

PATHFINDER SOCIETY



YEAR OF SHATTERED SANCTUARIES

Scenario #3-13

Levels 3-6

GUARDIAN'S COVENANT

By Christopher Wasko



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Guns & Gears*, and *Pathfinder Lost Omens Ancestry Guide*

Maps: *Pathfinder Flip-Mat Classics: Deep Forest* and *Pathfinder Flip-Mat Classics: Village Square*

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 portal connecting the city of Port Valen in northern Arcadia to the Maze of the Open Road! To earn the approval of a local fey guardian and maintain the portal, the Society must regularly send groups of agents to the Forest of Trials to perform heroic deeds, such as recounting legendary tales, charting paths through the forest, forging mighty weapons, recovering lost heroes, motivating local young people to become heroes, and eliminating malevolent creatures lurking in a nearby village.

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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ADVENTURE BACKGROUND

About one year ago, the Pathfinder Society set sail for Arcadia in search of the fabled realm of glory known as Valenhall. The expedition landed at Port Valen, a small town which the Pathfinders soon learned was quite far from Valenhall. In the port, the Pathfinders searched for land suitable for constructing a new Pathfinder Society lodge while they interacted with prominent local figures and aided in the resolution of some of their troubles. After helping to resolve a land dispute, convincing a wayward guard captain to return to her duties, and locating a missing scout, the Pathfinders assisted the famous warrior and former Linnorn King **Sveinn Blood-Eagle** (CN male human barbarian) in fighting off rampaging trolls before Sveinn and his mighty companions set out for Valenhall.

The local leaders, including **Sonidaga Bloodfang** (LN male human mayor), mayor of Port Valen, and **Rahaksenwe** (CG female human ranger), a representative serving on the local coalition known as the Shore Council, were impressed with the Pathfinder Society's capable handling of these tasks. They concluded that the Society could be a positive presence in Port Valen and agreed that the Pathfinders could select one of three existing structures for their new lodge. The Pathfinders chose Sveinn's former feasting hall to become their Port Valen lodge.

Following several months of supply trips—and no small amount of feasting with locals—the Pathfinder leadership determined that supporting Society activities in Arcadia would be much easier if a gate could be opened to connect the Port Valen lodge to the Maze of the Open Road. The Maze is a magical, extradimensional hedge maze that connects various Pathfinder Society lodges, including the Open Road Lodge, the Grand Lodge in Absalom, and Woodsedge Lodge in Galt, among others. Rather than establish such a connection on their own, the Port Valen venture-captains consulted with Mayor Bloodfang and Rahaksenwe to determine the most responsible way to connect the Maze to their new lodge. Given the Maze's connections to the First World, the local leaders suggested that the Pathfinders reach an agreement with **Vilydyus** (NG variant crossroads guardian; *Pathfinder Bestiary* 359), a fey guardian with the primal purpose of guiding

WHERE ON GOLARION?

Guardian's Covenant takes place in Port Valen, a city on the northern edge of the continent of Arcadia. For more information on Arcadia, see pages 6–7 of the *Pathfinder Lost Omens World Guide* and pages 208–211 of *Pathfinder Guns & Gears*.

ARCADIA



heroes as they brave the Forest of Trials in their journey to Valenhall. If the guardian determined the portal was a threat to their purpose, they might thwart the Society's efforts, but if Vilydyus were to grant their blessing, the portal could be opened safely.

After an extensive search of the forest, the venture-captains and their local allies established contact with Vilydyus. To the Pathfinders' surprise, the crossroads guardian immediately agreed—the fey can innately recognize the heroic deeds of all who spoke to them, and they sensed that allowing more Pathfinders like these to travel to the area would be a welcome benefit. Vilydyus made one demand in exchange for allowing the portal to stay open: the Pathfinder Society must regularly send representatives to the Forest of Trials to prove their heroism!

GETTING STARTED

Having traversed the new portal in the Maze of the Open Road, the PCs convene around the massive hearth fire in the center of the fledgling Port Valen lodge. Venture-Captain **Bjersig Torrsen** (LG male half-orc

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scholar) approaches them with his dog Mahki, his scribe/interpreter **Lirall** (LG female gnome Pathfinder agent), and Rahaksenwe.

Read or paraphrase the following once the PCs are settled. If all your players have already played the adventure, consider skipping to the meeting with Viltydus (see Trials of the Guardian on page 5).

Venture-Captain Bjersig Torrsten's oversized gestures convey his excitement. "Welcome to the far side of the map! I don't know what I was expecting to find here, but it sure wasn't the hospitality that the locals have shown us. I mean, just look at this new lodge! It's like we never left home!"

"Speaking of leaving home, we've worked alongside Rahaksenwe and other Port Valen leaders to link this lodge to the Maze of the Open Road. They helped us set up the portal so that future Pathfinders won't need to cross monster-infested waters to get here like we had to. That help wasn't free, though."

Rahaksenwe nods and explains, "The portal could not have been completed without the blessing of Viltydus, the fey guardian who guides travelers through the Forest of Trials. Viltydus has a keen eye for heroic potential, and their one condition for building and maintaining the portal is that Pathfinder agents must assist them regularly to foster greatness in this region. That's why you're here: to hold up your end of that bargain."

Torrsten jumps back in. "So, wash up, get what you need from the quartermaster, and follow the footpath just outside the town gate right to the stump at the edge of the forest. Viltydus will meet you there—somehow, they can always sense when Pathfinders are on the way! Any questions?"

Below are some answers to the PCs' likely questions.

Who/What is Viltydus? Rahaksenwe responds, "Viltydus is a crossroads guardian, a fey created to serve a primal purpose. Theirs is to help travelers who are called to Valenhall safely navigate the Forest of Trials. Around here, we deeply

respect Viltydus's work. They have been a mentor and protective spirit for generations of us."

What are our tasks? Rahaksenwe replies, "Viltydus will provide details once you meet with them. They care deeply about legendary exploits, so your tasks won't be chopping wood or other mundane work. I doubt you'd have made it this far if you didn't have the skills to handle whatever Viltydus needs, though."

Are we going to Valenhall? Bjersig answers, "If you do, be sure to write home! Nobody alive has visited Valenhall and returned. Legends say that folks who haven't received its call can't find it at all. The Society hopes to earn the right to visit Valenhall someday, but it probably won't be today."

PORT VALEN LORE, SOCIETY, OR VALENHALL LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Society check or a DC 13 Port Valen Lore or Valenhall Lore check to Recall Knowledge knows more about the northern region of Arcadia. These checks should be rolled secretly.

Critical Success As success, but you also know the following: West of Port Valen grows the Forest of Trials, the next natural barrier in the path of those who pursue the call to Valenhall. The forest is treacherous, populated by monsters and masked from divinations. The crossroads guardian Viltydus has lived there since before Port Valen's founding. This fey has a primal purpose to guide great heroes through the wood toward Valenhall, a mission they pursue with compassion and zeal. They've been known to offer guidance to those who don't seek Valenhall but who nevertheless deserve favor.

Success Valenhall is a legendary warrior's paradise glorified in Ulfen fables, able to be found only by those beckoned to it by a mythical call. Scholars disagree as to whether it's a real place or an aspirational metaphor, a mystery the Pathfinder Society hopes to solve. Last year, a Pathfinder expedition crossed the ocean to the seaside Arcadian town of Port Valen, a waystation on the path to Valenhall, and established a new lodge in the former feasting hall of King Sveinn Blood-Eagle—where this meeting is taking place!



RAHAKSENWE

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Critical Failure The Ulfen immigrants and native Mahwek people harbor deep suspicion of each other. This mutual distrust makes local politics especially fraught. Ulfen Pathfinders should proceed with caution.

TRIALS OF THE GUARDIAN

Once the PCs are ready, they can travel a short distance beyond Port Valen's borders toward the forest. A massive stump eight feet in diameter sits at the edge of the wood, and all the surrounding plants and earth seem to direct their focus toward it.

Read or paraphrase the following once the PCs reach the stump.

A lithe Mahwek individual stands atop a giant stump, their average height magnified by an awesome presence of personality. Their fingers, lips, ears, eyebrows, and nostrils are richly adorned with dozens of rings, each one made of a different material and etched with varying pictograms and sigils. They speak with a voice like wind in the canopy. "The portal already beckons souls destined for greatness! Welcome, Pathfinders, to the Forest of Trials, a noteworthy juncture in your travels across this vast, beautiful world."

Viltydus's Recognize Hero ability (*Pathfinder Bestiary* 3 59) means they can already cite each PC by name and acknowledge their noteworthy achievements. The fey, who exudes the affection of a proud teacher, does this not to intimidate the PCs but to celebrate their accomplishments, and they readily answer the PCs' questions.

How do you know so much about us?

"You would expect a blacksmith to know her metals, or a shipwright to know his timbers, no? My trade is in adventure and heroism, so naturally I must know how to recognize the significance of those whose paths I cross."

Can you show us the way to Valenhall? "Today is not your day. You are here to help others strive for such a noble goal, or

recover from their efforts to reach it. Your days as leading actors lie ahead, but today you perform in the ensemble."

