

SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-02

Levels 1-4

Return to the Grave

By Joseph Blomquist



AUTHOR

Joseph Blomquist

DEVELOPMENT LEAD

Mike Kimmel

ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

EDITING LEAD

Solomon St. John

EDITOR

Shay Snow

COVER ARTISTS

Alexander Ngo, Nicholas Phillips

INTERIOR ARTIST

Alexander Ngo

CARTOGRAPHER

Jason Engle

ART DIRECTION

Emily Crowell and Sonja Morris

GRAPHIC DESIGN

Emily Crowell

DEVELOPMENT MANAGER

Linda Zayas-Palmer

ORGANIZED PLAY COORDINATOR

Alex Speidel

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF COMMUNITY

Tonya Woldridge

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

Return to the Grave

TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 1-2 Encounters	20
Appendix 2: Level 3-4 Encounters.	26
Appendix 3: Game Aids.	32
Organized Play	35

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Gamemastery Guide*, *Pathfinder Bestiary*, and *Pathfinder Book of the Dead*

Maps: *Pathfinder Flip-Mat: Forest Multi-Pack* and *Pathfinder Flip-Mat: Ghost Town*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



HORIZON HUNTERS



RADIANT OATH

SUMMARY

Venture-Captain Evni Zongnoss calls the PCs to a meeting in Ustalav. There, they learn a refugee settlement stranded in the dark forests of the Gravelands needs the Society's help before it becomes overrun by undead. With supplies in tow and only a vague sense of the settlement's location, the PCs set out into the Gravelands to find the settlement. They face numerous undead, haunted groves, and other dangers before finally reaching the settlement and defending it from a fallen ally and his undead soldiers.

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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

paizo.com

Return to the Grave

By Joseph Blomquist

ADVENTURE BACKGROUND

“To travel openly across the Gravelands is to court death.”—*Pathfinder Lost Omens World Guide*, page 41.

Life is bad enough for the people clinging to survival in Ustalav, especially near the nation’s border with what was once the righteous nation of Lastwall, founded to keep the infamous Whispering Tyrant Tar-Baphon locked away. Though the nation’s efforts succeeded for almost a millennium, the lich eventually broke free. He turned Lastwall into a haunted ruin blighted by roaming undead, a frightful place now known only as the Gravelands. Many of those trapped in the nation when the Whispering Tyrant broke free tried to escape, only to meet death at the hands of roaming undead, the bandits and mercenaries who allied themselves with the lich, or worse terrors still.

One of the people stranded in these dire circumstances was a Pathfinder agent, Claudiette Dralston, who had been traveling in Lastwall with her husband and fellow Pathfinders when Tar-Baphon destroyed Vigil, Lastwall’s capital. The Society has long assumed the Dralstons and the rest of their party perished in the ensuing chaos, but in truth, Claudiette survived, becoming trapped behind enemy lines. As she slowly made her way out of the Gravelands, hoping to reach the border—any border—and get to safety, she came to a crumbling ruin where refugees had gathered. As a member of the Radiant Oath faction, Claudiette chose to stay with the refugees and provide whatever help she could.

Over the past few years, the refugee camp—hidden deep in a forest—grew into a modest settlement, thanks in large part to Claudiette’s skills and expertise in keeping the area safe from undead. The refugees that came to settle here learned there had once been a nearby town called Steadfast, a remote farming community known for enduring in the wild lands. After rediscovering the old name, they repurposed the apt moniker to fit their plight.

Unfortunately, as more refugees learned of Steadfast and sought shelter there, it became more difficult for Claudiette to divert the Whispering Tyrant’s wandering undead minions. Furthermore, it was only a matter of time before an intelligent undead or living scout noticed the settlement and reported back to Tar-Baphon’s officers. In this event, the village would almost certainly be destroyed and its populace added to the Whispering Tyrant’s army.

As the threat of annihilation grew, the people of Steadfast began to give up hope. Knowing time was running out, Claudiette

WHERE ON GOLARION?

Return to the Grave begins in Caliphass, the capital city of Ustalav. From there, the PCs travel to the Gravelands, a desolate realm ruled by an undead tyrant. For more information on Ustalav and the Gravelands, see *Pathfinder Lost Omens World Guide*.



ventured into the forest to seek the magical items her husband, Seldrick, might have left behind in their encampment. Instead, she stumbled on the undead remains of her team of Pathfinders and witnessed fell magics from her husband’s walking corpse as anything that died around him rose to walk under his banner. And if Seldrick and his minions had found her trail, it was only a matter of time before they found Steadfast. Claudiette had only a vague sense of which direction to take to reach the border, but she knew she needed to get help or the people of Steadfast were doomed. Eventually, after facing many dangers and nearly succumbing to disease, she reached a bridge crossing the Path River. Claudiette had come, at last, to Ustalav. Near death, she stumbled upon a group of young ruffians attempting to tax adventurers heading into the Gravelands. Recognizing Claudiette’s *wayfinder* as a symbol of the Pathfinder Society, the toughs brought her to the

Return to the Grave

Vodavani Lodge in Caliphas, where Claudiette feverishly delivered her first report in three years to Venture-Captain Evni Zongnoss before promptly passing out.

GETTING STARTED

An ominous storm gathers over Caliphas as the PCs make their way through the winding streets of Ustalav's capital toward Vodavani Lodge, where Venture-Captain **Evni Zongnoss** (NG female gnome fortune-teller) has asked them to assemble. When the PCs enter the lodge, a burly half-orc nurse escorts the PCs to the infirmary, where Evni waits to meet them, along with **Claudiette Dralston** (CG female human ranger). Read or paraphrase the following.

Vodavani Lodge is normally a bustle of activity, a whirlwind of Pathfinders preparing for or returning from missions throughout Ustalav and the Gravelands, but today it's eerily quiet. A gnome wearing robes embroidered with butterflies and crescent moons tends to the wounds of a middle-aged woman as newcomers arrive. "Ah, yes, you've arrived," Venture-Captain Evni Zongnoss gestures for the Pathfinders to join her and her patient while passing a discarded bandage to the nurse. She asks him to fetch more coverings and hot water, and he nods and departs.

Evni's patient relaxes at the venture-captain's touch on her arm. "This is Claudiette Dralston. She's one of our best trackers, and her team has been scouting the Gravelands—that is, they were, until they disappeared a few years ago. Sadly, Claudiette is the only one of her team to escape the Gravelands." She turns to her charge and adds wryly, "She finally found the time to report in."

"Maybe we should ask Doctor Trice to help you, since your stitches are so untidy," Claudiette retorts with a kind but weary smile.

Evni tut-tuts, but gently pats Claudiette's arm. "Since the region fell to the Whispering Tyrant, Claudiette has been gathering stranded refugees in a village called Steadfast. As the settlement expands, it grows increasingly likely the Whispering Tyrant's army will discover it. The dead are gathering near Steadfast, and its citizens need a safe path to the border. Claudiette left to find help. She barely managed to escape, and nearly died before reaching Vodovani Lodge."

Evni offers a cup of hot tea to Claudiette, who wrinkles her nose at the aroma before downing it in one gulp and then continuing the story. "Evni's people took some notes from my ramblings when I arrived. We're hoping it's enough to find the town and get the people out, because for the life of me, I'm not sure how I made it out of the Gravelands. I left a knight named Sir Cray Darahan in charge when I left, but if he has his way, he'll end up getting everyone there killed trying to fight back against Tar-Baphon's forces."

Evni nods. "Our contacts among the Knights of Lastwall report that undead troops aren't especially active in the area at the moment. This lucky circumstance, along with Claudiette's notes, should allow you to sneak into the Gravelands without running into more undead than you can handle. Unfortunately, Claudiette needs to recover here. So, it's up to you to enter the Gravelands, defeat the threats you encounter, chart a path to Steadfast, and deliver some critical supplies we're sending along,

including a magical keystone to prevent the dead from joining Tar-Baphon's army. You can use the supplies in an emergency, but they're intended for Steadfast. The more you can deliver to the refugees, the easier time they'll have escaping. Questions?"

Give the players **Handout #1: Claudiette's Directions** (page 34). Evni and Claudiette do their best to answer any questions they can before the PCs depart.

What can we expect in the Gravelands? "The dead." Evni responds automatically. "They're everywhere. And from what Claudiette says, something in the area makes it so that everyone that dies rises back up. Most of them under the spell of some necromancer or some other malevolence."

Before she can stop herself, Claudiette bursts out, "And riders.



Return to the Grave

Knights of death on shadowy steeds. Avoid the roads at all costs!”

Do you have a map? Claudiette shakes her head. “I wish. The whole area is shrouded in some kind of mist. You combine that with losing fight after fight with skeletons and other hungry dead... well... I’m lucky I can tell the tale at all.”

What happened to your team? Anger and despair war for control over Claudiette’s face. “They’re dead. We lost our wizard Terittasi first. She died trying to fight off this death knight. As for my husband, well, Seldrick turned into something horrible when he died. And he—he killed Vodreck and Edmon! He killed them and they rose to attack me on his orders!”

What does the keystone do? “We had a Pharasmin priest who passed on a few weeks back.” Claudiette shrugs painfully. “He explained how we could protect the town from undead by using the keystone, but he couldn’t complete the ritual to enchant it while within the corrupted Gravelands. The area around the town is afflicted. Something makes everyone who dies return to join the enemy. This stone, if properly enchanted, can keep that effect at bay—at least long enough for people to get away. I came to Ustalav to get help, but also to get the keystone to someone who could complete the preparations. Thanks to Evni, it’s ready to go.”

What’s in the supplies for Steadfast? Evni gestures over to a pair of saddlebags. “There’s some food and basic medical supplies of course. But most of the gear inside is specifically to detect, avoid, or—Desna forbid—fight off the undead. Use what you must, but the more you can bring to the refugees in Steadfast, the better off they’ll be.”

Who / how many people are in Steadfast? Claudiette answers. “A few hundred people—and, ah, not all of them are exactly alive. Have no fear! The effect that prevents true death in the region has caused many undead to rise as Tar-Baphon’s servants, but somehow, many others have avoided such a fate. They’re dead, but they’ve retained their sense of self and purpose. I can’t explain it, but I know they need help just as much as the living—and the Whispering Tyrant’s forces will destroy them just as swiftly as the other refugees.”

Steadfast Supplies: It’s important to note Claudiette’s worries are well-founded, and there’s a ticking clock weighing over the PCs. The longer it takes to find the village, the fewer supplies the refugees will have when they depart for Ustalav, leaving them more vulnerable to the dangers of the Gravelands during their journey.

The PCs begin the adventure with 10 “Supplies,” each of which represents an abstract amount of food, medicine, consumable items intended to aid the refugees, or the few remaining supplies already stockpiled at Steadfast. At certain points in the adventure,

usually as the result of the PCs’ success or failure in an encounter area, the PCs may need to spend Supplies. Spending Supplies doesn’t necessarily represent the PCs’ use of the items. Rather, it may represent a setback causing the PCs to take longer to reach Steadfast (thus resulting in the refugees using up their own supplies), or it may represent the PCs losing some supplies while lost in the woods.

It’s up to both the GM and the players to track the remaining Supplies.

Using Supplies: At any time, except during an encounter, the PCs can spend 1 Supply to rummage through the supplies for 1 minute. If they do, they gain three vials of *holy water* and three bottles of bottled sunlight (*Pathfinder Book of the Dead* 18). For levels 3–4, they instead find five of each item.

Rewards: In addition to the supplies, Evni gives the PCs three vials of *holy water* and three bottled sunlight (plus two vials of *life salt* [*Book of the Dead* 20] for levels 3–4). Finally, she gives them the *spiral keystone*, a large, chiseled stone with a glowing blue spiral engraved on one side—this item does

nothing until the PCs return it to Steadfast.

Faction Missions: “One last thing.” Evni intones the moment the PCs are out of Claudiette’s earshot. “I contacted Valais Durant, leader of the Radiant Oath faction, with Claudiette’s report, as she had been a member of that faction. I received two missives back. They’re further orders. Requests really. Do what you can for the people of Steadfast. But whatever you do, come back to us alive.” At this point, give the players **Handout #2: Horizon Hunters Orders** and **Handout #3: Radiant Oath Orders** (page 34).

PATHFINDER SOCIETY LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 13 Pathfinder Society Lore or DC 15 Society check to Recall Knowledge knows more about the Pathfinder Society’s previous incursions into the Gravelands. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly. Players with a Chronicle Sheet for *Pathfinder Society Scenario # 1-03: Escaping the Grave* for any character increase their degree of success for this check by one step.

Critical Success A couple years ago, Evni Zongoss sent a team to find the remains of several lost Pathfinders in the vicinity of a town once known as Goldenflame. Several teams of Pathfinders were sent to find other holdouts in the dangerous lands. Their exploits and maps are well documented and are required reading for any Pathfinder working in the vicinity of the dreaded Gravelands. A critical success on this check gives the PCs a +2 circumstance bonus to their skill checks the first time they become lost in the woods (see page 13).

Success Pathfinder scouts unearthed reports of groups of knights sent from Vigil in the last days before the fall of Lastwall to fortify



Return to the Grave

smaller abandoned outposts throughout the countryside. Most never returned. One such outpost is a watchtower nearby made of dark obsidian and towering over the forest that surrounds it. Pathfinder reports are clear that it's inhabited by powerful graveknights who should be avoided at all costs. Pathfinders are instructed to be wary if they hear the hoofbeats of a cohort of knights patrolling the area, because of the danger the tower's knights present.

Critical Failure Most of the lands beyond the Path River south of Caliphas have been returned to control of the knighthood, and the remaining undead creatures are the straggling remnants of Tar-Baphon's forces. It's only a matter of time before the Gravelands are returned to Vigil's control, according to reports.

THROUGH THE WOODS

The forested wilderness near Ustalav almost seems to have expanded overnight in the wake of the Whispering Tyrant's triumph. Maps of the villages, cities, and trade routes of Lastwall are less than useful since that region has given way to the Gravelands. In some places, the roads disappear at the edge of the wilderness, while in others, small villages seem to have risen straight out of the mists—as is the case with Steadfast.

The primary focus of this adventure is wilderness exploration and survival. The following pages detail encounters and areas the PCs must contend with as they search for Steadfast. After a few days of travel, the PCs reach an old stone bridge near the border of the Gravelands (area A), and from there they face a series of obstacles. While any path they take eventually leads them to Steadfast, their success along the way can impact what dangers they must overcome, how often they become lost, and what shape they're in when they finally reach Steadfast.

EXPLORATION

Each of the areas the PCs explore on their way to Steadfast contains some combination of skill checks, creatures, or hazards which the PCs face before they can proceed. Each area first presents the situation the PCs face, then describes the ways they might overcome the situation. For instance, in the case of combat, the PCs overcome the challenge by defeating their foes. In the case of skill checks, they overcome the challenge by succeeding at some number of checks. The Exploration section in each area states where the PCs go next. Sometimes they may get lost along the path, causing them to stumble upon additional dangers or otherwise face delays in their journey.

Creative Solutions: As always, the adventure text can't anticipate every possible solution to a given challenge. If the PCs come up with a creative solution, the GM should consider granting a +1 or +2 circumstance bonus to a PC's check. In some cases, they might allow a PC to expend resources (such as by casting a spell) instead of attempting a check, but no solution should allow the PCs to proceed without attempting checks or expending resources.

Rest Opportunities: The PCs can rest in any area once they've cleared it of danger. Each time they complete their daily preparations, they must spend 1 Supply, representing the

KEEP IT SPOOKY

From the moment the PCs exit the Unnatural Fog encounter (page 8), their travels take them through the almost unnatural darkness of the Gravelands' woods. Mists rise up from the ground, keeping the very ground beneath their feet wreathed in creepy shadows. At every turn, the woods call out to the PCs—low moans, a strangled howl in the distance, the lightning flash of a distant storm. Play this up. Make it pour rain one second, but just as quickly cease. Make the mist so thick they can't see their own hands, let the shadows from their torches mock them as they travel. Ghosts or other foul spirits seem to bear witness to the PCs' travels. The scarier, the better. The less safe the PCs feel, the more accurately they'll understand their situation.



resources the refugees use up as the PCs take additional time on the way to Steadfast.

The path is unlikely to take more than a day's travel to traverse on its own, but the dangers along the way may inspire the PCs to rest to replenish their resources. If the PCs are otherwise doing well, they can likely rest once or twice while on the way to Steadfast without jeopardizing their objectives. Whenever timing matters, assume that it takes the PCs about 30 minutes to get from one location to the next. If they get lost, add another 30 minutes to the time that it takes to reach the next location.

A. OLD STONE BRIDGE

LOW

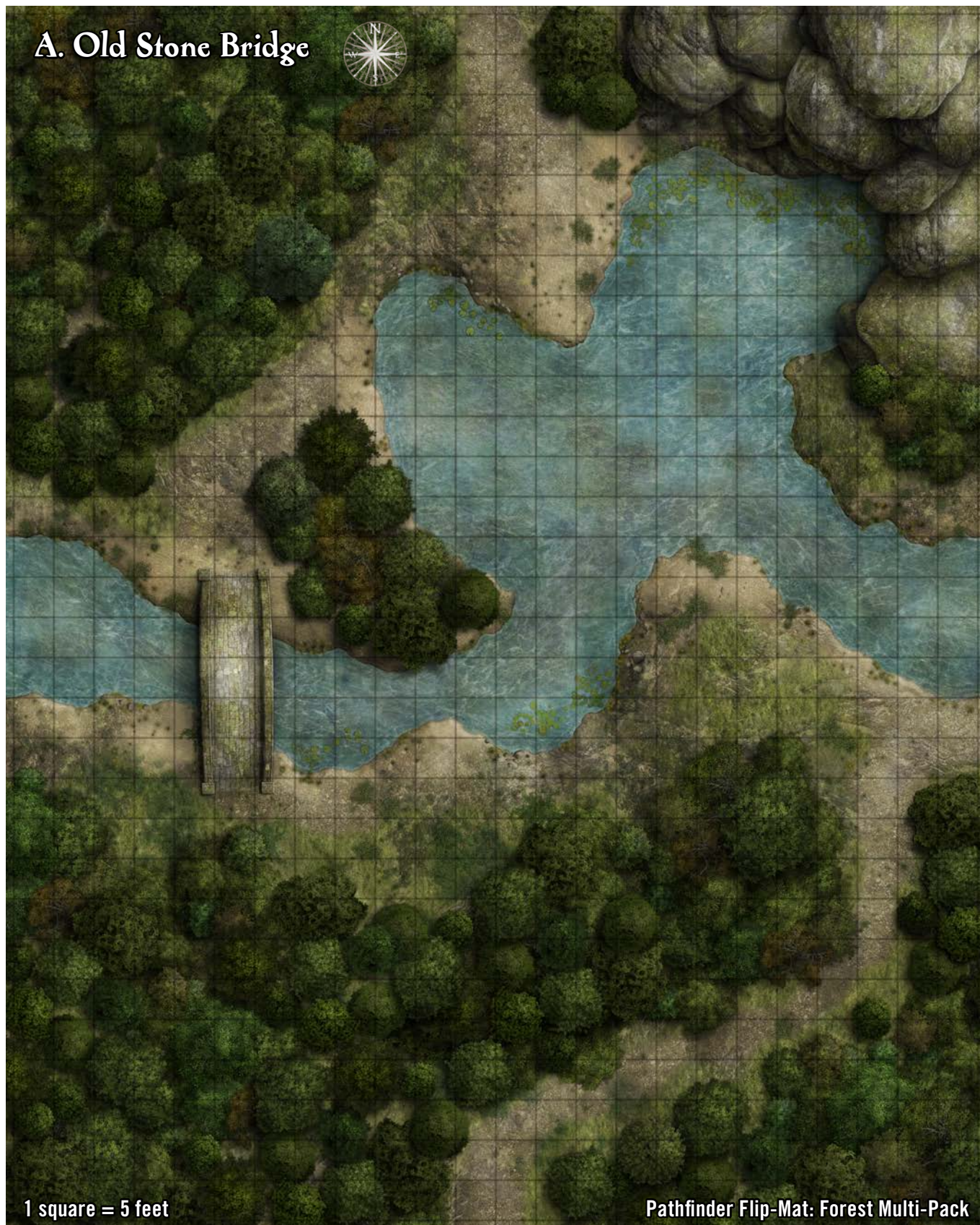
This old bridge crosses one of narrowest points of the Path River, leaving the dubious safety of Ustalav for the wilds of the Gravelands. The well-worn path leading to the bridge hasn't been kept up for many years, but the bareness of the river banks and sparse foliage keep it easy to follow. A light mist draws itself up from the river below, setting the far shore in a slight haze.

This encounter uses the map on page 7.

Creatures: The Grim Rictus Gang (**Grommel**, **Storvek**, and **Xandir**, CN male human highway robbers) are a trio of local ne'er-do-wells who only prey on those leaving Ustalav for the Gravelands, rather than the other way around. More desperate opportunists than cold-blooded killers, they see no profit in robbing those trying to escape the horrors to the south, believing most people in such a situation doubtlessly have little to offer. As the Pathfinders approach, the robbers are discussing—with genuine concern—some refugees they stumbled upon a few days ago. Once the highway robbers are aware

Return to the Grave

A. Old Stone Bridge



1 square = 5 feet

Pathfinder Flip-Mat: Forest Multi-Pack

Pathfinder Society Scenario

7

Return to the Grave

of the Pathfinders, they spread themselves across the width of the bridge, demanding a tax to cross. The Grim Rictus Gang don't wish to engage in combat, and the PCs can pay them 1 gp per PC (or 3 gp per PC for levels 3–4) to pass. The robbers are initially unfriendly. A PC who uses Diplomacy to Make an Impression and improves the attitude of at least one robber to indifferent reduces the price to 5 sp per PC (or 1 gp and 5 sp for levels 3–4), and if they improve the attitude of a robber to friendly, the robbers let them cross for 1 sp each (or 2 sp for levels 3–4). PCs who mention the gang's kindness toward Claudiette gain a +2 circumstance bonus to their check. If the PCs offer some of the foodstuffs from the Steadfast supplies (by spending 1 Supply) they gain a +2 item bonus to the check.

If rebuffed or forced to fight the PCs, the robbers team up on obvious spellcasters first. If a robber is reduced to 3 or fewer Hit Points, or there is only one left standing, he flees.

LEVELS 1–2

GRIM RICTUS ROBBERS (3)

CREATURE -1

Page 20

LEVELS 3–4

GRIM RICTUS BRIDGE GUARDS (3)

CREATURE 1

Page 26

Rewards: The Grim Rictus robbers haven't had too much success in their extralegal exploits. Between them they have a handful of cheap jewelry stolen from those foolish enough to travel into the Gravelands (worth 25 sp) and a small bag of coins containing 2 gp and 10 sp.

The bandits also carry an amateurish map of possible ambush sites nearby—the PCs can take it from them after defeating them in battle, or the bandits give the map to the PCs if they're friendly. This parchment can be used toward completion of the Horizon Hunters faction mission.

Exploration: The next step in the PCs' journey is to search the River Bank (below) for signs of the spot where Claudiette exited the woods of the Gravelands.

RIVER BANK

Claudiette recommended sticking to the southern bank of the Path River going northwest from the Old Stone bridge. According to her reports, there should be some tracks and broken plants within a quarter mile to show the path she took as she stumbled out of the woods on her way to Ustalav. The haze is thicker along the river, but doesn't impair the PCs' ability to see clearly enough to look for her tracks.

Exploration: To find Claudiette's tracks, a PC must succeed at a DC 15 Survival check to Track, or a DC 13 Scouting Lore check (DC 18 or 16 for levels 3–4). Only one PC can attempt this check.

If the PC succeeds at the check, they find Claudiette's tracks leading into the woods. Proceed to Unnatural Fog (below).

If the party fails to find Claudiette's tracks along the river banks, they wander south and west before finding what looks like Claudiette's path, but is in fact a dilapidated and overgrown portion of the old road. The PCs have veered from the path suggested by Claudiette and are far from where she came out of the wilderness. Before long, the trail meanders off into the mists and becomes harder and harder to follow. The PCs first find themselves Lost in the Woods (page 13) before reaching the Unnatural Fog.

UNNATURAL FOG

The mists grow thicker with every step taken deeper into the Gravelands. An eerie silence draws around every living thing like a blanket, pierced only by the sounds of footsteps along the trail, the distant howls of unfamiliar creatures, and periodic hoofbeats on some distant road.

Light: From this point on, the fog is thinner, but even during the day, the fog and trees block most daylight, causing the woods to be bathed in dim light rather than bright light during the day, and darkness at night.

Exploration: To discern the supernatural nature of the Gravelands' fog and inform a possible way through it, a PC must succeed at a DC 15 Arcana, Occultism, or Religion check or DC 17 Nature check (DC 18 or 20 for levels 3–4) to Recall Knowledge. One PC attempts the check, while other PCs can Aid; the DC of this attempt to Aid is 15.

If the PCs succeed in navigating the fog, within a few hours they find an old mudflow where a caravan has been wrecked in the river's meander. Proceed to **B. Lost Caravan** below. If they fail, they're Lost in the Woods (page 13) before reaching the Lost Caravan.

B. LOST CARAVAN

MODERATE

The wreckage of a carriage is mired in the shallow mud basin of a meander of the Path River, seemingly driven off the road by a mudslide. The carriage train once bordered on opulent with its colorful paint, decorative filigree, and plush cabins, but it shows little of its former elegance. Of the occupants and team of horses that had once pulled the caravan, no trace remains.

Long ago, this caravan was caught in a mudflow and driven off the road. While there's no indication of how many years have passed since this event occurred, undead and carrion have been attracted to the site—often feeding on foolhardy explorers and looters that come too close. The waters that trapped the carriages aren't deep or fast moving, but the thick mud below is sufficient to keep the carts stuck just below the surface.

This encounter uses the map on page 9. The PCs approach from the east, on the south side of the river. The river is difficult terrain for Medium or smaller creatures, but not so deep that creatures need to swim.

Creatures: Several zombies lurk here, posing a threat to anyone

Return to the Grave

B. Lost Caravan



1 square = 5 feet

Pathfinder Flip-Mat: Forest Multi-Pack

Pathfinder Society Scenario

Return to the Grave

who passes by, including the zombified corpse of Claudiette's owlbear animal companion, Featherfall. Featherfall is currently meandering near the center of the area on the map, while the Medium-size zombies (such as shamblers or plague zombies) are wandering along the south riverbank. The zombies mindlessly attack the PCs and fight until destroyed.

LEVELS 1-2

ZOMBIE SHAMBLER

CREATURE -1

Page 21

FEATHERFALL

CREATURE 2

Page 21

LEVELS 3-4

PLAGUE ZOMBIES (2)

CREATURE 1

Page 27

FEATHERFALL

CREATURE 3

Page 27

Rewards: A leather satchel still draped around Featherfall's body holds the few valuables Claudiette kept safe on her animal companion. These include a handful of gems (worth 2 gp) and Claudiette's portion of the map of enclaves and towns hidden away in the Gravelands. This map is one of the parchments needed to fulfill the Horizon Hunters mission. Hidden in the carriage train are bags of jewelry and riches kept safe from grave robbers by the wild undead roaming the area.

Exploration: From here, the path turns away from the river, leading further south. The PCs can attempt a Survival check to Track the path leading through the woods, a Nature or Perception check to observe where the forest's animals follow safer trails, or a Society check to Decipher Writing and interpret the vague notes and hastily sketched maps they find among the wreckage. Each check is DC 15 (DC 18 for levels 3-4). Each PC must attempt a check. If at least half the PCs (rounded up) succeed, or if any PC critically succeeds, the group follows the ravine to a Downed Oak (see below). If they don't obtain enough successes, they're first Lost in the Woods (page 13) after accidentally following the path the carriage train had blazoned through the woods, then they find their way back to the Downed Oak.

DOWNED OAK

A giant oak has fallen in the middle of the only navigable path. The oak is as thick as an inn's taproom, and smells like decay and death.

Exploration: The PCs can attempt a DC 15 Athletics check to haul stones out of the way to make another path, a DC 15 Crafting check to build a makeshift walkway of branches

over the oak, or a DC 15 Survival or DC 13 Scouting Lore check to find another path (DC 18 or DC 16 for levels 3-4). Each PC must attempt a check. If at least half the PCs (rounded up) succeed, or if any PC critically succeeds, the group makes their way past the oak and enters the Haunted Grove (see below). If they fail, they're first Lost in the Woods (page 13) after trying to find another path, then they find their way back to the Haunted Grove.

HAUNTED GROVE

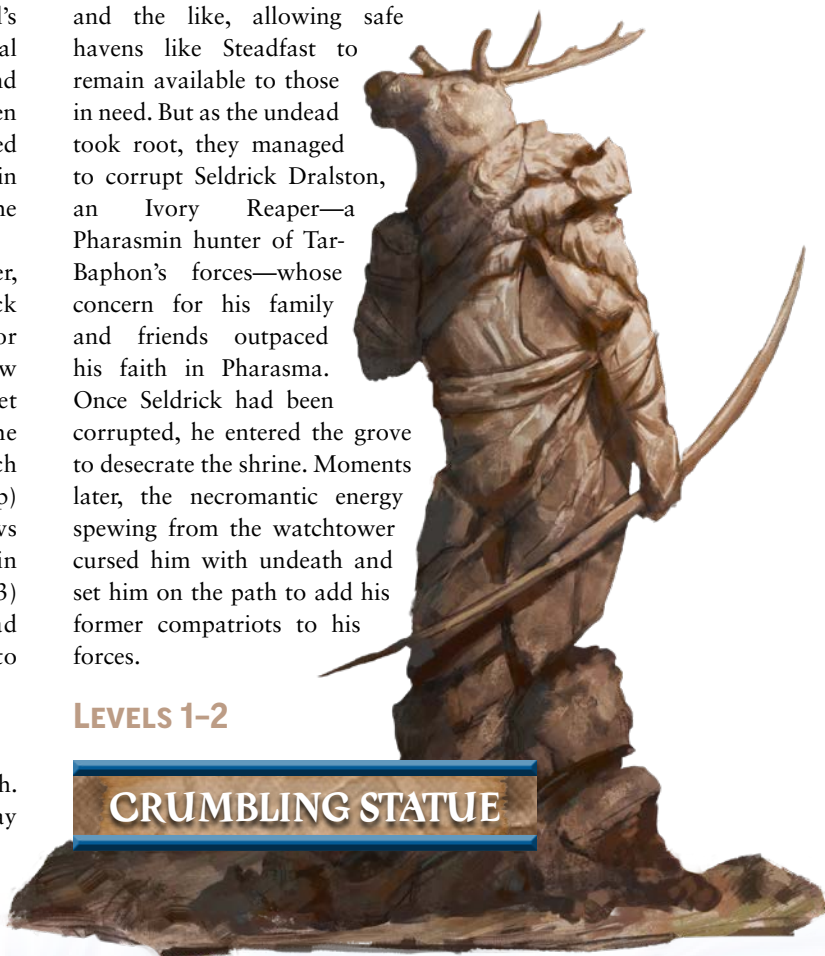
TRIVIAL

A half-acre circle of unnaturally large willow trees protects a quiet space hidden in the folds of the wild and dying forest outside. From what was once a sacred grove and shrine to the god Erastil, only the canopy of trees and crumbling stone statue of the Stag God remain. The sounds of the outside forest cease at the long, curtained limbs of the willows, and the mist caressing the ground of the grove glows with a pale green light.

Before the Whispering Tyrant's forces took over the nearby watchtower, this was a sacred grove with a shrine in the center dedicated to the god Erastil. The consecrated shrine supposedly protected the forests around it from evil magic, plague, destruction, and the like, allowing safe havens like Steadfast to remain available to those in need. But as the undead took root, they managed to corrupt Seldrick Dralston, an Ivory Reaper—a Pharasmin hunter of Tar-Baphon's forces—whose concern for his family and friends outpaced his faith in Pharasma. Once Seldrick had been corrupted, he entered the grove to desecrate the shrine. Moments later, the necromantic energy spewing from the watchtower cursed him with undeath and set him on the path to add his former compatriots to his forces.

LEVELS 1-2

CRUMBLING STATUE



Return to the Grave

A BROKEN PROMISE

Page 22

HAZARD 2

LEVELS 3–4

A BROKEN PROMISE

Page 28

HAZARD 4

Rewards: At some point, Claudiette’s wizard teammate, Terittasi, must have spent some time in the grove trying to discern the meaning of the images presented by the haunt or cleanse it of the magical interaction. Her spellbook, long emptied of its spell content by the residual magical areas of the grove, holds a small, ripped piece of parchment, with notes about the haunt taken in the margins around her other magical writing. If at least one of the PCs succeeds at a DC 15 Arcana, Religion, or Society check to Decipher Writing (DC 18 for levels 3–4), they realize this parchment can be used to help fulfil the Horizon Hunters mission.

Exploration: If the PCs disable the haunt, the trees around the grove part to show a hidden path to a Hidden Campsite (see below). If they’re forced to flee or can’t decipher the message and disable the haunt, the PCs are Lost in the Woods (page 13) before stumbling upon a trail to the Hidden Campsite.

C. HIDDEN CAMPSITE MODERATE

Close to one of the many tributaries feeding the Path River is clearing containing a long-forgotten campsite, set up next to a circle of stones and a stone table. Though aged with exposure to the elements, the PCs recognize the camp gear as being standard issue from the Pathfinder Society’s stores.

This encounter uses the map on page 12. The wooded areas have light undergrowth and are difficult terrain that allow a character to Take Cover. The PCs begin on the south bank of the river on the east side of the map.

Creatures: A handful of skeletal former Pathfinders patrol their former campsite. They’re spread into two roughly even groups, one within the circle of stones, and one on the nearby path. They were well-trained in life and fall into old habits during combat. They take aim with their bows to strike from afar, but once one is engaged in melee combat, they switch to using their glaives. They otherwise fight mindlessly, attacking whoever is nearby, except in the case of the veterans, who focus their attacks on healers and spellcasters first. The skeletons fight until destroyed.

LEVELS 1–2

SKELETAL PATHFINDERS (2)

Page 23, art on page 32

CREATURE 1

LEVELS 3–4

SKELETAL PATHFINDER

Page 29, art on page 32

CREATURE 1

SKELETAL PATHFINDER VETERANS (2)

Page 29

CREATURE 2

Rewards: In a small bag at the waist of one of the skeletons, there are the Pathfinder’s remaining riches (worth 10 sp) along with his *wayfinder* (and, for levels 3–4, a *grim ring* [Book of the Dead 19]). The rest of his equipment is too rusted or damaged to be useful. Hidden among the remnants of the camp is a desiccated hand bearing a large, golden signet ring (worth 2 gp).

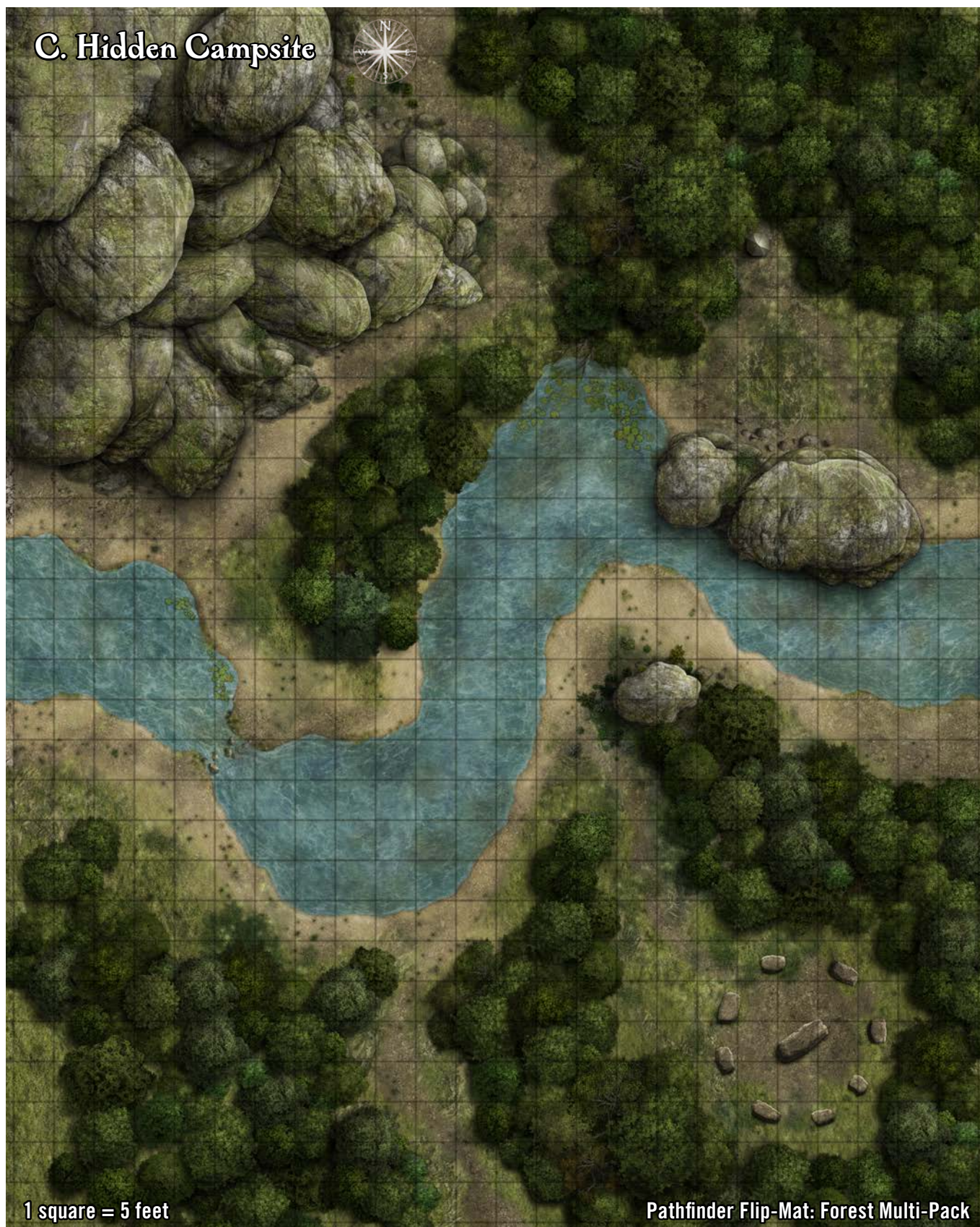
A PC who succeeds at a DC 17 Perception check or DC 13 Pathfinder Society Lore check (DC 20 or 16 for levels 3–4) discovers a map of nearby enclaves and towns that may remain in the surrounding area. This parchment counts toward the fulfillment of the Horizon Hunters faction mission.

Exploration: If the PCs defeat the skeletons, they have time to search the area and find a path leading to a Crossroads (page 13)



SKELETAL PATHFINDER

Return to the Grave



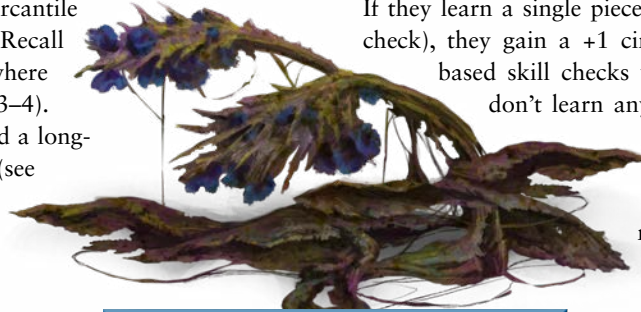
Return to the Grave

of well-traveled trade routes. If they flee, they become Lost in the Woods (page 13) before finding the Crossroads.

CROSSROADS

This part of the trail crosses what was once a trade road. But despite the lack of sounds of living creatures in the forest, the area is not without dangers. The forest around the crossroads seems to hold its breath, waiting to see what doom befalls the PCs next, while in the distance, the sound of heavy cavalry on patrol echoes through the wood.

Exploration: Each of PCs can attempt a DC 18 Society or Survival check, or a DC 15 Mercantile Lore or Scouting Lore check, to Recall Knowledge about these roads and where they lead (DC 20 or 17 for levels 3–4). If at least one PC succeeds, they find a long-forgotten path to the Watchtower (see below). If they all fail, they are first Lost in the Woods (see below) after following the wrong road, then find their way to the Watchtower after doubling back.



DEATHLY NETTLES

WATCHTOWER

A rocky outcropping high above the forest floor provides a vantage point to see movements in the forest beyond. A few hilltops away, a bleak, dark tower rises defiantly above the mist. From the crenelated tower above, dark flags wave in a parody of the Lastwall heraldry they once bore. Fires within the tower glow with an eerie purple light as the sounds of undead forces create a cacophony of terror from within. Every few moments, the purple light pulses, bathing the surrounding forest in a sinister, lingering glow.

As darkness befell the land, Lord Gauntwood sent a cadre of knights to Vigil to send word of Everstand's faltering defenses. Vigil sent back a few hundred knights and soldiers to help defend the castle. Among them, a dozen knights were sent to bolster some of the smaller outposts and watchtowers that dot the countryside. Though none survived, these knights and their steeds still perform their duty as graveknights and skeletal steeds, patrolling the watchtower and its hinterlands and slaughtering any that dare try to break into the tower. Those who perish to their onslaught rise from death to bolster the knights' numbers.

The tower's foes and hazards are beyond the ability of the PCs to contend with and would result in their inevitable defeat should they be foolish enough to enter the tower. Make sure to play up the danger here if the PCs seem set on approaching the tower—it's beyond the scope of this adventure. Their mission is to find a safe path around the watchtower to and from the town of Steadfast.

Radiant Oath Mission: This watchtower and its defenses are crucial to the Radiant Oath's work in the area, and it was part of the reason Claudiette and her party were exploring the area.

Scouting out the tower to assess its strength is important in convincing Sir Cray Darahan to abandon his foolhardy mission to attack it. A PC can determine the origin of the forces currently stationed in the tower by succeeding at a DC 15 Heraldry Lore check or DC 17 Society check to Recall Knowledge, assess the efficient organization and tactics of the troops with a successful DC 15 Warfare Lore check to Recall Knowledge, or scout the area with a DC 17 Perception check or DC 15 Scouting Lore check (Increase the DCs by 3 for levels 3–4). If the PCs learn at least two of these pieces of information and tell Sir Cray about their findings, he agrees not to attack the watchtower (see page 18). If they learn a single piece of information (by succeeding at one check), they gain a +1 circumstance bonus to their Charisma-based skill checks when speaking with Sir Cray. If they don't learn any information, they must convince Sir Cray without it.

Exploration: Finding a way around the watchtower that doesn't require a long detour is difficult. The PCs can attempt a DC 17 Stealth check to avoid patrols, a DC 17 Deception check to create a distraction, or a DC 15 Warfare Lore check to avoid the patrol paths (DC 20 or DC 18 for levels 3–4). Each PC must attempt a check. If at least half the PCs (rounded up) succeed, or if any PC critically succeeds, the group manages to find a path that avoids getting too close to the watchtower or the knights' patrol paths. They find their way to Steadfast (page 14). If they fail, they nearly run a patrol of eerie undead drummers marching through the dark woods. They are forced to run away fast to avoid being caught, becoming Lost in the Woods (see below) before finding their way along the lengthy detour. Still, they eventually find their way to Steadfast.

EVENT: LOST IN THE WOODS VARIES

One moment, the tracks and path left by Claudiette's travels are obvious. The next moment, they're gone, and the trees around the PCs seem a little too familiar, as if they're traveling in circles.

This event varies depending on how many times the PCs become lost in the woods. After resolving any checks or encounters involved in being lost, proceed to whatever event or area is next on the PCs' journey (based on the event or encounter that led them to become lost in the woods).

First Instance: A PC must succeed at a DC 15 Survival check or DC 13 Scouting Lore check (DC 18 or 16 for levels 3–4) to get the group back on track. One PC can attempt this check. Alternatively, each PC can attempt a DC 17 Fortitude save (DC 20 for levels 3–4) to press on and make up for lost time, and if at least half of the PCs succeed (rounded up), the group gets back on track. In either case, failure forces the PCs to spend 1 Supply.

Second Instance: The second time the PCs become Lost in the Woods, they stumble upon Deathly Nettles (page 14) and must

Return to the Grave

spend 1 Supply.

Third Instance: The third time the PCs become Lost in the Woods, they encounter a pack of undead wolves (see area **D. Feeding Grounds** below) and must spend 1 Supply.

Further Instances: Each subsequent time the PCs become Lost in the Woods, repeat the checks from the First Instance of being lost.

DEATHLY NETTLES

Undeath affects flora differently than animals and humanoids creatures. The slowing poisons the dark blue nettles carry are known in the area, and easily counteracted by those familiar with them. The deathly nettles are a variant of nightshade that only grows with exposure to negative energy. The patches are thick and nearly impossible to traverse without getting punctured and poisoned.

Avoiding the Nettles: Each PC must attempt an Acrobatics, Medicine, Nature, or Survival check. A PC who succeeds at a DC 15 Acrobatics or Survival check (DC 18 for levels 3–4) can navigate the brush without getting scratched. A PC who succeeds at a DC 15 Medicine or Nature check to Recall Knowledge (DC 18 for levels 3–4) can recognize the danger and find the weeds that are an easy antidote. Each PC that fails a check is exposed to nettle poison. It takes the PCs about 30 minutes to reach the next area.

Nettle Poison (poison, touch); **Level** 2 (or level 4 for levels 3–4); **Saving Throw** DC 15 Fortitude (or DC 18 Fortitude for levels 3–4); **Onset** 1 minute; **Maximum Duration** 1 day; **Stage 1** dazzled (30 minutes); **Stage 2** 1d6 poison damage and sickened 1 (30 minutes); **Stage 3** 1d6 poison damage, enfeebled 1, and sickened 2 (1 hour)

D. FEEDING GROUNDS LOW

The PCs only experience this encounter if they get lost in the woods three times.

The trails here lead to a small crossing of the winding tributaries feeding the Path River. Above a log spanning the tributary, an old stone shrine to some long-forgotten god looms down over a constructed shallow staircase.

This encounter uses the map on page 15. The PCs begin the encounter north of the log crossing the river.

Creatures: In this clearing, wolves long dead and existing on pure hatred of the living attack and kill another wolf before the PCs arrive. As they approach, the PCs witness the recently deceased animal rise to its feet to join its new pack. Half of the wolves attack the PCs from the west, while the other half attack from the east. These wolves choose individual targets, unable to coordinate their efforts. They attack by proximity and fight until destroyed.

LEVELS 1–2

WOLF SKELETONS (2)

CREATURE 0

Page 24

LEVELS 3–4

WOLF SKELETONS (2)

CREATURE 0

Page 30

SKELETAL HORSE

CREATURE 2

Page 30

STEADFAST

Despite the torches that ring the town in the ever-present gloom, Steadfast appears quite suddenly out of the mist and gloom of the Gravelands. The remnants of a dozen or so structures surround a taller, domed building that may have been a great hall or other central structure.

In the fire light offered by scattered campfires in and around the



SIR CRAY DARAHAN

Return to the Grave

D. Feeding Grounds



1 square = 5 feet

Pathfinder Flip-Mat: Forest Multi-Pack

Pathfinder Society Scenario

15

Return to the Grave

ruined homes, refugee families huddle for warmth, share their food, or converse in hushed whispers. Among the population of several hundred villagers, dozens of skeleton refugees assist their living friends with packing and training with rusted weapons and farming equipment under the barked commands of a knight dressed in mismatched armor near the great hall.

Small trapping and trading towns like this had dotted the countryside in places like this where there wasn't room for farming or open pastures before Tar-Baphon's return. In the wake of Lastwall's fall, even ruins like this small village offer a respite from the dark.

As the PCs approach, a pair of runners call out to the knight, warning of new arrivals. The knight, Sir **Cray Darahan** (LG male half-elf knight) a half-elf man with mismatched armor and the facial hair of disregard, waves off a pair of skeletal farmer refugees and a burly dwarf with a notched greataxe before approaching the obviously living PCs. His hands rest on his belt, not far from the sword belted at his waist. He introduces himself as Sir Cray Darahan, Knight of Lastwall and defender of Steadfast, as he looks over the PCs with an appraising eye. With a gruff but honest voice he asks, "Are you seeking shelter, lost, or here to help?"

If the PCs tell Sir Cray they're Pathfinders, were sent by Claudiette, or are here to help, he breathes a sigh of relief and motions for some villagers to come help the Pathfinders with their burden.

"Claudiette made it! Is she with you? Did you bring the *keystone*?" Sir Cray listens to the PCs' tale solemnly and if offered the supplies, he searches them first for the *keystone* and offers it to a skeleton refugee. "Tomas, put this back where it belongs so we can prepare to leave. Wait until my signal before striking the final blow."

Relief evident on his face, Sir Cray is happy to answer any questions the Pathfinders might have for him, each time asking a question of his own in return. Likely inquiries and his responses are below.

Who are you? "I'm Sir Cray Darahan, Knight of Lastwall. Claudiette left Steadfast in my charge while she went north for help." He absently grasps the pendant of Iomedae around his neck. "Once we've seen these poor people safely out of the Gravelands, we can rally those that can fight to destroy that watchtower of evil and rid this land of the Tyrant's forces. Did Claudiette find any intelligence on the tower? Is she sending Pathfinders or knights to join us?"

Why do you want to attack the watchtower? Sir Cray shakes his head and spits in disgust. "That tower is the source of what ails this land. At least the area around it. There's a dozen of Vigil's knights that were sent to defend it before Lastwall fell, but some foul magic killed them and remade them in undeath. We had a Pharasmin priest, Elios, who figured out that destroying whatever magic is in that tower would make it so the dead could rest in this forest. What of weapons? Those knights are well armed and, if the other undead are any sign, still as skilled as they were in life."

What's with the skeletons in town? "Everything that dies out here comes back as undead—whether they want to or not. But some retain their own minds, especially those who die far from the tower or the evil Ivory Reaper who preys on the region. We have more than a hundred that have died over the years. Some made it back and tried to pick up where they left off. Tried." He gestures sadly to the skeleton with the *keystone*. "Tomas over there was a mason in Vigil before it fell. He and his family tried to get to Caliphas, but their entire caravan fell into a ravine and was set upon by unimaginable monsters. He died of his injuries here in Steadfast, but once he came back he tried to help out wherever he could. Not everyone was willing to accept his help, him being dead and all. But he's a good man. Claudiette was hoping there could be some kind of cure, but we've had no luck. Over time, we've all just grown accustomed to each other. We all want the same thing: to survive."

What is the *keystone* for? "That was Elios' idea, Inheritor protect us. Before he died, Elios worked out a way to imbue the *keystone* with some sort of magical sanctuary spell. However, in the heart of the Gravelands, he said the ritual would only work if he found some holy grove nearby or got the stone out of the unholy night of this place. Once the stone is placed back in the main building over there, it will protect the village from whatever causes the dead to return. That will help the few of us that can fight to defend this place long enough to get the refugees out without getting overrun by the deathknights or the Ivory Reaper's forces overwhelming our numbers. Wait—if you found us, that Ivory Reaper might have as well. Did you prepare a map? Will you help me defend this town?"

If the PCs try to convince Sir Cray to leave and return to Caliphas instead of continuing his duty to attack the watchtower, he waves his hand and states that they will have to speak about it at a later time. "Once the *keystone* is in place, the town will be exposed to the dead that seek us. Then we can talk strategy. Are you ready for a fight? Or do you need to rest?"

Rest Opportunity: The PCs can take the chance to rest before Tomas finishes placing the *keystone* and draws Seldrick's forces to the town, but they must spend 1 Supply to do so, as usual.

Development: With a final whack of Tomas' masonry hammer, the *keystone* settles into place on the corner of the great hall. A golden light radiates from the magically imbued stone, and as if on cue the scouts on the outskirts of the town blow their horns to warn of incoming danger. Proceed to Battle of Steadfast.

E. BATTLE OF STEADFAST MODERATE

The moment the *keystone* is placed and the vanguard horns are blown, **Seldrick Dralston** (NE male undead human fallen Ivory Reaper) and his army of the dead attack the town. Seldrick attacks Steadfast with dozens of undead troops, but with the *keystone* placed, his troops and any of the refugees fighting for their lives don't rise back up to rejoin the undead forces and overrun the town. As a result, the living and undead refugees trained by Claudiette and Sir Cray are able to rally and make the battle

Return to the Grave

E. Battle of Steadfast



Return to the Grave

somewhat less one-sided.

Feel free to give the knight and refugees the chance to shine in the background as they fight off forces they might not have been able to without the PCs' help and supplies. The skeleton refugees are the first to take up arms to defend their living friends and other refugees, their state of undeath giving them an unexpected advantage over their exhausted living allies.

This encounter uses the map on page 17. The PCs begin near the center of town, and the undead attack from the west.

Creatures: Perhaps recognizing his wife's influence on the Pathfinders or their *wayfinders*, or as a result of their deeds in the wilderness, Seldrick targets the Pathfinders himself, engaging them with a few select undead soldiers while the rest of his troops spread out to attack the village. Seldrick's forces are well trained, and as they approach from the west side of

town, they take up firing positions, interposing themselves between the PCs and Seldrick. The moment the PCs move to melee, the skeletons discard their ranged weapons and switch to melee weapons. They concentrate their attacks on those that try to attack Seldrick directly.

Seldrick uses his spells first, using debilitating magic to forestall any melee combatants and then unleashing his more damaging spells, such as *harm*, on any PC displaying a holy symbol. He only switches to his melee weapons if forced to, preferring to stay out of melee range to use his spells and other abilities to bolster his troops. The skeletons fight until they're destroyed. Seldrick attempts to retreat, vowing his imminent return and vengeance, if his honor guard is defeated and he's reduced to 10 or fewer Hit Points. If Seldrick is destroyed, his forces scatter.

LEVELS 1-2

SKELETON GUARD

CREATURE -1

Page 25

SELDRICK DRALSTON

CREATURE 2

Page 25, art on page 33

LEVELS 3-4

SKELETAL PATHFINDER

CREATURE 1

Page 31, art on page 32

SELDRICK DRALSTON

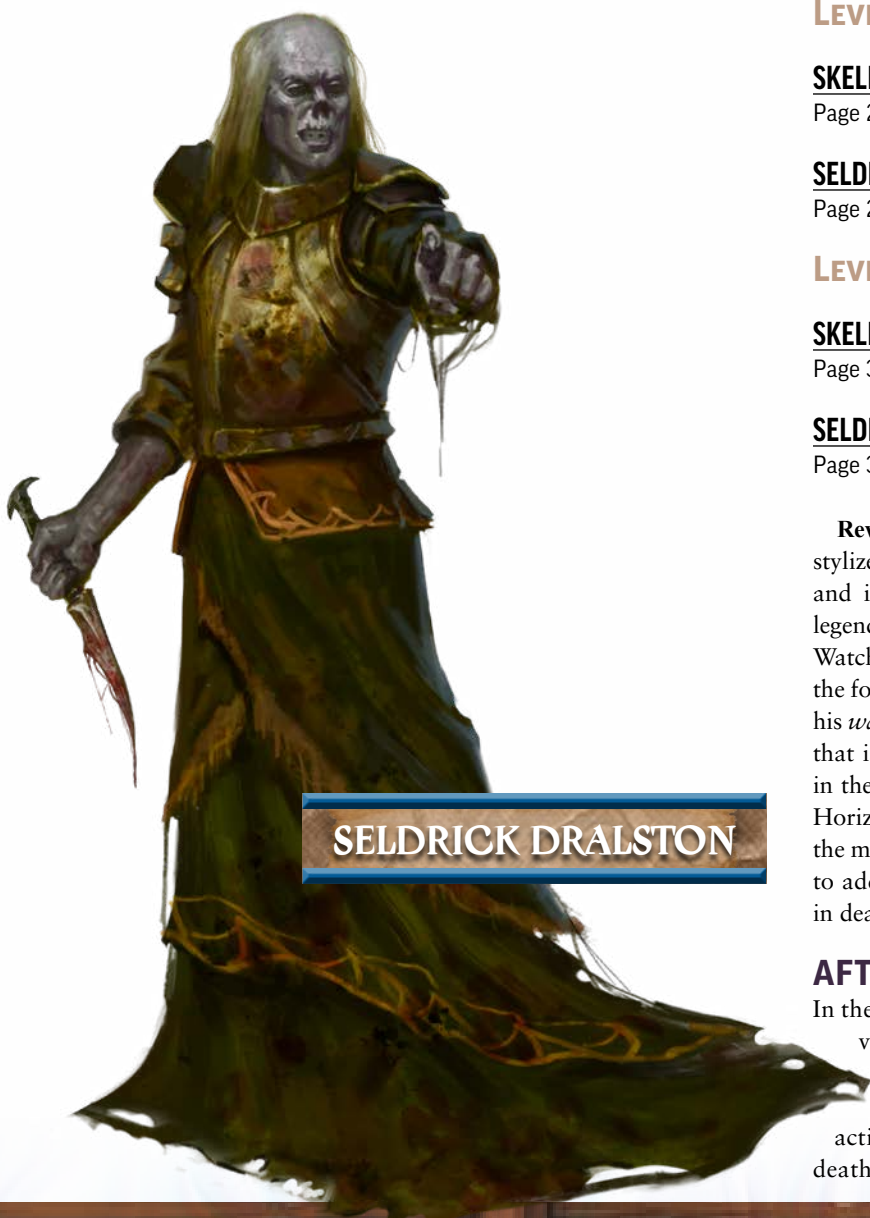
CREATURE 4

Page 31, art on page 33

Rewards: Seldrick carries a *bag of holding type I* bearing a stylized monogram of his and Claudiette's initials intertwined, and inside there are mapmaking tools, a volume detailing the legends of the forests surrounding something called "The Dark Watchtower," a sullied copy of *The Bones Land in a Spiral*, and the former Pathfinder's remaining wealth (worth 50 sp) along with his *wayfinder*. Folded in a pocket of his robes is a small parchment that is a portion of the map of enclaves and towns hidden away in the Gravelands. This parchment can be used to help fulfill the Horizon Hunters faction mission. However, Seldrick's portion of the maps has been marked to represent the towns he has destroyed to add to his forces while searching for his wife to return to him in death.

AFTER THE BATTLE

In the aftermath of the battle, Sir Cray tends to the wounds on a villager who got a spear in her hip while trying to fend off a pair of skeletons that attacked Tomas, the skeletal mason. Tomas, however, didn't survive. Depending on the PCs' actions leading up to and including the Battle of Steadfast, the death count could number in the dozens—for each Supply fewer



SELDRICK DRALSTON

Return to the Grave

than 8 that remains after the battle, five villagers die fighting Seldrick's forces. Regardless of the precise number of casualties, Sir Cray stares quietly over the dead and grows steadily angrier.

"That Ivory Reaper wasn't the only threat in the area. If he won't be back, the knights of the Dark Watchtower will be. We should bring the battle to them! I plan to attack the tower. With you at our side, the dozen or so of us that can fight might have a chance. The other refugees can follow your directions back to Ustalav. This town isn't safe."

If the PCs managed to gather at least two pieces of intelligence at the watchtower, the information is enough for Sir Cray to see why his plan couldn't succeed and return with them to Caliphas to deliver his report. However, without the information, Sir Cray requires coaxing to abandon his plan. A successful DC 20 Diplomacy check (DC 23 for levels 3–4) is sufficient to convince the knight to travel to Caliphas instead. Each PC can attempt this check once. If all of the PCs fail, Sir Cray insists the tower must still be destroyed. He and a small contingent of Steadfast's most battle-hardened citizens head off into certain doom, while the vast majority of the population agrees to leave the Gravelands with the PCs in search of a better life.

CONCLUSION

With the way back and dangers involved fresh in the Pathfinders' minds, the remaining refugees are able to make it across the old stone bridge into Ustalav. Venture-Captain Evni Zongnoss vows to reach out to the contacts she's forged over the years in Ustalav to help each one find a new home and job, and to provide those who have expressed interest in joining the Pathfinder Society a path to membership. She asks the Pathfinders if they could assist in this much less dangerous task while they wait for their next mission. Claudiette, meanwhile, dedicates herself to training new recruits from among Steadfast's population under Evni's watchful eye, lauding the PCs as heroes in her eyes and the eyes of every refugee of Steadfast.

REPORTING NOTES

If the PCs gather at least two pieces of information on the watchtower's forces and deliver it to Sir Cray Darahan in Steadfast, check box A on the reporting sheet. If the PCs convince Sir Cray to return to Caliphas rather than attack the tower, check box B. If Seldrick Dralston survived the Battle of Steadfast and escaped, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they destroy Seldrick Dralston and his forces, or cause them to retreat from Steadfast. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they have at least 5 Supplies remaining at the end of the adventure. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

This mission is of particular interest to the Horizon Hunters and Radiant Oath factions.

Horizon Hunters: If the PCs gather at least four parchments or map fragments from their various encounters, the Horizon Hunters are able to piece the notes together to create a more comprehensive map of the hidden paths of the Gravelands. Faction leader Captain Benarry is pleased with this outcome and can use these maps to better forge a path into the Gravelands and save more refugees like those in Steadfast. Each PC earns 2 additional Reputation with the Horizon Hunters faction, in addition to any other Reputation earned as a result of completing this scenario.

Radiant Oath: If the PCs bring Sir Cray any intelligence they gathered from the Watchtower or otherwise convince him to not attack the knights guarding the structure and return with them to Caliphas, the Radiant Oath gains a valuable ally in the region and commends the PCs for their efforts. Each PC earns 2 additional Reputation with the Radiant Oath faction, in addition to any other Reputation earned as a result of completing this scenario.

Return to the Grave

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to Organized Play section on page 35 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 1-2)

GRIM RICTUS ROBBERS (3)

CREATURE -1

UNCOMMON CN MEDIUM HUMAN HUMANOID

Variant commoner (*Pathfinder Gamemastery Guide* 214)

Perception +3

Languages Common

Skills Athletics +5, Lore (any one related to their trade) +6, Society +2

Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items sickle

AC 13; **Fort** +6, **Ref** +3, **Will** +3

HP 10

Speed 25 feet

Melee ✎ sickle +5 (agile, trip), **Damage** 1d4+2 slashing

Ranged ✎ rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Power of the Mob When three or more robbers are adjacent to each other, each robber gets a +1 circumstance bonus to Athletics checks to Shove, attack rolls, and damage rolls.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add 5 Hit Points to each robber.

12–13 Challenge Points: Add one robber to the encounter.

14–15 Challenge Points: Add two robbers to the encounter.

16–18 Challenge Points (5+ players): Add three robbers to the encounter.



Return to the Grave

ENCOUNTER B (LEVELS 1-2)

ZOMBIE SHAMBLER

CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Pathfinder Bestiary 340

Perception +0; darkvision

Skills Athletics +5

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ♦ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

Jaws ♦ (attack) **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

FEATHERFALL

CREATURE 2

UNIQUE NE LARGE MINDLESS UNDEAD ZOMBIE

Zombie brute (*Pathfinder Bestiary* 341)

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one zombie shambler to the encounter.



Return to the Grave

HAUNTED GROVE (LEVELS 1-2)

A BROKEN PROMISE

HAZARD 2

UNIQUE HAUNT

Stealth DC 21 (trained)

Description The grove, broken and tormented due to the necromantic energy infecting the area it protected, manifests an illusion to warn others of the region's plight and plead for help. Pharasmin cleric and Pathfinder Seldrick Dralston trudges into the grove, injured and infected with some kind of evil corruption. He defiles the statue of Erastil in the center of the grove, and the golden light illuminating the grove ceases, revealing the black skies above. Purple magical energy emanating from a nearby tower seeps into the sacred grove, and the life within the grove's protection begins to die.

Disable DC 18 Occultism (trained) or Religion (trained) to convince the spirit of the wood the message has been understood

Vision of Desecration ⤿ (emotion, enchantment, fear, mental, occult)

Trigger At least 2 creatures step into the circle of trees; **Effect** The haunted grove creates a vision steeped in its despair to tell the tale of a cleric of Pharasma's fall to undead corruption and his subsequent desecration of the holy shrine, allowing necromantic energies to infest the grove. All creatures within the circle of trees must attempt a DC 18 Will save.

Critical Success The creature sees through the illusions entirely and is temporarily immune to the haunt for 1 hour.

Success The creature is unaffected by the strange images.

Failure The creature experiences a phantom pain from the Sacred Grove as it had suffered in the moment of Seldrick's fall. The haunt deals 2d6 mental damage.

Critical Failure As failure, but the creature is left with a lingering suspicion of others and can't benefit from Aid reactions for 24 hours.

Reset The haunt returns every 10 minutes to retell its tale. The haunting of the sacred grove is permanently put to rest if the shrine is reconsecrated, which is impossible unless the evil forces in the nearby watchtower are defeated.

Return to the Grave

ENCOUNTER C (LEVELS 1-2)

SKELETAL PATHFINDERS (2)

CREATURE 1

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeletal soldiers (*Pathfinder Book of the Dead* 147)

Perception +5; darkvision

Languages Necril

Skills Acrobatics +5, Athletics +7, Stealth +5

Str +2, **Dex** +2, **Con** +3, **Int** -5, **Wis** +0, **Cha** +0

Items chain shirt, glaive, longbow (20 arrows), wayfinder

AC 17; **Fort** +6, **Ref** +7, **Will** +5

HP 16, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ glaive +9 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+2 slashing

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

Set Defense ♦ The skeletal Pathfinder sets its glaive (or other reach weapon) to defend the area around it. It gains the Attack of Opportunity reaction for that weapon only. This lasts until the skeleton takes an action with the move or attack trait or is destroyed.

SKELETON GUARDS (0)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Bestiary 298

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one skeleton guard to the encounter.

12–13 Challenge Points: Add one skeletal Pathfinder to the encounter.

14–15 Challenge Points: Add one skeleton guard and one skeletal Pathfinder to the encounter.

16–18 Challenge Points: Add two skeletal Pathfinders to the encounter.



Return to the Grave

ENCOUNTER D (LEVELS 1-2)

WOLF SKELETONS (2)

CREATURE 0

NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Book of the Dead 147

Perception +8; darkvision

Skills Acrobatics +6, Athletics +4, Stealth +6

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** +0

AC 16; **Fort** +3, **Ref** +8, **Will** +6

HP 12, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 35 feet

Melee ♦ jaws +8, **Damage** 1d4+2 piercing plus Knockdown

Surge of Speed ♦♦ The wolf skeleton Strides three times, but it's flat-footed until the start of its next turn.

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each wolf skeletons' Hit Points by 4 and increase their jaws damage to 1d4+4.

12-13 Challenge Points: Add one wolf skeleton to the encounter.

14-15 Challenge Points: Add one wolf skeleton to the encounter, increase each wolf skeletons' Hit Points by 4, and increase their jaws damage to 1d4+4.

16-18 Challenge Points (5+ players): Add two wolf skeletons to the encounter.



Return to the Grave

ENCOUNTER E (LEVELS 1-2)

SKELETON GUARD

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Bestiary 298

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ✦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ✦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ✦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

SELDRICK DRALSTON

CREATURE 2

UNIQUE NE MEDIUM UNDEAD

Variant deathless acolyte (*Pathfinder Book of the Dead* 88)

Perception +8; darkvision

Languages Common, Necril, Osirian

Skills Intimidation +6, Occultism +7, Religion +8, Stealth +6

Str +1, **Dex** +2, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2

Items dagger, broken religious symbol of Pharasma, *wayfinder*

AC 16; **Fort** +6, **Ref** +6, **Will** +10

HP 24, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Field of Undeath (aura, divine, necromancy) 20 feet. Allies within the aura who have negative healing gain fast healing 2. When a creature within the aura would receive positive healing, it must succeed at a DC 5 flat check or receive no healing from the effect.

Denounce Heretic ➤ (abjuration, divine) **Trigger** A creature within 60 feet who Seldrick Dralston can see and who doesn't follow the Whispering Way casts a divine spell; **Effect** Seldrick attempts to counteract the triggering spell using his spell attack modifier and a counteract level of 1. If Seldrick fails to counteract the spell, the caster is temporarily immune to further uses of Denounce Heretic for 24 hours.

Speed 25 feet

Melee ✦ dagger +10 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

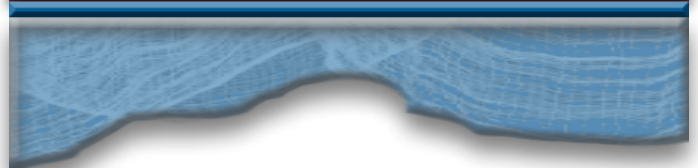
Divine Prepared Spells DC 17, attack +9; **1st** *bane*, *fear*, *harm* (×3), *ray of enfeeblement*; **Cantrips (1st)** *chill touch*, *detect magic*, *divine lance*, *forbidding ward*, *shield*

Cleric Domain Spells DC 17, 1 Focus Point; **1st** *touch of undeath* (*Core Rulebook* 398)

SCALING ENCOUNTER E

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one skeleton guard to the encounter.



Return to the Grave

APPENDIX 2: LEVEL 3–4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to Organized Play section on page 35 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 3–4)

GRIM RICTUS BRIDGE GUARDS (3)

CREATURE 1

UNCOMMON CN MEDIUM HUMAN HUMANOID

Variant guards (*Pathfinder Gamemastery Guide* 232)

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1

Items club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ➤

Speed 25 feet

Melee ➤ club +9, **Damage** 1d6+4 bludgeoning

Melee ➤ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ➤ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ➤ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments.

19–22 Challenge Points: Add 10 Hit Points to each guard.

23–27 Challenge Points: Add one guard to the encounter.

28–32 Challenge Points: Add two guards to the encounter.

33+ Challenge Points: Add three guards to the encounter.



Return to the Grave

ENCOUNTER B (LEVELS 3–4)

PLAGUE ZOMBIES (2)

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Pathfinder Bestiary 340

Perception +3; darkvision

Skills Athletics +7

Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Jaws ♦ (attack); **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage. A creature damaged by this attack is exposed to zombie rot.

Zombie Rot (disease, necromancy) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one plague zombie to the encounter.

23–27 Challenge Points: Add two plague zombies to the encounter.

28–32 Challenge Points: Add one plague zombie and one zombie owlbear to the encounter (use the statistics for Featherfall).

33+ Challenge Points: Add two plague zombies and one zombie owlbear to the encounter (use the statistics for Featherfall).



FEATHERFALL

CREATURE 3

UNIQUE NE LARGE MINDLESS UNDEAD ZOMBIE

Zombie owlbear (*Pathfinder Book of the Dead* 171)

Perception +8; darkvision

Skills Acrobatics +5, Athletics +12

Str +4, **Dex** +0, **Con** +3, **Int** –5, **Wis** +1, **Cha** –3

Slow A zombie owlbear is permanently slowed 1 and can't use reactions.

AC 16; **Fort** +8, **Ref** +5, **Will** +6

HP 85, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ talon +12, **Damage** 1d10+7 piercing plus Grab

Melee ♦ beak +12, **Damage** 1d12+7 piercing

Ground Slam ♦♦ (attack) **Requirements** Featherfall has a creature grabbed or restrained with its talons; **Effect** Featherfall repeatedly slams the creature into the ground. This deals 1d10+7 bludgeoning damage (DC 20 basic Fortitude save). On a critical failure, the creature is stunned 1, and on a critical success the creature is no longer grabbed or restrained.

Horrifying Screech ♦ (auditory, emotion, fear, mental) Featherfall unleashes a broken, snarling screech that unnerves those who hear it. Each creature in a 60-foot emanation must attempt a DC 19 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Return to the Grave

HAUNTED GROVE (LEVELS 3-4)

A BROKEN PROMISE

HAZARD 4

UNIQUE HAUNT

Stealth DC 25 (trained)

Description The grove, broken and tormented due to the necromantic energy infecting the area it protected, manifests an illusion to warn others of the region's plight and plead for help. Pharasmin cleric and Pathfinder Seldrick Dralston trudges into the grove, injured and infected with some kind of evil corruption. He defiles the statue of Erastil in the center of the grove, and the golden light illuminating the grove ceases, revealing the black skies above. Purple magical energy emanating from a nearby tower seeps into the sacred grove, and the life within the grove's protection begins to die.

Disable DC 22 Occultism (trained) or Religion (trained) to convince the spirit of the wood the message has been understood

Vision of Desecration ⤿ (emotion, enchantment, fear, mental, occult)

Trigger At least 2 creatures step into the circle of trees; **Effect** The haunted grove creates a vision steeped in its despair to tell the tale of a cleric of Pharasma's fall to undead corruption and his subsequent desecration of the holy shrine, allowing necromantic energies to infest the grove. All creatures within the circle of trees must attempt a DC 22 Will save.

Critical Success The creature sees through the illusions entirely and is temporarily immune to the haunt for 1 hour.

Success The creature is unaffected by the strange images.

Failure The creature experiences a phantom pain from the Sacred Grove as it had suffered in the moment of Seldrick's fall. The haunt deals 4d6 mental damage.

Critical Failure As failure, but the creature is left with a lingering suspicion of others and can't benefit from Aid reactions for 24 hours.

Reset The haunt returns every 10 minutes to retell its tale. The haunting of the sacred grove is permanently put to rest if the shrine is reconsecrated, which is impossible unless the evil forces in the nearby watchtower are defeated.

Return to the Grave

ENCOUNTER C (LEVELS 3–4)

SKELETAL PATHFINDER

CREATURE 1

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeletal soldier (*Pathfinder Book of the Dead* 147)

Perception +5; darkvision

Languages Necril

Skills Acrobatics +5, Athletics +7, Stealth +5

Str +2, **Dex** +2, **Con** +3, **Int** -5, **Wis** +0, **Cha** +0

Items chain shirt, glaive, longbow (20 arrows), *wayfinder*

AC 17; **Fort** +6, **Ref** +7, **Will** +5

HP 16, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ glaive +9 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+2 slashing

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

Set Defense ♦ The skeletal Pathfinder sets its glaive (or other reach weapon) to defend the area around it. It gains the Attack of Opportunity reaction for that weapon only. This lasts until the skeleton takes an action with the move or attack trait or is destroyed.

SKELETAL PATHFINDER VETERANS (2)

CREATURE 2

UNCOMMON NE MEDIUM SKELETON UNDEAD

Variant skeletal champion (*Pathfinder Bestiary* 298)

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1

Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10), *wayfinder*

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ↻

Shield Block ↻

Speed 25 feet

Melee ♦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ♦ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ♦ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one skeletal Pathfinder to the encounter.

23–27 Challenge Points: Add two skeletal Pathfinders to the encounter.

28–32 Challenge Points: Add two skeletal Pathfinder veterans to the encounter.

33+ Challenge Points: Add one skeletal Pathfinder and two skeletal Pathfinder veterans to the encounter.



Return to the Grave

ENCOUNTER D (LEVELS 3–4)

WOLF SKELETONS (2)

CREATURE 0

NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Book of the Dead 147

Perception +8; darkvision

Skills Acrobatics +6, Athletics +4, Stealth +6

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** +0

AC 16; **Fort** +3, **Ref** +8, **Will** +6

HP 12, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 35 feet

Melee ♦ jaws +8, **Damage** 1d4+2 piercing plus Knockdown

Surge of Speed ♦♦ The wolf skeleton Strides three times, but it's flat-footed until the start of its next turn.

SKELETAL HORSE

CREATURE 2

NE LARGE MINDLESS SKELETON UNDEAD

Pathfinder Bestiary 299

Perception +8; darkvision

Skills Acrobatics +7, Athletics +9

Str +5, **Dex** +3, **Con** +2, **Int** -5, **Wis** +2, **Cha** +0

AC 16; **Fort** +6, **Ref** +9, **Will** +8

HP 33, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 40 feet

Melee ♦ hoof +9, **Damage** 1d8+5 bludgeoning

Gallop ♦♦ The horse Strides twice, with its Speed increased by 10 feet.

Undead Steed Undead and creatures allied with them can Command a skeletal steed without needing to attempt a skill check.

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one wolf skeleton to the encounter.

23–27 Challenge Points: Add one skeletal horse to the encounter.

28–32 Challenge Points: Add one wolf skeleton and one skeletal horse to the encounter.

33+ Challenge Points: Add two skeletal horses to the encounter.



Return to the Grave

ENCOUNTER E (LEVELS 3–4)

SKELETAL PATHFINDER

CREATURE 1

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeletal soldier (*Pathfinder Book of the Dead* 147)

Perception +5; darkvision

Languages Necril

Skills Acrobatics +5, Athletics +7, Stealth +5

Str +2, **Dex** +2, **Con** +3, **Int** -5, **Wis** +0, **Cha** +0

Items chain shirt, glaive, longbow (20 arrows), wayfinder

AC 17; **Fort** +6, **Ref** +7, **Will** +5

HP 16, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ✦ glaive +9 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+2 slashing

Melee ✦ claw +9 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ✦ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

Set Defense ✦ The skeletal Pathfinder sets its glaive (or other reach weapon) to defend the area around it. It gains the Attack of Opportunity reaction for that weapon only. This lasts until the skeleton takes an action with the move or attack trait or is destroyed.

SELDRICK DRALSTON

CREATURE 4

UNIQUE NE MEDIUM UNDEAD

Variant deathless acolyte (*Pathfinder Book of the Dead* 88)

Perception +11; darkvision

Languages Common, Necril, Osirian

Skills Intimidation +10, Occultism +9, Religion +13, Stealth +9

Str +1, **Dex** +3, **Con** +1, **Int** +1, **Wis** +5 **Cha** +2

Items +1 striking dagger, broken religious symbol of Pharasma, wayfinder

AC 19; **Fort** +9, **Ref** +9, **Will** +13

HP 47, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Field of Undeath (aura, divine, necromancy) 20 feet. Allies within the aura who have negative healing gain fast healing 3. When a creature within the aura would receive positive healing, it must succeed at a DC 5 flat check or receive no healing from the effect.

Denounce Heretic ☞ (abjuration, divine) **Trigger** A creature within 60 feet who Seldrick Dralston can see and who doesn't follow the Whispering Way casts a divine spell; **Effect** Seldrick attempts to counteract the triggering spell using his spell attack modifier and a counteract level of 2. If Seldrick fails to counteract the spell, the caster is temporarily immune to further uses of Denounce Heretic for 24 hours.

Speed 25 feet

Melee ✦ dagger +12 (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 2d4+5 piercing

Divine Prepared Spells DC 20, attack +12; **2nd** darkness, fear, harm (✖4); **1st** bane, fear, ray of enfeeblement; **Cantrips (2nd)** chill touch, detect magic, divine lance, forbidding ward, shield

Cleric Domain Spells DC 20, 1 Focus Point; **2nd** touch of undeath

SCALING ENCOUNTER E

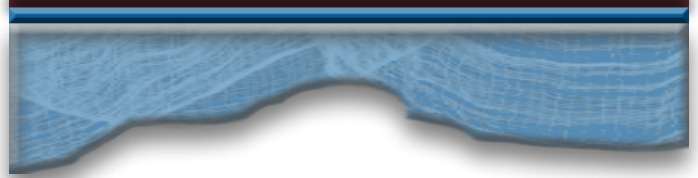
To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one skeletal Pathfinder to the encounter.

23–27 Challenge Points: Add two skeletal Pathfinders to the encounter.

28–32 Challenge Points: Add two skeletal Pathfinder veterans to the encounter.

33+ Challenge Points: Add one skeletal Pathfinder and two skeletal Pathfinder veterans to the encounter.



SKELETAL PATHFINDER VETERANS (0)

CREATURE 2

UNCOMMON NE MEDIUM SKELETON UNDEAD

Variant skeletal champion (*Pathfinder Bestiary* 298)

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1

Items chain mail, lance, longsword, steel shield (Hardness 5, HP 20, BT 10), wayfinder

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ☞

Shield Block ☞

Speed 25 feet

Melee ✦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ✦ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ✦ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

Return to the Grave

APPENDIX 3: GAME AIDS



Evni Zongnoss
Crumbling Statue



Claudiette Dralston
Skeletal Pathfinder



Return to the Grave

APPENDIX 3: GAME AIDS



Deathly Nettles
Seldrick Dralston



Sir Cray Darahan



Return to the Grave

HANDOUT #1: CLAUDIETTE'S DIRECTIONS

Not far from Steadfast there's an enormous watchtower made of polished obsidian or marble of some kind. It's surrounded by dead Lastwall knights and they seem to patrol as if still alive. Steadfast's populace give the watchtower a wide berth and the town is hidden from the tower's view by the ever-present mists. Sir Cray insists the tower is important, but he's in no condition to mount an attack. He may try anyway—please stop him!

I stayed off the roads, since the watchtower's knights sometimes patrolled them, but made my way to the crossroads I knew was near the campsite we'd stayed at on the last fateful night. I made the mistake of returning there in hopes of gathering our notes of survivors and hold outs in case I made it back to the Society, but I failed. The dead hunted me like food. I think some of them were my fellow Pathfinders.

I lost my closest friend, Featherfall, near an old caravan that had plunged into a ravine. But I trudged alone, following the river as it turned north away from the roads. The dead followed on my heels. I couldn't fight them all off.

Finally, I found the old stone bridge that led across the river. Some young toughs found me there and helped me to Caliphas. I never thought I would see the living again. I should like to thank them, but I never knew their names.

HANDOUT #2: HORIZON HUNTERS ORDERS

Friends,

We've heard some of the Dralston party has returned. This is the best news, despite their tragic losses. From what Venture-Captain Evni told us, Claudiette has only a portion of the maps and logs they were tasked with compiling to find the hidden paths and survivors within the Gravelands. If it's at all possible, recover as much of their records, and other maps of the area, as you can find. If we can reconstruct their routes through the hidden paths in the Gravelands, we can use them to rescue other forlorn communities they came across and chart our way through the lands of the dead.

This is a dangerous task, to be sure, but that information is invaluable to the safety of not only your fellow Pathfinders, but the struggling people left behind in the wake of Lastwall's fall.

—Calisro Benarry

HANDOUT #3: RADIANT OATH ORDERS

Pathfinders,

The Crusade fell and darkness took the land. This we all know. We also know Vigil sent knights into the countryside to help those that couldn't help themselves. From Pathfinder Dralston's report, we know one of Vigil's knights defends Steadfast in her place, waiting for the relief you will bring. He has orders to investigate and possibly attack a nearby watchtower guarded by knights that have fallen into undeath.

As much as it pains me to give this strategy pause, Sir Cray must stand down—but as a knight I can tell you, it will be difficult to convince him to do so without some proof of the dangers at the watchtower. If you find this vile structure, take note of the shields of the knights patrolling it, count their numbers, gauge their defenses and bring this information to Sir Cray in Steadfast. He must not engage them at this time—without greater support, such a mission can only end in death. The same goes for you.

If Sir Cray could return with you to Caliphas, and do his duty to protect Steadfast's refugees, perhaps Valais could help him to see better ways to defeat the dark forces, as she has for me.

—Knight-Errant Sabina Malatesta

Return to the Grave

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- ☐ ☐ Area **A**, page 6: 2 Treasure Bundle for defeating the Grim Rictus Gang or getting their assistance.
- ☐ Area **B**, page 8: 1 Treasure Bundle for defeating Featherfall at the Lost Caravan.
- ☐ ☐ Haunted Grove, page 10: 2 Treasure Bundles for discovering the rewards in this area.
- ☐ ☐ Area **C**, page 11: 2 Treasure Bundle for defeating the undead Pathfinders at the hidden campsite.
- ☐ ☐ ☐ Area **E**, page 16: 3 Treasure Bundles for defeating Seldrick Dralston and his undead minions in the Battle of Steadfast.

CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table below to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8–14	1–2
16–18 (5+ players)	1–2
16–18 (4 players)	3–4
19+	3–4

Return to the Grave



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Return to the Grave

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Society Scenario #4-02: Return to the Grave © 2022, Paizo Inc.; Author: Joseph Blomquist.

PAIZO INC.

Creative Director • James Jacobs

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Daigle

Development Manager • Linda Zayas-Palmer

Senior Developers • Eleanor Ferron, Thurston Hillman, and Luis Loza

Developer • Jenny Jarzabski

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Organized Play Line Developers • Jessica Catalan and Mike Kimmel

Pathfinder Lead Designer • Logan Bonner

Senior Designers • James Case and Michael Sayre

Managing Editor • Leo Glass

Lead Editor • Avi Kool

Senior Editors • Patrick Hurley and Ianara Natividad

Editors • Solomon St. John and Shay Snow

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jim Butler

Chief Creative Officer • Erik Mona

Vice President of People & Culture • Maggie Gallagher

Vice President of Sales & Operations • Mike Webb

Vice President of Technology • Rei Ko

Controller • Mary Webb

Sales Manager • Cosmo Eisele

Sales & E-Commerce Assistant • Mika Hawkins

Director of Licensing • John Feil

Marketing and Media Manager • Aaron Shanks

Marketing and Licensing Coordinator • Raychael Allor

Director of Community • Tonya Woldridge

Organized Play Coordinator • Alex Speidel

Director of Project Management • Glenn Elliott

Project Manager • Lee Aula

Senior Accountant • William Jorenby

Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Team • Jonathan Morgantini, James Oakes, and Austin Phillips

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, James Mafi, Zac Moran, Evan Panek

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenario #4-02: Return to the Grave © 2022, Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



Scenario #4-02: Return to the Grave

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Venture-Captain Evni Zongnoss called you to a meeting in Ustalav. There, you learned that a refugee settlement stranded in the dark forests of the Gravelands needed the Society's help before it became overrun by undead. With supplies in tow and only a vague sense of the settlement's location, you set out into the Gravelands to find the settlement. You faced numerous undead, haunted groves, and other dangers before finally reaching the settlement and defending it from a fallen ally and his undead soldiers.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Experience

Gold

Items

Notes

bag of holding type I (item 4, discounted to 68 gp, limit 1)
grim ring^U (item 5, 150 gp, *Pathfinder Book of the Dead* 19)

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: KRHQ

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club