

PATHFINDER[®]

Quest



SERIES 2

QUEST: #15

LEVELS: 1–4

IN THE FOOTSTEPS OF HORROR

BY SHAN WOLF



AUTHOR

Shan Wolf

DEVELOPMENT LEAD

Josh Foster

ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

EDITING LEAD

Solomon St. John

EDITORS

Zac Moran and Solomon St. John

COVER ARTISTS

María Rosario Arteta Chagüi and Nicolas Espinoza

INTERIOR ARTISTS

Nicolas Espinoza

CARTOGRAPHER

Jason Engle

ART DIRECTION AND GRAPHIC DESIGN

Emily Crowell and Sonja Morris

DEVELOPMENT MANAGER

Linda Zayas-Palmer

ORGANIZED PLAY COORDINATOR

Alex Speidel

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

CREATIVE DIRECTOR

James Jacobs

PUBLISHER

Erik Mona

IN THE FOOTSTEPS OF HORROR

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* (CR), *Pathfinder Bestiary* (B1), and *Pathfinder Gamemastery Guide* (GMG)

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

Online Resources: *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*.



REPEATABLE

SUMMARY

The PCs are sent to investigate an old ruin on the Isle of Kortos that had already cleared by veteran adventurers. As they arrive at their destination, unstable magic activates, trapping them in the Netherworld. In the shadowy reflections of that old ruin, the entrance is completely blocked. The PCs must delve deeper into the complex, survive the perils of the Netherworld, and find a way to return home!

HOW TO PLAY



PLAY TIME: 1–2 HOURS



LEVELS: 1–4



PLAYERS: 3–6



Paizo Inc.
15902 Woodinville-Redmond Rd
NE, Unit B.
Woodinville, WA 98072

paizo.com



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ADVENTURE BACKGROUND

The Isle of Kortos has seen a great deal of trouble in recent years, resolved by organizations ranging from agents of the Edgewatch division of the city watch to a group of particularly skilled circus performers. Not to be outdone, the Pathfinder Society has regularly sent its agents on missions to keep the island holding their headquarters safe. Recently, some of the most powerful agents in the Society thwarted a lich's plan to swap the island with its Netherworld version. The battle was long and hard-fought, so after finding and destroying the lich's soul cage, the agents decided to take a much-earned rest, despite not having had a chance to fully investigate the catacombs the lich had used as a base. They had defeated her minions, and so felt no pressing urgency to return to the site and finish cataloging it. Being some of the most powerful agents, though, they were called away after barely getting a chance to rest. After reading their reports, Venture-Captain Ambrus Valsin, the steward of the Society's Grand Lodge, feels that the site has been cleared of danger to the point that neophyte agents can complete the investigation.

Unfortunately, the senior agents missed a lingering peril in their reports to Valsin. Danger remains, as though the ritual was stopped, the lich still managed to form a conjunction between the Isle of Kortos in the Universe and its twin in the Netherworld. This echo was too faint to affect the heroes who defeated the lich. The agents that Ambrus plans to assign, however, have just the right amount of personal power for the subtle conjunction to work upon them, and what begins as a typical site survey will turn into a harrowing attempt to escape the Netherworld before the agents are completely trapped in the dark catacombs on the other side.

GETTING STARTED

Once everyone has settled, read or paraphrase the following to begin the adventure.

"All right, Pathfinders, you're going on a little bit of a cleanup mission." Valsin taps his finger on the map of a familiar island, tracing north and west from the giant star marking Absalom to a sketch of a castle near the island's western shore. "A short while back, a group of veteran agents ventured into the ruins of Citadel Uromaz, where they defeated the lich Hekoz and stopped the ritual she was attempting. After dealing with the undead, they were called away to handle another issue. Frankly,

WHERE ON GOLARION?

The Nether Citadel is located on the Isle of Kortos, about 5 days ride from Absalom through the Immenwood and the farms of the Swardlands and into the blighted Welt. More information on Absalom and the Isle of Kortos can be found can be found on pages 14–21 of *Pathfinder Lost Omens World Guide*.



we need someone to go back and do the hard work of cataloging the place. Most of the large artifacts and valuable items have been noted and brought back to the Grand Lodge, but the previous agents described a huge mural carved into the stone, and no one even thought to take a rubbing of it." Valsin sighs, "So, it falls to you to go in and document the site properly.

"I need you all to pop over there, go through and take rubbings of as much of the mural as you can. Everything should be in the central chamber, but if you find any other archaeological finds that are worthwhile? Please note and collect them. Be careful, be prepared, and be vigilant, as usual.

"Any questions?"

Where exactly are we going? "I've marked the citadel's location on the map for you, it's just north of the Swardlands, on the edge of the Welt. It's about five day's ride along the roads."

What is the Welt? "It's a blighted land where no plants grow. Thanks to the efforts of a group of heroes a few years ago, it's been shrinking. Nowadays, it's not inherently dangerous to people or animals, but its lack of settlements still makes it an attractive place for those who want to escape notice. Like Hekoz, for example."

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Are you sure the threats been taken care of? “We believe so, based on the information reported to us by your fellow Pathfinders. You can never be too sure, though, so please make sure to go prepared for a fight, just in case.

Religion or Undead Lore (Recall Knowledge)

A PC who succeeds at a DC 20 Society, DC 15 Religion, or DC 13 Undead Lore check to Recall Knowledge knows more about Citadel Uromaz. Failure on this check gives no additional knowledge.

Critical Success Citadel Uromaz was once a thriving keep dating back to the earliest settlers on the island after Aroden raised the Starstone, nearly 10,000 years ago.



AMBRUS VALSIN

While it is unclear how long Hekoz held the citadel, the land surrounding it has been blighted for long enough that the lich may well have stayed there for centuries. PCs who critically succeed at this check are more wary for possible danger; they gain a +1 circumstance bonus to their initiative check in area A2.

Success The Pathfinders who completed the initial assault on Citadel Uromaz recovered beautiful treasures, including books, tapestries, and even rugs. It's unclear how many of these items were original to the keep and how many were the possessions of the lich Hekoz.

Critical Failure Hekoz isn't the most famous lich to be associated with the ruins. It was originally created by the wizard-king Tar Baphon nearly 4,000 years ago, well before his transformation into the Whispering Tyrant.

Once the PCs have made their inquiries, Valsin provides them with sufficient paper, ink, quills, and charcoal to do the rubbings twice over, as well as several torches. He has arranged for horses (or similar mounts for Small or Tiny-sized PCs) to take them to the site, as well as a map that will lead them there. These mounts are purely for transport and have no combat training. Valsin's supplies also include three weeks of provisions for the PCs and their mounts.

The previous group had not yet made a map of the complex, as they were focused on fighting the lich and her forces, so Ambrus tells the PCs that they'll likely have to do a bit of exploring to find the large ritual chamber.

HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

TRAVEL TO THE SITE

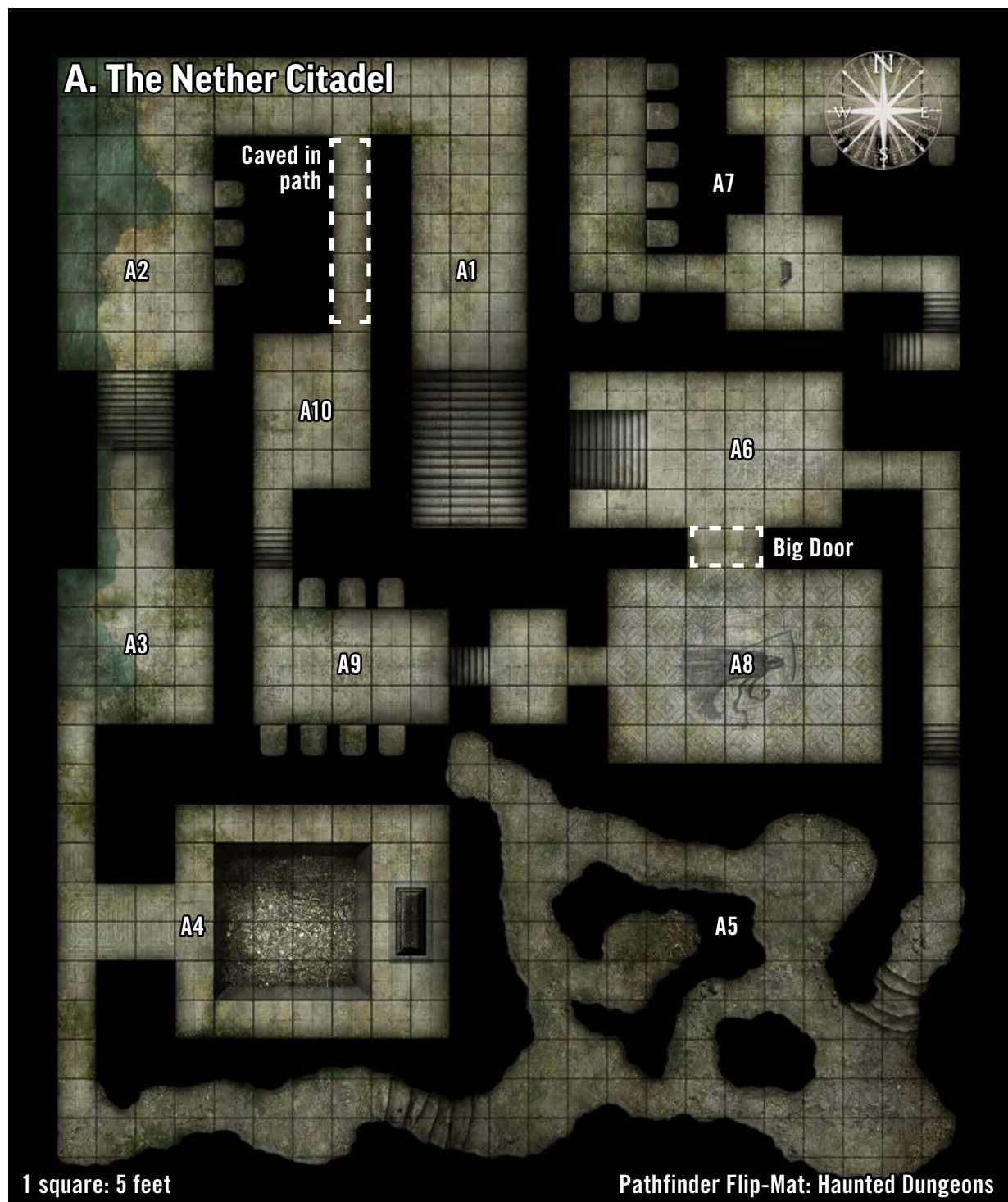
Read or paraphrase the following to describe the PCs' few days of travel.

The journey west from the bustling streets of Absalom across the Isle of Kortos begins peacefully. At first, the roads are well-populated with travelers, guards, and caravans. Plains give way to forests and then farmland. A thin ring of fertile soil occupied by a partially constructed barn divides the fields from the barren lands of the Welt. Within the Welt, the weather takes a turn for the worse. Gray clouds fill the sky and a chill, misting rain pervades the air. By the end of the journey, the sky overhead is nearly obsidian, illuminated only by flashes of greenish lightning.

ARRIVING ON SITE

As the PCs approach the ruins, they experience a palpable sense of unease radiating from it, the lingering result of

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unholy rituals performed here. No animals other than animal companions, familiars, or creatures similarly provided by class abilities or feats are willing to approach within 20 feet of the entrance or enter the catacombs—any check made to coax a different creature closer, including the provided mounts, cannot result in higher than a failure.

The PCs are the first living creatures to enter the ruins since the Pathfinders who defeated the lich left. This circumstance is perilous for the PCs, since the conjunction created by the failed ritual has just enough power to draw them across the veil into the Netherworld. As soon as the last PC enters the ruin, the whole group is transported to its Netherworld counterpart, the Nether Citadel.

A. THE NETHER CITADEL

The catacombs are entirely underground, carved out of dull gray bedrock. Ceilings are 10 feet high unless otherwise noted. Dim light blankets the area, though it has no visible sources, and light and shadows dance across the chambers of their own accord. The colors of everything in the citadel, including the PCs and their belongings, fade into muted hues.

Arcana or Occultism (Recall Knowledge)

A PC who succeeds at a DC 14 Occultism or Arcana or a DC 12 Netherworld Lore check to Recall Knowledge knows more about where they might have gone after the strange transportation.

Critical Success The erratic behavior of the shadows and light in the citadel is unusually pronounced for the Netherworld; it suggests that there is a portal back to the Universe nearby. If at least one PC critically succeeds at this check, all PCs gain a +1 circumstance bonus to Will saves for the remainder of the adventure, as the feeling of home bolsters their morale.

Success The muted colors and lack of vibrancy in your garb suggest that you have found your way on to the Netherworld. The Netherworld is a shadowy mirror of the familiar Universe.

Critical Failure The muted colors and lack of vibrancy in your garb mirror the Bleaching that gnomes experience. Returning to your previous state will likely require having enough exciting new experiences.

A1. THE ENTRY HALL

This entry hall walls are carved with ornate skulls and funereal adornments. The only features of note are a corridor leading to the west from the north end of the room, and a collapsed stairway to the south. An unlit torch sits in the sconce nearby.

The stairs to the south that would lead upwards to the main complex have been completely blocked by debris.

NETHERWORLD PROPERTIES

The Netherworld's fundamental nature enhances shadows while impeding light. Anyone Casting a Spell with the darkness trait gains a +1 circumstance bonus to their spell DC or spell attack roll with that spell. Conversely, anyone who Casts a Spell or Activates an Item with the light trait must succeed at a DC 6 flat check or lose that spell or activation. Additionally, the radius of all light from light sources and the areas of light spells are halved.

The Nether Citadel's catacombs are sealed shut by an ancient collapse of the entrance. If the PCs attempt to dig out, they find that what little progress they make ruined by further collapse. The same is true for the collapsed connection between areas **A1** and **A10**. A PC who examines the rubble and succeeds at a DC 12 Crafting check or DC 10 Architecture Lore check discerns that these blockades are not natural decay, but rather the result of a deliberate collapse that is allowing in material from a massive pile of rubble above them. A PC who critically succeeds at this check notices explosive residue and determines that the detonation took place centuries ago.

If the PCs attempt to dig one of these collapses out, more material falls in from above to undo their work. After a few minutes of attempts, the sound draws the attention of the shadowborn stalkers in area **A2**, who come over to investigate and attack the intruders.

Rewards: A bag containing assorted gemstones worth 7 gp is easily visible amongst the rubble. For levels 3–4, it is instead worth 10 gp.

A2. THE STAIRS DEEPER MODERATE

This chamber contains a stairway at its south end leading deeper into the complex, the light dim, the shadows long. Alcoves in the east wall sit empty, though bones litter the floor.

Creatures: Should the Pathfinders bring a light source to the edge of the corridor leading from **A1** to **A2**, they hear a loud screech, and several creatures rush to attack. Without a light source, the creatures don't attack until the PCs enter area **A2**, unless they spend a long time trying to dig out the path from area **A1** to **A10**.

Levels 1-2

SHADOWBORN STALKERS (4)

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CREATURE -1

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Levels 3-4

SHADOWBORN SLAYERS (4)

CREATURE 1

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A3. A CLASH LONG FORGOTTEN

Debris fills this area. The scars of a battle long past mar the walls, both from physical weapons and magical attacks.

Searching PCs who succeed at a DC 14 Perception check find the remnants of a book under a broken table against the east wall. For levels 3-4, the room is more disheveled, and the DC is instead 16. Most of the pages have been torn out, but the first few are present, written in crisp, clear Common. Though some of the phrasing is antiquated, the PCs can read it without any trouble. A PC who succeeds at a DC 15 Society or Pathfinder Lore check to Recall Knowledge estimates, based on



SHADOW BORN STALKER

the book's decay and the language used, that it's several hundred years old.

Rewards: The incomplete notes are the first portion of Alystair Caskwater's journal. He seems to have been a self-styled monster hunter and warrior. His name has been lost to history and is unfamiliar to even the most scholarly PC. The writings detail Alystair's plan to travel with his retinue to the Netherworld to take on a mage native to that plane who was suspected of weakening the barrier between planes and attacking some rich patron on the Isle of Kortos centuries ago.

A4. THE PIT OF LIVES LOST

TRIVIAL

The smell of rotting offal and blood fills this room. A spout of blood flows from the north wall into the pit below. The pit is half full, blood and offal making a viscous, stinking stew. A carving on the eastern wall depicts a giant figure raising a massive stone from the sea and an island with it. The carving also shows a reflection beneath that raised island of a shadowy land emerging as well, as if reflected in the sea, only the lack of the giant figure and the massive stone indicates this is more than a reflection being depicted.

Hazard: Hekoz built this grisly font to aid in crafting her soul cage centuries ago. The magic has mostly faded, its purpose served, but enough remains that the PCs are not safe if they approach the pit to examine the carvings.

Level 1-2

PIT OF LIVES LOST

HAZARD 2

Page 12

Level 3-4

PIT OF LIVES LOST

HAZARD 4

Page 17

Development: A PC who succeeds at a DC 10 Religion or Society check or a DC 8 Absalom Lore check to Recall Knowledge identifies that the mural depicts the god Aroden raising the Starstone and the Isle of Kortos from beneath the sea. With that information, a PC who succeeds at a DC 14 Arcana or Occultism check or a DC 8 Netherworld Lore check to Recall Knowledge recognizes the reflection as showing the creation of a place in the Netherworld: the birth of the Shadow Kortos that today holds the location of Shadow Absalom.

Rewards: Once the trap is disabled, the supernatural smell of offal in the room decreases after a few moments, and

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the PCs can make proper note of these inscriptions. If the PCs document the inscriptions in this room, the Pathfinder Society gives the PCs a reward of 10 gp when they report in at the end of the adventure, or 25 gp for levels 3–4.

A5. CAVERNOUS RUINS

Signs of another battle fought long ago are in abundance: scorch marks cover walls made of uneven stone, slashes from blades and arrows scar the walls further in, preserved in this collapsed extraplanar demesne. The fighting here seems to have been much more intense than in the earlier chamber.

A PC Searching the area can find another torn page in the rubble with a successful DC 15 Perception check. For

levels 3–4, the rubble is deeper, and the DC is 18. The page comes from the same journal as the one in area A3.

Rewards: Written weeks later, this fragment details the travails of the same group from the first fragment as they hunted the mage across Shadow Kortos, tracking them to the dark reflection of the Uromaz Citadel. The last entry indicates that they planned to trap her within by collapsing the citadel above into a massive pile of rubble, kill her, and return to the Universe.

A6. THE ANTECHAMBER

A long corridor exits into a much larger chamber, its north wall filed with an enormous carved stone mural, this time of a great battle against a draconic foe. Depicted within the mural, a great many faces stand behind a singular individual, weapons raised as a dragon attacks. The hands raising weapons behind the hero are skeletal in nature, and their faces skulls. Stairs descend to the west, a sturdy door made of a black metal of some sort stands to the south, and a slim corridor exits to the east.

As the PCs walk into the larger room, they are faced with a set of stairs going down to area A7 and a locked door leading to area A8. A PC can open the door with a successful DC 18 Thievery check to Pick a Lock, a successful DC 21 Athletics check to Force Open, or with the key located in area A7. For levels 3–4 the door is rusted shut, increasing the DCs by 3.

Rewards: The Pathfinder Society gives the PCs a reward of 10 gp for documenting the inscriptions when they report at the end of the adventure, or 25 gp for levels 3–4.

A7. THE LADDER TO OBLIVION MODERATE

This room seems to be a crypt or catacomb, its walls full of niches. A ladder hangs partway down from the center of the largest chamber, though the area above it seems to have collapsed as its exit is entirely obscured by rubble. Cruel laughter echoes off the walls, and the shadows seem even deeper than elsewhere in this shadowed place, the room even colder.

As the PCs move down the stairs, they encounter a room with a ladder within it; the ceiling in this room is 20 feet high. The rubble blocks the way to the chambers above in a similar manner to the passages off area A1; the PCs can detect the deliberate nature of this collapse in the same manner as they can for the collapses in area A1.

Creatures: The sounds of laughter coming from the north and west chambers. If anyone is not Avoiding Notice, the area suddenly goes silent, as the pixies who roost in the niches notice the PCs and prepare to attack.



ALYSTAIR CASKWATER

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The pixies enjoy tormenting the intruders. Even as the tide of battle turns against them, the pixies know of no escape from their eternal prison, and fight until destroyed.

Levels 1-2

ARISEN SHADOW PIXIES (2)

LEVEL 1

Page 13

Levels 3-4

ARISEN UMBRAL PIXIES (2)

LEVEL 3

Page 18

Development: A single key on a necklace hangs from a stray rung jutting out from the broken ladder, just out



SKELETAL GUARD

of reach for a Medium creature. A PC who is lifted high enough to reach or otherwise finds a way to reach the key, can pull it free of the ladder with a successful DC 14 Thievery check to Steal. Alternatively, a PC who succeeds at a DC 15 Athletics check to Jump grabs the key as well. For levels 3-4 these DCs are 3 higher, as the key is both higher up and more securely caught. This key can be used to open the locked door in area A6.

A8. THE RITUAL CHAMBER MODERATE

The first feeling that this room gives is the promise of home and light. The second is a palpable wave of dread, as a wave of negative energy flows into the chamber, pouring into the open sarcophagus at its center. Excess energy flows around like a foul wind, smelling faintly of ozone. In the distance, screams echo, or perhaps laughter? It's impossible to make out. A tattered and rotted body quickly rises from the sarcophagus, garbed in rotted and torn fabrics that may have once been a sign of nobility.

"Finally, I can feel that I'm freed from that accursed lich, and I believe I have you to thank. Sadly, the only gratitude I can offer is death. I need your strength to become my strength, so I can repay those who betrayed me!"

Creatures: The figure immediately draws an enormous sword and attacks. As Alystair speaks, from room A9, there is stirring as one of crypts bursts open, its animate occupant lurching into the room.

Levels 1-2

ALYSTAIR CASKWATER

LEVEL 2

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SKELETAL GUARD

LEVEL -1

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Levels 3-4

ALYSTAIR CASKWATER

LEVEL 4

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WEAK SHADOW DRAUGR

LEVEL 1

Page 19

Development: Once Alystair and the skeletal guard have been defeated, the field of negative energy emanating from the cursed chamber bursts with an audible pop. The horde pounding at the wards falls to the ground, silent again, and the unnatural pressure in the air dissipates.

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Rewards: The final pages of Alostair's journal sit within the sarcophagus. They are frenzied writings mentioning a double cross, that it was all to complete *her* soul cage. That she was drowning them one-by-one in a pool of blood and offal. It goes on to state the soon-to-be lich had already turned several of his allies into her undead servants once the pool drained them entirely of vitality. Alostair laments that, in the end, he was the one trapped. There is no more following that entry. The completed journal seems to tell of a futile pursuit of the mage who would become the lich Hekoz. The Society is willing to pay 8 gp if all three fragments are assembled, or 20 gp for levels 3–4.

A9. THE BURIAL CHAMBER

This room bears the signs of a burial chamber, the family crest of a dagger across a lush and growing field adorning each of the 6 plots. The caskets have been pulled from their slots in the walls and tossed haphazardly to the ground.

A10. THE WAY HOME

In this chamber, the north wall has entirely collapsed. Covered in dust, the room looks to have seen little use, unlike the rest of the citadel, however, the way back from the Netherworld is gleaming like a bright tear in space.

The PCs need only touch the tear in space to be deposited at the top step of the walk down into the ruins of the original citadel they were to explore, their mounts patiently grazing nearby.

CONCLUSION

The PCs can explore the citadel ruins in this Universe, and it's now as safe—as originally anticipated. In fact, the path inward actually feels inviting. They can take whatever rubbings from within that they wish without needing to make any further checks. As the PCs return to the Pathfinder Society with the rubbings and the tales of their encounter with Alostair Caskwater, Ambrus Valsin takes their report and looks upon them with pride. If they made all Netherworld rubbings, some Universe rubbings, and found the three journal fragments, he is almost beside himself with joy, though even if they return with a single rubbing, he is still impressed by their ingenuity in the face of unexpected peril. If they return empty handed, Ambrus lightly chides them, but is still clearly happy that they overcame their unexpected trial.

OBJECTIVES

The PCs fulfill their objective and earn 2 Reputation with their chosen faction if they return with any rubbings from the walls, be they from the Netherworld or the Universe.

IN THE FOOTSTEPS OF HORROR

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 the Organized Play section on page 22.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 22. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A2 (LEVELS 1–2)

SHADOWBORN STALKERS (4)

CREATURE -1

UNCOMMON NE MEDIUM UNDEAD

Perception +3; darkvision

Languages Common, Necril, Shadowtongue

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

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

Items dagger

AC 14; **Fort** +3, **Ref** +8, **Will** +2

HP 8 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 1

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, thrown, versatile), **Damage** 1d4 piercing

Melee ♦ fist +8 (agile), **Damage** 1d4 bludgeoning

Ranged ♦ dagger +8 (thrown 20 feet), **Damage** 1d4 piercing

Sneak Attack The shadowborn stalker does an extra 2 precision damage to flat-footed creatures.

SCALING ENCOUNTER A2

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

10–11 Challenge Points: Replace two of the shadowborn stalkers with elite shadowborn stalkers.

12–13 Challenge Points: Replace all four of the shadowborn stalkers with elite shadowborn stalkers.

14–15 Challenge Points: Add two elite shadowborn stalkers.

16–18 Challenge Points (5+ players): The PCs face two shadowborn stalkers and four elite shadowborn stalkers.

ELITE SHADOWBORN STALKER (0)

CREATURE 0

UNCOMMON NE MEDIUM UNDEAD

Perception +5; darkvision

Languages Common, Necril, Shadowtongue

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

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

Items dagger

AC 16; **Fort** +5, **Ref** +10, **Will** +4

HP 18 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 1

Speed 25 feet

Melee ♦ dagger +10 (agile, finesse, thrown, versatile), **Damage** 1d4+2 piercing

Melee ♦ fist +10 (agile), **Damage** 1d4+2 bludgeoning

Ranged ♦ dagger +10 (thrown 20 feet), **Damage** 1d4+2 piercing

Sneak Attack The elite shadowborn stalker does an extra 2 precision damage to flat-footed creatures.

IN THE FOOTSTEPS OF HORROR

ENCOUNTER A4 (LEVELS 1–2)

PIT OF LIVES LOST

HAZARD 2

RARE **MAGICAL** **TRAP**

Stealth DC 18 (trained)

Description The spout trickling blood, sludge, and offal begins to draw upon your life energy, increasing the flow and spreading an even fouler smell within the chamber.

Disable DC 17 Occultism or Religion (trained) to counteract the fell energies drawing in life force to power this strange charnel flow or DC 20 Thievery (trained) to disable the spout, stopping the flow at its source.

AC 18; **Fort** +11, **Ref** +5

Hardness 8; **HP** 34 (BT 17); **Immunities** critical hits, object immunities, precision damage

Charnel Flow **Trigger** A creature moves adjacent to the pit;

Effect The remnants of a soul cage ritual draw upon the life energy of all living creatures in area **A4** as well as the 10-foot hallway leading to the room. Each living creature in those areas must attempt a DC 18 Fortitude save as the flow of vile liquid saps their very essence. The pull is more intense on more powerful creatures, dealing 1d6 negative damage per level the creature has.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage. Additionally, they are sickened 1 and cannot reduce the condition's value for 1 minute.

Critical Failure The creature takes double damage. Additionally, they are sickened 1 and cannot reduce the condition's value until they leave the Nether Cathedral.

Reset 1 hour

IN THE FOOTSTEPS OF HORROR

ENCOUNTER A7 (LEVELS 1–2)

ARISEN SHADOW PIXIES (2)

CREATURE 1

RARE **CE** **SMALL** **FEY** **SHADOW** **SPRITE** **UNDEAD**

Perception +7; darkvision

Languages Common, Necril, Shadowtongue, Sylvan

Skills Acrobatics +8, Deception +6, Stealth +8

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

Items rapier

Shadowed Illumination (darkness, light, primal) Shadow pixies exude shadow, counteracting all other light and darkness effects their level or lower to leave dim light out to 10 feet (counteract level 1, counteract bonus +7). The shadow pixie can suppress this effect with a single action, which has the concentrate trait. While the effect is suppressed, the shadow pixie's Strikes don't deal cold damage and they can't use their shadow spark Strike.

AC 15; **Fort** +4, **Ref** +10, **Will** +6

HP 26 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** cold iron 3, good 2

Speed 25 feet, fly 25 feet

Melee ♦ claw +9 (agile, finesse, magical), **Damage** 1d4–1 slashing plus 3 cold

Melee ♦ rapier +9 (deadly 1d8, disarm, finesse), **Damage** 1d6–1 slashing plus 3 cold

Ranged ♦ shadow spark +9 (range 20 feet), **Damage** 1d4 cold

SCALING ENCOUNTER A7

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

10–11 Challenge Points: Replace one of the arisen shadow pixies with an elite arisen shadow pixie.

12–13 Challenge Points: Replace both arisen shadow pixies with elite arisen shadow pixies.

14–15 Challenge Points: Add one elite arisen shadow pixie to the encounter.

16–18 Challenge Points (5+ players): Replace one arisen shadow pixie with an elite arisen shadow pixie and add one elite arisen shadow pixie to the encounter.

ELITE SHADOW PIXIE (0)

CREATURE 2

RARE **CE** **SMALL** **FEY** **SHADOW** **SPRITE** **UNDEAD**

Perception +9; darkvision

Languages Common, Necril, Shadowtongue, Sylvan

Skills Acrobatics +10, Deception +8, Stealth +10

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

Items rapier

Shadowed Illumination (darkness, light, primal) Shadow pixies exude shadow, counteracting all other light and darkness effects their level or lower to leave dim light out to 10 feet (counteract level 2, counteract bonus +9). The shadow pixie can suppress this effect with a single action, which has the concentrate trait. While this is suppressed the shadow pixie's Strikes don't deal cold damage and they can't use their shadow spark Strike.

AC 17; **Fort** +6, **Ref** +12, **Will** +8

HP 36 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** cold iron 3, good 2

Speed 25 feet, fly 25 feet

Melee ♦ claw +11 (agile, finesse, magical), **Damage** 1d4+1 slashing plus 3 cold

Melee ♦ rapier +11 (deadly 1d8, disarm, finesse), **Damage** 1d6+1 slashing plus 3 cold

Ranged ♦ shadow spark +11 (range 20 feet), **Damage** 1d4+2 cold

IN THE FOOTSTEPS OF HORROR

ENCOUNTER A8 (LEVELS 1–2)

ALYSTAIR CASKWATER

CREATURE 2

UNIQUE CE MEDIUM UNDEAD WATER

Variant draugr (*Pathfinder Bestiary* 2 102)

Perception +7; darkvision

Languages Common, Necril, Shadowtongue

Skills Acrobatics +6, Athletics +10, Crafting +8, Society +4, Stealth +8

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

Items greatsword, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +5

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

The Void's Revenge (curse, divine, necromancy) A creature that slays Alystair is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the target leaves the Netherworld or after 1 week passes.

Speed 25 feet

Melee ♦ greatsword +10 (versatile P), **Damage** 1d10+4 slashing plus Grotesque Gift

Melee ♦ fist +9 (agile), **Damage** 1d4+4 bludgeoning plus Grotesque Gift

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

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

SKELETON GUARD

CREATURE –1

NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Bestiary 298

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

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

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

Speed 25 feet

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

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

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

SCALING ENCOUNTER A8

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

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

12–13 Challenge Points: Replace the skeleton guard with an elite skeleton guard and add one elite skeleton guard to the encounter.

14–15 Challenge Points: Replace Alystair Caskwater with Vengeful Alystair Caskwater, replace the skeleton guard with an elite skeleton guard, and add one elite skeleton guard to the encounter.

16–18 Challenge Points (5+ players): Replace Alystair Caskwater with Vengeful Alystair Caskwater and add two elite skeleton guards to the encounter.

ELITE SKELETON GUARD (0)

CREATURE 0

UNCOMMON NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Bestiary 6, 298

Perception +4; darkvision

Skills Acrobatics +8, Athletics +5

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

Items scimitar, shortbow (20 arrows)

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

HP 14 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ scimitar +8 (forceful, sweep), **Damage** 1d6+4 slashing

Melee ♦ claw +8 (agile, finesse), **Damage** 1d4+4 slashing

Ranged ♦ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

IN THE FOOTSTEPS OF HORROR

VENGEFUL ALYSTAIR CASKWATER (0) CREATURE 3

UNIQUE CE MEDIUM UNDEAD WATER

Variant draugr (*Pathfinder Bestiary 2* 102)

Perception +9; darkvision

Languages Common, Necril, Shadowtongue

Skills Acrobatics +8, Athletics +12, Crafting +10, Society +6, Stealth +10

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

Items greatsword, leather armor

AC 19; **Fort** +13, **Ref** +8, **Will** +7

HP 50 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 3; **Weaknesses** positive 5

The Void's Revenge (curse, divine, necromancy) A creature that slays Alostair is subjected to a *mariner's curse* spell with a save DC of 19. The curse ends if the target leaves the Netherworld or after 1 week passes.

Speed 25 feet

Melee ♦ greatsword +12 (versatile P), **Damage** 1d10+6 slashing plus Grotesque Gift

Melee ♦ fist +11 (agile), **Damage** 1d4+6 bludgeoning plus Grotesque Gift

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

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

IN THE FOOTSTEPS OF HORROR

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 22.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 22. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A2 (LEVELS 3-4)

SHADOWBORN SLAYERS (4)

CREATURE 1

UNCOMMON NE MEDIUM UNDEAD

Perception +5; darkvision

Languages Common, Necril

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

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

Items dagger

AC 15; **Fort** +5, **Ref** +10, **Will** +4

HP 21 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 3

Speed 25 feet

Melee ✦ dagger +9 (agile, finesse, thrown, versatile), **Damage** 1d4+2 piercing

Melee ✦ fist +9 (agile, nonlethal), **Damage** 1d4+2 bludgeoning

Ranged ✦ dagger +9 (thrown 20 feet), **Damage** 1d4 piercing

Sneak Attack The shadowborn slayer does an extra 1d6 precision damage to flat-footed creatures.

SCALING ENCOUNTER A2

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

19-22 Challenge Points: Replace 2 shadowborn slayers with elite shadowborn slayers.

23-27 Challenge Points: Replace 3 shadowborn slayers with elite shadowborn slayers.

28-32 Challenge Points: Replace all shadowborn slayers with elite shadowborn slayers

33+ Challenge Points: Add two shadowborn slayers to the encounter.

ELITE SHADOWBORN SLAYER (0)

CREATURE 2

UNCOMMON NE MEDIUM UNDEAD

Perception +7; darkvision

Languages Common, Necril

Skills Acrobatics +9, Athletics +6, Stealth +9

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

Items dagger

AC 17; **Fort** +7, **Ref** +12, **Will** +6

HP 28 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 3

Speed 25 feet

Melee ✦ dagger +11 (agile, finesse, thrown, versatile), **Damage** 1d4+4 piercing

Melee ✦ fist +11 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ✦ dagger +11 (thrown 20 feet), **Damage** 1d4+2 piercing

Sneak Attack The shadowborn slayer does an extra 1d6 precision damage to flat-footed creatures.

IN THE FOOTSTEPS OF HORROR

ENCOUNTER A4 (LEVELS 3–4)

PIT OF LIVES LOST

HAZARD 4

RARE **MAGICAL** **TRAP**

Stealth DC 22 (expert)

Description The spout trickling blood, sludge, and offal begins to draw upon your life energy, increasing the flow and spreading an even fouler smell within the chamber.

Disable DC 20 Occultism or Religion (trained) to counteract the fell energies drawing in life force to power this strange charnel flow or DC 23 Thievery (trained) to disable the spout, stopping the flow at its source.

AC 21; **Fort** +14, **Ref** +8

Hardness 12; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Charnel Flow ➤ **Trigger** A creature moves adjacent to the pit;

Effect The remnants of a soul cage ritual draw upon the life energy of all living creatures in area **A4** as well as the 10-foot hallway leading to the room. Each living creature in those areas must attempt a DC 21 Fortitude save as the flow of vile liquid saps their very essence. The pull is more intense on more powerful creatures, dealing 1d6 negative damage per level the creature has.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage. Additionally, they are sickened 1 and cannot reduce the condition's value for 1 minute.

Critical Failure The creature takes double damage. Additionally, they are sickened 1 and cannot reduce the condition's value until they leave the Nether Cathedral.

Reset 1 hour

IN THE FOOTSTEPS OF HORROR

ENCOUNTER A7 (LEVELS 3–4)

ARISEN UMBRAL PIXIES (2)

CREATURE 3

RARE **CE** **SMALL** **FEY** **SHADOW** **SPRITE** **UNDEAD**

Perception +9; darkvision

Languages Common, Necril, Shadowtongue, Sylvan

Skills Acrobatics +11, Deception +9, Stealth +11

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

Items rapier

Shadowed Illumination (darkness, light, primal) Umbral pixies exude shadow, counteracting all other light and darkness effects their level or lower to leave dim light out to 10 feet (counteract level 3, counteract bonus +10). The umbral pixie can suppress this effect with a single action, which has the concentrate trait. While the effect is suppressed, the umbral pixie's Strikes don't deal cold damage and they can't use their shadow spark Strike.

AC 18; **Fort** +6, **Ref** +12, **Will** +8

HP 55 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** cold iron 5, good 2

Speed 25 feet, fly 25 feet

Melee ♦ claw +12 (agile, finesse, magical), **Damage** 1d4+1 slashing plus 5 cold

Melee ♦ rapier +12 (deadly 1d8, disarm, finesse), **Damage** 1d6+1 slashing plus 5 cold

Ranged ♦ shadow spark +12 (range 20 feet), **Damage** 1d4+5 cold

SCALING ENCOUNTER A7

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

19–22 Challenge Points: Replace one of the arisen umbral pixies with an elite arisen umbral pixie.

23–27 Challenge Points: Replace both arisen umbral pixies with elite arisen umbral pixies.

28–32 Challenge Points: Add one elite arisen umbral pixie to the encounter.

33+ Challenge Points: Replace one arisen umbral pixie with an elite arisen umbral pixie and add one elite arisen umbral pixie to the encounter.

ELITE ARISEN UMBRAL PIXIE (0)

CREATURE 4

RARE **CE** **SMALL** **FEY** **SHADOW** **SPRITE** **UNDEAD**

Perception +11; darkvision

Languages Common, Necril, Shadowtongue, Sylvan

Skills Acrobatics +13, Deception +11, Stealth +13

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

Items rapier

Shadowed Illumination (darkness, light, primal) Umbral pixies exude shadow, counteracting all other light and darkness effects their level or lower to leave dim light out to 10 feet (counteract level 4, counteract bonus +12). The umbral pixie can suppress this effect with a single action, which has the concentrate trait. While the effect is suppressed, the umbral pixie's strikes don't deal cold damage and they can't use their shadow spark Strike.

AC 20; **Fort** +8, **Ref** +14, **Will** +10

HP 70 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** cold iron 5, good 2

Speed 25 feet, fly 25 feet

Melee ♦ claw +14 (agile, finesse, magical), **Damage** 1d4+3 slashing plus 5 cold

Melee ♦ rapier +14 (deadly 1d8, disarm, finesse), **Damage** 1d6+3 slashing plus 5 cold

Ranged ♦ shadow spark +14 (range 20 feet), **Damage** 1d4+7 cold

IN THE FOOTSTEPS OF HORROR

ENCOUNTER A8 (LEVELS 3–4)

ALYSTAIR CASKWATER

CREATURE 4

UNIQUE **NE** **MEDIUM** **UNDEAD** **WATER**

Perception +10; darkvision

Languages Common, Nciril, Shadowtongue

Skills Acrobatics +9, Athletics +14, Crafting +8, Society +8, Stealth +12

Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** -1, **Cha** -1

Items greatsword, leather armor

AC 20; **Fort** +14, **Ref** +9 **Will** +8

HP 70 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 5; **Weaknesses** positive 7

The Void's Revenge (curse, divine, necromancy) A creature that slays Alystair is subjected to a *mariner's curse* spell with a save DC of 20. The curse ends if the target leaves the Netherworld or after 1 week passes.

Speed 25 feet

Melee **◆** greatsword +13 (versatile P), **Damage** 1d10+9 slashing plus Grotesque Gift

Melee **◆** fist +12 (agile, nonlethal), **Damage** 1d4+9 bludgeoning plus Grotesque Gift

Grotesque Gift (olfactory) Alystair's attacks spatter his targets with rancid flesh and rotting seaweed. A creature damaged by Alystair's Strike must succeed at a DC 18 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

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

SCALING ENCOUNTER A8

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

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

23–27 Challenge Points: Replace the weak shadow draugr with a shadow draugr and add one shadow draugr to the encounter.

28–32 Challenge Points: Replace Alystair Caskwater with Vengeful Alystair Caskwater, replace the weak shadow draugr with a shadow draugr, and add one shadow draugr to the encounter.

33+ Challenge Points: Replace Alystair Caskwater with Vengeful Alystair Caskwater and add two shadow draugr to the encounter.

WEAK SHADOW DRAUGR

CREATURE 1

UNCOMMON **CE** **MEDIUM** **UNDEAD** **WATER**

Variant draugr (*Pathfinder Bestiary* 2 102)

Perception +7, darkvision

Languages Common; can't speak any language

Skills Acrobatics +6, Athletics +10, Society +4, Stealth +8

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

Items greatsword, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +5

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

The Void's Revenge (curse, divine, necromancy) A creature that slays a shadow draugr is subjected to a *mariner's curse* spell with a save DC of 15. The curse ends if the target leaves the Netherworld or after 1 week passes.

Speed 25 feet

Melee **◆** greatsword +10 (versatile P), **Damage** 1d10+4 slashing plus Grotesque Gift

Melee **◆** fist +9 (agile, nonlethal), **Damage** 1d4+4 bludgeoning plus Grotesque Gift

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

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

PATHFINDER QUEST #15

IN THE FOOTSTEPS OF HORROR

SHADOW DRAUGR (0)

CREATURE 2

UNCOMMON CE MEDIUM UNDEAD WATER

Perception +7; darkvision

Languages Common; can't speak any language

Skills Acrobatics +6, Athletics +10, Society +4, Stealth +8

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

Items greatsword, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +5

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

The Void's Revenge (curse, divine, necromancy) A creature that slays a shadow draugr is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the target leaves the Netherworld or after 1 week passes.

Speed 25 feet

Melee ✦ greatsword +10 (versatile P), **Damage** 1d10+4 slashing plus Grotesque Gift

Melee ✦ fist +9 (agile, nonlethal), **Damage** 1d4+4 bludgeoning plus Grotesque Gift

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

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

VENGEFUL ALYSTAIR CASKWATER (0)

CREATURE 5

UNIQUE NE MEDIUM UNDEAD WATER

Perception +12; darkvision

Skills Acrobatics +11, Athletics +16, Crafting +9, Society +9, Stealth +14

Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** -1, **Cha** -1

Items greatsword, leather armor

AC 22; **Fort** +16, **Ref** +11, **Will** +10

HP 85 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 5; **Weaknesses** positive 7

The Void's Revenge (curse, divine, necromancy) A creature that slays Alystair is subjected to a *mariner's curse* spell with a save DC of 22. The curse ends if the target leaves the Netherworld or after 1 week passes.

Speed 25 feet

Melee ✦ greatsword +15 (versatile P), **Damage** 1d10+11 slashing plus Grotesque Gift

Melee ✦ fist +14 (agile, nonlethal), **Damage** 1d4+11 bludgeoning plus Grotesque Gift

Grotesque Gift (olfactory) Alystair's attacks spatter his targets with rancid flesh and rotting seaweed. A creature damaged by Alystair's Strike must succeed at a DC 20 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

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

IN THE FOOTSTEPS OF HORROR

APPENDIX 3: GAME AIDS



AMBRUS VALSIN



SHADOWBORN STALKER

ALYSTAIR CASKWATER



SKELETAL GUARD



PATHFINDER QUEST #15

IN THE FOOTSTEPS OF HORROR

ORGANIZED PLAY

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Treasure Bundles

- ☐ Area **A2** (page 6): one Treasure Bundle for defeating the shadowborn creatures.
- ☐ Area **A3** (page 6), area **A5** (page 7), and area **A8** (page 9): One Treasure Bundle for recovering Alystair's notes from all three of these rooms.
- ☐ ☐ Area **A4** (page 7), Area **A6** (page 8), and the Conclusion: one Treasure Bundle each for making a rubbing of the inscriptions in area **A4**, area **A6**, and the version of the ruin on the Universe (a to a maximum of 2 Treasure Bundles).
- ☐ Area **A8** (page 9): one Treasure Bundle for defeating Alystair.

Challenge Points

CP Total	Level Range
8-15	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

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

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

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

Elite Adjustment

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

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

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

Weak Adjustment

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

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

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

IN THE FOOTSTEPS OF HORROR



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

PATHFINDER QUEST #15

IN THE FOOTSTEPS OF HORROR

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PATHFINDER QUEST #15



Quest #15

In the Footsteps of Horror

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You were sent to investigate an old ruin on the Isle of Kortos that had already cleared by veteran adventurers. As you arrived at their destination, though, unstable magic activated, trapping you in the Netherworld! In the shadowy reflections of that old ruin, you had to delve deeper into the complex and survive the perils of the Netherworld in search for a way home.

Boons

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

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: PSS2

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