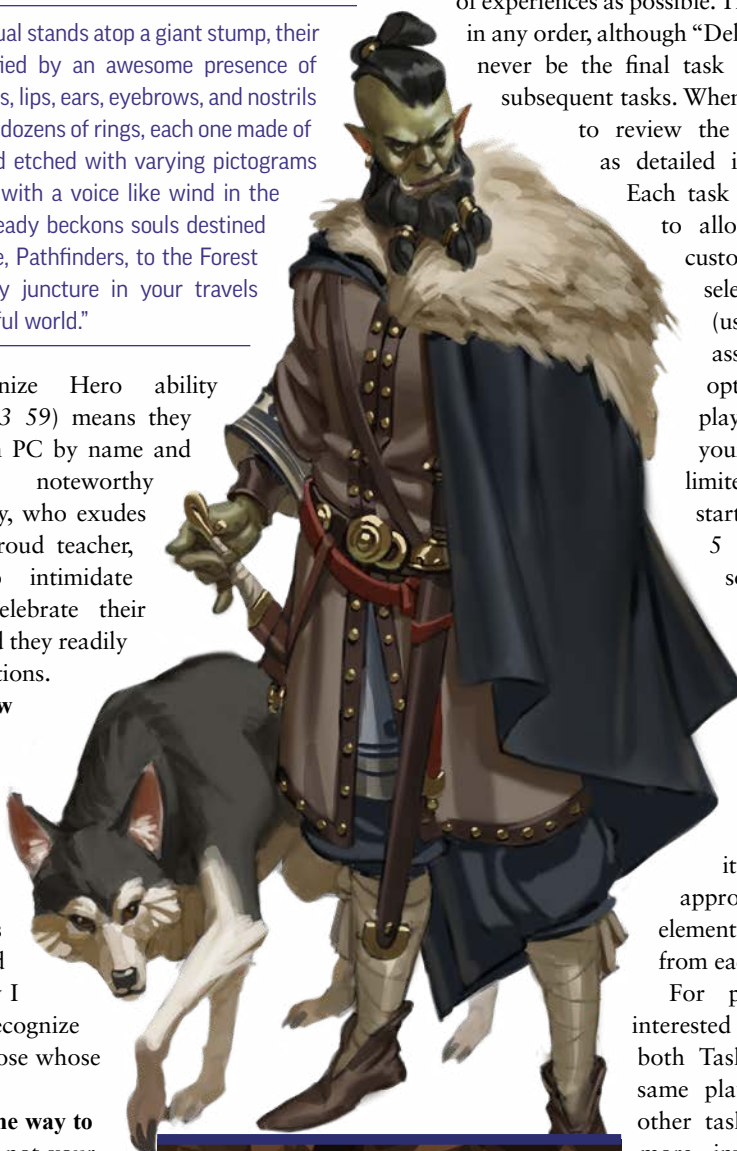
THE TASKS AHEAD

Once the PCs are ready to proceed, Viltydus will designate a new location as a meeting spot to explain each mission in turn. Viltydus has a strong knack for assigning tasks that glorify his pupils and allow them to use their strengths to achieve success. The "Heroic Tasks" sidebar lists the six possible tasks that Viltydus might give the PCs.

Choose Four Tasks: Each time you run the adventure, choose four tasks for the PCs, creating as diverse a range of experiences as possible. The tasks may be completed in any order, although "Delighting the Locals" should never be the final task since its outcome affects subsequent tasks. When preparing a task, be sure to review the task's variable elements as detailed in the task's description.

Each task presents slight variations to allow for replayability and customization. GMs may either select these options randomly (use d4s to roll on the associated table) or choose options that would suit their players particularly well. For your first playthrough or with limited prep time, consider starting with Task 1 or Task 5 to engage players with some roleplaying. Then use Tasks 2, 3, and 4, each of which involves both skill checks and combat. Replace one of these tasks with Task 6 if your group is up for a more difficult fight (and has the time to complete it). As a straightforward approach to the variable elements, simply choose option 1 from each table.

For players who are more interested in roleplaying, use both Task 1 and Task 5 in the same playthrough with any two other tasks. For players who are more invested in combat (and efficient in their approach to combat encounters), use four tasks



**BIERSIG TORRSEN
AND MAHKI**

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involving combat. But keep your time allotment in mind: to finish the adventure in about 4 hours, you'll want to stick with three combats, rather than four, especially if your group is on the larger size.

Rest Opportunity: Viltydus allows the PCs to get an uninterrupted 8-hour rest at the lodge after they complete their second task involving combat.

TASK 1: DELIGHTING THE LOCALS

Viltydus sends the PCs back to the feasting hall. By the time they return, the lodge is packed with layfolk, eagerly distributing and enjoying ales and meads. The floor near the hearth fire has been cleared to provide an impromptu stage, with Viltydus standing at its center.

Read or paraphrase the following once the PCs arrive in the feasting hall.



VILTYDUS

HEROIC TASKS

Choose four of the following six tasks each time you run the adventure. Use the "Variations" tables in each task's description to create slight variations in the tasks.

- **Task 1:** Delighting the Locals (Roleplaying and skill; page 6)
- **Task 2:** Mark of the Forge (Skill and combat; page 8)
- **Task 3:** Path in the Wood (Skill and combat; page 9)
- **Task 4:** Recovering the Lost (Skill and combat; page 13)
- **Task 5:** Training the Future (Roleplaying and skill; page 14)
- **Task 6:** Violence in the North (Difficult combat; page 17)

Viltydus's eyes flash with genuine joy and playful mischief. "We consume food and drink for our bodies, we consume books and studies for our minds, but we consume tales and stories for our souls. Stories allow us to share our common love of life and remind us why we press on even when our bodies and minds beg us to turn back. Pathfinders gather stories from across the whole world, farther than the sight of a humble villager or even an Arcadian fey. Therefore, I task you to share your most exciting tales with us so that we may for a moment share in your greatest achievements!"

Viltydus wants the PCs to inspire the Port Valen locals with stories from beyond the town's shores, instilling a thirst for heroism among them. After all, the more folks who aspire to greatness, the more souls Viltydus can someday guide to Valenhall. The stories may be the PCs' own, the past endeavors of the Pathfinder Society, or even just pure imagination, so long as they are invigorating and entertaining.

Completing the Task: The storytelling session takes place across four rounds of storytelling (or three rounds for groups of five or more PCs). During each round, one PC is the primary storyteller, and they must attempt a DC 18 skill check (DC 20 for levels 5–6) to tell a compelling story and earn Story Points for the group. The PCs always have the option of using Performance or Deception for this primary check, and each variation on this task allows other specific skills depending on the type of story Viltydus requests, as detailed on page 7. For Lore skills, reduce the DC of the primary check (or checks to Aid) by 3. Certain kinds of stories can also be enhanced using specific resources or approaches.

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Reacting to the stories in real time, Viltydus and the locals encourage the Pathfinders to share and take turns in the telling: if the same PC attempts the primary storytelling check multiple times, that PC takes a cumulative –2 penalty per prior attempt they’ve made at the primary check.

Before they attempt the primary storytelling check, the player should briefly roleplay telling a story or, at least, describe the type of story they are telling and the ways they are making it interesting. You can reward the players for especially compelling stories or for roleplaying by reducing the DC by 2. In addition, before the primary storyteller attempts their check, other PCs can attempt to Aid by succeeding at a DC 16 check (DC 18 for levels 5–6) using Deception, Performance, or any of the allowed checks for this particular variation of the task. At your discretion, you can allow other skills to apply at the same DC or allow the use of spells or items to grant a bonus.

Once everyone has made their contributions to the story in each round, the primary storyteller attempts their check, with the following results.

Critical Success The PCs gain 2 Story Points.

Success The PCs gain 1 Story Point.

Critical Failure The PCs lose 1 Story Point.

If the PCs earn at least 2 Story Points, the storytelling entertains the locals, successfully completing the task. If they earn 1 Story Point, they pique Viltydus’s curiosity, prompting them to impose a minor challenge on the PCs’ next task using their *geas* ability in order to test the PCs’ mettle. If they earn 0 Story Points, Viltydus enthusiastically misinterprets the PCs’ stories and imposes a major challenge on the PCs’ next task to celebrate their heroic stamina. The challenges vary depending on the type of story Viltydus had requested, as detailed within each variation’s description. The possible tasks and results of each Story Point threshold are detailed below.

TASK 1 VARIATIONS	
d4	Story Type
1	Far-Flung
2	Mystical
3	Philosophical
4	Physical

Far-Flung: Viltydus requests stories from across Golarion, far from northern Arcadia. PCs may attempt primary skill checks using Religion, Society, or any Lore about a specific settlement or region of Golarion other than Port Valen or Arcadia. PCs who present equipment,

creature companions, or other aspects of their characters that are closely tied to a specific region of Golarion featured in their story, such as a crest from a noble house in Brevoys, gain a +2 circumstance bonus to their checks.

1 Story Point: Viltydus tells an ominous story about the Forest of Trials, increasing the DCs for all Nature, Society, and Survival checks by 1 for the remainder of the scenario.

0 Story Points: Viltydus conjures a mild snowstorm to increase the PCs’ glory: after each task (including this one), each PC must succeed at a DC 16 Fortitude save or take 1d6 cold damage and become fatigued (DC 18 and 2d6 cold damage for levels 5–6). Cold resistance or cold-weather gear negates these hazards. The precipitation increases the DC of vision-based Perception checks to Seek by 2 during subsequent encounters.

Mystical: Viltydus requests stories that heavily feature magic and mystery. PCs may attempt primary skill checks using Arcana, Occultism, or any Lore about fortune-telling, games, or planes other than the Material Plane. PCs who share their own riddles or puzzles or who cast a spell of at least 1st-level to augment their storytelling gain a +2 circumstance bonus to their checks.

1 Story Point: Viltydus tells grandiose stories of Arcadia’s magical properties, increasing the DCs for all checks to Recall Knowledge by 1 for the remainder of the scenario.

0 Story Points: Viltydus is curious about how the PCs would fair without their magic and uses their *geas* ability to prevent each PC from using one of their cantrips or magic items (of the PCs’ choice) for the remainder of the adventure.

Philosophical: Viltydus requests thought-provoking stories laden with profundity. PCs may attempt main skill checks using Diplomacy, Society, or any Lore about an intellectual topic such as academia, art, or warfare. PCs who have gained, at some point, 1 or more Infamy and describe their growth beyond their past misdeeds or who share complex or difficult backstories gain a +2 circumstance bonus to their checks.

1 Story Point: Viltydus asks their own tough questions of the PCs’ morals, increasing the DC of each PC’s next Will saving throw by 2.

0 Story Points: Viltydus asks such probing questions that the PCs are left with lingering doubts that distract them. They take a –1 penalty to initiative checks for the remainder of the scenario.

