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Year of Factions' Favor



SCOURGE OF THE FARHEAVENS

By Jason Owen Black



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HOW TO PLAY

Pathfinder Society Scenario #9-18: Scourge of the Farheavens is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is 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

Scourge of the Farheavens makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Ultimate Equipment* (UE), and *Pathfinder RPG Ultimate Magic* (UM). 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.

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SCOURGE OF THE FARHEAVENS

By Jason Owen Black



When the Worldwound erupted in the land that was once known as Sarkoris, many of that nation's people fled before the demonic invasion. By the time the First Mendevian Crusade had begun to reclaim parts of Sarkoris, most of the refugees had already settled in other lands.

One such group of refugees was the Farheaven Clan. Led by their patron god, Dolok Darkfur—an extraplanar being who takes the form of a bipedal bear—they traveled east over the Icerime Peaks and eventually settled in the Norinor Forest of Iobaria. The Farheavens made a new home in the Norinor, founding a small village, building a shrine to their god, and trading with the other humans scattered throughout the forest. The clan lived in peace and relative seclusion for several decades. They mostly kept to themselves, so when doom befell the village, the clan's demise went largely unnoticed.

Iobaria is a land known for, among other things, the numerous plagues that have swept through the region. About 15 years ago, a woodcutter from the Farheaven Clan's village cut down a diseased tree, not realizing that the stand he had discovered was infected with an unknown plague that had laid dormant for over a century. The disease manifested in the form of a plagueborn ooze. The ooze infected the woodcutter, who then carried the plague back to the Farheaven village.

The illness spread with devastating speed, infecting the elders of the village and claiming their lives within a matter of days. Concerned about their followers and guilt ridden over their inability to protect them, Dolok Darkfur and his companion, Roga, a high priest known as a god caller, searched for the infected tree to try to find a cure. Though they found the copse where the woodcutter was first infected, they were unable to determine a cure; worse, their efforts exposed Roga to the virulent disease, and the god caller quickly joined the ranks of the infected. Dolok Darkfur and Roga returned to find the village wasting away, and Dolok's guilt at the sight of the ravaged clan drove him to a state of desperate madness. Convinced that mercy was all he could give his plagued people, Dolok set about slaying the sick. When Dolok turned his fearsome claws upon Roga, the god caller's apprentice, Nelket, realized that her home was beyond

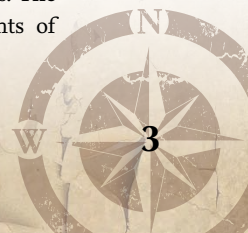
WHERE ON GOLARION?

This scenario takes place in Iobaria, a rough and cold land to the northeast of the Inner Sea. It begins in the city-state of Mishkar, though much of the story takes place in a ruined village within the Norinor Forest to the south. For more information on Iobaria, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and games stores everywhere and online at paizo.com.



saving. She gathered up the few members of the tribe who remained uninfected, mostly young children, and fled toward the Noyrus River. After following the river north, Nelket and the other children of the Farheaven Clan eventually reached the town of Mishkar, where they managed to create a new home for themselves.

Recently the Fifth Mendevian Crusade, with help from the Pathfinder Society, has made significant gains in the war against the demons of the Worldwound. Exploring the ruins of old Sarkoris, the Pathfinder Society has realized that without the help of the region's former inhabitants, the history of Sarkoris might be lost forever. In an effort to prevent such an unfortunate outcome agents of the Society have been searching for any Sarkorian refugees in nearby nations. The Society hopes that surviving members or descendants of



the clans that previously inhabited Sarkoris can help give the ruins context. In return for this knowledge, the Society is willing to help any interested Sarkorians resettle their recently reclaimed lands.

ADVENTURE SUMMARY

The PCs begin the scenario in the Iobarian town of Mishkar, following instructions from Venture-Captain Jorsal of Lauterbury. He has tasked them with seeking out a former Sarkorian refugee named Nelket in the hopes that she can tell them about her clan's history. Unfortunately, Nelket, a former apprentice god caller, knows very little of that history, but she does know of someone that might: her clan's deity, Dolok Darkfur. Nelket tells the PCs how to reach her clan's abandoned village and instructs them on how to summon the mighty eidolon.

Following Nelket's instructions, the PCs discover the ruined village of the Farheavens, where their search for the totems necessary to call forth the mighty eidolon known as Dolok Darkfur leads them to discover the village's hazards and new inhabitants. During their investigation, the PCs learn of the location of the diseased trees. By destroying the trees and killing the oozes residing within them, the PCs can prevent the disease from spreading again and find justice for the deceased members of the Farheaven Clan. If the PCs destroy the infected trees without provoking Dolok Darkfur, they can also help the eidolon come to terms with his past actions, earning the Pathfinder Society a valuable source of information on the history of Sarkoris and its inhabitants.

GETTING STARTED

The adventure begins in the early morning, just a few hours after sunrise, as the PCs reach the borders of Mishkar, a bustling human town built of stone and wood in a mixture of Varisian and Taldan styles. Mishkar is not aligned with any of the powers in Iobaria, and its people value their independence and self-sufficiency. Give the players **Handout #1**, a letter from Venture-Captain Jorsal of Lauterbury explaining their mission, and then read or paraphrase the following to get the adventure under way.

The town of Mishkar sits atop a hill, surrounded by walls that are old but well maintained. People, mostly humans, stream in and out of the gates, watched over by sharp-eyed guards. Past the gate is a bustling market, beyond which is a town of low wooden and stone buildings. Most of the construction looks fairly new and of human design, with no sign of the cyclops remnants upon which most Iobarian settlements are built.

The Pathfinders did not establish a set meeting location or time with Nelket, so the PCs will have to locate her once they arrive.

DIPLOMACY (GATHER INFORMATION)

Finding Nelket is no great challenge.

Based on the results of a Diplomacy check to gather information, the PCs might learn more about her and Mishkar. They learn all information whose DC is equal to or less than the result of their check.

10+: Nelket manages, but does not own, a small tavern called the Jolly Hag and can usually be found there.

15+: Nelket is well liked in Mishkar, but she is known to be quite guarded and has few real connections with people in town.

20+: Nelket is said to have been some kind of priestess before she came to Mishkar.

25+: Nelket grew up in the Norinor Forest but came to Mishkar at a young age after some kind of tragedy.

The Jolly Hag doesn't open until the early afternoon, so if the PCs head there directly, they can speak with Nelket in private; if they head to the Jolly Hag during business hours, the PCs have to speak with her as she is performing her daily tasks at the tavern, which consists mostly of handling money and overseeing the other staff members to ensure they are all doing their jobs.

The Jolly Hag is a small but cozy tavern, lit by a pair of clean windows on either side of the door and a fireplace near the back. Counters and stools line the wall, with a few small tables in the center of the room. A woman in a modest green dress and off-white apron looks up from the bar at the back of the tavern as the PCs enter.

The woman behind the counter is Nelket. Despite being in her midtwenties, she looks and carries herself as if she were older, exuding a sad air of buried loss and resilient strength.



She favors function over form in most aspects of her life, keeping her hair short so it stays out of the way and dressing in plain clothes. After the PCs introduce themselves, she tells them a little about herself.

“Ah, you must be the Pathfinder agents I was told to expect! I’m surprised you’ve actually come all this way. I haven’t had many dealings with the Society before, so it came as quite a surprise that they, or anyone else, would much care about my clan or our past. But maybe I can be of some help. Unfortunately, there isn’t a whole lot to tell you. I’m one of only a handful of survivors of the Farheaven Clan; most of us perished in a plague about fifteen years back. We had a small village south of here in the Norinor, where my ancestors settled after fleeing the demons unleashed by the Worldwound. I was scarcely more than a child when the plague came; I served as apprentice to our god caller, Roga, at the time. The plague hit fast, taking the elders and even infecting Roga near the end. He urged me to gather the children and leave the village before we became sick as well, but it wasn’t until I watched our god, Dolok Darkfur, rip the life from Roga in an attempt to stop the spreading infection that I gathered the children and fled.”

She pauses for a moment and then sighs and shrugs, continuing her story. “I led the younger children through the woods as best I could. There are lots of people scattered about the Norinor Forest; they like their privacy and don’t interact much with others, but they’re not cruel, and they helped us where they could. Eventually we made our way to the Noyrus River and followed it north before heading for Mishkar, and we’ve been here ever since.”

Nelket sighs and pinches the bridge of her nose before finishing her story. “Whatever remains of the Farheavens besides the few of us here is in that village. I have the closest connection to the old ways—to our god—but I barely remember these things. The others remember even less, if anything. Some could barely speak when we fled. If you want to know more, the only one left with answers would be old Dolok himself. I can teach you the ritual to summon him to his altar in the village, if you’d like, but be careful; there was a kind of madness on him at the end, and I’ll never forget that fearsome despair in his eyes as he killed my master.”

Nelket is happy to answer whatever questions she can. Though she’s generally reluctant to talk with the people of Mishkar about her clan’s history, she would like to see her clan’s culture preserved and is willing to help the Pathfinders however she can. The following are some questions the PCs might ask and Nelket’s responses.

Where did the plague come from? “I heard from Roga that one of the woodcutters had chopped into a tree he shouldn’t have. Apparently, there was an awful smell and a kind of mist that made him cough. The people who got sick developed coughs very quickly, and they had a smell about them, as if they were rotting from the inside. I’ll never forget that smell.”

What is a god caller? “A spiritual leader from an old tradition that dates back far, far before the Worldwound.

Many clans had their own gods, and it was the god caller’s job to maintain the relationship between people and deity. They would call upon the gods, who would come to the people and offer them guidance, protection, or other services in return for their worship. Such a god might not be as all powerful as the Lady of Graves or others like her, but they also helped people directly.”

Who is Dolok Darkfur? “He was, or rather is, the god of the Farheaven Clan. He appeared to us as a bear who walked and spoke as a person. He had been with us for generations, serving as a guardian and advisor to my clan until the plague came. I don’t think it infected him, because of his divine nature, but I think it drove him mad in the end anyway. Watching us die from an illness no one could cure, one after another... By the end, putting the sick out of their misery was the only thing that made sense to him.”

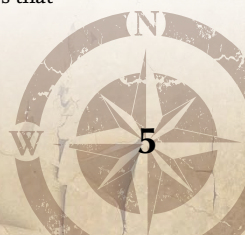
How do you know he is still in the village? “Ever since I began my god-caller training as a child, I have been able to feel his presence in the back of my mind. I know he’s still in the village because I can feel some small fraction of his pain and anguish.”

How many members of the Farheaven Clan survived? “Maybe a dozen of us? I was the oldest, though I was barely ten at the time, and I led the rest here. Since then, well, we’ve made lives for ourselves, but I fear that the rest of my clan is all but gone now.”

Would you consider resettling in Sarkoris? “In the present state of things, I see no reason to do so. Perhaps if Dolok Darkfur could be shaken from his madness and serve as our god again, the clan’s ways could be resurrected. Maybe the others could even be convinced to move back there.”

How can we help Dolok Darkfur? “I’m not sure how, or even if, you can help him. I can teach you how to summon him though, allowing him to manifest in such a way that you can interact with him. It’s a simple ritual, but you need some totems from the village, and I honestly don’t know if they’ll still be there. But if you go there, find the totems, and perform the ritual, you should be able to speak with him directly. I’m not sure how he will react to that.”

What is the ritual? “It’s relatively simple, really, but there are some artifacts from our tribe that you will need to find first: a darkwood carving of a standing bear, a leather necklace strung with bear claws and black feathers, a silver bowl engraved with images from the clan’s past, a small polished stone with a mottled pattern, and a small pot of honey. To perform the ritual, one must wear the necklace and place the bowl on the altar with the rock in it. The honey must be placed to the left of the bowl and the bear carving to the right. You have to drip a bit of honey on the stone and then pour water over it until you fill the bowl. After that, recite a simple prayer, which I can teach you, and then wait. Dolok Darkfur should appear, unless he’s become so lost in his madness that he can no longer be reached.”



Where can we get these items? “You can buy the honey here in Mishkar, though we always kept some in the village, so some might remain there. The other items are all unique, and the last time I saw any of them was in the old village, though it’s been so long that I can’t promise anything now. Who knows what may have come through and taken things? Regardless of how it goes in the village, if you do find any of the totems, I’d appreciate it if you could return them to me.”

Will you come with us? “No. I can give you directions to the old village, but that place is not for members of the Farheaven Clan anymore. Dolok Darkfur would sense my presence immediately, and I have no way of knowing if he has calmed with time or if he is still possessed by the madness that drove him to kill my master and other members of my clan. Nothing remains in that village that I hold dear enough to risk my life for.”

A. ABANDONED FARHEAVEN VILLAGE

The Farheavens built their village to make use of the forest. They found a small clearing and then cut down only the trees they needed in order to build their homes, allowing the forest to act as a sort of screen against prying eyes. There is a small gathering area in the center of the village, indicated on the map, and about a dozen other outlying buildings spread out over a half a mile of territory.

The Farheaven village sprawls outward from the shrine to Dolok Darkfur, a large stone edifice surrounded by several other buildings whose once brightly colored paint has faded and chipped. The main village square is in turn surrounded by about two dozen other dilapidated homes scattered throughout the forest, though the Norinor has mostly reclaimed these buildings, with bushes, vines, and young trees poking through roofs and doorways.

Though they never learned the specifics of the plague, other residents of the Norinor have generally kept away from the village, wary of whatever destroyed their former neighbors. The sole exception is the Skorvlov, who rely on the village’s fearsome reputation to keep them safe from outsiders. PCs who succeed at a DC 15 Knowledge (engineering) or Profession (architect) check (DC 18 in Subtier 4–5) discover that some of the wood used in the original construction of the buildings has been pulled off, likely to be repurposed elsewhere.

Three of the totems needed for the ritual are found in specific locations (areas **A1**, **A2**, and **A3**), and the other two (the mottled stone and a jar of honey) can be found amid a variety of refuse and scraps in either of the other buildings in the abandoned village. The PCs can attempt a DC 20 Perception check (DC 25 in Subtier 4–5) to find the mottled stone and the jar of honey whenever they enter any building that does not contain another totem. If multiple characters decide to search, use the highest roll and apply a +2 bonus for each other PC whose check result was 10 or higher to determine who finds the totems and how long it takes.

Several of the ruined buildings contain the mostly decomposed remains of the deceased members of the Farheavens. These are people who died from the plague but weren’t buried. PCs who succeed at a DC 17 Heal or Knowledge (nature) check (DC 20 in Subtier 4–5) discover that these people seem to have been eaten away from the inside by some kind of caustic substance, though none of the substance is present and the remains are little more than oddly clean, broken skeletons. A PC who succeeds at a DC 20 Knowledge (dungeoneering) check can determine that the damage is consistent with the damage caused by some oozes. Several bodies closer to the center of the village show not only similar signs of accelerated decay but also much more prominent tears and breaks consistent with the claws of a large beast.

A1. SKORVLOV HOMESTEAD (CR 3 OR CR 6)

This house has certainly seen better days, but it seems to have weathered the last 15 years with more success than its neighbors. The walls and roof look more or less intact, though plenty of vines now cover the detailed carvings along the vertical support beams. The steps leading up to the porch on the southwest look like they’re about to collapse, but the door of the house still seems rather sturdy. The ceiling in the house is 10 feet high and the interior is dark, though opening the door floods the interior with dim light.

Succeeding at a DC 15 Knowledge (engineering), Perception, or Profession (architect) check (DC 20 in Subtier 4–5) allows a PC to notice that there is something off about the house. PCs whose result exceeds the DC by 5 or more realize that the house is actually well maintained but has been made to look as if it were in the same state of disrepair as the surrounding buildings.

If the PCs enter the house (with or without the blessing of the Skorvlov family), read or paraphrase the following.

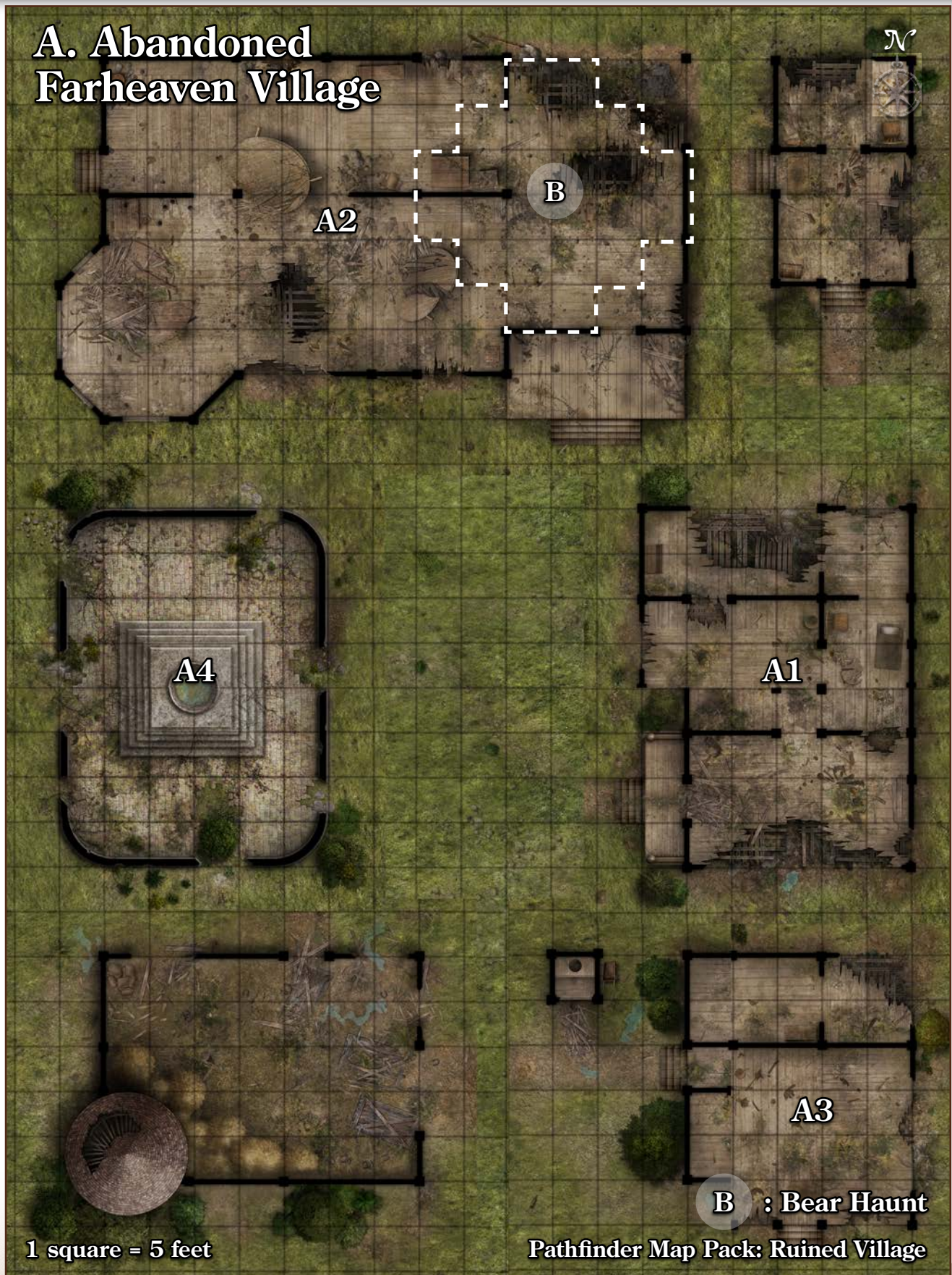
The interior of the house is far nicer than the outside. Animal skins and woven rugs adorn the walls and floors, helping to keep out the weather, and dried flowers and pleasant-smelling herbs hang from parts of the ceiling. A small table stands against the eastern wall, directly across from the door, upon which sits a large silver bowl.

The bowl is one of the totems required for the ritual; the Skorvlov have been using it as a washbasin.

Creatures: This building is home to Kenner Skorvlov and his daughters, Adula and Klara. About a year ago, they came upon the village and figured it was a good-enough place to set up camp. Relatively recent arrivals to the area, the Skorvlov don’t know who used to live in the village, and they don’t particularly care. What they do know is that nearby tribes and families rarely approach the village, and that’s good enough for them. The Skorvlov have reinforced the building and made it more livable on the inside, but they have taken steps to make sure the exterior still looks dilapidated to avoid

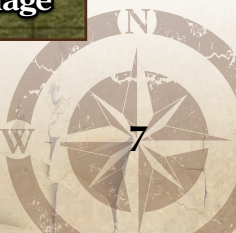


A. Abandoned Farheaven Village



1 square = 5 feet

B : Bear Haunt
Pathfinder Map Pack: Ruined Village



Scaling Encounter A1

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

Subtier 1–2: Remove Klara from the fight. Reduce the DC of all skill checks to influence the Skorvlov by 2, and reduce the cost of the bowl to 50 gp.

Subtier 4–5: Remove Klara from the fight. Reduce the DC of all skill checks to influence the Skorvlov by 2, and reduce the cost of the bowl to 100 gp.

prying eyes or larceny by others in the Norinor, in keeping with their reclusive nature.

The PCs arrive in the village during the early afternoon while the Skorvlov is out hunting nearby, and Kenner Skorvlov has locked the door to their home. In Subtier 1–2, the door has hardness 5, 10 hp, and a break DC of 13, and the lock requires a DC 20 Disable Device check to bypass. In Subtier 4–5, the door has hardness 5, 20 hp, and a break DC of 23, and the lock requires a DC 25 Disable Device check to bypass. If the PCs spend more than an hour investigating the rest of the village, the Skorvlov returns from their hunt and try to slip into their house unnoticed; in this case, the PCs can notice the Skorvlov by succeeding at a DC 17 Perception check (DC 20 in Subtier 4–5).

If the Skorvlov is at home when the PCs reach their house, they stay indoors and avoid the PCs unless the PCs attempt to enter the house. Unless the PCs are actively being quiet and careful, the Skorvlov hears them as soon as they arrive in the gathering area in the center of the village. If the PCs knock on their door rather than attempting to break in, the Skorvlov begins with an attitude of indifferent (Diplomacy DC 15 to improve [DC 19 in Subtier 4–5]). The higher DC in Subtier 4–5 reflects increased isolation and suspicion of strangers.

If the PCs break into the home while the Skorvlov is away, it quickly becomes clear to them that a family still lives in the home. If the PCs enter the home and search for ritual implements, the Skorvlov catches them on their way out of the building. They are suspicious of the PCs and begin with an attitude of unfriendly (Diplomacy DC 20 to improve [DC 24 in Subtier 4–5]). On the other hand, if the PCs leave the house alone as soon as they discover it is still occupied, the family's attitude depends on how the PCs opened the door. If the PCs break in by force, the family is particularly suspicious of outsiders after coming home to a smashed front door, and their attitude is unfriendly. If the PCs pick the lock, they have the option to simply relock the door and step away, speaking with the Skorvlov when they return; in this case, the family's attitude begins as indifferent.

The Skorvlov isn't looking for a fight, but they also aren't willing to just give up their possessions to strangers, so it will take some convincing to get them to hand over

the bowl. They don't start a fight, but they are prepared to defend themselves if needed, and they aren't afraid to kill if necessary. If the PCs improve the Skorvlov's attitude with a successful Diplomacy check (see above), they should have a chance to convince the Skorvlov to relinquish the silver bowl. How they do that and if they succeed is up to your discretion, but options include paying 75 gp for the bowl (150 gp in Subtier 4–5), giving the Skorvlov something in trade that can serve the same purpose, or swearing to return the bowl after they complete the ritual.

Kenner Skorvlov is also interested in the totems, carvings, and art that he has seen around the village, and if he is made at least friendly, he is willing to discuss these things with the PCs. He and his daughters don't know much about the village or anything about its previous inhabitants, but they can point out that they have seen totems in a few of the other buildings, and they can warn the PCs about the poison oak patch in area A3 or tell them about the unnerving, eerie nature of area A2. Even if their attitude is improved to helpful, the Skorvlov will not participate in the ritual or accompany the PCs to face the plagueborn, but they might be willing to share a meal with the PCs.

SUBTIER 1–2 (CR 3)

KENNER SKORVLOV

CR 1

Male human druid 2

CN Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 armor, +1 Dex, +1 dodge, +2 natural, +2 shield)

hp 18 (2d8+6)

Fort +5, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 club +4 (2d6+3) or shortspear +3 (1d6+2)

Ranged shortspear +2 (1d6+2)

Druid Spells Prepared (CL 2nd; concentration +4)

1st—*cure light wounds* (2), *entangle* (DC 13), *shillelagh* (DC 13)

0 (at will)—*flare* (DC 12), *know direction*, *light*, *stabilize*

D Domain spell; **Domain** Plant

TACTICS

Before Combat Kenner uses his *scroll of barkskin* on himself and casts *shillelagh* on his masterwork club if he expects a fight.

During Combat Kenner tries to catch as many enemies as possible within *entangle* to make them easier targets for his daughters. If either of his daughters are injured, Kenner attempts to heal her with *cure light wounds*.

Morale Kenner does not want his family hurt and will surrender if either of his daughters are reduced to 0 or fewer hit points, hoping to heal them afterward with magic.



Base Statistics Kenner's statistics include the effects of his *scroll of barkskin* and *shillelagh* spell. If Kenner is not able to cast these spells, his statistics are **AC** 16, touch 12, flat-footed 14; **Melee** mwk club +4 (1d6+2).

STATISTICS

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

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

Feats Alertness, Dodge

Skills Craft (carpentry) +2, Heal +7, Knowledge (geography) +3, Knowledge (nature) +5, Perception +8, Sense Motive +4, Survival +8

Languages Common, Druidic

SQ nature bond (Plant domain), nature sense, wild empathy +2, woodland stride

Combat Gear *scroll of barkskin*, *scroll of cure light wounds*, *scroll of diagnose disease*^{UM}, alchemist's fire (4), healer's kit; **Other Gear** mwk leather armor, heavy wooden shield, mwk club, shortspear, grappling hook, hemp rope (50 ft.), holly and mistletoe, key, amber necklace (worth 25 gp), 45 gp

ADULA AND KLARA SKORVLOV

CR 1/2

Female human ranger 1

CN Medium humanoid (human)

Init +7; **Senses** Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 13 each (1d10+3)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+1/19–20)

Ranged longbow +4 (1d8/×3)

Special Attacks favored enemy (animals +2)

TACTICS

Before Combat If either Adula or Klara senses that a fight is about to start, she tries to get the drop on the PCs using her thunderstone.

During Combat Adula and Klara try to pick off spellcasters and keep melee attackers at bay, focusing on those who have been entangled.

Morale The Skorvlov sisters are not interested in losing their lives or that of their father, and they surrender if their father or sister is reduced to 0 or fewer hit points.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Initiative, Point-Blank Shot

Skills Acrobatics +4, Climb +5, Heal +5, Knowledge (nature) +4, Perception +5, Stealth +7, Survival +5

Languages Common

SQ track +1, wild empathy +0

Combat Gear *potion of cure light wounds*, thunderstone; **Other Gear** mwk studded leather, longbow with 20 arrows, key, 9 gp

SUBTIER 4–5 (CR 6)

KENNER SKORVLOV

CR 4

Male human druid 5

CN Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 armor, +2 Dex, +1 dodge, +2 natural, +3 shield)

hp 41 (5d8+15)

Fort +6, **Ref** +3, **Will** +6; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft.

Melee +1 club +7 (2d6+3) or

mwk shortspear +6 (1d6+2)

Ranged mwk shortspear +5 (1d6+2)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +6) 5/day—wooden fist

Druid Spells Prepared (CL 5th; concentration +7)

3rd—*plant growth*⁰, *spike growth* (DC 15)

2nd—*barkskin*⁰, *cat's grace* (3)

1st—*cure light wounds* (3), *entangle* (DC 13), *shillelagh* (DC 13)

0 (at will)—*flare* (DC 12), *know direction*, *light*, *stabilize*

D Domain spell; **Domain** Plant

TACTICS

Before Combat Kenner casts *barkskin* on himself and *shillelagh* on his masterwork club if he expects a fight. If he has time, he casts *spike growth* between himself and creatures he views as a threat.

During Combat Kenner first attempts to injure and slow enemies with *spike growth* if he has not cast it already, or he casts *entangle* if he has already used *spike growth*. Kenner bashes any enemies who come within reach using his *shillelagh*-enhanced club and casts *cure light wounds* on his daughters if they are seriously injured (reduced to 15 or fewer hit points).

Morale Kenner is not interested in losing his life or those of his daughters and will surrender if any of the others are reduced to 0 hit points, hoping to heal them afterward with magic.

Base Statistics Kenner's statistics above include the effects of his *barkskin* and *shillelagh* spells. If Kenner is not able to cast these spells, his statistics are **AC** 19, touch 13, flat-footed 16; **Melee** mwk club +6 (1d6+2).

STATISTICS

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

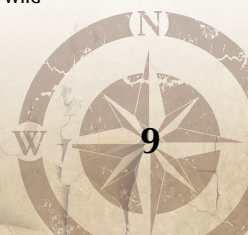
Base Atk +3; **CMB** +5; **CMD** 18

Feats Alertness, Combat Casting, Dodge, Shield Focus

Skills Craft (carpentry) +4, Heal +9, Knowledge (geography) +5, Knowledge (nature) +6, Perception +10, Sense Motive +6, Survival +9

Languages Common, Druidic

SQ nature bond (Plant domain), nature sense, trackless step, wild empathy +5, woodland stride



Scaling Encounter A2

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

Subtier 1–2: Reduce the haunt's hit points to 8, and reduce its radius to 10 feet.

Subtier 4–5 Reduce the haunt's hit points to 21, and reduce its radius to 20 feet.

Combat Gear *scrolls of cure moderate wounds* (2), *scroll of diagnose disease*^{UM}, *scroll of entangle*, alchemist's fire (4), healer's kit; **Other Gear** +1 leather armor, darkwood shield, mwk club, mwk shortspear, grappling hook, hemp rope (50 ft.), holly and mistletoe, amber necklace (worth 25 gp), 370 gp

ADULA AND KLARA SKORVLOV

CR 2

Female human ranger 3

CN Medium humanoid (human)

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 30 each (3d10+9)

Fort +5, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+1/19–20)

Ranged mwk composite longbow +7 (1d8+1/×3)

Special Attacks favored enemy (animals +2)

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 17

Feats Deadly Aim, Endurance, Improved Initiative, Point-Blank Shot, Precise Shot

Skills Acrobatics +5, Climb +6, Heal +7, Knowledge (nature) +6, Perception +7, Stealth +8, Survival +7

Languages Common

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

Combat Gear *potion of cure moderate wounds*, thunderstones (2); **Other Gear** mwk chain shirt, mwk composite longbow (+1 Str) with 20 arrows, 239 gp

Development: If the Skorvlovs end up fighting the PCs and are defeated, they surrender and allow the PCs to have the silver bowl, asking that they just be left alone. They leave the village, though it's apparent that they intend to return after the PCs leave. If the PCs try to flee, the Skorvlovs don't pursue them, and if the PCs try to parley during the fight, the Skorvlovs are willing to end hostilities, but convincing them to give up the bowl will be even harder, increasing the DCs of any checks to do so by 5.

Rewards: If the PCs do not manage to obtain or borrow the silver bowl from the Skorvlovs, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 127 gp.

Out of Subtier: Reduce each PC's gold earned by 384 gp.

Subtier 4–5: Reduce each PC's gold earned by 642 gp.

A2. GOD CALLER'S HOME (CR 3 OR CR 6)

This building used to house the clan's god caller and also served as a town hall and school when needed. Now it plays host to a haunt created by Roga's death at the claws of Dolok Darkfur.

This building, the largest in the village, was once painted white, with light-blue beams and window frames. Intricate carvings wind around the vertical supports, depicting bears and humans enacting scenes that likely come from the Farheaven Clan's history. Now, many of those carvings are covered by plants, the wood in many places is rotten and water stained, and the whole place smells faintly of mildew. Despite the building's disrepair, the only entrances remain doors on the northwest and southeast corners, preceded by short flights of rickety-looking steps.

The doors are simple unlocked wooden doors. Inside, the house smells of mildew and dampness, and lying near the eastern wall of the building are the long-dead remains of a humanoid creature. Nine small wooden carvings surround the body, each of which resembles a standing bear about 1 foot tall. They are arrayed around the body as if they were each looking directly at it.

This is the corpse of Roga the god caller, slain by his god and long-time companion Dolok Darkfur. He came to rest amid nine wooden carvings of a standing bear, one of which is carved of darkwood and is one of the totems that the PCs need to retrieve. There is one wooden carving in each of the squares surrounding Roga's body. It is difficult to tell from a distance which statue is the totem, but a character holding one of the carvings can spend a round studying it and attempt a DC 10 Craft (carpentry), Knowledge (nature), or Profession (woodcutter) check to identify the kind of wood used; in Subtier 4–5, the carvings are covered in moss and accumulated debris, increasing the DC to identify them to 15. Each of the carvings weighs between 6 and 8 pounds, except the darkwood totem, which weighs only about 4 pounds. If a character spends a minute or so investigating the corpse, it becomes quite apparent that the claws of a large beast inflicted Roga's mortal wounds.

Haunt: A haunt triggers when anyone comes near the body. In Subtier 1–2, the haunt has a radius of 15 feet and triggers almost immediately when the PCs enter the house via the southern door. In Subtier 4–5, the radius is instead 30 feet and extends past the north and east walls, as well as covering the entire southern porch.

SUBTIER 1-2 (CR 3)

BEARS IN THE MIST

CR 3

NE persistent haunt (15-ft. radius)

Caster Level 3rd

Notice Perception DC 15 (to notice a sickly yellow fog forming)

hp 13; **Weakness** slow; **Trigger** proximity; **Reset** 1 hour

Effect A sickly, foul-smelling yellow fog descends upon the area, as if it were seeping from the walls and ceiling. It twists and condenses into bear paws that lash out at those within the haunt's area of effect, while images of humans being slain by Dolok Darkfur appear and vanish in front of affected targets. This fog functions per *haunting mists*^{UM} (DC 13).

Destruction This haunt can be destroyed only by eradicating the oozes and diseased trees that infected the Farheavens.

SUBTIER 4-5 (CR 6)

BEARS IN THE MIST

CR 6

NE persistent haunt (30-ft. radius)

Caster Level 6th

Notice Perception DC 20 (to notice a sickly yellow fog forming)

hp 31; **Trigger** proximity; **Reset** 1 hour

Effect A sickly, foul-smelling yellow fog descends upon the area, as if it were seeping from the walls and ceiling. It twists and condenses into bear paws that lash out at those within, while images of humans being slain by Dolok Darkfur appear and vanish in front of affected targets. This fog functions per *haunting mists*^{UE} (DC 16).

Destruction This haunt can be destroyed only by eradicating the oozes and diseased trees that infected the Farheavens.

Treasure: In addition to the totem required for the ritual to summon Dolok Darkfur, the remaining carvings are all of excellent craftsmanship and carved from various types of high-quality lumber. In Subtier 1-2, they are made of timber common to the forests of Norinor and sell for 75 gp each, while in Subtier 4-5 they are made of more exotic types of lumber imported from outside of the region and sell for 150 gp each.

Development: If the PCs search the rest of Roga's house, they find a crude map drawn on a piece of tanned leather and accompanied by minor notations which indicate in shaky Hallit roughly where the woodcutter found the diseased tree that first infected the Farheavens. The PCs can use this map to get to the diseased clearing (see area B).

Rewards: If the PCs do not cure Dolok Darkfur, otherwise overcome the haunt, or at least obtain the eight wooden totems (in addition to the totem necessary for the summoning ritual), reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 100 gp.

Out of Subtier: Reduce each PC's gold earned by 150 gp.

Subtier 4-5: Reduce each PC's gold earned by 200 gp.

Scaling Encounter A3

To accommodate a party of four PCs, reduce the DC of Acrobatics checks to avoid exposure and Fortitude saves to resist the effects of exposure by 2.

A3. POISON OAK PATCH (CR 1 OR CR 4)

This small building is overrun with a dense thicket of vines and shrubs bearing yellow-green leaves. Ricketty stairs lead up to what used to be a doorway but is now a gaping hole in the southern wall. Another large hole punctures the eastern wall, and a much sturdier door on the western wall leads into a single large room. Hanging from the ceiling in the center of the room are several handcrafted necklaces, including one made of leather and strung with bear claws and black feathers that matches the description of the totem the PCs need to summon Dolok Darkfur.

Hazard: Poison oak has grown throughout this ruined building and blocks the way to the totem hanging in the room. The ceiling is low enough that an average-height human can get it off the hook with minimal stretching, but it hangs from an eyelet attached to the ceiling and must be untied to remove it. If the PCs succeed at a DC 15 Knowledge (nature) check, they identify the plants in the building as poison oak; in Subtier 4-5, the plants are of a particularly dangerous mutated strain that is harder to identify, requiring the PCs to succeed at a DC 18 Knowledge (nature) check to identify them as poison oak. A PC must succeed at a DC 13 Acrobatics check (DC 16 in Subtier 4-5) to navigate to the totem without touching the plants. A PC who fails the check is exposed to the following poison.

Poison (Ex)—contact; *save* Fortitude DC 13; *onset* 1 hour; *effect* 1d4 Dexterity damage, creature is sickened until all ability damage from the poison oak is healed; *cure* 1 save.

In Subtier 4-5, use the following statistics for the poison oak instead.

Poison (Ex)—contact; *save* Fortitude DC 16; *onset* 1 hour; *frequency* 1/hour; *effect* 2d4 Dexterity damage and 1d4 Str damage, creature is sickened until all ability damage from the poison oak is healed; *cure* 1 save.

Squares containing poison oak are filled with clinging vines and branches and are considered difficult terrain.

Treasure: In addition to the ritual totem, other necklaces are hanging from the same hook. In Subtier 1-2, these are two finely crafted hemp necklaces, one with jade stones set in it like beads and another with garnets, each worth 160 gp. In Subtier 4-5, these necklaces are instead made of spun gold and set with opals or topaz, each worth 525 gp.

Rewards: If the PCs do not retrieve the necklace totem, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 53 gp.

Out of Subtier: Reduce each PC's gold earned by 114 gp.

Subtier 4-5: Reduce each PC's gold earned by 175 gp.



Scaling Encounter A4

To accommodate a party of four PCs, Dolok Darkfur's self-loathing gives him the sickened condition.

A4. THE ALTAR OF DOLOK DARKFUR (CR 3 OR CR 6)

Though overgrown and sorely in need of maintenance, this structure is obviously the clan's old shrine to Dolok Darkfur. Near the center is a toppled statue of a bear, standing on its hind legs and looking both regal and fierce. Carved of darkwood, it is about 7 feet tall and 2 feet in diameter. Tatters of a once-brilliant cloak are still nailed to the shoulders, no doubt ripped off at the same time the statue was toppled and slashed, with four long gouges across the face. A low bench, now broken in two, used to sit in front of the statue to hold totems, offerings, and other items.

After he had slain the remaining members of the Farheaven Clan, Dolok Darkfur was overcome with self-loathing and desecrated his own shrine, breaking the bench, scattering the offerings, and toppling the statue. The PCs have to find a way to right the statue once again to complete the ritual. The statue is quite heavy, but the PCs can lift it by succeeding at a DC 22 Strength check (DC 27 in Subtier 4–5), which will no doubt require the efforts of several PCs or some application of science to aid the effort. For example, if the PCs succeed at a DC 15 Knowledge (engineering) check (DC 19 in Subtier 4–5), they identify a way to apply leverage to the statue, lowering the DC for the Strength check by 5. Use this example as a benchmark to model other solutions the PCs create.

Creatures: This is the location where Dolok Darkfur appears after the PCs perform the summoning ritual. Until the PCs summon him, the lost god cannot manifest. The ritual attracts his attention as, to his knowledge, only members of the Farheaven Clan knew it.

Once the PCs complete the summoning ritual, read or paraphrase the following.

Within moments of the ritual's completion, a dark-furred bear walks slowly toward the altar, appearing out of nowhere as if he had walked through a fog. He walks on his hind legs, like a human, his arms swinging slowly at his sides. His shoulders are covered in a mantle of feathers arranged to create a rainbow that cascades down his back.

He comes to a halt near the statue behind the altar—a striking resemblance to the real thing—and takes a deep breath. “I am Dolok Darkfur, lost god and failed guardian of the doomed Farheaven Clan. Who are you to have distracted me from my eternal sorrow?”

Dolok Darkfur speaks in a low, rumbling voice, befitting a bear. While he is only a Medium creature in Subtier 1–2, he is still exceptionally massive, towering over most other Medium

creatures. He is also severely depressed. He speaks slowly, almost in a monotone except when angered, at which point his voice turns into a veritable roar.

When first summoned, Dolok Darkfur has an attitude of unfriendly, and he wants only to be left alone to wallow in the misery that he believes he deserves. Deep down, he knows that it's not his fault that his people were struck by the disease, but getting him to realize that is very difficult. His suffering manifests as a deep self-loathing and a very short temper. He answers questions put to him but quickly grows irate.

Can you tell us more about the history of the Farheavens? “What would be the point? All that matters is my failure as their guardian! Whatever history the clan once had is best forgotten. They are dead, and even little Nelket has abandoned our ways. Let us vanish from this world.”

What was the plague? “A vile contagion! An oozing, honorless sore upon my people, which robbed them of their lives in coughing fits of agony! A foe that the ‘mighty’ Dolok Darkfur could not best. My shame, oozing from the mouths and flesh of my children.”

What did you find when you investigated the trees? “Death. Dead trees, bleeding a vile yellow and black stuff like pus and sap, stood in a small circle amid a stinking mire and fetid mist. Roga began coughing as soon as we entered that copse, the sickness already in him. Whatever that fool woodcutter found spelled the end of the Farheavens.”

How can we help? “You cannot erase my failures or my deeds. The blood of my clan stains my claws, my fur, my teeth. I taste it in my mouth always. I choke on it and feel it seep from my eyes as I weep. Justice! Oh, that I could find some way to destroy that foul contagion that has taken my people from this world, whatever the cost to myself! But I would not know how to accomplish such a task, could I even return to that tainted grove. I am bound here, to this altar and this village, damned to haunt it like a miserable ghost.”

Magic such as *calm emotions* or *charm monster* can help keep Dolok from losing his temper, but no amount of discussion is going to solve his problems until the PCs can convince him that the cause of the disease has been rooted out and destroyed. If the PCs suggest that they investigate the trees and try to eradicate the source of the disease for him, Dolok tells them how to get there and bids them to hurry. He knows how to get to the clearing where the plagueborn oozes live, but he doesn't realize that there are actual creatures responsible for the plague.

The PCs can convince Dolok to tell them about the clan's history through smart roleplaying and by improving his attitude to at least indifferent by succeeding at a DC 20 Diplomacy check (DC 23 in Subtier 4–5). Feel free to apply modifiers on any Diplomacy checks made to improve his attitude based on how well the players roleplay, but unless they have “cured” him by getting vengeance on the oozes, they can't improve his attitude beyond friendly. In this case, they

can still complete their primary success condition by learning some of the clan's history, though Dolok Darkfur tells them only the story of the clan fleeing from the Worldwound and losing some of their number along the way.

As the PCs continue to speak with Dolok, he grows increasingly frustrated and he begins snapping at the PCs the longer they talk. If the PCs are rude or do something to anger him, he snarls at them menacingly. If the PCs lie to him or try to falsely convince him that they have already dealt with the disease, he attacks.

SUBTIER 1-2 (CR 3)

DOLOK DARKFUR

CR 3

Unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)

NG Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 26 (4d10+4)

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

Defensive Abilities improved evasion; **Resist** electricity 5

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+3), 2 claws +7 (1d4+3)

TACTICS

During Combat Dolok Darkfur will attack the weakest or sickliest looking character first, reacting violently to even the most superficial appearance of disease.

Morale Unless the PCs subdue or otherwise calm him down, Dolok Darkfur fights to the death.

STATISTICS

Str 17, **Dex** 13, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18 (26 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite)

Skills Acrobatics +1 (+5 when jumping), Bluff +5, Climb +6, Knowledge (planes) +4, Perception +6, Sense Motive +6, Stealth +6

Languages Common

SQ evolution points (arms, laws, legs, bite, improved natural armor, improved evasion, resistance [electricity])

SUBTIER 4-5 (CR 6)

DOLOK DARKFUR

CR 6

Unfettered eidolon (*Pathfinder RPG Bestiary 3* 110)

NG Large outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +5, **Will** +6

Defensive Abilities improved evasion; **Resist** electricity 5

OFFENSE

Speed 40 ft.

Melee bite +15 (2d6+8), 2 claws +15 (1d6+8)

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

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str 26, **Dex** 13, **Con** 18, **Int** 7, **Wis** 10, **Cha** 12

Base Atk +8; **CMB** +17; **CMD** 28 (36 vs. trip)

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Multiattack⁸

Skills Acrobatics +1 (+5 to jump), Bluff +8, Climb +14, Knowledge (planes) +7, Perception +9, Sense Motive +9, Stealth +4

Languages Common

SQ evolution points (arms, laws, legs, bite, improved natural armor, improved evasion, resistance [electricity], large)



**Dolok
Darkfur**

Scaling Encounter B

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

Subtier 1–2: The plagueborn swarms have grown weak from a long period of inactivity and do not move during the first round of combat. The time required for a new plagueborn to spawn from a diseased tree increases to 2d4+1 rounds.

Subtier 4–5: Remove one of the advanced plagueborn. The time required for a new plagueborn spawn to spawn from a diseased tree increases to 1d8+1 rounds.

Treasure: If the PCs manage to avoid combat with Dolok or if they are able to subdue him without killing him, Dolok offers them aid in the form of treasures that once belonged to the god callers of the Farheavens. Swatting aside a heavy stone at the base of his altar, Dolok reveals a small cubby containing an *elixir of fire breath*. In Subtier 4–5 this cubby also contains an *elixir of vision* and a *scroll of spiked pit*. Dolok offers these items to the PCs and informs them that he hopes the PCs will find a way to use them and bring justice to his dead children, though he doubts that such an act is truly possible. If the PCs kill Dolok Darkfur, they can attempt a DC 22 Perception check (DC 27 in Subtier 4–5) to spot the hidden alcove beneath his altar. Moving the stone to access the contents of the alcove requires a DC 20 Strength check (DC 25 in Subtier 4–5) or some means of magically removing the stone.

Development: If the PCs convince Dolok Darkfur that they are willing to find and attempt to eradicate the source of the disease that nearly eradicated the Farheavens, his attitude automatically shifts from unfriendly to indifferent, though he remains depressed. He tells the PCs the story about the clan's flight from the Worldwound, and he promises to tell them more in the future if they manage to eradicate the source of the disease.

Overcoming his depression will take some time, but the PCs can now try to improve his attitude to helpful, which sets him on the path to recovery and allows him to resume his role as the god of the Farheaven Clan.

PCs who kill, dismiss, or otherwise banish Dolok Darkfur find a small scroll that falls from a delicate silver chain around his neck. While much of the writing on the scroll is illegible, it appears to detail some of the ancient history of the Farheaven Clan and will surely be of great value to the Society. Scrawled toward the end of the scroll is a rough map with some notations in Common describing a “diseased grove.” This is likely the source of the disease that ravaged the Farheavens, and the PCs can investigate the grove before returning to the Society with the scroll, if they wish.

Rewards: If the PCs fail to defeat Dolok Darkfur or secure his assistance, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 91 gp.

Out of Subtier: Reduce each PC's gold earned by 117 gp.

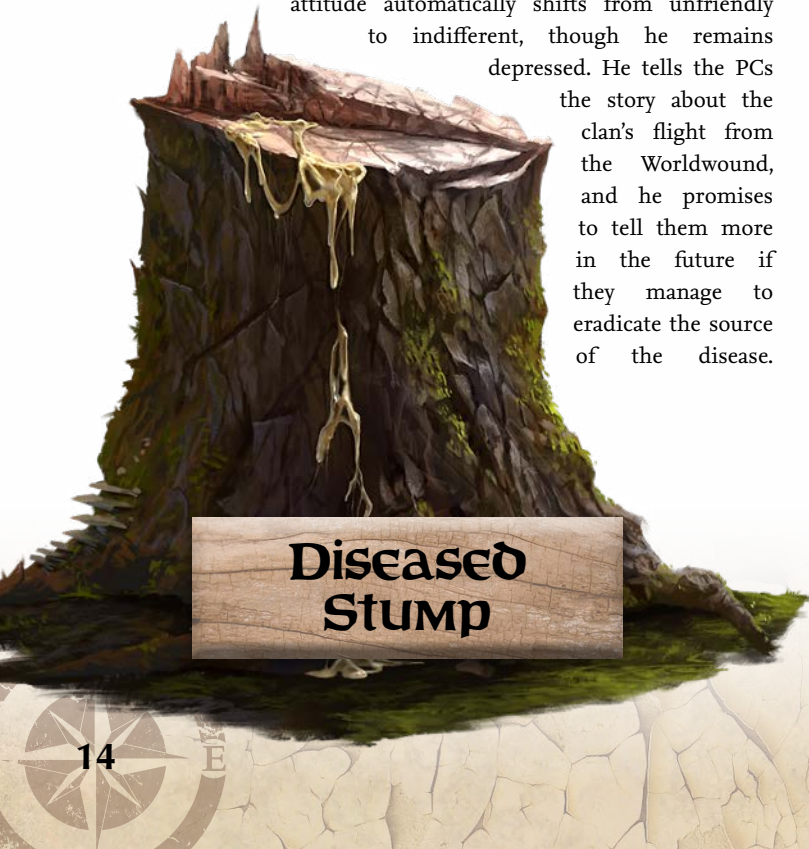
Subtier 4–5: Reduce each PC's gold earned by 143 gp.

B. DISEASED GROVE (CR 4 OR CR 7)

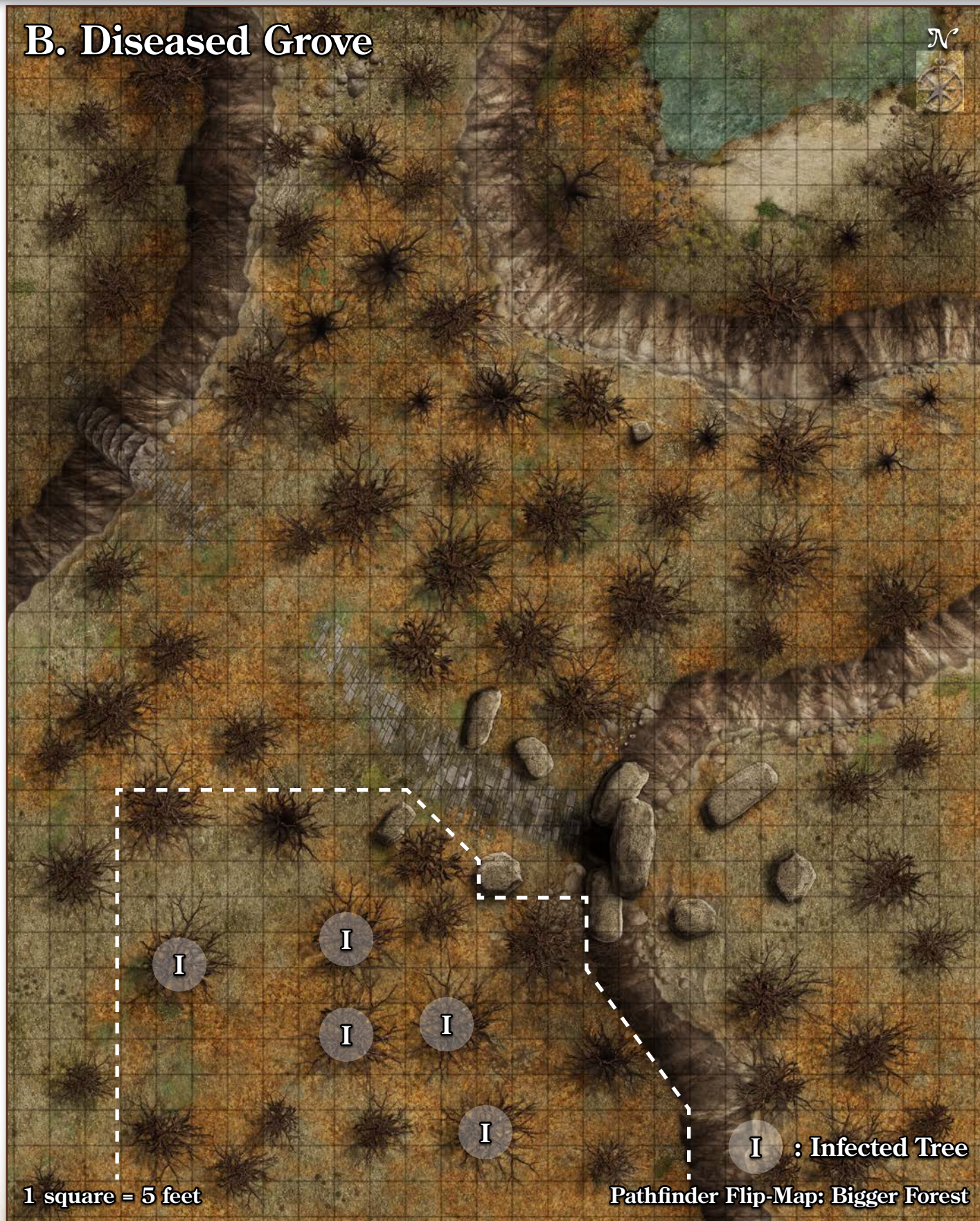
After a day's travel south, the PCs arrive at the grove indicated by Dolok Darkfur's directions.

All of the trees in the area appear dead and lifeless, but a thick copse to the south stands out as particularly unwholesome. The branches of the trees are long devoid of leaves, the bark is an unnatural gray, and large sections of the trunks are slick with a glistening liquid the color of yellowed milk. The broken limbs that remain droop, some nearly touching a morass of dark, moist land surrounding the base of their trunks. From time to time, yellowish mist bursts up from the ground before settling into the muck.

The small stand of trees in the southern area is riddled with disease and inhabited by a group of plagueborn oozes, vile manifestations of the contagion that infects the trees. The disease can be truly eradicated only by destroying the infected trees; otherwise more oozes will eventually form. Whenever the PCs destroy a plagueborn or plagueborn swarm, one of the trees begins to pulse and writhe, and a bulbous protrusion of off-white mucus begins to form. Dealing at least 1 point of fire damage to an infected tree (such as by striking it with a lit torch) causes the mass to recede for 1 minute. Dealing at least 10 points of fire damage to a diseased tree causes it to smolder and ignite, killing the diseased spores inside and permanently preventing any further plagueborn from spawning. If nothing is done once this process has begun, a plagueborn (a plagueborn swarm in Subtier 4–5) erupts from the tree 1d4+1 rounds later. PCs can attempt a DC 12 Knowledge (dungeoneering), Knowledge (nature), or Perception check (DC 17 in Subtier 4–5) to recognize what is occurring and how to delay or prevent it.

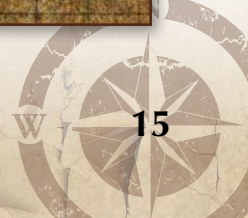


B. Diseased Grove



1 square = 5 feet

I : Infected Tree
Pathfinder Flip-Map: Bigger Forest



The trees stand within a sucking morass of mud and filth (marked with dashed lines in the map on page 15), which inhibits the movement of creatures other than the oozes. Treat this as a shallow bog, making it difficult terrain that increases the DCs of Acrobatics and Stealth checks by 2. Any character touching the trees with bare skin must succeed at a DC 12 Fortitude save (DC 14 in Subtier 4–5) or contract slime fever (see plagueborn stat block below). Creatures who fall prone within the morass are also exposed since the morass is filled with the vile putrescence exuded by the plagueborn, and must succeed at a DC 14 Fortitude save (DC 16 in Subtier 4–5) or contract slime fever as though they had stepped within the plagueborn's disease mist.

Creatures: This grove is home to a number of plagueborn oozes, which lurk in the muck and mire surrounding the infected trees, puffing out a contagious mist that riddles the area with a disease called slime fever. These oozes are responsible for infecting the Farheaven woodcutter and Roga the god caller, though they went unseen by both. A PC must succeed at a DC 19 Perception check (DC 24 in Subtier 4–5) to notice one of the oozes at rest in the muck. The DC of this check lowers by 5 if the ooze moves, or by 10 if it moves out of the morass and onto the surrounding grass.

SUBTIER 1–2 (CR 4)

PLAGUEBORN

CR 2

Giant variant boilborn (*Pathfinder RPG Bestiary* 4 289, 22)

N Small ooze

Init –5; **Senses** blindsight 30 ft.; Perception –4

DEFENSE

AC 9, touch 6, flat-footed 9 (–5 Dex, +3 natural, +1 size)

hp 19 (2d8+10)

Fort +5, **Ref** –5, **Will** –4

Immune ooze traits; **Resist** acid 10

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee slam +5 (1d3+4 plus slime fever)

Special Attacks death throes, slime fever

TACTICS

Before Combat The plagueborn lurks in the morass around the trees but begins to move toward the nearest creature once one comes within 30 feet.

During Combat The plagueborn attacks the nearest creature with its slam attack and moves only if there are no creatures adjacent to it.

Morale The plagueborn fights to the death.

STATISTICS

Str 16, **Dex** 1, **Con** 21, **Int** —, **Wis** 2, **Cha** 1

Base Atk +1; **CMB** +3; **CMD** 8 (can't be tripped)

Skills Acrobatics –5 (–13 when jumping), Climb +11, Swim +11

SQ disease mist

SPECIAL ABILITIES

Death Throes (Su) When killed, a plagueborn pops in a 10-foot-radius burst that deals 2d6 acid damage (Reflex DC 14 half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract slime fever.

Disease Mist (Su) The perpetual palpitations of the plagueborn emit a fine yellow mist. Any creature within 5 feet of a plagueborn must succeed at a DC 16 Fortitude save or contract slime fever.

Slime Fever (Su) Disease—slam, contact, inhaled, or injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, target must succeed at a second Fort save, or 1 point of the damage is drain instead; *cure* 2 consecutive saves. The save is Constitution based.

PLAGUEBORN SWARMS (2)

CR 1

N Fine ooze (swarm)

Init –5; **Senses** blindsight 30 ft.; Perception –5

DEFENSE

AC 13, touch 13, flat-footed 13 (–5 Dex, +8 size)

hp 9 each (2d8)

Fort +0, **Ref** –5, **Will** –5

Defensive Abilities ooze and swarm traits; **Immune** weapon damage; **Resist** acid 10

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft., climb 10 ft.

Melee swarm (1d6 acid plus slime fever)

Space 10 ft.; **Reach** 0 ft.

Special Attacks slime fever (DC 14)

TACTICS

Before Combat The plagueborn swarms lurk in the morass around the trees but begin to move toward the nearest creature once one comes within 30 feet.

During Combat The plagueborn swarms move to the nearest creature if there are no creatures adjacent to them.

Morale The plagueborn swarms fight to the death.

STATISTICS

Str 1, **Dex** 1, **Con** 10, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +3, Swim +3

SQ disease mist

SPECIAL ABILITIES

Disease Mist (Su) The perpetual palpitations of the plagueborn emit a fine yellow mist. Any creature within 5 feet of a plagueborn swarm must succeed at a DC 14 Fortitude save or contract slime fever.

Slime Fever (Su) Disease—contact, inhaled, or injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, target must succeed at a second Fort save or 1 point of the damage is drain instead; *cure* 2 consecutive saves. The save is Constitution based.

SUBTIER 4-5 (CR 7)

ADVANCED PLAGUEBORN (2)

CR 4

Giant variant boillborn (*Pathfinder RPG Bestiary* 4 289, 22)

N Small ooze

Init -6; **Senses** blindsight 30 ft.; **Perception** -4

DEFENSE

AC 8, touch 5, flat-footed 8 (-6 Dex, +3 natural, +1 size)**hp** 38 each (4d8+20)**Fort** +6, **Ref** -5, **Will** -3**Immune** ooze traits; **Resist** acid 10

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.**Melee** slam +7 (1d3+7 plus slime fever)**Special Attacks** death throes, slime fever

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str 16, **Dex** 1, **Con** 21, **Int** —, **Wis** 2, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 9 (can't be tripped)**Skills** Acrobatics -6 (-14 when jumping), **Climb** +11, **Swim** +11**SQ** disease mist

SPECIAL ABILITIES

Death Throes (Su) When killed, a plagueborn pops in a 10-foot-radius burst that deals 2d6 acid damage (Reflex DC 14 half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract slime fever.**Disease Mist (Su)** The perpetual palpitations of the plagueborn emit a fine yellow mist. Any creature within 5 feet of a plagueborn must succeed at a DC 16 Fortitude save or contract slime fever.**Slime Fever (Su)** Disease—slam, contact, inhaled, or injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; *cure* 2 consecutive saves. This save is Constitution based.

PLAGUEBORN SWARMS (3)

CR 1

hp 9 each (see page 16)

TACTICS

Use the tactics from Subtier 1-2.

Treasure: Long ago, smugglers used this strand of trees as a drop point. They hid a small iron chest among the trees, tucked under a root that had pushed above the soil. That chest is now somewhat rusted but still intact. The chest has hardness 5, 15 hit points, and a break DC of 23; in Subtier 4-5, it has 20 hit points.

In Subtier 1-2, this chest contains a *catching cape* (*Pathfinder RPG Advanced Player's Guide* 302), a *key of lock jamming* (*Advanced Player's Guide* 306), a *potion of cure moderate wounds*, 50 gp, and one small emerald worth 300 gp. In Subtier 4-5, this chest instead contains a +1 *battle aspergillum* (*Advanced*

Player's Guide 176), a *catching cape* (*Advanced Player's Guide* 302), a *key of lock jamming* (*Advanced Player's Guide* 306), a *potion of cure moderate wounds*, a *potion of remove disease*, a *potion of undetectable alignment*, 450 gp, and 5 small emeralds worth 300 gp each.

Development: Burning the stand down ends the plague and frees Dolok Darkfur from his depression, assuming the PCs have not slain him.

Rewards: If the PCs do not defeat the plagueborn oozes and destroy the diseased stand of trees, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 133 gp.

Out of Subtier: Reduce each PC's gold earned by 406 gp.

Subtier 4-5: Reduce each PC's gold earned by 679 gp.

CONCLUSION

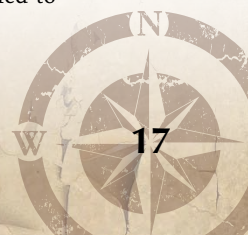
The adventure can conclude after the PCs perform the ritual and slay Dolok Darkfur. In this case, the PCs return to Nelket, who is saddened by the news but finds a sense of closure in it. PCs who slay Dolok Darkfur and do not attempt to destroy the source of the disease that ended the Farheaven Clan gain the Cold-Hearted and Efficient boon.

PCs who slay, banish, or otherwise dismiss Dolok Darkfur but still manage to eradicate the ooze-spewing trees in the diseased grove gain the Avenger of the Farheavens boon.

If the PCs manage to help Dolok Darkfur start down the path to recovery and destroy the source of the disease that ravaged the Farheaven Clan, Nelket is quite happy and informs them by the time they return that, while not quite back to his former self, Dolok Darkfur has asked her permission to resume his old duties as god and guardian of the Farheaven Clan. She even summons him to let him speak with the PCs, whereupon a visibly more stable Dolok Darkfur—his feathers shining in a brilliant rainbow of color—swears on his honor that he will work with Nelket to record everything he can remember of the clan's history and forward it to the Pathfinder Society. Nelket says that she will speak with the other surviving members of her clan about resettling in Sarkoris but makes no promises. Either way, the Pathfinder Society has gained a valuable source of information, and the PCs have earned thankful friends in Nelket and Dolok Darkfur. PCs who eradicate all of the diseased trees and successfully reunite Dolok Darkfur with the remaining Farheavens gain the Guardian of the Farheavens boon.

REPORTING NOTES

If the PCs helped Dolok Darkfur start down the path of the recovery and burned the diseased grove, check box A. If they slew Dolok Darkfur but still burned the diseased grove, check box B. If they both slew Dolok and failed to completely burn the grove, check box C.



PRIMARY SUCCESS CONDITIONS

The PCs learn the history of the Farheaven Clan from Dolok Darkfur or from the scroll recovered after defeating him.

SECONDARY SUCCESS CONDITIONS

The PCs must find justice for the Farheavens by destroying

the source of the disease and by helping Dolok Darkfur start down the path of recovery. This not only prevents the disease from spreading again but also allows Dolok Darkfur to resume his role as the god and guardian of what remains of the Farheaven Clan.

Player Handout 1:

Pathfinders,

As you are no doubt aware, the Fifth Mendevian Crusade has won significant victories of late with the help of our own Society, and in the wake of these victories, we have discovered a number of old Sarkorian sites about which there is great mystery. We are trying to track down some of the original inhabitants of these sites, or their descendants, in the hopes that they will be able to shed some light on the history and significance of these locations, and perhaps we could even help them resettle their old lands!

It is to that end that I am dispatching you to the town of Mishkar in Iobaria, where our agents have discovered that a survivor of the Farheaven Clan is said to dwell. According to our sources, she goes by the name Nelket, and it is my hope that she can speak about her clan's history, or point you to someone who can. Learn what you can, and bring the information back to the Society. If you can bring Nelket or some of her kinfolk with you, all the better.

I do not expect you will face much difficulty in this task. However, Iobaria is a wild and dangerous land, so be on your guard.

Inheritor's grace be with you,
Venture-Captain Jorsal of Lauterbury



SCOURGE OF THE FARHEAVENS

Pathfinder Society Scenario #9-18: Scourge of the Farheavens

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 ☐ Concordance
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

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

Character #

Prestige Points

Character Name

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Character #

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Character Name

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Pathfinder Society Scenario #9-18: Scourge of the Farheavens

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Avenger of the Farheavens: You slew the mad god Dolok Darkfur and destroyed the diseased grove that all but eradicated the Farheaven Clan. As a swift action, you can activate this boon to grant yourself a +2 bonus on all damage rolls made against creatures of the ooze or outsider type for the duration of that scenario. When you use this boon, cross it off your Chronicle sheet.

Cold-Hearted and Efficient: Your heart was unmoved by the desperate plight of Dolok Darkfur, and you chose to leave the former god of the Farheavens to his misery. You can activate this boon as a standard action to gain a +2 bonus on all saving throws against emotion effects for 10 minutes. In addition, if you are currently affected by an emotion effect when you activate this boon, you can immediately attempt a new saving throw against that effect, adding the bonus from this boon to the result. When you use this boon, cross it off your Chronicle sheet.

☐☐☐ **Guardian of the Farheavens:** You successfully reunited Dolok Darkfur with the last god caller of the Farheavens, earning the gratitude of the mighty eidolon. You can check one of the boxes that precede this boon as a standard action to affect a single bear or owlbear with a *charm monster* effect (DC 19; CL 8th). Alternatively, you can check a box that precedes this boon as a standard action to use *bear's endurance* as a spell-like ability with a caster level equal to your character level.

Subtier 1-2

catching cape (200 gp; *Pathfinder RPG Advanced Player's Guide* 302)
elixir of fire breath (1,100 gp)
key of lock jamming (400 gp; *Advanced Player's Guide* 306)
scroll of diagnose disease (25 gp; *Pathfinder RPG Ultimate Magic* 216)

Subtier 4-5

+1 *battle aspergillum* (2,305 gp; *Pathfinder RPG Advanced Player's Guide* 176)
catching cape (200 gp; *Pathfinder RPG Advanced Player's Guide* 302)
elixir of fire breath (1,100 gp)
elixir of vision (250 gp)
key of lock jamming (400 gp; *Advanced Player's Guide* 306)
potion of cure moderate wounds (300 gp)
potion of remove disease (750 gp)
potion of undetectable alignment (300 gp)
scroll of cure moderate wounds (150 gp)
scroll of diagnose disease (25 gp; *Pathfinder RPG Ultimate Magic* 216)
scroll of spiked pit (375 gp; *Advanced Player's Guide* 246)

SUBTIER ☐ Slow ☐ Normal

1-2 252 504

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 586 1,172

SUBTIER ☐ Slow ☐ Normal

4-5 919 1,839

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

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 #