



FALLEN FAMILY, BROKEN NAME

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HOW TO PLAY

Pathfinder Society Scenario #9-16: Fallen Family, Broken Name is a series of short, 1-hour quests for 1st- through 5th-level characters that is replayable for 1st-level characters. These adventures can be played in any order. They are designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

Fallen Family, Broken Name makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG NPC Codex*, *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder Campaign Setting: The Inner Sea World Guide*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and the creature stat blocks from the *Pathfinder RPG GameMastery Guide*, *Bestiaries*, and *Codices* are reprinted at the back of the adventure for the GM's convenience.

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FALLEN FAMILY, BROKEN NAME

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For more than two millennia, Isger has served as a vassal state, first to Taldor and later to Cheliah. Always tugged back and forth as a strategically valuable prize, it was rarely provided the military forces needed to properly defend itself. Tragedy struck about 20 years ago at the outbreak of the Goblinblood Wars. As goblins and hobgoblins attacked settlements all across the region, the steward Hedvend VI ordered his forces to protect the capital and primary trade routes, leaving most outlying towns on their own. Little assistance came directly from Cheliah, so an improbable alliance of Hellknights, Eagle Knights, and Druman Blackjackets joined forces to fend off the goblin menace—but not without cost. By the end of the war several years later, many of the unlikely heroes of Isger had fallen before the goblin hordes, and the fighting had left the countryside devastated and under the control of roving bandits.

Isger's depleted treasury has never been fully rebuilt, yet several independent operations have stepped in to assist. Most notable are the Sisters of the Golden Erinyes, an outwardly humanitarian branch of the murderous Sisterhood of Eiseth. The Golden Erinyes raises orphans of the Goblinblood Wars to revere Asmodeus, accepting female wards into their militant monastery upon adulthood and directing male adults into the Hellknights or church of Asmodeus. Any Isgeri citizens who might be inclined to protest over the orphans being claimed and indoctrinated by the church of Asmodeus have been ineffective due to Isger's status as a thrall state of Cheliah and their own precarious circumstances following the Goblinblood Wars.

Among the wars' casualties was the Irricas, a prosperous family that had wielded considerable regional influence despite not being nobility. A century earlier, though, the Irricas were far less well-to-do. Only the rise of House Thrune changed their fortunes, when an overly ambitious Thrune agent browbeat the family into fulfilling his demands under threat of destruction by his erinyes thrall. After a year of bowing to his demands, the Irricas gained the upper hand when one of them discovered the devil's true name. When the agent came again to make demands, the family commanded the erinyes to turn on her master. Rather than risk the devil's

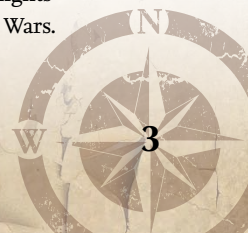
WHERE ON GOLARION?

This quest takes place in the nation of Isger, a puppet state of Cheliah that lies astride a primary trade route. For more information about Isger, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



ire by controlling her further, the family's patriarch released her from service with the unspoken threat of using her true name against her if she ever sought retribution. Perhaps because it had long since tired of the deceased agent's antics, House Thrune never officially reprimanded the Irricas for this affront. Instead, the Isgeri family received a steady stream of lucrative mercantile contracts.

The goblin invasions brought these decades of wealth and privilege to an end. A lethal raid on a major convoy followed by the tragic attack on the Irricas' countryside estate left everyone dead but the family's youngest child, Pava Irrica, who was found and raised by the Sisters of the Golden Erinyes. She has received the monastery's training and now endeavors to reclaim whatever she can of her family's legacy to further her own ambitions. Meanwhile, Venture-Captain Brackett recently received permission to review the Eagle Knights' newly declassified reports from the Goblinblood Wars.



He found an offhand reference to the Irricas' command of a fiery devil using something passed down to each successive head of the family. Worried that there might be some devil-controlling relic just waiting to be uncovered by irresponsible hands, he assembles a team to investigate.

RUNNING FALLEN FAMILY, BROKEN NAME

Pathfinder *Quests: Fallen Family, Broken Name* is a series of five quests, each a short adventures designed to take about 1 hour apiece. Collectively, the quests tell a cohesive story beginning with the "Estate" quest and ending with the "Epithet" quest, although the players can experience the middle three quests ("Scorch," "Memoriam," and "Trove") in any order. Venture-Captain Brackett's letters to the PCs appear on pages 25–26; each one corresponds to one of the five quests. It is recommended that the GM provide the handouts for "Scorch," "Memoriam," and "Trove" to the players upon completing "Estate," allowing them to choose which adventures they wish to play and in which order.

RECEIVING CREDIT

A player who completes one or more of the quests receives a Chronicle sheet for *Fallen Family, Broken Name*, noting which quests he finished. He can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). If the character receiving the Chronicle sheet for *Fallen Family, Broken Name* gains XP from another Chronicle sheet, he can no longer earn additional rewards for playing the other *Fallen Family, Broken Name* quests. *Fallen Family, Broken Name* can be replayed for credit, but the credit must be applied to a different character each time.

When a GM runs a quest, she can also apply credit to one of her characters. However, each time she runs a quest, she can check off any one of the quest boxes on her Chronicle sheet. This way a GM can continue to earn credit toward a single character even if she runs the same quest several times for different groups.

ESTATE

BY SCOTT D. YOUNG

Destroyed in the opening weeks of the Goblinblood Wars, the Irrica family's summer estate stands on a bald hall overlooking the Conerica River in central Isger. For the last two decades the estate has remained abandoned, for eerie noises drive most potential squatters away. This shunned

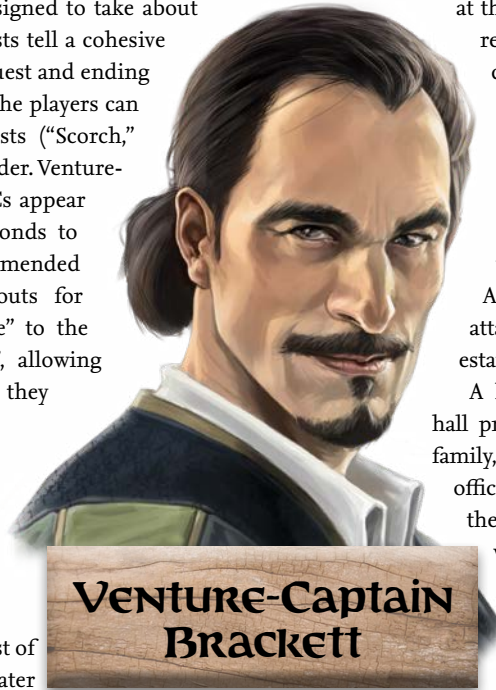
location, so close to the main trade route of the Conerica Straits, has attracted the attention of Tavetti Alfino, a cultured highwayman who relishes the house's notoriety. Tavetti leads a small group of brigands that fights to defend its new base of operations.

SUMMARY

The PCs meet with Venture-Captain Brackett at the Almas Lodge and learn of a trove of recently declassified documents that detail the influential Irrica family of central Isger. Brackett sends the PCs in search of the Irricas' supernatural aid alluded to in the documents.

Traveling to the Irricas' summer estate, the PCs find signs of goblin vandalism and two decades of neglect. As the PCs explore the house, they are attacked by the bandits currently using the estate as a base.

A haunted portrait gallery in the main hall provides names and faces of the Irrica family, and insight into the death of a Thrune official. In a side room, the PCs can discover the Irrica patriarch's hastily updated will, which reveals that the family was aided by a "savage angel," and provides locations for the four items that are somehow the key to controlling the "angel."



GETTING STARTED

Read the following to get the adventure underway.

Sun streams through the stained glass windows in the old Cathedral of Aroden, now serving as the Almas Lodge of the Pathfinder Society. Venture-Captain Brackett's ornate desk is covered in neatly stacked bundles of documents.

"I need you to investigate the Irrica family of central Isger," Brackett begins without looking up. "The Eagle Knights have finally released their documents from the early days of the Goblinblood Wars, when they fought alongside Hellknights and Druman mercenaries to contain the goblin invasion up north." He nods curtly at a young man across the room, who wears the golden epaulets of an Eagle Knight. "Captain Bascomb?"

The officer steps forward smartly. "The Irricas were supporters of House Thrune during the Chelish Civil War. After the Thrune family came to power, the Irricas stood up to a Thrune official's extortion attempts. The Thrune agent apparently disappeared, and rumor was that the Irricas killed him using some sort of supernatural aid. The Irricas were not punished for their transgression; on the contrary, the family received several lucrative contracts from House Thrune and became quite influential regionally."



Brackett's eyes narrow. "Anything that could scare House Thrune into inaction is not something we want left lying around. Go to the Irricas' summer estate and find out what sort of supernatural aid the Irricas had. Be here and ready to leave before dawn tomorrow."

The venture-captain answers any questions the PCs have. Below are some possible questions and their answers.

What do we know about the Irrica family? "We know that they became influential merchants about the time that House Thrune came to power, but they were wiped out during the first goblin attacks of the war. Their summer estate is on the Conerica River, on the way to Elidir where I'm heading. We'll travel together until we reach the estate."

What about this Thrune official? "The Irricas' liaison was Vegoran Thrune, a distant cousin of the queen and a callous brute who abused his authority for personal gain. As the story goes, the family put up with it for a year or so... then, Vegoran suddenly disappeared. That's when rumors of the Irricas' 'supernatural aid' began."

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Based on the result of a Knowledge (local) or Diplomacy check to gather information, the PCs might know more about the Irrica family. They learn all of the information whose DC is equal to or less than the result of their check.

10+: The Irricas were an influential Isgeri family allied with House Thrune of Cheliah. They were based out of Elidir but often traveled the countryside in their dealings as merchants.

15+: The Irrica family had a summer home on the south shore of the Conerica River, where they conducted business and entertained guests from across Isger and Cheliah. The last of them died defending this estate, which was more exposed to goblin attacks than their other holdings.

20+: Rutillo Irrica's will was filed in Elidir in 4680 AR, but few of the people named in it survived the Goblinblood Wars, and no more recent will has been found. Other than a few personal items, none of the Irrica estate has been distributed.

TRAVELING TO ISGER

Travel to the Irrica estate from Almas takes 14 days by horse; the venture-captain lends the PCs horses if they do not have mounts. (These light horses come with a riding kit but are not combat-trained).

Two weeks into the journey, Venture-Captain Brackett points out a dark silhouette on the horizon. "There's the old Irrica estate. Check it out, and then meet me in Elidir to report. I'll be staying at the Short Sorcerer Tavern, near the Druma Road gate."

After answering any further questions, Brackett rides north, leaving the PCs to their explorations.

A. THE ESTATE

The Irrica summer estate is a two-story gothic structure that was assaulted in the opening weeks of the Goblinblood Wars. The few narrow windows have been boarded up from inside, and the main doors are scorched and scarred but appear intact. The upper floor appears to have collapsed completely. Unless otherwise noted, all rooms are dark, with 15-foot ceilings and good wooden doors (hp 15, break DC 16). The interior walls have been defaced by crude goblin and hobgoblin graffiti to a height of about 9 feet.

The estate areas are briefly described below.

A1: Entrance. Broad stone steps lead to an open-air veranda and small vestibule. The main doors are locked and barred from the inside (hp 20, hardness 5, break DC 25).

A2: Grand Hall. This area is detailed below.

A3: Shrine. This simple shrine to Asmodeus has been thoroughly vandalized.

A4: Library. Fragments of books and broken furniture are scattered throughout this room.

A5: Rutillo's Office. This area is detailed below.

A6: Salon. A fire in the southeastern corner of this room has destroyed most of this room's contents; treat this area as difficult terrain.

A7, A8: Side rooms. These rooms contain only fallen plaster, dust, and old cobwebs.

A9: Intact Salon. Lit by lantern, this former salon's furniture is mostly intact and shows signs of recent habitation.

A10: Sitting Room. This area is detailed below.

A11: Well. A stone statue of an angelic figure looms over this old well. A PC who succeeds at a DC 18 Knowledge (planes) check identifies the figure as an erinyes devil.

Hazard: The floor in several areas (indicated on the map) has rotted through and acts as difficult terrain.