Physical: Viltydus requests stories rich with action and physical prowess. PCs may attempt main skill checks using Acrobatics, Athletics, or any Lore about a physically demanding profession such as gladiatorial work, mining,

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or sailing. PCs can willingly take 1d6 bludgeoning damage (2d6 for levels 5–6) to reenact their stories so dramatically that they gain a +2 circumstance bonus to their checks.

1 Story Point: Viltydus requests an exhausting encore, increasing the DC of each PC's next Fortitude saving throw by 2.

0 Story Points: Viltydus is so eager to see the PCs' athleticism in real time that they use their *geas* ability to impose a –2 penalty to each PC's attack and spell attack rolls on their turns unless they first use an action with the Move trait that turn. This penalty persists throughout the PCs' next combat encounter.

Rewards: Earning 3 or more Story Points impresses Viltydus, who gifts the PCs with a pair of *tracker's goggles* (or *goggles of night* for levels 5–6).

TASK 2: MARK OF THE FORGE

Viltydus meets the PCs outside Bronzhelm's, a revered smithy in Port Valen. Run by the Ulfen master smith **Tonfer Bronzhelm** (LG male human smith), the shop is renowned as the birthplace of most magic weapons and armor in Port Valen. The fey waits for the PCs underneath a metal sign emblazoned with Bronzhelm's mark—a winged helm perched on the handle of a morningstar—that hangs above the entrance.

Read or paraphrase the following once the PCs arrive.

Viltydus cracks their knuckles. "Many dream of greatness, but a dream's legs often buckle without a sturdy tool to support its weight. Any who brave the Forest of Trials must be well equipped, and such instruments of valor are forged here in the song of fire and steel. I task you to assist our esteemed smith with crafting a tool worthy of a hero, one you'd be honored to receive yourself in the coming years, were you to journey to Valenhall."

Viltydus introduces the PCs to Tonfer Bronzhelm, who is presently working on a magical item fit to take to Valenhall. The item is still mostly unfinished, as the Ulfen has been putting off the procedure for imbuing the item with magic since "that step always seems to go awry." Viltydus tells the PCs to make their mark on the item alongside Tonfer's so that a part of their identity may journey into glory with the item's wielder.

Tonfer warns the PCs that crafting magical gear so close to a site of legend is tricky: the forge fire takes on a life of its own, and sometimes spirits of grandeur inhabit the items and try to exert their own will. He warns the PCs to be ready to fend off such creatures as they collaborate with him to finish the item. The specific item depends on the variation you select from the Task 2 Variations table, as detailed below.

Completing the Task: Making their mark on the item requires the PCs to succeed at three simultaneous DC 18 skill checks (DC 20 for levels 5–6): Crafting and two other skills specific to the item. The latter two skills are detailed within the task variations below. A different PC must attempt each of the three checks, and the remaining PCs can use any of the allowed skills to Aid the PC making the primary check with that skill. For Lore skills, reduce the DC by 3. Alternatively, the remaining PCs (those not attempting one of the primary checks to create the item) can use an exploration mode activity to be ready for battle, such as Avoid Notice, Defend, or Repeat a Spell.

TASK 2 VARIATIONS	
d4	Item
1	Firecutter
2	Ashgrip
3	Leadroar
4	Holy Hand

Firecutter: The PCs are crafting a flaming battleaxe. PCs may attempt Arcana, Nature, or Plane of Fire Lore checks to complete the item.

Ashgrip: The PCs are crafting a greater fanged macuahuitl, a wooden club embedded with multiple obsidian blades. PCs may attempt Athletics, Nature, or Animal Lore checks to complete the item.

Leadroar: The PCs are crafting an Arcadian blunderbuss. PCs may attempt Society, Thievery, or Lore (any settlement or other topic closely associated with firearms) checks to complete the item.

Holy Hand: The PCs are crafting a warpriest's shield. PCs may attempt Occultism, Religion, or Lore (any deity) checks to complete the item.

Development: If the PCs succeed at all three checks, the process finishes a few minutes early. In this event, Tonfer has time to give the PCs their reward (see page 9) before the Occupational Hazard encounter takes place. If the PCs succeed at two checks, the process takes about 15 minutes, and the encounter takes place just as Tonfer is putting on the finishing touches, so he doesn't have time to give them their reward until after the encounter. If the PCs succeed at only one check, the encounter takes place just as the process starts to falter, granting all foes in the encounter a +1 bonus to initiative checks. Succeeding at none of the checks causes a burst of destructive energy from the forge, adding one fire mephit to the encounter (or one cinder rat for levels 5–6).

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A. OCCUPATIONAL HAZARD MODERATE

As Tonfer and the PCs craft the item, its legendary potential supercharges the magic-instilling process. A surge of power conjures fiery monsters from the forge and gives life to Tonfer's more mundane wares, which lash out in a show of force.

Use the map on page 10 for this encounter. This encounter occurs within the forge itself (the building in the center of the southern edge of the map), although it may spill out into the surrounding streets.

Creatures: For levels 3–4, a nearby suit of armor animates and attacks from off the rack while fire mephits spring from the forge. For levels 5–6, the legendary potential manifests as an incorporeal force similar to a poltergeist while cinder rats crawl out of the flames. Each set of creatures has slight variations depending on the item that spawned them, as described in the appendix (page 21 for levels 3–4 and page 27 for levels 5–6); PCs creating the Firecutter face the standard versions of these monsters. The creatures focus their attacks on the PCs, ignoring Tonfer, and fight until destroyed.

As the fight breaks out, Tonfer Bronzhelm is putting some finishing touches on the item. He grips it with all his strength throughout the battle, holding it in place to prevent it from breaking amidst the chaos.

LEVELS 3–4

FIRE MEPHITS (2) **CREATURE 1**
Page 21

FLAMING ANIMATED ARMOR **CREATURE 3**
Page 22

LEVELS 5–6

CINDER RATS (2) **CREATURE 3**
Page 27

POLTERGEIST **CREATURE 5**
Page 28

Development: Once the PCs finish off their foes, the smith thanks them for their help. They helped him get through the most difficult part, and he should be able to complete the item in the next week or so.

Rewards: Succeeding at two or more of the checks to craft the item impresses Tonfer, who gifts the PCs a Common simple or martial +1 *striking weapon* of their choice (or a *ring of the ram* for levels 5–6). If the PCs don't impress him enough to earn a magic item, Tonfer pays them 20 gp (50 gp for levels 5–6) for their help completing the item.

TASK 3: PATH IN THE WOOD

Viltydus directs the PCs to an intersection north of their stump along the border of the Forest of Trials. A branching network of footpaths emerges between the trees where the fey meets the Pathfinders.

Read or paraphrase the following once the PCs arrive.

Viltydus gestures to the forest's border. "Legends about the Forest of Trials, Arcadia's first barrier on the path to Valenhall, are many and varied. Locals whisper of curses that shroud it in secrecy, of bloodthirsty beasts that dwell among the trees. But the forest has long been my home, and I think it supports those who come to know it. Pathfinders, my task is for you to fulfill your Society's namesake: use the day's light to map one of the many footpaths along the forest's edge. Respect the forest, but do not fear it, and gather what you need to introduce it to future explorers."

Viltydus tasks the PCs with charting one of the unmapped paths along the forest's edge, adding to the local knowledge of the mythical wood. This task occurs during the daylight, assuming the PCs are best suited to navigate it then. Viltydus cautions that bandits and monsters do roam the woods, but the forest itself isn't a sinister place.

Completing the Task: Charting a pathway occurs in exploration mode. Each PC chooses an exploration activity and one relevant skill check based on the path's unique features as detailed in the task variations below. Each PC must attempt a DC 18 skill check (DC 20 for levels 5–6). Reduce the DC by 3 for Lore skills. The check has the following results.

Critical Success The PCs gain 2 Pathfinding Points.

Success The PCs gain 1 Pathfinding Point.

Critical Failure The PCs lose 1 Pathfinding Point.

TASK 3 VARIATIONS	
d4	Path Details
1	Dense Foliage
2	Imposing Obelisks
3	Mystical Wellspring
4	Unfriendly Denizens

Dense Foliage: The undergrowth on this path is particularly treacherous and confusing to navigate. PCs can chart the path using Acrobatics, Forest Lore, Herbalism Lore, Nature, Stealth, or Survival. A critical failure on a check causes the PC to be flat-footed during the first round of combat as they get tangled in roots and vines.

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The PCs begin the combat encounter in the middle of the foliage on the east side of the map. Their foes attack in two groups, approaching the PCs from the north and south.

Imposing Obelisks: Several menhirs etched with Ulfen runes populate this rocky and uneven path, suggesting potentially greater secrets to be found further within. PCs can chart the path using Arcana, Athletics, Mountain Lore, Occultism, or Survival. A PC who critically fails their check is frightened 2 during the first round of combat as they read too much into the menhirs' fell omens.

The PCs begin the combat encounter in the middle of the standing stones in the northwest corner. Their foes attack in two groups from the east and south.

Mystical Wellspring: This path crosses a stream or pool obviously blessed with some kind of illusion magic that causes the water to shimmer with faint images. PCs can chart the path using Fishing Lore, Medicine, Nature, Religion, River Lore, or Survival. A PC who critically fails their check is fascinated during the first round of combat, hypnotized by the shapes in the water.

The PCs begin on the riverbank near the waterfall on the southern edge of the map. Their foes attack in two groups from the east and west.

Unfriendly Denizens: A gang of gremlins claims this path as their territory. They are too cowardly to fight, but they harass the PCs throughout their exploration. PCs can chart the path using Gremlin Lore, Intimidation, Nature, Scouting Lore, Survival, or Thievery. A PC who critically fails their check takes 1d6+1 piercing damage at the start of combat (2d6+2 piercing damage for levels 5–6) as the gremlins fire parting shots before scurrying into the canopy.

The PCs begin the combat encounter on the western riverbank on the north half of the map. Their foes attack in two groups from the east and west.

Development: If the PCs earn at least as many Pathfinder Points as the number of PCs minus 1, they create a detailed map and find two enchanted herbs that function as *lesser healing potions* (or four such herbs for levels 5–6).

If the player characters earn at least as many Pathfinder Points as half the number of PCs (rounded up) but not enough to create a detailed map, then they create a functional map, allowing them to avoid stumbling into an ambush. If they earn fewer Pathfinder Points, they get lost but find their way out eventually. Once each PC has attempted a check to earn Pathfinder Points, proceed to the Woodland Stalkers encounter.

B. WOODLAND STALKERS MODERATE

The PCs' investigation attracts hostile creatures who dwell in the forest and prey on folks who wander far from their own settlements. The fight occurs in the daylight, and the underbrush is difficult terrain that provides enough concealment for Small or prone creatures to Hide or Sneak. A PC may roll initiative with whichever skill they're using to chart the path if they choose.

Use the map on page 12 for this encounter. The PCs' and enemies' starting locations depend on their chosen task, as described above.

Creatures: For levels 3–4, a gang of skulks led by a bugbear attack the PCs to try to seize their belongings. The bugbear fights to the death, but the skulks flee if their leader falls and they are reduced to half their maximum Hit Points. For levels 5–6, a group of bloodthirsty twigjacks follow a cruel grimstalker intent on killing the explorers. All of these evil fey fight until slain, but the grimstalker does not coordinate its attacks with the twigjacks; the smaller fey simply tail the violent grimstalker like remoras clinging to a shark.

If the PCs got lost, the enemies set up an ambush, so each one rolls Stealth for initiative. Otherwise, the PCs catch their foes off guard, forcing them to use Perception for initiative instead.

LEVELS 3–4

SKULKS (2) CREATURE 1

Page 23

BUGBEAR TORMENTOR CREATURE 3

Page 23

LEVELS 5–6

TWIGJACKS (2) CREATURE 3

Page 29

GRIMSTALKER CREATURE 5

Page 29

Development: Viltydus considers this task successful if the PCs defeat or fend off their attackers. Even if they didn't make a functional map, they made the forest safer for the people of Port Valen.

Rewards: If the PCs escape the forest alive and earned enough Pathfinder Points to create a map that's functional or better, their map is worth 40 gp (100 gp for levels 5–6) to the Port Valen locals.

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TASK 4: RECOVERING THE LOST

At night, Viltydus summons the PCs to a wide path leading into the Forest of Trials. Broken branches, scuffed tree trunks, and spatters of dried blood indicate a struggle started here and progressed into the wood.

Read or paraphrase the following once the PCs arrive.

Viltydus lets out a deep, slow sigh. "My life's purpose is to prepare heroes to enter the forest, to guide them to victory. Sometimes, though, the forest proves too dangerous. For every warrior who finds their way to Valenhall, a dozen others fall before they reach their goal. I sense one has fallen this night. Pathfinders, your task is to recover the one whom the forest has felled. Bring them home alive if they can be saved. Return their remains for final services if they cannot."

Viltydus tasks the PCs with bringing back an adventurer who entered the forest but didn't return. Their path is riddled with signs of conflict, so tracking them should be simple even in the dead of night. The problem is warding off whatever bested the hero and getting them back in one piece—for healing or burying.

Completing the Task: Finding the fallen adventurer takes 1 hour and requires one successful DC 18 Perception or Survival check (DC 20 for levels 5–6) or one successful DC 15 Scouting Lore check (DC 17 for levels 5–6). A critical success halves the amount of time required to find the hero and reduces the DCs of all subsequent checks to recover the hero by 1, while a failure doubles the amount of time and increases the DCs of all subsequent checks to recover the hero by 1. A critical failure imposes the penalties of failure and also delays the PCs long enough for the skies to clear (see Moonlit Marauders on page 14).

Once the PCs find the fallen adventurer, they must return to Port Valen. The details of this effort depend on the variation you select for the encounter (see below). Each PC must attempt a DC 18 check (DC 20 for levels 5–6) from among the available options for that variation. For Lore skills, reduce the DC by 3. The checks have the following results.

Critical Success The PCs gain 2 Recovery Points.

Success The PCs gain 1 Recovery Point.

Critical Failure The PCs lose 1 Recovery Point.

On their way back to Port Valen, the PCs must also fend off some creatures who attack them in the forest, as detailed in the Moonlit Marauders encounter on page 14. The exact timing of this encounter varies depending on the situation: pick a timing that makes sense for the story and pacing of the adventure.

TASK 4 VARIATIONS

d4	Fallen Adventurer
1	Althentin Snowfist
2	Henecahual
3	Tjolfor the Bruised
4	Vintry Dolfurnibble

Althentin Snowfist: This Valenborn ranger heard the call of Valenhall before he could manage the dangerous journey to reach it. The young man has already died from his injuries. PCs can return his body to Port Valen safely and respectfully with Athletics, Port Valen Lore, Religion, Survival, or Warfare Lore.

Henecahual (NG female human cleric): This Mahwek priest of Cihua Couatl was adopted by Razatlani parents when her birth-family was waylaid by monsters while traveling. Having traveled to Port Valen to learn more about her people, Henecahual received a premonition of wercreatures attacking travelers this night, so she entered the forest to divert the monsters' attention toward herself and protect the travelers. She succeeded but is now wounded. PCs can convince her to return to Port Valen using Cihua Couatl Lore, Diplomacy, Fortune-Telling Lore, Religion, or Society. She is too badly hurt to participate in fighting the wercreatures, and her spells have all been expended.

Tjolfor the Bruised (CN male human barbarian): An Ulfen berserker who spent years aboard a longboat, Tjolfor killed a dozen wercreatures in his rage but was severely bitten in the process. He now believes he's cursed to become a murderous beast; the PCs can calm and treat him with Deception, Herbalism Lore, Intimidation, Medicine, or Wercreature Lore. Tjolfor has bound himself to a tree to prevent from transforming in the moonlight, and thus cannot join the PCs fight against attacking monsters.

Vintry Dolfurnibble (CG female gnome wizard): While visiting from the floating settlement of Gogpodda, this gnome wizard followed her adventuring companion into the woods after dark only to discover that he was a wercreature! She fought off her former friend but is injured and rattled, lacking the presence of mind to cast spells or otherwise help in combat. The PCs can connect with her and get her to safety with Academia Lore, Arcana, Diplomacy, Forest Lore, or Nature.

Development: If the PCs earn a number of Recovery Points equal to or greater than half the number of PCs in the party, they recover the adventurer. If the PCs achieve a number of Recovery Points equal to or greater than the number of PCs minus 1, they recover the adventurer.

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and find some treasure left behind by the adventurer's attackers: 2 *antler arrows* for levels 3–4 or 2 trip snares for levels 5–6. If the PCs do not earn enough Recovery Points, they fail to bring the fallen adventurer back in one piece: a living adventurer dies, or a dead adventurer's body becomes mangled in transit or is otherwise unrecoverable. The loss impacts Viltydus's payment for this task (see Rewards in area C).

C. MOONLIT MARAUDERS LOW

A pair of werecreatures attack the PCs as they try to complete their task of getting the fallen adventurer back to safety. This fight occurs on a cloudy night, meaning the PCs need a way to see in darkness, and the underbrush is difficult terrain that provides enough concealment to Hide or Sneak. If the PCs critically fail their check to find the fallen adventurer, this delay means that the clouds give way to a full moon, activating the werecreatures' moon frenzy ability.

This encounter uses the map on page 15. The PCs begin near the center of the map, and the enemies begin at the edges of the map, spread as evenly as possible in each direction to surround the PCs.

Creatures: For levels 3–4, a pair of werebats attack, possibly accompanied by some bat-faced pugwampis who relish in the fallen hero's defeat. For levels 5–6, a pair of weretigers attack, possibly leading a small pride of leopards into the conflict. The werecreatures remain in their animal forms for the duration of the encounter and fight until slain, but their companions flee once the werecreatures fall.

LEVELS 3–4

WEREBATS (2)

Page 24

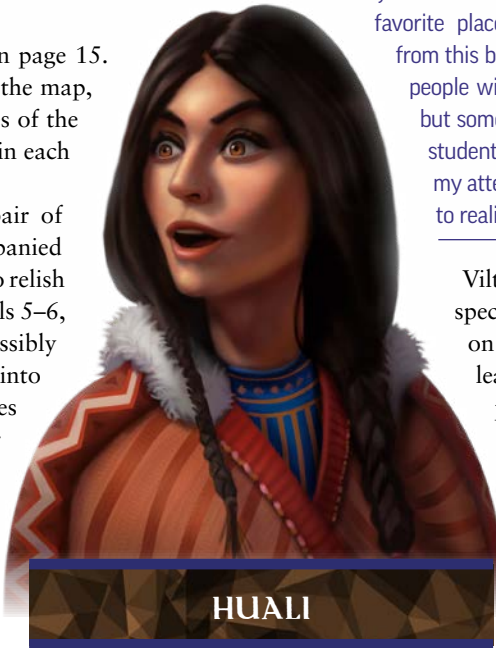
LEVELS 5–6

WERETIGERS (2)

Page 30



BJENSEN



HUALI

CREATURE 2

CREATURE 4

Rewards: If the PCs return the adventurer in one piece, Viltydus is overjoyed and generously pays them 40 gp (100 gp for levels 5–6) for their success. If the PCs fail, Viltydus uses some of their payment to cover the costs of services for the slain adventurer or otherwise offset their failure, costing the PCs half their reward.

TASK 5: TRAINING THE FUTURE

During the day, Viltydus directs the PCs to a school in Port Valen. The building is a two-story structure that seems large from the outside but is probably cramped for the roughly 300 students who attend. A smattering of children run about in a play area, but most of the building is relatively quiet as the students within attend to their classes.

Read or paraphrase the following once the PCs arrive outside the school.

Viltydus beams at the school's entrance. "This is my favorite place in town. The potential that radiates from this building is stunning. Many of these young people will become crafters or sailors or scholars, but some will become true heroes. One particular student with real talent and tenacity has caught my attention. I task you to inspire this individual to realize their destiny as an adventurer!"

Viltydus wants the PCs to convince a specific student at the school to focus on their field of interest and use their learning to pursue a heroic career, perhaps even as a Pathfinder initiate. The fey offers the PCs some basic information about the student and then leaves when the doors open to release the students from their studies. Each possible pupil is detailed in the task's variations on page 16.

Completing the Task: To encourage the student to pursue a heroic career, the PCs must first pique their curiosity, then undertake a short training regimen.

Each PC may attempt one relevant check to pitch adventuring to the student according to their areas of interest. Diplomacy is a relevant check for all students. Roll the checks one at a time. Successive checks using the

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same skill take a cumulative –2 penalty, as the student becomes harder to reach with a repeated approach. The DC for each check is 18 (20 for levels 5–6), or 2 higher for the student's secondary interests. For Lore skills, reduce the DC by 3. These checks have the following results.

Critical Success The PCs gain 2 Motivation Points.

Success The PCs gain 1 Motivation Point.

Critical Failure The PCs lose 1 Motivation Point.

Engaging the student's curiosity requires the PCs to earn a number of Motivation Points equal to or greater than half the number of PCs. If the PCs pique the student's curiosity, the student asks to receive some initial training for an adventuring career. Each training regimen is detailed with the student's description, including how the PCs successfully complete the process and earn the student's commitment to pursuing this career. These regimens become more costly and cumbersome if the PCs fail initially and don't engage the student's curiosity. If the PCs can't complete a training regimen themselves, they may pay for outside assistance to complete it as described in each student's entry.

TASK 5 VARIATIONS	
d4	Student
1	Bjensen
2	Huali
3	Imara
4	Naysn

Viltydus's Intel: The first paragraph of each student's description represents Viltydus's intel, which the fey shares with the PCs before they meet the student.

Bjensen (LN male human student; art on page 33): This Valenborn boy of obvious Ulfen stock is a natural athlete with a penchant for bravery. He loves to play with wooden swords but is hesitant about becoming a warrior because his father was a bullying brute who left on a longship and never returned.

The PCs can appeal to Bjensen's physical prowess using Acrobatics, Athletics, or Gladiatorial Lore. Bjensen's secondary interest is travel, which the PCs can appeal to using Society, Survival, or Lore about any distant settlement. If the PCs pique Bjensen's curiosity, he asks to participate in various physical conditioning

exercises such as sprints, gymnastics, and sparring. These regimens require one successful Fortitude saving throw, one successful Reflex saving throw, and one successful melee attack roll. The DC (or AC) for each of these challenges is 17 (19 for levels 5–6), increased by 2 if the PCs failed to pique Bjensen's curiosity. Any combination of PCs may accomplish the complete regimen, but each PC can only attempt each regimen once, and failure inflicts 1d8+4 bludgeoning damage (2d6+4 damage for levels 5–6). A critical success lowers the DCs of subsequent checks by 2, while critical failure gives the PC the fatigued condition until they complete their following task or get a full night's rest, whichever comes first. The PCs can also hire a coach by spending 20 gp (50 gp for levels 5–6) per component of the regimen they don't complete successfully on their own.

Huali (LG female human student; art on page 34): This Mahwek girl has a kind heart and a passion for justice for those who have led difficult lives, especially when arising from others' cruelty. Her parents have discouraged her keen interest in Iomedae's faith because they don't want their daughter following a goddess whom they believe has Azlanti origins.

The PCs can stoke Huali's fervor using Iomedae Lore, Religion, or Society. Huali's secondary interest is healing, which the PCs can appeal to using Herbalism Lore, Medicine, or Nature. If the PCs pique Huali's curiosity, she asks them to teach her how to invoke magical power to harm foes, heal friends, and change the world around her. The simplest way to complete these regimens

is to cast three spells of 1st-level or higher that do the things she asks to see. If the PCs failed to pique Huali's curiosity, at least one of the spells must be 2nd-level or higher (3rd-level for levels 5–6). If the PCs lack spellcasting or want to conserve their resources, each PC may attempt a DC 20 skill check (DC 22 for levels 5–6) of an appropriate magical tradition instead; if they fail, they instead take 2d4+4 electricity damage (3d4+4 for levels 5–6) from Huali's magical trinkets, doubled on a critical failure. Each PC can attempt to use a skill check once in this way. Alternatively, spells may come from magic items or be purchased for 20 gp (50 gp for levels 5–6) per spell.

Imara (N female half-orc student; art on page 34): This young half-orc tinkerer is settling into her newly chosen name. She

loves technology and is particularly intrigued by the Arcadian beast gunner culture.



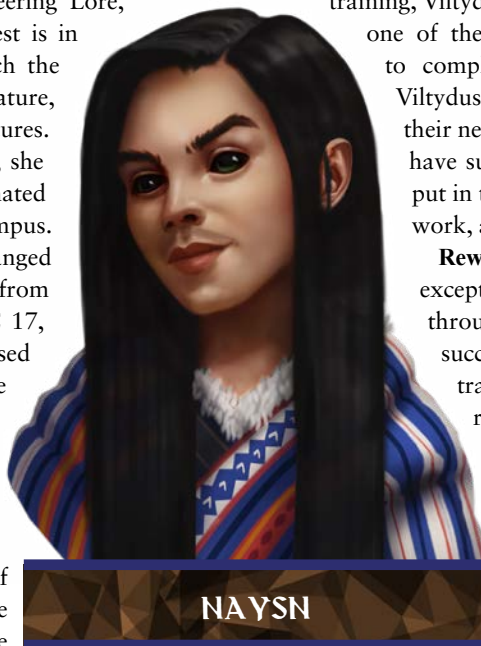
IMARA

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The PCs can display competence in Imara's areas of interest using Crafting, Engineering Lore, or Thievery. Her secondary interest is in bestiaries and monster lore, which the PCs can appeal to using Arcana, Nature, or Lore about a category of creatures. If the PCs pique Imara's curiosity, she asks them to try out an automated firing range she invented off campus. The PCs must hit the targets with ranged Strikes or spells that affect objects from a distance of at least 50 feet (AC 17, or AC 19 for levels 5–6). Each missed attack triggers the range to fire a crossbow bolt back, dealing 1d8+4 piercing damage to the attacking PC (basic Reflex DC 17, or DC 19 for levels 5–6). To complete the regimen, the PCs must hit the targets a total of three times while taking no more than 8 damage from any single counterattack. If they failed to pique Imara's curiosity, the PCs must hit the targets a total of four times. The PCs can entice Imara with a bribe of 20 gp (50 gp for levels 5–6) per target they'd prefer not to have to hit.

Naysn (CN male beastkin human student; *Lost Omens Ancestry Guide* 78; art on page 34): This scrawny spider beastkin has a gift for making mischief and getting into trouble. He has several town guards looking for him because he stole a trove of alchemical items from a local shopkeeper who has always overcharged him.

The PCs can connect with Naysn's penchant for trickery using Deception, Stealth, or Underworld Lore. Naysn's secondary interests involve superstition, which the PCs can appeal to using Haunt Lore, Intimidation, or Occultism. If the PCs pique Naysn's curiosity, he asks them to help him evade the guards on his way home, which is 15 minutes away from the school. Each 5-minute juncture of Naysn's path home requires some sort of spell effect such as *invisibility* or a DC 20 Athletics, Deception, or Stealth check (DC 22 for levels 5–6) to bypass a patrolling guard. Allow creative solutions that include a similar use of skill checks or resources. For each guard that catches Naysn, the PCs can offer a bribe of 20 gp (50 gp for levels 5–6), and the guard will look the other way. Furthermore, if the PCs failed to pique Naysn's curiosity, they must each also succeed on a DC 18 Perception check (DC 20 for levels 5–6) or lose a random item of Light bulk for the remainder of the adventure as Naysn picks their pockets for sport. He returns the items at the end of the adventure.



NAYSN

Development: If the PCs fail to complete a student's training, Viltydus gives them one more chance with one of the other three students. After failing to complete the second student's training, Viltydus encourages the PCs to move on to their next task. They still consider the PCs to have succeeded at this task as long as they put in their best effort. "Teaching is difficult work, and not all heroes are meant for it!"

Rewards: If one or more PCs do an exceptional job inspiring the student through compelling roleplaying, a critical success during either the initial pitches or training regimens, or a generous use of resources during the training regimens beyond the minimum requirements, Viltydus rewards the PCs with a *dancing scarf* (or a *diplomat's badge* for levels 5–6). Viltydus does not reward them if the PCs spend money to accomplish the task in lieu of their own skills and resources.

TASK 6: VIOLENCE IN THE NORTH

Before selecting this task, be aware that it is the only task which includes a combat encounter of severe difficulty. For groups with a weak party composition or with less experienced players, consider using other tasks instead of this one.

Viltydus gathers the PCs just outside of Port Valen's borders. They hold a small map of the shoreline. A red circle surrounds a location on the map several miles to the north of the town.

Read or paraphrase the following once the PCs arrive.

Viltydus draws a line with their finger along their map, tapping a marking circled in red. "My focus lies with the Forest of Trials and with the adventurers who brave its dangers to reach Valenhall. Those adventurers, however, need a safe place to rest their heads before facing their destinies, and Port Valen has not been as safe as it needs to be. A group of monsters have laired in an abandoned fishing village not far from here, and their predations have caused the people of Port Valen great harm. I task you Pathfinders to travel to this forsaken village and destroy the evil creatures that threaten these good people. Bring back evidence to prove to the people of Port Valen that you have succeeded."

Viltydus cautions the PCs that whatever has holed up in the abandoned village should not be underestimated: they have seen many a burgeoning hero get cut down

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prematurely after trying to stop the attacks alone. The fey recommends speaking to some of the locals about what they've seen and heard about the threat and using that information to prepare for battle. Viltydus also offers each PC a *minor healing potion* (a *lesser healing potion* for levels 5–6) prior to their departure.

Each PC can attempt a DC 18 Diplomacy check to Gather Information or a DC 20 Perception check to listen for rumors and gossip (increase the DCs by 2 for levels 5–6). With a successful check, the PC discerns enough information about the monsters to attempt an appropriate Recall Knowledge check, while a critical success garners enough detail to lower the Recall Knowledge DC by 2. A critical failure provides conflicting information that increases the DC to Recall Knowledge by 2. Only a critical success to Recall Knowledge about the monster reveals the regional idiosyncrasies if any, as determined on the table below. The mechanical effects of each variation are described in the appropriate appendix (page 25 for levels 3–4 and page 31 for levels 5–6).

TASK 5 VARIATIONS	
d4	Regional Idiosyncrasy
1	Standard
2	Arctic
3	Heretical
4	Rifle Mutation

After finishing their preliminary work, the PCs can make any purchases they need and set out for the abandoned village. Proceed to the Here Be Monsters encounter.

D. HERE BE MONSTERS SEVERE

The buildings throughout the village are dilapidated, crudely repurposed into nests for the monsters who now reside here. Unless the PCs deliberately approach stealthily, the monsters notice their approach and hide among the roofs of the buildings, ready to ambush the PCs as they enter the town square. The worn-down buildings are each 10 feet high and provide cover.

Use the map on page 19 for this encounter. The creatures are spread out among multiple rooftops as evenly as possible. The PCs approach from the southern edge of the map, and the creatures attack when the PCs notice them, begin making battle preparations, or get within 30 feet of the center of the map. If the PCs manage to approach stealthily, the creatures are busy fighting over scraps near the center of town when the PCs arrive.

Creatures: For levels 3–4, the monsters are the last remnants of a flock of perytons who use the surrounding

trade routes and farmlands as hunting grounds. Their heart-stripped victims' otherwise intact corpses may have also attracted several undead to feast on the leftover flesh. The perytons and the ghastrs aren't allies, but they coexist symbiotically; either may consume the corpse of the other in combat, and they may fight each other over a slain PC's corpse.

For levels 5–6, a pair of wihsaak sahkils have taken up residence in the ruined village (possibly along with swarms of their preferred vermin), basking in the fear they inflict upon passersby and Port Valen locals. These sahkils lead with *sound burst*, which produces the supernaturally deafening drone of millions of insects, before closing to melee. All of these creatures fight to the death to defend their territory.

LEVELS 3–4

PERYTONS (2)

CREATURE 4

Page 25

LEVELS 5–6

THUNDERING WIHSAKS (2)

CREATURE 6

Page 31

Rewards: If the PCs return with evidence of killing the monsters, the villagers rejoice and reward them with 60 gp (150 gp for levels 5–6).

CONCLUSION

As the PCs conclude their fourth and final task, Viltydus applauds their work and celebrates the prospect of a long and beneficial relationship with the Pathfinder Society. The PCs receive a hot meal and a warm bed in the Port Valen lodge. They can stay in Port Valen as long as they like, or they can use the Maze portal to seek adventure at other Pathfinder lodges right away.

Removing Curses: Viltydus is grateful for the PCs' heroism and does not wish for them to live out their lives with a curse as the result of their efforts. As a variant crossroads guardian whose primal purpose is to guide heroes through a dangerous forest, Viltydus can cast *remove curse* and freely casts this spell as many times as needed to remove curse of the wererat or curse of the weretiger from any cursed PCs.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they complete four tasks for Viltydus; the requirements for each task are listed on page 20. Doing so earns each PC 2 Reputation with their chosen faction.

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Task 1: Delighting the Locals: Complete each round of storytelling (regardless of Story Points earned).

Task 2: Mark of the Forge: Defeat the encounter in area A.

Task 3: Path in the Wood: Defeat the encounter in area B.

Task 4: Recovering the Lost: Defeat the encounter in area C.

Task 5: Training the Future: Successfully train a student or attempt to train two students.

Task 6: Violence in the North: Defeat the encounter in area D.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they achieve the primary objective and achieve at least two of the following additional goals. Doing so earns each PC 2 additional Reputation with their chosen faction.

Task 1: Delighting the Locals: Earn at least 3 Story Points.

Task 2: Mark of the Forge: Impress Tonfer enough to earn a magic item.

Task 3: Path in the Wood: Create a detailed map.

Task 4: Recovering the Lost: Find the treasures in the forest.

Task 5: Training the Future: Do an excellent job inspiring a student, earning a magic item from Viltydus.

Task 6: Violence in the North: Defeat the encounter in area D.

GUARDIAN'S COVENANT

APPENDIX 1: 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 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).

A. OCCUPATIONAL HAZARD (LEVELS 3-4)

Apply the modifications associated with your chosen variant of Task 2 (page 8). All creatures except the standard version are uncommon.

1. FIRECUTTER

The monsters are common versions of themselves, with no special adjustments.

2. ASHGRIP

Remove the animated armor’s glaive Strike and increase its attack bonus with gauntlet Strikes by 2.

3. LEADROAR

Add the following to the animated armor.

Items blunderbuss (*Pathfinder Guns & Gears* 152)

Remove the animated armor’s glaive Strike and add the following Strike.

Ranged ♦ blunderbuss +12 (concussive, range increment 40 feet, reload 1, scatter 10 feet), **Damage** 1d8+3 piercing plus 1d4 fire

4. HOLY HAND

Add the following to the animated armor.

Items steel shield (Hardness 5, 20 HP, BT 10)

Raise a Shield ↻

Remove the animated armor’s glaive Strike and add the following Strike.

Melee ♦ shield spikes +12, **Damage** 1d6+5 piercing plus 1d4 fire

SCALING ENCOUNTER A

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

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

12-13 Challenge Points: Add one flaming animated armor to the encounter.

14-15 Challenge Points: Add one fire mephit and one flaming animated armor to the encounter.

16-18 Challenge Points (5+ players): Add two flaming animated armors to the encounter.

FIRE MEPHITS (2)

CREATURE 1

N	SMALL	ELEMENTAL	FIRE
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Pathfinder Bestiary 151

Perception +3; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +7, Deception +7

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

Smoke Vision The fire mephit ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7

HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire

Arcane Innate Spells DC 15; **Cantrips (1st)** *daze*, *light*

Breath Weapon ♦♦ (arcane, fire) The fire mephit breathes flames in a 15-foot cone that deals 2d4 fire and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephit can’t use its breath weapon again for 1d4 rounds.

GUARDIAN'S COVENANT

FLAMING ANIMATED ARMOR

CREATURE 3

UNCOMMON

N

MEDIUM

CONSTRUCT

MINDLESS

Variant animated armor (*Pathfinder Bestiary* 20)

Perception +9; darkvision

Skills Athletics +10

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

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses cold 5; **Resistances** fire 5

Construct Armor Like normal objects, a flaming animated armor has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a flaming animated armor is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

Speed 20 feet

Melee ♦ glaive +12 (deadly 1d8, forceful, magical, reach 10 feet), **Damage** 1d8+3 slashing and 1d4 fire

Melee ♦ gauntlet +10 (agile, free-hand, magical), **Damage** 1d6+3 bludgeoning and 1d4 fire

GUARDIAN'S COVENANT

B. WOODLAND STALKERS (LEVELS 3-4)

SKULKS (2)

CREATURE 1

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 their 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.

SCALING ENCOUNTER B

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

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

12-13 Challenge Points: Add one bugbear tormentor to the encounter.

14-15 Challenge Points: Add one skulk and one bugbear tormentor to the encounter.

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

BUGBEAR TORMENTOR

CREATURE 3

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 +11 (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 flat-footed against the second attack. Apply the bugbear tormentor's multiple attack penalty to the Strikes normally.

GUARDIAN'S COVENANT

C. MOONLIT MARAUDERS (LEVELS 3-4)

WEREBATS (2)

CREATURE 2

NE **MEDIUM** **BEAST** **HUMAN** **HUMANOID** **WERECREATURE**
Pathfinder Bestiary 3 292; currently in animal form
Perception +9; echolocation (precise) 40 feet, low-light vision
Languages Common; bat empathy
Skills Acrobatics +8, Athletics +6, Deception +4, Society +5, Stealth +8
Str +2, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0
Items studded leather
Bat Empathy (divination, primal) A werebat can communicate with bats.
Echolocation A werebat can use their hearing as a precise sense at the listed range.
AC 18; **Fort** +9, **Ref** +10, **Will** +7
HP 35; **Weaknesses** silver 5
Wing Thrash **Trigger** An adjacent enemy damages the werebat; **Effect** The werebat makes one or two wing Strikes, each against a different adjacent creature.
Speed 15 feet, fly 30 feet
Melee **◆** fangs +10 (finesse), **Damage** 1d8+4 slashing plus curse of the werebat
Melee **◆** wing +10 (agile, finesse), **Damage** 1d6+4 bludgeoning
Change Shape **◆** (concentrate, polymorph, primal, transmutation) The werebat changes into their animal, human, or hybrid shape; they are presented in their animal shape. Each shape has a specific, persistent appearance. In human form, they lose their fangs and wing Strikes, lose their fly Speed, and gain a melee fist Strike (+10 for 1d4+2 bludgeoning). In hybrid form, their Speed changes to 25 feet and fly 25 feet.
Curse of the Werebat (curse, necromancy, primal) This curse affects only humanoids; **Saving Throw** DC 15 Fortitude. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werebat until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.
Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, the werebat must enter hybrid form and can't Change Shape thereafter. When the moon sets or the sun rises, the werebat returns to human form and is fatigued for 2d4 hours.

SCALING ENCOUNTER C

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

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

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

14-15 Challenge Points: Add one pugwampi and one werebat to the encounter.

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

PUGWAMPIS (0)

CREATURE 0

NE **TINY** **FEY** **GREMLIN**
Pathfinder Bestiary 193
Perception +6 (-2 to hear things); darkvision
Languages Gnoll, Undercommon
Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5
Str -3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** -2
Items shortbow (60 arrows), shortsword
AC 16; **Fort** +5, **Ref** +8, **Will** +6
HP 17; **Weaknesses** cold iron 2
Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.
Speed 25 feet
Melee **◆** shortsword +8 (agile, finesse, magical, versatile S), **Damage** 1d6-3 piercing
Ranged **◆** shortbow +8 (deadly 1d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing
Primal Innate Spells DC 16; **2nd** *Speak with animals* (at will); **Cantrips (1st)** *prestidigitation*

GUARDIAN'S COVENANT

D. HERE BE MONSTERS (LEVELS 3-4)

Roll or select a modification from the chart below. All creatures except the standard version are uncommon.

TASK 6 VARIATIONS	
d4	Regional Idiosyncrasy
1	Standard
2	Arctic
3	Heretical
4	Rifle Mutation

1. STANDARD

The monsters are common versions of themselves with no special adjustments.

2. ARCTIC

The monsters are acclimated to the wintry climate of northern Arcadia. Add the following to all perytons as well as any ghosts present.

Immunities cold; **Weaknesses** fire 5

Replace the peryton's Strikes with the following.

Melee ♦ antler +14 (deadly d8), **Damage** 1d12+4 piercing plus 1d6 cold

Melee ♦ fangs +14 (agile), **Damage** 1d8+4 slashing plus 1d6 cold

3. HERETICAL

The monsters have a visceral hatred of good deities and their servants, particularly Arcadia's benevolent couatls.

Add the following to all perytons as well as any ghosts present.

Weaknesses good 5

Add the following to all perytons.

Abjure the Blessings of Vitality Despite not being undead, this creature gains negative healing. Its Strikes deal an additional 1d6 evil damage to creatures that can cast divine or primal spells.

4. RIFLE MUTATION

The perytons have muzzle-like mutations protruding from their antlers, making them prime trophies for the Arcadian beast gunner ritual. They gain the following Strike and associated ability.

Ranged ♦ antler rifle +14 (cumbersome mutation, range increment 150 feet, reload 1), **Damage** 1d10+5 piercing

Cumbersome Mutation While a mutated peryton's antler rifle is drawn, it is flat-footed against melee Strikes. It can suppress the mutation to stow the antler rifle with a single Interact action; if it does so, it cannot use the weapon again until it re-activates the mutation and draws the weapon with another Interact action.

SCALING ENCOUNTER D

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one ghost to the encounter as well as one fresh corpse that either the ghost or the peryton can use as a source of healing.

PERYTONS (2)

CREATURE 4

CE MEDIUM BEAST
Pathfinder Bestiary 2 197

Perception +13; darkvision

Languages Common

Skills Acrobatics +11, Intimidation +11, Stealth +11

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

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

HP 60

Speed 25 feet, fly 50 feet

Melee ♦ antler +14 (deadly d8), **Damage** 1d12+7 piercing

Melee ♦ fangs +14 (agile), **Damage** 1d8+7 slashing

Heart Ripper ♦ (attack, emotion, fear, visual) The peryton rips out the heart of an adjacent corpse with their jaws. The creature must have died within the last minute. As the peryton rips the heart free and swallows it whole, they regain 2d6 HP, and any non-peryton that witnesses the event must succeed at a DC 21 Will save or become frightened 1 (or frightened 2 on a critical failure).

Mimic Shadow ♦ (necromancy, occult, shadow) **Requirements**

The target must be casting a shadow; **Effect** The peryton Flies, going no higher than 20 feet over the target creature. The target creature must succeed at a DC 21 Will save or the peryton's shadow changes the match that cast by the target creature. With their shadow so transformed, the peryton gains a +2 status bonus to attack and damage rolls against that creature. In addition, each time the peryton successfully Strikes that creature, the creature must succeed at a DC 21 Will save or become frightened 1, or increase its frightened condition by 1 if it's already frightened. This is an emotion and fear effect. The shadow remains transformed for 1 hour or until the peryton Mimics a Shadow again, whichever comes first.

GUARDIAN'S COVENANT

GHASTS (0)

CREATURE 2

CE	MEDIUM	GHOUL	UNDEAD
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Pathfinder Bestiary 169

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +10, Athletics +7, Stealth +10, Survival +8

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

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 16 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, burrow 5 feet

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

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

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

Ghastr Fever (disease) **Saving Throw** Fortitude DC 16; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghastr the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature hit by a ghastr's attack must succeed at a DC 16 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghastr jumps up to half its Speed. This movement doesn't trigger reactions.

GUARDIAN'S COVENANT

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to 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).

A. OCCUPATIONAL HAZARD (LEVELS 5-6)

Apply the modifications associated with your chosen variant of Task 2 (page 8). All creatures except the standard version are uncommon.

1. FIRECUTTER

The monsters are common versions of themselves, with no special adjustments.

2. ASHGRIP

Remove the cinder rats’ fetid fumes ability. Add Grab to their jaws attack and add Constrict, as detailed below.

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

Constrict ♦ 1d6+4 fire, DC 20

3. LEADROAR

Remove the cinder rats’ fetid fumes ability and add the following ability.

Breath Weapon ♦♦ (evocation, fire, primal) The cinder rat breathes fire in a 15-foot cone that deals 4d6 fire damage (DC 19 basic Reflex save). The cinder rat can’t use Breath Weapon again for 1d4 rounds.

4. HOLY HAND

Replace the poltergeists’ resistances, weaknesses, and telekinetic object Strike with the following.

Resistances all damage 5 (except good, force, *ghost touch*, or positive; double resistance against non-magical)

Weaknesses good 5

Ranged ♦ telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d10 bludgeoning, piercing, or slashing (depending on object) plus 1d6 evil

SCALING ENCOUNTER A

To accommodate the PCs’ overall strength, use the following Challenge Point adjustments.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add 1 cinder rat to the encounter.

CINDER RATS (2)

CREATURE 3

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

GUARDIAN'S COVENANT

POLTERGEIST

CREATURE 5

N	MEDIUM	INCORPOREAL	SPIRIT	UNDEAD
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Pathfinder Bestiary 264

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

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

Site Bound A poltergeist is tied to a location and can't travel more than 120 feet from the place where it was created or formed. Some poltergeists are instead bound to a specific room, building, or similar area.

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses *Frighten*.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Telekinetic Defense **Trigger** A creature approaches within 10 feet of the poltergeist. **Effect** The poltergeist makes a telekinetic object Strike the triggering creature.

Speed fly 20 feet

Ranged **◆** telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd** *telekinetic maneuver* (at will); **Cantrips (3rd)** *mage hand*

Frighten **◆** (concentrate, emotion, fear, incapacitation, mental); **Requirement** The poltergeist must be invisible.

Effect The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm **◆◆** (concentrate, evocation, occult); The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.

When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

GUARDIAN'S COVENANT

B. WOODLAND STALKERS (LEVELS 5-6)

TWIGJACKS (2)

CREATURE 3

CE	TINY	FEY	PLANT
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Pathfinder Bestiary 2 270

Perception +9; darkvision

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

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

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** fire 5

Speed 25 feet

Melee ♦ claw +11 (agile, finesse), **Damage** 1d10+4 slashing

Ranged ♦ splinter +1 (deadly 1d6, range increment 30 feet),

Damage 1d6+4 piercing

Bramble Jump ♦♦♦ (conjunction, plant, primal, teleportation)

Requirements The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ♦♦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

SCALING ENCOUNTER B

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

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

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

28-32 Challenge Points: Add one twigjack and one grimstalker to the encounter.

33+ Challenge Points: Add two grimstalkers to the encounter.

GRIMSTALKER

CREATURE 5

CE	MEDIUM	FEY
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Pathfinder Bestiary 2 137

Perception +12; low-light vision

Languages Aklo, Common

Skills Acrobatics +13, Intimidation +13, Nature +11, Stealth +13, Survival +12

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

Camouflage A grimstalker can Hide in natural environments, even if it doesn't have cover.

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 60; **Weaknesses** cold iron 5

Speed 40 feet, climb 20 feet; woodland stride

Melee ♦ claw +15 (agile), **Damage** 2d6+7 slashing plus grimstalker sap

Primal Innate Spells DC 22, attack +14; **3rd** *earthbind*, *wall of thorns*; **2nd** *entangle*, *pass without trace*, *tree shape*;

Cantrips (3rd) *tanglefoot*

Ranged ♦ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Grimstalker Sap (poison); **Saving Throw** DC 22 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round);

Stage 3 2d6 poison damage and clumsy 2 (1 round)

Woodland Stride A grimstalker can always find a path, almost as if foliage parts before it. A grimstalker ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede its progress.

GUARDIAN'S COVENANT

C. MOONLIT MARAUDERS (LEVELS 5-6)

WERETIGERS (2) CREATURE 4

NE **LARGE** **BEAST** **HUMAN** **HUMANOID** **WERECREATURE**
Pathfinder Bestiary 2 291; currently in animal shape
Perception +11; low-light vision, scent (imprecise) 30 feet
Languages Common; tiger empathy
Skills Acrobatics +11, Athletics +12, Deception +7, Society +10, Stealth +11
Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +3, **Cha** -1
Tiger Empathy (divination, primal) The weretiger can communicate with felines.
AC 21; **Fort** +11, **Ref** +13, **Will** +9
HP 75; **Weaknesses** silver 5
Attack of Opportunity 2
Speed 30 feet
Melee ♦ jaws +14, **Damage** 2d6+7 piercing plus curse of the weretiger and Grab
Melee ♦ claw +14 (agile), **Damage** 2d4+7 slashing
Change Shape ♦ (concentrate, polymorph, primal, transmutation) The weretiger changes into their animal, human, or hybrid shape; they are presented in their animal shape. Each shape has a specific, persistent appearance. In human or hybrid form, the weretiger's size changes to Medium, they lose their Wrestle ability, and their speed decreases to 25 feet. In human form, they also lose their jaws and claw Strikes and gain a melee fist Strike (+14 for 1d4+7 bludgeoning).
Curse of the Weretiger (curse, necromancy, primal) This curse affects only humanoids; **Saving Throw** DC 21 Fortitude. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a weretiger until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.
Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, the weretiger must enter hybrid form and can't Change Shape thereafter. When the moon sets or the sun rises, the weretiger returns to humanoid form and is fatigued for 2d4 hours.
Wrestle ♦ The weretiger makes a claw Strike against a creature it is grabbing. If the attack hits, that creature is knocked prone. A weretiger can only use this ability in animal form.

SCALING ENCOUNTER C

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

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

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

28-32 Challenge Points: Add one leopard and one weretiger to the encounter.

33+ Challenge Points: Add two weretigers to the encounter.

LEOPARDS (0) CREATURE 2

N **MEDIUM** **ANIMAL**
Pathfinder Bestiary 52
Perception +7; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)
Str +3, **Dex** +4, **Con** +2, **Int** -4, **Wis** +1, **Cha** -2
AC 18; **Fort** +8, **Ref** +10, **Will** +5
HP 30
Speed 30 feet, climb 20 feet
Melee ♦ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab
Melee ♦ claw +10 (agile, finesse), **Damage** 1d6+3 slashing
Maul ♦ The leopard makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.
Pounce ♦ The leopard Strides and makes a Strike at the end of that movement. If the leopard began this action hidden, it remains hidden until after this ability's Strike.
Sneak Attack The leopard deals 1d4 extra precision damage to flat-footed creatures.

GUARDIAN'S COVENANT

D. HERE BE MONSTERS (LEVELS 5-6)

Roll or select a modification from the chart below. All creatures except the standard version are uncommon.

TASK 6 VARIATIONS	
d4	Regional Idiosyncrasy
1	Standard
2	Arctic
3	Heretical
4	Rifle Mutation

1. STANDARD

The monsters are of their usual rarity (common wasp swarms or uncommon thundering wihsaaks) and have no special adjustments.

2. ARCTIC

The monsters are acclimated to the wintery climate of northern Arcadia. Add the following to all wihsaaks as well as any wasp swarms present.

Immunities cold; **Weaknesses** fire 5

Replace the wihsaaks' claw Strike with the following.

Melee ♦ claws +17 (finesse), **Damage** 2d10+4 slashing plus 1d6 cold and 1d4 evil

3. HERETICAL

The monsters have a visceral hatred of good deities and their servants, particularly Arcadia's benevolent couatls.

Add the following to any wasp swarms present.

Weaknesses good 5

Add the following to all wihsaaks as well as any wasp swarms present.

Abjure the Blessings of Vitality Despite not being undead, this creature gains negative healing. Its Strikes deal an additional 1d6 evil damage to creatures that can cast divine or primal spells.

4. RIFLE MUTATION

The wihsaaks have muzzle-like mutations protruding from their claws, making them prime trophies for the Arcadian beast gunner ritual. They gain the following Strike and associated ability.

Ranged ♦ claw rifle +17 (cumbersome mutation, range increment 150 feet, reload 1), **Damage** 2d10+4 piercing plus 1d4 evil

Cumbersome Mutation While a mutated wihsaak's claw rifle is drawn, it is flat-footed against melee Strikes. It can suppress the mutation to stow the claw rifle with a single Interact action; if it does so, it cannot use the weapon again until it re-activates the mutation and draws the weapon with another Interact action.

SCALING ENCOUNTER D

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add 1 wasp swarm to the encounter.

THUNDERING WIHSAKS (2)

CREATURE 6

UNCOMMON NE MEDIUM FIEND SAHKIL

Variant wihsaaks (*Pathfinder Bestiary* 3 220)

Perception +14; darkvision

Languages Abyssal, Celestial, Infernal, Requian; telepathy 100 feet

Skills Acrobatics +13, Deception +15, Intimidation +15, Stealth +15

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

Easy to Call A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it's always free to attack or leave, instead of negotiate, unless the primary caster's check is a critical success.

AC 24; **Fort** +14, **Ref** +15, **Will** +14

HP 105; **Immunities** fear; **Weaknesses** good 5

Swarmwalker Swarms of animals and other unintelligent creatures instinctively leave a wihsaak alone. A wihsaak is immune to the damage from and effects of swarms with an Intelligence of -5.

Speed 30 feet, fly 40 feet

Melee ♦ claws +17 (finesse), **Damage** 2d10+7 slashing plus 1d4 evil

Divine Innate Spells DC 23; **4th** *suggestion*; **3rd** *fear*, *sound burst*; **2nd** *blur*, *see invisibility*; **Cantrips (3rd)** *detect magic*

Droning Distraction ♦ (auditory, divine, evocation, incapacitation, mental) **Effect** The wihsaak beats its wings rapidly, creating a buzzing drone that numbs creatures' minds. Each creature within 100 feet must attempt a DC 23 Will save. They are then temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is confused and stupefied 1 for 1 round.

Critical Failure The creature is confused for 1 round and stupefied 2 for 1 minute.

Skip Between ♦ (conjuration, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

GUARDIAN'S COVENANT

WASP SWARMS (0)

CREATURE 4

N	MEDIUM	ANIMAL	SWARM
---	--------	--------	-------

Pathfinder Bestiary 324

Perception +10; darkvision

Skills Athletics +12

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

AC 18; **Fort** +10, **Ref** +12, **Will** +8

HP 45; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3

Speed 20 feet, fly 40 feet

Swarming Stings ♦ Each enemy in the swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save) and is exposed to wasp venom. A successful save negates the poison exposure.

Wasp Venom (poison) **Saving Throw** Fortitude DC 21;

Maximum Duration 6 rounds; **Stage 1** 1d6 poison (1 round);

Stage 2 2d6 poison and clumsy 2 (2 rounds)

GUARDIAN'S COVENANT

APPENDIX 3: GAME AIDS



RAHAKSENWE

VILTYDUS



BJERSIG TORRSSEN AND MAHKI

BJENSEN



GUARDIAN'S COVENANT

APPENDIX 3: GAME AIDS



HUALI

NAYSN



IMARA



GUARDIAN'S COVENANT

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

☐ The PCs earn 1 Treasure Bundle for attempting their first task.

☐ The PCs earn 1 Treasure Bundle for attempting their second task.

☐ ☐ The PCs earn 2 Treasure Bundles for attempting their third task.

☐ ☐ The PCs earn 2 Treasure Bundles for attempting their fourth task.

In addition to these rewards, the PCs can earn an additional Treasure Bundle by meeting a specific condition for each of the four tasks that they are given.

☐ Task 1: Delighting the Locals: The PCs earn 1 Treasure Bundle for earning at least 1 Story Point.

☐ Task 2: Mark of the Forge: The PCs earn 1 Treasure Bundle for succeeding on at least one check to help craft the magic item.

☐ Task 3: Path in the Wood: The PCs earn 1 Treasure Bundle for creating a map that is at least functional.

☐ Task 4: Recovering the Lost: The PCs earn 1 Treasure Bundle for recovering the fallen adventurer.

☐ Task 5: Training the Future: The PCs earn 1 Treasure Bundle for successfully training a student.

☐ Task 6: Violence in the North: The PCs earn 1 Treasure Bundle for defeating the encounter in area D.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	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	Reputation Earned:
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?			<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

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

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

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

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

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

GUARDIAN'S COVENANT

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Scenario #3-13: Guardian's Covenant

	2																	
Character Name	Organized Play #	Character #																
Adventure Summary																		
<p>The Pathfinder Society has established a portal connecting the city of Port Valen in northern Arcadia to the Maze of the Open Road! To earn the approval of a local fey guardian and maintain the portal, the Society sent you to the Forest of Trails to perform heroic deeds. You <input type="checkbox"/> told legendary tales, <input type="checkbox"/> forged a mighty object, <input type="checkbox"/> charted a path through the forest, <input type="checkbox"/> recovered a lost hero, <input type="checkbox"/> motivated local young people to become heroes, and <input type="checkbox"/> eliminated malevolent creatures hiding in an abandoned village nearby.</p>																		
Boons		Rewards																
<p>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.</p>		Starting XP																
		XP Gained																
		Total XP																
		Starting GP																
		GP Gained																
		Total GP																
Reputation Gained																		
Items Purchases																		
<p><i>diplomat's badge</i> (item 5; 150 gp) <i>goggles of night</i> (item 5; 150 gp) <i>ring of the ram</i> (item 6; 220 gp)</p>	<p style="text-align: center; font-weight: bold;">Items Sold / Conditions Gained</p> <table style="width: 100%; border-collapse: collapse;"><tr><td style="width: 80%; border-bottom: 1px solid black;"></td><td style="width: 20%; border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr></table> <div style="display: flex; justify-content: flex-end; align-items: center; margin-top: 10px;"><div style="text-align: right; font-size: small;">TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</div><div style="border: 1px solid black; width: 100px; height: 20px; margin-left: 10px;"></div></div>																	
	<p style="text-align: center; font-weight: bold;">Items Bought / Conditions Cleared</p> <table style="width: 100%; border-collapse: collapse;"><tr><td style="width: 80%; border-bottom: 1px solid black;"></td><td style="width: 20%; border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr><tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr></table> <div style="display: flex; justify-content: flex-end; align-items: center; margin-top: 10px;"><div style="text-align: right; font-size: small;">TOTAL COST OF ITEMS BOUGHT</div><div style="border: 1px solid black; width: 100px; height: 20px; margin-left: 10px;"></div></div>																	
Notes																		
FOR GM ONLY																		
EVENT	EVENT CODE	DATE																
GM Organized Play #																		

Chronicle Code: T4SA

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