood is well known as the center of the gnome population in Varisia, and also supports a substantial population of fey creatures. The diversionary and mischievous magic of the fey makes exploring the forest a difficult endeavor, and the gnomes are tight-lipped regarding what goes on in the deep woods. This lack of information leads to rampant speculation about the potential rewards for any adventuring parties able to navigate the notoriously perplexing woods. For more information on the Sanos Forest and Varisia, see *Rise of the Runelords Anniversary Edition Player's Guide* (available for free at paizo.com) and *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at your local bookstore, hobby store, or online at paizo.com.



turn the attention of the attackers away from the cottage, and dispatch the threat.

After the fight dies down, a shriveled female gnome emerges and introduces herself as Ignizi Dinnelletter. She is very relieved to see the party, and explains that several days ago, a swarm of zombies fell upon her and her young Pathfinder assistants, catching them completely off-guard. One of the researchers was dragged off by the creatures, while the rest remain huddled together in their

GM MATERIALS

The *Sanos Abduction* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, and the *Pathfinder RPG Bestiary 3*. The adventure assumes the GM has access to these sourcebooks and only creatures with non-simple templates applied are reprinted herein. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd.

cottage for safety. Since then, the cottage has been under periodic attack by mobs of undead. The researchers ask the PCs to eliminate the source of the undead raiders, and rescue her kidnapped assistant.

Ignizi tells the PCs that in order to track down the source of the undead, they might need some local assistance. She tells them that she has a friend who will help them, and that he can be found in a hollow log a day's journey north. His name is Riddywipple, and he can be easily identified by his squeaky voice.

The next day the PCs manage to locate the fallen log that Ignizi said Riddywipple uses as a home, but their new helper is nowhere to be found. After following a squeaky voice in the distance, the PCs are led to a steep embankment that crumbles beneath their feet. PCs unable to make the necessary Reflex save are dumped in a nasty briar patch. The PCs discover that their proposed assistant is a faerie dragon, and a mischievous one at that. Eventually the prankster dragon agrees to help them save the kidnapped Pathfinder.

Having secured their new assistant, the party moves on toward the source of the undead plague. The PCs follow Riddywipple to visit some old friends of his, who might be able to offer the party some assistance in turning the undead tide. When they arrive, though, the PCs are shocked to find that Riddywipple's friends, beautiful pegasi, have become undead monstrosities. They are forced to kill the corrupt creatures while Riddywipple looks on in shock. An opportunistic kelpie also attacks, attempting to lure them into a lake.

The party has an optional encounter with a remaining undead pegasus accompanied by gremlins or twigjacks. They follow the tracks of the necromancer that turned the pegasi from here as they cross a river.

Spurred on by the now incensed Riddywipple, the PCs make their way to a cave, which Riddywipple suspects is the origin of the undead scourge. The stench from the cave is atrocious, and as they descend, the PCs realize why. The cave is a charnel house, filled with the rotting

carcasses of all manner of forest creatures. At the bottom of the cave the PCs find the cause of the problem: the twisted pukwudgie Marigana and several of her undead companions.

After defeating Marigana, the PCs discover Ignizi's kidnapped assistant at the rear of the cave, riddled with pukwudgie quills. She is dying from the pukwudgie poison, and will become undead unless she receives medical attention. If the PCs are unable to cure the dying researcher on the spot, Riddywipple suggests that the PCs return her to Ignizi as soon as possible. Ignizi easily cures the dying woman, and Riddywipple pledges his services as a familiar to any in the party who will have him along.

GETTING STARTED

Read the following text to get the adventure underway:

The renowned Venture-Captain Sheila Heidmarch strides into her study at the Magnimar lodge. Her eyes scan the space with habitual vigilance, honed by years of successful adventuring. Satisfied that there's nothing amiss, she stands behind her desk, and turns her blade-like attention to the party before her.

"The Pathfinder Society has long been interested in the First World—the otherworldly realm of the fey. By all accounts the fey homeland is dangerous, bizarre, and entirely unpredictable. It's the very type of place sane people avoid, and Pathfinders flock toward.

"Countless expeditions and research teams have been dispatched over the years to investigate regions where the boundaries between the First World and our own Plane grow threadbare. Sanos Forest, which lies to the east of this very lodge, is one such place. The Pathfinder Society's latest research party is currently stationed there, under the capable direction of the druid Ignizi Dinnelletter.

"Dinnelletter doesn't normally work well with others, but this time she's got several newly recruited Pathfinders assisting her. We thought it prudent that she pass on some of her best practices, just in case. After all, we Pathfinders are not known for our longevity. Dinnelletter is entirely self-sufficient, but unfortunately the same cannot be said for her five trainees. Consequently, Ignizi's station needs to be resupplied periodically, something the Magnimar lodge has taken responsibility for. You lot have been chosen to make the next supply run to Sanos Forest, and will leave first thing in the morning. It's not a glamorous detail, but the fey forest never lacks for intrigue, and I'm sure you'll make the most of it.

"Your mission is simple: Deliver a pack horse loaded with supplies to Dinnelletter's cottage in Sanos. I don't expect any problems, but you never know with the fey. If Ignizi needs any additional help, please assist her in any way possible. And do try to be patient. Ignizi can be a handful."

The PCs may wish to ask a few questions of Venture-Captain Heidmarch before they depart. The seasoned adventurer is terse, but forthcoming in her responses. Several of her responses to likely questions follow:

How can we find Ignizi's cottage? "You'll be provided with instructions that detail the route. The journey is quite simple, mainly just following a distinctive stream until you reach the valley that Ignizi's settled."

Who is Ignizi Dinnelletter? "Ignizi is originally from Whistledown, the gnome settlement just to the east of Sanos Forest. She joined the Pathfinders as a young gnome, and was a very capable adventurer in her day—a little difficult to work with, but effective. As she grew older, she returned to her homeland to study the First World's influence on the Material Plane, eventually becoming the preeminent researcher in the field. She still looks young and wide-eyed, but don't be fooled. She knows how to get what she wants."

What is Ignizi Dinnelletter researching? "That's a question I'm keen to learn the answer to myself. Ignizi's reputation affords her something of a *carte blanche* when it comes to matters of First World research and we won't know exactly what she's up to until she has finally concluded her work. Knowing Ignizi, though, it will likely mean trouble."

What supplies need to be delivered? "Dinnelletter's shopping list is always a little eccentric. It consists mostly of alchemical supplies and food—nothing worth stealing. If you run into any trouble on the road, it won't be because of the cargo."

The PCs receive their faction missions from their contacts in Magnimar before they head out for the wilderness in the morning. Make sure the PCs understand their common mission and their faction missions.

A. THE SANOS RESEARCHERS

The party marches east along the Dry Way—the trade road along the northern bank of the mighty Yondabakari River toward Korvosa—for several days. They spot a distinctive stream, which their instructions indicate they should follow north into Sanos Forest. Once they're in the woods, all signs of humanoid activity abate.

Midway through their first day in the forest, the PCs approach a small vale where they catch a whiff of rotting meat, find several bear tracks, and notice the forest has suddenly gone quiet. According to their instructions, they should be within half a mile of the cottage where Ignizi Dinnelletter lives.

GM TIP: BE PREPARED!

The Sanos Abduction features a host of creatures which Marigana has managed to kill and re-animate as zombies or skeletons. Though the necromantic pukwudgie's victims vary from porcupine to pegasi, all feature the undead type, and benefit from undead immunities. GMs are advised to brush up on undead immunities (*Pathfinder RPG Bestiary* 305) and what your party will (or won't) be able to do against the reanimated.

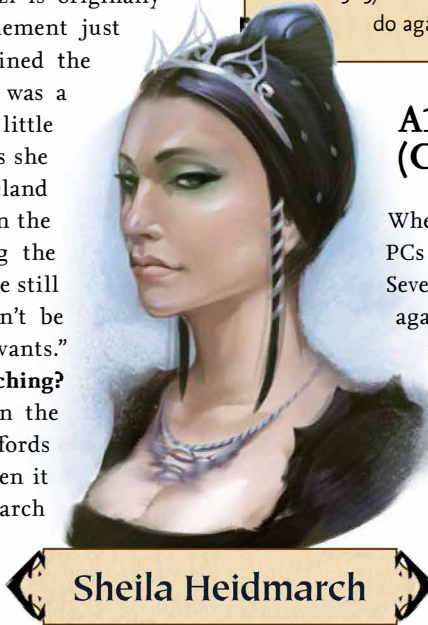
A1. Cottage Under Siege (CR 5 or CR 8)

When Ignizi's cottage comes into view, the PCs find it besieged by forest creatures. Several owlbears clumsily slam themselves against the cottage, which creaks under the weight of the impacts. The PCs can hear cries of alarm filter out from inside the cottage. The windows and doors are boarded up and reinforced, but a DC 17 Knowledge (engineering) check reveals that they're weakening, and it will be less than a minute before one of them gives way.

Creatures: As the PCs move to engage the creatures, they notice these owlbears seem stronger than normal creatures of their size. A DC 15 Knowledge (religion) check reveals that this is because the creatures are actually undead. In the higher subtier, a pair of skeletal hodags also emerges from the woods as the zombie owlbears turn to attack the PCs.

Subtier 3–4 (CR 5)

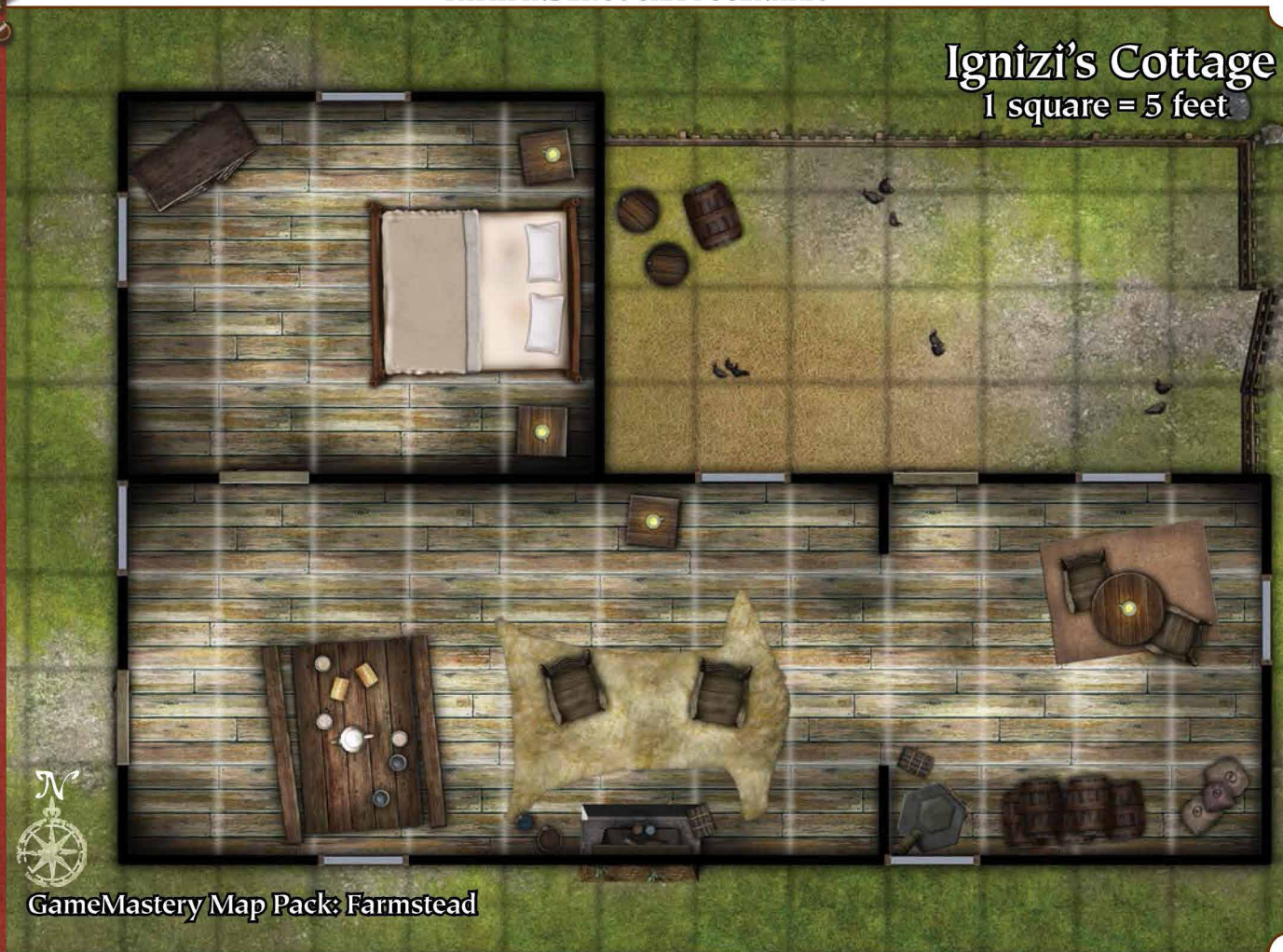
| ZOMBIE OWLBEARS (2) | CR 3 |
|---|------|
| Fast zombie owlbear (<i>Pathfinder RPG Bestiary</i> 224, 288) | |
| NE Large undead | |
| Init +2; Senses darkvision 60 ft.; Perception +0 | |
| DEFENSE | |
| AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size) | |
| hp 38 each (7d8+7) | |
| Fort +2, Ref +4, Will +5 | |
| Immune undead traits | |
| OFFENSE | |
| Speed 40 ft. | |
| Melee 2 claws +9 (1d6+5 plus grab), bite +9 (1d6+5), slam +9 (1d8+5) | |
| Space 10 ft.; Reach 5 ft. | |
| Special Attacks quick strikes | |



Sheila Heidmarch

Ignizi's Cottage

1 square = 5 feet



GameMastery Map Pack: Farmstead

TACTICS

During Combat A zombie owlbear always attacks the nearest living creature full-force. If possible, it takes a 5-foot step and uses its quick strikes special ability.

Morale The zombies have no regard for their wellbeing and fight until destroyed.

STATISTICS

Str 21, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)
Feats Toughness

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a zombie owlbear takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Subtier 6–7 (CR 8)

SKELETAL HODAGS (2) CR 4

Hodag skeleton (*Pathfinder RPG Bestiary* 250, *Pathfinder RPG Bestiary* 3 148)

NE Large undead

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

DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, –1 size)
hp 36 each (8d8)
Fort +2, **Ref** +5, **Will** +6
DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft., burrow 15 ft.
Melee bite +11 (1d8+4), 2 claws +11 (1d6+4), tail slap +11 (1d4+4)
Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat The skeletal hodags have reach, which allows them to make attacks of opportunity on PCs attempting to engage them in melee.

Morale The skeletal hodags follow the commands of their creator, fighting until they've been destroyed.

STATISTICS

Str 19, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +6; **CMB** +11; **CMD** 24 (28 vs. trip)
Feats Improved Initiative

ZOMBIE OWLBEARS (3) CR 3

hp 38 each (use the statistics from Subtier 3–4)

TACTICS

Use the tactics from Subtier 3–4.

A2. The Researchers

Once the PCs fell the last of the undead, there is a moment of calm. One of the boards reinforcing a cottage window is pried open from the inside, and the heavily wrinkled face of a purple-haired gnome woman pokes out of the window. Once she spots the party, she worms her way headfirst out the window, despite a chorus of protests from inside the cottage. Eventually the tiny old gnome wriggles through the gap, landing deftly on her rear end. She bounds to her feet and addresses the party in a rapid-fire voice:

“Finally! I was getting thirsty in there. Did you bring any wine? Bloody owlbears. You’d think they’d know better than to trifle with me! Is that my packhorse? I’ll settle for grog, if you have it.”

The dishevelled gnome climbs directly over the rotten corpse of an owlbear and starts rummaging through the packhorse’s saddlebags. Meanwhile, a shocked group of young Pathfinders emerge from the cottage, surveying the carnage with horror.

“Been like this for a week, you know. Nothing but undead and southeastern winds. Wretched awful smell. And me without my astrolabe. You should hear these youngsters whinge and complain. One little undead horde and they go all to pot. By the Eldest, I’m thirsty. I’d drink a flask of ink at this point! Bloody zombos did drag off one of the youngsters, though. You should hear them complain: ‘Oooh, we’re all about to die! Oh my, what’s-her-face was abducted by zombos! Oh, I don’t want to be eaten.’ And they call themselves Pathfinders!”

“Aha!” The gnome triumphantly holds up a bottle of dark red wine.

She whirls around, addressing the assembled group, “You youngsters, burn these carcasses. Bloody awful stink. You lot with the weapons, unpack this horse, build a nice fire, and pull some turnips from the garden. Then come have a drink and tell me how fat Sheila’s gotten.”

With that, the renowned researcher Ignizi Dinnelletter scuttles back into the cottage, uncorking her newly acquired wine along the way.

Throughout the evening, the PCs have a chance to speak with Ignizi and her four researchers. Because all of the NPCs have the ability to help (or hinder) the PCs’ faction missions, a small profile on Ignizi and each of her assistants is provided in the sidebar on page 9.

Over a dinner of turnip soup, the researchers reconfirm that one of their party was dragged off by the undead several days ago and hasn’t been seen since. Ignizi asks the PCs to rescue the youngster and eliminate the undead incursion. She insists that the PCs bring her assistant back alive, due to the fact that the kidnap victim “has

SCALING ENCOUNTER A1

In both subtiers, remove one zombie owlbear from the encounter to accommodate parties of only four PCs.

a real way with fungus.” She indicates that her friend, Riddywipple—who lives in a hollow log a day’s march north—can likely help. Ignizi says that Riddywipple knows Sanos inside and out and will be an excellent guide. She suggests the PCs stay the night in the cottage and depart first thing in the morning.

Below are the answers to some common questions the PCs may have about the abduction, the fey, or Riddywipple. Though the answers to the questions remain the same, the flavor with which they’re delivered depends on which researcher the PCs ask.

Who was abducted? The kidnapping victim’s name is Dijjit—a female gnome with short, orange hair. She was tending the garden when a horde of zombies descended upon the cottage and dragged her into the forest. Several researchers wanted to chase after Dijjit, but Ignizi knew that, between her advanced age and the neophytes’ inexperience, a rescue mission could only spell disaster. Leona and Narsisco are still bitter about the decision.

Where did the zombies take Dijjit? When the zombie horde left, they headed north. That’s all any of the researchers know.

What is causing the undead incursion? Nobody is sure, but a rumor is floating around the local gnome communities that something is collecting bodies and gradually building a zombie army.

What is the relationship between the Pathfinders and the fey? The fey are notoriously difficult to research, given their secrecy and unique talent for disruption. Ignizi, however, has a knack for dealing with them, which is why she was chosen for this assignment. Anyone in Ignizi’s company is extended amnesty by the fey. Those out of her company are not so lucky.

Who is Riddywipple? Though the young researchers have heard of Riddywipple, only Ignizi has ever met him. She says he’s been in Sanos Forest longer than most, and knows how to stay alive in the unforgiving woods. She says that he’s a bit reclusive and normally doesn’t help strangers, but that they should drop her name to convince him.

Development: The final encounter in this scenario involves an creature with a very strong poison attack, which PCs from the lower subtier may have difficulty surviving without the ability to neutralize poison. Knowing that there are many poisonous creatures in the wilderness, Ignizi gives the PCs a few magic items to help them on their way, including *potions of neutralize poison*.

Faction Notes: For PCs with faction missions that involve interacting with the researchers, this is their best opportunity, though they might have a minute or two with the NPCs at the very end of the scenario. The number of attempts PCs can make is up to the GM, though GMs should keep time limits in mind and allow an individual PC to make no more than one attempt per NPC. These attempts can either use Diplomacy checks to persuade the researchers or Bluff checks opposed by the NPCs' Sense Motive checks to trick them.

Andoran faction PCs need to convince one of the researchers to visit Magnimar. Lemmy hated being in Magnimar (Diplomacy DC 22, Sense Motive +2). Leona likes cities but misses her family (Diplomacy DC 17, Sense Motive +1). Narsisco is a city boy at heart (Diplomacy DC 13, Sense Motive +2). Marsia doesn't want to leave Sanos (Diplomacy DC 22, Sense Motive +1). Convincing any of the researchers to visit Magnimar earns Andoran faction PCs 1 Prestige Point.

Cheliox faction PCs are advocating for the NPCs to visit Korvosa. Lemmy is curious about Korvosa (Diplomacy DC 13, Sense Motive +2). Leona figures that at least Korvosa is on the way home (Diplomacy DC 17, Sense Motive +1). Narsisco has bad associations with Chelaxians (Diplomacy DC 23, Sense Motive +2). Marsia loves it in Sanos (Diplomacy DC 22, Sense Motive +1). Convincing any of the researchers to visit Korvosa earns Cheliox faction PCs 1 Prestige Point.

Grand Lodge faction PCs have secret notes they need to deliver to Ignizi without any of the other PCs noticing. When and how they deliver the note is up to the PC, but the most likely method is by making a Sleight of Hand check opposed by the Perception of any PCs present. Delivering the note without being seen by other party members earns Grand Lodge faction PCs 1 Prestige Point.

Lantern Lodge faction PCs can learn what Ignizi is researching directly (by asking her) or indirectly (by piecing it together from clues). The direct route involves convincing Ignizi to reveal her project—a DC 21 Diplomacy check. Bluffing Ignizi is also difficult, as she has a Sense Motive bonus of +6. The indirect route is to succeed at a DC 14 Perception check to notice relevant clues, then piece the clues together using Knowledge (nature or planes) at DC 14 or DC 15, respectively. Any PC who succeeds at one direct check or two of the three indirect checks learns that Ignizi is researching the flow of energies between the First World and the Material

Plane, with the hopes of one day controlling a portal to the First World. Obtaining this information through either method earns Lantern Lodge faction PCs 1 Prestige Point.

Sczarni faction PCs must copy notes from Ignizi's research journal without other PCs noticing. They must first make a DC 12 Perception check to locate the journal, followed by an opposed Bluff check against any PCs or NPCs who witness their attempt. If the PC's theft is exposed, Ignizi confiscates her journal and shrugs the incident off, claiming nobody in Golarion could decipher those notes—not even her—but that it's still a private document, denying the PCs any additional attempts to access it. Copying the journal earns Sczarni faction PCs 1 Prestige Point.

Shadow Lodge faction PCs are charged with learning which town near Sanos is the new home base for an Aspis Consortium agent. Leona and Narsisco are both local to the area and have different answers to this question, but only one is correct. A DC 17 Diplomacy check convinces Leona to truthfully impart that, when she passed through Ilsurian on her way

to meet Ignizi, she saw a man in the local tavern who wore the silver badge of a mid-level Aspis agent. A DC 10 Diplomacy check prompts Narsisco to lie (with a +2 Bluff modifier) that he met a silver-level Aspis agent in Nybor just before he left. If caught in his lie, Narsisco admits that he was trying to direct the PCs to stay in his home town, where his family owns an inn and several shops. If the PCs get the correct information from Leona, each Shadow Lodge faction PC earns 1 Prestige Point.

Taldor faction PCs have a gift for Ignizi from Lady Morilla, designed to ingratiate the Taldan leader to the gnome researcher. Ignizi distrusts such advances, but a DC 18 Diplomacy check convinces her to take it. Alternatively, Taldan PCs can simply stash the gift in the cottage, hoping that once they're gone Ignizi will have no choice but to take it. This approach requires a Sleight of Hand check opposed by any NPCs who are in a position to witness the act. The NPCs' Perception modifiers are as follows: Ignizi (+6), Lemmy (+2), Leona (+1), Marsia (+1), Narsisco (+2). If they get the gift to Ignizi in either manner, Taldor faction PCs earn 1 Prestige Point.

Treasure: After rummaging around the cottage for a while, Ignizi digs up several items to give the PCs. She hands over three *potions of neutralize poison*, two *scrolls of detect undead*, and a small box of uncut alexandrite worth 500 gp (both subtiers). She also supplies a *potion of cure*



light wounds (Subtier 3–4) or a *potion of cure moderate wounds* (Subtier 6–7).

Rewards: If the PCs agree to rescue the captured Pathfinder, eliminate the undead threat, and accept Ignizi’s offerings, award each subtier thus:

Subtier 3–4:

Give each PC 316 gp.

Subtier 6–7:

Give each PC 420 gp.

B. INTO THE FOREST

The party departs the next morning, armed with the researchers’ best wishes and instructions on how to find Riddywipple’s log. The directions are fairly simple, leading them to clear landmarks throughout the forest.

B1. Fallen Log (CR 4 or CR 7)

The PCs march through the day, following a series of ravines that Ignizi indicated would lead them to Riddywipple’s fallen log. They manage to locate the log, which is distinguished by a series of distinctive carvings that adorn the trees for twenty yards in every direction.

Creature: Though the PCs locate the log, they don’t see anyone around. However, they hear a squeaky voice about 30 feet up a nearby hillside. The invisible voice stays just ahead of the PCs, leading them onto a collapsing embankment with a bramble patch beneath it, which acts as pit trap. If no PCs fall into Riddywipple’s trap, the faerie dragon creates the illusion of an adult black dragon, using *ghost sound* and *silent image*, in an effort to deter the PCs. Once the PCs discover that they’ve been had, Riddywipple makes his entrance.

RIDDYWIPPLE CR 2

Male faerie dragon (*Pathfinder RPG Bestiary* 3 91)

hp 22

TACTICS

Before Combat As soon as Riddywipple becomes aware of a potential threat, he casts *greater invisibility*.

During Combat Preferring to avoid a fight, Riddywipple attempts to confuse his foes with *sleep*, *ghost sound*, and *silent image* long enough to run away. If backed into a corner, or in dealing with a much weaker foe, Riddywipple uses his bite and breath weapon attacks.

Morale If Riddywipple is reduced below half his hit points, he immediately turns invisible and hides until combat is over.

Trap: Being small of size and more a prankster than a skilled combatant, Riddywipple prefers to waylay foes in other ways. One of his most common means of injuring his enemies is by luring them toward a particularly nasty bramble patch at the foot of a steep and unstable hill. A PC reaching the top of the hill risks setting off a landslide

PATHFINDER RESEARCHERS

The following Pathfinders are part of the research contingent assigned to Sanos Forest.

Ignizi Dinnelletter (CN female gnome druid 6): Originally from nearby Whistledown, Ignizi was a well-known adventurer in her time. Ignizi prattles on ceaselessly about a wide variety of subjects, whether anyone is listening or not. GMs are encouraged to insert bits of Golarion trivia randomly throughout her speech, to simulate Ignizi’s helter-skelter behavior. Though she acts like she’s mad, the PCs might get the feeling that perhaps her loopy persona is more calculated than it seems.

Lemmy Monelli (N male halfling adept 1): Lemmy was recommended for the Sanos post by a Magnimarian alchemist who wanted only to be rid of him. He’s a bit of a bungler, and while he thinks of himself as a bard, his singing is wretched. Lemmy aspires to one day be a full-fledged Pathfinder, though after the undead attack, he’s having second thoughts.

Leona Marideth (LG female human ranger 1): Hailing from Tamran on the shores of Lake Encarthan, Leona ventured all the way from Nirmathas just to study with Ignizi. Leona is hoping to learn something in Sanos that will help her people fight the blight-corrupted fey of the Fangwood. She takes her mission seriously, and is a little put off by Ignizi’s facetiousness.

Narsisco (CN male half-elf rogue 1): This haughty half-elf grew up in the nearby town of Nybor, which is known for its large interracial population. Bored with small-town life, he journeyed to Magnimar, where he hoped to start a career as a Pathfinder adventurer. To his dismay, his familiarity with the area landed him right back in Sanos, working under Ignizi, whom he regards as a has-been.

Marsia Backar (N female human druid 1): The most starry-eyed and earnest of the group, Marsia grew up in a village in northern Molthune. As a child she loved to roam the Backar Forest (after which her family is named), and has a special affinity for the fey. Obsessed with First World research, Marsia is obnoxiously excited to be working under the renowned Ignizi Dinnelletter.

as the loose ground on the other side gives way, sending the creature sliding into the nest of briars.

Subtier 3–4 (CR 4)

BRAMBLE PATCH CR 4

Type mechanical; Perception DC 25; Disable Device DC 20

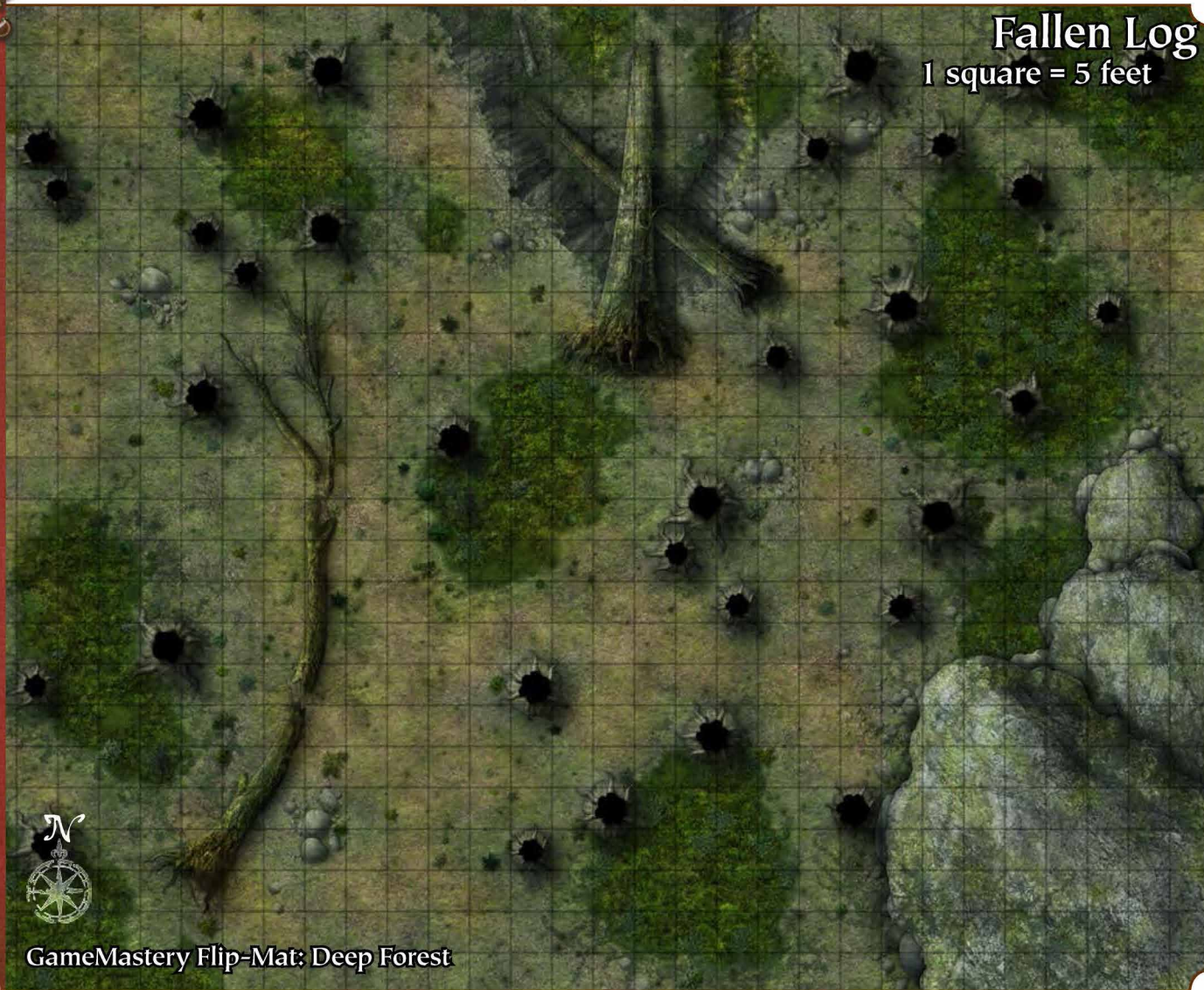
EFFECTS

Trigger location; Reset none

Effect 30-ft.-deep ravine (3d6 falling damage); DC 24 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Fallen Log

1 square = 5 feet



GameMastery Flip-Mat: Deep Forest

Subtier 6–7 (CR 7)

THORNY BRAMBLE PATCH CR 7

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

EFFECTS

Trigger location; **Reset** none

Effect 50-ft.-deep ravine (5d6 falling damage); bramble thorns (Atk +15 melee, 1d4 thorns per target for 1d6+5 damage each); DC 16 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Development: Once the trap is sprung, the invisible Riddywipple buzzes around the party, pelting them with questions about who they are and why they're trespassing on his turf. As long as the PCs mention Ignizi or the kidnapped Pathfinder, Riddywipple drops his invisibility and introduces himself. He apologizes for leading them into harm's way, wistfully noting that he is not much of

a fighter, making such tricks necessary. He says that any friend of Ignizi is a friend of his.

Riddywipple agrees to help the Pathfinders eliminate the undead threat, indicating that he has a strong suspicion where the zombies might be coming from. He says he will ask some of his fey forest friends for information to see if he can pinpoint the source of the undead scourge. He suggests that, in the meantime, the PCs spend the night near his log, and leave at first light.

Player characters who succeed at the scenario's primary mission could gain Riddywipple as an ally on future adventures, so it's important that Riddywipple survive to the end of the scenario. Unless the players specifically request the faerie dragon play a larger role in combat, GMs are advised to keep the Pathfinders' ally out of harm's way.

Treasure: This is not the first time Riddywipple has lured unsuspecting trespassers into his briar patch. At the bottom of the embankment is a magical item that

some unlucky adventurer must have dropped in years past. In Subtier 3–4, this item is a pair of *goggles of minute seeing*. In Subtier 6–7, it's a *ring of maniacal devices* (*Pathfinder RPG Advanced Player's Guide* 292). If none of the PCs fall into the trap, the Pathfinders must make a DC 18 Perception check to notice a glimmer of metal below in the bramble patch. Any PC who attempts to retrieve the treasure, however, needs to succeed on the Disable Device check for the trap in her subtier to deactivate the contraption that triggers the landslide.

Rewards: If the PCs manage to retrieve the item, reward each subtier thus:

Subtier 3–4:

Give each PC 208 gp.

Subtier 6–7:

Give each PC 416 gp.

B2. Old Friends (CR 5 or CR 8)

At dawn, Riddywipple wakes the PCs by buzzing excitedly around their heads, chattering in his squeaky, singsong voice. He encourages them to strike camp while he tells them what he learned from his forest friends in the night.

“In the night last night, I flew over to my friendly pixie friend Pollinia, a trixie youngster who lit out with me for a bit of a fly-around, where we chatted about all the happy happenings in the forest as well as some untidy tidings. As it turns out, the carved cave near my pegasi friendlies has a new body that everybody agrees is disagreeable. The old cold cavern used to be used by humans long before long ago, but it's been empty as a log since then.

“Now it seems an unseemly creature has wandered in from the bit of bog near Wartle and taken to torturing and terrifying the forest. The monster's name is Marigana, and trappers chased her from her Wartle morass after she kidnapped some napping kids from the town and turned them into deadly undead. Now she's taken up taking over Sanos, and wants to spread her terrible territory. We can make a joint journey to see the poisonous new occupant, but it will be doubtlessly undeadly.”

The PCs may have a few questions about the undead scourge, their mission, or the forest before they depart. Here are the answers to some common questions:

What is Marigana? None of the fey are quite sure what sort of creature Marigana is, but she has been seen with an entourage of skeletons and zombies, which leads the fey to suspect she has necromantic powers.

RIDDYWIPPLE

Faerie dragons are known as mischief-makers who use their visual and auditory illusions to construct elaborate pranks. Though not malicious, a faerie dragon's endless high jinks can wear on some creatures' patience. GMs are encouraged to play up this aspect of Riddywipple's personality, perhaps inserting a few harmless pranks at the PCs' expense throughout the scenario if time permits.

Though he's clever and armed with a respectable arsenal of spells, fighting is not Riddywipple's forte. At only 2 feet long, the tiny creature is hardly the ferocious combatant one might expect from a dragon. He might cast a *silent image* or *ghost sound* in an attempt to distract opponents now and then, but relies more on his *greater invisibility* and *Stealth* to survive this scenario's remaining encounters.



Riddywipple

What does Marigana want?

Marigana lived in the swamp near Wartle, but the locals chased her off after she started stealing children from the town to add to her zombie horde. Now she's moved into Sanos and is beginning to carve out an undead territory.

How big is the undead horde?

It's not very large... yet. Marigana has just recently arrived in Sanos, and has mostly been targeting animals in order to build her strength. Now, as her

entourage grows, she is becoming bolder in her advances, and beginning to kidnap humanoids.

Can the fey offer any help? The fey are not united on what to do about their new neighbor, though there is uneasiness throughout the forest with regard to this new influence. Aside from Riddywipple, the PCs can expect little help from the fey.

Once the PCs' questions have been answered, they begin heading north. As the PCs make their way deep into the forest, Riddywipple tells them that they are approaching the home of his longtime friends, pegasi who might be able to offer assistance in defeating the undead. The party follows an overgrown road until they reach a muddy, reedy lake surrounded by underbrush and large stones.

Creatures: As the PCs approach, they see the silhouettes of statuesque pegasi grazing in the glade. However, as the PCs grow closer, they see that the pegasi are covered in deep wounds and dried blood, and that they graze not upon grass, but upon the carcass of a fallen creature. The blood-encrusted pegasi turn their attention to the PCs, and

SCALING ENCOUNTER B2

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 3–4: Apply the sickened condition to the kelpie, the result of an undead taint in the waters of the stream.

Subtier 6–7: Remove one kelpie.

clumsily lift into the air. A kelpie enemy of the pegasi that discovered they were undead took the opportunity to move into their lake, and it attempts to lure the PCs into the water, taking advantage of the distraction the pegasi present and knowing the unintelligent brutes won't even notice it.

Subtier 3–4 (CR 5)

KELPIE CR 4

hp 38 (*Pathfinder RPG Bestiary* 2 172)

TACTICS

Before Combat The kelpie lurks just under the surface of the water, with only its eyes protruding. The murky water provides concealment and allows the kelpie to make a Stealth check to catch the PCs unaware.



During Combat The kelpie attempts to lure the PC with the heaviest armor into the water using its captivating lure special ability. If the captivating lure fails, or if the lured PC drowns, the kelpie comes ashore to attack in melee.

Morale If reduced to 5 or fewer hit points, the kelpie flees back to the safety of the lake.

ZOMBIE PEGASUS CR 2

Pathfinder RPG Bestiary 225, 288

NE Large undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +0

DEFENSE

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, –1 size)

hp 33 (6d8+6)

Fort +2, **Ref** +3, **Will** +5

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 60 ft., fly 120 ft. (clumsy)

Melee bite +8 (1d3+5), 2 hooves +3 (1d6+2), slam +8 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

TACTICS

Before Combat Once the pegasus spots the PCs, it takes to the skies. Any character who attempts to use a ranged attack against it becomes its first target.

During Combat Because the zombie pegasus is staggered, once it lands it's unlikely it will be able to take off again. It fights mindlessly, using full-attack actions when able, and attempting to again take to the skies if no immediate threats are within range.

Morale The pegasus fight until they are destroyed.

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 21 (25 vs. trip)

Feats Toughness

Skills Fly –9

SQ staggered

Subtier 6–7 (CR 8)

KELPIES (2) CR 4

hp 38 (*Pathfinder RPG Bestiary* 2 172)

TACTICS

Use the tactics from Subtier 3–4.

BLACKWINGED PEGASI (3) CR 3

Advanced zombie pegasus (*Pathfinder RPG Bestiary* 225, 288, 294)

NE Large undead

Init +3; **Senses** darkvision 60 ft., scent; Perception +2

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 45 (6d8+18)

THE SANOS ABDUCTION



OPTIONAL ENCOUNTER

Encounter **B3** is optional, and can easily be removed from the scenario if time or player resources are running out. Consider the difficulty of the final confrontation and judge the PCs' ability to face Marigana after another encounter. Skip the conflict in **B3** if you feel it would doom the PCs to failure in area **C**. Alternatively, if less than 1 hour remains to complete the scenario, move immediately to the final encounter. If the encounter is omitted, the PCs should find the body of the remaining undead pegasus before crossing a stream, along with tracks indicating that Marigana or her assistants carried the captive from there.

SCALING ENCOUNTER B3

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 3–4: Remove the zombie pegasus and add one pugwampi gremlin.

Subtier 6–7: Remove the blackwinged pegasus.

Fort +4, **Ref** +5, **Will** +7

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 60 ft., fly 120 ft. (clumsy)

Melee bite +10 (1d3+5), 2 hooves +5 (1d6+3), slam +10 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

TACTICS

Use the tactics from the zombie pegasi in Subtier 3–4.

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** —, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Toughness

Skills Fly –7

SQ staggered

Development: A PC lured into the water by a kelpie needs to make Swim checks to avoid drowning (see page 108 of the *Pathfinder RPG Core Rulebook*). The water should be considered calm (Swim DC 10) for PCs in Subtier 3–4 and rough (Swim DC 15) for PCs in Subtier 6–7.

The real value of the zombie pegasi is not in the combat itself, but in Riddywipple's response at seeing his longtime friends corrupted by the touch of undeath. GMs are encouraged to roleplay Riddywipple's reaction, which can be used to create depth for his otherwise happy-go-lucky character. GMs should consider filling Riddywipple with an uncharacteristic bloodlust for the creature Marigana.

As the PCs leave the area, they find a set of erratic hoofprints leading on ahead, with a smaller set of prints in some of the muddier areas. Riddywipple says that one

more of his pegasus friends is missing, and surmises that Marigana might have tossed the captured Pathfinder on the undead horse and led it back to the lair.

Faction Notes: Qadira faction PCs are tasked with convincing fey to cease hostilities, if only for a single turn. The kelpie is hostile, but halts her attack for her next turn if a PC makes a successful DC 26 Diplomacy check or opposed Bluff check. To make the task easier, a PC can also attempt to bribe the kelpie or wait until it's badly injured or captured before negotiating. Convincing the creature to surrender peacefully earns Qadira faction PCs 1 Prestige Point.

Treasure: A cursory search of the underbrush near the water's edge reveals the corpse of another of Riddywipple's friends, the human hunter Dougal. His head has been caved in by a blow from a pegasus hoof and the pegasus has been eating his flesh, but his possessions remain on his body. Riddywipple is distraught to find the corpse but wants the PCs to take the gear so they can stop the menace that killed so many of his friends. In Subtier 3–4 the PCs find *bracers of armor* +2, *dust of illusion*, and 500 gp. In Subtier 6–7, they find a *gauntlet of rust*, *dust of disappearance*, and 500 gp.

Rewards: If the PCs vanquish the hostile creatures and discover Dougal's body, reward each subtier thus:

Subtier 3–4:

Give each PC 516 gp.

Subtier 6–7:

Give each PC 1,333 gp.

B3. Stream Crossing (CR 4 or CR 6)

As the party is passing by a stream near their destination, a party of hostile fey ambushes them. The remaining undead pegasus leads the attack, while smaller creatures harry the party from concealment on the shore. Marigana left the pegasus here before crossing the stream. Once it senses intruders, it attacks—and some local creatures join the fight. If the party contains only four PCs, they instead find the corpse of the pegasus, apparently worn out from the journey and put down by Marigana.

Subtier 3–4 (CR 4)

ZOMBIE PEGASUS

CR 2

hp 33 (use the statistics on page 12)

TACTICS

Use the tactics on page 12.

PUGWAMPI GREMLINS (3)

CR 1/2

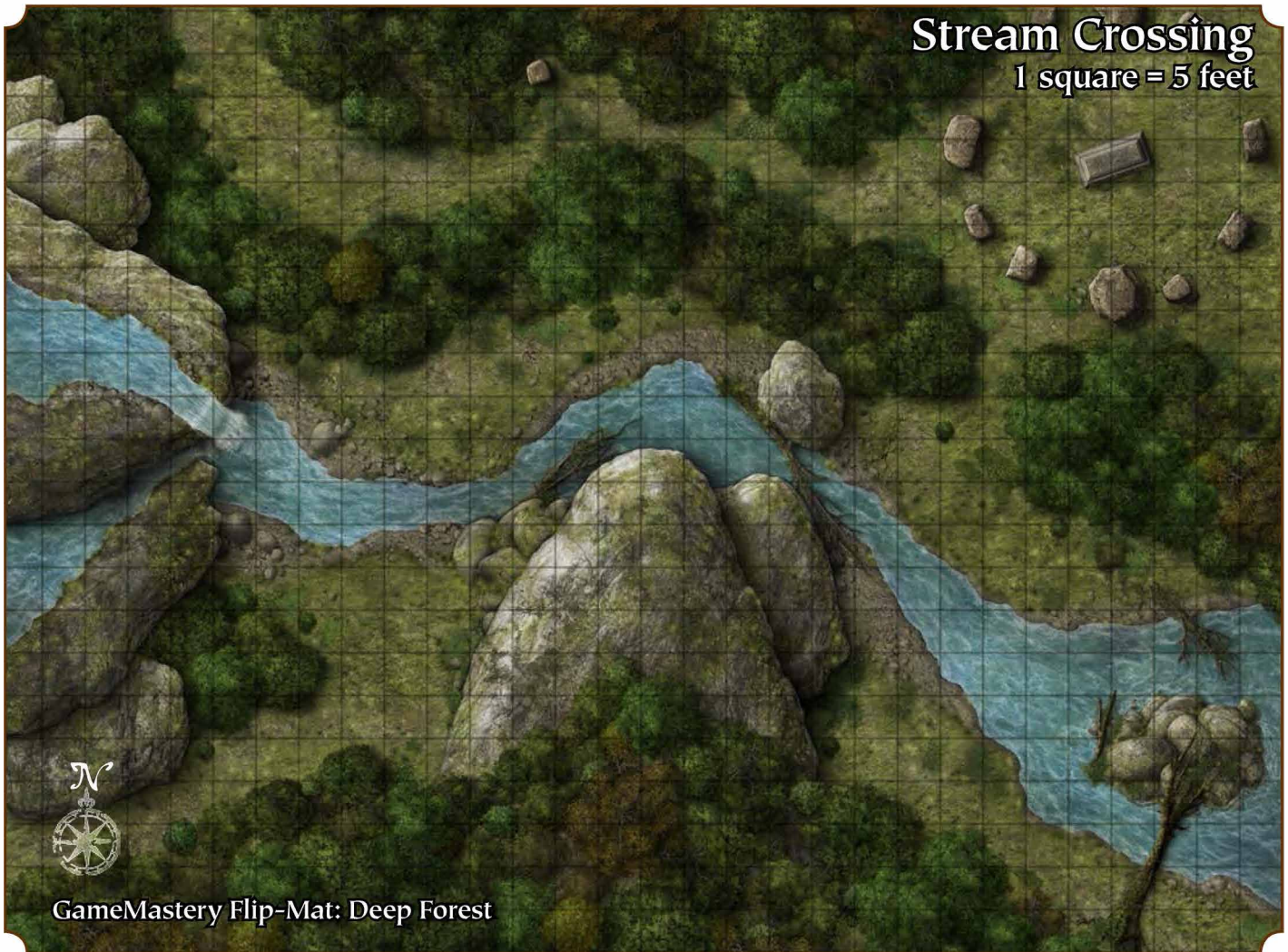
hp 6 each (*Pathfinder RPG Bestiary* 2 144)

TACTICS

Before Combat The pugwampi gremlins conceal themselves deep in undergrowth or within the hollow of a tree, using their Stealth skill to keep hidden. They spread out to gain maximum coverage from their unluck auras.

Stream Crossing

1 square = 5 feet



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During Combat Rather than engage directly in combat, the gremlins stay hidden and rely on their auras to weaken the PCs' attacks. If the pegasus is near defeat, the gremlins emerge and cast *shatter* on the weapons of any melee-based PCs.

Morale If the pegasus is destroyed, the gremlins flee into the forest to find weaker targets.

Subtier 6–7 (CR 6)

BLACKWINGED PEGASUS CR 3

hp 33 (use the statistics on page 14)

TACTICS

Use the tactics on page 14.

TWIGJACKS (2) CR 3

hp 27 each (*Pathfinder RPG Bestiary 2* 274)

TACTICS

Before Combat The twigjacks lie in wait, using undergrowth for concealment. If spotted, they engage the PCs immediately. If not, they wait until the pegasus attacks

before joining the battle.

During Combat The twigjacks employ hit-and-run tactics, using their bramble jump ability to avoid direct conflict with the strongest PC. If any character employs a fire attack, the twigjacks consider the character their priority target. Otherwise, they concentrate their efforts on the party's spellcasters and healers, leaving the heavily armored fighters to the pegasus.

Morale A twigjack flees if it's the only one of its allies left alive.

Faction Notes: Qadira faction PCs can attempt to negotiate with the gremlins or twigjacks to fulfill their faction mission if they have not already done so in the previous encounter. The gremlins are unfriendly, but can be persuaded to stay their hands for a single round with a DC 18 Diplomacy check or a successful opposed Bluffcheck. In Subtier 6–7, the twigjacks are hostile, and require a DC 26 Diplomacy check or a successful opposed Bluffcheck to stop attacks for the round. A Qadira faction PC who makes either creature docile for even a round earns 1 Prestige Point for the faction.

SCALING ENCOUNTER C

Make the following changes to the encounter to accommodate parties of only four PCs.

Subtier 3–4: Remove two dire porcupine zombies.

Subtier 6–7: Remove one skeletal redcap.

C. THE UNDEAD CHARNEL HOUSE (CR 6 OR CR 9)

Riddywipple leads the party to a rocky outcropping overlooking the stream. At the base of the outcropping is a patch of dense shrubbery, behind which is a narrow hole with recent tracks of both animals and humanoids leading to and from it. PCs who worm their way into the hole find themselves in the mouth of a gloomy cave. The cave is filled with the horrific stench of rotting, meat, and the air is thick with flies. As the PCs descend, they discover that they are in a charnel house, littered with the corpses of all kinds of forest animals.

If they explore the first room, they might find their treasure before entering combat with Marigana and her undead minions (see Treasure below). A passage between the entry chamber and Marigana's home cavern is lit by torches. When the PCs near this passage some of the corpses suddenly lurch to life and begin to advance.

Creatures: When she sees the PCs and Riddywipple, Marigana taunts them. She shouts that she will peel off their skin, laughs about how much fun it was to turn the pegasi into zombies, and says she can't wait until Dijjit becomes undead so she can be sent back to eat her friends. The faerie dragon starts crying with pain and rage. He chases the pukwudgie ineffectively, acts recklessly, and gets in the way until the battle ends.

Subtier 3–4 (CR 6)

MARIGANA CR 6

Young female pukwudgie (*Pathfinder RPG Bestiary* 3 223, 291)

hp 67 (9d10+18)

TACTICS

Before Combat Marigana casts *invisibility* and *nondetection*, and lurks in the shadows at the edge of the cave, allowing her to maintain the element of surprise. Once her minions draw the PCs' attention, she unleashes her sneak attack at the most opportune target.

During Combat Once in combat, Marigana uses her allies as shields while she casts spells and fires her poisoned quills at the PCs. She uses *control undead* on her minions to force them to guard her. If the PCs kill one of her porcupines, or simply ignore her minions and come straight for her, she casts *scare* on the three most deadly PCs. She might

also cast *ray of enfeeblement* on a particularly strong PC. Note that, due to her Small size, Marigana is not effective in melee and avoids it at all cost. In addition, her spell-like abilities' and poison's save DCs are reduced by 2 as a result of the young simple template.

Morale Marigana fights to the death protecting her lair.

DIRE PORCUPINE ZOMBIES (3) CR 1

Pathfinder RPG Bestiary 288, *Pathfinder RPG Bestiary* 3 222

NE Small undead

Init –1; **Senses** darkvision 60 ft., scent; Perception +0

DEFENSE

AC 11, touch 10, flat-footed 11 (–1 Dex, +1 natural, +1 size)

hp 16 each (3d8+3)

Fort +1, Ref +0, Will +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 1d6 quills +6 (1d3+3), bite +6 (1d4+3), slam +6 (1d4+3)

TACTICS

Before Combat The dire porcupine zombies make no attempt to hide. They hold their ground against the advancing party.

During Combat If controlled by Marigana, the zombies have orders to fight defensively and guard her. If not, they shamble toward the PCs to attack them.

Morale The dire porcupine zombies fight until destroyed.

STATISTICS

Str 16, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 13 (17 vs. trip)

Feats Toughness

SQ staggered

SPECIAL ABILITIES

Quills (Ex) When a dire porcupine zombie strikes with its tail or slam attacks, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a –1 circumstance penalty to attacks, saves, and checks. Every 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing 1d2 additional points of damage. Removing the quill takes 1 full round and deals 1d4 additional points of damage. If the quill has been embedded for more than 10 rounds, a DC 10 Strength check is required to remove the quill. For every minute after that, the DC to remove a lodged quill increases by 1. An unarmed or melee touch attack against a dire porcupine causes 1d4 quills to break off and lodge in the attacker.

Subtier 6–7 (CR 9)

MARIGANA CR 7

Female pukwudgie (*Pathfinder RPG Bestiary* 3 223)

hp 85

TACTICS

Use the tactics from Subtier 3–4.

Marigana's Cave

1 square = 5 feet

M = Marigana

D = Dijjit

Z = Zombie Porcupines/
Skeletal Redcaps



GameMastery Flip-Mat: Darklands

SKELETAL REDCAPS (3)

CR 4

Pathfinder RPG Bestiary 288, Pathfinder RPG Bestiary 2 233

NE Small undead

Init +9; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 16, flat-footed 14 (+2 armor, +5 Dex, +1 natural, +1 size)

hp 36 each (8d8)

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

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

OFFENSE

Speed 60 ft.

Melee Medium scythe +11/+6 (2d4+10/19–20) or
2 claws +11 (1d3+8)

TACTICS

Before Combat The skeletal redcaps make no attempt to hide.

They hold their ground against the advancing party.

During Combat The skeletons try to stay upright and shield Marigana. They use their high speed and initiative to deal as much damage as possible to PCs who engage in melee.

Morale Skeletal redcaps fight until destroyed.

STATISTICS

Str 18, **Dex** 21, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 24

Feats Improved Initiative

SQ heavy weapons, red cap

SPECIAL ABILITIES

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Red Cap (Su) A skeletal redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a skeletal redcap gains a +4 bonus on damage rolls (included in the above totals). Unlike living redcaps, a skeletal redcap doesn't gain fast healing 3 from its cap. These benefits are lost if the cap is removed or destroyed. A skeletal redcap can never create a new cap or replace a lost one. Caps are non-transferable, even between skeletal redcaps.

Development: The pukwudgie's poison attack is very potent, especially for PCs with poor Fortitude saves. If it looks like Marigana might kill the party, GMs are

advised to have Riddywipple cast *silent image* to produce the illusion of a large barbarian in order to distract Marigana for a round or two, allowing the PCs to regroup and use their *potions of neutralize poison*. If they go back to attacking Marigana, she swiftly realizes they're the true threat, and turns her attention back to them.

Faction Notes: Osirion faction PCs can bring back a poisonous pukwudgie quill to complete their faction mission. Any PC that handles a pukwudgie quill (even to remove it from an unconscious creature) without the ability to safely handle poisons has a 5% chance of poisoning herself (*Pathfinder RPG Core Rulebook* 558). Retrieving a quill earns members of the Osirion faction 1 Prestige Point.

Silver Crusade faction PCs have a chance to notice several faded rune carvings in the cave walls. This is evidence that, at some point centuries past, Thassilonian rune magic was once practiced in this cave. The runes are visible without any magical assistance, requiring a DC 17 Perception check to spot. They can also be found using *detect magic* or a similar effect. Locating the carvings and making some sort of record of them earns Silver Crusade PCs 1 Prestige Point.

Treasure: A search of Marigana's cave reveals several corpses with valuables and magic items still on them. These corpses are located to the north of the cave entrance, in the northwest corner of the map. These bodies belonged to adventurers from the area who tried to get rid of Marigana in the past. She plans to eventually raise them as part of her undead army. In Subtier 3–4, these include a +1 *undead bane morningstar* and a *cloak of resistance +1*, or in Subtier 6–7 these include a +1 *disrupting morningstar*, a *belt of mighty constitution +2*, and a mundane gold brooch worth 100 gp.

Rewards: If the PCs search the cave and find Marigana's spoils, reward each subtier thus:

Subtier 3–4:

Give each PC 275 gp.

Subtier 6–7:

Give each PC 1,046 gp.

CONCLUSION

During their search of the cave, the PCs discover Dijit, Ignizi's kidnapped assistant, in a small chamber. The orange-haired gnome's unconscious body is riddled with pukwudgie quills and she will quickly become a zombie unless she is cured of the poison. If the PCs have tapped out their supply of *potions of neutralize poison*, Riddywipple suggests that the PCs return the assistant to Ignizi as soon as possible.

The journey takes two days, and if the pukwudgie poison has not been neutralized, a PC must succeed on

a DC 15 Heal check once per day to stabilize the dying gnome. If the PCs fail at one of these Heal checks, Dijit dies, becoming a zombie 24 hours later (*Pathfinder RPG Bestiary* 288). If the PCs are able to return Dijit to the cottage, Ignizi easily cures her dying assistant. While the gnome convalesces, the Ignizi and the other researchers thank the party profusely. Riddywipple, his best friends gone and his optimism somewhat soured, pledges his service to any of the PCs.

Success Conditions

In order for the Pathfinders' mission to be considered a success, the PCs must eliminate Marigana. Furthermore, Dijit must survive the trek back to Ignizi's cottage. In the unlikely event that the PCs kill Marigana but not all of her minions, the mission may still be considered a success. If the PCs manage to kill the pukwudgie and return the gnome safely to Ignizi's cottage, each PC earns 1 Prestige Point.

FACTION MISSIONS

Player characters of each faction who complete their listed mission earn 1 Prestige Point for their efforts.

Andoran Faction: Andoran faction PCs who get one of the researchers to agree to visit Magnimar earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who get one of the researchers to agree to visit Korvosa earn 1 Prestige Point.

Grand Lodge Faction: Grand Lodge faction PCs who successfully deliver their note to Ignizi Dinnelletter without any other PCs noticing earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who learn what Ignizi Dinnelletter is researching earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who secure a pukwudgie quill in area C earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who convince any fey to cease hostilities (even for a turn) during encounters B2 or B3 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction PCs who successfully copy notes from Ignizi's journal earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who learn that Ilsurian is hosting an Aspis Consortium agent earn 1 Prestige Point. If they believe Narsisco and think Nybor is the agent's location, they fail the mission.

Silver Crusade Faction: Silver Crusade faction PCs who spot the ancient Thassilonian runes carved into the pukwudgie's cave in area C earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who convince Ignizi Dinnelletter to take Lady Morilla's gift (or successfully hide it in her cottage) earn 1 Prestige Point.

THE SANOS ABDUCTION

Andoran



Champion of Freedom,

In our ongoing battle against the tyranny of slavery, our most valuable asset is neither arms nor mail, neither ships nor soldiers. Our beloved Andoran's most valuable asset is her allies. It is in this spirit that Andoren agents across Golarion have been dispatched to encourage influential persons to visit our cities and see the benefits of freedom. We are aware that you are departing tomorrow for Sanos Forest in order to meet Ignizi Dinnelletter and her team. Your mission is to convince at least one of these learned researchers to visit Magnimar, so that we may show them the righteousness of the Andoren way.



In Solidarity,

Major Colson Maldris

Chelax



Beloved Pet,

How I pity your plight—stuck in that wretched backwater, Magnimar, listening to the tedious droning of those up-jumped profiteers. Before you may return to me, however, I must have something of you. I've become aware of the mission assigned to you by Sheila Heidmarch, who is sending you to meet the Sanos Forest researchers. I'm curious to see if these savage savants can be civilized to our benefit. I would very much like you to convince one or more of these researchers to visit Korvosa. I would see their "research" for myself.



For the Majestrix's Glory,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

It has come to the Grand Lodge's attention that Venture-Captain Heidmarch is dispatching you to re-supply the First World research team in Sanos. Due to the remoteness of their location and the unpredictable magical influence of the forest, communication with the research team has been sporadic at best. Thus, the Grand Lodge asks that you deliver this note to Pathfinder Dinnelletter—she will know what it means. We are not certain where the loyalties of your travelling companions lie, so it is vitally important that none of your team members see this note delivered.



Fruitful delving,

Venture-Captain Ambrus Valsin

Lantern Lodge



Courageous Dragon,

As you know, Goka's ears hear far beyond Tian Xia, picking up ripples of power and intrigue the world over. It has come to my hearing that the renown researcher Ignizi Dinnelletter is working on a project in the remote Sanos Forest which could have repercussions that extend to Tian Xia and beyond. As you are our most trusted Pathfinder in the region, we would dispatch your ears to listen for information related to this matter. We encourage you to learn exactly what Dinnelletter is working on, through direct or indirect means.



Honor and Courage,

Venture-Captain Amara Li

PATHFINDER SOCIETY SCENARIO

Osirion



Friend of the Forthbringer,

As many are aware, the failing health of our beloved Ruby Prince Khemet III, brought on by the influence of malicious Thassilonian magic, has necessitated Osirian agents across Golarion to risk themselves in the search of reagents that might aid in the eventual recovery of our revered prince. Sothis is aware that you will soon journey into the teeth of the Varisian wilderness. It is our wish that you procure a sample of any exotic poisons you encounter while journeying through this region. With luck, the sample you secure will be the essential ingredient in the Ruby Prince's survival.



Amenopheus

In service,

Amenopheus, the Sapphire Sage

Qadira



Savvy Associate,

As you know, the trade route between Korvosa, Magnimar, and Janderhoff is of utmost importance to Qadira. If the mercantile roads remain open, then the superior instincts of our native merchants will no doubt win us every advantage in the region. As trade along this route increases, however, sources tell me that the Sanos Forest will be a likely hot spot for trouble. The fey that live there are not always as business-friendly as we might hope, and could make trouble for our merchants passing along the forest's edges. It is our hope that, if you encounter any hostile fey in Sanos, that you persuade them to cease their hostilities. If you manage to persuade the fey to stop attacking you, even for a moment, we will know they can be bargained with.



Aaqir al'Hakam

May your coin purse grow,

Trade Prince Aaqir al'Hakam

SCZARNI



My Friend,

Rumor has it that something big is brewing in the Varisian backwoods. Word is that a gnome named Dinnelletter is about to make a magical breakthrough, and she's bent on keeping it to herself. In the spirit of fair play, I think we have a right to know what card she's keeping up her sleeve. When you get out there, find her research journal and copy it. You never know what some crazy old scribblings are worth to the right people. It's important, though, that none of your goodie-goodie party members catch wind of your attempt. We wouldn't want this coming back to me, now would we?



Say nothing to nobody,

Guaril Karela

Guaril Karela

SHADOW LODGE



Shadow,

Our ongoing efforts to infiltrate the Aspis Consortium have gone less smoothly than we might have hoped. As it turns out, they're crafty buggers. So much the better—the Shadow Lodge loves a challenge. We recently got a new lead that a silver-level Aspis agent is in one of the small towns surrounding Sanos Forest, but we're not sure which one. Once you get to Sanos, gain some connections and root out which town that little leech is latched on to.



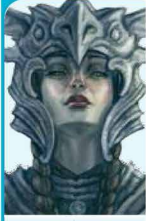
Torch

The true Pathfinders,

Grandmaster Torch

THE SANOS ABDUCTION

Silver Crusade



Bearer of Light,

It gladdens our hearts that in these dire times we are able to turn to agents of good such as yourself to help the innocent. This is especially true in dark places like Varisia, where the ancient evil of Thassilon is rooted deep within the land and its people. In order to combat this age-old corruption, your fellow crusaders need information that could help them in this holy battle. As you journey forth into the Varisian wilderness, keep your eyes sharpened for any evidence of Thassilonian influence or rune magic. Any locations you discover will undoubtedly aid in our Silver Crusade.

For the Good,
Ollysta Zadrian

TALDOR



Imperial Loyalist,

As Taldor reasserts its noble right of rule, it is vital that important people be seen in support of our just cause. While many of these people are the petty bourgeois bureaucrats that run the world, equally important are the forward-thinking idealists that drive history. I believe that you will have the pleasure of meeting one such person when you visit the renown researcher Ignizi Dinnelletter at her rustic abode in Sanos Forest. In an effort to show how highly the Taldan elite regard her, it is my hope that you will deliver the attached book, *The History of Gnomes in Taldor*, to Pathfinder Dinnelletter. Please make sure she keeps it as a token of our esteem.

For Taldor,
Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4-05: The Sanos Abduction

| | |
|--|--------------------|
| Event | Date |
| GM # | GM Character # |
| GM Name | GM Prestige Earned |
| <input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <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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|--|--------------------------|
| Character # | <input type="checkbox"/> |
| | Prestige Points |
| Character Name | |
| <input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <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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| Character # | <input type="checkbox"/> |
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| Character # | <input type="checkbox"/> |
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| <input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <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 #4-05: The Sanos Abduction

Scenario Chronicle #

Slow Normal

| | | |
|---------|-------|-------|
| SUBTIER | 657 | 1,315 |
| 3-4 | | |
| SUBTIER | 1,607 | 3,215 |
| 6-7 | | |

MAX GOLD

This Chronicle Certifies That

_____ 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

_____ 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
ALL

Faerie Dragon Improved Familiar: A caster of at least 7th level with an alignment within one step of chaotic good may bond with the faerie dragon Riddywipple using the Improved Familiar feat. If you make this bond with the creature, you must provide a copy of the *Pathfinder RPG Bestiary 3* as if the improved familiar were available as an Additional Resource.

SUBTIER
3-4

- +1 *undead bane morningstar* (8,308 gp)
- bracers of armor +2* (4,000 gp)
- cloak of resistance +1* (1,000 gp)
- dust of illusion* (1,200 gp)
- goggles of minute seeing* (2,500 gp)
- potion of neutralize poison* (CL 6th; 900 gp, limit 3)

SUBTIER
6-7

- +1 *disruption morningstar* (18,308 gp)
- belt of mighty constitution +2* (4,000 gp)
- dust of disappearance* (3,500 gp)
- gauntlet of rust* (11,500 gp)
- potion of cure moderate wounds* (300 gp)
- ring of maniacal devices* (5,000 gp; *Pathfinder RPG Advanced Player's Guide* 292)

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 #