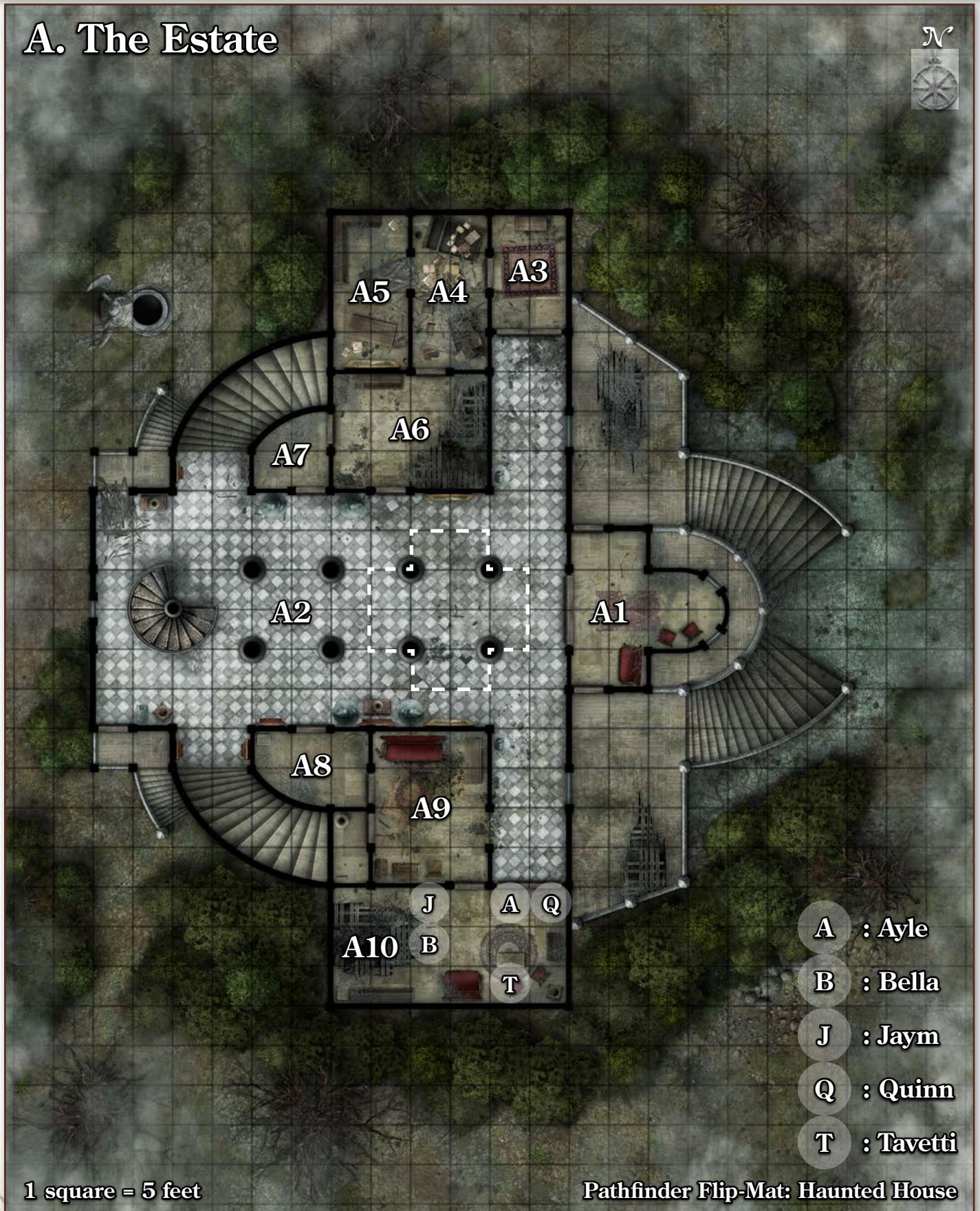
A2. GREAT HALL (CR 2 OR CR 3)

This once-grand hall now lies in ruins. Marble pillars support a painted ceiling above an ornately tiled but bloodstained floor. Broken glass and debris cover the floor. Stern portraits of Irrica family members look down from gilded frames hung above the reach of goblin vandals. A wrought-iron spiral staircase, its railings evoking the fires of Hell, leads to the collapsed upper floor, and a pair of sweeping staircases are choked with debris. The exterior doors are ornately carved and barred from within, save the one in the northwestern corner, which lies in splinters.

A large portrait on the southern wall shows the Irrica's extended family shortly before the war. One of the visible figures is a young Althea Irrica, (see "Memoriam"); another figure is Dremlut Irrica, depicted in his Hellknight armor (see "Trove"). The northern wall bears a portrait of the family's last patriarch, Rutillo, bearing the Irrica mace as a symbol of his authority.



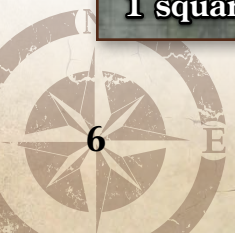
A. The Estate



- A : Ayle
- B : Bella
- J : Jaym
- Q : Quinn
- T : Tavetti

1 square = 5 feet

Pathfinder Flip-Mat: Haunted House



Creatures: If the bandits have been alerted to the PCs' presence (such as by the haunt triggering), they move here to investigate. See area **A10** for statistics.

Haunt: It was in this hall that Rutillo Irrica seized control of Vegoran Throne's erinyes thrall, invoking the devil's true name and turning her against her master. Decades later, the Irricas died in front of the same portraits, charging the painted images with terror and despair (see the haunt, below). Tavetti and his gang know of the haunt (having experienced it the first time they explored the house), and they use it to their advantage against intruders.

SUBTIER 1-2 (CR 2)

SERVANT'S BETRAYAL

CR 2

CE haunt (10-ft. radius)

Aura faint illusion

Caster Level 3rd

Notice Perception DC 13 (to see the portraits turn to watch)

hp 4; **Trigger** proximity; **Reset** 1 hour

Effect When the haunt is triggered, the portrait of Rutillo Irrica animates and scowls at intruders, shouting, "Vegoran Throne, your time has come!" A dark-winged figure appears in front of the portrait. Rutillo mouths a four-syllable word or phrase that is both too soft and too loud to be understood, and the winged creature raises its sword to attack. The creature that triggered the haunt is affected by *oneiric horror*^{OA} (Will DC 12 negates). If the haunt is neutralized (such as by a PC channeling positive energy) the winged being disappears (or fails to appear) and the image of Rutillo briefly appears to speak an indecipherable phrase and look about in confusion before falling quiescent.

Destruction The haunt is destroyed when an Irrica family member publicly accepts responsibility for the murder of Vegoran Throne.

SUBTIER 4-5 (CR 3)

SERVANT'S BETRAYAL

CR 3

CE haunt (10-ft. radius)

Aura faint illusion

Caster Level 5th

Notice Perception DC 15 (to see the portraits turn to watch)

hp 6; **Trigger** proximity; **Reset** 1 hour

Effect When the haunt is triggered, the portrait of Rutillo Irrica animates and scowls at intruders, shouting, "Vegoran Throne, your time has come!" A dark-winged figure appears in front of the portrait. Rutillo mouths a four-syllable word or phrase that is both too soft and too loud to be understood, and the winged creature raises its sword to attack. All creatures in the area are affected by *oneiric horror*^{OA} (Will DC 14 negates). If the haunt is neutralized (such as by a PC channeling positive energy) the winged being disappears (or fails to

Scaling Encounter A10

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

Subtier 1-2: Tavetti and the bandits have been up all night and all have the sickened condition.

Subtier 4-5: Remove Jaym and Quinn from the encounter.

appear) and the image of Rutillo briefly appears to speak an indecipherable phrase and look about in confusion before falling quiescent.

Destruction The haunt is destroyed when an Irrica family member publicly accepts responsibility for the murder of Vegoran Throne.

Development: Characters affected by the haunt who succeed at a DC 18 Knowledge (planes) check identify the angelic figure as an erinyes devil.

A5. RUTILLO'S OFFICE

This once-luxurious office has been thoroughly ransacked, and goblin vandals have defaced the walls and furniture. A dead crow, relatively fresh but burned and blackened, has been nailed to a plaque on the western wall. A gilded portrait frame over the desk has been covered with paint and blood, obscuring the image beneath.

A PC who succeeds at a DC 10 Knowledge (local) check (DC 12 in Subtier 4-5) identifies the burnt bird as the territorial mark of the Scorchfeathers goblin tribe. Several Scorchfeather goblins passed through a little over a year ago and stole the only item of value left that they could reach: the *hellfire rod*, which once hung on the plaque.

Treasure: The portrait above the desk is an *animated portrait*^{UE} of Asmodea Irrica. Unfortunately, hobgoblin vandals were able to reach it by standing on the desk, and covered most of the image with paint and blood. This prevents the portrait from properly hearing any questions; it responds to any inquiry with, "I am Asmodea Irrica, daughter of Rutillo and heir of the House of Irrica." A successful DC 12 Craft (painting), DC 15 Appraise, or DC 20 Knowledge (arcana) check reveals that if the painting is properly cleaned and restored, it may be able to answer other questions as well, though such a restoration is impossible without specialized equipment. PCs who succeed at a DC 12 Perception check notice that the picture sits slightly askew from the wall as though there is something behind it (see the development below).

Development: A piece of parchment is affixed to the back of the portrait with alchemical glue (noticeable if the portrait is removed from the wall). On it is a hastily updated handwritten copy of Rutillo Irrica's last will and testament, dated the day he and his family were killed. Give the players **Handout #1**.



A10. TAVETTI'S ROOM (CR 3 OR CR 6)

This is where the bandits camp between raids. The room is well-lit by lanterns, and bedrolls and other personal gear are stacked along the walls. The broken boards in the northern part of this room act as difficult terrain.

Creatures: Two bandits (four in Subtier 4–5) relax here, listening to Tavetti's oratory with rapt attention.

SUBTIER 1–2 (CR 3)

TAVETTI ALFINO

CR 1

Storyteller (*Pathfinder RPG GameMastery Guide* 272; see page 32)
hp 11

TACTICS

Before Combat If alerted, Tavetti casts *message* on his companions and moves into the southern wing of **A2**. He stays out of sight and uses *ventriloquism* to lure intruders towards the haunt if it has not been triggered.

During Combat Tavetti uses inspire courage and attempts to stay out of melee, using his whip to trip anyone who approaches and casting *hideous laughter* to disable opponents.

Morale Tavetti is overconfident and fights until brought below 3 hit points, then flees.

BELLA AND JAYM

CR 1/2

Bandits (*Pathfinder RPG GameMastery Guide* 258; see page 28)
hp 11 each

TACTICS

Before Combat If they are alerted, both bandits hide in the southern wing of area **A2** to ambush intruders.

During Combat Both bandits use their bows as long as possible, engaging in melee to defend Tavetti. They know of the haunt and avoid its area of effect.

Morale As long as Tavetti lives, the bandits fight to defend him. If Tavetti is defeated the others flee.

SUBTIER 4–5 (CR 6)

TAVETTI ALFINO

CR 2

Local Celebrity (*Pathfinder RPG NPC Codex* 27; see page 31)
hp 20

TACTICS

Before Combat If alerted, Tavetti casts *resistance* on himself, Ayle, and Quinn and the three move northwest through **A9** and **A8** to the main hall to surround intruders.

During Combat Tavetti uses inspire courage and attempts to stay out of melee, using ranged spells. He lures intruders towards the haunt if they have not already triggered it.

Morale Tavetti fights until brought below 5 hit points, then flees.

AYLE, BELLA, JAYM, AND QUINN

CR 2

Poachers (*Pathfinder RPG NPC Codex* 129; see page 31)
hp 30 each

TACTICS

Before Combat If alerted to the presence of intruders, Bella and Jaym hide in the southern wing of **A2**, while Ayle and Quinn go with Tavetti through **A9** and **A8** to surround intruders.

During Combat Bella and Jaym use their crossbows as long as possible. Ayle and Quinn draw their handaxes and attack with Tavetti. They know of the haunt and avoid its area of effect.

Morale As long as Tavetti lives, the bandits fight to defend their home. If Tavetti and two bandits are defeated the others flee, or surrender if brought below 4 hp.

CONCLUSION

After the party investigates the estate and drives off or defeats the bandits, they can collect whatever information they wish and then continue on to meet Venture-Captain Brackett in Elidir. After hearing their report and examining the will, Brackett shares his concerns with the PCs.

"A savage angel," Venture-Captain Brackett muses. "And the focus on names... it's just possible that the Irricas managed to discover the true name of a devil, and used that to destroy Vegoran Thrune. If so, we'd best secure these four items before they fall into the wrong hands and someone uses the name for nefarious purposes. Give me a few days, and I'll have the locations of the items for you to retrieve." He looks up from the will and flashes a rare smile. "Well done, Pathfinders!"

SCORCH

BY KEVIN WILLIS

The Goblinblood Wars scarred both the Isgeri citizens and the very country's landscape. Towns were destroyed and families split. In the end, the defenders managed to turn the tide against the ravaging goblinoids only by burning vast swaths of the Chitterwood forest, which the raiders called home.

Once the hobgoblin commanders perished, the better-organized forces of Isgeri slaughtered most of the goblin thralls. Only a few tribes active in the wars 20 years ago still roam outside the caverns and deep places of the Chitterwood. One such tribe is the Scorchfeathers, a highly mobile tribe of mounted goblins that pillages towns, villages, and merchant caravans throughout the eastern Chitterwood and the nearby plains.

The Scorchfeathers' greatest prize is a *hellfire rod* taken from the abandoned Irrica estate. The Scorchfeather goblin chief wields the rod as a symbol of authority, and over the last year the goblins of the tribe have begun to associate possession and mastery of the rod with the right to become chieftain.

SUMMARY

Venture-Captain Brackett directs the PCs to locate the Scorchfeathers tribe, known to be roaming through



the Chitterwood. Locating the trail of this destructive goblin tribe is easy in the young growth of the forest, and the PCs trace the tribe's path to a clearing where the Scorchfeathers have cornered an axe beak. The goblins are so intent on taunting and harassing the beast that the PCs are highly likely to catch the goblins unaware. After defeating the goblins, the PCs find a rod matching the description of the item stolen from the Irrica estate. An inscription in Infernal suggests the command word for the rod is part of the name the PCs seek.

GETTING STARTED

The PCs receive their instructions from Venture-Captain Brackett in the form of a brief letter, represented in **Player Handout #2: Scorch** on page 25. Present this to the players and give them time to familiarize themselves with their mission.

The PCs travel from Elidir as part of a caravan headed toward Citadel Dinyar in southern Isgar. The journey is without incident. Once south of the gnome town of Umok, the PCs separate from the caravan to begin tracking the Scorchfeathers goblin tribe. Read or paraphrase the following to get the adventure underway.

The morning cookfire crackles softly as the caravan breaks camp and prepares to depart for Citadel Dinyar. The Chitterwood surrounds the road in all directions but the forest is far from consistent. East of the road, burnt and dead trees still stand upright. The land to the west is snarled with low scrub in a dense weave. Irregular slashes of bare dirt and two-foot high grasses give the illusion of other roads leading off from the main track.

Caravan Master Jarkan (LN male human expert 2) is an indentured servant intent on working his way up the Kalistocratic wealth ladder. He wears the prescribed white clothing and is friendly and polite with the PCs. Accompanying the caravan is a pair of Druman Blackjacket guards and **Gallion Land** (LN male human fighter 5/Hellknight 2) of the order of the Godclaw, currently tasked with relaying reports on the state of affairs in Elidir to Citadel Dinyar.

Both Jarkan and Land know all the information up to DC 15 listed below. Land willingly provides all information he knows if asked, but Jarkan considers his knowledge of trade in Isgar as a potential mercantile advantage and only parts with what he knows about the geography of the Chitterwood.

When the PCs are ready to begin their search for the Scorchfeathers, Jarkan provides them each with 2 weeks of trail rations and a reminder that the caravan will be passing back through in 10 days to pick them up.

KNOWLEDGE (GEOGRAPHY)

Based on the result of a Knowledge (geography) check, the PCs might know more about conditions in the Chitterwood. They learn all of the information whose DC is equal to or less than the result of their check.

Where on Golarion?

"Scorch" takes place on the outskirts of the Chitterwood, a vast forest in Isgar deliberately burnt during the Goblinblood Wars. For more information about Isgar, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.

10+: The Chitterwood stretches more than 100 miles from east to west and nearly as far north to south. However much of the forest was deliberately burned by Isgar troops in the Goblinblood Wars to deny their enemies a refuge.

15+: Since the burning, the Chitterwood has begun to regrow in places. Thick underbrush, bare ground, and open trails under quick-growing evergreens can all be found during a few minutes' walk.

20+: The deepest reaches of Chitterwood were never burned, nor were the numerous underground warrens. Goblinoids have been rapidly reproducing since the end of the Goblinblood Wars and have recently begun roaming farther afield.

KNOWLEDGE (LOCAL) OR PROFESSION (MERCHANT)

Based on the result of a Knowledge (local) or Profession (merchant) check, the PCs might know more about conditions in the Chitterwood. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Most trade in Isgar is via the Conerica River and its tributaries. Isgar's undersized army focuses on securing the river trade, and consequently much of the hinterlands is easy prey for bandits.

15+: The few overland trade routes in use are normally traveled by heavily guarded caravans. One such route passes through the eastern Chitterwood from Umok to the Hellknight fortress of Citadel Dinyar. Hellknights often accompany such caravans as it is also the quickest route for them to central Isgar and the capital of Elidir.

20+: Among the known threats in the Chitterwood is a tribe of goblins known as the Scorchfeathers. While the Scorchfeathers were a feared band of ravagers during the Goblinblood Wars, their hobgoblin commanders were all killed in the final months of the war and the Scorchfeathers are now a force of undirected and unpredictable mayhem.

TRACKING THE VANDALS

Locating the Scorchfeathers requires a series of Survival checks to track the goblins' progress through the Chitterwood. The trail of destruction the goblins leave is easy to follow, and the PCs catch up with the tribe on the fourth day even if they fail the skill checks. However, if they succeed they can find



Scaling Encounter B

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

Subtier 1–2: Remove 1 goblin from the encounter.

Subtier 3–4: Remove 1 commando from the encounter.

the locations where the tribe camped each evening along with some detritus that may prove useful. Locating a day's campsite requires a successful DC 13 Survival check (DC 16 in Subtier 4–5). Each PC may attempt an individual check each day or may attempt to aid another PC. Only one success is required per day. On the morning after the third check, the PCs encounter the goblins in area B.

DAY 1 CAMPSITE

This clearing likely burnt during the Goblinblood Wars, but the ground cover has clearly been burnt away again within the past few days. A few minutes of sifting through the ashes uncovers a broken Small dogslicer (broken masterwork Small dogslicer in Subtier 4–5), two empty ceramic jugs, and the jumbled bones of a small-sized creature. Succeeding at a DC 15 Knowledge (nature) check allows the PCs to identify the bones as likely belonging to a forest bird of some type, perhaps a wild turkey.

DAY 2 CAMPSITE

A shallow cleft in a rocky hill appears to have provided the goblins with a resting place for the night but little to burn. The dung of several creatures is scattered about with no regard for sanitation. Near one pile of dung is a discarded string of large feathers tied together as a crude headdress.

DAY 3 CAMPSITE

The goblins made camp beneath a spreading oak. The first thing to strike the senses is the scent of charred flesh and fuzz. The unplucked carcass of a small bird has been nailed to the oak tree and set on fire. Discarded scraps of food are scattered around a crude semi-circle of stones facing the tree. Among the scraps lies a small blood-smeared vial containing a *potion of cure light wounds* (a *potion of cure moderate wounds* in Subtier 4–5).

B. FEATHERS AND FIRE

The trees thicken, and the previously wide glades narrow and disappear in this unburnt part of the Chitterwood. A loud animal screech echoes between the trunks, followed by excited laughter and cheers of triumph.

The Scorchfeathers tribe has been chasing and harassing an axe beak in the forest for several hours and have finally cornered it. The goblins' joy and excitement leave them

distracted from their surroundings, and the PCs can easily sneak up on them. Allow each PC to attempt a DC 9 Stealth check (DC 11 in Subtier 4–5) as they follow the eastern path (see map on page 11) toward the goblins in the southwest clearing. Each PC who succeeds at the Stealth check may act in the surprise round, starting within 30 feet of the goblins.

If the PCs manage to approach undetected, they see a large avian creature with stunted wings struggling to break free from a dirty mass surrounding its legs. Small, green-skinned humanoids cackle and cheer as they fire arrows near the trapped bird. One of the humanoids raises an oversized blackened rod tied about with a variety of feathers. The others quiet and look between her and the ensnared beast. She shouts out a single word and an arrow of fire shoots from the rod towards the avian, missing by 5 feet. The silence persists for a moment before the others begin laughing again, this time splitting their mocking between the trapped creature and their comrade.

Creatures: The Scorchfeathers goblins have ensnared an axe beak in a tanglefoot bag and engage in a contest, attempting to shoot feathers off the trapped axe beak. In Subtier 1–2 there are four goblins accompanied by an outrider mounted on a giant gecko. In Subtier 4–5 three goblin commandos harass the axe beak while the chief circles slowly 15 feet overhead on her giant vulture animal companion. In both subtiers the mounted goblin is carrying the *hellfire rod*. If none of the PCs succeed on the Stealth check to approach unnoticed, the goblins temporarily ignore the axe beak in favor of attacking the PCs on the first full round of combat. If none of the PCs are spotted but the PCs elect not to immediately attack, the goblins quickly tire of their taunting and proceed to slaughter the trapped axe beak 1 minute later.

SUBTIER 1–2 (CR 3)

AXE BEAK

CR 2

hp 22 (*Pathfinder RPG Bestiary* 3 29; see page 28)

TACTICS

Before Combat The axe beak is stuck to the ground by a tanglefoot bag.

During Combat The axe beak breaks free from the tanglefoot bag on the first round of combat. On the second round it attacks the closest goblin it can reach.

Morale Once the first goblin it attacks is reduced to 0 or fewer hit points, the axe beak attempts to flee the area.

GOBLINS (4)

CR 1/3

hp 6 each (*Pathfinder RPG Bestiary* 156; see page 29)

TACTICS

During Combat One goblin continues firing at the axe beak while the others attack the PCs with their shortbows.

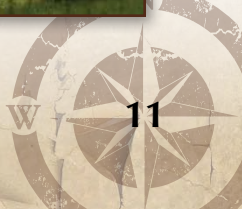
Morale The goblins lose heart and attempt to flee if the goblin outrider is defeated.

B. Feathers and Fire



1 square = 5 feet

Pathfinder Flip-Mat Classics: Woodland



HELLFIRE ROD

Aura faint conjuration; **CL** 9th

Slot none; **Price** 6,480 gp; **Weight** 5 lbs.

This black rod inlaid with silver Abyssal script curves slightly, resembling an unstrung bow. Once per day, the wielder of a *hellfire rod* can speak the command word to create an arrow of burning fire. Treat this as a ranged touch attack identical to the *acid arrow* spell, except the damage is fire instead of acid.

CONSTRUCTION

Requirements Craft Rod, *acid arrow*, creator must be able to cast at least one spell with the [fire] descriptor; **Cost** 3,240 gp

GOBLIN OUTRIDER

CR 1

hp 19 (*Pathfinder RPG Monster Codex* 106; see page 30)

TACTICS

Before Combat The goblin outrider is focused on taunting the axe beak and is not paying attention to her surroundings.

During Combat The goblin outrider uses her bow or alchemist's fire, then switches to her dogslicer and uses Power Attack to increase her damage while darting in and out of melee range with Ride-By Attack. The outrider prefers to attack an avian animal companion or familiar if one is present.

Morale The goblin outrider fights to the death. The gecko mount is barely trained and flees if the outrider is killed or incapacitated.

SUBTIER 4-5 (CR 6)

AXE BEAK

CR 2

hp 22 (*Pathfinder RPG Bestiary* 3 29; see page 28)

TACTICS

Before Combat The axe beak is stuck to the ground by a tanglefoot bag.

During Combat The axe beak breaks free from the tanglefoot bag on the first round of combat. On the second round it attacks the closest goblin it can reach.

Morale Once the first goblin it attacks is defeated, the axe beak attempts to flee the area.

GOBLIN COMMANDOS (3)

CR 2

hp 24 each (*Pathfinder RPG Monster Codex* 108; see page 29)

TACTICS

During Combat The goblin commandos fire an initial volley of flaming arrows, then drop their bows and use their horsechoppers against the PCs.

Morale The goblin commandos attempt to flee if the vulture pilot is killed or incapacitated.

GOBLIN VULTURE PILOT

CR 3

hp 38 (*Pathfinder RPG Monster Codex* 109; see page 30)

OFFENSE

Alchemist Extracts Prepared

2nd—*false life*, *touch injection*

1st—*bomber's eye*, *expeditious retreat*, *shield*, *true strike*

TACTICS

Before Combat The vulture pilot has drunk a *false life* extract and a *potion of barkskin*, and has fed a *potion of barkskin* to her vulture companion. She has 10 minutes of duration left with *barkskin* when the PCs first encounter her, and 3 ½ hours left on her *false life* extract. The goblin vulture pilot slowly circles the trapped axe beak and is not paying attention to her surroundings.

During Combat The pilot uses her bombs to scatter opponents on the ground, tanglefoot bags to hold tasty prizes in place, and alchemical splash weapons as the situation warrants. The goblin prefers to attack an avian animal companion or familiar if one is present.

Morale The goblin vulture pilot fights to the death.

GIANT VULTURE

CR -

hp 26 (*Pathfinder RPG Monster Codex* 109)

TACTICS

Morale The giant vulture flees if her pilot is killed or incapacitated.

Treasure: In addition to the gear listed in the goblins' stat blocks, one of the goblins (either the outrider in Subtier 1–2 or the vulture pilot in Subtier 4–5) is carrying the *hellfire rod* that the Scorchfeathers looted from the Irrica manor. Burnt feathers have been crudely tied to the rod and the black sheen of ash covering the rod rubs off on the hand of the first PC to touch it, revealing a dark wood haft inlaid with silver script.

Development: If the PCs take any of the goblins prisoner, the captured goblins promise anything and everything to the PCs—no matter how outrageous—in return for being set free. If the PCs choose to free the goblins, they immediately flee the area as quickly as possible.

CONCLUSION

If any of the PCs are capable of reading or speaking Infernal, the inscription on the rod is easily legible. If the PCs cannot decipher the text themselves, the Hellknight Gallion Land is more than willing to translate it for them when the caravan returns. The inscription on the rod reads “Only those who can command the lesser power of this rod can be trusted with True power.”

This serves as a clue indicating the actual purpose of the rod. The command word of the rod is also a piece of the true name of the erinyes devil that was once controlled by the Irrica family.

MEMORIAM

BY KENDRA LEIGH SPEEDLING

During the Goblinblood Wars, the Blackjackets of Druma's Mercenary League played an important part in quelling the goblinoid threat. One of those Blackjackets was Delara Adnen, a distant cousin of the Irrica family in Isger. Now retired, Delara has settled in Valtan, an Isgeri town near the Druman border, and built a lavish estate funded by her ownership of several trading caravans. Delara has done well for herself, but one piece of fortune she has not given much attention was an inheritance from her deceased Irrica relatives: a gold locket.

The locket, unbeknownst to Delara, holds a secret. Venture-Captain Brackett believes a portion of the erinyes' true name is sealed inside. Having identified Delara as the recipient from the Irricas' will, he tasks the PCs with convincing Delara to give them or show them the locket.

SUMMARY

Upon arrival in Valtan, the PCs meet with Delara, who agrees to show them the locket. When the PCs attempt to open it, a spirit manifests: Althea Irrica, the previous owner, who died mysteriously shortly before the attack on the Irrica estate. While Althea is not hostile to the PCs, she refuses to let anyone open the locket, as it contains a portrait of her deceased fiancé. She asks the PCs to find her engagement ring so she can touch it one last time before departing the mortal realm. Unbeknownst to anyone, Althea's engagement ring is actually a raktavarna rakshasa called Zeverit. Zeverit was actually the one responsible for her death, though Althea does not remember this due to its poison's modify memory effect. It had hoped to torment the Irrica family longer, but the deaths of almost everyone on the estate ended that plan. Since Althea's death, it has subtly been causing misfortune for its subsequent owners before eventually killing them; Delara was spared such a fate by selling the ring shortly after receiving it.

GETTING STARTED

The PCs receive their instructions from Venture-Captain Brackett in the form of a brief letter, represented in **Handout #3: Memoriam** on page 25. Present this to the players and give them time to familiarize themselves with their mission. The PCs arrive in Valtan without incident. Valtan is a small but

Where on Golarion?

"Memoriam" takes place in Valtan, a countryside town in Isger near the Druman border. For more information on Isger and Druma, see the *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



bustling town, and the PCs are easily able to locate Delara's estate.

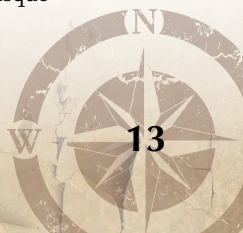
Past the houses and shops clustered at the town's center, a large mansion stands on a hill overlooking the river. A wrought-iron fence encircles the beautifully maintained grounds of the estate, its gate standing open and adorned by a family crest.

Once the PCs arrive at the estate, the butler asks their business before ushering them in to see Delara. After waiting for a few minutes in the elegantly decorated parlor, a muscular, middle-aged woman with graying hair strides into the room. She regards the PCs thoughtfully before speaking.

"Good day. I am Delara Adnen. My butler informs me you all wish to see me, though he neglected to give your names. Have a seat, and we can discuss your business."

Although she is a busy woman, Delara has a soft spot for adventurers and is courteous to the PCs. She rings a bell for refreshments and makes small talk until they arrive. If the PCs attempt to get straight to the point, she chuckles, stating, "Business is best conducted on a full stomach, don't you think?"

A servant sets a cup of tea and a plate of confections in front of each PC before departing, after which Delara invites the PCs to state their business. After hearing their request, she agrees to show them the locket; she is also willing to sell it to them if they ask. Their interest piques her curiosity, however, and if the PCs seem evasive about the reason they want to see it, she tells them she is happy to cooperate if they will return the favor. She is intrigued by the notion of the true name but has little practical interest in it, and brings the locket out once the PCs explain. A PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 4–5) can convince Delara to show them the locket without explanation, though she does not appreciate the lack of trust and is more brusque about complying in this case.



Scaling Encounter C

To accommodate a group of four PCs, Arvok is sickened from exposure to Zeverit's poison.

THE LOCKET'S GUARDIAN

Upon casual inspection, the surface of the locket does not reveal any inscriptions that could be the true name. A closer examination, however, reveals the mechanism to open the locket, which Delara has not yet spotted. Any attempt to open the locket causes it to seal itself shut, and the reflected image of a ghostly young woman appears on the locket's surface. She is dressed in a nightgown and has a melancholy demeanor.

"Please, do not disturb my locket. It is precious to me, and I would like to keep the memories within to myself. Who are you, strangers? Have you come to bring me peace at last?"

This is Althea Irrica, the locket's previous owner. She was found dead in her room just a few days before the attack on the Irrica estate. Her cause of death was never discovered, but her family suspected she had killed herself, as her fiancé had recently perished in the initial attack on the family convoy. Delara is familiar with this rumor and readily shares it with the PCs if they inquire into the locket's history.

If the PCs attempt to speak to Althea, she tells them the locket contains a portrait of her deceased fiancé and the pain of his death is still too fresh for her to allow them to open the locket. Althea knows that time has passed but is not aware of any events since her death, including the deaths of the rest of the Irricas. She does not remember her last moments and does not know what killed her.

Althea asks the PCs to find her engagement ring and touch it the locket so she can be close to it one last time, believing this will allow her to find peace in the afterlife. Delara recognizes Althea's description of the ring from a recent manifest of goods she received as part of an inheritance from a recently deceased relative. Delara tells the PCs that she just sold the ring along with several items to a merchant caravan passing through Valten, but they may be able to catch them if they hurry; the caravan is leaving town today on the main road. She gives them a note that instructs the merchants to give the bearers the ring and deduct the ring's value from her account.

Before the PCs depart, Delara gives them an additional warning. She was told upon receiving the ring and inheritance that the past two family members who had owned it passed away mysteriously after a downturn in fortune. Delara, despite not being a particularly superstitious woman, had avoided handling the ring or other items from the inheritance prior to selling them, but hearing Althea's story has raised concerns that the ring's "curse" may extend beyond the Irrica family.

C. CARAVAN (CR 3 OR CR 6)

The merchant caravan is on the main road and easy to spot, so finding it should not be a problem for the PCs. The caravan is stopped for a rest when the PCs reach it. The marked areas represent parked wagons.

Four wagons are clustered next to the road, pulled off to the side so as not to impede traffic. Next to the wagons, several people mill about chatting, while a few armed guards keep an eye on passing travelers.

The merchants initially assume the PCs are stopping to trade, but if asked about the ring, they direct the PCs to the caravan leader, a man named Arvok. Arvok listens to the PCs and examines their letter carefully, asking them a few questions about Delara to verify the PCs' story.

As Arvok reviews the letter from Delara, the PCs may notice something is amiss. PCs who succeed at a DC 15 Perception check (DC 17 in Subtier 4–5) notice that Arvok is wearing a ring suspiciously similar to the descriptions they have heard of Althea's ruby engagement ring. If any of the PCs ask Arvok about the ring, he is at first confused, and then genuinely surprised to see the ring on his finger, as though he had forgotten its presence.

Creatures: If the PCs succeed on the Perception check to notice that Arvok is wearing the ring and ask him about it, the raktavarna Zeverit quickly realizes that it may be discovered and reverts to its normal form and attacks. If all of the PCs failed the Perception check to notice Arvok wearing the ruby engagement ring, Zeverit gains a surprise round when it first springs out at the unsuspecting PCs, hoping to quickly subdue them and use Arvok to escape town with the caravan before more pesky interlopers show up.

The merchants are all 1st level experts who do not take part in combat, and the caravan guards (a dozen 2nd level warriors) are unwilling to intervene in any fight between their employer and the PCs, though they call out urging the PCs not to kill him.

Zeverit is an arrogant creature and is bored by its relative inactivity lately. While fighting the PCs, it gleefully gloats about its history and the fate of its previous owners, including Althea, referring to her as "that sweet lovestruck thing." If the PCs accuse Zevert of killing Althea, it happily takes the credit. It is aware that a child of the Irrica family survived the massacre on the estate and may mention this if the PCs raise the subject (per Venture-Captain Brackett's mention of an unaccounted for heir in **Handout #3: Memoriam**).

SUBTIER 1-2 (CR 3)

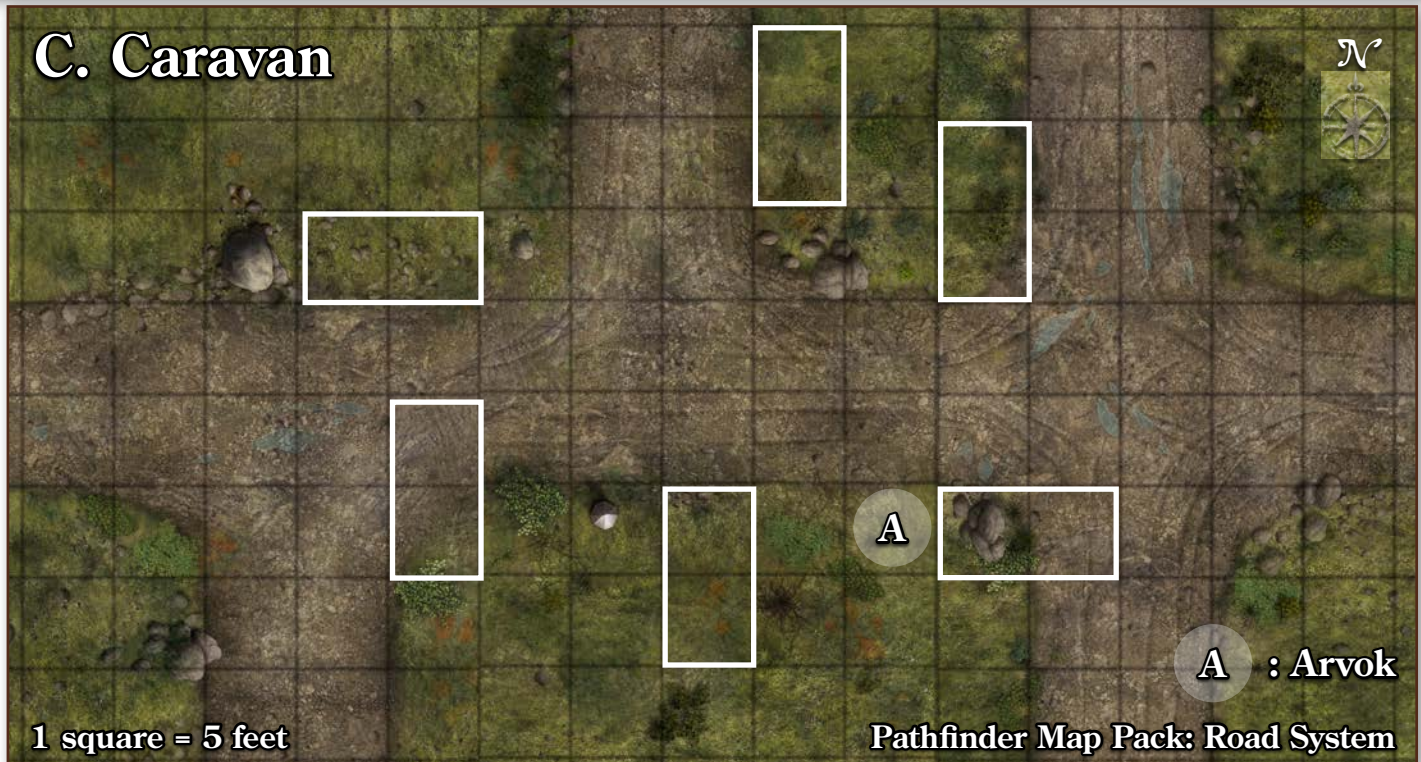
ZEVERT

CR 2

Raktavarna rakhasa (*Pathfinder RPG Bestiary* 3 229)

hp 22

C. Caravan



TACTICS

During Combat On the first round of combat, Zeverit uses *suggestion* against the most physically imposing foe to suggest thieves on the other side of the westernmost wagons are stealing the ring and they should be stopped. It also instructs Arvok, who has already succumbed to the raktavarna's *charm person* ability, to attack as well, accusing the PCs of being in league with the fictitious thieves. It focuses on one target until that target suffers its poison, then moves on to the next.

Morale Zeverit is spiteful but cowardly, and it flees combat if reduced to 5 or fewer hp.

ARVOK

CR 1/2

Superstitious mercenary (*Pathfinder RPG NPC Codex* 80)

hp 14

TACTICS

During Combat Arvok targets foes that pose a serious threat to Zeverit. He uses Power Attack unless he is having trouble hitting a foe. When a foe seems severely injured, he attempts to deal nonlethal damage, even if Zeverit urges otherwise.

Morale If freed from the *charm person* effect, Arvok stops fighting in befuddlement. Otherwise, he flees if reduced to 5 or fewer hit points.

SUBTIER 4-5 (CR 6)

ZEVERIT

CR 3

Advanced raktavarna (*Pathfinder RPG Bestiary* 3 290, 229)

LE Tiny outsider (native, rakshasa, shapeshanger)

Init +3; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE

AC 21, touch 17, flat-footed 16 (+5 Dex, +4 natural, +2 size)

hp 28 (3d10+12)

Fort +5, **Ref** +8, **Will** +6

DR 5/good or piercing; **SR** 17

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +10 (1d4 plus poison)

Special Attacks detect thoughts (DC 15)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*comprehend languages*

1/day—*charm person* (DC 15), *suggestion* (DC 17)

1/week—*commune* (CL 12th, 6 questions)

TACTICS

During Combat On the first round of combat, Zeverit uses *suggestion* against the most physically imposing foe and goads Arvok into combat, as in Subtier 1-2. It focuses on one target until that target suffers its poison, then moves on to the next. If all enemies fall victim to its poison, it attempts to sneak into one of their pockets or bags and revert to its normal shape.

Morale Zeverit flees combat if reduced to 8 or fewer hit points.

STATISTICS

Str 11, **Dex** 20, **Con** 19, **Int** 16, **Wis** 17, **Cha** 18

Base Atk +3; **CMB** +6; **CMD** 16 (can't be tripped)

Feats Alertness, Weapon Finesse

Skills Appraise +6, Bluff +14, Climb +16, Disguise +18, Escape

Artist +8, Perception +11, Sense Motive +11, Spellcraft

+6, Stealth +19, Swim +13; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon; *comprehend languages*



SQ change shape (Tiny living object), master's eyes

SPECIAL ABILITIES

Change Shape (Su) As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Master's Eyes (Su) A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Poison (Su) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis plus *modify memory*; *cure* 1 save. Each time a victim takes Wisdom damage from this poison, a *modify memory* effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

ARVOK

CR 5

Watch captain (*Pathfinder RPG GameMastery Guide* 261)

hp 61

TACTICS

During Combat Arvok begins combat by attempting to demoralize the PCs with Dazzling Display. Arvok does not attempt to kill the PCs, preferring to trip PCs that attempt to subdue Zeverit or himself. If the PCs attack Arvok directly, he drops his halberd and attempts to subdue them with his sap.

Morale If freed from the *charm person* effect, Arvok stops fighting in befuddlement. Otherwise, he flees if reduced to 15 or fewer hp.

Treasure: If the PCs did not kill Arvok, the caravan leader gives them a *traveler's any-tool* (*Pathfinder RPG Ultimate Equipment* 323) and 450 gp in thanks for sparing her life. In Subtier 4–5, he also gives them a *campfire bead* (*Ultimate Equipment* 286) and an *iron rope* (*Ultimate Equipment* 306).

Development: Once the PCs defeat Zeverit, it reverts to a mangled version of its ring form and can be returned to Althea. If Arvok is killed, the caravan guards are not pleased, but they do not prevent the PCs from leaving with the remains of the “ring” once it has been revealed to be a disguised creature. The guards protest if the PCs attempt to take Arvok's

belongings and will attempt to prevent the PCs from doing so. If Arvok survives, he thanks the PCs for handling the matter mercifully and gives them the rewards listed above.

CONCLUSION

When the PCs return to Althea, they have some explaining to do. If they tell her about the ring's true nature, she looks downcast for a moment before telling them she is glad they've uncovered the truth. A PC who attempts to lie to Althea can attempt a DC 15 Bluff check (DC 18 in Subtier 4–5). If she is fooled, she touches the remains of the ring before thanking them and fading away. If she is not, she asks that the PCs tell her the truth, no matter what it is. Upon learning the true cause of her death, she looks sad for a moment before saying this cannot take away her happy memories of her fiancé. She thanks them for telling her before fading away.

Once Althea is laid to rest, the PCs can open the locket to discover the portion of the true name it contains (hidden behind the portrait in the locket).

TROVE

BY LOUIS MANKO LEVITE

For over a year, Vegoran Thrune coerced the Irrica family to serve him with the aid of an erinyes under his control. When the family discovered the erinyes' true name, the Irricas ordered her to torture and slay her former master Vegoran. Vegoran carried a solid cold iron mace bearing the pentacle of Asmodeus on its head, which the Irrica family claimed as an heirloom to be held by the family's patriarch. Part of the erinyes's true name was inscribed on its haft.

Rutillo Irrica, a prosperous merchant, inherited the mace in 4692 AR, but the Goblinblood Wars claimed the lives of Rutillo and most of his family. While leading an expedition to resupply the war efforts, his convoy was attacked by hobgoblin raiders. Survivors of the brutal attack escaped to the gnome city of Umok, north of the Chitterwood, but the mace never resurfaced.

The raiders were led by a cunning hobgoblin named Malgrin. Unlike the majority of the goblinoid leaders from tribes based in the Chitterwood, Malgrin had set up a small base of operations in the Aspodell mountain range southeast of Umok. The mace was hidden in Malgrin's base, a symbol of his victory. In order to protect his secret base and stolen treasures, Malgrin employed two druids who used their magic to reshape the terrain, hiding his base of operations and covering the tracks of his raiders. When the Eagle Knights, Hellknights, and Druman mercenaries drove the goblinoid hordes back into the Chitterwood and set it aflame, Malgrin's band was caught returning to their base by an Eagle Knight force that scattered the band and slew Malgrin.

The massive conflagration in the Chitterwood attracted the attention of the draconic creatures from the volcanic

region near Droskar's Crag to the southeast. One such creature discovered the base hidden in the mountains and took up residence. For the last two decades it has survived, hunting game on the mountains and the forest's outskirts.

SUMMARY

Venture-Captain Brackett sends the PCs to the gnome settlement of Umok near the Aspodell Mountains east of Chitterwood. The PCs can talk to the town butcher, who has vital information to direct their search, or examine the Eagle Knight records kept at the Umok town archive that list locations and times of raids linked to this particular band. These information sources direct the PCs to a central point to search for the trail and pursue the final resting place of Rutillo Irrica's mace.

The PCs leave Umok, heading to the foothills. They travel to the point the records suggest and track down the old trail leading to the former hobgoblin base, which shows signs of recent use by a large reptilian creature. The ascent up the trail proves difficult, for natural and constructed obstacles slow down the climb.

Finally, the PCs enter the hobgoblin base, only to discover a vicious draconic monster claims this territory. After overcoming the creature, the PCs locate the mace and a hidden journal detailing the campaign conducted by Malgrin.

GETTING STARTED

The PCs receive their instructions from Venture-Captain Brackett's letter, represented in **Player Handout #4: Trove** on page 26, containing information about the hobgoblin raids in the Chitterwood area during the war and potential leads on Rutillo's mace. Provide this handout to the players and give them time to understand the aspects of their mission.

DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Before they leave for Umok, the PCs may wish to recall or obtain information about the town of Umok with a Knowledge (local) or Diplomacy (gather information) check. Gnomes gain a +2 bonus on this check. The PCs learn all of the information with a DC equal to or less than the result of their checks.

10+: Umok is a gnome town along the northeast of the edge of the Chitterwood. The gnomes here often clash with local goblin tribes.

15+: In order to deter goblin attacks, the town has banned fire within 500 yards of the city. Magic light and alchemical stones replace the need for open flame.

20+: Local animals have been befriended or charmed to help defend the settlement. Though friendly to the gnomes, they fight fiercely to defend Umok and its inhabitants from hostile outsiders.

WHERE ON GOLARION?

"Trove" takes place near the gnome town of Umok in the nation of Isger, a war-torn country in thrall to the devil-worshipping nation of Chelax. For more information about Isger, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.

The PCs arrive outside Umok without incident, despite the occasional signs of goblinoid activity en route. Approaching the city, Medium or larger PCs may notice that the town of Umok looks oddly proportioned. The buildings are squat, and the streets seem too narrow. The walls barely rise 6 feet high and appear too low for an effective defense. Bright colors abound throughout the town, adorning both the architecture and Umok's citizens, giving the impression that a fleet of chromatic dragons must have battled in the skies above, raining multicolored scales down upon the city. Wild and domesticated animals wander the streets, seeming perfectly at home amid the bustle of the town.

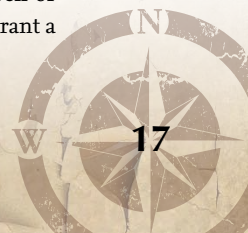
The party attracts attention as they enter the city of Umok, with animals taking up defensive postures and gnomes gawking at the travelers and whispering to their neighbors. Before the PCs make it more than a few yards into the city, a female gnome confidently approaches.

Armored and accompanied by an apparently tame badger, a fierce looking female gnome eyes your group intently. Finally, a smile cracks her face. "Welcome to Umok strangers. My name is Trigi Neppo, peacekeeper and goblin-watcher. Might I ask your business in town?"

The gnomes of Umok welcome visitors but fear a goblinoid threat. Trigi is willing to answer questions and suggests the party would be comfortable at the Badger's Den, which offers furnishing appropriate for human, elves, and similarly sized humanoids. When the subject of goblins, raids, or the war is broached, she suggests they head to the town butcher shop, the Beartrap, and talk to the proprietor.

A LONG LOST TRAIL

The PCs need to uncover information regarding the location of the hobgoblin base. This is represented by a series of skill challenges in each of the following sections. For each challenge, a PC can either attempt a skill check or use a class ability (such as bardic performance or casting a spell). After each PC has contributed, use the highest check result, and treat any check with a result of 10 or higher as though the PC had used the aid another action. If a PC casts a spell or uses an ability that is appropriate to the task at hand grant a



bonus of +2 to the highest check result. For spells or other class abilities that seem particularly appropriate to the task (such as casting *levitate* during The Ascent), increase this bonus to +4. To accommodate a group of four PCs, decrease the DC of each check by 2. If the party fails to meet the DC to navigate a given section, they take a –2 penalty on all checks or saves made to navigate the next challenge; if the party fails to meet the DC to navigate two or more challenges, they are also fatigued for the final encounter in the Dragon's Lair (area D). This represents the additional wear, strain, and increased effort required to overcome the consequences of the failed challenges.

THE BEARTRAP

Trigi's directions lead to the Beartrap, an unevenly split two story building whose ground level is distinctly taller than the floor above. Inside the butcher shop a beefy gnome with a massive green beard tucked into his apron wipes down a long, bloodied table. He turns around saying, "Ahh, strangers, how can old Bearjaw help ya?"

Bastrojo "Bearjaw" Qualinger was a scout during the Goblinblood Wars and chose to bury his past. He is cordial, but PCs who succeed at a DC 15 Bluff, Diplomacy, or Sense Motive check (DC 18 in Subtier 4–5) can convince him to recount his war stories. Failure puts Bearjaw on edge, and only by making a purchase from him can they entice him to speak. The PCs need to purchase 10 gp worth of his wares in Subtier 1–2 or 50 gp in Subtier 4–5. If the PCs are unable or unwilling to persuade Bearjaw to open up, he brusquely informs them that they can find any information they want to know about the war down the street at the town archives (proceed to The Reports). If the PCs are able to get Bearjaw to open up, he recounts his story.

Bearjaw waves his hand in a beckoning gesture and explains in a low voice, "I was the one who found those survivors of that raid and led them safely back here, but it wasn't an easy journey. Them hobgoblin raiders weren't like the main bunch, and that's why the convoy didn't make it. See, them hobgoblins didn't attack from the woods like all the rest. This group, they came out of the hills and hit that convoy hard and fast. If you want to find where they came from, and where they went after, you'll need to look in those mountains."

This proves a key piece of information. While most historical documents indicate the hobgoblin raids

originated from the Chitterwood, these raiders attacked from the foothills of the Aspodell Mountains.

THE REPORTS

The Umok archive contains Eagle Knight maps and documents recovered at the end of the Goblinblood Wars, listing out a number of raids, their general locations, and estimates of when the raids occurred. The PCs can work together to determine a probable location by succeeding at a DC 18 Knowledge (geography), Linguistics, Perception, or Profession (cartographer) check (DC 21 in Subtier 4–5). This information, combined with Bearjaw's directions, suggests that the base's location must be east of Umok in the foothills of the Aspodell Mountains. Failing this check suggests a central point further east, necessitating that the PCs expand their search.

At this point the PCs may choose to spend the night in Umok or to start their journey immediately. Either way, it takes the PCs a day to travel to the likely location of the base.

THE TRAIL

The hobgoblins were very careful about covering their tracks, and it has been 20 years since they used the trail. Fortunately, the creature residing in the old base occasionally uses the trail, leaving traces that help the PCs find the path. The PCs need to succeed at a DC 18 Knowledge (geography), Knowledge (nature), Perception, Profession (guide), or Survival check (DC 21 in Subtier 4–5) to locate the trail. Instead of a skill check, PCs can attempt a DC 15 Fortitude save (DC 18 in Subtier 4–5) to represent checking every lead without exhausting themselves.

THE ASCENT

The path to the base proves a difficult climb. Malgrin chose the route to deter pursuit and employed his druids to modify the terrain, creating drop-offs and eliminating smooth trails. His raiders used ropes, tools, and druidic aid to scale the path. Ascending the slope requires a successful DC 21 check using Acrobatics (to jump from rock to rock or balance on a precipice), Climb, Knowledge (nature) to notice areas deliberately altered to hide the path, or Perception to spot a safe route. If the PCs fail this check, the extra effort, time, and noise during the climb alerts the draconic creature in the cave (area D) to their



D. Dragon's Lair



presence, granting the creature a +4 bonus on its initiative check during the next encounter.

In addition, PCs can make an individual DC 15 Perception or Survival check (DC 18 in Subtier 4–5) to notice that the trail shows some signs of passage by a large reptilian creature within the last hour.

D. DRAGON'S LAIR

The trail ends at a large boulder in front of a tunnel leading deeper inside. The cave is dark, the walls are stone, and the ceilings are 10 feet high.

The passage turns south, serving as the only entrance and exit for a wide chamber that spirals down to a stone table 10 feet below. Bones and refuse litter the floor, and debris is gathered into a nest alongside the table.

Creatures: The cave is home to a draconic creature attracted to the area when the Chitterwood burned. It has since established its territory here and views the PCs as a threat to its home.

SUBTIER 1–2 (CR 2)

TATZLWYRM CR 2

hp 22 (*Pathfinder Bestiary* 3 261; see page 33)

TACTICS

During Combat The tatzlwurm pounces on the closest opponent, attempting to grapple and deliver its poison gasp attack.

Scaling Encounter D5

Make the following adjustments to accommodate a group of 4 PCs.

Subtier 1–2: The tatzlwurm recently consumed a rotting deer carcass; treat the tatzlwurm as sickened throughout the encounter.

Subtier 4–5: Reduce the damage of the flame drake's fireball breath to 3d6.

Morale The tatzlwurm is extremely fierce, violently territorial, and fights to the death.

SUBTIER 4–5 (CR 5)

FLAME DRAKE CR 5

hp 57 (*Pathfinder Bestiary* 2 106; see page 28)

TACTICS

During Combat In the first round of combat, the flame drake moves into position to use its fireball breath, attempting to hit as many enemies as possible. During subsequent rounds the flame drake attempts to full attack with its bite and tail slap, using speed surge to dart out of range of easy reprisal, attempting to force opponents to chase it and using its fireball breath again as soon as it is available.

Morale The territorial flame drake fights to the death.



Treasure: Searching the creature's nest reveals a mace made entirely of cold iron with a pentagram inscribed on the head and tarnished silver wire loosely wrapped around the hilt, revealing an inscription in Infernal along the handle. Close inspection of the table uncovers a hidden compartment containing a journal written in Common, a wand of *pass without trace* (CL 3rd, 10 charges), and a scroll of *fog cloud*. In Subtier 4–5 there is also a pair of *feather step slippers*^{UE}.

The journal details Malgrin's strategies and victories. It describes his use of the foothills to lose pursuit and how he employed the druid medics under his service to conceal their tracks and modify the terrain for better camouflage. The table was used for maps and planning, allowing the unit to observe from the spiral.

Development PCs who find Malgrin's journal can attempt a DC 15 Knowledge (history) or Knowledge (local) check (DC 18 in Subtier 4–5) to realize the unique historical significance of Malgrin's tactical knowledge. This realization should serve as a strong indicator that the journal may be of value to the Pathfinder Society.

CONCLUSION

With the defeat of the dragon, the PCs are able to claim the mace. Additionally, the hobgoblin journal represents an insight into the opposition during the Goblinblood Wars. The journal details not only battles, but also Malgrin's thoughts on the war's direction and his concerns about new forces entering the field. He outlines new tactics to counter the new arrivals. For retrieving the journal, Venture-Captain Brackett awards the PCs with a scroll of *heroism*.

The PC's return to Venture-Captain Brackett through the town of Umok is uneventful. Brackett is pleased by the PCs finds and more importantly, their successful retrieval of part of the erinyes's true name.

EPITHET

BY SAIF ANSARI

The PCs have collected most of the fragments spelling out the erinyes's true name from various Irrica family heirlooms but the final piece remains. Venture-Captain Brackett has discovered an old letter from an Irrica patriarch to his son enlisted with the Hellknights, describing an artifact that might be key to solving the puzzle of the devil's name. Brackett has also become aware of Pava Irrica's pursuit of her family's lost heirlooms and the erinyes.

SUMMARY

Venture-Captain Brackett learns about an Irrica signet ring gifted to a Hellknight who was assigned to a now-fallen outpost in the Chitterwood. The PCs travel to the outpost only to find it reclaimed by nature, and now hosting an

ettercap and giant spiders. After overcoming the ettercap and its pets, the PCs can locate the signet ring before Pava catches up to them. The erinyes, sensing the pieces of her true name gathered together, appears and attempts to reclaim the pieces for herself, forcing the PCs to navigate a three-way standoff.

GETTING STARTED

When the PCs return to Almas, read the following.

A dusty courier bustles up just outside the city, fishing a wax-sealed package from his satchel. "Pathfinders, I've been holding this message for you," he says, handing over the envelope. "The venture-captain advises urgency. Someone else hunts the prize you're after."

The package contains the **Handout #5: Epithet**, and **Handout #6: Family Letter to Dremlut Irrica** on pages 26 and 27, along with a map of the Chitterwood. After the PCs read through the notes, they can make preparations to travel. If they try to meet with Venture-Captain Brackett, he is otherwise occupied and urges the PCs to be on their way into the Chitterwood.

E. OUTPOST BUCKLER

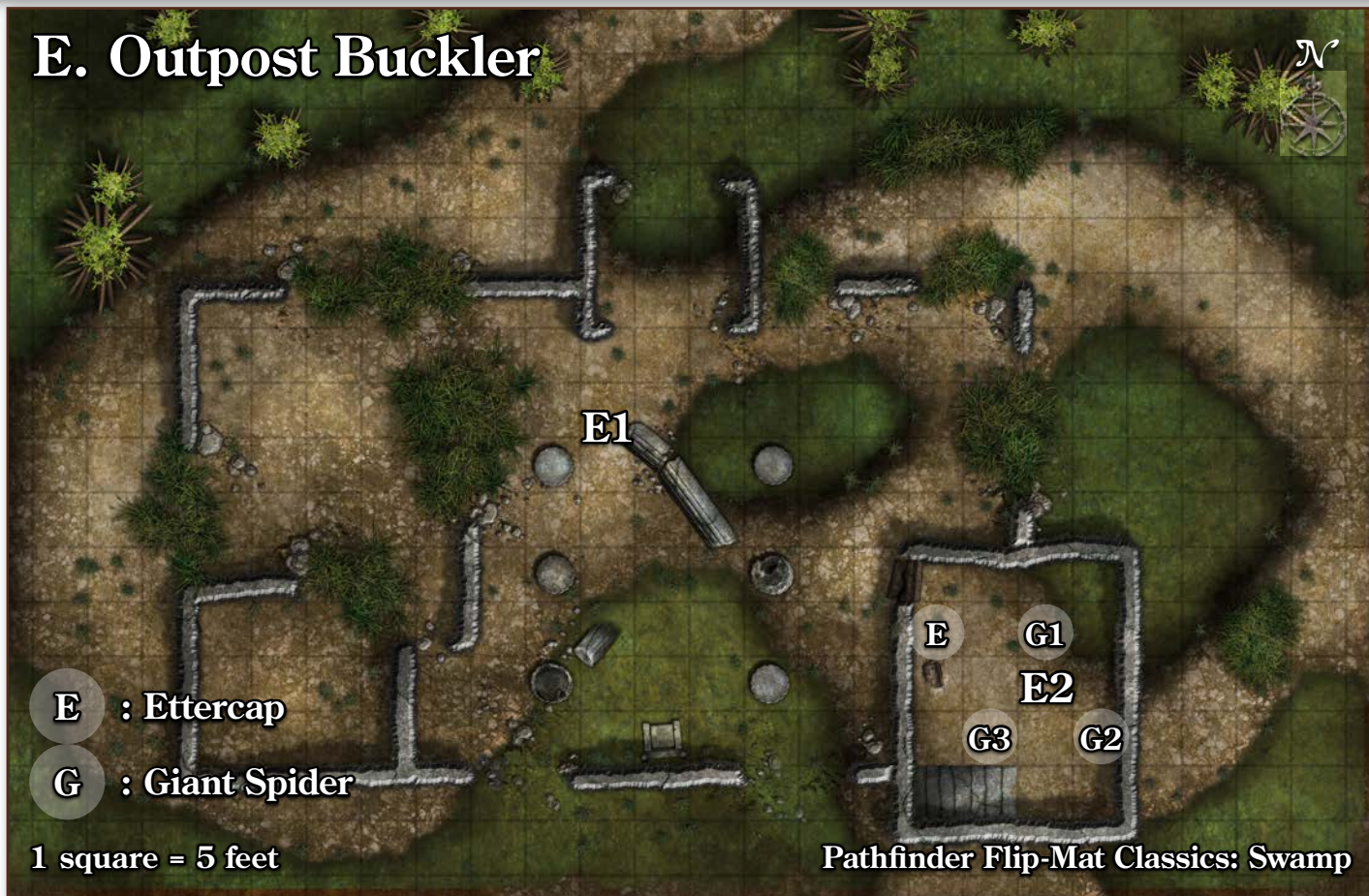
Following the captain's map allows the PCs to avoid any significant hazards and arrive at Outpost Buckler after a few days of traveling on unkempt but safe trails through the scarred reaches of the Chitterwood. Outpost Buckler fell into ruin during an attack by a hobgoblin company that ended with the nearly absolute destruction of both the defending Hellknights (who fought to the last person) and the attacking goblinoids. All of the buildings save one have mostly collapsed. Now, an ettercap calls the outpost home. Read or paraphrase the following.

After days of travel on overgrown trails and hard sleeping in the wilds of the Chitterwood, a half-collapsed wall emerges from the trees winding around a long forgotten encampment. The Hellknight outpost was breached long ago, and decades of growth have begun to reclaim the interior courtyard. A few walls still stand, and undergrowth covers the ground in a dense carpet. A single building in the southeastern end seems to be whole, its entrance blocked with a crude piece of wood.

If the PCs search the area around the courtyard, they discover a number of scattered humanoid skeletal remains. A PC who succeeds at a DC 14 Perception or Survival check notices that in the shadow of a broken wall hang several huge spider webs; scattered among them are a few sizeable humanoid bones as well as broken gear and rotting packs. A few strange tracks are also visible among the bushes near the webs.



E. Outpost Buckler



E : Ettercap

G : Giant Spider

1 square = 5 feet

Pathfinder Flip-Mat Classics: Swamp

The packs contain 125 gp worth of various mixed currencies. PCs investigating the tracks can attempt a DC 12 Survival check (DC 15 in Subtier 4–5). Success indicates the tracks were made by an ettercap. In Subtier 4–5 there is also evidence that the webs were recently made by a nest of giant spiders.

E. COMMAND CENTER (CR 3 OR CR 6)

The ettercap is inside the command center (along with three giant spiders in Subtier 4–5). A successful DC 14 Perception check (DC 17 in Subtier 4–5) enables a PC to notice the faint chittering from the ettercap as it nervously waits to ambush the party. Read or paraphrase the following.

The worm-eaten slab of wood falls aside easily to reveal a cluttered and rank-smelling hall. Rotten parchment scraps, worm-eaten carpets, and disintegrating furniture hint at a decaying Hellknight command center, a fact confirmed by the rusted remains of armor and ancient standards adorning the walls. A rusting iron statue of Asmodeus lies toppled to one side against a wall. Amongst the debris are the skeletal remains of five humanoid bodies. Two still wear rust-fused Hellknight armor, while three others are covered in molding, rotten leather. Surrounding these aged corpses are the remains of their goblinoid killers; it's clear that everyone was slain in a vicious fight.

WHERE ON Golarion?

“Epithet” takes place in the Chitterwood, a large hardwood forest located in southern Isger between the Keld and Iseld rivers. The woods are infamous for hosting hundreds of goblin tribes, who spilled out of the forest 20 years ago in a torrent of blood and fire known as the Goblinblood Wars. Much of the forest was destroyed by fire during the routing of the goblins at the end of the war. For more information about Isger, the Chitterwood and its goblin inhabitants, see *Pathfinder Campaign Setting: The Inner Sea World Guide* available at local hobby stores or online at paizo.com.

SUBTIER 1-2 (CR 3)

ETTERCAP

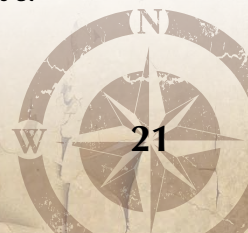
CR 3

NE Medium aberration (*Pathfinder RPG Bestiary* 129)

hp 30

TACTICS

During Combat: During the first round of combat, the ettercap spits out a web to entangle the nearest PC. On subsequent rounds it uses its poisonous bite and tears at the nearest opponent with its claws.



Scaling Encounter E

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

Subtier 1–2: The ettercap is recovering from a dominance battle with another of its kind and is sickened.

Subtier 4–5: Remove 1 giant spider.

Scaling Standoff

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

Subtier 1–2: Remove 1 bandit.

Subtier 4–5: Remove 1 burglar.

Morale: Ettercaps are exceptionally cowardly creatures, and this one is no exception. It attempts to flee if reduced to 5 or fewer hit points.

SUBTIER 4-5 (CR 6)

ETTERCAP

CR 3

NE Medium aberration (*Pathfinder RPG Bestiary* 129)

hp 30

TACTICS

During Combat: During the first round of combat, the ettercap spits out a web to entangle the nearest PC not captured in the pit trap. On subsequent rounds it uses its poisonous bite and tears at the nearest opponent with its claws.

Morale: Ettercaps are cowardly creatures, and this one is no exception. It attempts to flee if reduced to 5 or fewer hit points.

GIANT SPIDER (3)

CR 1

N Medium vermin (*Pathfinder RPG Bestiary* 261)

hp 16 each (3d8+3)

TACTICS

During Combat: During the first round of combat, the giant spiders cast their webs at any PCs not already trapped or entangled. On subsequent rounds the spiders work together as the ettercap has trained them to, attempting to flank and defeat opponents one at a time.

Morale: The spiders flee if the ettercap is slain, but fight to the death as long as the ettercap lives.

Conducting a 1-minute search of the room is enough to find the Irrica signet ring on Dremlut's remains. It's encrusted with dirt but still retains its magic. There is little else of value remaining in the hall, but PCs who succeed at a DC 16 Perception check find a sunken stone near the statue of Asmodeus which hides a stash of old Chelish coins worth 326 gp.

The PCs can glean the ring's purpose with a successful DC 14 Appraise, Knowledge (arcana), Knowledge (religion), or Linguistics check, though this is not necessary to gain the ring's protection from the erinyes. Once cleaned off, the gold ring reveals delicate Infernal text carved into the band, but the letters are hopelessly lost in the dense calligraphy. Only through many hours of study might somebody fluent in Infernal pick out and decipher the name. A brief moment spent examining the ring is sufficient to attune with it and activate its ability to protect the wearer and nearby creatures from the erinyes.

Development: If the PCs left someone to keep watch, they notice Pava approaching the outpost a few moments after the ring is in the PC's possession.

STANDOFF (CR 4 OR CR 7)

When Pava arrives, she stops approximately 15 feet north of the outpost's foundation. Read or paraphrase the following.

A woman's voice calls from the outside, "Explorers! I am Pava Irrica and I believe you have been traveling across Isger, collecting my family heirlooms. However you've come by them, I am willing to forgive and forget as long as you turn them over to me peacefully. You can walk away, and I'll not get the authorities involved. Now come out and sheathe your weapons."

The PCs can emerge from the building without being attacked as long as they remain at least 30 feet away from Pava. If they attempt to move any closer, Pava warns them to stay back once and attacks if the PCs continue moving closer. Once most of the PCs are outside (or after Pava gives her first warning for the PCs to keep their distance), the erinyes appears perched on a corner of the outpost roughly equidistant from the PCs and Pava. Read or paraphrase the following.

A sharp bang nearby announces the arrival of a black-winged figure in tight leather armor, wielding a longbow. She appears on top of a broken wall nearby, dark eyes darting around the courtyard at the assembled face-off. "Ah, I see the Irrica family line isn't entirely wiped out yet," she observes, "And facing off for a fight! You mortals make such tepid entertainment. But I am merciful. Give me the fragments you've collected and I'll let you all live."

Pava scowls at the winged creature, "You serve the Irricas, devil; I know you cannot harm me. Now you lot, quickly, give me the ring, and I'll command it to spare you."

The carrier of the ring and all allies within 60 feet are protected from the erinyes, and she cannot attack them directly.

Dealing with the erinyes: The erinyes cannot attack any non-hostile creature under Pava's protection, or under the ring's protection, without provocation, though she meets any attack against herself with violence. Pava and her mercenaries

FALLEN FAMILY, BROKEN NAME

do not attack the erinyes. If the PCs hand over the ring and other items to the erinyes, the devil abides by the agreement and does not harm the party, simply using *plane shift* to return to Hell, now that she's free of mortal entanglements.

Refusing to hand the erinyes the ring earns the PCs her enmity though she's helpless to act against them for now. She withdraws all the same, promising vengeance at a future date.

Dealing with Pava: The PCs can attempt a DC 20 Bluff, Diplomacy, or Intimidate check (DC 25 in Subtier 4–5) to convince Pava that handing over the ring to the erinyes is the best option for everyone. If they are successful, she begrudgingly agrees and withdraws from the scene with her mercenaries once the ring is surrendered to the erinyes. If the PCs want to give Pava the ring, they can attempt a DC 12 Sense Motive check (DC 15 in Subtier 4–5) to ascertain that Pava has no intention of keeping her promise to ensure their safety. If they go through with it anyway, the erinyes leaves in a fury vowing revenge, and Pava and her mercenaries attack the party.

If the PCs relinquish the ring to the devil without engaging with Pava first, or if they fail in the above skill check, Pava leads her mercenaries to attack the PCs immediately.

SUBTIER 1–2 (CR 4)

PAVA IRRICA	CR 3
Human monk (hamatulatsu master) 4 (<i>Pathfinder Campaign Setting: Inner Sea Combat</i> 38)	
LE Medium humanoid (human)	
Init +5; Senses Perception +7	
DEFENSE	
AC 16, touch 15, flat footed 14 (+1 armor, +1 Dex, +1 dodge, +1 monk, +2 Wis)	
hp 26 (4d8+5)	
Fort +4, Ref +5, Will +6; +2 vs. enchantments	
Defensive Abilities evasion	
OFFENSE	
Speed 40 ft.	
Melee unarmed strike +7 (1d8+4) or unarmed strike flurry of blows +6/+6 (1d8+4)	
Special Attacks flurry of blows, stunning fist (4/day, DC 16)	
TACTICS	
During Combat Pava attacks aggressively, attempting to use her stunning fist ability against the most heavily armed opponent she can see first and then using it against a target within reach during each subsequent round. Pava expends ki recklessly, attempting to make as many attacks as she can each round.	
Morale Despite her reckless hostility, Pava is not without a sense of self-preservation and attempts to flee if reduced to 8 or fewer hit points.	
STATISTICS	
Str 18, Dex 12, Con 10, Int 10, Wis 14, Cha 10	
Base Atk +3; CMB +8; CMD 22	

Feats Ability Focus (stunning fist), Dodge, Extra Ki, Hamatulatsu^{ISWG}, Improved Initiative, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +8 (+12 to jump), Climb +8, Escape Artist +7, Intimidate +5, Perception +7, Sense Motive +7, Stealth +6, Swim +7

Languages Common

SQ fast movement, high jump, infernal resilience, ki pool (4 points, magic), maneuver training, slow fall 20 ft.

Other Gear *bracers of armor* +1, *elixir of tumbling*, 400 gp

SPECIAL ABILITIES

Hamatulatsu (Ex) Pava's unarmed strikes can deal piercing or bludgeoning damage. If Pava critically hits a creature while dealing piercing damage with her unarmed strike, the target of her attack is sickened for 1 round (staggered for 1 round if they are already sickened). Multiple critical hits against a single foe do not increase the duration of the sickened or staggered conditions.

Ki Pool (Su) In addition to the effects normally available from a monk's ki pool, Pava may spend 1 ki point as a swift action to gain an additional use of stunning fist for that round. She may also spend 1 ki point as an immediate action to make a single melee attack with a +2 bonus against a creature that has damaged her with a melee natural attack, unarmed strike, or weapon without the reach property.

Stunning Fist (Ex) Instead of the effects normally available to a monk using stunning fist, Pava can have her stunning fist attempt make the target shaken for 1 minute. Targets can attempt a Will save at her normal stunning fist DC to resist the shaken condition instead of the normal Fortitude save.

BANDITS (2)	CR 1/2
hp 11 each (<i>Pathfinder RPG GameMastery Guide</i> 258; see page 28)	
TACTICS	
During Combat Pava's hired thugs hang back and fire on the PCs with their bows, avoiding melee combat.	
Morale If Pava is defeated, the bandits attempt to flee or surrender.	

SUBTIER 4–5 (CR 7)

PAVA IRRICA	CR 4
Human monk (hamatulatsu master) 5 (<i>Pathfinder Campaign Setting: Inner Sea Combat</i> 38)	
LE Medium humanoid (human)	
Init +5; Senses Perception +8	
DEFENSE	
AC 16, touch 16, flat footed 14 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +2 Wis)	
hp 31 (5d8+5)	
Fort +4, Ref +5, Will +6; +2 vs. enchantments, nauseate, sicken, stagger, or stun	
Defensive Abilities evasion	
Immune pain effects	



OFFENSE

Speed 40 ft.

Melee unarmed strike +8 (1d8+4)

or unarmed strike flurry of blows +8/+8 (1d8+4)

Special Attacks flurry of blows, stunning fist (5/day, DC 16)

TACTICS

During Combat See tactics in Subtier 1–2.

Morale See tactics in Subtier 1–2.

STATISTICS

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

Base Atk +3; **CMB** +9; **CMD** 23

Feats Ability Focus (stunning fist), Dodge, Extra Ki, Hamatulatsu^{ISWG}, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +9 (+18 to jump), Bluff +1, Climb +9, Escape Artist +8, Intimidate +6, Perception +8, Sense Motive +8, Stealth +7, Swim +8

Languages Common

SQ fast movement, high jump, infernal resilience, ki pool (6 points, magic), maneuver training, slow fall 20 ft.

Other Gear *ring of protection* +1, 400 gp

SPECIAL ABILITIES

Hamatulatsu (Ex) Pava's unarmed strikes can deal either piercing or bludgeoning damage. If Pava critically hits a creature while dealing piercing damage with her unarmed strike, the target of her attack is sickened for 1 round (or staggered for 1 round if they are already sickened). Multiple critical hits against a single foe don't increase the duration of the sickened or staggered conditions.

Ki Pool (Su) In addition to the effects normally available from a

monk's ki pool, Pava may spend 1 ki point as a swift action to gain an additional use of stunning fist. She may also spend 1 ki point as an immediate action to make a single melee attack with a +2 bonus against a creature that has damaged her with a melee natural attack, unarmed strike, or weapon without the reach property.

Stunning Fist (Ex) Instead of the effects normally available to a monk using stunning fist, Pava can choose to have her stunning fist attempt make the target shaken for 1 minute. Targets are allowed to attempt a Will save at her normal stunning fist DC to resist the shaken condition instead of the normal Fortitude save.

BURGLARS (4)

CR 2

hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

TACTICS

During Combat Pava's hired thugs hang back and fire on the PCs with their shortbows, avoiding melee combat.

Morale If Pava is defeated, the burglars try to flee or surrender.

CONCLUSION

Once the PCs resolve the standoff, they can follow the trail back to better-traveled roads for transport to Almas, where Venture-Captain Brackett awaits their report. Brackett's primary concern is keeping control of the erinyes devil out of improper hands, so as long as the PCs managed to keep the items that contain the name fragments from Pava—whether by turning them over to Brackett or by giving them back to the erinyes—Brackett considers the mission a success. He thanks the PCs for their efforts and awards them 1,000 gp as promised.

FALLEN FAMILY, BROKEN NAME

Player Handout #1: Excerpt from Rutillo Irrica's last Will and Testament

... with the goblin army surrounding us, the fate of my line is in question. The family secret shall not die with us. I trust to more distant relations to take up the Irrica mantle and reconstruct the riddle held jointly by my mace; my grandfather's signet ring; my niece Althea's locket; and our family treasure, the Hellfire Rod. These four items I value above all of my holdings, for at our time of greatest need they together commanded our guardian angel— and a savage angel of vengeance she is. I named her once, long ago, but here I shall name her not. I bequeath the four items mentioned above to one of the Irrica line who can read the riddle. Avenge us.

Player Handout #2: Scorch

Pathfinders,

The rather startling calling card you found in the Irrica estate belongs to a band of goblins known as the Scorchfeathers. It is likely that the rod stolen from the estate is still in their possession. I have bought passage for you with a caravan traveling through the eastern Chitterwood toward Citadel Dinyar. The caravan is partly owned by Delara Adnen, a potential ally, so behave yourself on the trip. The Scorchfeathers roam far, so be prepared to spend some time tracking down their current location.

Venture-Captain Brackett

Player Handout #3: Memoriam

Pathfinders,

According to the Irricas' will, the locket containing a portion of the true name was willed to a distant cousin, a woman named Delara Adnen. She is a retired Druman Blackjacket mercenary who lives in the town of Valten. Travel there and meet with her to either obtain or look at the locket. Please refrain from more questionable means of doing so—the last thing the Pathfinders need is to annoy one so well-connected.

Per the family lineage described in the will, there is one Irrica whose fate is unaccounted for; I shall be looking into this.

Venture-Captain Brackett

Player Handout #4: Trove

Agents of the Society,

During the Goblinblood Wars, Rutillo Orrica, the last patriarch of the Orrica line, was killed by hobgoblin raiders while leading a convoy. The family patriarchs always carried a symbol of leadership, a cold iron mace. Isgeri historians interviewed survivors in the town of Umok. I was able to uncover information from Eagle Knight records that indicates the Eagle Knights scattered these hobgoblins but did not recover the family heirloom. There may also be additional reports and information from Eagle Knights who fought in the Goblinblood War stored in Umok's archives. Travel to Umok, uncover anyone who communicated with the survivors, and verify any reports or information from the war to track down the hobgoblins' base.

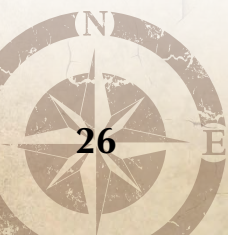
Venture-Captain Brackett

Player Handout #5: Epithet

Pathfinders,

I have it on good authority that a surviving Orrica descendant is chasing the devil's true name for her own purposes. Needless to say, it cannot fall into her hands. In better news, I have a solid lead on an item that should provide the missing parts of the puzzle. A Hellknight named Dremut Orrica was posted to an outpost in the Chitterwood along with an enchanted signet ring—see attached letter for details. I have also enclosed a map that should help you circumnavigate any known goblin ambushes. Given the Orrica involvement, I suggest you make use of the ring's protection once you have it in your possession. It just might keep you alive. See you in Almas.

Venture-Captain Brackett



Player Handout #6: Family Letter to Dremlut Irrica

Dremlut,

I pray this letter finds you safe. I know your duty to the Hellknights will put you in the path of danger, but yours is an honorable path, and I do not begrudge it. What concerns me is your faith in your own family. We are a jealous lot, and I fear my sister's ambition does not rest easy alongside your rapid promotion. I worry that her peace will be bought with nothing less than your life. You do not believe me, but I know my sister better than you know your aunt. I pray you take care and to keep close the signet ring—should my sister try to command the Wrathful Angel against you, it will keep you and your companions safe. Remember to always wear it on your left hand; it was dearly crafted to shield you, my only child.



APPENDIX: STAT BLOCKS

The following creatures appear in this scenario.

AXE BEAK

This stout flightless bird stands upon two long, taloned legs, but it is its axe-shaped beak that looks the most ferocious.

AXE BEAK	CR 2
<i>Pathfinder RPG Bestiary 3 29</i>	
N Large animal	
Init +3; Senses low-light vision; Perception +9	
DEFENSE	
AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)	
hp 22 (3d8+9)	
Fort +6, Ref +6, Will +1	
OFFENSE	
Speed 50 ft.	
Melee bite +5 (1d8+6)	
Space 10 ft.; Reach 10 ft.	
Special Attacks sudden charge	
STATISTICS	
Str 18, Dex 17, Con 16, Int 2, Wis 11, Cha 10	
Base Atk +2; CMB +7; CMD 20	
Feats Run, Skill Focus (Perception)	
Skills Perception +9	
SPECIAL ABILITIES	
Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak cannot be tripped in return.	

BANDIT

Despite their worn appearance, the weapons carried by this rough-looking human look ready for violent action.

BANDIT	CR 1/2
<i>Pathfinder RPG GameMastery Guide 258</i>	
Human warrior 2	
CN Medium humanoid	
Init +2; Senses Perception -1	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)	
hp 11 (2d10)	
Fort +3, Ref +2, Will -1	
OFFENSE	
Speed 30 ft.	
Melee rapier +3 (1d6+1/18-20) or sap +3 (1d6+1 nonlethal)	
Ranged composite longbow +4 (1d8+1/×3)	
STATISTICS	
Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9	
Base Atk +2; CMB +3; CMD 16	

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap

BURGLAR

Lean and disheveled, this sly-looking human exudes an aura of deadly competence.

BURGLAR	CR 2
<i>Pathfinder RPG GameMastery Guide 265</i>	
Human rogue 3	
N Medium humanoid	
Init +3; Senses Perception +9	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)	
hp 16 (3d8+3)	
Fort +2, Ref +6, Will +1	
Defensive Abilities evasion, trap sense +1	
OFFENSE	
Speed 30 ft.	
Melee sap +3 (1d6+1 nonlethal) or dagger +3 (1d4+1/19-20)	
Ranged mwk composite shortbow +6 (1d6+1/×3) or dagger +5 (1d4+1/19-20)	
Special Attacks sneak attack +2d6	
STATISTICS	
Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 8	
Base Atk +2; CMB +3; CMD 16	
Feats Deft Hands, Skill Focus (Perception), Stealthy	
Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7	
Languages Common, Elven, Halfling	
SQ rogue talent (quick disable), trapfinding +1	
Combat Gear <i>potion of feather fall</i> , <i>potion of jump</i> , tanglefoot bag; Other Gear leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, <i>universal solvent</i> , climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools	

DRAKE, FLAME

This ferocious creature looks like a red-and-yellow scaled dragon, but with only two legs.

FLAME DRAKE	CR 5
<i>Pathfinder Bestiary 2 106</i>	
CE Large dragon (fire)	
Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +10	

FALLEN FAMILY, BROKEN NAME

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +6, **Will** +6

Immune fire, paralysis, sleep

Weakness vulnerability to cold

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +10 (2d6+5 plus 1d6 fire), tail slap +5 (1d6+2)

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

Special Attacks fireball breath

STATISTICS

Str 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Fly +8, Intimidate +9, Perception +10, Stealth +6, Survival +10

Languages Draconic

SQ speed surge

SPECIAL ABILITIES

Fireball Breath (Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 16 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

ETTERCAP

This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws.

ETTERCAP

CR 3

Pathfinder RPG Bestiary 129

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d8+12)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)

Special Attacks traps, web (+6 ranged, DC 15, hp 4)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Great Fortitude, Improved Initiative

Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7;

Racial Modifiers +8 Craft (trapmaking)

Languages Common

SQ spider empathy +7

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

GOBLIN

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN

CR 1/3

Pathfinder RPG Bestiary 156

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

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

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

GOBLIN COMMANDO

This fierce green-skinned humanoid appears to be a particularly fierce and skilled example of its kind.

GOBLIN COMMANDO

CR 2

Pathfinder RPG Monster Codex 108

Goblin fighter 3

NE Small humanoid (goblinoid)

Init +8; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 size)

hp 24 (3d10+3)

Fort +4, **Ref** +5, **Will** +0 (+1 vs. fear)



Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk horsechopper +7 (1d8+1/×3)

Ranged mwk composite shortbow +9 (1d4+1/×3)

STATISTICS

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

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

Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (horsechopper)

Skills Intimidate +6, Perception +2, Ride +4, Stealth +11; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ armor training 1

Combat Gear +1 flaming arrows (2), *potion of cure moderate wounds*; **Other Gear** chainmail, mwk composite shortbow with 20 arrows, mwk horsechopper, 80 gp

GOBLIN OUTRIDER

This bulbous-headed humanoid is mounted on a strange giant lizard.

GOBLIN OUTRIDER

CR 1

Pathfinder RPG Monster Codex 106

Goblin ranger 2

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 armor, +4 Dex, +2 shield, +1 size)

hp 19 (2d10+4)

Fort +4, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +5 (1d4+1/19–20)

Ranged shortbow +7 (1d4/×3)

Special Attacks combat style (mounted combat), favored enemy (humans +2)

STATISTICS

Str 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 16

Feats Power Attack, Ride-By Attack

Skills Acrobatics +3, Handle Animal +3, Perception +6, Ride +10, Stealth +14, Swim +3; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

SQ track +1, wild empathy +0

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), alchemist's fire (4), tanglefoot bags (2); **Other Gear** studded leather, heavy wooden shield, mwk dogslicer, shortbow with 20 mwk arrows, tindertwigs (7), giant gecko mount, 2 gp

GOBLIN VULTURE PILOT

This green-skinned humanoid commands the respect of her tribe due to her ability to drop beehives, bombs, and other unpleasant items onto enemies.

GOBLIN VULTURE PILOT

CR 3

Pathfinder RPG Monster Codex 109

Goblin alchemist (winged marauder) 4 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Monster Codex* 104)

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 armor, +4 Dex, +2 natural, +1 size)

hp 38 (4d8+17)

Fort +5, **Ref** +8, **Will** +2; +2 against poison

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3–1/19–20)

Ranged bomb +9 (2d6+3 fire plus catch fire)

Special Attacks bomb 7/day (2d6+3 fire and catch fire, DC 15, 10-ft. radius)

Alchemist Extracts Prepared (CL 4th)

2nd—*false life*, *touch injection*

1st—*bomber's eye*, *bouncy body*^{MC}, *shield*, *true strike*

Base Statistics Without *barkskin* and *false life*, the vulture pilot's statistics are **AC** 19, touch 15, flat-footed 15; **hp** 29.

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 16, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +1; **CMD** 15

Feats Brew Potion, Mounted Archery, Mounted Combat, Throw Anything

Skills Acrobatics +8, Climb +3, Craft (alchemy) +10, Handle Animal +2, Perception +8, Ride +12, Stealth +16; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Giant, Gnoll, Goblin

SQ alchemy (alchemy crafting +4, identify potions), discoveries (explosive bomb, sipping pet*), poison use, swift alchemy

Combat Gear *potions of barkskin* (2), *potions of cure light wounds* (2), acid (2), alchemist's fire (2), tanglefoot bags (2); **Other Gear** mwk mithral chain shirt, dagger, sunrods (2), 293 gp

LIZARD, GIANT GECKO

With large bulging eyes to spot prey from afar, this oversized, smooth-scaled lizard has splayed, padded feet and a toothy maw.

GIANT GECKO

CR 1

Pathfinder RPG Bestiary 3 186

N Medium animal

Init +6; **Senses** low-light vision; Perception +6

DEFENSE

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

hp 11 (2d8+2)

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

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (2d4+1)



FALLEN FAMILY, BROKEN NAME

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative

Skills Climb +21, Perception +6; Racial Modifiers +8 Climb

SQ expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, geckos are treated as constantly being under a natural version of the spell spider climb.

LOCAL CELEBRITY

The brilliant smile of this dashing human belies the cold danger lurking in his eyes.

LOCAL CELEBRITY

CR 2

Pathfinder RPG NPC Codex 27

Human bard 3

LE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (3d8+3)

Fort +2, **Ref** +4, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4-1/19-20)

Ranged dagger +3 (1d4-1/19-20)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—*charm person* (DC 14), *cure light wounds* (DC 13), *hypnotism* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *lullaby* (DC 13), *mage hand*, *resistance*

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +1; **CMD** 12

Feats Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Skills Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Knowledge (arcana, nobility) +7, Knowledge (local) +9, Perception +4, Perform (act, dance) +8, Perform (sing) +7, Sense Motive +5, Spellcraft +8

Languages Common, Elven, Infernal

SQ bardic knowledge +1, versatile performance (act)

Combat Gear *potion of invisibility*; **Other Gear** masterwork dagger, *bracers of armor* +1, 48 gp

POACHER

Stained with dirt and speckled with leaves, this gruff human carries a massive crossbow and a pair of gleaming axes.

POACHER

CR 2

Pathfinder RPG NPC Codex 129

Human ranger 3

CE Medium humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 30 (3d10+9)

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

OFFENSE

Speed 30 ft.

Melee 2 mwk handaxes +6 (1d6+3/×3)

Ranged mwk heavy crossbow +5 (1d10/19-20)

Special Attacks favored enemy (animals +2)

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Climb +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7

Languages Common

SQ favored terrain (forest +2), track +1, wild empathy +2

Combat Gear *potion of bull's strength*, *potions of cure light wounds* (2), *potion of hide from animals*; **Other Gear** masterwork studded leather, masterwork handaxes (2), masterwork heavy crossbow with 20 bolts, 63 gp

RAKSHASA, RAKTAVARNA

What at first appears to be a bejeweled blade shimmers and writhes, transforming into a hideous, red-eyed serpent.

RAKTAVARNA

CR 2

Pathfinder RPG Bestiary 3 229

LE Tiny outsider (native, rakshasa, shapeshanger)

Init +3; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE

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

hp 22 (3d10+6)

Fort +3, **Ref** +6, **Will** +4

DR 5/good or piercing; **SR** 17

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +8 (1d4-2 plus poison)

Special Attacks *detect thoughts* (DC 13)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*comprehend languages*

1/day—*charm person* (DC 13), *suggestion* (DC 15)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 7, **Dex** 16, **Con** 15, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 12 (can't be tripped)



Feats Alertness, Weapon Finesse

Skills Bluff +12, Climb +14, Disguise +16, Escape Artist +6, Perception +9, Sense Motive +9, Stealth +17, Swim +11; Racial Modifiers +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon; comprehend languages

SQ change shape (Tiny living object), master's eyes

SPECIAL ABILITIES

Change Shape (Su) As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Master's Eyes (Su) A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Poison (Su) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Wis plus modify memory; cure 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

SPIDER, GIANT

A spider the size of a grown human crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

CR 1

Pathfinder RPG Bestiary 261

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

STORYTELLER

Despite the laugh-lines crinkling the corners of his eyes, this human seems better armed than the average minstrel.

STORYTELLER

CR 1

Pathfinder RPG GameMastery Guide 272

Human bard 2

N Medium humanoid

Init +2; **Senses** Perception +4

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18–20) or whip +1 (1d3)

Ranged shortbow +3 (1d6/×3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—*comprehend languages*, *hideous laughter* (DC 14), *ventriloquism*

0 (at will)—*dancing lights*, *daze* (DC 13), *ghost sound* (DC 13), *message*, *prestidigitation*

STATISTICS

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

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

Feats Dodge, Skill Focus (Perform [Oratory])

Skills Bluff +8, Diplomacy +11, Disguise +10, Intimidate +8, Knowledge (local) +7, Perception +4, Perform (act) +8, Perform (oratory) +11, Sense Motive +11, Sleight of Hand +7, Stealth +6

Languages Common, Elven

SQ bardic knowledge +1, versatile performance (oratory)

Gear masterwork studded leather, buckler, rapier, shortbow with 20 arrows, whip, disguise kit

SUPERSTITIOUS MERCENARY

This gruff human clutches a sword in one hand and a weathered holy symbol in the other.

SUPERSTITIOUS MERCENARY

CR 1/2

Pathfinder RPG NPC Codex 80

Human fighter 1

N Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 14 (1d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20) or
cold iron dagger +4 (1d4+3/19–20)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Iron Will, Power Attack, Toughness

Skills Heal +2, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

TATZLWYRM

This serpentine creature has the head of a ferocious dragon and two relatively small forearms that end in tiny claws.

TATZLWYRM

CR 2

Pathfinder Bestiary 3 261

N Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (3d12+3)

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

Immune paralysis, sleep

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d8+3 plus grab)

Special Attacks poison gasp, pounce, rake (2 claws +5, 1d4+2)

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 17 (can't be tripped)

Feats Nimble Moves, Stealthy

Skills Climb +14, Escape Artist +5, Intimidate +4, Perception +8,

Stealth +10 (+16 in dense vegetation); **Racial Modifiers** +6

Stealth in dense vegetation

Languages Draconic

SPECIAL ABILITIES

Poison Gasp (Ex) A tatzlwyrms's breath contains a poisonous vapor. While grappling, instead of making a bite or rake attack, a tatzlwyrms can breathe poison into its victim's face. A tatzlwyrms must begin its turn grappling to use this ability—it can't begin a grapple and use its poison gasp in the same turn.

Tatzlwyrms poison: Breath—inhaled; save Fort DC 12; frequency 1/round for 2 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.

WATCH CAPTAIN

This keen-eyed human is clad in shining full plate and wields a wicked-looking halberd.

WATCH CAPTAIN

CR 6

Pathfinder RPG GameMastery Guide 261

Human fighter 7

LN Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 57 (7d10+19)

Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 halberd +14/+9 (1d10+10/x3) or
sap +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/x3)

Special Attacks weapon training (pole arms +1)

STATISTICS

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

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** masterwork full plate, +1 halberd, composite longbow (+4 Str) with 20 arrows, sap, cloak of resistance +1, 35 gp



JOIN OUR COMMUNITY

Are you looking for more adventures? Check out Pathfinder Society Organized Play! In the organized play campaign, your character exists in a common setting shared by thousands of other gamers. You can take your character to any public Pathfinder Society event anywhere in the world. Pathfinder Society Organized Play includes adventures for the Pathfinder Roleplaying Game and the Pathfinder Adventure Card Game. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

ROLEPLAYING GAME

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

While the Game Master and your companions might

change every time you play, your character advances and gains rewards as normal.

For more on the Pathfinder Society Organized Play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.

ADVENTURE CARD GAME

The Pathfinder Adventure Card Game is a cooperative card game. Join a team of adventurers who band together to face increasingly challenging foes. Explore locations riddled with monsters, traps, and treasure, and customize your deck and your character to fit your play style.

In Adventure Card Guild Organized Play, you have your own Class Deck to represent your character, who can play in dozens of published adventures. Though your companions might change each time you play, the story is constant, allowing your character to evolve as a result of your own choices. Alternatively, some players prefer to keep their Adventure Card Guild experience limited to a group of friends, using the scenarios and reward structure as the framework for a private home game. Either approach is a valid and acceptable way to experience the Adventure Card Guild story, and many players enjoy a combination of public and private adventuring.

For more on the Pathfinder Society Organized Play campaign and how to find games in your area, check out the card campaign's home page at paizo.com/pfsacg.



FALLEN FAMILY, BROKEN NAME

Pathfinder Society Scenario #9-16: Fallen Family, Broken Name

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
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Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

Prestige Points

Character Name

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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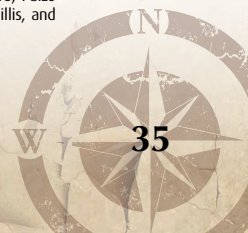
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Pathfinder Society Scenario #9-16: Fallen Family, Broken Name

Character Chronicle #

☐ Core CampaignSUBTIER ☐ Slow ☐ Normal

1 Special Special

SUBTIER ☐ Slow ☐ Normal

2 Special Special

SUBTIER ☐ Slow ☐ Normal

3 Special Special

SUBTIER ☐ Slow ☐ Normal

4 Special Special

SUBTIER ☐ Slow ☐ Normal

5 Special Special

MAX GOLD

EXPERIENCE

FAME

GOLD

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Variable Rewards: The gp, XP, and Prestige Points you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than Fallen Family, Broken Name, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the name of the quests you have completed and check off the appropriate influence boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. PCs that have selected the slow advancement track receive half of the gp, XP, and Prestige Points listed below.

# of Quests	Gold Pieces Earned by Level	XP	Prestige Points	Other
1	L1: 100, L2: 150, L3: 250, L4: 350, L5: 450	1	1	
2	L1: 200, L2: 300, L3: 500, L4: 700, L5: 900	1	1	
3	L1: 300, L2: 450, L3: 750, L4: 1,050, L5: 1,350	1	1	Impressive Find
4	L1: 400, L2: 600, L3: 1,000, L4: 1,400, L5: 1,800	1	2	
5	L1: 500, L2: 750, L3: 1,250, L4: 1,750, L5: 2,250	1	2	Impressive Find and Infernal True Name

Quests Played

☐	Estate	☐	Scorch
☐	Memoriam	☐	Trove
☐	Epithet		

Impressive Find: The Pathfinder Society is impressed with your discoveries in Isgar. Once you earn 12 or more Fame, your superiors award you 1 additional Prestige Point (but not Fame) in recognition of your excellence. You cannot have more Prestige Points than Fame, and if you would exceed this maximum, the bonus Prestige Point must be spent immediately or be lost. When you use this boon, cross it off your Chronicle sheet.

☐ **Infernal True Name:** You have learned the true name of the Irrica family's devil. Check the box that precedes this boon as a swift action to give one devil you can see within 60 feet the sickened condition for 1 hour. Alternatively, you may check the box that precedes this boon to give one creature of the devil subtype you have summoned the effects of a *heroism* spell for 1 minute. Once this box is checked, you have earned the enmity of devils everywhere. This may have a specific effect in later scenarios.

Subtiers 1-2

bracers of armor +1 (1000 gp)
elixir of tumbling (250 gp)
hellfire rod (6480 gp; 1/day on command the wielder can fire an *acid arrow* [CL 9th] from this 5-pound rod, dealing fire damage instead of acid damage)
potion of bull's strength (300 gp)
scroll of fog cloud (150 gp)
traveler's any-tool (250 gp; *Pathfinder RPG Ultimate Equipment* 323)
wand of pass without trace (10 charges remaining; 150 gp; limit 1)

Subtier 4-5

+1 *flaming ammunition* (167 gp, limit 5)
bracers of armor +1 (1000 gp)
campfire bead (720 gp; *Ultimate Equipment* 306)
elixir of tumbling (250 gp)
featherstep slippers (2000 gp; *Ultimate Equipment* 231)
hellfire rod (6480 gp; 1/day on command the wielder can fire an *acid arrow* [CL 9th] from this 5-pound rod, dealing fire damage instead of acid damage)
iron rope (750 gp; *Ultimate Equipment* 306)
potion of barkskin (300 gp)
potion of bull's strength (300 gp)
potion of invisibility (300 gp)
ring of protection +1 (2,000 gp)
scroll of fog cloud (150 gp)
wand of pass without trace (10 charges remaining; 150 gp; limit 1)

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

GM's Initials

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #