

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-05

Levels 3–6

THE ISLAND OF THE VIBRANT DEAD

By Joseph Blomquist





THE ISLAND OF THE VIBRANT DEAD

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TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 3–4 Encounters	19
Appendix 2: Level 5–6 Encounters	25
Appendix 3: Game Aids	33
Organized Play	37

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3 (B3)*, *Pathfinder Book of the Dead (BotD)*, *Pathfinder Guns & Gears*, *Pathfinder Lost Omens: Firebrands*, and *Pathfinder Rage of Elements*

Maps: *Pathfinder Flip-Mat: Mythos Dungeon*

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*.

-  **METAPLOT (UNFETTERED EXPLORATION)**
-  **VIGILANT SEAL**

SUMMARY

The PCs are ushered to a small tropical island deep in the Arcadian Ocean to assist a ghoul named Marcon Tinol. Marcon seeks to convince the mayor of a small coastal town of ghouls that one of their own, Ghessa, is a threat to their continued existence. The PCs seek Ghessa in a lost temple to Aroden, and must defeat her before she can steal the island's connection to the Maze of the Open Road for her masters in the Whispering Way.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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ADVENTURE BACKGROUND

A few years ago, a team of Pathfinders explored the underside of a playhouse in the Puddles district of Absalom and encountered something unusual: an intelligent and articulate ghoul who spoke in a quixotic but refined manner and could control his hunger, refraining from attacking the living. This ghoul was **Marcon Tinol** (LN male ghoul accountant). He worked as an accountant for a noble house in Absalom five centuries ago, but his employers betrayed him and buried him alive when he seemed likely to uncover their corruption.

The adventuring Pathfinders freed Marcon from his tomb and brought him to **Drandle Dreng** (NG male human rogue), a since retired venture-captain, who promised to have Marcon escorted somewhere safe where he could live out his undeath in peace. Marcon's new home was an island in the Azlanti archipelago, one that sported a religious portal with a tenuous connection to the Maze of the Open Road. Drandle employed some of the Society's finest mages to amplify the connection between the island and the maze, creating an enduring portal. From records in the Grand Archive, Drandle was able to determine that the island he set Marcon up on was historically known as the Island of the Vibrant Dead and contained the corpses of deceased prominent members of Aroden's clergy. Due to a magical artifact hidden deep below the island near Aroden's shrine, the corpses failed to rot like most and remained as pure and peaceful as they'd been when they took their final breaths. Marcon settled on the island and Drandle continued to return with other ghouls the Society had located who wanted to live in peace away from the living. In remarkably few years, the ghouls formed a friendly seaside community they dubbed Deadhaven—even offering Drandle a home among them, when he finally retired, in thanks for his efforts.

But if the Whispering Way has any say, this ghoul community's peace will be short-lived. One of the legendary lich Tar-Baphon's lieutenants, **Kaltestrua** (CE female marilith sorcerer) happened upon a record of the island within one of the various tomes around Casnoriva, a fallen arcane college in Ustalav. The island held no interest for her initially, until she discovered a short

WHERE ON GOLARION?

This adventure takes place in the coastal village of Deadhaven on the Island of the Vibrant Dead, a small island north of the Ruins of Azlant in the Arcadian Ocean. While the island is close to the halfway point between the ruins and the Tines, it's geographically considered a part of the former and the oceans around it are often riddled with raiders and opportunists hoping to find undiscovered treasure of the ancient Azlanti culture hidden somewhere in the vicinity. More information on the Ruins of Azlant can be found in *Pathfinder Adventure Path #122: Into the Shattered Continent*.



paragraph mentioning the bottom of the crypt contained a portal powered by old Azlanti magic to allow for travel between the island and Absalom to keep the clergy members from decaying too quickly. As she's unable to leave her place, she has sent her underling **Ghessa** (NE female kurobozu^{B3}) to infiltrate and investigate this island and either recruit or exterminate its ghoul community. She provided Ghessa a magical locket to allow her to pass among the ghouls but warned her that her infiltration of the island would need to be particularly underhanded to hide her normal means of sustenance—feeding upon

THE ISLAND OF THE VIBRANT DEAD

the breath of the living. For her part, Ghesa recruited a lacedon^{BotD} pirate ship captain who harbored more than a minor attraction to her with promises of gold, power, and her continued affections. But neither were prepared to keep Ghesa's activities a secret from Deadhaven's most organized and perceptive citizen—Marcon Tinol.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Famed Pathfinder agent Eando Kline enjoys offering courses to share his wisdom, yet with his busy and unpredictable schedule, only agents who happen to be milling around the Grand Lodge when the inspiration strikes him are fortunate enough to attend.

Today's course concerns the Maze of the Open Road, the magical hedge maze full of portals that connects many prominent Pathfinder lodges and locations of interest. Kline begins the course with a tour of the Maze's most frequently used portals, before returning his students to a classroom for a lecture on its history. He recounts the tale of Forest King Narven, who cultivated the grounds of the Woodsedge Lodge in Galt centuries ago, connecting to other portals throughout Golarion. By the second hour of the lecture, students who came for greater insight into the maze's less well-known portals are beginning to zone out. Undaunted by impatient agents, Kline continues his meticulous instruction.

"If Venture-Captain Eliza Petulengro hadn't sent that team of Pathfinders through the Maze to the Mwangi Expanse, Venture-Captain Kyalla would have fallen to Hestram's blade as Eddington Keel had only weeks prior, and we never would have known about the broken portal in Corentyn. But that's when Eliza's problems with the Maze truly came to light. The Decemvirate, as it stood back then, had far too little regard for the safety of agents. Many of the connections had overgrown, and without some kind of magical reinforcement, the trails of the Maze had become nearly too dangerous for the most experienced Pathfinders to even attempt to—" Kline's voice trails off as Venture-Captain Taiwalei clears his throat, leading a ghoul in a well-tailored suit into the recessed classroom. Eando Kline's scarred, bearded face drops almost instantly as he acknowledges his fellow venture-captain. "Taiwalei?"

"Please pardon my interruption, Venture-Captain Kline, but this is Marcon Tinol. He has come through the Maze of the Open Road seeking our—well, your—assistance." With a kind smile, the younger venture-captain gestures for the ghoul to approach.

"Kline?" the ghoul begins hesitantly. "Art thou Eando Kline? Verily, thou art the trusted companion that Captain Dreng said I should ask for assistance! Deadhaven is in danger, the Tyrant's forces have come, and Drandle said if thou canst help us, then none could keep us from doom."

Eando springs to action, grabbing his trusty pack off a

nearby bench, "The Tyrant's forces? How bad is the situation? Are we talking a full-on invasion? Is the Maze compromised?"

Taiwalei raises both hands "Let's not be too hasty! Marcon has a flair for the poetic. As far as I've been able to gather thus far, he suspects a hidden agent of the Whispering Way is looking to make inroads in his home village."

Eando sighs deeply, a smile dancing on the corner of his lips despite his annoyance, "Drandle, you knew I'd assume..." His pack falls back down to the ground with a heavy thud. "In that case, we can leave this matter in the hands of capable agents to investigate." After a moment's thought, he points to few agents out of the crowd, "You lot, go with Taiwalei. It's time for you to get some more firsthand experience. And while



THE ISLAND OF THE VIBRANT DEAD

you're there, I have an extra assignment for you. The portal to Deadhaven is a relatively new one, but the mages who created it noticed that it took far less effort than normal to establish a stable portal. Study the island and seek out reasons for the connection's strength. What you learn may assist us with improving the Maze's stability and security. Do well, and your names will be in my next lecture on this subject. And as always—if the situation looks too dangerous for you to handle, don't be foolish. Come back here, report in, and I'll assign a new group."

Kline turns his attention back to the rest of the class. "As for the rest of you, where were we? Ah right, the portal in Corentyn..."

The agents that Kline selects for the mission are the PCs. **Taiwalei** (LG male human seafarer) and Marcon Tinol are prepared to answer any questions the PCs might have as they work together to quickly outline the parameters of this unexpected and ad-hoc mission.



MARCON TINOL

Likely questions the PCs might have and their answers can be found below.

What is a ghoul doing here? Before Marcon can speak, Taiwalei interjects to keep anyone from overreacting to a ghoul in the Grand Lodge and quell any fears the Pathfinder might have. "This is Marcon Tinol. A few years ago, a team of Pathfinders rescued him from a prison below a playhouse in the Puddles district. Venture-Captain Dreng saw to his needs and has left word that Tinol can be trusted not to feed on living flesh. As for how he got here, he came through the Maze, muttering fearfully about an agent of the Whispering Way on his island and asking for Eando."

What is Deadhaven? Marcon replies, "When thy fellow Pathfinders rescued me from that... place, Captain Dreng brought me through the magical hedge maze to an island of the Last Azlanti. Canst thou imagine? I had already forsaken living flesh, but the island's magic made it possible for one such as I to feed from the fallen remains of Aroden's faithful and to partake of their memories! 'Twas an excellent conceit to hide me away on the Isle. Better still, the good Captain was of a ready wit to find others of my disposition to bring to our island home. Together, we founded Deadhaven, a village of a sanguine disposition. In Deadhaven, we celebrate and jest, without the vexation of a reckoning. We feed without destruction and learn from our providers to become a greater community. Until a spider found our nest."

You said the Tyrant's forces had come? Marcon looks visibly uncomfortable at this. "Forsooth, 'tis true. The mayor of Deadhaven has tasked me with keeping a countenance of our available supplies. The island sustains us, in the form of Aroden's faithful. We feed on their flesh and, through their memories, the faithful are kept alive. Their memory brings us closer as a community, even if the flesh is finite. But I found a discrepancy in the books. Someone did not feed on the Aroden's faithful. I searched for an account of one who would perform such self-sacrifice, and instead found victims—sailors in a small, secluded cove. Dying in their sleep, with the scent of rot on their breath. Had not their mouths been mutilated as if to keep them from talking, I'd have thought some sickness ailed them. By the time I brought the mayor to them, they were gone. Verily, we have ta'en something vile for one of our own. My own research explained that the rendering of silence is a constant of the Whispering Way."

Do you have a suspect? Marcon bows his head. "Alas, I do. Ghesa. She is a relative newcomer to our fair island—a melancholic woman who seem to resent her undeath and those who that put her in such a state. Wherefore she chose to spend her second life among us,

THE ISLAND OF THE VIBRANT DEAD

I cannot say. But her inconstant nature was not enough to suspect her. Instead, I watched. She never feeds on the faithful and disappears nightly into the forests away from Deadhaven. She claimed to have found us on accident, by shipwreck. Yet not even the *Ghoulship Rapsallion's* first mate could find her wreckage. The most vexing part is I cannot convince anyone to even look into it. The mayor has forbidden me any more investigation and, without any further evidence, I cannot convince her otherwise. Prithee, I need your help. If I am wrong, I will throw myself on Ghesa's mercy. But if I am correct and the Whispering Way has

found our island, how long before we become more pawns of the Tyrant?"

With the questions concluded, Taiwalei addresses the Pathfinders. "Venture-Captain Kline has prepared you to travel the winding paths of the Maze. Go with Marcon and offer our continued friendship to the Mayor of Deadhaven. Continue Marcon's investigation and see if the Whispering Way is truly making a foothold there. If so, stop them."

Arcana, Lore (Pathfinder Society), or Religion (Recall Knowledge)

A PC who succeeds at a DC 18 (DC 20 for levels 5–6) skill check to Recall Knowledge might know more how the Maze of the Open Road interacts with the divine magic of the Isle of the Vibrant Dead and what to look for. Any PC who took part in *Pathfinder Society Scenario #1-07: The Flooded Kings Court* would have been at least partially involved in Drandle Dreng's attempts to create a safe haven for Marcon. These PCs gain a +2 circumstance bonus to this check.

Critical Success Important temples to Aroden, such as the Crypt of the Vibrant Dead, were connected through a network of portal magic not dissimilar to the Maze of the Open Road—it's why a connection between the island and the Maze was even possible. There would have to be a large religious icon embedded into the structure of whatever facility houses the entrance to the Maze for the connection to be possible. Without knowing what the source was, Dreng's teams would have had to anchor the Maze's magic to such an artifact.

Success The divine magic of the island likely keeps beings near the crypt in a state of eternal repose. That type of magic would not only be necessary to keep the bodies of the faithful from decaying but makes it possible for them to be preserved in their last moments of life through some religious ritual so the ghouls could feed on their bodies. That same magic affects the entrance to the Maze by keeping it preserved against even strenuous wear and tear and prevents it from needing any kind of local upkeep.

Critical Failure For the Maze of the Open Road to be linked to the Island, it would have had to be a part of the Maze's paths from the beginning. This could mean that the Maze is far older than 200 years old and that the Forest King was utilizing Aroden's own portal network as a "gift" for the Pathfinder Society.

HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have one Hero Point available.



TAIWALEI

THE ISLAND OF THE VIBRANT DEAD

DEADHAVEN

Traveling through the Maze of the Open Road takes far less time than even savvy travelers could expect, likely due to the strong connection afforded to the island by mysterious magical means. When the PCs exit from the hedge maze, it's into a small, octagonal room with ambient light reflecting off polished granite surfaces (see room A2, page 12).

"Welcome to the Crypt of the Vibrant Dead. I shall bring you to the mayor, we mustn't tarry," Marcon pushes as the PCs get their bearings.

The chamber leads down through an open doorway to a large religious chamber with marble and granite surfaces, lit alcoves, and gold embellishments. Despite the light inside the crypt, the warm sunlight and ocean breezes assail the PCs with almost as much force as the raucous music emanating from the town built up around the crypt. Marcon gestures around him and adds, "This, on the other hand, is Deadhaven."

Deadhaven is unlike any other village on Golarion. The coastal town sits along a small lagoon separated from the Arcadian Ocean by a narrow shoal. It consists of wattle and daub buildings, some tall and jutting out at odd and impossible angles, connected around and across the lagoon by wide hanging wooden bridges and boardwalks. The whole community seems to sway with the ocean breezes and tide as if afloat. The buildings and walkways are similarly painted in blue grays, corals, sandy tans, and deeper hues of purple and deep red. But here and there, bright yellow, pale green, and white accents make the village into a cacophony of color. On every corner, doorstep, walkway, and periodically on hanging wrought-iron cradles, skull shaped lanterns cast an eerily cheerful glow throughout the town, blending with the constant stir of fireflies feeding on smaller insects in the tropical air.

From every nook and cranny, music pours out of Deadhaven—a celebratory escapade of musical influences from throughout Golarion. In each building, or along the bridges and boardwalks, ghoulish musicians dance, cavort, and play their disparate instruments in an upbeat tune that never seems to cease, and spreads throughout the town like a wave of spirited mirth.

For all accounts, some of the structures and towers of Deadhaven shouldn't be possible, but without the threat of losing your life to a collapse, building innovation has taken real strides in a short time. The city is full of ghouls dressed in

outdated, yet colorful garb. In their celebratory enjoyment, the ghouls take little to no notice of the newcomers.

Marcon leads the PCs across the village to a large coral and red structure far from the Crypt on the other side of town. This structure was obviously once a large galleon before being repurposed as the town hall and set far up on the stable and rocky surface of the low cliffs at the top of the lagoon, overlooking Deadhaven. "The mayor will be here," Marcon comments as they approach the odd structure.

If the PCs ask him about the ongoing party in town, Marcon only shrugs. "Tis a daily celebration. And nightly for truth. We have been freed from the burdens of our undeath. Deadhaven has much to celebrate. We call it the Celebration of the Vibrant Death in honor of the faithful that give us sustenance."

Mayor Arlandrie Tecarasta

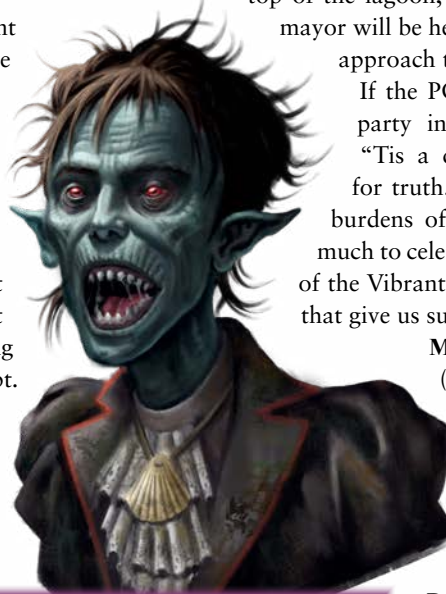
(N ghoulish cleric of Arazni) is a stately ghoul with some elven features. She carries herself gracefully and accepts the interruption to her meeting with the captain and first mate of Deadhaven's protective pirate ship, the *Ghoulship Rapsallion*. She and Marcon introduce her guests, **Captain Barnacle**

Barnaby (CE lacedon pirate captain) and **Dead Doug** (CN lacedon pirate). Doug doesn't speak but nods and gestures in a way that the mayor and captain understand as speech.

When confronted with Marcon's allegations, she sighs heavily. "We don't ostracize one of our own unfounded, Mister Tinol. But I see that I won't dissuade you from investigating as you have now involved our friends in the Pathfinder Society."

The PCs are offered several places to look, since Ghesa seems to have taken one of her excursions into the Isle's jungles and likely won't return for a few days:

- The mayor suggests investigating her cabin near the edge of town.
- Marcon offers a map to where he found the bodies that tipped him off.
- The Dead Ringer is the town's unofficial gathering hall and tavern. Marcon offers to introduce them to the owner if they don't want to go alone, though Barnaby chides him for wanting to visit his boyfriend. The mayor isn't certain the Dead Ringer's owner would be objective if Marcon is with them.



ARLANDRIE TECARASTA

THE ISLAND OF THE VIBRANT DEAD

- Captain Barnaby says they found the wreckage that Ghesa made her way out of two months back. If the PCs succeed at a DC 18 Perception check (DC 20 for levels 5–6) they notice that the mayor and Dead Doug share a look behind Barnaby's back when he mentions this. As the only member of the *Rapscallion* that saw the wreckage, he offers to show the PCs the way.

THE DEAD RINGER

The Dead Ringer is designed to resemble a typical Taldan tavern down to the coat of arms over the door. The two-story building is made of sun-worn wood, gray with age but repurposed for use as the tavern. The walls and roof are painted in bright aquas and deep blues with timbers of a golden yellow to add colorful accents. The second story is slightly offset, allowing for large valances that can be opened to allow light and summer breezes in on one side, and an overhang to provide the patrons cover in inclement weather.

Inside, the proprietor—a ghoul wearing a fake mustache, a wig, a colorful coat and hat, and a cravat that matches Marcon's vest—introduces himself as **Lord Walsam Calendrieu** (CN ghoul bard). Lord Walsam is thrilled to meet newcomers to Deadhaven, especially living ones, but isn't initially interested in talking about Ghesa without her present. If Marcon is with the PCs, he puts an arm around Lord Walsam and whispers in his ear, making him much more amenable to any inquiry. However, without his lover present, Lord Walsam will need to be convinced to help.

If the PCs succeed at a DC 21 Diplomacy or Intimidation check (DC 23 for levels 5–6), Lord Walsam begrudgingly agrees to answer a question or two. However, if at least half of the PCs agree to help him test his new line of drinks, the Dead on Demand line, he happily answers any question they have. The drinks are uncomfortably sweet, but use local fruits to hide the ancient whiskies Lord Walsam used as a base. Anyone who drinks one finds the taste to be fruity and very sweet but must make a DC 18 Fortitude save or be sickened 1 for ten minutes. A critical failure is sickened 1 for 1 hour.

Likely questions and answers the PCs might have are below:

What are you the lord of? Lord Walsam puffs out his chest a bit. "Why, of course, you're probably too young

to know the story. When Taldan explorers searched for Arcadia, our people found the Azlanti Isles instead. The Empress of Azlant saw fit to reward my brave father for his heroism rescuing her kingdom from the Tyrant of West Nidal. The Taldan crown honored the reward and we have been lords over the Azlant Isles ever since."

If any of the PCs mention that none of that answer is remotely truthful, he tut-tuts them, claiming they're far too young to know the true histories.

Why a tavern when everyone is a ghoul and doesn't eat food?

"Opportunity like this isn't just about food and drink. I opened The Dead Ringer because of community and reverie that establishments like this provide. No one comes here to be filled up with food, they come to be filled with life!

With verve! With passion! Plus, we have weekly meetings here to share in the Feast of the Faithful."

What do you know of Ghesa? He shrugs. "She keeps to herself, which isn't uncommon for those new to

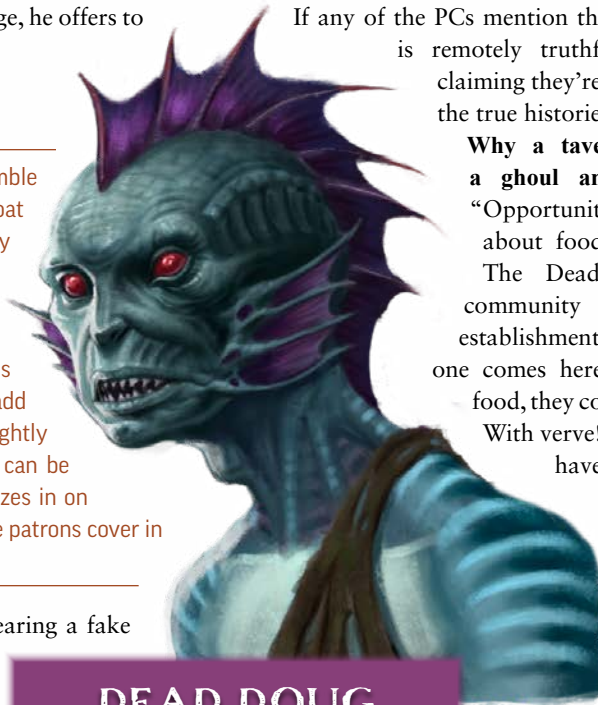
Deadhaven. But she's

particularly reclusive. She usually sits in a corner booth, writing in a book and watching the musicians and Deadhavenites come through the bar. The most troubling thing is she doesn't partake in the Feast of the Faithful. In fact, several times I've found her portion hidden in a towel under her seat. I'm worried she hasn't fed at all and might be starving herself for some reason."

Why haven't you reported her? "I know Marcon suspects her of some vile deed, but I'm just concerned for her well-being. If she's not eating, she could be hurting herself and risking her second life because she feels unwelcome in town. I haven't been able to talk to her to make sure she's okay and I'm not convinced her not feeding is truly nefarious."

GHESSA'S HOME

Contrasting to the rest of Deadhaven, Ghesa's home is a simple gray and black wooden home with none of the celebratory decorations on or attached to it. The unlocked, heavy wooden door, borrowed from an old sailing vessel, opens to a small, tidy, two-room dwelling.



DEAD DOUG

THE ISLAND OF THE VIBRANT DEAD

Inside the home is a small bed that seems like it's never been slept in; a wardrobe full of elegant—yet conservative—clothing ranging from dark gray to black; and shelves and shelves of books. Atop the stack closest to the bed is a leather bound volume containing pages of journal entries with mixed up words and phrasing, with the latest entry being only a day old. The journal is written in code to keep it from being used to find her out but can be deciphered with a successful DC 18 Society check (DC 20 for levels 5–6). If deciphered, it documents the patterns of comings and goings of the majority of Deadhaven's villagers—especially into and out of the Crypt. There is a reference to “the Dead God's Artifact” and how “K” will reward her for it. Additionally, it details how her sailor is doing his part in her plan like a good lover should.

THE WRECKAGE OF BESMARA'S FURY

Captain Barnacle Barnaby is happy to bring the PCs to the site of the wreckage he and his ship found in the water. Since time is of the essence, he offers to take the PCs by foot, through the thick jungle and a path he knows that would be faster than sailing around the island. The whole time he makes quips and jokes, putting himself between a PC and a snake with “since I'm the dead one, I'll walk the plank for ya, me hearty!” or demonstrating quicker, more fun trails like using a thick vine to cross a small rapid, bellowing, “We'll get you yer sea legs yet!”

He doesn't offer any insight about Ghesa. “Barely know her, she's only been in town a couple months. What I do know is Marcon hates the lass.”

When the PCs arrive at the site of the wreckage, several planks and nearly a full cabin of a sailing vessel are precariously perched on the rocky outcroppings of a coastal cliffside. Symbols etched into the trunks and door on the beach resemble a pair of skulls separated by curved sabers. A DC 18 Society or Sailing Lore check reveals the wreckage to be from a famous pirate sloop, *Besmara's Fury*. The ship became famous for switching from piracy to ferrying refugees escaping pirates. However, rumors of its destruction date back more than five years.

Furthermore, a DC 20 Perception or Survival check (DC 22 for levels 5–6) is enough to discover the wreckage seems to have been placed on the outcropping and in the sand around it only a few days ago. For his part, Barnaby claims he has no idea what kind of scurvy dog would fake wreckage like that.

THE BODIES ON THE BEACH

Marcon provided a map to the secluded cove where he found the bodies. The cove is empty except for five straw mats arranged around a long extinguished camp fire. The bodies had since been taken away from the site, but a successful DC 18 Survival check (DC 20 for levels 5–6) reveals drag marks and broken brush in the foliage surrounding the campsite. Following these markers, the PCs find another small cove with furrows dug into the sand from a small boat. A DC 16 Crafting or Sailing Lore check (DC 18 for levels 5–6) informs the PCs this was a dinghy, likely the kind attached to a larger sailing vessel.

Floating in the water near the furrows is a single body of a sailor that must have gotten caught under an outcropping when the tide came in, and whomever took the bodies away didn't notice its absence. It's dressed in the light trows and vest common of sailors and fishermen in tropical climates, but its mouth has been sliced open and tongue removed. If

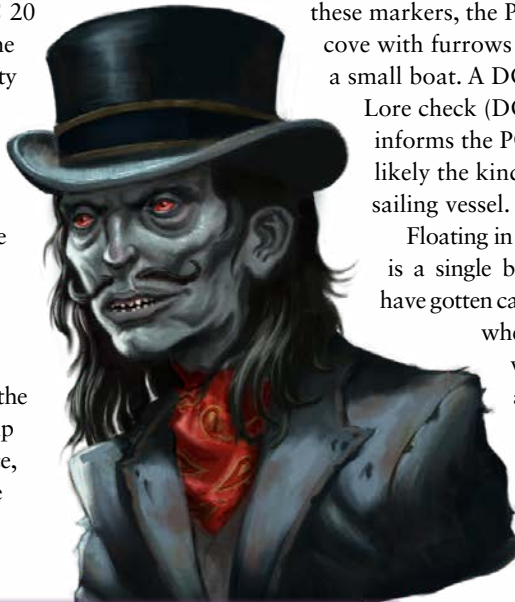
a PC wants to investigate the body to discover cause of death—despite the bloating—a DC 20 Medicine

check (DC 22 for levels 5–6) reveals the sailor died in their sleep by suffocation, the mutilation of their mouth happened after death, and the air trapped in their lungs still has a noxious odor. A DC 18 Religion check reveals the mouth damage is consistent with Whispering Way activity, while a DC 24 Religion check reveals that the method of death doesn't sound like a ghoul, but rather a kurobozu. Kurobozusu are undead monks who violated their monastic vows in life and kill by feasting on breath while the victim is asleep.

Development: If the PCs discover that Ghesa is a kurobozu, they gain a +1 circumstance bonus to Fortitude saves against her.

PRESENTATION OF EVIDENCE

Lord Walsam's testimony, Ghesa's journal, *Besmara's Fury's* inconsistencies compared to Ghesa's story, the obvious thievery of the bodies, and the cause of death of the body left behind are all substantive evidence for the mayor. Presenting Arlandrie with the evidence can convince her to take action against Ghesa. If presented with three or more



WALSAM CALENDRIEU

THE ISLAND OF THE VIBRANT DEAD

pieces of evidence, no check is needed, however anything less requires a DC 20 Diplomacy check (DC 22 for levels 5–6). If the PCs have more than one piece of evidence, they gain a +2 circumstance bonus on this check. Most concerning to the mayor is the state of the body in the water. If the PCs discovered the body and reported the method of death, she instantly recognizes the type of undead and acts with haste. If convinced, she suspects Marcon was right to be concerned and orders Captain Barnacle Barnaby to escort them into the crypt to see what Ghesa is up to. If not convinced, she warns Barnaby not to trust the PCs, raising the DC of every skill check in the crypt by 2.

A. CRYPT OF THE VIBRANT DEAD

The ground floor of the crypt is something of a mausoleum and monument to the pantheon of Aroden's allied deities.



BARNACLE BARNABY

Along the long hall of white marble and granite, golden decorations venerate a multitude of Golarion's deities. If a PC succeeds at a DC 15 Religion check (DC 17 for levels 5–6), they notice more recent deities, such as Iomedae and Cayden Cailean, are notably absent from the tableau. Throughout the long hall, small piles of keepsakes and books open to long lost passages line the walls. If asked, Barnaby explains the keepsakes are from the residents of Deadhaven and they are to directly thank and honor the memories provided by those that give Deadhaven sustenance. It's the least pirate-like sentence he utters.

At the far end of the hall from the double door entrance, a ten-foot-wide stairwell under a large golden eye of Aroden leads to the crypt below. Use the map on page 11 for this exploration.

A1. HOLY REQUIEM

Lit from within with an ambient light that emulates mid-afternoon daylight, this long chamber is quiet with divine purpose. The polished granite and marble surfaces reflect the room's inherent light throughout, leaving no room for shadow. Alcoves along the south wall house veiled bodies garbed in white and gold robes adorned with gold medallions. The walls opposite are engraved with gold embellished lettering and pictographs. A wide stairwell leads toward a pair of ritual alcoves with golden icons of a smiling Azlanti human offering succor to those that view the statues.

This chamber is as serene as it is ostentatious. A small stairway in the northeast corner leads up and out to the mausoleum beyond. In the middle of the west wall, a small stairwell leads up to a pair of worship platforms, each filled with a large statue depicting Aroden himself (DC 10 Religion to recognize the fallen god without Barnaby's narration). Each alcove on the south wall houses a single Arodenite, preserved in some kind of peaceful repose thanks to long lost divine magic. The writing on the wall opposite is in ancient Azlanti. If the PCs can understand the language, it seems to be a poem, an apology of sorts in a metered cadence to a lady. If the PCs make a successful DC 15 Religion check (DC 17 for levels 5–6), they understand the poem is an apology from Aroden to Pharasma for preserving the souls and minds of his truest followers instead of offering them to her justice. In the poem, the Arodenite volunteers are referred to as "the Library" and undertook their Ritual of Forever Thought to preserve the first-hand knowledge of the god that walked among them, a reference to Aroden himself.

Barnacle Barnaby's Commentary: While it's the first room in the crypt, it's also the most important to the Deadhavenites. Barnaby is fairly seasoned at telling the

THE ISLAND OF THE VIBRANT DEAD

A. CRYPT OF THE VIBRANT DEAD



THE ISLAND OF THE VIBRANT DEAD

tale of the Arodenites to newcomers and begins a recitation in a practiced voice. “Here, below the Celebration of the Vibrant Dead, we come to what is known as the Crypt of the Vibrant Dead—they Arodenites were so original with their names. Regardless, thar she blows! Each of them alcoves holds an old seadog, them what we feed on, bit by bit. Don’t you worry, friends. I thought I was three sheets to the wind when I saw it too. Y’see, each bit we partake fills our bellies for a good long time, but fills our minds with the memories of the souls what we feed on. Makes us part of the story, as Lord Walsam says. But here’s the rub, somehow when we finished with one, another appeared to take their place. Even Tinol couldn’t find a mechanism that made it happen!”

A2. HEDGE MAZE PORTAL

This small room is devoid of any obvious light sources yet seems lit from within. The walls and floor are made of a hewn, polished granite that reflects every scene and sound with divine quality. Only a set of stairs to the east descend out of this sparse chamber. Starting from the middle of the floor, dark rich earth covers the ground and tall hedges seem to grow out of the south wall. The south wall itself is hidden in shadow as the hedges lead to some oblivion beyond.

This chamber is the same chamber the PCs first found themselves in after passing through the Maze of the Open Road with Marcon Tinol. As if to protect the sanctity of the entrance to the maze, the chamber isn’t furnished or otherwise cluttered, but shows signs of having been lovingly tended, likely by Marcon himself. Unlike other entrances to the maze, the island’s entrance lacks any obvious magical mechanism that ties it to the Maze of the Open Road’s interplanar structure—at least in this chamber. If the PCs succeed at a DC 17 (DC 19 for levels 5–6) Arcana or Pathfinder Lore check, they’re aware the entrance should be anchored by a magical device embedded in a wall somewhere within the structure of the crypt for this entrance to remain

so stable. If they critically succeed, the PCs figure out that something about the magical nature of the crypt not only sustains the hedges in the entrance, but also makes it possible for the maze’s anchor to be installed further away from the entrance than normally possible.

Barnacle Barnaby’s Commentary: Barnaby is well aware the PCs came through this very portal to arrive on the isle, so he has no need or interest in lying to them about what this chamber is. He simply continues the tour with a few simple remarks: “O’course, me hearties, ye already know what this room is. I’d be telling you no tales to say this is that giant magical hedge maze that ye Pathfinders installed to get Tinol and some o’ his friends here to found Deadhaven in the first place. Not quite sure how it works, but I’ll be an old salt enough to know not to try to ply her seas without a lookout that knows her depths. But I suppose that’s why Arlandrie keeps the *Rapscallion* employed in the first place.”

A3. ANTECHAMBER

This rectangular room has three, large, open sarcophagi installed on the floor. Each sarcophagus is made of the same white marble and polished granite that the walls, floor, and ceiling are made from. The sarcophagi are unadorned, save for the Eye of Aroden engraved in gold leaf on the cover of each one. The walls have golden writing covering each surface, but several portions of the text along the north wall are scratched off and a large hole, carved roughly into the granite beckons to the darkness within. Along the east wall, a small hallway leads into a chamber beyond.

The writing on the walls of this chamber is in Azlanti and describes a ritual to prepare a willing host close to death for the preservation process. With a DC 18 Religion check (DC 20 for levels 5–6), the PCs can make some sense of the ritual, but it’s incomplete due to the damage on the north wall. *Aroden’s Gift* is the name the writing gives to the ritual, and it requires three willing hosts, near death, to lay in the sarcophagi as Arodenite priests cast a ritual that must be extolled from dawn to dusk. While the exact phrasing and machinations of the



ARODENITE PRIEST

THE ISLAND OF THE VIBRANT DEAD

ritual are lost to time and damage, the antechamber's guide explains that due to the magical effects installed on this crypt, the ritual can only be accomplished on this island.

The damage on the northern walls of both the antechamber and the adjoining hallway can be investigated with a successful DC 15 Crafting, Engineering Lore, or Mining Lore check (DC 17 for levels 5–6). A success shows the damage seems to have happened from the opposite side, almost as if someone was trying to find a way into the chamber from deep within the rock. If the PCs get a critical success, they're able to piece together that both breakthroughs happened within the last year but were made to look like the damage was naturally occurring with superficial damage around each hole to look like an unstable structure was to blame.

Barnacle Barnaby's Commentary: "According to Tinol, this room is where them Arodenites prepared the Living Dead for their long rest. I never did learn how to speak those fancy words, but I imagine that kind of magic would make for a might bit of booty back home."

Development: As the PCs finish investigating the antechamber, a floating skull peeks its head out of the farthest hole (antechamber or hallway) from them to hurl insults their way. Once noticed, it immediately floats back through the hole it came out of to lead them into the cavern beyond (area A4).



TAUNTING SKULL

A4. THE SHEPHERDING SKULL MODERATE

A roughhewn corridor leads east to an open, irregular shaped chamber with fifteen-foot-high ceilings and an uneven floor, seemingly cut by hand. Other than the western hall that led directly into this chamber, the only exit is to the north. The room is barely lit with a couple of small torches that seem incapable of filling the chamber with more than dim light.

Creatures: The flying skull leads the PCs into this chamber with insults and cackling until it reaches the northern wall; then, it turns to attack whoever is deepest into the chamber. During the first round, draugr pour in from the eastern side of the chamber to aid the skull. They attempt to position themselves between the flying skull and the PCs to impede the PCs' entrance into the caverns and defend the skull, but they don't attack undead creatures accompanying the PCs. They fight until destroyed. The skull taunts the PCs and Barnaby mercilessly without revealing Barnaby's duplicity. If it's reduced to 10 Hit Points or fewer, it tries to retreat to area A7 where it can warn Ghessa of their presence.

Barnacle Barnaby's Commentary: Taking up the rear of the PCs' entrance and combat, Barnaby doesn't attack the undead minions, as he uses this as a chance to assess the PCs' capabilities. Instead, he simply shakes his head sadly and factually informs them of the following while they're fighting the undead sailors: "These poor souls were the crew of a sloop that had been terrorizing some of the local fishing and cargo ships travelin' the seas. The *Rapscallion* sank their ship, hoping for some good plunder. But all we got was a fight. We would have marooned the crew and scuttled the ship, but the fires aboard her took them down. We buried 'em in the chamber to the left hoping they would join the Arodenites before we understood that wasn't the process." Then he starts to lie. "But sink me, I'd no idea how these scurvy dogs came back like that."

Levels 3–4

BLAZING SKULL

CREATURE 3

Page 19

RAISED DRAUGR

CREATURE 2

Page 19

Levels 5–6

TAUNTING SKULL

CREATURE 5

Page 25, art on page 35

THE ISLAND OF THE VIBRANT DEAD

DRAUGR CAPTAINS (2)

Page 25

CREATURE 3

Reward: The draugr seemed to be dressed as pirates and have a fair amount of gold and gems between them. If the PCs succeed at a DC 20 (DC 22 for levels 5–6) Medicine or Mining Lore check, they discover the undead had been engaged in manual labor for some time. Their limbs show tell-tale wear and tear due to scratching and hammering away at stone for long periods of time.

Barnacle Barnaby's Commentary: Barnaby tries to continue his tour before the PCs can ask too many questions and catch him in a lie. He knows full well how the pirates were brought back—a wand Ghesa keeps for just that purpose. Instead, he redirects the conversation to describing the rooms. “About a year or so ago, we found these chambers connected to the crypt. Me first mate, Dead

Doug, found that one of the corridors,” he points to the one due north, “leads to a small river we can bring a dinghy in to move booty and goods with. The west chamber is where we laid the pirates to rest. Opposite ‘tis a small chamber where we store goods we would trade and to the northwest...” His eyes open wide in horror. “No, that’s where there are more Arodenites! Besmara’s wrath! If the draugr made it there...” He lets his voice drop there, charging into the northwest chamber in hopes the PCs will follow.

A5. ARBORETUM OF DEATH MODERATE

Large tree trunks support the ceiling of this rough stone chamber, covering the walls in vines and the floor in dead limbs. The silence is broken only by the sound of a nearby underground river roaring in the stones to the east and a pattern of ringing strikes from somewhere to the north. A pair of corridors lead off to the northeast and northwest, but they’re mostly closed with thick, ropery vines, while a large staircase leads north and a much larger exit pushes southeast where the sound of the rushing water is louder and more vibrant.

This room is lit with a pair of dim *everburning torches* that cast most of the area in dim light. The exits to the east and west are too overgrown to pass, and the branches along the floor make it rough terrain. The ceiling is far taller here, stretching to nearly twenty feet near the center of the room where large natural pillars support the roof above.

Creatures: Several large undead trees remain still until a living creature is within range. Unlike most arboreal snags, Ghesa’s influence has forced these undead creatures to silently guard her work instead of roaming the caverns looking for victims. With no other will of their own, they fight until destroyed, attacking those in shiny armor first. They don’t engage with undead creatures.

Levels 3–4

ARBOREAL SNAG

CREATURE 3

Page 21, art on page 35

DEADWOOD NURSERY CRAWLER

CREATURE 3

Page 21

Levels 5–6

ARBOREAL SNAG

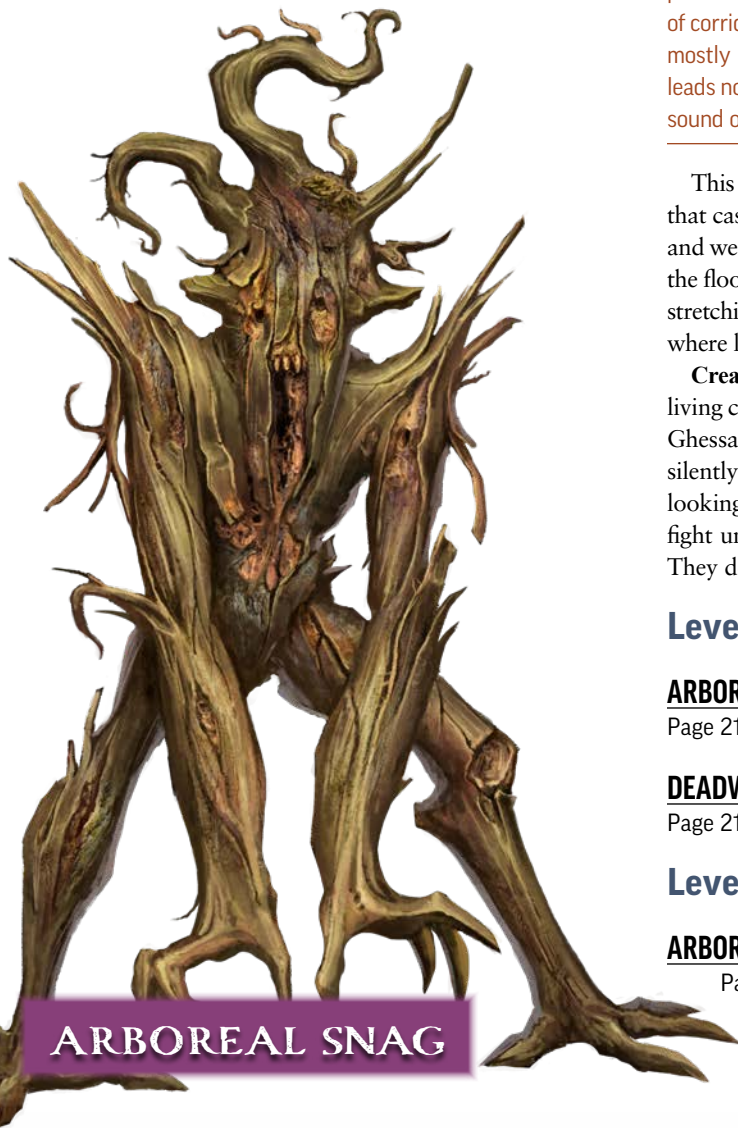
CREATURE 3

Page 27, art on page 35

MANDRAGORAS (2)

CREATURE 4

Page 27



ARBOREAL SNAG

THE ISLAND OF THE VIBRANT DEAD

Barnacle Barnaby's Commentary: Barnaby again, did not draw his weapons against the undead trees, but makes the comment "Shiver me timbers and call me a scallywag! It's not every day you see trees in a cavern that want to eat ye! Must be more to this place than just unlivin' Arodenites!"

A6. CHAMBER OF THE FALSE REQUIEM

LOW

This rough chamber is decorated in writing on every wall, up to the fifteen-foot-high ceiling above. The room is lit by bright torches every five feet along the circumference of

the wall. Four small beds of stone are positioned around the circumference of the room, standing only an inch or two above the floor. A few of them hold veiled bodies dressed in robes of white and gold.

The stone beds are so close to the floor that they don't impede movement. The only exit from this room leads northwest into room A7.

The writing on the walls is in Azlanti. It's a rough copy of the writing in room A1 and requires the same skill check to understand the relevance. However, a DC 20 (DC 22 for levels 5–6) Society check reveals these engravings are in a different hand than the ones on the Holy Requiem. It's as if someone was trying to recreate the effects of that room without the expertise or care put into the main chamber.

Creatures: The few filled stone beds are occupied by veiled undead made to appear as the Arodenites preserved in the main crypt. Under their veils, their mouths have been mutilated as if to keep them from speaking. They immediately attack anyone living that enters the room and fight until they are destroyed.

Levels 3–4

HUSK ZOMBIES (2)

CREATURE 2

Page 22, art on page 35

Levels 5–6

CAIRN WIGHTS (2)

CREATURE 4

Page 29

Barnacle Barnaby's Commentary: When Barnaby enters the room, he exclaims in relief that there are still bodies on the beds in the chamber. "As far as we know, this place might be where the extra bodies come from," he begins before screaming a warning as the veiled undead rise to attack the PCs. During the battle, he inches toward the exit to allow the PCs to handle the undead, hoping the sounds of battle will warn Ghesa the PCs are here.

When the battle is over, he remarks, "Whatever plot is thickening here, the scurvy dogs must have found their way here and laid a trap." While technically true, it was actually Barnacle Barnaby that set the trap.

A7. THE ANCHOR OF ARODEN'S GATE

SEVERE

This odd chamber has rough stone walls and single open doorway leading to a staircase to the south. It is brilliantly illuminated in reflected golden light whose source can only



HUSK ZOMBIE

THE ISLAND OF THE VIBRANT DEAD

be the massive artifact embedded in the northern wall. The artifact resembles a single golden eye with stalks of radiance emitting in all directions from the eye. The entire object is made of gold, but shines as if recently polished.

Around the eye, a broken collection of tools, picks, and shovels lie haphazardly discarded on the floor. Each is in a state of disrepair, as if they were used to try to move or break an unbreakable mass.

This chamber has a large golden eye relic half embedded in the natural stone of the north wall called the Anchor of Aroden. Its magic is what makes the portal to the Maze so stable and provides the residual magical energy to maintain the bodies and rituals. If it's removed, an entrance to the Maze of the Open Road would appear wherever the Anchor is installed, and the island would no longer preserve the chosen of Aroden. However, removing the object takes more than just cutting away at the stone around it. A successful DC 22 Religion or Azlanti Lore check (DC 24 for levels 5–6) reveals that a ritual similar to the one listed on the walls in room **A3** would be necessary to make the artifact remotely accessible to mundane tools. If the PCs succeed at this check or make a further DC 18 Arcana or Religion check, they understand this relic is the source of the Faithful's

nature and the stability the Maze of the Open Road enjoys in this area. Once the PCs enter the room and spot Ghesa attempting to remove the Anchor, Barnaby shakes his head and finally draws his weapons. Read or paraphrase the following.

"See, Ghesa, this I'd never have thought—you were such a quiet and simple lass. But now these here Pathfinders will have to try to take you down. How much does Kaltestrua know? Has she already sent the Tyrant information on how to use the Maze?"

In response, Ghesa shoots the pirate a dark look. "Shut up, Barnaby. You've always talked too much, and now you're spoiling the story for our guests. But since they know so much now, let's give them the full picture." She rips off an unassuming locket, transforming from her dreary ghoul form into a misshapen and horrifying kurobozu.

Creatures: Ghesa and her hounds is working on the Anchor of Aroden encased on the north wall of the chamber when the PCs arrive, unless the skull from room **A4** managed to make it here to warn her. If the skull is here, Ghesa and her dog are in the northeast corner, prepared for the PCs to attack. Ghesa can't return to Kaltestrua empty handed, so she fights until destroyed, preferring to engage magic users first and letting her scorned hound waylay martial combatants. The hound fights until destroyed. Once Ghesa is defeated, the magic animating the skull fails and it drops to the floor.

From behind the PCs, just outside the entrance to **A7**, Barnaby attacks the PCs from behind trying to use his pistol first to engage from a distance. He targets those he's witnessed use divine magic first, targeting rogues and martial combatants second. Knowing he can't return to Deadhaven if he's been revealed and he has no more booty coming from Ghesa if she dies, he fights until destroyed.

Levels 3–4

GHESSA

CREATURE 4

Page 23, art on page 35

BARNACLE BARNABY

CREATURE 3

Page 24, art on page 34

SCORNED HOUND

CREATURE 1

Page 24, art on page 36

Levels 5–6

GHESSA

CREATURE 7

Page 30, art on page 35



THE ISLAND OF THE VIBRANT DEAD

BARNACLE BARNABY

Page 30, art on page 34

CREATURE 4

SCORNED HOUND

Page 31, art on page 36

CREATURE 1

Reward: Among her other gear and the mining implements she'd been using to try to pry the Anchor of Aroden out of the wall with, Ghesa has a small pouch hidden in the folds of her clothes emblazoned with the sign of the Whispering Way. Inside is a short missive on a folded parchment bearing the seal of Casnoriva in the top right corner. It reads only "I understand the Pathfinder Society's magicians have imbued the artifact with an anchoring connection to their Maze, as you have explained. And that you cannot remove the artifact without bringing that tenuous connection with it. That will suit our needs to a greater degree than the artifact alone. Make haste, Ghesa. We should add it to Casnoriva soon, so we can use the Society's Maze to spread the Master's influence. If you must, employ the pirate you said is enamored with you to transport you and the artifact back to Ustalav. You said his crew seems to follow his second's wishes more than his own, so if he or his crew defy you in any way, destroy them all and I will send the dracolich, Thesperaux to bring you back."



SCORNED HOUND

The pouch radiates with magical energy. Anyone who succeeds at a DC 20 Arcana check (DC 22 for levels 5–6) recognizes the pouch extends the range of magical abilities for anything placed inside. It's small, so its usage is limited, but it can easily extend the range of a *parchment of direct message* to contact its twin as far away as Ustalav (*Pathfinder Lost Omens Firebrands* 86).

Ghesa's discarded locket has an image of her as a ghoul instead of her normal state inside. The charm was broken when she threw it off, but when it was whole it acted as a *greater hat of disguise*, giving Ghesa the personage of a ghoul.

CONCLUSION

After defeating Ghesa, the PCs are free to return to the surface as they wish. The remaining tunnels are empty and thus far unused since Ghesa had limited time to gather minions to help her try to abscond with the Anchor of Aroden. However, in a tunnel south of **A5**, a small but navigable underground river leads to the sea beyond. This small shore houses Barnaby's personal dinghy, which he used to ferry mindless undead from the other vessels he attacked for use as Ghesa's minions. There's also a pair of empty treasure chests with the same iconography as the wreckage of *Besmara's Fury*. Without a massive undertaking that would inevitably doom Deadhaven, the Anchor of Aroden can't be easily removed from its chamber. It can, however, be easily studied and documented without in any way disturbing the lattice of magic it holds over the crypt and island beyond.

Neither Mayor Arlandrie nor Marcon take any solace in the fact that Ghesa had been proven to be a viper in their town, though the mayor does apologize to Marcon for not believing his assertions in the first place. She isn't thrilled Barnaby also turned out to be a traitor, but his demise makes it easier to promote Dead Doug into the captaincy of the *Ghoulship Rapsallion*. If asked why she would trust one of Barnaby's crew in the role, the mayor explains Doug had been confiding his discomfort with the captain to her for months, but he was never willing to explain why out of loyalty. But with Barnaby gone, she can trust the safety of the waters around Deadhaven to a captain loyal to the town.

Finally, Lord Walsam and the mayor plead with the PCs to remain for the night's festivities, as thanks for making sure the island of ghouls is safe. They promise music, baked mangoes from an old Azlanti recipe passed down through the Faithful, a meal of other brightly colored fruits native to the island, and more than a few of Lord Walsam's special Dead on Demand beverages. As guests of honor, the citizens of Deadhaven would like to let the PCs be the first living guests to enjoy the Celebration of

THE ISLAND OF THE VIBRANT DEAD

the Vibrant Dead, and it gives the mayor and Marcon the chance to continue to grow relations between Deadhaven and the Pathfinder Society. Especially since, as Marcon attests from the gathered evidence, “Verily, Kaltestrua shan’t let go of what she has gleaned of us. We’ll need to protect each other for what’s to come.”

REPORTING NOTES

If the PCs Mayor Tecarasta of Ghesa’s guilt, check box **A**. If the PCs took on the Dead on Demand challenge, check box **B**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat Ghesa. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they gather at least three pieces of evidence to present to Mayor Tecarasta. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The Vigilant Seal are particularly interested in ways to stabilize and fortify the Maze of the Open Road. If the PCs identify the Anchor of Aroden as the primary source of the Maze’s stability on the island and take a rubbing, sketch, or notes for Eando Kline on the artifact, each PC earns 2 additional Reputation with the Vigilant Seal faction.

THE ISLAND OF THE VIBRANT DEAD

APPENDIX I: 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 the Organized Play section on page 37 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 also appear in the Organized Play section on page 37. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A4 (LEVELS 3–4)

BLAZING SKULL

CREATURE 3

UNCOMMON NE TINY UNDEAD

Variant flaming skull (*Pathfinder Bestiary* 3 30)

Perception +11; darkvision

Languages Common, Necril

Skills Acrobatics +10 (+12 to maneuver in Flight)

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

AC 20; **Fort** +7, **Ref** +12, **Will** +9

HP 45, negative healing; **Immunities** death effects, disease, fire, mental, paralyzed, poison, unconscious; **Weaknesses** positive 3

Fiery Explosion When destroyed, a blazing skull explodes in a blast of fire and bone that deals 1d6 piercing damage plus 1d6 fire damage to each adjacent creature (DC 20 basic Reflex save).

Speed 15 feet, fly 30 feet

Melee ♦ forehead +12 (finesse), **Damage** 1d6+5 bludgeoning plus 1d6+2 fire

Ranged ♦ spitfire +12 (agile, fire), **Damage** 1d12+4 fire

Flaming Shroud A blazing skull is shrouded in hideous flames. It deals 1d6 fire damage to any unattended item it touches and on a forehead Strike. On a critical hit with a Strike, the target catches fire, taking 1d4 persistent fire damage.

SCALING ENCOUNTER A4

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

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

12–13 Challenge Points: Add one draugr and one skeletal soldier to the encounter.

14–15 Challenge Points: Add one blazing skull and one draugr to the encounter.

16–18 Challenge Points (5+ players): Add one blazing skull, one draugr, and one skeletal soldier to the encounter.

RAISED DRAUGR

CREATURE 2

UNCOMMON NE MEDIUM UNDEAD WATER

Variant draugr (*Pathfinder Bestiary* 2 102)

Perception +7; darkvision

Languages Common; can't speak any language

Skills Athletics +10, Stealth +8

Str +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +1

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5; **Resistances** fire 3

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ♦ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

THE ISLAND OF THE VIBRANT DEAD

SKELETAL SOLDIER (0)

CREATURE 1

NE MEDIUM SKELETON UNDEAD

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)

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 soldier 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.

THE ISLAND OF THE VIBRANT DEAD

ENCOUNTER A5 (LEVELS 3-4)

ARBOREAL SNAG

CREATURE 3

UNCOMMON NE LARGE MINDLESS UNDEAD

Pathfinder Adventure Path #182: Graveclaw 80

Perception +8; darkvision

Skills Athletics +10, Intimidation +7, Stealth +7 (+12 in forests)

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

AC 19; **Fort** +12, **Ref** +6, **Will** +8

HP 45, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** axe vulnerability, fire 5; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability An arboreal snag takes 5 additional damage from axes.

Putrid Sap (disease, necromancy, primal) If the arboreal snag takes damage from a piercing attack, nauseating green pus spurts from the wound. Creatures within 10 feet of the snag must succeed at a DC 20 Fortitude save or be sickened 1 (sickened 2 on a critical failure). Creatures that attempt this save are then temporarily immune for 1 hour.

Attack of Opportunity ◆

Speed 20 feet

Melee ◆ branch +12 (reach 10 feet), **Damage** 1d10+6 bludgeoning plus Grab

Melee ◆ root +12, **Damage** 1d8+6 bludgeoning plus Knockdown

Ranged ◆ rock +12 (brutal, range increment 30 feet), **Damage** 1d8+6 bludgeoning

Throw Rock ◆

DEADWOOD NURSERY CRAWLER

CREATURE 3

RARE NE SMALL ELEMENTAL PLANT WOOD

Variant nursery crawler (*Pathfinder Rage of Elements* 206)

Perception +9

Skills Deception +5 (+10 when pretending to be a mundane stump or log), Survival +9

Str +4, **Dex** +3, **Con** +3, **Int** -2, **Wis** +1, **Cha** +0

AC 18; **Fort** +6, **Ref** +4, **Will** +12

HP 48; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** axes 5, fire 5

Speed 20 feet, climb 20 feet

Melee ◆ root +9, **Damage** 1d8+4 bludgeoning

Ranged ◆ seed +8 (range increment 20 feet), **Damage** 1d6+3 piercing plus germinate

Germinate (plant) A creature hit by the nursery crawler's seed Strike must, on its turn, spend an Interact action to remove the seed; any seeds still implanted at the end of the creature's turn begin to sprout, dealing 1d6 persistent bleed damage and rendering the seeded creature clumsy and flat-footed. Removing a seed after it's sprouted deals 1d4 piercing damage; removing it before it begins to sprout does no damage. Removed seeds that land in viable soil sprout immediately and grow into new saplings after 1 hour.

SCALING ENCOUNTER A5

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

10-11 Challenge Points: Add one skeletal soldier to the encounter.

12-13 Challenge Points: Add one nursery crawler to the encounter.

14-15 Challenge Points: Add one nursery crawler and one skeletal soldier to the encounter.

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

SKELETAL SOLDIER (0)

CREATURE 1

NE MEDIUM SKELETON UNDEAD

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)

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 soldier 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.

THE ISLAND OF THE VIBRANT DEAD

ENCOUNTER A6 (LEVELS 3–4)

HUSK ZOMBIES (2)

CREATURE 2

NE **MEDIUM** **UNDEAD** **ZOMBIE**
Pathfinder Book of the Dead 170

Perception +5; darkvision

Languages Common, Necril

Skills Athletics +8, Deception +6, Intimidation +6, Stealth +7

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

Items shortsword

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

AC 17; **Fort** +7, **Ref** +9, **Will** +7

HP 55, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ♦ shortsword +11 (agile, versatile S), **Damage** 1d6+4 piercing

Melee ♦ fist +11 (agile), **Damage** 1d8+4 bludgeoning

Sneak Attack The husk zombie deals an additional 1d6 precision damage to flat-footed creatures.

Sudden Surge ♦ **Trigger** The husk zombie's turn begins; **Effect** The husk zombie has a sudden burst of speed. They are quickened this turn and can use the extra action only to Stride or Strike. If the husk zombie's first action this turn is a melee Strike, the target is flat-footed against the attack. The husk zombie can't use Sudden Surge again until after they spend at least 10 minutes standing motionless.

SCALING ENCOUNTER A6

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

10–11 Challenge Points: Add one mummified cat to the encounter.

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

14–15 Challenge Points: Add one husk zombie and one mummified cat to the encounter.

16–18 Challenge Points (5+ players): Add two husk zombies to the encounter.

MUMMIFIED CAT (0)

CREATURE 0

NE **TINY** **MUMMY** **UNDEAD**
Pathfinder Book of the Dead 130

Perception +7; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +4, Athletics +5, Stealth +9

Str +1, **Dex** +0, **Con** +2, **Int** –4, **Wis** +3, **Cha** –2

AC 15; **Fort** +8, **Ref** +4, **Will** +7

HP 17, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 2

Aura of Repose (aura, divine, necromancy) 60 feet. Corpses within the aura don't decay. This aura also attempts to counteract any effect that would transform a creature in the aura into undead (counteract level 2, counteract modifier +5).

Speed 25 feet, climb 15 feet

Melee ♦ jaws +8 (reach 0 feet), **Damage** 1d6+1 piercing

Melee ♦ claw +8 (agile, reach 0 feet), **Damage** 1d4+1 piercing

Divine Innate Spells DC 15; **1st** *fear*

Pounce ♦ The mummified cat Strides and makes a Strike at the end of its movement. If the mummified cat began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack The mummified cat deals an additional 1d4 precision damage to flat-footed creatures.

THE ISLAND OF THE VIBRANT DEAD

ENCOUNTER A7 (LEVELS 3-4)

GHESSA

CREATURE 4

UNIQUE LE MEDIUM UNDEAD

Variant female kurobozu (*Pathfinder Bestiary* 3 157)

Perception +11; darkvision

Languages Azlanti, Common

Skills Acrobatics +11, Athletics +12, Monastic Lore +8, Stealth +11

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

Items lesser oil of unlife (2) (*Advanced Player's Guide* 258), tools, wand of animate dead (3rd) (*Advanced Player's Guide* 214)

AC 21; **Fort** +9, **Ref** +13, **Will** +11

HP 90, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 35 feet

Melee ♦ fist +14 (agile, magical), **Damage** 1d6+8 bludgeoning plus 1d4 negative and sagebane

Black Apoxia (disease) The target can't recover from the fatigued condition caused by black apoxia until the disease is cured; **Saving Throw** DC 24 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead

Brawling Critical (DC 19) When the kurobozu scores a critical hit with an unarmed attack, the target must succeed at a DC 22 Fortitude save or be slowed 1 until the end of its next turn.

Sagebane (necromancy, occult) When the kurobozu damages a living creature with an unarmed Strike, the target must succeed at a DC 21 Fortitude save or become stupefied 1 for 1 minute. Further damage dealt by the kurobozu resets the duration to 1 minute and increases the stupefied value by 1 on a failed save, to a maximum of stupefied 4.

Steal Breath ♦♦ (incapacitation, necromancy, occult)

Requirements The kurobozu is adjacent to a living creature that is paralyzed, slowed, stunned, or unconscious; **Effect** The kurobozu leans over and sucks the breath from the target, who must attempt a DC 19 Fortitude save. Regardless of the result, the creature is exposed to black apoxia and its breath reeks of carrion for 1 minute.

Critical Success The creature is unaffected.

Success The creature can't speak for 1 minute.

Failure The creature becomes sickened 2 and can't speak for 1 minute.

Critical Failure As failure, plus the creature falls unconscious and begins suffocating.

Stunning Flurry ♦ **Frequency** once per round; **Effect** The creature makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses, and the target must succeed at a DC 19 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

SCALING ENCOUNTER A7

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

10-11 Challenge Points: Add one draugr to the encounter.

12-13 Challenge Points: Add two draugr to the encounter.

14-15 Challenge Points: Apply the elite adjustments to Ghesa and Barnaby and add two scorned hounds to the encounter.

16-18 Challenge Points (5+ players): Apply the elite adjustments to Ghesa and Barnaby and add one scorned hound and one draugr to the encounter.



THE ISLAND OF THE VIBRANT DEAD

BARNACLE BARNABY

CREATURE 3

UNIQUE CE MEDIUM AMPHIBIOUS GHOUL UNDEAD

Variant male lacedon (*Pathfinder Book of the Dead* 104)

Perception +8; corpse scent (imprecise), darkvision

Languages Aquan, Common, Necril

Skills Acrobatics +10, Athletics +10 (+12 to Swim), Deception +11, Sailing Lore +9, Stealth +10, Survival +9

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

Items double-barreled pistol (10 rounds) (*Guns & Gears* 152), lesser oil of unlife (*Advanced Player's Guide* 258), scimitar

Corpse Scent The lacedon can smell humanoid corpses in the water from up to 1 mile away.

AC 19; **Fort** +8, **Reflex** +11, **Will** +8

HP 32, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 25 feet, swim 30 feet

Melee ♦ jaws +11 (finesse), **Damage** 1d6+5 piercing plus ghoul fever

Melee ♦ claw +11 (agile, finesse), **Damage** 1d4+5 slashing

Melee ♦ scimitar +10 (forceful, sweep), **Damage** 1d6+5 slashing

Ranged ♦ pistol +11 (concussive, double barrel, fatal d8, range 30 feet, reload 1), **Damage** 1d4 piercing

Aquatic Ambush ♦ 45 feet

Consume Flesh ♦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralyzing Spew ♦ (incapacitation, necromancy, occult) The lacedon discharges a spray of carrion vomit at a creature within 20 feet, dealing 1d6 poison damage with a DC 19 basic Fortitude save. A non-elf creature that fails its save is also paralyzed. It can attempt a new save to end the paralysis at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save. The lacedon can't use Paralyzing Spew again for 1d4 rounds.

SCORNED HOUND

CREATURE 1

NE SMALL UNDEAD

Pathfinder Book of the Dead 142

Perception +7; darkvision, scent (imprecise) 30 feet, sense companion

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

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

Sense Companion (detection, divination, occult) A scorned hound knows the direction of its past owner or family (as long as they're both on the same plane), but not the distance.

AC 15; **Fort** +9, **Ref** +7, **Will** +5

HP 22, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 14 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet

Melee ♦ jaws +9, **Damage** 1d6+2 piercing

Betray the Pack The hound's Strikes deal 1d4 additional damage to creatures that were once its owner, companion, fellow pet, family, household, or pack.

RAISED DRAUGR (0)

CREATURE 2

UNCOMMON NE MEDIUM UNDEAD WATER

Variant draugr (*Pathfinder Bestiary* 2 102)

Perception +7; darkvision

Languages Common; can't speak any language

Skills Athletics +10, Stealth +8

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +1

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5;

Resistances fire 3

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ♦ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

THE ISLAND OF THE VIBRANT DEAD

APPENDIX 2: LEVEL 5–6 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 5th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 37 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 also appear in the Organized Play section on page 37. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A4 (LEVELS 5-6)

TAUNTING SKULL

CREATURE 5

NE TINY UNDEAD

Pathfinder Book of the Dead 74

Perception +13; darkvision

Languages Common, Necril

Skills Acrobatics +12 (+14 to maneuver in Flight), Intimidation +12 (+14 to Demoralize)

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

AC 22; **Fort** +10, **Ref** +14, **Will** +11

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Speed 15 feet, fly 40 feet

Melee ♦ jaws +14 (agile, finesse, reach 0 feet), **Damage** 2d10+3 piercing

Incessant Goad ♦ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 22 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target’s reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn’t take any actions.

SCALING ENCOUNTER A4

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

19–22 Challenge Points: Add one draugr captain to the encounter.

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

28–32 Challenge Points: Add one mocking skull to the encounter.

33+ Challenge Points: Add a mocking skull to the encounter and apply the elite adjustment to the draugr.

DRAUGR CAPTAIN (2)

CREATURE 3

CE MEDIUM UNDEAD WATER

Variant draugr (*Pathfinder Bestiary* 2 102)

Perception +9; darkvision

Languages Common; can’t speak any language

Skills Athletics +12, Stealth +10

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +1

Items greataxe, leather armor

AC 19; **Fort** +13, **Ref** +8, **Will** +9

HP 50, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5;

Resistances fire 3

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +12 (sweep), **Damage** 1d12+6 slashing plus grotesque gift

Melee ♦ fist +12 (agile), **Damage** 1d4+6 slashing plus grotesque gift

Divine Innate Spells DC 27; **2nd obscuring mist** (×3)

Grotesque Gift (olfactory) A draugr’s attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr’s Strike must succeed at a DC 17 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr’s multiple attack penalty.

THE ISLAND OF THE VIBRANT DEAD

MOCKING SKULL (0)

CREATURE 6

UNCOMMON NE TINY UNDEAD

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Languages Common, Necril

Skills Acrobatics +14 (+16 to maneuver in Flight), Intimidation +14 (+16 to Demoralize)

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

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 100, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ➤ **Trigger** The mocking skull is attacked by a creature within their reach; **Effect** The mocking skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ➤ jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goad ➤ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the mocking skull is within the target's reach, the target wildly attacks the mocking skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

THE ISLAND OF THE VIBRANT DEAD

ENCOUNTER A5 (LEVELS 5–6)

ARBOREAL SNAG

CREATURE 3

UNCOMMON NE LARGE MINDLESS UNDEAD

Pathfinder Adventure Path #182: Graveclaw 80

Perception +8; darkvision

Skills Athletics +10, Intimidation +7, Stealth +7 (+12 in forests)

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

AC 19; **Fort** +12, **Ref** +6, **Will** +8

HP 45, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** axe vulnerability, fire 5; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability An arboreal snag takes 5 additional damage from axes.

Putrid Sap (disease, necromancy, primal) If the arboreal snag takes damage from a piercing attack, nauseating green pus spurts from the wound. Creatures within 10 feet of the snag must succeed at a DC 20 Fortitude save or be sickened 1 (sickened 2 on a critical failure). Creatures that attempt this save are then temporarily immune for 1 hour.

Attack of Opportunity

Speed 20 feet

Melee ♦ branch +12 (reach 10 feet), **Damage** 1d10+6 bludgeoning plus Grab

Melee ♦ root +12, **Damage** 1d8+6 bludgeoning plus Knockdown

Ranged ♦ rock +12 (brutal, range increment 30 feet), **Damage** 1d8+6 bludgeoning

Throw Rock ♦

MANDRAGORAS (2)

CREATURE 4

CE SMALL PLANT

Pathfinder Bestiary 2 170

Perception +11; blood scent, low-light vision

Skills Acrobatics +10, Athletics +10, Stealth +12 (+20 in vegetation)

Str +2, **Dex** +5, **Con** +3, **Int** –1, **Wis** +2, **Cha** +0

Blood Scent A mandragora can smell creatures with blood as an imprecise scent at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 21; **Fort** +11, **Ref** +13, **Will** +8

HP 60; **Weaknesses** fire 5; **Resistances** bludgeoning 5, electricity 5

Vulnerability to Supernatural Darkness Whenever a mandragora begins its turn in an area of magical darkness, it is slowed 1 on that turn.

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ♦ jaws +14 (finesse), **Damage** 2d8+4 piercing plus Grab

Melee ♦ thorny vine +14 (agile, finesse, reach 10 feet), **Damage** 2d4+4 slashing plus mandragora venom

SCALING ENCOUNTER A5

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

19–22 Challenge Points: Add one germinated mandragora to the encounter.

23–27 Challenge Points: Add two germinated mandragoras to the encounter.

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

33+ Challenge Points: Add one germinated mandragora and two mandragoras to the encounter.

Blood Drain ♦ **Requirements** The mandragora has a creature grabbed; **Effect** The mandragora drains blood from the creature it has grabbed, dealing 2d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 1 until it receives healing of any kind or amount.

Mandragora Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)

Piercing Shriek ♦ (auditory, evocation, mental, primal) **Frequency** once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and slowed 1. As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

THE ISLAND OF THE VIBRANT DEAD

GERMINATED MANDRAGORA (0)

CREATURE 3

UNCOMMON CE TINY PLANT

Variant mandragora (*Pathfinder Bestiary* 2 170)

Perception +9; blood scent, low-light vision

Skills Acrobatics +8, Athletics +8, Stealth +10 (+18 in vegetation)

Str +2, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Blood Scent A germinated mandragora can smell creatures with blood as an imprecise scent at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 19; **Fort** +9, **Ref** +11, **Will** +6

HP 45; **Weaknesses** fire 5; **Resistances** bludgeoning 5, electricity 5

Vulnerability to Supernatural Darkness Whenever a germinated mandragora begins its turn in an area of magical darkness, it is slowed 1 on that turn.

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ♦ jaws +12 (finesse), **Damage** 2d8+2 piercing plus Grab

Melee ♦ thorny vine +12 (agile, finesse, reach 5 feet), **Damage** 2d4+2 slashing plus mandragora venom

Blood Drain ♦ **Requirements** The germinated mandragora has a creature grabbed; **Effect** The germinated mandragora drains blood from the creature it has grabbed, dealing 1d6 damage. If the creature is a demon, fey, or sorcerer, the germinated mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a germinated mandragora is drained 1 until it receives healing of any kind or amount.

Mandragora Venom (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)

Piercing Shriek ♦ (auditory, evocation, mental, primal) **Frequency** once per day; **Effect** The germinated mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 23 Will save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and slowed 1. As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

THE ISLAND OF THE VIBRANT DEAD

ENCOUNTER A6 (LEVELS 5-6)

CAIRN WIGHTS (2)

CREATURE 4

UNCOMMON LE MEDIUM UNDEAD WIGHT

Pathfinder Bestiary 2 292

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +12, Intimidation +11, Religion +9, Stealth +12

Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 67; **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Spike ➤ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ➤ longsword +14 (versatile P), **Damage** 1d8+7 slashing plus drain life

Melee ➤ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life

Cairn Wight Spawn (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.

Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Funereal Dirge ➤➤ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

SCALING ENCOUNTER A6

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

19-22 Challenge Points: Add one raised draugr to the encounter.

23-27 Challenge Points: Add one cairn wight to the encounter.

28-32 Challenge Points: Add one raised draugr and one cairn wight to the encounter.

33+ Challenge Points: Add two cairn wights to the encounter.

RAISED DRAUGR (0)

CREATURE 2

UNCOMMON NE MEDIUM UNDEAD WATER

Variant draugr (*Pathfinder Bestiary 2* 102)

Perception +7; darkvision

Languages Common; can't speak any language

Skills Athletics +10, Stealth +8

Str +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +1

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5;

Resistances fire 3

Speed 25 feet, swim 25 feet

Melee ➤ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ➤ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ➤➤ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

THE ISLAND OF THE VIBRANT DEAD

ENCOUNTER A7 (LEVELS 5-6)

GHESSA

CREATURE 7

UNIQUE LE MEDIUM UNDEAD

Variant female kurobozu (*Pathfinder Bestiary* 3 157)

Perception +15; darkvision

Languages Azlanti, Common

Skills Acrobatics +16, Athletics +17, Monastic Lore +13, Stealth +16

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

Items lesser oil of unlife (2) (*Advanced Player's Guide* 258), tools, wand of animate dead (5th) (*Advanced Player's Guide* 214)

AC 24; **Fort** +13, **Reflex** +17, **Will** +15

HP 90, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 35 feet

Melee ♦ fist +18 (agile, magical), **Damage** 1d6+10 bludgeoning plus 1d4 negative and sagebane

Black Apoxia (disease) The target can't recover from the fatigued condition caused by black apoxia until the disease is cured; **Saving Throw** DC 24 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** drained 1 and fatigued (1 day); **Stage 3** drained 2 and fatigued (1 day); **Stage 4** dead

Brawling Critical When the kurobozu scores a critical hit with an unarmed attack, the target must succeed at a DC 23 Fortitude save or be slowed 1 until the end of its next turn.

Sagebane (necromancy, occult) When the kurobozu damages a living creature with an unarmed Strike, the target must succeed at a DC 25 Fortitude save or become stupefied 1 for 1 minute. Further damage dealt by the kurobozu resets the duration to 1 minute and increases the stupefied value by 1 on a failed save, to a maximum of stupefied 4.

Steal Breath ♦♦ (incapacitation, necromancy, occult)

Requirements The kurobozu is adjacent to a living creature that is paralyzed, slowed, stunned, or unconscious; **Effect** The kurobozu leans over and sucks the breath from the target, who must attempt a DC 23 Fortitude save. Regardless of the result, the creature is exposed to black apoxia and its breath reeks of carrion for 1 minute.

Critical Success The creature is unaffected.

Success The creature can't speak for 1 minute.

Failure The creature becomes sickened 2 and can't speak for 1 minute.

Critical Failure As failure, plus the creature falls unconscious and begins suffocating.

Stunning Flurry ♦ **Frequency** once per round; **Effect** The creature makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses, and the target must succeed at a DC 23 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

SCALING ENCOUNTER A7

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

19-22 Challenge Points: Remove the scorned hound from the encounter and apply the Elite adjustments to Ghesa.

23-27 Challenge Points: Add two scorned hounds to the encounter and apply the Elite adjustments to Ghesa.

28-32 Challenge Points: Add one cairn wight to the encounter and apply the Elite adjustments to Ghesa and Barnacle Barnaby.

33+ Challenge Points: Apply the Elite adjustment to Barnacle Barnaby and Ghesa, and add one scorned hound and one mocking skull to the encounter.

BARNACLE BARNABY

CREATURE 4

UNIQUE CE MEDIUM AMPHIBIOUS GHOUL UNDEAD

Variant male lacedon (*Pathfinder Book of the Dead* 104)

Perception +10; corpse scent (imprecise), darkvision

Languages Aquan, Common, Necril

Skills Acrobatics +12, Athletics +12 (+14 to Swim), Deception +11, Sailing Lore +10, Stealth +12, Survival +10

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

Items double-barreled pistol (10 rounds) (*Guns & Gears* 152), lesser oil of unlife (*Advanced Player's Guide* 258), scimitar

Corpse Scent The lacedon can smell humanoid corpses in the water from up to 1 mile away.

AC 21; **Fort** +10, **Reflex** +13, **Will** +10

HP 32, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 25 feet, swim 30 feet

Melee ♦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghoul fever

Melee ♦ claw +13 (agile, finesse), **Damage** 1d4+7 slashing

Melee ♦ scimitar +12 (forceful, sweep), **Damage** 1d6+7 slashing

Ranged ♦ pistol +11 (concussive, double barrel, fatal d8, range 30 feet, reload 1), **Damage** 1d4 piercing

Aquatic Ambush ♦ 45 feet

Consume Flesh ♦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from any given corpse only once.

THE ISLAND OF THE VIBRANT DEAD

Ghoul Fever (disease) **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralyzing Spew ♦ (incapacitation, necromancy, occult) The lacedon discharges a spray of carrion vomit at a creature within 20 feet, dealing 1d6 poison damage with a DC 20 basic Fortitude save. A non-elf creature that fails its save is also paralyzed. It can attempt a new save to end the paralysis at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save. The lacedon can't use Paralyzing Spew again for 1d4 rounds.

SCORNED HOUND

CREATURE 1

NE SMALL UNDEAD

Pathfinder Book of the Dead 142

Perception +7; darkvision, scent (imprecise) 30 feet, sense companion

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

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

Sense Companion (detection, divination, occult) A scorned hound knows the direction of its past owner or family (as long as they're both on the same plane), but not the distance.

AC 15; **Fort** +9, **Ref** +7, **Will** +5

HP 22, negative healing; **Immunities** death effects, disease, paralyzed, poison, sleep

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 14 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet

Melee ♦ jaws +9, **Damage** 1d6+2 piercing

Betray the Pack The hound's Strikes deal 1d4 additional damage to creatures that were once its owner, companion, fellow pet, family, household, or pack.

CAIRN WIGHT (0)

CREATURE 4

UNCOMMON LE MEDIUM UNDEAD WIGHT

Pathfinder Bestiary 2 292

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +12, Intimidation +11, Religion +9, Stealth +12

Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 67; **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Spite ⤵ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ♦ longsword +14 (versatile P), **Damage** 1d8+7 slashing plus drain life

Melee ♦ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life

Cairn Wight Spawn (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.

Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Funereal Dirge ♦♦ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

THE ISLAND OF THE VIBRANT DEAD

MOCKING SKULL (0)

CREATURE 6

UNCOMMON NE TINY UNDEAD

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +15; darkvision

Languages Common, Necril

Skills Acrobatics +14 (+16 to maneuver in Flight), Intimidation +14 (+16 to Demoralize)

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

AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 100, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ➤ Trigger The mocking skull is attacked by a creature within their reach; Effect The mocking skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ♦ jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading ♦ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the mocking skull is within the target's reach, the target wildly attacks the mocking skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

THE ISLAND OF THE VIBRANT DEAD

APPENDIX 3: GAME AIDS



EANDO KLINE



MARCON TINOL

TAIWALEI



ARLANDRIE TECARASTA



THE ISLAND OF THE VIBRANT DEAD



DEAD DOUG



WALSAM CALENDRIEU

BARNACLE BARNABY



ARODENITE PRIEST



PATHFINDER SOCIETY SCENARIO

THE ISLAND OF THE VIBRANT DEAD



TAUNTING SKULL



ARBOREAL SNAG

HUSK ZOMBIE



GHESSA



PATHFINDER SOCIETY SCENARIO

THE ISLAND OF THE VIBRANT DEAD



SCORNED HOUND

THE ISLAND OF THE VIBRANT DEAD

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

Treasure Bundles

- The Wreckage of *Besmara's Fury*, page 9: 1 Treasure Bundle from the value of the remains of the famous vessel
- □ Area **A4**, page 13: 2 Treasure Bundles for defeating the undead sailors.
- □ Area **A5**, page 14: 2 Treasure Bundles from the Husk Zombies, buried with hidden loot.
- □ Area **A6**, page 15: 2 Treasure Bundles hidden in the Arboreal Snags from earlier victims.
- □ □ Area **A7**, page 15: 3 Treasure Bundles for defeating Ghessa and Barnacle Barnaby.

CP Total	Level Range
8-14	3-4
16-18 (5+ players)	3-4
16-18 (4 players)	5-6
19+	5-6

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.

3rd-level PCs = 2 points each

4th-level PCs = 3 points each

5th-level PCs = 4 points each

6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3-4 encounters appear in Appendix 1, and level 5-6 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

THE ISLAND OF THE VIBRANT DEAD



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? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

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

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

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

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

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

THE ISLAND OF THE VIBRANT DEAD

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Scenario #5-05: The Island of the Vibrant Dead

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

While you were attending a training session about the Maze of the Open Road, Venture-Captain Taiwalei arrived with a ghoulish named Marcon Tinol, who came seeking assistance with investigating a newcomer to the island he'd settled on with the Society's help. You traveled to the Island of the Vibrant Dead and met the inhabitants of Deadhaven, before launching into an investigation into the new ghoulish, Ghessa. You presented your findings to Deadhaven's mayor Arlandrie, including evidence of Ghessa being a kurobozu or without finding definitive proof of duplicity. You were then led through the Crypt of the Vibrant Dead by Barnacle Barnaby, who narrated the story of the crypt in between bouts of confusion about the undead attacking you. Finally, you located Ghessa, who was attempting to steal the Anchor of Aroden, and were betrayed by Barnacle Barnaby, who'd been working with her the whole time! You were able to defeat them and returned to Deadhaven triumphant!

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

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

Items

Notes

parchment of direct message (level 3, 50 gp;
Pathfinder Lost Omens Firebrands 86)
greater hat of disguise (level 7, 340 gp)

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: KLIV

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