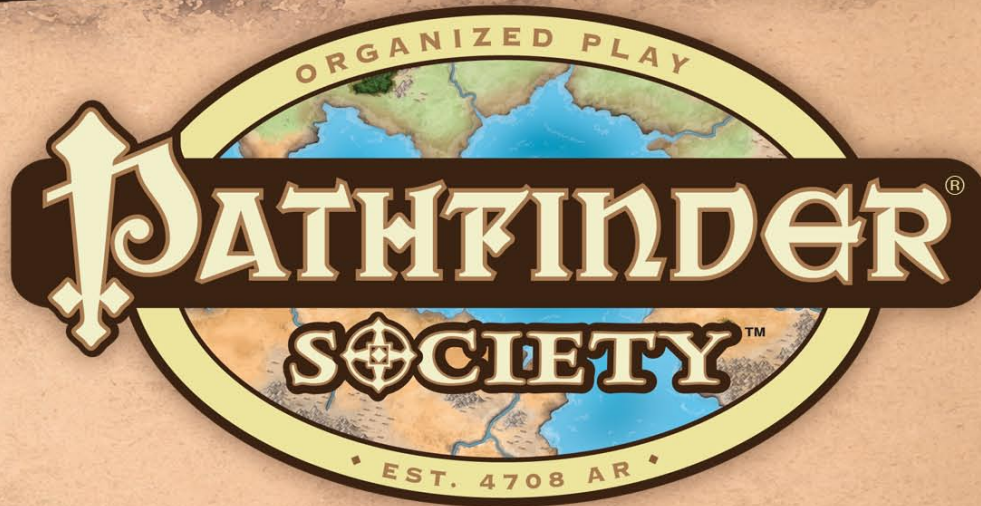


A PATHFINDER SOCIETY SCENARIO



THE PALLID PLAGUE™

By Mark Moreland



THE PALLID PLAGUE

PATHFINDER SOCIETY SCENARIO 43

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The OGL can be found on page 28 of this product.

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THE PALLID PLAGUE

BY MARK MORELAND

When humans first ventured into the untamed wilderness of Darkmoon Wood seeking sources of rare darkwood, many of the forest's resident fey foresaw the coming feuds with settlers, explorers, and capitalist lumbermen. The territorial dryad Isandrea did more than just complain about the trespassers—she crafted a cursed basin to harm unsuspecting travelers trespassing in her secluded birch grove. Though the dryad has long since passed from the Wood, *Isandrea's Basin* remains deep in the forest. Clean, cool water continually fills the vessel, but the basin's tempting waters carry a deadly withering disease. Through the centuries, countless weary travelers have found themselves lost in the depths of Darkmoon Wood and stumbled upon the welcoming bowl only to wake the next morning covered in seething white pustules, as a wasting disease saps their energy.

A quarter century ago, an unlucky Lumber Consortium scout named Lannig Mahesto happened across *Isandrea's Basin* while searching for new sources of darkwood. He drank from the water and unknowingly carried the sickness back to his wife Anissa in nearby Falcon's Hollow. In less than a week, both succumbed to the potent ailment, leaving their ten-year-old daughter Vondrella an orphan.

Forced to provide for herself, young Vondrella joined the slew of beggars on the streets of Falcon's Hollow, eventually falling in with a secret Urgathoan cult called the Fiendblood Covenant. The cult's teachings captivated Vondrella, especially exaltations of hedonism, gluttony, and over-indulgence, which enticed her hungering belly and rag-covered body. She quickly rose through the ranks of the growing cabal, learning much from the disease-ridden beggars who acted as the cult's leaders. In her studies, she learned of a legendary cursed artifact in the depths of Darkmoon Wood rumored to spread a deadly contagion. Connecting the legend to her parents' death, Vondrella searched for the forgotten relic, hoping to harness this disease and unleash a plague upon the same heartless souls who refused to help her ailing parents and allowed her to become a starving child beggar.

Six months ago, Vondrella found Isandrea's grove and stole the basin away to her own hidden location. There she toiled to extract the disease, which she dubbed palepox in

FALCON'S HOLLOW AND DARKMOON WOOD

Falcon's Hollow is a frontier logging settlement in northern Andoran. The Lumber Consortium, a greedy mercantile organization, runs the town, working the population to the bone in its cut-yards for coppers a day.

The town has a population of only 1,400 souls, which limits the PCs ability to buy equipment or spend Prestige Awards. Also note that Falcon's Hollow's highest level cleric cannot cast *remove disease*. PCs have the chance to remove their own afflictions in Act 3, but they should have the opportunity to purchase any gear they may need before the scenario begins.

For more information on both Falcon's Hollow and Darkmoon Wood, see Pathfinder Module D1: *Crown of the Kobold King* or *Pathfinder Chronicles: Guide to Darkmoon Vale*, available at your local game store or online at paizo.com.

part because of the white sores it causes and in part to honor Urgathoa, from the cursed waters. She then sought a way to spread the disease through an unsuspecting population. She found that plants watered from the basin spread the disease through their pollen, and so formulated a plan to grow decorative but tainted flamebloom flowers in a clearing deep in Darkmoon Wood and then to spread the tainted flowers throughout Falcon's Hollow. Tomorrow marks the end of months of preparation and the cultists plan a traditional Urgathoan ritual before unleashing the plague—a grand banquet celebrating death, decay, and disease.

What Vondrella doesn't know is that palepox is incredibly infectious to fey creatures and that the Covenant's deep forest plague farm has infected the dryads, nymphs, and satyrs of the surrounding Wood. Two days before the start of this adventure, the nymph queen Syntira sent a missive to Venture-Captain Brackett at the Grand Cathedral of Aroden in Almas asking for assistance in finding the disease's cause and cure. Syntira suspects the greedy Lumber Consortium of engineering and spreading the plague and asks Venture-Captain Brackett to investigate a logging camp deep in the Wood with a history of violent brushes with the forest fey. Hoping to gain an ally among the fey of Darkmoon Wood and to obtain the cursed fountain for further study, Brackett dispatches the PCs from Absalom north to Darkmoon Vale.

SUMMARY

At Syntira and Venture-Captain Brackett's suggestion, the PCs investigate a lumber camp in the Darkmoon Wood suspected of involvement in the palepox epidemic. They arrive to find the camp besieged by undead animals, the former companions of the ex-druid gardeners tending the flamebloom fields. Each is stuffed like a rag doll with bright red, orange, and yellow flowers. These variant plague zombies carry palepox instead of zombie rot, providing the PCs with their first exposure to the disease.

The ungrateful, suspicious, and palepox-infected lumberjacks offer little cooperation when the PCs interrogate them. If the PCs persuade them, the workers divulge that they saw the flowers stuffed in the plague zombies in a nearby deep-woods farm tended by known ex-druids. One survivor is sick enough to offer to escort the PCs there if they agree to help him get to town to see Laurel, Falcon's Hollow's herbalist, for a cure.

At the flamebloom field, the Pathfinders uncover a team of palepox-infected ex-druids tending the flowers. These cultists sacrificed their animal companions to Urgathoa and abandoned their call to revere nature, choosing instead to relish in the death and decay that comes at the end of the life cycle. The cultists are alert and ready for a second wave of invaders after the lumberjacks stumbled upon their secret farm earlier. They know that they are not effective in combat and choose instead to lure the Pathfinders into the center of the field to expose them to the flowers' contagious pollen. Investigation reveals that the druids and the flowers carry palepox, and interrogation exposes the Fiendblood Covenant's plot to spread the plague through the flowers.

Safely back in Falcon's Hollow, the PCs consult Laurel, the town's resident healer. Through the use of skill checks, the Pathfinders can piece together enough information to delay the effects of the disease or even cure it through non-magical means. They must gain access to Laurel's workshop and recipe books, decipher the ancient tomes, formulate an herbal cure, find ingredients, and brew the remedy.

With the newfound cure, the Pathfinders head back to the Wood to present it to Syntira. Leaving town, they glimpse several Urgathoan beggars bringing wagons of flamebloom flowers into Falcon's Hollow. Upon further investigation, the Pathfinders discover that the Fiendblood Covenant plan a gluttonous feast that night in a grove outside town celebrating the plague's release on the unsuspecting population.

As the PCs make their way into the woods toward the feast, one of Syntira's satyr patrols stops them. The PCs need to convince the suspicious and fear-addled fey of their alliance with the nymph queen or that they found a cure to the disease. If the Pathfinders provoke them or

fail to prove their friendliness, the satyrs do not hesitate to defend their forest.

A short distance outside the city, the Pathfinders disrupt a great banquet thrown by cultists both living and undead. Mounds of tainted flamebloom blossoms form piles atop a bone table as the revelers gorge themselves with the raw flowers, drinking from human skull goblets of moldy wine. Startled by the interruption, many of the cultists flee into the woods, but Vondrella, overseeing the ritual, remains with several flower-stuffed, maggot-ridden plague zombie minions. She vows to continue the feast even without revelers, dining not on flowers but on the bodies of the interlopers.

GETTING STARTED

Venture-Captain Brackett stands in the opulent Grand Cathedral of Aroden in Almas, the intricate stained glass window onto Andoran's bustling capital speckling his thin, hawk-nosed face with colored light as he presents the PCs' orders. Read the following to get the adventure underway.

"The Society has been granted a unique opportunity, and I hope you are up to the task. Last week I received a missive from the nymph queen Syntira of Darkmoon Wood to the north. It seems a deadly plague afflicts the fey of the Wood and they are desperate to find its source and a cure. While we would not normally waste our time and resources on this sort of endeavor, this particular situation presents us several potential boons we can not pass up.

"Syntira has long attempted to improve relations between her fey subjects and the human inhabitants of nearby Falcon's Hollow. Sadly, the Lumber Consortium agents who run the town are not open to a diplomatic solution, and tensions remain high. The Society stands to learn much from the fey, both about their magical nature and the elusive First World, and we could certainly benefit from a powerful ally in Darkmoon Vale. Do whatever you can to get the bottom of this plague and find a solution. We must show Syntira that the Pathfinder Society deserves her trust.

"We believe the strange disease may originate from a cursed relic known as *Isandrea's Basin* rumored hidden deep within Darkmoon Wood. If this theory proves accurate, I want you to obtain the basin and bring it to me for study. I imagine an external force harnessed the artifact's power and guards it heavily—so be prepared.

"One Lumber Consortium logging camp in particular was involved in several conflicts with the forest's resident fey over the last year, and both Syntira and I believe that starting your

PALEPOX

This scenario introduces a new disease that plays a prominent role in the adventure. Please note that the disease varies by tier (see below). Be sure to familiarize yourself with the affliction rules beginning on page 555-556 of the *Pathfinder RPG Core Rulebook*.

Type disease, injury, inhaled, or ingested; **Save** special (see below)

Onset 1d4 hours; **Frequency** 1/day

Effect 1 Cha damage on first day, 1d2 Con damage and 1d2 Cha damage each day thereafter; **Cure** 2 consecutive saves

SPECIAL

Tier 1–2 Save Fortitude DC 18 (DC 20 for creatures of the fey type, gnomes, and sorcerers with the fey bloodline)

Tier 3–4 Save Fortitude DC 22 (DC 24 for creatures of the fey type, gnomes, and sorcerers with the fey bloodline)

Tier 6–7 Save Fortitude DC 28 (DC 30 for creatures of the fey type, gnomes, and sorcerers with the fey bloodline)



investigation at this cutyard will prove most productive. I will provide you a map to this location as it's a good place to start your investigation. Once you have located and identified the disease, seek Syntira herself and aid her in any way possible. Stock up on provisions here in Almas before heading up-river, as you may find Falcon's Hollow too small and provincial for many of your needs. Don't dally too long, however, because the disease is quickly spreading, and we want to stop it before it gets out of hand."

Allow PCs the opportunity to purchase any items they want or need at the beginning of the scenario since they will have a difficult time procuring more expensive items or services in Falcon's Hollow. Additionally, the PCs may have questions for Brackett before leaving Almas. Below are answers to likely PC questions.

What do you know about Isandrea's Basin? "Legend states that an evil dryad created this basin to harm humanoids lost in Darkmoon Wood who wandered into her glade. Locals say that it curses any water it holds and that anyone who drinks from it succumbs to a deadly wasting disease. Some believe that while the basin was created to infect humanoids, it possesses an unfortunate side effect wherein it also infects fey, who succumb to it much faster than humanoids."

What are the disease's symptoms? "According to Syntira's description, the infected are covered in small white pustules and quickly weaken and wither to their deaths."

Will we be at risk of infection? "We have not heard reports of any afflicted humanoids in the area—only fey—but you should use caution as humanoids can catch the disease. It may be in your best interests to prepare for dealing with the disease before heading to Falcon's Hollow."

Why do you suspect the Lumber

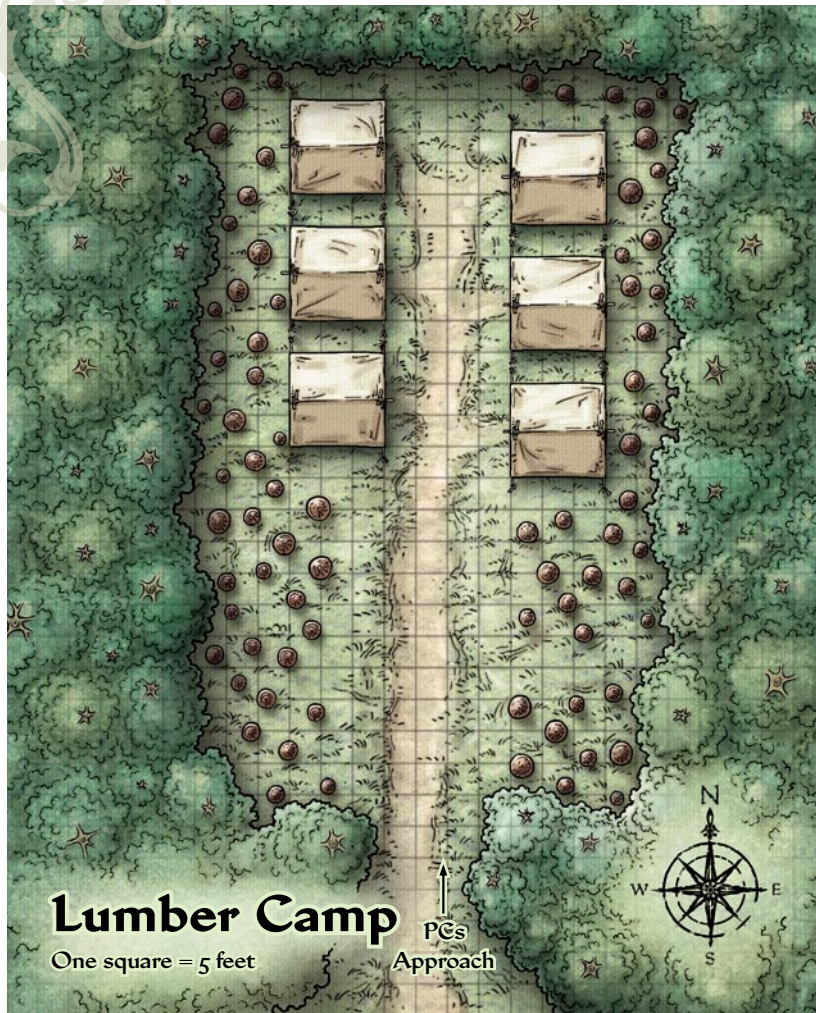
Consortium? "The Lumber Consortium's greed and disregard for others places them in direct opposition to Syntira's subjects and has for many years. They have a long history of conflicts with the fey regarding the many darkwood cutyards they operate in Darkmoon Wood. They stand to gain much by eliminating or weakening the fey who protect the valuable supply of lumber."

ACT I: LUMBER CAMP UNDER ATTACK (CR 3, CR 5, OR CR 8)

The light in Darkmoon Wood is dim under the thick forest canopy, and an eerie mist blankets the damp forest floor. A humble cutyard fills this man-made clearing. Thick darkwood stumps cover the ground and the scent of sawdust lingers in the air. Two rows of tents line a central path strewn with abandoned axes, saws, chains, and coils of rope. Over the unnatural silence of the forest, sounds of terrified screaming and ripping canvas carry from the far side of the camp.

This lumber camp lies deeper in Darkmoon Wood than most of the Lumber Consortium's cutyards, and it is especially isolated from the rest of the region's logging operations. The camp's overseer, Zender Fulch, held a particularly vicious grudge against the fey after losing an ear to a nixie in his earliest days in the Wood. As a result, this particular cutyard is a hotbed of strife in the ongoing conflict between the lumberjacks and the forest's fey.

The camp's normal compliment of workers is fifteen including Fulch, but a particularly bloody skirmish with a satyr patrol resulted in the deaths of six lumberjacks. In retaliation, Fulch dispatched four of the remaining



Lumber Camp

One square = 5 feet

PCs Approach

workers to hunt down the responsible patrol. While tracking the fey, the lumberjacks stumbled across the Fiendblood Covenant's deep-woods flamebloom farm. The field's custodians drove the intruders away, but not without revealing their own identities. Knowing it is only a matter of time before the people of Falcon's Hollow hear about their presence in the mysterious field, the ex-druids sent their former animal companions, now disease-ridden zombies, to eliminate the lumberjacks.

Shortly after returning to the cutyard, all four lumberjacks showed signs of a strange new sickness. All but two of the camp's remaining occupants have since contracted palepox, and Fulch has died of it. His body still lies on his cot in one of the tents, as the sick are too weak to bury him and the uninfected are too scared to touch him.

Creatures: The PCs arrive during an attack on the camp. Despite their weakness, the lumberjacks manage to flee from the attackers—hulking animal plague zombies stuffed like rag dolls with bright red, orange, and yellow flowers. The zombies have already killed two men, leaving six infected survivors (AC 11, 5 hp). While the sick lumberjacks make easy targets for the hungry zombies, the newly arrived PCs pose a larger threat, and the attackers

divert their attention fully to the PCs once the PCs attack.

Tier 1–2 (CR 3)

WOLF PLAGUE ZOMBIES (2) CR 1

NE Medium undead

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

DEFENSE

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

hp 16 (3d8+3)

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

Immune undead traits

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+2 plus disease), slam +4 (1d6+2 plus disease)

Special Attacks death burst

TACTICS

Before Combat The wolf plague zombies continue to attack the lumberjacks until the PCs engage them.

During Combat The wolf plague zombies charge the nearest threat and fight mindlessly, attacking the most recent enemy to damage them.

Morale The zombies fight until destroyed.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 15

Feats Toughness

SQ staggered

SPECIAL ABILITIES

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract palepox.

Disease (Su) A plague zombie's natural attacks carry the palepox disease.

Tier 3–4 (CR 5)

DIRE WOLF PLAGUE ZOMBIES (2) CR 3

NE Large undead

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

DEFENSE

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

hp 38 (7d8+7)

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

Immune undead traits

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+5 plus disease), slam +9 (1d8+5 plus disease)

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

Special Attacks death burst

TACTICS

As Tier 1–2

STATISTICS**Str** 21, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +5; **CMB** +11; **CMD** 22**Feats** Toughness**SQ** staggered**SPECIAL ABILITIES**

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract palepox.

Disease (Su) A plague zombie's natural attacks carry the palepox disease.

Tier 6–7 (CR 8)**DIRE BEAR PLAGUE ZOMBIES (3)****CR 5**

NE Large undead

Init +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 12, touch 9, flat-footed 12 (+3 natural, –1 size)**hp** 66 (12d8+12)**Fort** +4, **Ref** +4, **Will** +8**Immune** undead traits**OFFENSE****Speed** 40 ft.

Melee 2 claws +16 (1d6+8 plus disease), bite +16 (1d8+8 plus disease), slam +16 (1d8+8 plus disease)

Space 10 ft.; **Reach** 5 ft.**Special Attacks** death burst**TACTICS**

As Tier 1–2

STATISTICS**Str** 27, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +9; **CMB** +18; **CMD** 27**Feats** Toughness**SQ** staggered**SPECIAL ABILITIES**

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract palepox.

Disease (Su) A plague zombie's natural attacks carry the palepox disease.

Development: The survivors are wary of fey trickery and suspect the PCs' involvement in an elaborate ruse to gain their trust. While not outright antagonistic, the lumberjacks are not forthcoming with information on their affliction or the events of the last week. However, a DC 12 Bluff, Diplomacy, or Intimidate check is enough to persuade one survivor, a man named Vanick Inor,

to recount the events of the fey attack and attempted retaliation. He also mentions that the flowers stuffed in the zombies are grown in a grove not far away which he and several other men discovered when they were tracking satyrs. He also reveals that they were chased off by the field's guardians—a band of crazy ex-druids known for begging in Falcon's Hollow's town square.

If the PCs investigate the lumberjacks' illness, they can identify the nature of the disease with a DC 20 Heal check. Inor is sick enough to privately offer to escort the PCs to the flamebloom grove if they agree to help him get to town to see Laurel, Falcon's Hollow's herbalist, for a cure. He makes this offer to the PCs regardless of whether or not they have persuaded him to talk about the flamebloom grove. Clever PCs might use his desire to reach Laurel as an excuse to finally get him to discuss the cult's activities in the area.

The PCs may wish to search the tents and can do so with some weak verbal resistance from the tired (and in some cases injured) lumberjacks. The four southern tents each hold two cots and unlocked chests containing the lumberjacks' personal effects—clothing, tools, and mementos of their families. The northeastern tent holds only a single cot, on which Fulch's cold, pus-covered body lies. The northwestern tent appears to be used as an office and contains spare provisions, tools, and a desk covered in papers and cheaply-bound books.

Treasure: PCs who search the desk in the northwestern tent discover a leather sack containing the month's wages. In Tier 1-2, the sack holds 140 gp. In Tier 3-4, it holds 300 gp. In Tier 6-7, the sack is actually a *pathfinder pouch* (*Seekers of Secrets*, page 56) and contains 500 gp.

Mission Notes: Andoran faction PCs should take a special interest in one survivor, a man named Horrick Danlaw—an Eagle Knight agent working undercover within the Lumber Consortium's ranks. They should attempt to cleanse him of his disease. Osirion faction PCs have their first chance to observe the variant zombies during this act—they succeed on this mission with a DC 20 Knowledge (religion) check. Each Osirion faction PC may attempt this check only once at this time (they will have another opportunity in **Act 6**). Qadira faction PCs who search the northwestern tent find the shift ledger on the desk. With a successful DC 20 Sleight of Hand or Stealth check, they can replace this book with the forgery.

Rewards: If the PCs find the sack of gold in the desk, reward each tier thusly:

Tier 1–2:

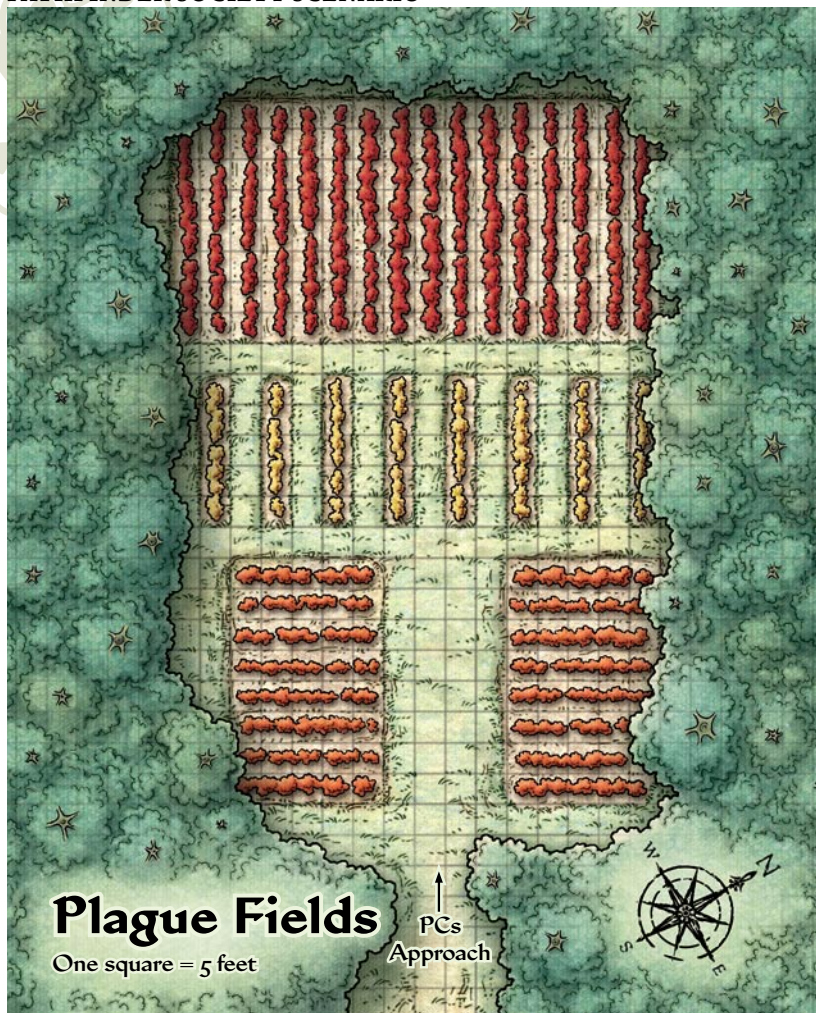
Give each player 23 gp.

Tier 3–4:

Give each player 50 gp.

Tier 6–7:

Give each player 167 gp.



Plague Fields

One square = 5 feet

PCs Approach

ACT 2: THE PLAGUE FIELDS (CR 2, CR 4, OR CR 7)

Man-made rows of bright flowers paint this wide glade in hues of red, orange, and yellow. A warm breeze blows out of the field, and the pleasant odor of the countless blossoms fills the air and permeates the whole forest.

Shortly after she discovered that palepox could be spread through flamebloom pollen, Vondrella assigned a small team of cultists to cultivate a supply of tainted flowers. She evaluated the cultists' knowledge of nature and quickly selected a cabal of ex-druids for the task. These cultists once venerated nature and traveled throughout Darkmoon Vale, exploring its hills, forests, and rivers. But year after year, they saw civilization's footprint marring their beloved land, until something in them finally snapped. They now dedicate themselves to fostering death and decay wherever they go, justifying their actions as an inevitable part of life's endless cycle. Unsurprisingly, they found that the Fiendblood Covenant is compatible with their own motives, and they have been among the cult's numbers ever since.

It takes the PCs just under an hour to find the flamebloom fields with Inor's guidance. If PCs choose not to take him up on his offer, locating the fields takes twice as long and requires a DC 15 Survival check. Failed checks mean the PCs spend an hour wandering lost in the woods and must make another check to locate the fields.

Creatures: Several gardeners guard the fields. Ever since Inor and his companions discovered the plague farm, the cultists have been on high alert. They tend to the flowers and maintain a constant watch on the surrounding tree line.

Tier 1–2 (CR 2)

FIENDBLOOD GARDENERS (3) CR 1/2

Male or Female human ex-druid 2

NE Medium humanoid (human)

Init +4; Senses Perception +7

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 13 (2d8+4)

Fort +4, Ref +2, Will +5

OFFENSE

Speed 30 ft.

Melee mwk sickle +3 (1d6+1) or

unarmed strike +2 (1d3+1 nonlethal plus disease)

Ranged sling +1 (1d4+1)

Special Attacks disease

TACTICS

Before Combat If the gardeners hear the PCs approaching, they move to the center of the field and load their slings. Should the PCs approach stealthily, the gardeners are tending the flowers in randomly determined locations around the field. The gardeners are all infected with palepox.

During Combat The gardeners attempt to lure the PCs into the flamebloom field, hoping to infect them. If forced into melee, they use their garden tools (sickles) to fend off the attackers. They throw tanglefoot bags at any PCs attempting to flee the field, should the PCs uncover the flowers' contagious nature.

Morale The gardeners fight to the death.

Base Statistics Con 14, Cha 13

STATISTICS

Str 12, Dex 10, Con 12, Int 10, Wis 15, Cha 12

Base Atk +1; CMB +2; CMD 12

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +2, Handle Animal +5, Heal +6, Knowledge (nature) +4, Perception +7, Survival +7

Languages Common, Druidic

Combat Gear *potion of cure light wounds*, tanglefoot bag; **Other Gear** masterwork leather armor, masterwork sickle, sling with 10 bullets, masterwork gardening tools, shovel, silk rope (50 ft.)

SPECIAL ABILITIES

Disease (Ex) Any PC injured by a gardener's unarmed strike risks palepox infection.

Tier 3–4 (CR 4)**FIENDBLOOD GARDENERS (3) CR 1**

Male or Female human ex-druid 3

NE Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 22 (3d8+9)

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

OFFENSE

Speed 30 ft.

Melee mwk sickle +4 (1d6+1) or
unarmed strike +3 (1d3+1 nonlethal plus disease)

Ranged mwk sling +3 (1d4+1)

Special Attacks disease

TACTICS

As Tier 1-2

Base Statistics Con 14, Cha 13

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 13

Feats Improved Initiative, Lightning Reflexes, Toughness

Skills Bluff +3, Handle Animal +6, Heal +6, Knowledge (nature) +5,
Perception +8, Survival +7

Languages Common, Druidic

Combat Gear *potion of cure moderate wounds*, tanglefoot bag; **Other Gear** +1 *leather armor*, masterwork sickle, masterwork sling with 10 bullets, masterwork gardening tools, shovel, silken rope

SPECIAL ABILITIES

Disease (Ex) Any PC injured by a gardener's unarmed strike risks palepox infection.

Tier 6–7 (CR 7)**FIENDBLOOD GARDENERS (4) CR 3**

Male or Female human ex-druid 5

NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

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

hp 37 (5d8+15)

Fort +5, **Ref** +3, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk sickle +5 (1d6+1) or
unarmed strike +4 (1d6+1 plus disease)

Ranged mwk sling +4 (1d4+1)

Special Attacks disease

TACTICS

As Tier 1-2

Base Statistics Con 14, Cha 13

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 14

Feats Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Toughness

Skills Bluff +5, Handle Animal +8, Heal +7, Knowledge (nature) +7,
Perception +11, Survival +7

Languages Common, Druidic

Combat Gear *potion of cure moderate wounds*, tanglefoot bag (2);

Other Gear +1 *hide shirt*, club, masterwork sickle, masterwork sling with 10 bullets, masterwork gardening tools, shovel, silken rope

SPECIAL ABILITIES

Disease (Ex) Any PC injured by a gardener's unarmed strike risks palepox infection.

Development: The PCs should avoid contact with the flamebloom flowers or risk contracting palepox. Any PC who moves through a square with flowers in it stirs up pollen from the flowers and risks infection through inhalation. An examination of the plants and a DC 18 Knowledge (nature) check reveal that they have been altered, making their pollen granules larger and paler than normal.

The gardeners resist passive interrogation, but a successful Intimidate or Diplomacy check can make them reveal the cult's plan to infect the people of Falcon's Hollow through carrier flower pollen through Intimidate or Diplomacy checks. They admit to cultivating the tainted flowers, which the cultists plan to distribute while begging on the streets. If asked about the plan's timeline, they indicate that it is set to culminate tonight and that tomorrow the whole town will be infected just like them. Slightly mad, the cultists derive perverse glee from their infection and are especially entertained by any PCs who may show signs of infection. The gardeners know nothing of a cure or remedy for the disease; any PCs pressing them on the issue get nowhere. These cultists also have no idea what *Isandrea's Basin* is—fortunately for the PCs, a small group of cultists who do know about the *basin* are already headed to Falcon's Hollow where the PCs may encounter them later.

Inor holds the PCs to their end of the bargain and urges them to take him to Laurel in town as soon as possible. If the PCs refuse to escort him, he heads into the Wood on his own, muttering that he knew Pathfinders couldn't be trusted, and eventually finds his way back to town. If the PCs do not bring Inor along, allow a DC 15 Knowledge (local) check to identify Laurel as a possible source for a palepox cure. It's less than half a day's travel from the plague fields to nearby Falcon's Hollow.

Falcon's Hollow

1. Roots and Remedies
2. The Sitting Duck



Mission Notes: Cheliox faction PCs who discover that the flowers carry the disease may wish to collect a sample. Doing so requires them to handle the flowers and thus risk infection, though spells such as *mage hand* or *unseen servant* can alleviate this risk. Once a sample is in a sealed container such as a pouch or backpack, it no longer presents a threat, though it will again be a threat if it is later retrieved.

Rewards: If the PCs defeat the gardeners, reward each tier thusly:

Tier 1–2:

Give each player 157 gp.

Tier 3–4:

Give each player 545 gp.

Tier 6–7:

Give each player 694 gp.

ACT 3: ROOTS AND REMEDIES

Creeping ivy and full window boxes cover the facade of this rugged-looking, two-story shop, which bears the faded sign “Roots and Remedies.” The small, mud-tracked shop smells

of burnt earth and spicy incense. Bunches of dried herbs, dangling pots, and drawstring pouches hang from the ceiling, and a cauldron bubbles softly on a table next to strange presses and alchemical apparatuses.

Laurel comes from a long line of wise women, each passing her secrets on to the next. While she is an accomplished herbalist in her own right, Laurel owes the most miraculous of her successes to several pages in the back of her heirloom recipe book. These few leaves of parchment overflow with notes and cryptic formulas in ancient, scrawled handwriting and are rumored to contain original recipes of the witches of Irrisen. Laurel’s stat block varies by tier.

Tier 1–2: NG female human expert 3; Craft (alchemy) +9, Heal +9

Tier 3–4: NG female human expert 5; Craft (alchemy) +11, Heal +11

Tier 6–7: NG female human expert 8; Craft (alchemy) +14, Heal +14

Using various skills, the PCs can elicit Laurel’s assistance curing any PCs (or Inor) of palepox. They can also potentially gain access to her workshop, in which case they can aid her in formulating an antiplague concoction that helps cure the disease. Because palepox is a rare disease (and because

Laurel is unfamiliar with it) she begins with a –20 penalty to her Heal checks to cure a PC of the disease. If the PCs aid Laurel, their actions provide her with a +2 bonus per success to help overcome this penalty and allow her to exceed the DC of the disease so she in turn can help each affected PC succeed on the two saves needed to cure the disease (per the Heal skill). Since this is a rare and new disease for the wise woman, she needs to take an hour for each attempt (instead of 10 minutes as noted in the Heal skill) in order to figure out how to aid the PCs in their recovery and eventually formulate the antiplague concoction. The PCs must aid Laurel in her research, effectively removing her penalty, before she can roll a Heal check to aid them in their recovery (see below).

Allow the PCs to creatively select applicable skills and describe how they aid Laurel in her research. This should play out as a roleplay encounter in which the PCs aid Laurel as she digs for hidden books in piles of musty tomes, searches her shelves for specific ingredients, and uses her alchemy lab to attempt to make the palepox antiplague concoction. Once each PC selects a skill, have him roll that skill against the appropriate DC of the palepox for his tier and race (as is the case for resisting palepox, the DC for gnomes is +2). For example, a rogue in Tier 1–2 might use his Perception skill to aid Laurel in finding some rare herbs hidden somewhere in her lab. The rogue rolls his Perception against a DC of 18 (20 if he's a gnome). If he succeeds, he adds a permanent +2 to each of Laurel's subsequent rolls. Each PC may attempt to help using more than one skill, but may only roll a skill check once per single skill during this entire encounter; additionally while he can take 10 on the roll, he may not take 20. While it's up to you what skills apply, be creative in your application. Craft (alchemy), Heal, Knowledge (nature), Survival, and so on all have obvious applications, but creative players may try other skills as well. So long as his reason for using the skill is inventive and applicable to helping Laurel find a cure, allow the PC to make the roll. Once the PCs accumulate 10 successes, they negate Laurel's –20 penalty, and once the penalty is negated, Laurel begins to apply what she and the PCs learned, rolling a Heal skill check once per hour to attempt to give an affected PC a +4 competence bonus on his next save (per the Heal skill). Keep in mind that each PC needs two consecutive saves to be cured of the disease.

Once Laurel succeeds in curing the PCs (and Inor) of the disease, she now has the recipe for an antiplague concoction that gives anyone drinking it a +5 alchemical bonus on saving throws against disease for 1 hour. She thanks the PCs greatly for their help, telling them that should the disease spread throughout the area, she now has a way to combat it, which she wouldn't have had without the PCs' help.

Finally, Laurel is familiar with the nymph queen Syntira, as she occasionally treks into the Wood to trade baubles and trinkets for rare herbs. Assuming the PCs

aided her in finding a cure for palepox, she can provide them with a map to the nymph queen's grove.

Treasure: In gratitude for the PCs' help, she offers them the following rewards: 2 *potions of cure light wounds* for Tier 1–2, 2 *potions of cure moderate wounds* for Tier 3–4, and 2 *potions of cure serious wounds* for Tier 6–7. She also gives the PCs two dozen vials of her antiplague concoction, each worth 50 gp each.

Mission Notes: PCs from the Taldor faction should take a special interest in Laurel's library. With a successful DC 20 Linguistics check, they may transcribe Ulizmila's herbal antitoxin recipe from the back of Laurel's heirloom book.

Rewards: If the PCs aid Laurel and receive her potions, reward each tier thusly:

Tier 1–2:

Give each player 108 gp.

Tier 3–4:

Give each player 150 gp.

Tier 6–7:

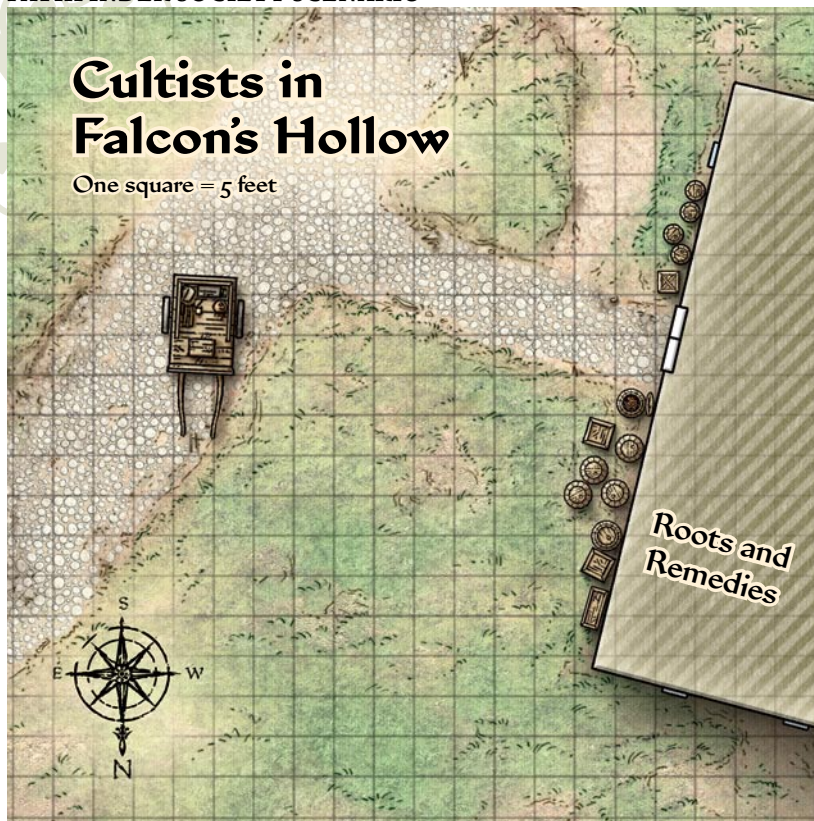
Give each player 225 gp.

ACT 4: ALMS FOR THE POOR (CR 2, CR 4, OR CR 7)

The streets of Falcon's Hollow are fairly deserted. The few citizens out and about hurry quickly to their destinations. Beggars and urchins lean against walls and crouch next to shipping crates and tarred barrels. The clinking of a tin cup on the street's cobblestones and the rustling of wind-blown notices affixed to a tavern wall rise above the silence that fills the nearly empty streets.

Falcon's Hollow is a small town, and at this time of day, most of its 1,400 inhabitants are hard at work in the logging camps north of the settlement. The streets are poorly maintained, and the rough cobblestones are littered with debris. The town has always had a surprisingly large population of beggars, tramps, and vagrants, men and women the greedy Lumber Consortium worked into destitution. While most are honorable citizens who are merely down on their luck, a number of the town's mendicants belong to the Fiendblood Covenant. Vondrella plans to use these cultists to inconspicuously spread palepox to the population at large, either through direct bodily contact or by selling or giving away tainted flamebloom flowers.

Creatures: When the PCs exit Laurel's shop with the antiplague for Syntira, several human cultists push a two-wheeled cart overflowing with flameblooms down the wagon-rutted dirty street, bringing it to a halt in front of Roots and



Cultists in Falcon's Hollow

One square = 5 feet

Melee unarmed strike +2 (1d3+2)
Ranged dagger +2 (1d4+2)
Special Attacks disease, sneak attack +1d6

TACTICS

During Combat The cultists try to sneak attack each round if possible, throwing their daggers at flat-footed foes or flanking opponents for unarmed strikes.

Morale The cultists fight to the death.

Base Statistics Con 14, Cha 8

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 7
Base Atk +0; **CMB** +2; **CMD** 15
Feats Dodge, Improved Unarmed Strike
Skills Acrobatics +5, Bluff +1, Disguise +1, Intimidate +1, Knowledge (local) +4, Perception +5, Sleight of Hand +5, Stealth +5
Languages Common
SQ trapfinding
Gear studded leather, dagger (2), 20 gp

SPECIAL ABILITIES

Disease (Ex) Any PC injured by a gardener's unarmed strike risks palepox infection.

Tier 3–4 (CR 4)

Remedies. They wear tattered clothes over ragged studded leather armor and smell as though they have not bathed in months. A PC who makes a DC 15 Perception check notices that the cultists appear gaunt and sickly and that pus-filled boils cover their arms and faces—obvious signs of palepox. Should the PCs assault the cultists, they gather up handfuls of the flamebloom flowers and grip them in their fists while they strike the PCs. An additional DC 10 Perception check notices that several townspeople further up the road from Roots and Remedies carry flamebloom flowers given to them by the cultists. The cultists refuse to leave town and will continue to hand out flowers if the PCs don't stop them. They only attack the PCs if attacked themselves or if the PCs attempt to take away their wagon of flowers. Keep in mind that interacting physically with the wagon or any flamebloom flowers risks exposing the PCs to a dose of palepox.

Tier 1–2 (CR 2)

FIENDBLOOD CULTISTS (2) **CR 1/2**

Male or Female human rogue 1
 NE Medium humanoid (human)
Init +2; **Senses** Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 6 (1d8+2)
Fort +1, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

FIENDBLOOD CULTISTS (2) **CR 2**

Male or Female human rogue 3
 NE Medium humanoid (human)
Init +6; **Senses** Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 19 (3d8+6)
Fort +2, **Ref** +5, **Will** +2
Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d3+2)
Ranged dagger +4 (1d4+2)
Special Attacks disease, sneak attack +2d6

TACTICS

As Tier 1–2
Base Statistics Con 14, Cha 8

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 7
Base Atk +2; **CMB** +4; **CMD** 17
Feats Dodge, Improved Initiative, Improved Unarmed Strike, Weapon Focus (unarmed strike)
Skills Acrobatics +7, Bluff +3, Disguise +3, Intimidate +3, Knowledge (local) +5, Perception +6, Sleight of Hand +6, Stealth +6
Languages Common
SQ trapfinding, weapon training
Gear studded leather, dagger (2), 30 gp

SPECIAL ABILITIES

Disease (Ex) Any PC injured by a gardener's unarmed strike risks palepox infection.

Tier 6–7 (CR 7)**FIENDBLOOD CULTISTS (3)****CR 3**

Male or Female human rogue 4

NE Medium humanoid (human)

Init +7; **Senses** Perception +8

DEFENSE

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

hp 26 (4d8+8)

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

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee unarmed strike +7 (1d3+2)

Ranged dagger +6 (1d4+2)

Special Attacks disease, sneak attack +2d6

TACTICS

As Tier 1–2

Base Statistics Con 14, Cha 8

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +10, Bluff +4, Disguise +4, Intimidate +4, Knowledge (local) +7, Perception +8, Sleight of Hand +10, Stealth +10

Languages Common

SQ finesse rogue, trapfinding, weapon training

Gear masterwork studded leather, dagger (2), 40 gp

SPECIAL ABILITIES

Disease (Ex) Any PC injured by a gardener's unarmed strike risks palepox infection.

Development: If the PCs interrogate a cultist, she reveals that Vondrella ordered them to bring the wagon into the town in preparation for tonight's ritual. If pressed, the cultist divulges the location of Vondrella (an unhallowed clearing in the Wood about an hour north of town), that Vondrella has *Isandrea's Basin*, and that she plans a feast at sundown in the clearing to celebrate the destruction of Falcon's Hollow.

Treasure: Should the PCs search the wagon, they find a hand-drawn map giving directions to Vondrella's unhallowed clearing. A DC 15 Perception check finds a leather bag containing the following items: for Tier 1–2, the bag contains two *scrolls of lesser restoration*; for Tier 3–4, add one *potion of bear's endurance* and one *wand of cure moderate wounds* with 25 charges; for Tier 6–7, the wand has 50 charges.

OPTIONAL ENCOUNTER

Act 5 is an optional encounter. If the PCs have more than two hours remaining to complete the scenario, then run Act 5 as normal. If they do not, skip Act 5 and move straight to Act 6.

Mission Notes: Cheliox faction PCs may wish to leave anti-Andoran propaganda on the wall of Roots and Remedies. Doing so requires a successful Sleight of Hand or Stealth check to avoid notice. Cheliox faction PCs have another chance here to collect a sample of an intact flamebloom flower. Qadira faction PCs may examine the barrels stacked against the wall of the Sitting Duck (see the map on page 10) for trade markings; they find the symbol of a nine-pointed star in an equilateral triangle.

Rewards: If the PCs defeat the cultists and search the flower wagon, reward each tier thusly:

Tier 1–2:

Give each player 37 gp.

Tier 3–4:

Give each player 252 gp.

Tier 6–7

Give each player 490 gp.

ACT 5: THE PARANOID PATROL (CR 3, CR 5, OR CR 8)

A narrow path cuts through the thick overgrowth of the dense forest. The sound of Darkmoon Woods' fauna permeates the air, as does the scent of damp moss. Shafts of light pierce the misty air where sunlight breaks through the nearly solid canopy, creating pools of green light on the forest floor.

While following the directions to the cultists' clandestine grove, the PCs move through a particularly dense patch of the forest.

Creatures: A terrified satyr patrol crosses the path of the PCs as they travel through Darkmoon Wood to Vondrella's clearing. These fey sentinels regularly patrol the borders of Darkmoon Wood, reporting suspicious activity back to Syntira. They very recently stumbled into a grove of palepox-infected dryads on the verge of death. Fearing for their lives, the satyr patrol fled the scene, hoping to warn other fey to avoid the tainted glade. In their panic, they threw aside their weapons, dropped their panpipes, and made no effort to conceal their movements through Stealth. As they crash through the underbrush toward the PCs, the satyrs take a –10 penalty on Perception checks to notice the party. For Tier 1–2, the PCs encounter only a single young satyr, who has become separated from the rest of the patrol.

Tier 1–2 (CR 3)

YOUNG SATYR

CR 3

CN Small fey

Init +4; Senses low-light vision; Perception +18

DEFENSE

AC 19, touch 16, flat-footed 14; (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 28 (8d6)

Fort +2, Ref +10, Will +8

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee horns +9 (1d4)

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)

1/day—*fear* (DC 18), *summon nature's ally III* (already cast)

TACTICS

Before Combat This young satyr is lost, having become separated from his patrol when they fled the diseased dryads. His initial

attitude toward the PCs is unfriendly, as he suspects them of involvement in the spreading plague. He only attacks if the PCs attack him or reduce him to hostile.

During Combat Without his weapons, the satyr attempts to keep as much distance between himself and the PCs as possible.

He uses *fear*, *suggestion*, and *sleep* to eliminate PCs from the fight, targeting the most threatening PCs first. He already cast *summon nature's ally III* to escape from the infected dryads' glade, but the monster he summoned was killed.

Morale If reduced to fewer than 10 hp, the satyr attempts to flee into the woods.

STATISTICS

Str 10, Dex 19, Con 11, Int 12, Wis 14, Cha 19

Base Atk +4; CMB +3; CMD 18

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +21, Survival +7; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

Tier 3–4 (CR 5)

YOUNG SATYRS (2)

CR 3

hp 28 (use the stats for Tier 1–2)

Tier 6–7 (CR 8)

SATYRS (4)

CR 4

hp 44 (*Pathfinder RPG Bestiary* 241)

SPECIAL

These satyrs lack weapons and do not possess their typical pan flutes.

Development: If PCs convince the satyrs of their good intentions, the patrol offers to take the news of the PCs' discovery of a cure to Syntira.

Mission Notes: Andoran faction PCs may take this opportunity to deliver the formula for the palepox cure to Syntira.

Rewards: There are no rewards for Act 5.

ACT 6: FEAST OF DECAY (CR 3, CR 5, OR CR 8)

A low melodic droning carries through the still air, interrupted by random screams of pain and pleasure. Ahead lies a clearing surrounded by low-hanging willow trees. In the center of the clearing rests a long, bone banquet table covered in mounds of bright red, orange, and yellow flower petals, human skull goblets dripping with wine, and alabaster platters filled with raw meat. In the center of the



table rests a water-filled basin made of carved birch, from the center of which rises the wooden sculpture of a nude woman pouring water from a jar.

The PCs arrive at the Urgathoan ritual just as the festivities are in full swing. The cultists assume their isolated location provides sufficient protection from discovery. As such, they take no efforts to keep their gruesome rite quiet, and anyone partaking in the feast suffers a –5 penalty on Perception checks to notice the approaching PCs.

Creatures: A dozen human revelers gorge themselves on mounds of flamebloom petals, wine, and raw meat. The diseased cultists dance and frolic around the gruesome banquet table, humming a macabre dirge interrupted occasionally by a bloodthirsty scream. Depending on their tier, one or more human plague zombies, stuffed with flowers and writhing with maggots, sit or stand around the table, their glassy eyes fixed on the woman at the table's head. Vondrella Mahesto oversees the ritual with a maniacal grin and wild, sparkling eyes. Despite her proximity to the flowers and infected cultists, she appears to be in perfect health; her pale skin is clear of blemishes and her dark, straight hair is neatly combed. For all tiers, once the PCs reveal themselves, all foes but those noted below flee into the woods in terror.

Tier 1–2 (CR 3)

VONDRELLA MAHESTO

CR 1

Female human cleric of Urgathoa 2

NE Medium humanoid (human)

Init +1; Senses Perception +3

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 deflection, +1 Dex)

hp 13 (2d8+4)

Fort +4, Ref +1, Will +6

OFFENSE

Speed 20 ft.

Melee mwk scythe +3 (2d4/x4)

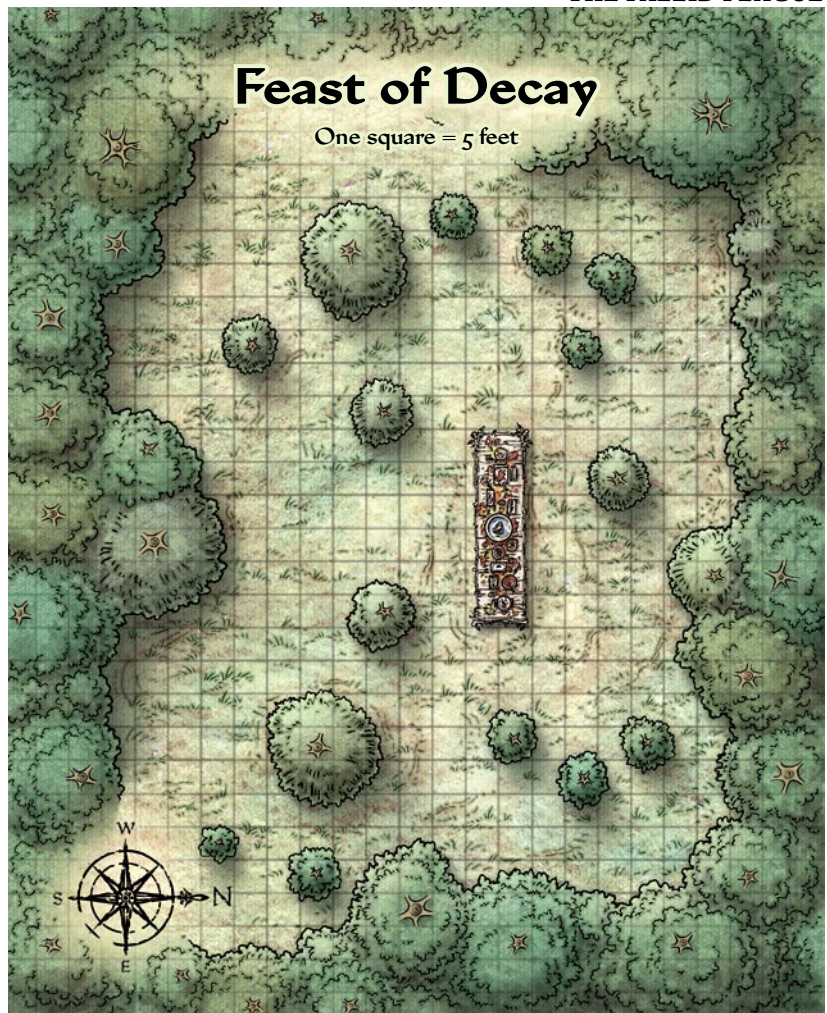
Ranged light crossbow +2 (1d8/19–20)

Special Attacks bleeding touch (1 round, 6/day), channel negative energy (1d6, DC 13, 5/day), touch of evil (1 round, 6/day)

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bane* (DC 14), *cause fear* (DC 14), *cure light wounds*, *protection from good*^D

o—*bleed* (DC 13), *detect magic*, *read magic*, *resistance*



D Domain spell; Domains Death, Evil

TACTICS

Before Combat If aware of the PCs' approach, Vondrella casts *protection from good* and moves to the opposite side of the table from the PCs, sending her zombie and cultist minions toward the attackers.

During Combat Vondrella keeps her zombie minion and cultist between herself and the PCs, using her Channel Energy ability to heal the zombie if needed. On the first round of combat, Vondrella casts *bane*, followed by *cause fear* on the second round, targeting the most threatening PC who failed his save against *bane*. She prefers fighting with her scythe in melee, though she doesn't hesitate to use her bleeding touch ability against heavily armored foes.

Morale If reduced to fewer than 5 hit points, Vondrella attempts to flee into the woods.

STATISTICS

Str 10, Dex 12, Con 13, Int 8, Wis 17, Cha 14

Base Atk +1; CMB +1; CMD 12

Feats Command Undead, Weapon Focus (scythe)

Skills Bluff +3, Diplomacy +6, Heal +7, Knowledge (religion) +3

Languages Common

SQ aura

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork scale mail, light crossbow with 10 bolts, masterwork scythe, *potion of remove disease*, *ring of protection +1*

HUMAN PLAGUE ZOMBIE CR 1/2

NE Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

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

Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst, disease

TACTICS

Before Combat The plague zombie stands near the banquet table mindlessly watching the feast until directed by Vondrella.

During Combat Vondrella instructs the plague zombie to flank with her living minion and to stay between her and oncoming attackers. Should she require aid in melee, she calls the plague zombie to her.

Morale The plague zombie fights until destroyed.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

SPECIAL ABILITIES

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract palepox.

Disease (Su) A plague zombie's natural attacks carry the palepox disease.

FIENDBLOOD CULTIST CR 1/2

hp 6 (use the stats from Act 4, Tier 1–2)

TACTICS

Before Combat The cultist partakes in the festivities until Vondrella directs him to protect her or until the PCs attack.

During Combat The cultist attempts to flank with any ally to make use of his sneak attack. He tries to keep PCs from approaching Vondrella and aids her should an enemy engage her in melee.

Morale The cultist fights to the death as long as Vondrella lives, but flees into the woods if she is slain.

Tier 3–4 (CR 5)

VONDRELLA MAHESTO CR 3

Female human cleric of Urgathoa 4

NE Medium humanoid (human)

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

DEFENSE

AC 18, touch 12, flat-footed 17 (+6 armor, +1 deflection, +1 Dex)

hp 26 (4d8+8)

Fort +6, **Ref** +3, **Will** +9

OFFENSE

Speed 20 ft.

Melee mwk scythe +5 (2d4/x4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks bleeding touch (2 rounds, 6/day), channel negative energy (2d6, DC 14, 5/day), touch of evil (2 rounds, 6/day)

Cleric Spells Prepared (CL 4th; concentration +8 [+12 defensive casting or grappled])

2nd—*death knell*^D (DC 16), *enthrall* (DC 16), *silence*, *spiritual weapon*

1st—*bane* (DC 15), *cause fear* (DC 15), *cure light wounds*, *magic weapon*, *protection from good*^D

0—*bleed* (DC 14), *detect magic*, *read magic*, *resistance*

D Domain spell; **Domains** Death, Evil

TACTICS

Before Combat If aware of the PCs' approach, Vondrella casts *protection from good* and moves to the opposite side of the table from the PCs. If she has time, she also casts *magic weapon* on her scythe.

During Combat Vondrella keeps her zombie minions and cultists between herself and the PCs, using her Channel Energy ability to heal the zombie as needed. On the first round of combat, Vondrella casts *bane*, followed by *cause fear* on the second round, targeting the most threatening PC who failed his save against *bane*. She prefers fighting with her scythe in melee, though she doesn't hesitate to use her bleeding touch ability against heavily armored foes.

Morale If reduced to fewer than 10 hit points, Vondrella attempts to flee into the woods.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 8, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Combat Casting, Command Undead, Weapon Focus (scythe)

Skills Bluff +4, Diplomacy +7, Heal +8, Knowledge (religion) +4

Languages Common

SQ aura

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 scale mail, masterwork light crossbow with 10 bolts, masterwork scythe, *cloak of resistance +1*, *potion of remove disease*, *ring of protection +1*

HUMAN PLAGUE ZOMBIES (2) CR 1/2

hp 16 (use the stats from Tier 1–2)

FIENDBLOOD CULTISTS (2) CR 1/2

hp 6 (use the stats from Act 4, Tier 1–2)

Tier 6–7 (CR 8)

VONDRELLA MAHESTO

CR 7

Female human cleric of Urgathoa 8

NE Medium humanoid (human)

Init +1; Senses Perception +3

DEFENSE

AC 20, touch 13, flat-footed 19 (+7 armor, +2 deflection, +1 Dex)

hp 68 (8d8+32)

Fort +9, Ref +6, Will +11

OFFENSE

Speed 20 ft.

Melee +1 scythe +8/+3 (2d4/x4)

Ranged mwk light crossbow +7/+2 (1d8/19–20)

Special Attacks bleeding touch (4 rounds, 6/day), channel negative energy (4d6, DC 18, 5/day), scythe of evil (4 rounds, 1/day), touch of evil (4 rounds, 6/day)

Cleric Spells Prepared (CL 8th; concentration +12 [+14 defensive casting or grappled])

4th—*cure critical wounds* (2), *spell immunity*, *unholy blight*^D3rd—*animate dead* (already cast), *bestow curse* (DC 17), *blindness/deafness* (2, DC 17), *contagion* (DC 17), *magic circle against good*^D2nd—*cure moderate wounds*, *death knell*^D (DC 16), *enthrall* (DC 16), *silence*, *spiritual weapon*1st—*bane* (DC 15), *cause fear*^D (DC 15), *cure light wounds* (2), *divine favor*, *entropic shield*0—*bleed* (DC 14), *detect magic*, *read magic*, *resistance*

D Domain spell; Domains Death, Evil

TACTICS

Before Combat If aware of the PCs' approach, Vondrella casts *spell immunity* (against *fireball* and *magic missile*) and *magic circle against good* and moves to the opposite side of the table from the PCs.

During Combat Vondrella keeps her zombie minions and cultists between herself and the PCs, using her Channel Energy ability to heal the zombies (and herself, thanks to her death's embrace domain power) if needed. She begins combat by casting *unholy blight* on as many PCs as possible. Vondrella prefers using magic from range, but she uses her scythe of evil domain power if forced into melee, especially if faced with a good cleric or paladin.

Morale If reduced to fewer than 10 hit points, Vondrella attempts to flee into the woods.

STATISTICS

Str 10, Dex 12, Con 14, Int 8, Wis 18, Cha 14

Base Atk +6; CMB +6; CMD 17

Feats Combat Casting, Command Undead, Lightning Reflexes, Toughness, Weapon Focus (scythe)

Skills Bluff +6, Diplomacy +9, Heal +10, Knowledge (religion) +6

Languages Common

SQ aura, death's embrace

Combat Gear *pearl of power* (2nd level), *potion of cure moderate*

wounds (2); Other Gear +2 *scale mail*, masterwork light crossbow with 10 bolts, +1 *scythe*, *cloak of resistance* +1, *potion of remove disease*, *ring of protection* +2, 40 pp

HUMAN PLAGUE ZOMBIES (4)

CR 1/2

hp 16 (use the stats from Tier 1–2)

FIENDBLOOD CULTISTS (4)

CR 1/2

hp 6 (use the stats from Act 4, Tier 1–2)

Development: The wooden sculpture in the center of the table is *Isandrea's Basin* and the water it holds is cursed. PCs may empty its contents onto bare earth (doing otherwise taints the plants it touches and causes them to bloom palepox spores) or cast *remove curse* on the water to make it safe for disposal. Any new water placed in the bowl becomes cursed upon touching the basin. Should any PCs drink cursed water, they are exposed to palepox.

Mission Notes: PCs of the Osirion faction should ensure that Vondrella dies. They also have a second opportunity to study one of the plague zombies. Cheliox faction PCs have a third opportunity to collect a flamebloom flower. PCs of the Taldor faction who search the zombies' remains find Laerto Branif's ring. Andoran faction PCs can deliver the palepox cure to Syntira after the conclusion of this act.

Rewards: If the PCs defeat Vondrella and her cultists, reward each tier thusly:

Tier 1–2:

Give each player 282 gp.

Tier 3–4:

Give each player 497 gp.

Tier 6–7:

Give each player 1,843 gp.

CONCLUSION

If the PCs successfully retrieve *Isandrea's Basin*, they can return it to the Pathfinder Lodge for further study. Defeating the cultists, finding the palepox antiplague, removing the flamebloom flowers from Falcon's Hollow, or any combination of the above earns the PCs great respect throughout the region. If the PCs helped Laurel create the palepox antiplague, the Darkmoon Woods fey population quickly replicates the herbal remedy and spreads it among their infected kin. Syntira sends an envoy to the Pathfinder Society thanking them for assisting her people. She expresses appreciation for proving that her faith in humanity was not wasted and suggests that her people and the Pathfinder Society can now consider each other allies. If the PCs failed to discover a cure in

Laurel's workshop, Syntira's envoy instead expresses her disappointment in both the Society and humanity as a whole. She does not contact the Society again for aid, nor does she offer them any future assistance.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who ensure that a palepox antiplague concoction or the recipe to produce it makes its way to Syntira earn 1 Prestige Award. PCs from the Andoran faction who rescue and heal Horrick Danlaw earn 1 bonus Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who retrieve samples of the flamebloom flowers earn 1 Prestige Award. PCs from the Cheliox faction who secretly post anti-Andoran propaganda in Falcon's Hollow earn 1 bonus Prestige Award.

Osirion Faction: PCs from the Osirion faction who ensure that Vondrella Mahesto dies earn 1 Prestige Award. PCs from the Osirion faction who closely observe and take notes on at least one plague zombie earn 1 bonus Prestige Award.

Qadira Faction: PCs from the Qadira faction who replace the Lumber Consortium ledger earn 1 Prestige Award. PCs from the Qadira faction who note the trade marks on the wine casks earn 1 bonus Prestige Award.

Taldor Faction: PCs from the Taldor faction who retrieve Laerto Branif's signet ring earn 1 Prestige Award. PCs from the Taldor faction who transcribe Ulizmila's herbal antitoxin recipe from Laurel's book earn 1 bonus Prestige Award.

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Andoran Faction Handout

Defender of Freedom,

It saddens me that you have been sent to Andoren soil under such dire circumstances. I hope you can find a way to quickly put an end to this disease plaguing the fey of our land. While we can hardly count the nymph queen Syntira and her subjects as allies of the Republic, they nevertheless reside within our borders and have the same right to live as any other free Andoren. Do everything in your power to find a cure for this disease. We will inform Syntira of your involvement; hopefully finding a cure will build a bridge between her people and our own.

While you are in Falcon's Hollow, make sure you find Horrich Danlaw and ensure he is well. He has served the Eagle Knights for many years as an inside man among the Lumber Consortium, but we have not heard from him in several weeks. Last we heard, he was working in a deep-woods cutyard trying to infiltrate the local leadership. Offer him whatever assistance you can provide.

For the Cause of Liberty,

Captain Colson Maldris



Cheliox Faction Handout

Exquisite Flesh Morsel,

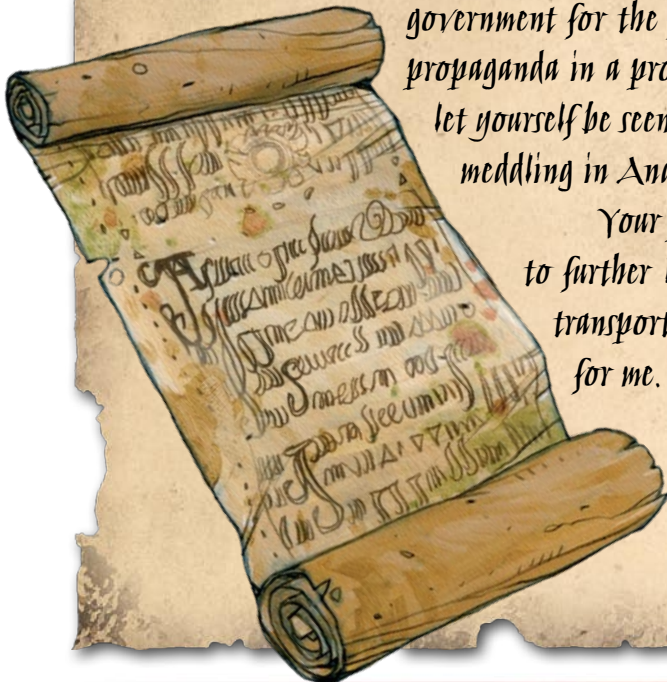
It has come to my attention that your travels take you to the town of Falcon's Hollow. There you have the chance to witness the true face of what Andoren democracy brings to its people. You will see how the monopolistic Lumber Consortium, through greed and disregard, is slowly grinding the population under its boot heel. This travesty provides the perfect opportunity to plant the seeds of discord among these downtrodden people, exposing their grand form of government for the farce it really is. Leave some form of anti-Andoran propaganda in a prominent location within Falcon's Hollow, but don't let yourself be seen. No one must know that Her Infernal Majestrix is meddling in Andoren political affairs.

Your primary mission will hopefully place you in a position to further help the Empire. Should you come across an easily-transportable sample of this rumored disease, please retrieve it for me. Having a supply on hand may prove useful someday.

Achingly Yours,

Zarta Draldeen

Paracountess Zarta Draldeen



Osirion Faction Handout

Loyal Servant of the Ruby Prince,

Rumors of foul undead abominations come to me from several reliable sources, and I understand your next mission will take you very near the site mentioned in the reports. Though the people of Falcon's Hollow know not the threat that lurks in the Wood near their town, someone in their midst may be behind this influx of walking dead. In Pharasma's name, destroy the person behind these affronts to nature—send them to the Boneyard for judgment by the Lady of Graves herself.

The same sources found it difficult to categorize these beasts from beyond the grave. If you have the opportunity, please study one such creature and make note of how it may vary from others of its kind. The more information we have on these blasphemous creations, the better we can fight them off in the future.

For the Honor of Our Ancestors,



Amenopheus
Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Servant of the Satrap,

Though your travels take you far from our glorious homeland, they present a unique opportunity for profit. I believe your visit to Falcon's Hollow will coincide with a monthly delivery of wine to the town's ruling elite. Be on the lookout for such merchandise and report any trade markings that indicate the source of this shipment. If we know our competition, breaking into the market in northern Andoran should be simple.

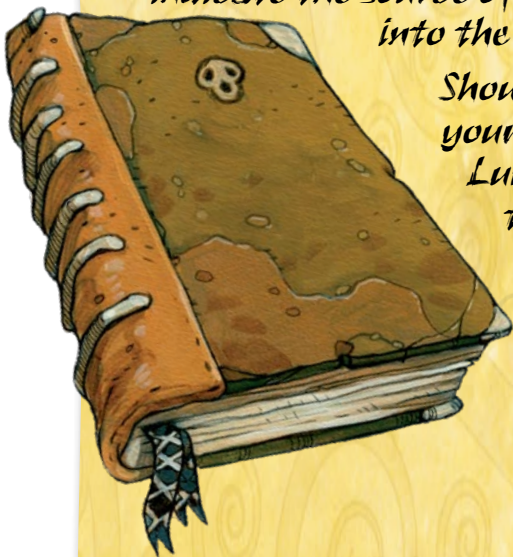
Should you venture into Darkmoon Wood, you may find yourself amid the lucrative darkwood cutyards of the Lumber Consortium. If you have the opportunity, locate the shift ledger for one of these camps and replace it with this forgery. I would love to know the rates of production and operating costs of one such facility, as well as to throw off their internal accounting with false data.

For the Riches

We Deserve,

Pasha Muhlia Al-Jakri

Muhlia Al-Jakri



Taldor Faction Handout

Agent of the Grand Prince,

I understand your travels take you to the Andoren town of Falcon's Hollow and the wilds of Darkmoon Vale. My informants tell of a rebellious young member of a minor Taldan noble family in the company of some—shall we say—poor influences in the region. His name is Laerto Branif, and you will know him by the missing finger on his left hand. Should you encounter him, obtain his signet ring and deliver it to me. I would love the honor of returning it to his shamed family.

I have also heard that Laurel, Falcon's Hollow's local herbalist, recently made an antitoxin for Andoran's Eagle Knights. I would love to see the recipe for this concoction, as it will allow us to formulate better poisons to use against the upstart freedom fighters when they meddle in our interests. If you find the opportunity, copy this recipe from her books, but be sure that none see you doing it. Andoran is full of Eagle Knight agents and sympathizers, and the less they know of our dealings, the greater the advantage we will have over them.



For the Glory of the Empire,

BARON JACQUO

Baron Jacquo Dalsine

PATHFINDER INFECTION TRACKER – PALEPOX

Character Name						
Infected?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FORT PASS/FAIL?						
Onset (1 Cha damage)						
Day 1 (1d2 Con and 1d2 Cha)						
Day 2 (1d2 Con and 1d2 Cha)						
Day 3 (1d2 Con and 1d2 Cha)						
Day 4 (1d2 Con and 1d2 Cha)						
Day 5 (1d2 Con and 1d2 Cha)						
Day 6 (1d2 Con and 1d2 Cha)						
Day 7 (1d2 Con and 1d2 Cha)						
Total Penalties						

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SCENARIO 43: THE PALLID PLAGUE

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
_____ Has Completed This Scenario.				

Scenario Chronicle # _____

TIER					MAX GOLD
1-2	▶	607			
TIER					
3-4	▶	1,494			
TIER					
6-7	▶	3,419			

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA		
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	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
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+	GM's Initial	
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Items Sold		
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Subtotal		
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-		
Items Bought		
=		
Subtotal		
-		
Gold Spent		
=		
Subtotal		

Items Found During This Scenario

TIER
1-2

Exemplar of Falcon's Hollow: You have saved the town of Falcon's Hollow from certain death. As a result, you are now a famed Andoran adventurer and gain a +1 circumstance bonus on any Charisma-based checks with any citizen of Andoran.

Hero of the Fey: You have saved the fey of Darkmoon Wood from certain death. As a result, you may automatically succeed on one Charisma-based check when dealing with fey in the future. Fey are chaotic and their memories tend to run short—as a result, you may use this boon only once, after which it is discarded.

Failed Savior of Andoran: Your failure to prevent the spread of palepox among the citizens of Falcon's Hollow earns you the enmity of its citizens. You are unwelcome in the Darkmoon Vale region of Andoran, and all of the locals automatically view you as unfriendly during Diplomacy checks.

Enemy of the Fey: Your failure to prevent the spread of palepox among the fey of Darkmoon Wood earns you the enmity of fey everywhere. You suffer a permanent -1 penalty to any Charisma-based checks when dealing with fey.

Antiplague (50 gp; as antitoxin, except for diseases)

Potion of remove disease (750 gp)

Ring of protection +1 (2,000 gp)

Scroll of lesser restoration (150 gp)

TIER
3-4

Cloak of resistance +1 (1,000 gp)

Potion of bear's endurance (300 gp)

Potion of cure moderate wounds (300 gp)

Wand of cure moderate wounds (25 charges) (Limit 1; 2,250 gp)

TIER
6-7

Potion of cure serious wounds (750 gp)

Pathfinder pouch (1,000 gp)

Pearl of power (2nd level) (4,000 gp)

+2 scale mail (4,200 gp)

Ring of protection +2 (8,000 gp)

Wand of cure moderate wounds (4,500 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #