

PATHFINDER® SOCIETY



Intro #2

Levels 1-2

UNITED IN PURPOSE

By Brian Duckwitz



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-2



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: Pathfinder Core Rulebook, Pathfinder Advanced Player's Guide, Pathfinder Bestiary, Pathfinder Bestiary 2, and Pathfinder Bestiary 3

Maps: Pathfinder Flip-Mat: Haunted Dungeons Multi-Pack

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

SCENARIO TAGS

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



REPEATABLE

SUMMARY

The Pathfinder Society has established a forward base camp to explore several ruins recently discovered in the Blackwood Swamp of Taldor. As teams of agents move into the region to explore the plethora of discovered sites, the leaders of the Society's numerous factions seek to assign important missions to a new generation of Pathfinders. Hoping to test the agents' mettle, the faction leaders look to see who could step in and lead the Society into a new age of discovery!

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ADVENTURE BACKGROUND

New Pathfinder agents often find themselves thrown into complex missions with competing interests that they need to balance in order to succeed. However, after recent hardships, the Society has made several concerted efforts to better prepare agents for the field and active duty. The Society's newest generation of faction leaders see the preparation of agents as one of their primary duties and have recently found great value in developing joint operations in which new agents gain not only much-needed field experience, but also a deeper understanding of each faction's role and how to better work together in times of need. The recent discovery of Azlanti ruins beneath the monster-infested Blackwood Swamp has provided the factions' leaders with perfect opportunity to try this new strategy. The discovery of these ruins is covered in *Pathfinder Society Intro #1: The Second Confirmation*, in which Pathfinder agents helped fellow initiate Rain in Cloudy Day become a full-fledged Pathfinder field agent.

RUNNING UNITED IN PURPOSE

Pathfinder Society Intro #2: United in Purpose is a series of four missions, each a short adventure designed to take about 1 hour. Together, the missions build both a deeper sense of the recently uncovered Azlanti ruins and a familiarity with the Pathfinder Society's four factions. The missions can be run in any order, although it's easiest to run Mission #1 first since completing it provides narrative reasons for further exploration.

GETTING STARTED

Provide the PCs with **Handout #1**. Once they have time to review Ambrus Valsin's letter, begin the game with the PCs arriving at the Pathfinder field base in the Blackwood Swamp. They can easily find any of the four faction leaders and select their mission in whatever order they prefer.

During or between missions, the PCs might try to perform some basic research or call on their own breadth of knowledge to find out more about the Azlanti, Taldor, and the city of Cassomir.

WHERE ON GOLARIAN?

United in Purpose begins in the Blackwood Swamp in the nation of Taldor. More information on Taldor can be found on page 128 of *Pathfinder Lost Omens World Guide*.



AZLANTI LORE, ANCIENT HISTORY LORE, OR SIMILAR (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Azlanti Lore, Ancient History Lore, or similar Lore check to Recall Knowledge learns the following information about the Azlanti and their empire. Remember that these checks should be rolled secretly.

Critical Success The Azlanti Empire spread their influence beyond their own continent and had outposts throughout what is now the Inner Sea. The empire fell when their enemies called down a swarm of meteorites in an event called Earthfall that shattered Azlant and plunged Golarion into a thousand years of darkness.

Success Azlanti was an ancient empire known for its magical achievements. It flourished for thousands of years in the now-lost continent of Azlant in the Arcadian Ocean. Scholars believe their social, technological, and magical learning were more advanced than what is commonly found in Golarion today.

Critical Failure Azlanti had a close connection with earth magic. Since humans carry some Azlanti blood in their veins, they can learn to focus that power on simple stones and eventually empower them through daily practice.

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DIPLOMACY (GATHER INFORMATION), NATURE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information or a Nature or Society check to Recall Knowledge learns the following information about the Blackwood Swamp. Remember that these checks should be rolled secretly.

Critical Success A massive, ancient forest covered this area long before it became a swamp. Human settlers cut down the forest to make way for the city of Cassomir and constructed a massive moat to guard the city. As the lands became increasingly treacherous, they also built a raised causeway through the swamp to allow trade.

Success The Blackwood Swamp surrounds the Taldan port city of Cassomir on all sides except where the city faces the bay. The swamp is filled with dangerous wildlife ranging from carnivorous plants, groups of violent humanoids, and the much-feared hydra.

Critical Failure Wildlife in the swamp, even dangerous predators, flee at the first sign of the dreaded hydra. The most experienced Blackwood travelers occasionally imitate that beasts' loud roar while moving through the swamp, to keep other predators at bay. This works especially well when several people roar at once to imitate the cry of the many-headed monster.

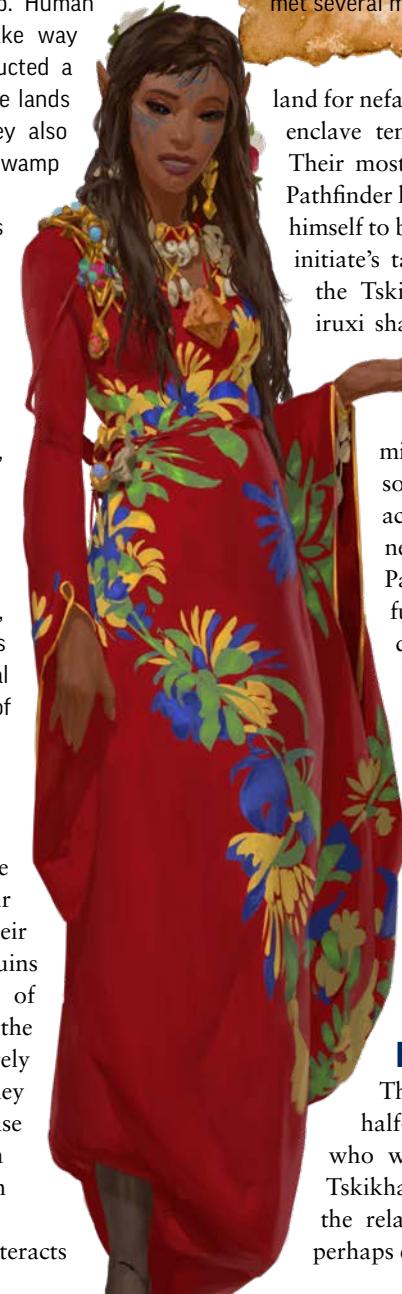
MISSION 1: ENVOY'S ALLIANCE

The iruxi of the Tskikha enclave have lived in the Blackwood Swamp as far back as their stories go, but even their earliest tales speak of the scattered ruins hidden within. Some of these speak of long-buried threats emerging from the ruins, so the semi-nomadic iruxi rarely choose to settle near them. However, they relocated to one set of ruins in response to an unusually heavy rainy season several years ago, which pushed them to search for higher ground.

The Tskikha enclave rarely interacts with strangers. Since many who ventured out from Cassomir into the swamp in recent years have been smugglers or thieves using the

HAVEN'T WE BEEN HERE BEFORE?

It's likely that at least some of the PCs partaking in this adventure do so after playing *Pathfinder Society Intro #1: The Second Confirmation*. If any of the PCs did take part in the prior adventure, then they were among the group that helped discover the Azlanti ruins in the Blackwood Swamp, and they have already met several members of the Tskikha enclave.



land for nefarious activities, the people of the Tskikha enclave tend to regard outsiders with suspicion. Their most recent visitor, the wandering and lost Pathfinder leshy initiate Rain in Cloudy Day, proved himself to be far more reputable. The adorable plant initiate's tales of the Pathfinder Society intrigued the Tskikha's leader, Chief **Thakik** (N female iruxi shaman), so when a group of Pathfinders arrived in their search for the missing Rain, they found a much warmer welcome than they might have before. In fact, the chief was so impressed by the Pathfinders' noble actions in exploring threats from the nearby ruins that she agreed to welcome Pathfinder representatives to talk about future exploration. These events are detailed in *Pathfinder Society Intro #1: The Second Confirmation*.

Since Rain's departure, however, there's been a rise in trouble near some of the ruins. Chief Thakik is wise enough to know her recent visitors are unlikely to be the cause, but she's also cautious enough to see a need for clear answers about the source. The iruxi scout, Igix, has gone missing, and Chief Thakik now looks to the Pathfinders to show their true mettle.

MEETING FOLA BARUN

The PCs meet with **Fola Barun** (CG female half-elf ambassador) of the Envoy's Alliance, who wants to establish better ties with the Tskikha iruxi enclave. Fola wants to expand the relationship Rain in Cloudy Day started, perhaps even recruiting some of the iruxi into the Society as future agents.

Once the PCs are ready to begin, read or paraphrase the following to start the mission.

FOLA BARUN

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A thick, low fog shrouds the early morning landscape of the Pathfinder field base atop a low hill in a clearing of the Blackwood Swamp. People busily move between several brightly colored tents.

A dark-skinned half-elf with several silvery tattoos decorating her face smiles widely and steps close to shake hands. "Pathfinders," she says, "thank you for coming! My name is Fola Barun, and I am the leader of the Envoy's Alliance. Do I correctly understand you are new to the Pathfinder Society? Please, tell me about yourselves."



After the PCs take the opportunity to introduce themselves, Fola continues.

"It is good you have come. Members of the Envoy's Alliance faction seek cooperation as our primary way to further the goals of the Pathfinder Society. This means cooperation within our own ranks, but also with allies and potential allies throughout the world.

"One of our recruits recently established contact with a remote iruxi enclave in the Blackwood Swamp, called the Tskikha enclave. I would like to help grow that relationship. According to rumor, they recently had some sort of trouble. This is where you come in.

"I want you go to the Tskikha enclave and meet with their leader, Chief Thakik. Tell her that you wish to aid them in whatever way you can. Your primary mission is to build trust and prove that Pathfinders are worthy allies."

Fola pauses a moment and her face fills with concern. "If you're asked to undertake dangers on behalf of the Tskikha, please be careful. While alliances are important, the safety of our agents is worth more to me. Too many Pathfinders have been lost heedlessly charging into danger.

"What questions do you have?"

Below are some responses that Fola has to potential PC questions.

What can you tell us about the Tskikha enclave?

"I've told you all I know of this specific enclave. I can speak more generally about the typical traditions of iruxi in this region of the world. Their faith tends toward animism, and their leaders are frequently shamans who maintain contact with ancient spirits of the tribe. They are slow to anger, but quick to suspicion of outsiders. In that way, they're similar to the people I grew up with."

What can you tell us about yourself? "I come from the village of Jalnuth in the Mwangi Expanse. I served my community as a leader and envoy until the Pathfinders came to us to fulfill a bargain we struck with a venture-captain named Sharrowsmith. Their skill at defeating an evil force invading our lands impressed me enough that I decided to learn more. Eventually, I joined."

Anything else about the Envoy's Alliance? "I was asked to lead the Envoy's Alliance after the terrible losses in the Society's siege of Gallowspire a few years ago. As I looked at the records of agents lost, cursed, and worse in their service over the years, I knew we needed a new way. One in which the lives of our agents aren't a cost of doing business. Cooperation is the key to that new way, I believe."

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If any of the PCs played *Pathfinder Intro #1: The Second Confirmation*, she urges them to share their insights from their past experiences in the Blackwood swamp with the group.

THE TSKIKHA ENCLAVE

The trip from base camp to the enclave takes only 30 minutes. Read or paraphrase the following as the PCs arrive.

Past a ring of sharpened stakes stands a cluster of low mounds that rise above the rest of the swamp. Smoke curls from holes in the top of each mound. A few iruxi curiously peer out from behind flaps in the entrances.

Any villager the PCs speak to can direct them to the largest mound, where they find Chief Thakik and her best scout, **Kazuuk** (N male iruxi scout). Kazuuk's allies trust his judgement and the elders rely on his insight into matters

of safety. If the PCs can persuade Kazuuk to vouch for them, the Tskikha's future relations with the Pathfinders will likely remain friendly.

Read or paraphrase the following. If any of the PCs played *The Second Confirmation*, Chief Thakik recognizes and acknowledges them. Such PCs have an easier time earning Kazuuk's trust (see Kazuuk's First Impressions on page 7), but the chief still seeks more evidence that a long-term association with the

Pathfinder Society is in her tribe's best interest.

An imposing iruxi woman sits atop a throne crafted from the bones of several swamp animals. "So, you are the ones sent? Let us hope you are as well-spoken and respectful as the one who came before you, the leshy called Rain in Cloudy Day.

"There is a hill nearby, topped with an ancient structure. It's of little interest to us, but two days ago, a scout of our enclave, Igix, disappeared near there. We were about to send Kazuuk," the chief points to another iruxi, "to see what he can learn. But with you here, we can test the quality of the Pathfinders, yes?

"Accompany Kazuuk to the ruin and learn what happened to our scout. Overcome any trouble you find. Kazuuk will see what you are capable of. Impress him, and you will have my trust."

Although cordial, the chief suggests that the PCs direct any questions to Kazuuk. Below are some possible questions and responses Kazuuk provides. The GM should adapt his manner of delivering the information based on his starting attitude (see Kazuuk's First Impressions on page 7).

Do you know what kind of trouble we might find? "The swamp holds many dangers. It could be something as like a hungry alligator or a group of human thieves. What I know is that Igix didn't get lost. He is too skilled for that."



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What do you know of the ruins? “Probably human-made. Very old. They’ve been here longer than our tribe. I suppose they’re probably filled with trouble. Aren’t most ancient ruins that way?”

The PC’s primary goal in this mission is to prove to the iruxi enclave that the Pathfinders are capable allies. Whatever his personal attitude toward the PCs may be, Kazuuk sees himself as a judge on the tribe’s behalf. It is therefore possible for the PCs to succeed no matter his attitude toward them, so long as they impress him with their abilities. However, Kazuuk’s attitude toward the PCs influences how difficult it is to impress him (see *Pathfinder Core Rulebook* 246–247 for information about attitude).

KAZUUK’S FIRST IMPRESSIONS

If none of the PCs have played *Intro #1: The Second Commencement*, Kazuuk’s attitude toward them begins at indifferent. He’s somewhat suspicious of the Pathfinders, but glad to have extra help. He keeps mostly quiet and calm, answering questions when asked but otherwise leaving his opinions unspoken.

If at least one of the PCs has played *Intro #1: The Second Commencement*, Kazuuk’s attitude toward them begins at friendly, while his attitude towards the other PCs remains at indifferent. He’s eager and excited to see the PCs he met before and happy to have some help with the trouble on the hill, although he doesn’t seem overly concerned about it. He is outgoing and carefree, bordering on careless.

Each of the PCs can attempt a Diplomacy check to Make an Impression on Kazuuk (his Will DC is 16). After all PCs who wish to attempt this check have done so, proceed to Impressing Kazuuk below. The effects of his attitude toward each PC after these initial conversations are as follows.

Unfriendly: Kazuuk mutters criticisms of the PC under his breath and finds fault with everything they do. The PC takes a –1 circumstance penalty on all checks to impress Kazuuk.

Indifferent: Kazuuk scrutinizes what the PCs say. He frequently tilts his head and silently blinks (first one eye, then the other) in response to the PC’s speech. The unnerving stare gives the PC a –1 circumstance penalty on checks to Recall Knowledge while attempting to impress Kazuuk.

Friendly: Kazuuk converses jovially with the PC, making it easier for them to showcase their knowledge. The PC gains a +1 circumstance bonus on checks to Recall Knowledge while attempting to impress Kazuuk.

Helpful: Kazuuk is more easily impressed by the PC’s actions. The PC gains a +1 circumstance bonus on all checks to impress Kazuuk.

IMPRESSING KAZUUK

Kazuuk begins the adventure unimpressed with the PCs, but the PCs can earn Impression Points to represent his gradually improving esteem for their abilities. As the group makes its way to the hill, each PC can attempt 2 checks to impress Kazuuk with their etiquette, knowledge, or skill, with the following results.

Critical Success The PCs gain 2 Impression Points.

Success The PCs gain 1 Impression Point.

Failure The PCs do not gain Impression Points.

Critical Failure The PCs lose 1 Impression Point.

The GM should ask players to describe what they are saying and encourage role-playing rather than a series of dice rolls.

Impress with Etiquette: The PC speaks politely to Kazuuk, demonstrating cultural sensitivity and diplomatic skill. The PC can attempt a DC 15 Diplomacy, Performance, or Society skill check to impress Kazuuk.

Impress with Knowledge: The PC explains some obscure or useful bit of information Kazuuk doesn’t know or is surprised the PC knows. The PC can attempt a DC 15 check to Recall Knowledge using Arcana, Lore (any kind), Nature, Occultism, or Religion check to impress Kazuuk. Alternatively, the PC can attempt a DC 15 Deception check to invent an interesting-sounding bit of “knowledge.”

Impress with Skill: The PC demonstrates an impressive ability or technique that Kazuuk finds useful. The PC can attempt a DC 15 Acrobatics, Athletics, Crafting, Medicine, or Survival skill check to impress Kazuuk.

A. THE HILL RUIN MODERATE

It takes approximately 2 hours for Kazuuk to lead the PCs to the ruins. The swamp is smelly, noisy, and treacherous, but Kazuuk is an excellent scout and guides them without incident. When they arrive, read or paraphrase the following.

A cracked structure, coated with creeping tendrils of moss and lichen, rises from the swamps atop a low hill ahead. The air is still here, as if waiting for a breath of wind. Even the usually noisy cries of animals fall silent close to the building. A set of broad stairs facing southeast lead up into darkness.

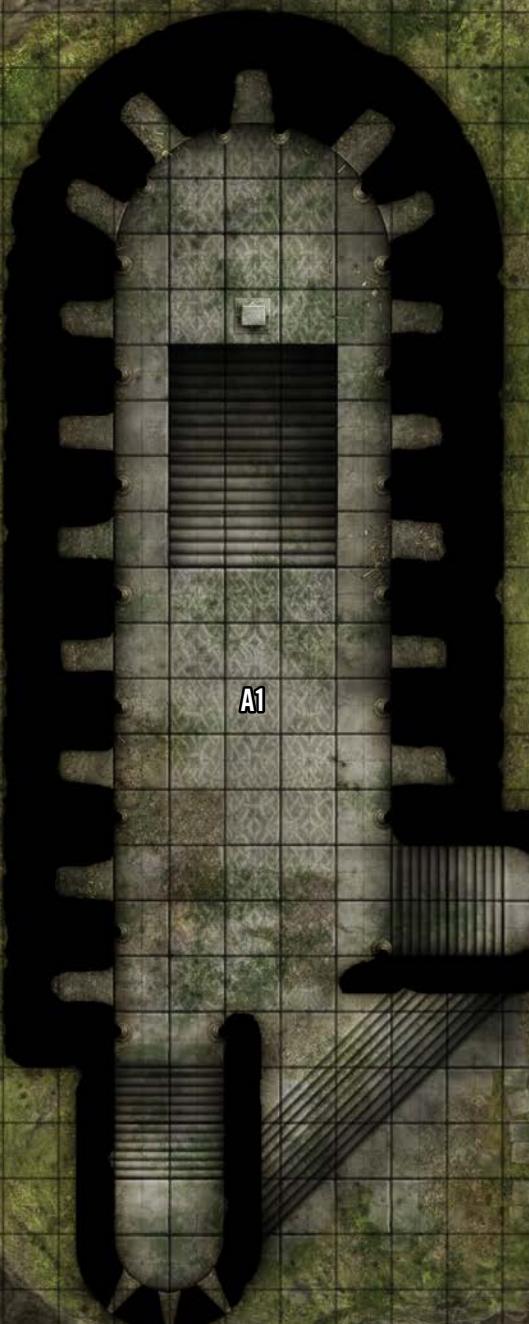
The structure here is part of larger Azlanti facility used to conduct research. It has fallen into a state of disrepair. Most of the underground chambers remained and stood mostly undisturbed for the last thousands of years.

The Tskikha settled in this area long ago and prefer to stay away from the ruins, as they know that ruins can be dangerous. Further, they feared that if word of the ruins were to spread, they might attract unwanted attention.

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A. THE HILL RUIN



A1

1 square = 5 feet

Pathfinder Flip-Mat: Haunted Dungeon Multi-Pack

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To them, the place is merely a landmark along a patrol route in their lands. Despite their efforts, trouble arose in the swamps as of late. The scout who regularly patrols this area, Igix, reported signs of several dangerous creatures moving into the ruins. Unfortunately, the scout disappeared while conducting a closer inspection of the ruins, leading him to an unfortunate fate.

Use the map on page 8 for this area.

Creatures: The ruins house many dangerous creatures. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 23.

Option 1 (Musk Creeper)—A yellow musk creeper flourishes here, thriving on the rich soil created by the many wandering creatures and would-be explorers over the years. Igix realized the nature of the threat too late and is now a yellow musk thrall. If treated by his tribe within two days, it's possible he can recover. The creeper and its thrall wait on the top of the hill.

Option 2 (Goblins)—Two goblins, Grek and Knarl, recently fled their tribe after failing an attempted coup. It turns out they weren't as strong as they thought. While searching the ruins for treasure they could use to become stronger, they encountered Igix. After a short battle, the goblins managed to capture Igix. The iruxi scout remains bound, gagged, and badly burned as the goblins decide what to do with him.

Option 3 (Bugbear)—A particularly vicious specimen of bugbear named Orgesh hunted Igix for days, steadily building terror in his victim so he could enjoy the eventual kill even more. Just yesterday, the bugbear successfully captured the scout after a surprise attack in the middle of the night. He's been tormenting the iruxi and biding his time until rescuers inevitably come. The bugbear waits until the PCs find the scout near the old Azlanti ruins and then tries to ambush them while they're distracted.

LEVELS 1-2 (OPTION 1)

YELLOW MUSK THRALL

Page 24

CREATURE -1

YELLOW MUSK CREEPER

Page 24

CREATURE 2

LEVELS 1-2 (OPTION 2)

GOBLIN COMMANDO

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CREATURE 1

GOBLIN PYRO

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CREATURE 1

LEVELS 1-2 (OPTION 3)

BUGBEAR TORMENTOR

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CREATURE 3

Reward: For rescuing Igix from his captors, the PCs earn an additional 2 Impression Points. If the PCs have earned at least 6 Impression Points (at least 7 for groups of 5 PCs, or at least 8 for groups of 6 PCs), they impress Kazuuk. He solemnly hands them a lesser darkvision elixir as a sign of his trust. He promises to report his thoughts to the chief when they return.

RETURNING TO THE ENCLAVE

Once the PCs deal with the threat and learn Igix's fate, they can easily return to the iruxi village. Kazuuk meets privately with the chief before the PCs are summoned to hear what the iruxi leader decides.

If the PCs earned enough points to impress Kazuuk, read or paraphrase the following.

Chief Thakik once again sits atop her bone throne, but now the hint of a smile tugs at the corners of her mouth. "Kazuuk tells us you were quite impressive! This is good to hear. I wish to learn more of what you found, and I'm certain the Tskikha and the Pathfinder Society have a bright future ahead!"

The PCs now have a chance to recall their adventures. Chief Thakik listens raptly. She's especially glad if the PCs managed to rescue Igix, but she does not blame the Pathfinders if he perished.

If the PCs did not earn enough points to impress Kazuuk, read or paraphrase the following.

Chief Thakik sits atop her alligator-bone throne, but it's clear from her stiff body language that she is unhappy. "Kazuuk reports that you were not as impressive as we had hoped. Perhaps Rain was the exception, not the rule. Today, at least, we are not ready to ally with the Pathfinder Society."

If the PCs attempt to earn the chief's trust despite Kazuuk's report by improving her attitude, it soon becomes clear that whatever her personal feelings toward the PCs, she is still unsure about an alliance with the Pathfinder Society.

Development: If the PCs manage to impress Kazuuk and defeat the threat at the hilltop ruin, then they successfully complete their mission. Fola Barun congratulates them on a job well done as long as the PCs accomplish both of these tasks. She encourages them to assist any of the faction leaders who still have outstanding missions.

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MISSION 2: GRAND ARCHIVE

The Azlanti who came to the Blackwood Swamp performed what they saw as basic research on subjects that most modern scholars would consider highly advanced. For instance, one facility dedicated to examining the elemental planes of earth, fire, and water maintained permanent portals that could be opened by anyone, whether they possessed magical aptitude or not. Unfortunately, the passage of thousands of years has caused this facility to malfunction.

Access to this facility offers the Pathfinder Society a unique opportunity to learn about the planes and Azlanti research techniques. However, the instabilities in the ruin mean this chance may not last long; the preservative magics that held back the weight of years have already begun to fade away.

MEETING WITH GORM GREATHAMMER

Once the players are ready to begin, read or paraphrase the following to start the mission.

The interior of the large, canvas tent is remarkably cool and dry, especially considering its location in a swamp. Several tables fill the interior, and various papers and small objects rest atop them, each carefully labeled.

"Oh good. You're here," calls a deep voice from one of the corners. A male dwarf, his graying hair pulled back, beard and curled mustache carefully styled, stands up and approaches. He smiles broadly and extends his hand. "I am Gorm. Gorm Greathammer, leader of the Grand Archive. Whom do I have the pleasure of meeting on this fine day?"

After the PCs have introduced themselves, Gorm continues.

Gorm smiles brightly. "Those of us dedicated to the Grand Archive primarily concern ourselves with the pursuit and preservation of knowledge," he says. "While this takes us to unexplored locations and forces us to face great dangers, we're typically not the

thrill-seekers of the Pathfinder Society. That said," he pauses and chuckles, "we do find ourselves in our fair share of hot water!"

"Since you should know what it's like to work with the Grand Archive, I have a mission for you. Nearby lies an Azlanti ruin to which some of your fellow Pathfinders recently secured entrance. Your task is to head inside the ruins and gather as much information as possible.

"One more thing. As important as information is, it is not as important as our agents' lives. If you find yourselves in a situation where you need to leave, even if it means you don't get all the information, don't push your luck. Any questions?"

Below are some responses that Gorm has to any PC questions.

What can you tell us about these ruins?

"For a long time, we Pathfinders have suspected an Azlanti ruin was hidden in the Blackwood Swamp, but it was only recently that agents actually found it. My guess? Given how far we are from the remains of Azlant, this must have been a relatively minor outpost, or one built following Earthfall. Beyond that, I'm hoping the information you find sheds a bit more light on what the Azlanti were doing way out here in Taldor."

What can you tell us about yourself?

"Me? Well, let's just say that being third in line for the throne of the Sky Citadel of Kraggdon means

I'm just royal enough to make my family anxious with my adventuring ways, but not so royal that they make a stink about it. I joined the Pathfinders at a young age and graduated from the Grand Lodge. I've traveled quite a bit and recently had some diplomatic luck with a peace treaty in Molthune."

Anything else about the Grand Archive?

"We're less concerned with finding new sights and



GORM GREATHAMMER

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places than with piecing together the history of what came before. We do our damnedest to make sure that, once we uncover a secret or lost bit of lore, it isn't lost again. Despite the Society's impressive libraries and holdings, there are still an astonishing number of holes in what we know."

B. THE RESEARCH STATION

This part of the ruins was once a research station that Azlanti who settled the Blackwood Swamp used to conduct experiments tied to the elemental planes of earth, fire, and water. They built repositories of information to store their findings and conduct further research. When their settlement collapsed, fleeing Azlanti scholars cleared out much of the information, but even what little remains is enough to be useful to modern researchers.

Use the map on page 11 for this area.

Before beginning this section, the GM should select one of the three elemental themes to use: earth, fire, or water. Choose whatever option seems best for your group, or randomly determine the encounter using the chart on page 23.

The PCs begin in the appropriate room on the map (area **B1** for earth, **B2** for fire, or **B3** for water). Read the room description, then allow PCs to conduct research as described on page 13. Regardless of which option is selected, the other two rooms are empty, containing neither research materials nor an encounter.

B1. EARTH RESEARCH STATION

MODERATE

Read or paraphrase the following to begin the earth elemental-themed mission.

This roughly hemispherical cave is dry, dusty, and irregular. Some of the walls appear smooth and polished, while others are rough and broken, as though crushed by a great weight. Two shallow depressions in the center of the chamber are filled with silty dirt. To the west, a series of shelves that are carved into the wall support an assortment of books and scrolls.

The PCs can gather documents as described in Conducting Research (page 13). Once each PC has had a chance to learn something, read or paraphrase the following.

A barely audible rumbling reverberates throughout the rooms and hallways. Dust and a few small rocks fall from the ceiling. There is a moment of silence followed by a sudden sharp crack as the floors shatter and split!

All PCs in the room take 1d6 bludgeoning damage from falling rocks and other debris that rains down on them (DC 15 basic Reflex save). Those who critically fail also fall prone. The ground in this room becomes difficult terrain following the rain of debris.

Creatures: A pair of living boulders emerges from newly formed cracks in the ground and moves to attack the PCs.

LEVELS 1-2 (OPTION 1)

WEAK LIVING BOULDERS (2)

CREATURE 1

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Development: After combat ends, the room continues to shake and rumble threateningly as small chunks of the ceiling fall to the ground. If PCs fail to take the hint and don't leave the area within one minute, they take 1d8 bludgeoning damage each minute they remain as debris rains down from above. Once the PCs finally decide to leave, they can quickly return to Gorm Greathammer and report their findings.

B2. FIRE RESEARCH STATION

MODERATE

Read or paraphrase the following to begin the fire elemental-themed mission.

The walls of this room are polished to a near-mirror finish and the corners are precise and crisp. An elaborate, detailed carving of flames covers the entire surface of the southern wall. The western wall has a series of shelves carved directly into the marble surface. The shelves house several sealed tubes and bound books.

The PCs can gather documents as described in Conducting Research (page 13). Once each PC has had a chance to learn something, read or paraphrase the following.

The flame carvings begin to move and shimmer as waves of heat roll off the walls. Hot air swirls in the area and eddies of flame dance across the ceiling!

All PCs in the room take 1d8 fire damage (DC 15 basic Reflex save). On a critical failure, the affected PC also takes 1 persistent fire damage.

Creature: Concerned with little more than setting the world ablaze, a cinder rat elemental emerges into the chamber. The elemental doesn't take long to acclimate itself and it focuses its attack on the PC who looks the most flammable.

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LEVELS 1-2 (OPTION 2)

CINDER RAT

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Development: The heat begins slowly rising in the room. If the PCs don't take the hint and leave within one minute, they take 1d8 fire damage every minute they remain as gouts of flame blast them. Once they decide to leave, they can quickly return to Gorm Greathammer and report their findings.

B3. WATER RESEARCH STATION

MODERATE

Read or paraphrase the following to begin the water elemental-themed mission.

All the surfaces in this room are damp and cold to the touch. Water drips from the ceiling, and shallow, icy puddles collect along the corners of the floor. Despite this standing water, the room doesn't smell musty—instead, the salty tang of the ocean fills the space. The western wall has several shelves carved directly into the surface.

Wax-sealed tubes rest on them.

The PCs can gather documents as described in Conducting Research (see below). Once each PC has had a chance to learn something, read or paraphrase the following.

Ice-cold water begins to seep up through the floor of the room. Moments later, ice forms on the ceiling and walls while the temperature of the room plummets!

All PCs in the room take 1d6 cold damage (DC 15 basic Fortitude save). On a critical failure, the affected PC also falls prone. The ground in the room becomes difficult terrain from slushy, ankle-deep water.

Creatures: A pair of icicle snakes forms on the ceiling alongside several normal icicles. They try to drop on the nearest living creature.

LEVELS 1-2 (OPTION 3)

WEAK ICICLE SNAKES (2)

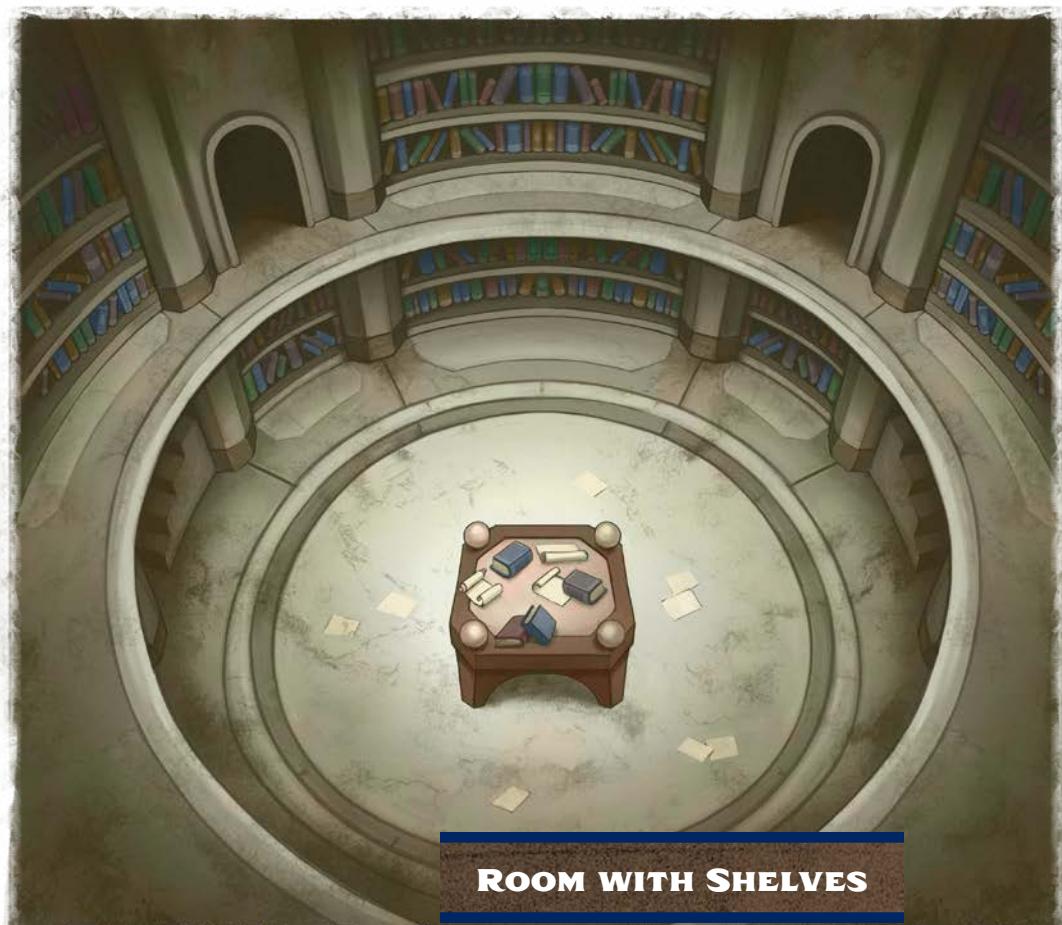
Page 29

Development: Water continues to fill the room and almost immediately freeze, beginning to pile higher and higher. If the PCs don't take the hint and leave within one minute, they take 1d8 cold damage every minute they remain. Once they decide to leave, they can quickly return to Gorm Greathammer and report their findings.

CONDUCTING RESEARCH

The information the PCs learn as they search through the records is listed on page 14. The PCs can each attempt a skill check to find information from the various scrolls, books, and strange items in the room. Arcana, Nature, Occultism, Religion, Society, and many Lore skills are all appropriate, and GMs should use their judgement to allow other skills so all PCs are involved.

PCs who succeed at a DC 15 skill check gain one of the following pieces of information. The GM can roll



ROOM WITH SHELVES

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randomly or simply choose something to share. While the documents are written in Azlanti, they are beautifully illustrated and therefore easier to understand. A PC able to read Azlanti can forgo the skill check and automatically gain one of the pieces of information.

INFORMATION LEARNED

d8	Information
1	The Azlanti researchers had devices that could open portals to Elemental Planes. These devices did not require the operator to have any special magical aptitude. In fact, many researchers appear to have had little magical ability.
2	The researchers sometimes used the temporary portals to see what types of creatures wandered in. For instance, the records could detail their attempts to use various flammable substances as lures to draw forth fire elementals.
3	Research on the Plane of Earth initially focused on ways to repel objects formed of that element. A later supervisor eventually directed the research toward an examination of improved stability in construction.
4	A great deal of work was dedicated to the study of gems and the ways in which they could be altered and improved to effectively store magical effects. Much of this combined research utilized both earth and fire portals.
5	The records indicate several forays into the Plane of Water to test some technological (rather than magical) devices to allow breathing.
6	The researchers collected several shell necklaces, which notes indicate were gathered from the Plane of Water, where they are used as currency.
7	Several documents note a great deal of trouble related to the water portal and indicate a concern about pressure buildup that could result in a rupture.
8	Elemental air was not included in the subjects of study at this facility, although the records are not clear on why that is. They only hint at a "howling madness" the researchers were worried about.

Reward: Tucked into the pages of a book is a *scroll of magic missile* that the PCs find in their efforts.

RETURNING TO GORM GREATHAMMER

The PCs can easily return to Gorm Greathammer. He listens intently and asks a few questions. Once they finish their report, read or paraphrase the following.

"Well, sounds like you've learned a great deal and perhaps there lies even more we can yet uncover! Maybe once things

settle down in there, we can take another look. For now, you've done an excellent job and made a real contribution to our knowledge!"

Development: If the PCs managed to uncover at least one piece of information in their research and then defeat the elemental threat, their mission is considered a success.

MISSION 3: HORIZON HUNTERS

At its height, the Azlanti Empire was perhaps the most powerful civilization on Golarion, of which their citizens were well aware. This long-standing confidence found its way into the artwork in many forms. In the case of the Halls of Past Achievements—one of the recently uncovered ruins in the Blackwood Swamp—the Azlanti feeling of superiority resulted in monuments which celebrated great heroes and defeated foes.

Sculptures and works of art that lauded Azlant's greatness once filled the Halls of Achievement. Today, time has reduced most of these works to rubble and dust. A few pieces yet remain, but even those are often little more than vague shapes suggestive of former greatness but containing little of the original meaning.

Yet, behind the veneer of a beautiful facility filled with achievements of art and magic lay the reality of at least one small facet of Azlanti life: not everyone lived a luxurious existence. The workers who cared for the facility slept and lived in cramped quarters, carried out mind-numbing work, and were expected to always have smiles on their faces.

MEETING WITH CALISRO BENARRY

The PCs meet with Calisro Benarry, who eagerly describes the Horizon Hunters faction. She tell the PCs about a recently discovered ruin and excitedly sends them off to explore the area.

Once the players are ready to begin, read or paraphrase the following to start the adventure.

A striking figure leans casually against one of the ancient columns that juts from the surrounding swamp. She is a half-orc dressed like a fashionable sea captain, complete with tricorn hat. "Isn't it exciting?" she asks, her rough voice deep and full of command. "Fresh out on your first missions and already exploring Azlanti ruins? I once thought the high seas were the only place for true adventure, but the Pathfinders have shown me otherwise!" She pauses and deeply inhales the air. "I'm Calisro Benarry, leader of the Horizon Hunters. Now, let's hear about you!"

After the PCs have introduced themselves to her, Calisro continues.

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"Excellent! We Horizon Hunters get most excited by exploration. There's nothing quite like the thrill of knowing you're somewhere no one else has been in a thousand years! Or even better, finding a place no one has ever seen before. Admittedly, we sometimes get a little overeager to be the first, but that's all part of the true joy of discovery."

"Since you are a bit new to the Pathfinder Society, I want to give you your first taste of that same thrill. Through that tunnel," she says, nodding toward a dark hole leading into the hillside, "is an Azlanti ruin where no Pathfinder has ever explored. I have to admit, I'm more than a little jealous!"

"Your job is to explore the area and report your findings to me. Questions?"

Below are some responses that Calisro has to any questions the PCs ask.

What can you tell us about these ruins? "Who can say? Deadly traps? Ferocious monsters? A mild-mannered family of groundhogs? You might be down there for days, or maybe everything has collapsed, and you'll be back before lunch. Like I said, you get to be the first ones inside! Enjoy the anticipation of the unknown and keep your senses peeled!"

What can you tell us about yourself? "Me? I'm an open book! Sea pirate turned Pathfinder Venture Captain. Tale as old as time, am I right? Hah! I first met the Pathfinders when they needed a captain who could navigate the Ironbound Islands and avoid disturbing too many monsters. I was...between jobs, so it seemed like a good idea. Once I saw firsthand their exciting adventures and fabulous treasures to be had—not to mention a fair measure of fame—I knew I needed to learn more. It didn't take me long to see this was exactly the life I wanted."

Anything else about the Horizon Hunters? "Some of our members keep careful written records of their explorations for themselves, while others just remember them. Personally, I hold onto them as stories to share over an ale or two. Whatever the case, talking about your exploits and sharing your tales is considered good form in the Horizon Hunters. What's the point of exploring if you aren't gonna brag a little bit about it, right?"

C. HALLS OF ACHIEVEMENT

The PCs can begin exploring the ruin immediately, entering via the stairs in the southeast corner of the map. The once-grand facility is now a mere shadow of its former glory: the marble walls and floors are chipped and stained with mildew from centuries of exposure to the swamp. The ceilings are 12 feet high in the passageways and 20 feet high in the rooms.

Most rooms are empty or have only shattered remnants of the glorious sculptures and artworks stored here in the past. A permanent source of dim light emanates from the various sconces embedded in the walls, although most of them flicker weakly, their ages-old magic nearly spent. The only exit is the same as the entrance; all other stairways are clogged with rubble or choked with roots and dirt from 10,000 years of neglect.

Use the map on page 16 for this area.

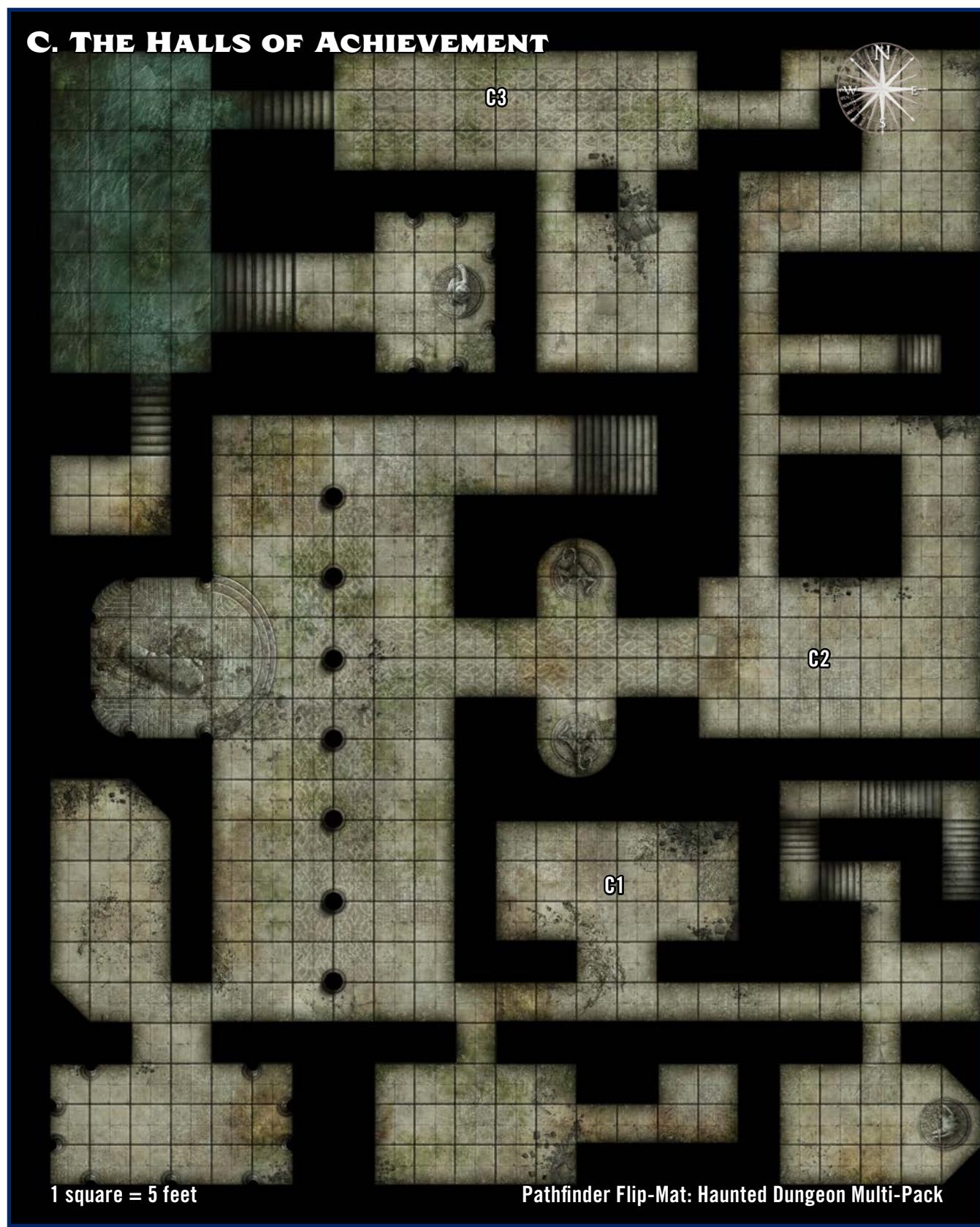


CALISRO BENARRY

PATHFINDER SOCIETY SCENARIO

UNITED IN PURPOSE

C. THE HALLS OF ACHIEVEMENT



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C1. RELIQUARY

TRIVIAL

A wide but short arched passageway opens into a low-ceilinged room to the north. Carved niches in the walls each glow with a gentle lavender luminescence, although the shelves within appear empty.

The precious items once stored here were taken or fell apart long ago. The light emanating from the interior of the niches has no obvious source.

Hazards: A danger in part of this room hints that the PCs are not the first to enter the ruin since the days of Azlant. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 23.

The patch of brown mold covers the two squares in the northeast corner of the room. The four squares in the central, northernmost part of the room conceal a hidden spiked pit. The spear trap triggers by the first person to step into the room.

LEVELS 1-2 (OPTION 1)

BROWN MOLD

Page 30

HAZARD 2

LEVELS 1-2 (OPTION 2)

SPiked PIT

Page 31

HAZARD 2

LEVELS 1-2 (OPTION 3)

SPEAR LAUNCHER HAZARD 2

Page 32

C2. WORKER'S QUARTERS MODERATE

Long, human-sized niches are cut into the walls of this room. Oval glass protrusions stick out from the walls in a few places and emit a cold, white light, although many of them flicker occasionally. The half-rotted remnants of a door to the west stands mostly off its hinges.

The Azlanti caretakers who resided here long ago lived in these meager quarters, but even the bits of detritus from daily life

that were contained in the space have long ago been reduced to dust.

Creatures: The room has become the home to dangerous creatures. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 23. The creatures generated use this area for shelter, and are aware of the trap in the other chamber, but otherwise attack anyone entering their perceived territory.

LEVELS 1-2 (OPTION 1)

AMOEBA SWARMS (2)

CREATURE 1

Page 33

LEVELS 1-2 (OPTION 2)

CYTHNIGOTS (2)

CREATURE 1

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LEVELS 1-2 (OPTION 3)

SKULKS (2)

CREATURE 1

Page 35

Reward: Mounted on the wall behind a broken glass orb is an *everburning torch* that can be easily removed.



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C3. CLEAN ROOM MODERATE

A few large tables stand throughout the room, their polished surfaces gleaming. The walls are unadorned and clean, as if scoured regularly. A giant-sized smiling face of a human man with a receding hairline is carved into the northern wall. Beneath this image is a metal plate that has several levers and buttons.

Once the “clean room” of the facility, the Azlanti used this area to prepare objects for display. The almost-comical image carved into the wall was an attempt by administrators to remind the employees to keep a positive attitude at work.

Hazard: The original purpose of this room has become dangerously twisted and uncontrolled over the years. Choose the option that works best for your group, or randomly determine the encounter using the chart on page 23.

A cluster of alchemical cleaning agents coat many of the surfaces in the room. If the room is disturbed in a major way, these alchemical agents flow in a showering cascade of chemicals. The cheerful tune hazard is a musical haunt that attempts to entreat its perceived workers to get back to work with melodic themes. For the encouraging supervision haunt, the spirits of the Azlanti curators remain trapped in this area, and endlessly vigorously perform the specific tasks they had in the former lives as overseers of the facility.

LEVELS 1-2 (OPTION 1)

CLEANING AGENTS

Page 36

HAZARD 3

LEVELS 1-2 (OPTION 2)

CHEERFUL TUNE

Page 37

HAZARD 3

EANDO KLINE

LEVELS 1-2 (OPTION 3)

ENCOURAGING SUPERVISION

Page 38

HAZARD 3

RETURNING TO CALISRO BENARRY

Once the PCs have explored the entire ruin, they can easily leave and report their findings to Calisro Benarry. She listens excitedly as they describe their explorations and gives advice on how to tell the story in more exciting ways.

Development: The PCs succeed at this mission as long as they explored areas C1, C2, and C3.

MISSION 4: VIGILANT SEAL

Zura was once a beautiful, vain queen so obsessed with the idea of eternal life and unfading beauty that she began to feed on her fellow Azlanti and bathe in their blood. When she later died, she immediately rose from the Abyss as a succubus vampire and began spreading vampirism and fear on Golarion. Cults dedicated to her worship sprang up throughout the empire and, to one of her cultists who resided in the Azlanti outpost in the Blackwood Swamp, Zura gave a great gift: a locket containing a single drop of her first victim's blood.

The foul worshippers of Zura met the same mysterious fate as most other Azlanti settlers. The locket was lost in the ruins, slowly fading in power over the intervening centuries. When a group of Pathfinders exploring this temple found the relic a few days ago, the energies within the locket stirred. Rather than risk taking something so clearly dangerous without understanding its nature, the Pathfinders wisely left it where it was and reported their findings to the Vigilant Seal.

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The leader of the Vigilant Seal, **Eando Kline** (CG male human explorer), spent some time looking over the information the Pathfinders uncovered and realized the locket needs to be removed.

MEETING WITH EANDO KLINE

The PCs meet with Eando Kline, who explains that another group of Pathfinders has recently discovered a relic within an old Azlanti temple to Zura. They cleared out the temple but left the relic behind because of its evil aura and Eando's standing order to be cautious around such items. He asks the PCs to take the relic and bring it back to him.

When the players are ready to begin, read or paraphrase the following to start.

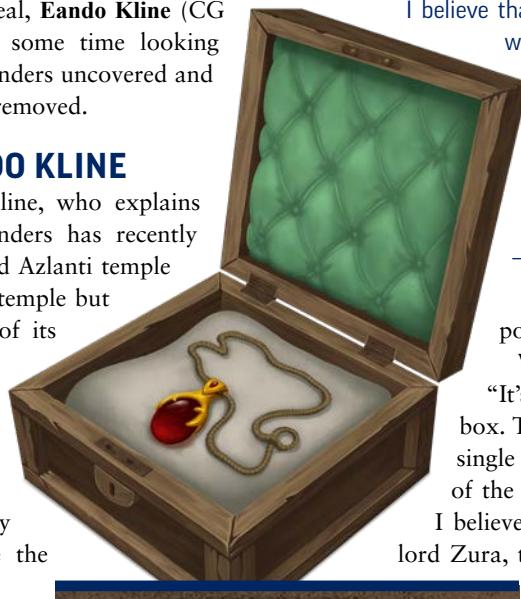
The interior of the tent is brightly lit and sparsely decorated. A fully armed and armored human man stands at a table opposite the entrance, a large wooden crate in front of him. "Pathfinders. Hold there a moment," he says. He then delicately lifts what appears to be an ivory idol and places it within the crate, packs it with straw, then attaches the lid. Once he has set it aside, he speaks again.

"Thank you for waiting. I'm Eando Kline, leader of the Vigilant Seal. What are your names?"

After the PCs have introduced themselves, Eando continues.

"When it comes down to it, the Pathfinder Society has a loose set of agreements about how to behave. In the past, leadership was unwilling to take the necessary steps to keep dangerous items and information locked safely away. That's where my role comes in. You all know about the Society's motto: 'Explore. Report. Cooperate.' The Vigilant Seal has its own motto: 'Protect. Contain. Destroy.' The last thing we need is for a horde of fiends to be unleashed because someone jostled the wrong statue," he says, and nods meaningfully toward the just-closed crate.

"So today I have an important job for you. Other Pathfinder scouts recently cleaned the monsters out of a nearby Azlanti temple dedicated to the vampiric demon lord Zura. They found an odd bit of treasure that had a dangerous aura about it. When they tried to seal it away in a protective box, it simply teleported itself back to the center of the temple. Rather than continuing to experiment with the item, they wisely reported their findings to me. After a bit of research into similar items,



DISPLAY BOX

I believe that removing the item from the temple will require carrying it out by hand.

"Your job is to go to the ruin, retrieve this item, and return it to me so I can decide what to do with it next. The path is clear, and I have a map with the item's location marked. Questions?"

Below are some responses to possible questions the PCs may have.

What can you tell us about this item?

"It's a necklace stored in a wooden box. The necklace is silver and set with a single ruby. Based on its description and some of the details the other Pathfinders noted,

I believe it is an item sacred to the demon lord Zura, the first vampire. There are legends tying the demon lord's history to Azlant, and the presence of this item seems to lend credence to those tales. The item seems to have

a minor negative effect on living creatures but, based upon both my research and the reports of the agents who encountered it previously, short-term exposure should have no significant consequences. If you ever have cause to believe that is not the case, abandon the item at once and return here."

What can you tell us about yourself? "I suppose I should find it comforting that you haven't heard too many disparaging stories about me. I was a member of the Pathfinder Society long ago, then resigned in a rather dramatic fashion after a disagreement with the Decemvirate. For a long time, you see, the Society was too careless about how it dealt with dangerous items and relics. A few years later they asked me to rejoin. I said yes, but only under the condition that I be allowed to form the Vigilant Seal to offset some of the careless exuberance of the other factions."

Anything else about the Vigilant Seal? "All Pathfinders are expected to be capable in combat to some degree, but we are not a traditional military organization. Given the Vigilant Seal's mission to protect civilians and contain threats, however, I have set up a clear chain of command with little room for interpretation so we can quickly act when crisis strikes. We prepare ourselves to deal with evil swiftly."

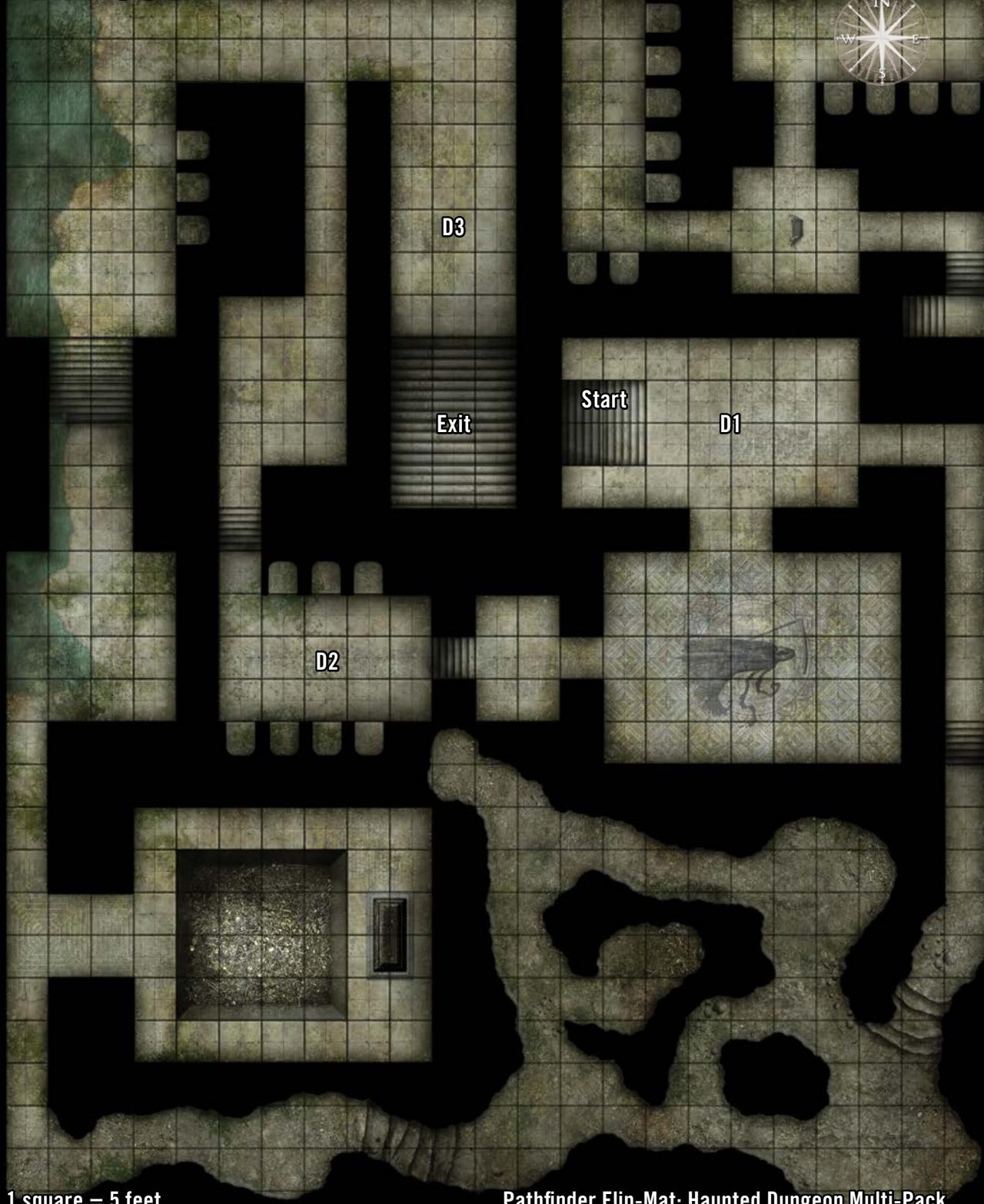
D. THE OUBLIETTE

The secret temple to Zura was used to lure in unsuspecting Azlanti victims who thought it was a pleasant spa with healing waters. The worshippers sardonically referred to

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UNITED IN PURPOSE

D. THE OUBLIETTE



UNITED IN PURPOSE

their temple as the Oubliette, for those who came in could never truly escape. They spent a great deal of effort spreading rumors of the youthful appearance gained by those who visited. All of this, of course, was designed to spread the unholy blight of vampirism among the Azlanti population and to feed the ever-hungry relic contained within. Before their activities could take off, whatever mysterious fate that befell the people of the satellite colony occurred.

Use the map on page 20 for this area.

After the PCs speak with Eando Kline, they can easily make their way through the Oubliette and into area **D1**. Along the way there are some signs of the previous Pathfinders' mission here: the bodies of several destroyed skeletons and zombies, disturbed cobwebs and rubble, and occasional splashes of blood on the walls.

THE RELIC

The relic, known as *Hunger's Call*, is a beautiful silver necklace set with a single, perfect ruby that encases a drop of blood from Zura's first victim. It is currently in a weakened state after being deprived of either living or undead to move it, but when the previous Pathfinder expedition found it, they reawakened a glimmer of its former abilities. Left here alone, it is only a matter of time before an undead creature is drawn to it like iron to a lodestone. While mindless undead merely wish to be close to the item, intelligent undead desire to take it as their own.

Properties of the Relic: *Hunger's Call* is deeply tied to the temple and, if left alone, can return of its own volition. It immediately teleports back to area **D1** at the end of any round when it is not within 5 feet of a living or undead creature.

In addition, any living creature within 5 feet of the relic immediately feels light-headed and flushed as their blood courses rapidly in their body. An undead creature within 5 feet of the relic, however, is bolstered by the relic's presence. As long as a creature remains within 5 feet of the relic, and for 1 minute after, they are affected in one of three ways. Choose an option that works best for your group, or randomly determine the effect by rolling a d6 (1–2: Option 1, 3–4: Option 2, 5–6: Option 3).

Option 1: Saps Strength—A living creature becomes enfeebled 1 as the relic draws upon their body's energy. An undead creature gains a +1 status bonus to melee attack and damage rolls.

Option 2: Befuddles Senses—A living creature becomes stupefied 1 as their mind becomes clouded and unfocused. An undead creature gains a +1 status bonus to Perception, Will saving throws, spell attack rolls, and spell DCs.

Option 3: Gnaws with Hunger—A living creature becomes drained 1 as a powerful hunger takes hold of them, although eating does not remove the condition. An undead creature gains a 5 temporary hit points (they can only gain these hit points once in a 24-hour period).

D1. HEART OF THE TEMPLE

The PCs begin in this room, having been given instructions on how to get here safely.

A broad stone stairway descends into darkness to the west out of this low-ceilinged room. To the south is an archway carved with a rose motif. Beyond, the room opens into a chamber decorated with a hooded figure bearing a scythe, rendered as a protector—or warning—of what lies beyond.

A single pedestal stands next to the northern wall.

Hunger's Call waits within a wooden box on the pedestal. There is no difficulty retrieving the item except for the relic effects noted above.

D2. REVIVED GUARDIANS

Stairs lead down into this sunken room from the east and north, while both the north and south walls have a series of carved niches. Crumbled piles of stone within the niches are the only signs of the statues that once stood vigil here.

As the PCs make their way back toward the exit, previously defeated undead rise again to stop them.

Creatures: The relic draws the attention of a group of undead creatures. In addition to their usual abilities, these creatures can each sense where the relic is located.

The creatures here work best when linked thematically to the relic's effects, but the GM is free to choose the option that works best for their group, or randomly determine the encounter using the chart on page 23.

The herexen—a fallen priest of Pharsma named Clauridia—and an accompanying crawling hand coordinate their attacks. The herexen focuses on attacking and doing damage to the most heavily armored PC, while the crawling claw attempts to Steal the relic and take it to the herexen.

Mindless and unable to employ any tactics, the plague zombies focus their attacks on whomever carries the relic or is nearest to it.

The wight was an old Taldan knight whose body was buried nearby. It speaks to the PCs in Common and promises to leave them if they give it the relic. If they refuse, the wight attacks. It keeps its word and only attacks if the PCs do so first or take back (or attempt to take back) the relic.

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LEVELS 1-2 (OPTION 1)

CRAWLING HAND

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CREATURE -1

HEREXEN

Page 39

CREATURE 2

LEVELS 1-2 (OPTION 2)

PLAQUE ZOMBIES (2)

Page 40

CREATURE 1

LEVELS 1-2 (OPTION 3)

WIGHT

Page 41

CREATURE 3

Reward: The defeated undead carries a +1 longsword and an old ring worth 5 gp.

D3. LAST GRASP MODERATE

A wide hallway ends with elaborately carved marble stairway to the south. On the east and west walls are intricate mosaics, one depicting crimson fanged skull in a leering motif, while the other shows a female warrior with dark hair and the same symbol emblazoned on her armor.

The foul energies so long ago embedded in the temple rise to keep the relic from leaving. This manifests as one of several different haunt options.

Haunt: The haunt options in this area work best when linked thematically to the relic's effects, but the GM is free to choose the option that works best for their group, or randomly determine the encounter using the chart on page 23.

LEVELS 1-2 (OPTION 1)

SPITE OF THE RIGHTEOUS HAZARD 3

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LEVELS 1-2 (OPTION 2)

BEFUDLED THOUGHTS HAZARD 3

Page 43

LEVELS 1-2 (OPTION 3)

BLOOD HUNGER HAZARD 3

Page 44

RETURNING TO EANDO KLINE

Once the PCs leave the temple with the relic, they can easily return to Eando Kline. He listens eagerly to what they describe about the item's properties. He takes it from them and makes it clear that he understands the seriousness of the relic and thanks them for their efforts.

Development: The PCs succeed at their mission if they bring the *Hunger's Call* back to Eando Kline. They do not need to defeat the undead or the haunt to succeed at their mission. If the PCs left any fallen allies behind, Kline curses under his breath before rushing into the temple himself, easily dispatching any remaining threats and returning with the fallen agents.

CONCLUSION

After the PCs undertake the last of their four missions, they should return to the camp to report in on their final mission. The final faction leader offers the PCs the opportunity to join them and the other faction leaders for dinner at the base camp. Over the course of a hearty meal (prepared by Gorm Greathammer), the PCs get a chance to share their findings, impressing the leaders if the PCs were successful. The leaders thank the PCs and make it clear the work they have done will make it possible for more thorough explorations in the future.

Word of the PCs' mission eventually reaches the ears of the leaders of the Society's two minor factions, the Radiant Oath and the Verdant Wheel, who plan their own missions based around these ruins. These missions are detailed in *Pathfinder Bounty #13: The Blackwood Abundance* and *Pathfinder Bounty #14: The Blackwood Truce*.

PRIMARY OBJECTIVES

The PCs complete their primary objective succeeding at two or more of the four missions. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they successfully complete all four of the missions offered by the faction leaders. Doing so earns each PC 2 Reputation with their chosen faction.

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UNITED IN PURPOSE

APPENDIX 1: LEVEL 1–2 ENCOUNTERS

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

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

AREA A ENCOUNTER

d6	Creature
1-2	Yellow Musk Creeper and Thralls (page 24)
3-4	Goblins (page 25)
5-6	Bugbear (page 26)

AREA B ENCOUNTER

d6	Element
1-2	Earth (area B1; page 27)
3-4	Fire (area B2; page 28)
5-6	Water (area B3; page 29)

AREA C1 ENCOUNTER

d6	Hazard
1-2	Brown Mold (page 30)
3-4	Spiked Pit (page 31)
5-6	Spear Launcher (page 32)

AREA C2 ENCOUNTER

d6	Creature
1-2	Amoeba Swarms (page 33)
3-4	Cythnigots (page 34)
5-6	Skulks (page 35)

AREA C3 ENCOUNTER

d6	Hazard
1-2	Cleaning Agents (page 36)
3-4	Cheerful Tune (page 37)
5-6	Encouraging Supervision (page 38)

AREA D2 ENCOUNTER

d6	Creature
1-2	Herexen and Crawling Hand (page 39)
3-4	Plague Zombies (page 40)
5-6	Wight (page 41)

AREA D3 ENCOUNTER

d6	Haunt
1-2	Spite of the Righteous (page 42)
3-4	Befuddled Thoughts (page 43)
5-6	Blood Hunger (page 44)

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ENCOUNTER A1 (OPTION 1)

YELLOW MUSK THRALL

N MEDIUM MINDLESS PLANT

Pathfinder Bestiary 2 301

Perception +0; low-light vision

Skills Athletics +5

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

Slow A yellow musk thrall is permanently slowed 1 and can't use reactions.

AC 14; Fort +6, Ref +0, Will +2

HP 12; Immunities mental; **Weaknesses** fire 5

Entangling Tendrils (aura) 5 feet. Grasping tendrils extend out from the thrall. When the thrall ends its movement next to a creature, or a creature ends its turn next to the thrall, that creature must succeed at a DC 14 Reflex save or be grabbed by the tendrils.

Speed 25 feet

Melee ♦ fist +7, **Damage** 1d4+3 bludgeoning plus Grab and pollen touch

Limb Extension ♦ **Trigger** The yellow musk thrall is reduced to 4 HP or fewer; **Effect** Creeper tendrils tear through the thrall's limbs, causing its forearms to tear loose. The thrall's melee reach increases by 5 feet.

Pollen Touch When the thrall strikes a creature, that creature is exposed to yellow musk creeper pollen, as Spray Pollen (DC 14). The creature is fascinated by the yellow musk creeper that spawned the thrall, not by the thrall itself.

CREATURE -1

SCALING ENCOUNTER A1 (OPTION 1)

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

10-11 Challenge Points: Add one yellow musk thrall to the encounter.

12-13 Challenge Points: Add two yellow musk thralls to the encounter.

14-15 Challenge Points: Apply the elite adjustment to the yellow musk creeper and add two yellow musk thralls to the encounter.

16-18 Challenge Points (5+ players): Apply the elite adjustment to the yellow musk creeper and add three yellow musk thralls to the encounter.

YELLOW MUSK CREEPER

CREATURE 2

N MEDIUM MINDLESS PLANT

Pathfinder Bestiary 2 300

Perception +4; tremorsense (imprecise) 30 feet

Skills Stealth +6

Str +3, Dex +2, Con +4, Int -5, Wis +0, Cha -1

AC 18; Fort +10, Ref +6, Will +4

HP 34; Immunities mental; **Weaknesses** fire 5

Speed 5 feet

Melee ♦ tendril +9 (reach 10 feet), **Damage** 1d10+3 piercing

Bore into Brain ♦♦ (manipulate, mental) The creeper bores dozens of tendrils into the brain of a Small, Medium, or Large humanoid creature that's unconscious, willing, or fascinated by Spray Pollen, and within reach of the creeper's tendrils. The creature must succeed at a DC 18 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). Subsequent failed saves against Bore into Brain increase the stupefied value. If the creature reaches stupefied 5, it is turned into a yellow musk thrall (see above). Boring into a creature's brain doesn't end fascination caused by Spray Pollen.

Spray Pollen ♦ (mental, poison) The yellow musk creeper blasts yellow pollen in either a 30-foot line or a 15-foot cone.

Each creature in the emanation must attempt a DC 20 Will save. Once a creature succeeds at any save against Spray Pollen, it becomes temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated. For as long as it is fascinated, it must spend each of its actions to move closer to the yellow musk creeper as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the yellow musk creeper, it stays still and doesn't act.

Critical Failure As failure, but the condition doesn't end automatically. The creature can attempt a new save at the end of each of its turns. On a success, the fascinated condition and other effects end.

PATHFINDER SOCIETY SCENARIO

UNITED IN PURPOSE

ENCOUNTER A1 (OPTION 2)

GOBLIN COMMANDO

CE **SMALL** **GOBLIN** **HUMANOID**

Pathfinder Bestiary 180

Perception +5; darkvision

Languages Common, Goblin

Skills Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

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

Items horsecopper, leather armor, shortbow (20 arrows)

AC 17; **Fort** +7, **Ref** +8, **Will** +5

HP 18

Goblin Scuttle **Trigger** A goblin ally ends a move action adjacent to the warrior. **Effect** The goblin commando Steps.

Speed 25 feet

Melee horsecopper +8 (reach 10 feet, trip, versatile P), **Damage** 1d8+3 slashing

Ranged shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

GOBLIN PYRO

CE **SMALL** **GOBLIN** **HUMANOID**

Pathfinder Bestiary 181

Perception +4; darkvision

Languages Common, Goblin

Skills Acrobatics +7, Fire Lore +7, Stealth +7

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

Items torch

AC 17; **Fort** +5, **Ref** +9, **Will** +4

HP 15

Goblin Scuttle **Trigger** A goblin ally ends a move action adjacent to the warrior. **Effect** The goblin pyro Steps.

Speed 25 feet

Melee torch +7 (fire), **Damage** 1d4 bludgeoning plus 1 fire

Arcane Spontaneous Spells DC 16, attack +6; **1st** (3 slots) burning hands, grease; **Cantrips (1st)** light, mage hand, produce flame, tanglefoot

CREATURE 1

SCALING ENCOUNTER A1 (OPTION 2)

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

10-11 Challenge Points: Add one goblin warrior.

12-13 Challenge Points: Add one goblin commando.

14-15 Challenge Points: Add two goblin warriors.

16-18 Challenge Points (5+ players): Add one goblin commando and one goblin pyro.

GOBLIN WARRIOR (0)

CREATURE -1

CE **SMALL** **GOBLIN** **HUMANOID**

Pathfinder Bestiary 180

Perception +2; darkvision

Languages Goblin

Skills Acrobatics +5, Athletics +2, Nature +1, Stealth +5

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

Items dogslicer, leather armor, shortbow (10 arrows)

AC 16; **Fort** +5, **Ref** +7, **Will** +3

HP 6

Goblin Scuttle **Trigger** A goblin ally ends a move action adjacent to the warrior. **Effect** The goblin warrior Steps.

Speed 25 feet

Melee dogslicer +8 (agile, backstabber, finesse), **Damage** 1d6 slashing

Ranged shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

PATHFINDER SOCIETY SCENARIO

UNITED IN PURPOSE

ENCOUNTER A1 (OPTION 3)

BUGBEAR TORMENTOR

NE MEDIUM GOBLIN HUMANOID

Pathfinder Bestiary 47

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin

Skills Acrobatics +8, Athletics +9, Intimidation +7, Stealth +8, Thievery +8

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

Items chain shirt, dagger, sickle (2)

AC 20; Fort +9, Ref +10, Will +6

HP 44

Speed 25 feet

Melee ♦ dagger +11 (agile, versatile S), **Damage** 1d4+6 piercing

Melee ♦ sickle +11 (agile, finesse, trip), **Damage** 1d4+6 slashing

Ranged ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Sneak Attack The bugbear tormentor deals 1d6 extra precision damage to flat-footed creatures.

Twin Feint ♦♦ The bugbear tormentor makes a dazzling series of attacks with two weapons, using the first attack to throw their foe off guard against a second attack at a different angle. They make one Strike with each of their two melee weapons, both against the same target. The target is automatically flatfooted against the second attack. Apply the bugbear tormentor's multiple attack penalty to the Strikes normally.

BUGBEAR THUG (0)

NE MEDIUM GOBLIN HUMANOID

Pathfinder Bestiary 47

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

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6

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

Items bastard sword, javelin (3), leather armor

AC 17; Fort +9, Ref +8, Will +5

HP 34

Speed 25 feet

Melee ♦ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing

Melee ♦ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing

Bushwhack ♦ The bugbear thug Strides up to 10 feet and attempts to Grapple a creature they're undetected by. If they succeed, they also deal fist damage to that creature.

Mauler The bugbear thug gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

CREATURE 3

SCALING ENCOUNTER A1 (OPTION 3)

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

10-11 Challenge Points: Increase the bugbear tormentor's Hit Points by 15.

12-13 Challenge Points: Replace the bugbear tormentor with two bugbear thugs.

14-15 Challenge Points: Add one bugbear thug to the encounter.

16-18 Challenge Points (5+ players): Add one bugbear tormentor to the encounter.

UNITED IN PURPOSE

ENCOUNTER B1

WEAK LIVING BOULDERS (2)

UNCOMMON **N** **SMALL** **EARTH** **ELEMENTAL**

Variant living boulder (*Pathfinder Bestiary 2* 108)

Perception +4; darkvision, tremorsense 30 feet

Skills Athletics +6, Stealth +3 (+5 in rocky areas)

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

AC 15; Fort +8, Ref +3, Will +6

HP 26; Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet; earth glide

Melee ♦ jaws +8, **Damage** 1d8+4 piercing

Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Rolling Charge ♦♦ The living boulder Strides twice, and can then make a jaws Strike. This jaws Strike gains Knockdown.

CREATURE 1

LIVING BOULDER (0)

N **SMALL** **EARTH** **ELEMENTAL**

Pathfinder Bestiary 2 108

Perception +6; darkvision, tremorsense 30 feet

Skills Athletics +8, Stealth +5 (+7 in rocky areas)

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

AC 17; Fort +10, Ref +5, Will +8

HP 36; Immunities bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet; earth glide

Melee ♦ jaws +10, **Damage** 1d8+6 piercing

Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Rolling Charge ♦♦ The living boulder Strides twice, and can then make a jaws Strike. This jaws Strike gains Knockdown.

SCALING ENCOUNTER B1

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

10-11 Challenge Points: Replace one of the weak living boulders with a living boulder.

12-13 Challenge Points: Replace both weak living boulders with living boulders.

14-15 Challenge Points: Add one living boulder.

16-18 Challenge Points (5+ players): Add two weak living boulders.

UNITED IN PURPOSE

ENCOUNTER B2

CINDER RAT

N SMALL ELEMENTAL FIRE

Pathfinder Bestiary 148

Perception +9; darkvision, smoke vision

Skills Acrobatics +10, Stealth +10, Survival +9

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

Smoke Vision The cinder rat ignores the concealed condition from smoke.

AC 18; Fort +9, Ref +12, Will +6

HP 45; Immunities bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Fetid Fumes (aura, fire) 5 feet. A creature that enters the aura or begins its turn there must succeed at a DC 22 Fortitude save or become sickened 1. Everything within the aura, including the cinder rat, is concealed by smoke.

Speed 40 feet

Melee ♦ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

CREATURE 3

SCALING ENCOUNTER B2

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

10–11 Challenge Points: Increase the cinder rat's Hit Points by 15.

12–13 Challenge Points: Apply the elite adjustment to the cinder rat.

14–15 Challenge Points: Add one weak cinder rat.

16–18 Challenge Points (5+ players): Add one cinder rat.

UNITED IN PURPOSE

ENCOUNTER B3

WEAK ICICLE SNAKES (2)

UNCOMMON	N	SMALL	COLD	ELEMENTAL	WATER
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Variant icicle snake (*Pathfinder Bestiary 2* 114)

Perception +5; darkvision

Skills Athletics +5, Stealth +5

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

AC 16; Fort +6, Ref +7, Will +3

HP 25; Immunities bleed, cold, paralyzed, poison, sleep;

Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ♦ jaws +7 (finesse), **Damage** 1d6-1 piercing plus 1d6 persistent cold

Icicle ♦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 25 on Deception checks and DCs to pass as an icicle.

CREATURE 1

ICICLE SNAKE (0)

N	SMALL	COLD	ELEMENTAL	WATER
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Pathfinder Bestiary 2 114

Perception +7; darkvision

Skills Athletics +7, Stealth +7

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

AC 18; Fort +8, Ref +9, Will +5

HP 35; Immunities bleed, cold, paralyzed, poison, sleep;

Weaknesses fire 5

Speed 25 feet, climb 20 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus 1d6 persistent cold

Icicle ♦ (concentrate) Until the next time it acts, the icicle snake appears to be an unassuming icicle. It has an automatic result of 27 on Deception checks and DCs to pass as an icicle.

SCALING ENCOUNTER B3

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

10-11 Challenge Points: Replace one of the weak icicle snakes with an icicle snake.

12-13 Challenge Points: Replace both weak icicle snakes with icicle snakes.

14-15 Challenge Points: Add one icicle snake.

16-18 Challenge Points (5+ players): Add two weak icicle snakes.

UNITED IN PURPOSE

ENCOUNTER C1 (OPTION 1)

BROWN MOLD

HAZARD 2

ENVIRONMENTAL | **FUNGUS**

Stealth DC 21 (trained)

Description This unassuming fungus leeches heat out of the air.

Disable DC 18 Survival (trained) to safely remove the mold

Emit Cold (aura, cold); 5 feet. Brown mold deals 2d6 cold damage to nearby creatures.

AC 18; Fort +11 Ref +5

HP 30 (BT 15); **Immunities** critical hits, fire, object immunities, precision damage; **Weaknesses** cold 10

Leech Warmth ↗ **Trigger** Fire comes within 5 feet of the brown mold; **Effect** The brown mold expands into every square adjacent to its space. As it grows, it pulls more heat from its surroundings, dealing 2d6+6 cold damage (DC 18 basic Fortitude save) to creatures within 10 feet after it expands.

Reset After expanding, the brown mold can't grow again for 1 day.

UNITED IN PURPOSE

ENCOUNTER C1 (OPTION 2)

SPIKED PIT	HAZARD 2
MECHANICAL	TRAP
Stealth DC 20 (trained, or 0 if the trapdoor is disabled or broken)	
Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep. Sharp spikes line the bottom of the pit.	
Disable Thievery DC 14 to remove the trapdoor	
AC 15; Fort +5, Ref +5	
Trapdoor Hardness 5, Trapdoor HP 30 (BT 15); Immunities	
critical hits, object immunities, precision damage	
Pitfall ↳ Trigger A creature walks onto the trapdoor. Effect	
The triggering creature falls in and takes 10 bludgeoning damage from falling and 2d6 piercing damage from spikes at the bottom of the pit. That creature can use the Grab an Edge reaction to avoid falling.	
Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.	

UNITED IN PURPOSE

ENCOUNTER C1 (OPTION 3)

SPEAR LAUNCHER

HAZARD 2

MECHANICAL **TRAP**

Stealth DC 20 (trained)

Description A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

Disable Thievery DC 18 (trained) on the floor tile or wall socket

AC 18; **Fort** +11, **Ref** +3

Hardness 8, **HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Spear  (**attack**); **Trigger** Pressure is applied to the floor tile.

Effect The trap shoots a spear, making an attack against the creature or object on the floor tile.

Ranged spear +14, **Damage** 2d6+6 piercing

UNITED IN PURPOSE

ENCOUNTER C2 (OPTION 1)

AMOEBA SWARMS (2)

N	LARGE	AMPHIBIOUS	MINDLESS	OOZE	SWARM
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Pathfinder Bestiary 2 192

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+3 in water)

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

Motion Sense An amoeba swarm can sense nearby creatures through vibration and air or water movement.

AC 9; Fort +8, Ref +1, Will +3

HP 35; Immunities acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** area 3, fire 3, splash damage 3; **Resistances** slashing 4, piercing 4

Speed 5 feet, climb 5 feet, swim 10 feet

Swarming Slither ♦ The amoeba swarm slithers over each creature in its space, dealing 1d6 acid damage (DC 14 basic Reflex save). A creature that critically fails is sickened 1.

Weak Acid An amoeba's acid damages only organic material—not metal, stone, or other inorganic substances.

CREATURE 1

SCALING ENCOUNTER C2 (OPTION 1)

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

10–11 Challenge Points: Apply the elite adjustment to one of the amoeba swarms.

12–13 Challenge Points: Add one amoeba swarm.

14–15 Challenge Points: Apply the elite adjustment to one of the amoeba swarms and add one amoeba swarm to the encounter.

16–18 Challenge Points (5+ players): Add two amoeba swarms.

UNITED IN PURPOSE

ENCOUNTER C2 (OPTION 2)

CYTHNIGOTS (2)

UNCOMMON CE TINY FIEND QLIPPOTH

Pathfinder Bestiary 2 212

Perception +5; darkvision

Languages Abyssal; telepathy (touch only)

Skills Acrobatics +6, Occultism +7, Stealth +6

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

AC 16; Fort +9, Ref +6, Will +5

HP 14; Immunities controlled, fear; **Weaknesses** lawful 3;

Resistances mental 3, physical 3 (except cold iron)

Speed 30 feet, fly 40 feet

Melee ♦ bite +8 (agile, chaotic, finesse, magical), **Damage**

1d10+1 piercing plus 1d4 chaotic and tangle spores

Occult Innate Spells DC 17; **4th** read omens; **2nd** detect

alignment (at will, lawful only), paranoia; **1st** phantom pain;

Cantrips (1st) daze, detect magic

Sickening Display ♦ (concentrate, emotion, enchantment, fear, mental, occult, visual) The cythnigot presents its awful appearance fully, and creatures in a 10-foot emanation must attempt a DC 17 Will save. Once a creature attempts this save, it's temporarily immune to further Sickening Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is flat-footed until its next turn.

Failure The creature is sickened 1, and is flat-footed for as long as it's sickened.

Critical Failure The creature is sickened 2 and is flat-footed for as long as it's sickened.

Tangle Spores (disease) A creature bitten by a cythnigot becomes afflicted by fast-growing spores that swiftly grow into twitching spikes and hideous pallid growths of hairlike fibers. These growths erupt from the bite wound and writhe and wrap around the creature's limbs. Plant creatures take a -2 circumstance penalty to save against tangle spores; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and flat-footed (1 round); **Stage 3** clumsy 2, flat-footed, and if you attempt a manipulate action, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied (1 round).

SCALING ENCOUNTER C2 (OPTION 2)

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

10–11 Challenge Points: Apply the elite adjustment to one of the cythnigots.

12–13 Challenge Points: Add one cythnigot.

14–15 Challenge Points: Apply the elite adjustment to one of the cythnigots and add one cythnigot.

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

PATHFINDER SOCIETY SCENARIO

UNITED IN PURPOSE

ENCOUNTER C2 (OPTION 3)

SKULKS (2)

CE MEDIUM HUMANOID SKULK

Pathfinder Bestiary 2 243

Perception +5; low-light vision

Languages Common

Skills Acrobatics +6, Deception +6, Society +4, Stealth +8, Thievery +6

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

Items dagger (2), shortsword

Camouflaged Step The skulk gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.

Chameleon Skin The skulk's skin shifts and changes to match the surroundings. As long as most of their body is not covered by clothing or armor, the skulk gains a +2 circumstance bonus to Stealth checks to Hide.

AC 16; Fort +7, Ref +8, Will +5

HP 21

Speed 25 feet

Melee ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

Ranged ♦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Sneak Attack A skulk's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

CREATURE 1

SCALING ENCOUNTER C2 (OPTION 3)

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

10–11 Challenge Points: Apply the elite adjustment to one of the skulks.

12–13 Challenge Points: Add one skulk.

14–15 Challenge Points: Apply the elite adjustment to one of the skulks and add one skulk.

16–18 Challenge Points: Add two skulks.

UNITED IN PURPOSE

ENCOUNTER C3 (OPTION 1)

CLEANING AGENTS

COMPLEX | MECHANICAL

Stealth +10 (trained)**Description** Solvents and detergents spray from the ceiling and run down the walls where they combine in dangerous ways.**Disable** DC 20 Engineering Lore (trained) or Thievery (trained) to deactivate the control panel, or DC 21 Athletics or Acrobatics to plug the spouts that release the chemicals; three successes are required to disable the trap.**Decontamination Spray ➔ Trigger** A creature enters the room. **Effect** The trap sprays cleaning chemicals at the triggering creature dealing $1d8+4$ acid damage. The creature must attempt a DC 20 Reflex save, and the trap then rolls initiative.**Critical Success** The creature is unaffected.**Success** The creature takes half damage.**Failure** The creature takes full damage and is dazzled for 1 round.**Critical Failure** The creature takes double damage and is blind for 1 round.**Routine** (three actions) The trap fills the room with a cloud of caustic vapor and deals $2d6+2$ acid damage to all creatures in the area (DC 20 basic Fortitude save).**Reset** The trap deactivates after 1 minute and resets in 1 hour.

HAZARD 3

SCALING ENCOUNTER C3 (OPTION 1)

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add 1 to the number of successes needed to disable the trap.

UNITED IN PURPOSE

ENCOUNTER C3 (OPTION 2)

CHEERFUL TUNE

HAZARD 3

COMPLEX **HAUNT**

Stealth +10 (trained)

Description A cheerful, wordless tune fills the room, compelling everyone to get to work.

Disable DC 20 Religion (trained) to exorcise the spirits, or DC 21 Intimidation to convince the spirits it is time to take a break; three total successes are required to disable the haunt.

Nose to the Grindstone ↳ (fear, mental, occult) **Trigger** A living creature approaches within 10 feet of the smiling face in the center of the north wall; **Effect** The whistling rises in volume to a painful pitch and deals 1d8+4 sonic damage. The affected creature must attempt a DC 20 Will save, and the haunt then rolls initiative.

Critical Success The target takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 minute.

Critical Failure The creature takes double damage, is frightened 1, and is deafened for 2 minutes.

Routine (three actions) Ghostly workers appear in the room and begin abrading, scrubbing, and splashing cleaning chemicals on anyone in the area. Each creature in the room takes 1d4+2 slashing and 1d4+2 acid damage (DC 20 basic Reflex save; roll once for both).

Reset The ghostly workers cease their routine 2 rounds after all living creatures leave the room and reset after 6 hours.

SCALING ENCOUNTER C3 (OPTION 2)

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add 1 to the number of successes needed to disable the haunt.

UNITED IN PURPOSE

ENCOUNTER C3 (OPTION 3)

ENCOURAGING SUPERVISION

HAZARD 3

COMPLEX

HAUNT

Stealth +10 (trained)

Description The face of the Azlanti supervisor on the wall animates and begins scolding those in the room for their poor attitudes at work.

Disable DC 20 Deception to fake a cheerful, positive attitude, or DC 21 Craft (trained) to show skill at a task; three successful checks are required to disable the haunt.

Smile! Smile!  (fear, mental, occult) **Trigger** A living creature approaches within 10 feet of the smiling face in the center of the north wall; **Effect** The face shouts in Azlanti at the creature to put a smile on their face and get back to work. The creature takes $1d8+4$ mental damage and must attempt a DC 20 Will save. The haunt then rolls initiative.

Critical Success The target takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and is stunned 1.

Routine (three actions) The supervisor's voice fills the room and compels everyone within to start smiling. Each creature in the room takes $1d8+4$ mental damage and must attempt a DC 20 Will save.

Critical Success The target takes no damage.

Success The target takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and is drained 1.

Reset The ghostly voice ceases its routine 2 rounds after all living creatures leave the room and resets after 6 hours.

SCALING ENCOUNTER C3 (OPTION 3)

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add 1 to the number of successes needed to disable the haunt.

UNITED IN PURPOSE

ENCOUNTER D2 (OPTION 1)

CRAWLING HAND

NE **TINY** **UNDEAD**

Pathfinder Bestiary 2 56

Perception +5; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +5, Stealth +6, Survival +2

Languages Common (can't speak any language)

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

AC 12; Fort +2, Ref +5, Will +2

HP 8, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

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

Grip Throat A Medium or smaller creature that is grabbed by the crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

CREATURE -1

SCALING ENCOUNTER D2 (OPTION 1)

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

10-11 Challenge Points: Add one crawling hand.

12-13 Challenge Points: Add two crawling hands.

14-15 Challenge Points: Apply the elite adjustment to the herexen and add two crawling hands.

16-18 Challenge Points (5+ players): Apply the elite adjustment to the herexen and add three crawling hands to the encounter.

HEREXEN

UNCOMMON **NE** **MEDIUM** **UNDEAD**

Pathfinder Bestiary 3 134

Perception +8; darkvision

Languages Common, Necril

Skills Athletics +6, Deception +7, Religion +10, Stealth +6

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

Items dagger, defiled religious symbol of Pharsma

AC 17; Fort +5, Ref +8, Will +10

HP 30, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Blasphemy (divine, necromancy, negative) When the herexen is destroyed, it explodes in a wave of negative energy with the effects of a 3-action *harm* spell (DC 20). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.

Speed 25 feet

Melee ♦ dagger +10 (agile, versatile S), **Damage** 1d6+4 piercing plus heretic's smite

Divine Prepared Spells DC 18; **1st** *harm* (x4)

Cleric Domain Spells 1 Focus Point, DC 20; **1st** *death's call* (Core Rulebook 391)

Heretic's Smite (divine, necromancy) While wielding the favored weapon of its former deity (such as a dagger for an ex-Pharasmin herexen), the herexen's Strikes deal an additional 1d6 evil damage against creatures that can cast divine spells.

CREATURE 2

PATHFINDER SOCIETY SCENARIO

UNITED IN PURPOSE

ENCOUNTER D2 (OPTION 2)

PLAQUE ZOMBIES (2)

NE	MEDIUM	MINDLESS	UNDEAD	ZOMBIE
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Pathfinder Bestiary 340

Perception +3; darkvision

Skills Athletics +7

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

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

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

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

Speed 25 feet

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

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

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

CREATURE 1

SCALING ENCOUNTER D2 (OPTION 2)

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

10-11 Challenge Points: Replace one plague zombie with one zombie brute.

12-13 Challenge Points: Add one plague zombie.

14-15 Challenge Points: Add one zombie brute.

16-18 Challenge Points (5+ players): Replace one plague zombie with one zombie brute and add one additional zombie brute.

ZOMBIE BRUTE (0)

CREATURE 2

NE	LARGE	MINDLESS	UNDEAD	ZOMBIE
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Pathfinder Bestiary 341

Perception +4; darkvision

Skills Athletics +9

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

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

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

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

Speed 25 feet

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

PATHFINDER SOCIETY SCENARIO

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ENCOUNTER D2 (OPTION 3)

WIGHT

LE MEDIUM UNDEAD WIGHT

Pathfinder Bestiary 332

Perception +10; darkvision

Languages Common, Necril

Skills Athletics +11, Intimidation +9, Stealth +6

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

AC 18; Fort +11, Ref +6, Will +10

HP 50, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Final Spite ↳ **Trigger** The wight is reduced to 0 Hit Points;

Effect The wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ♦ claw +12, **Damage** 1d6+4 slashing plus drain life

Drain Life (divine, necromancy) When the wight damages a living creature with its claw Strike, the wight gains 3 temporary Hit Points and the creature must succeed at a DC 17 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

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

CREATURE 3

SCALING ENCOUNTER D2 (OPTION 3)

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

10–11 Challenge Points: Increase the wight's Hit points by 15.

12–13 Challenge Points: Replace the wight with two weak wights.

14–15 Challenge Points: Add one weak wight.

16–18 Challenge Points (5+ players): Add one wight.

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ENCOUNTER D3 (OPTION 1)

SPITE OF THE RIGHTEOUS

HAZARD 3

COMPLEX

HAUNT

Stealth +10 (trained)

Description The image of a ghostly warrior her holy symbol dripping blood and pulsing with negative energy, steps from the wall and seeks to kill any living creature.

Disable DC 20 Religion (trained) to exorcise the spirit, DC 21 Religion or Occult (trained) to sever the connection between *Hunger's Call* and the temple, or DC 21 Thievery (trained) to scratch the eyes out of the mural; three total successes are required to disable the haunt.

Racing Blood  (death, fear, arcane) **Trigger** A living creature bearing *Hunger's Call* moves within 30 feet of the exit stairs; **Effect** Blood pounds in the target's body as their heart races uncontrollably. The creature must attempt a DC 20 Will save, and the haunt then rolls initiative.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 2.

Critical Failure As failure, and the target's move speed is reduced by 10 for 1 minute.

Routine (three actions) The warrior's blade sweeps through the bodies of any living creature within sight of the exit stairs, and they each take 1d10+4 slashing damage (DC 20 basic Fortitude save). Undead creatures in the area gain 5 temporary hit points.

Reset The spectral warrior returns to the wall and ceases 2 rounds after all living creatures are out of sight of the stairs. After 6 hours the haunt is ready to trigger again.

SCALING ENCOUNTER D3 (OPTION 1)

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add 1 to the number of successes needed to disable the haunt.

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ENCOUNTER D3 (OPTION 2)

BEFUDLED THOUGHTS

COMPLEX

HAUNT

Stealth +10 (trained)

Description The fanged skull rune begins speaking in sweet, honeyed tones about eternal life.

Disable DC 20 Religion (trained) to exorcise the spirit, DC 21 Religion or Occult (trained) to sever the connection between *Hunger's Call* and the temple, or DC 21 Athletics to crack the wall in several places; three total successes are required to disable the haunt.

Hunger's Possession ↳ (mental, occult) **Trigger** A living creature bearing *Hunger's Call* moves within 30 feet of the exit stairs; **Effect** The creature's mind becomes hazy and foggy as an unseen voice says to drop the relic and walk away. The creature must attempt a DC 20 Will save, and the haunt then rolls initiative.

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure The target is dazzled for 1 minute.

Critical Failure The target loses control of their mind and on their next round must set *Hunger's Call* on the floor and move their speed in a direction away from the relic; this causes the relic to teleport itself back to area **D1**. If they have any actions remaining, the target loses those actions. At the end of their turn, the target regains control of their mind.

Routine (three actions) A pulsing red ball of energy flies from the wall and explodes in negative energy in the room. Anyone in the room takes 1d10+4 negative damage (DC 20 basic Reflex save).

Reset The mosaic ceases its routine 2 rounds after all living creatures are out of sight of the stairs. After 6 hours the haunt is ready to trigger again.

SCALING ENCOUNTER D3 (OPTION 2)

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add 1 to the number of successes needed to disable the haunt.

UNITED IN PURPOSE

ENCOUNTER D3 (OPTION 3)

BLOOD HUNGER

HAZARD 3

COMPLEX

HAUNT

Stealth +10 (trained)

Description Blood flows from the fanged skull rune as if it were an open wound.

Disable DC 20 Religion (trained) to exorcise the spirit, DC 21 Religion or Occult (trained) to sever the connection between Hunger's Call and the temple, or DC 21 Craft (trained) to break up the pattern of the mural; three total successes are required to disable the haunt.

Hunger's Possession ↳ (mental, occult) **Trigger** A living creature bearing Hunger's Call moves within 30 feet of the exit stairs; **Effect** Whispering voices fill the triggering creature's mind with a compulsion for blood of the living. The creature must attempt a DC 20 Will save, and the haunt then rolls initiative.

Critical Success The target is unaffected.

Success The target is slowed 1.

Failure The target is slowed 2.

Critical Failure The target loses control of their mind and on their next round must move to the nearest ally and make an unarmed bite attack. The ally is flat-footed against this attack. The bite deals 1d4 piercing damage and a critical hit deals an additional 1 point of persistent bleed damage. At the end of their turn, the target regains control of their mind.

Routine (three actions) The bloody mosaic blasts shards of colored glass at anyone within 10 feet of the eastern wall, and they each take 1d10 slashing damage plus 1 point of persistent bleed damage (DC 20 basic Reflex save; critical success negates the bleed damage).

Reset The mosaic ceases its routine 2 rounds after all living creatures are out of sight of the stairs. After 6 hours the haunt is ready to trigger again.

SCALING ENCOUNTER D3 (OPTION 3)

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add 1 to the number of successes needed to disable the haunt.

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APPENDIX 3: GAME AIDS



FOLA BARUN

KAZUUK



THAKIK

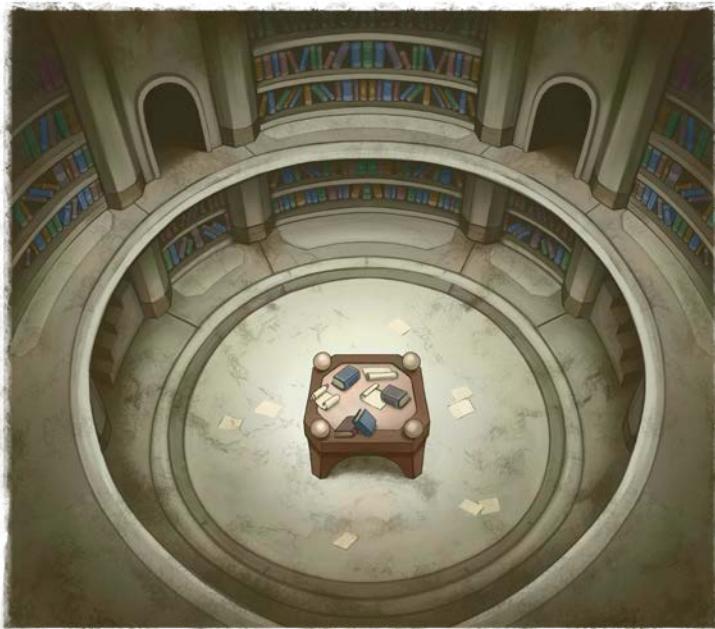
GORM GREATHAMMER



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APPENDIX 3: GAME AIDS



ROOM WITH SHELVES



CALISRO BENARRY

PASSAGeway

EANDO KLINE



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APPENDIX 3: GAME AIDS



DISPLAY BOX

PATHFINDER SOCIETY SCENARIO

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HANDOUT 1

Pathfinders,

The recent discovery of ancient Azlanti ruins beneath the Blackwood Swamp, outside the port city of Cassomir in Taldor, has caught the Society's attention. Leaders of the Society's internal factions have already sent word that they need help with a variety of missions. Since you're all newer members to the Pathfinder Society, it makes sense for you to go and gain some much-needed field experience. You can also learn more about the factions and their primary interests.

I suggest you begin by speaking with Fola Barun, leader of the Envoy's Alliance. She has been working to find local allies and this seems like a wise first step. Otherwise, use your own judgement, of course, and seek out the faction leaders in any order you wish.

I know there is much to remember as new Pathfinder Society agents, so here is a reminder: Gorm Greathammer is the leader of the Grand Archive, a faction dedicated to finding and preserving knowledge. Calisro Benarry leads the Horizon Hunters in their efforts to explore new places. Eando Kline is the leader of the Vigilant Seal and is deeply dedicated to finding and containing dangerous items and artifacts. I am sure each of them will have something important for you to undertake.

Explore, Report, Cooperate!

—Ambrus Valsin

Venture-Captain of the Grand Lodge

PATHFINDER SOCIETY SCENARIO

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ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp

TREASURE BUNDLES

- Mission 1, page 4: 1 Treasure Bundle for defeating the threat and 1 Treasure Bundle for impressing Kazuuk.
- Mission 2, page 10: 2 Treasure Bundles for completing the mission.
- Mission 3, page 14: 2 Treasure Bundles for completing the mission.
- Mission 4, page 18: 2 Treasure Bundles for completing the mission.
- Complete all Missions: 2 Treasure Bundles for completing all four missions.

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:												
Adventure #:		Adventure Name:													
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D												
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PATHFINDER SOCIETY SCENARIO

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PATHFINDER SOCIETY SCENARIO



Intro #2: United in Purpose

2

Character Name

Organized Play #

Character #

Adventure Summary

You travelled to a newly constructed Pathfinder base camp within the Blackwood Swamp in Taldor. You met with the assembled leaders of the Society's numerous factions and aided each in turn. You helped Fola Barun of the Envoy's Alliance by investigating the disappearance of a scout from a potential ally in the Tskikha enclave of iruxi. You assisted Gorm Greathammer of the Grand Archive by investigating a set of Azlanti ruins dedicated to elemental research. You aided Calisro Benarry of the Horizon Hunters by exploring the chambers of an entirely unexplored section of ruins. Finally, you worked with Eando Kline of the Vigilant Seal to deliver a potentially dangerous relic into the Society's care.

Boons

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

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Reputation Gained

Items

+1 longsword (item 2, 35 gp)

Purchases

Items Sold / Conditions Gained _____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: A4CK

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