

PATHFINDER SOCIETY®



Scenario #3-09

Levels 5-8

THE SECLUDED SIEGE

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: Pathfinder Core Rulebook, Pathfinder Bestiary, Pathfinder Bestiary 2, and Pathfinder Bestiary 3

Maps: Pathfinder Flip-Tiles: Dungeon Starter Set, Pathfinder Flip-Tiles: Dungeon Perils Expansion, and Pathfinder Flip-Tiles: Dungeon Vaults Expansion

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/>.



METAPLOT (SHATTERED SANCTUARIES)

SUMMARY

Venture-Captain Ambrus Valsin dispatches the PCs to the Sandswept Hall in Osirion following reports of an undead invasion within the vaults beneath the lodge. Upon arrival, the PCs help a fellow Pathfinder, Po'ogaat, to convince the city's authorities that they have everything under control. Po'ogaat leads them underground to meet Venture-Captain Norden Balentiir. As they wait, the PCs are attacked by undead and the animated statues under their control.

Balentiir tasks the PCs with undertaking dangerous missions in the lodge's vaults to help rescue his agents and repair a breach in the lodge's defenses. Then, after tracing the source of the undead incursion to a dry cistern beneath the vaults, he assigns the PCs to secure the chamber. They discover countless undead pouring through a shadowy portal and must defeat the horde of foes to ensure the lodge's safety and allow Balentiir to further study the portal.

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ADVENTURE BACKGROUND

For decades, the Sandswept Hall in Osirion's capital of Sothis has served as the launching point for numerous expeditions within Osirion and beyond. A converted jail, the Pathfinder Society lodge sits atop an extensive collection of holding areas, tunnels, and chambers known collectively as the vaults, many of which have been reconditioned by the Society to probe new discoveries, to quarter active agents, and to house recovered artifacts.

In recent years, Osirion's ruler, the Ruby Prince, has tightened restrictions on archaeological endeavors. The Pathfinder Society acts with caution in the region, presenting challenges for Venture-Captain **Norden Balentiir** (N male human alchemist), who oversees the lodge's activities. Nevertheless, the lodge continues to prosper, due in large part to Balentiir's calculated approach and level-headed demeanor in the face of the shifting political climate.

Several months ago, Balentiir first received reports of undead wandering within the vaults. He sent agents to dispatch the threat, but a similar report came in the next day. The reports of undead intruders rapidly increased in frequency and severity. It soon became apparent that wave after wave of unrelenting undead were invading the vaults, rising upwards, and threatening to flood into the city streets. These circumstances presented Balentiir with a unique problem. The venture-captain didn't want to request aid from Osirion's authorities out of concerns that, if the Ruby Prince were to learn of a dangerous threat rising from the lodge, the ruler would have the lodge closed permanently. On the other hand, the sheer numbers of undead were threatening to overwhelm the local Pathfinders.

With the problem getting worse, Balentiir realized that reinforcements were desperately needed. He sent a quiet but dire plea to Venture-Captain Ambrus Valsin in Absalom. Despite the ranks of available Pathfinder agents being thinned by demands across the Inner Sea—including the defense of the Grand Lodge itself from shadowy infiltrators—Valsin responded by dispatching some of his most elite agents to Sothis.

WHERE ON GOLARIAN?

The Secluded Siege takes place at the Sandswept Hall, a Pathfinder lodge located in Sothis, the capital of Osirion. For more information about Sothis and the Sandswept Hall, see pages 53–54 of *Pathfinder Lost Omens World Guide* and page 111 of *Pathfinder Lost Omens Pathfinder Society Guide*.



What the Pathfinder Society doesn't know is that the invading undead don't originate from beneath the lodge. Instead, they're entering through an extradimensional portal connecting the lodge via the Shadow Plane to an ancient pyramid buried deep in Osirion's deserts.

GETTING STARTED

Having received a message from Venture-Captain Ambrus Valsin (see **Handout #1: Valsin's Message**), the party has traveled to the Sandswept Hall in Sothis. Sothis is the capital of Osirion and the kingdom's largest and most prosperous city. Its skyline is dominated by the molted husk of Ulunat, a colossal beetle slain by Osirion's first pharaoh. Allow the PCs to gather and recall what information they can, making any purchases or other preparations accordingly, before proceeding to the lodge.

DIPLOMACY, SOCIETY, OR LORE (GATHER INFORMATION & RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Diplomacy check to Gather Information or Society check to Recall Knowledge, or a

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DC 15 check to Recall Knowledge with a relevant Lore skill (such as Pathfinder Society Lore or Sothis Lore), remembers more about the Sandswept Hall and its history. A failure grants no information, while a critical success grants the additional benefit in the critical success entry. Remember these checks should be rolled secretly.

Critical Success The PC knows the Sothis Lodge recently began the process of replacing the animated statues it uses for defense, as they rely on ancient magic and many have been destroyed.

Success Once a prison, the Sandswept Hall now serves as a storehouse, barracks, and training facility for Pathfinder agents. Also known as the Sothis Lodge, the Sandswept Hall has a history of bounty hunting for side income that it has only recently worked to reform by limiting the people held beneath the lodge to those who pose a legitimate danger to society.

Critical Failure The lodge's automated defenses do not attack anyone displaying a *wayfinder*.

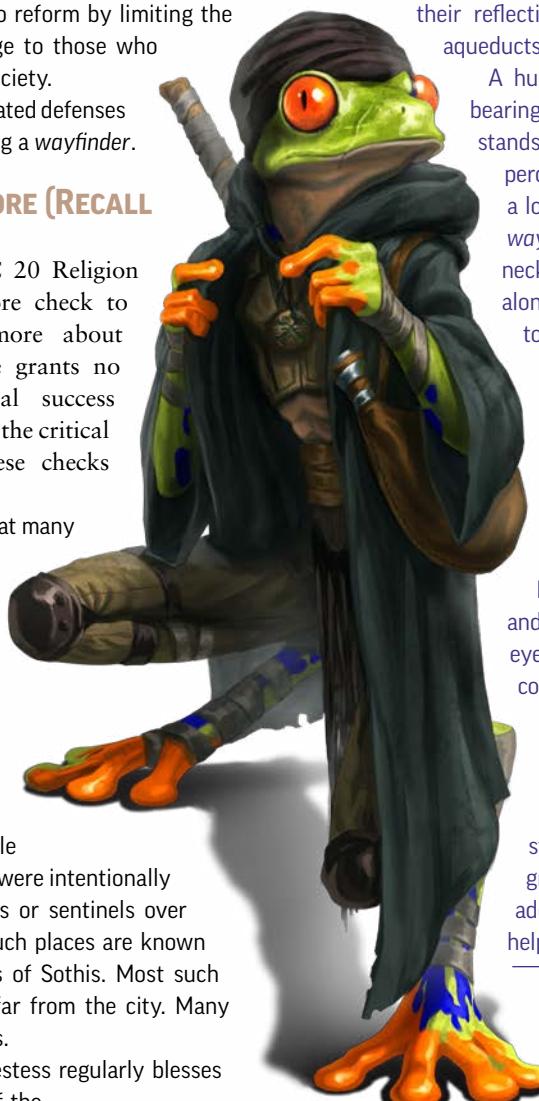
RELIGION OR UNDEAD LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Religion check or DC 18 Undead Lore check to Recall Knowledge knows more about undead in Osirion. A failure grants no information, while a critical success grants the additional benefit in the critical success entry. Remember these checks should be rolled secretly.

Critical Success The PC knows that many undead carry diseases such as filth fever, necrotic boils, or zombie rot, and some powerful undead creatures spread tenacious curses such as mummy rot.

Success Undead have been found within the tombs of some ancient Osirian officials, magic users, and royalty. While some undead found in Osirion were intentionally created to serve as protectors or sentinels over burial sites or temples, few such places are known to exist within the city limits of Sothis. Most such sites lie in remote locations far from the city. Many undead carry horrible diseases.

Critical Failure A Pharasmin priestess regularly blesses the pools within the garden of the Sandswept Hall. The water from the pools serves as *holy water*.



PO'OGAAT

THE SANDSWEPT HALL

When the PCs arrive outside the Sandswept Hall, read or paraphrase the following.

Doors beneath an immense archway bid entry to a compound surrounded by twelve-foot exterior walls. The courtyard beyond contains a lush garden filled with date palms, sycamores, and tamarisk trees. Strung between two rows of trees, a wooden framework gently bows, laden with hanging plants and fruiting grapevines. The thick foliage grants welcome shade from Osirion's blazing sun. Insects and small mammals occasionally skitter across the ground.

A pair of stone sphinxes frame the entrance to a two-story structure made from white limestone block, casting their reflections upon neighboring pools fed by aqueducts from the nearby River Sphinx.

A human woman adorned with garments bearing the official seal of the Ruby Prince stands beneath a tree, while a gripli man perches in the tree's branches. He wears a loose-fitting robe and head scarf, and a *wayfinder* dangles from a cord around his neck. Noticing that the two are no longer alone in the garden, the gripli jumps down to the ground and continues speaking.

"As I was saying, a sudden shortage of labor has caused our local lodge to be a bit remiss in its maintenance of the grounds of late, but there is no cause for alarm," the gripli declares loudly. "The Society's minor lapse is certainly nothing to trouble the Ruby Prince with—may he live a pleasant and uncursed life." The official raises an eyebrow, but remains silent as the gripli continues. "Surely whoever reported the state of the grounds to your office is merely a concerned neighbor? And the Society endeavors to be a good neighbor as well! We'll clean up straightaway. Why, I believe that this group of fresh faces may well be the additional hands that we have asked for help with, um, cleaning up, is that not so?"

The Sothis official is **Kamarsent Mahderai** (LN female human investigator), who has come to the lodge in response to complaints made by neighboring merchants about the state of the Sandswept Hall's

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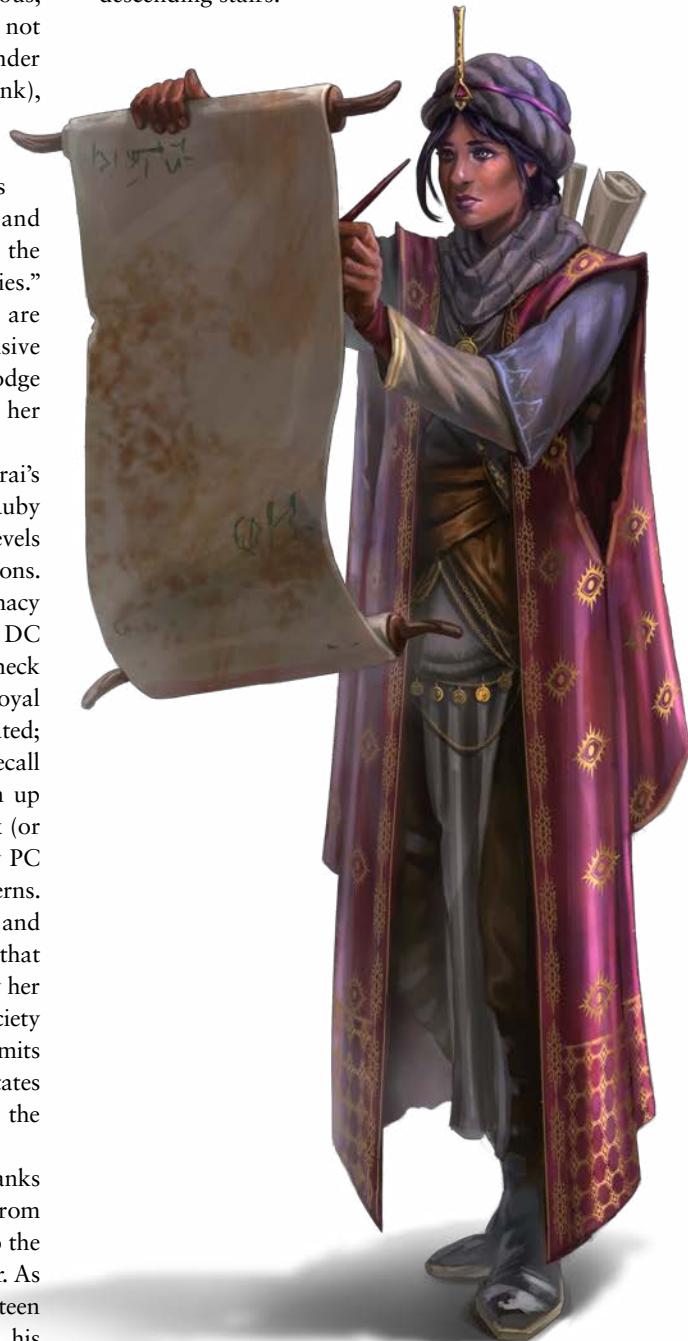
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neglected grounds. The complaints are legitimate. The surge of undead beneath the lodge has caused Balentiir to focus the lodge's resources on defense rather than maintenance of the gardens. Further, the undead presence has driven rats, scorpions, and other vermin to flee their underground homes. Mahderai knows that rotten fruit and an excess of vermin are nothing serious, but the astute inspector suspects that the Society has not been forthcoming about its real troubles. The Pathfinder speaking with her is **Po'ogaat** (NG male gripli monk), who is the informal second-in-command of the Sothis lodge. Po'ogaat introduces himself, stating the PCs may call him "Po" if they prefer. He assumes the PCs are the group sent to help with the undead, and he attempts to bid farewell to Mahderai and invites the newcomers inside to "go over their cleaning duties." Mahderai remains skeptical, especially if the PCs are visibly equipped with magic items or other expensive equipment, and insists on being allowed inside the lodge to determine the extent of the Society's troubles for her official report.

The PCs' first task is to help Po'ogaat allay Mahderai's concerns and prevent further scrutiny from the Ruby Prince. Increase all DCs in this section by 3 for levels 7–8, to represent Mahderai's heightened suspicions. Each PC can attempt a DC 20 Deception or Diplomacy check to Lie or Make an Impression, respectively; a DC 20 Society or DC 15 Legal Lore or Sothis Lore check to Recall Knowledge about city ordinances and royal decrees, none of which the Society has publicly violated; or a DC 18 Farming Lore or Vermin Lore check to Recall Knowledge about the most expedient ways to clean up the grounds. If at least two PCs succeed at this check (or three PCs for groups of five or more PCs), or if any PC critically succeeds, the group allays Mahderai's concerns. She is impressed with the PCs' display of knowledge and confidence, and promises to report to the Ruby Prince that the Society has things well in hand. If they fail to allay her concerns, Mahderai states that she still believes the Society is hiding something, but eventually begrudgingly admits that the PCs seem capable enough. Either way, she states that she intends to return at a future date to ensure the Society has resolved the situation, then departs.

Development: Once Mahderai leaves, Po'ogaat thanks the PCs for their help, retrieves a voluminous canteen from the base of the tree, and bids the PCs follow him into the lodge to meet with Venture-Captain Norden Balentiir. As they walk, Po'ogaat wets his head scarf with the canteen before taking a long, hard drink, then moistening his eyeballs and lips with his tongue. "I truly love Sothis," he states, "but I cannot say my skin feels the same way. The dryness, however, is the least of our concerns."

Aware that the Ruby Prince has tightened restrictions on the activities of foreign-based explorers, Po'ogaat tries to move the party into the lodge quickly, promising to explain more once all are inside. He brings the party through the lodge's entrance and into a side chamber before unlocking a heavy door that leads to a set of descending stairs.



KAMARSENT MAHDERAI

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Once in the basement, Po'ogaat ushers the party through a series of locked doors, which he promptly locks again after the party passes through them. As he does, he tries to answer any questions that the PCs have, but he seeks to move quickly as menace looms and as his knowledge of the threat and its source are limited. Some possible questions and Po'ogaat's responses follow.

When did the undead start showing up? “The initial reports of undead sighted in the vaults came in several months ago. The first waves weren’t as severe, but they’ve been getting worse each day.”

Where are the undead coming from? “Somewhere deep underground—that’s all we know. While there have been many deaths within the vaults over the years, their number does not begin to account for the hordes of undead in the incursion. Our trust is that you will be able to find their source.”

What sort of undead are there? “The mindless sort—mostly—but there have been reports of all kinds: ghasts, skeletons, wights, and zombies, to name a few. The odd variety is part of what makes this incursion so unusual and its source so difficult to discern. Some of the intelligent undead have even been learning how to turn the hall’s defenses against us. It’s quite troubling!”

Has the lodge had prior incidents involving undead? “There was an incident at the lodge that came to a head over a decade ago. It involved a Pathfinder turned vampire and several of her spawn, or so I understand. Before my time, I’m afraid. Regardless, the Society eventually put a stop to it. Despite the variety of undead seen in the vaults, I’m unaware of any reports of even a single vampire. Thus, I have no reason to think that incident is related.”

A. HALL OF RECOGNITION LOW

Beneath the lodge lies a series of underground vaults once used to house prisoners that have since been converted and expanded into facilities for use by the Society. With the exception of the magical torches in the Hall of Recognition (area A), there are no active light sources within the vaults. During their incursions, intelligent undead removed all light sources to hinder the living.

As the party is led deeper underground, they reach the base of a set of stairs that opens into the western wall of a corridor running from north to south. On the western wall, across from the stairs stands an open double door, above which is carved, in Common, “Hall of Recognition.” Po’ogaat urges the party to enter the hall.

Beyond the doors, a large room is well-illuminated by magical torches that light the ornamental tracery

carved into the walls and ceiling. Bas-reliefs adorn the long walls, displaying the likenesses of heroic figures from days past. Each is rendered in beautiful detail. A massive, stylized pyramid takes up the eastern half of the room.

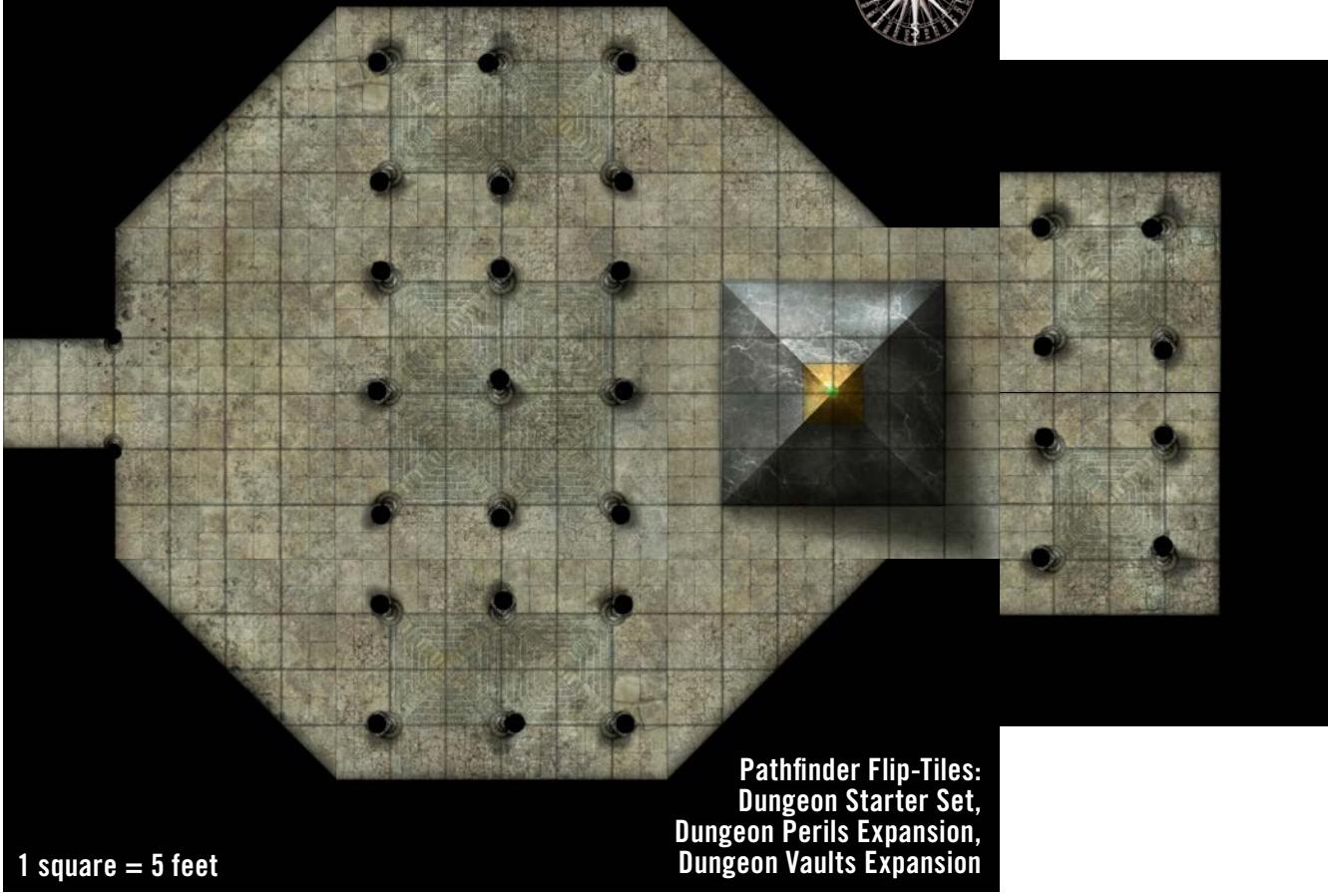


SANDSWEPT STATUE

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A. HALL OF RECOGNITION



**Pathfinder Flip-Tiles:
Dungeon Starter Set,
Dungeon Perils Expansion,
Dungeon Vaults Expansion**

When the PCs enter the Hall of Recognition, read or paraphrase the following.

"Welcome to the Hall of Recognition. This room was originally used by the Society to honor prominent members from Osirion," Po'ogaat explains. "Over the past several years, as the exploits of the Society have expanded, so too has the Hall. It had to be renovated over the past decade following an unpleasant incident with a vampire, but that was before my time."

"Speaking of prominent Pathfinders, I expected to meet Venture-Captain Balentiir here."

Po'ogaat looks around quizzically, then makes his way to the western door to peer out into the hallway. As he does so, he is met by the sounds of rending wood and shouts. Several people, clearly Pathfinder agents, rush past the doorway of the Hall of Recognition, fleeing from a commotion to the south while shouting, "they've activated the statues! They're turning our own defenses on us!"

Po'ogaat's already-bulbous eyes widen further at the scene. "Defend the room," he instructs. "And hold it for the venture-captain's return. I will see to the others".

With remarkable speed, the grippi Pathfinder darts out of the room towards the fleeing agents. Mere moments later, some of the pursuing undead come bursting into the hall.

This encounter uses the map above. The PCs begin in the hall, while the enemies attack from the passage to the west.

Creatures: Some of the undead rushing by turn their attention to the PCs, entering the room through the western doorway, accompanied by one or more animated statues. The wights are dressed in tattered ceremonial battle garb from many centuries ago. Though intelligent enough to have activated the statues after seeing Pathfinders do the same—then slaughtering the would-be defenders—the wights know little about why they've been awakened and sent to the Sandswelt Hall, other than that their purpose is to kill. The animated statues and undead fight until destroyed, attacking the nearest living things.

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LEVELS 5–6

SANDSWEEP STATUE

Page 16, art on page 25

CREATURE 3

WIGHTS (2)

Page 16

CREATURE 3

LEVELS 7–8

SANDSWEEP STATUES (3)

Page 21, art on page 25

CREATURE 3

CAIRN WIGHTS (2)

Page 21

CREATURE 4

Rewards: One of the statue's crumbled remains contains a small, cracked red gemstone. If the PCs later ask Balentiir about it, he identifies the gemstone as an animus gem—a gemstone used in the creation of certain constructs—and notes the crumbled statue was one of the lodge's older defenses slated for updating. Quite possibly, the gem is what allowed the constructs to fall under the command of unintended masters. He urges the PCs to keep the animus gem, noting that Amenopheus, a former Pathfinder Society associate and Jeweled Sage, would likely be interested in the gem, cracked though it may be.

BALENTIIR'S BRIEFING

After the battle in the Hall of Recognition concludes, Norden Balentiir arrives along with several other Pathfinders. Having just fought off a similar group of undead in a nearby area, the venture-captain is relieved to see the party. He apologizes for the wayward statues, surmising solemnly that the undead must have acquired the activation word from a recently fallen Pathfinder. He provides the PCs with the vaults' other codewords so they can disable any other statues they come across, though he suspects they won't need them, as most of the old statues have already been destroyed in the fighting.

After Balentiir makes introductions, read or paraphrase the following.

"The vaults beneath the Sandswept Hall are under constant attack from below," Balentiir says with urgency. "My forces are stretched thin. I fear that the undead may soon reach the surface."

"To prevail, we can't remain on the defensive. That's where you come in. As some of our most experienced and capable agents, you are to serve as a small, elite strike team. Your actions today may alter the course of this fight." Balentiir spreads a piece of parchment out atop an unoccupied dais and begins sketching a crude map of the vaults.

"I have two urgent assignments that must be completed if we are to break this siege."

"Near the Old Gate Chamber, here," he indicates, "a group of Pathfinders has been holding off a horde of mindless undead. We need to divert the horde away from their position, rather than confronting them directly. Doing so will require both skill and cunning."

"And here, undead are spilling into upper levels of the vault through a breach within a collapsed cell block. We need to seal it, though we've had reports that malevolent spirits linger there."

"Once you've completed an assignment, report back to me. I'll remain here in the hall to direct our forces and brief you on your next tasks. As you complete these dangerous tasks, I should be able to send scouts deeper into the vaults to learn where the attacks originate. Then, you can help with a final push to end the siege."

"I defer to your expertise in determining which assignment to complete first. But know this: until we know where these undead are coming from, I expect the completion of each task to grow more difficult with each passing minute."

"Which of the assignments shall I brief for you first?"

Balentiir is a calm, cunning man with a subtle humor. He presents an air of tradition and formality even during a crisis. Relying on the PCs for key assignments, Balentiir redirects the other agents present to focus on intelligence gathering and precision assaults. Once the PCs choose an assignment, Balentiir briefs them further, as detailed in the text for that encounter area. The *Old Gate Chamber* is detailed below, and the *Collapsed Cell Block* is on page 10.

After completing an assignment, the PCs are to return to the Hall of Recognition for their next briefing from Balentiir. Like the PCs, other Pathfinders also come and go from the Hall, completing their own assignments for Balentiir—be sure to emphasize the difference the PCs' efforts are making, as their successes allow Balentiir's forces to push back against the onslaught.

Rewards: Balentiir provides the PCs with a lesser elixir of life upon first meeting them (three elixirs for levels 7–8). If they allayed the Sothis official's concerns, he also provides them with three additional lesser elixirs of life (a single moderate elixir of life for levels 7–8); in this case, since Po'ogaat and the PCs arrived quickly, he has more resources to spare.

Development: Once the PCs have completed both of the assignments, proceed to *Vaults Secured* on page 12.

OLD GATE CHAMBER

LOW

Once the PCs are ready to pursue this assignment, read or paraphrase the following.

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"Based on reports, a sizeable horde of undead has backed a contingent of Pathfinders defending a surface tunnel into a corner. The agents are holding their ground for now, but they can't do so indefinitely," says Balentiir. "My aides and I have devised a plan to relieve them."

"The agents' current position lies a short distance from the Old Gate Chamber, which once served as the final line of defense for the brig beyond. Mobs of mindless zombies, I am told, stand between the two."

"To relieve the besieged Pathfinders, approach the zombies from their flank and draw a substantial number of them toward you. Lure them through the Old Gate Chamber and into holding area beyond. Once they enter through the gate, shut the zombies behind it where they can pose no further threat."

"The agents have been holding their position for days. Check for signs of wounds or infection and promptly provide any necessary treatment."

A secret door from the Hall of Recognition leads to the tunnel connecting the gate chamber to the surface, where the besieged Pathfinders have made their stand. Once through the door, the PCs have but a few minutes before they spot mobs of zombies ahead, blocking access to the besieged agents beyond. The mindless zombies are unaware of the secret door.

RESCUE MISSION

The PCs have been given the assignment to draw the zombie forces away from the battle-weary agents, lead the zombies into the Old Gate Room, and lock them away there. Completing this assignment requires the PCs to work together over multiple rounds to divert the horde and rescue the Pathfinders. The party begins this encounter with a certain number of Rescue Points (as described below). The results of the PCs' checks each round determine whether they lose any Rescue Points. Losing points represents the loss of Pathfinder agent NPCs, while retaining points represents successful rescue efforts. Thus, the PCs' goal is to lose as few points as possible over the course of these rounds.

Rescue Points: The PCs begin with a pool of 6 Rescue Points per PC. Keep track of these points for the party as a whole, rather than individually—each point represents a single Pathfinder agent NPC trapped in the vaults.

Each round, the GM presents a description of the PCs' task, along with the checks associated with that task (and their DCs), and the PCs can take their turns in any order. On a PC's turn, they attempt any one required roll, and the result determines how many Rescue Points they lose (or avoid losing) for the group. A PC can also choose not to act in a round, though they automatically fail (losing 1 Rescue Point) if they don't act.

Critical Success The PCs gain 1 Rescue Point.

Success The PCs avoid losing any Rescue Points.

Failure The PCs lose 1 Rescue Point.

Critical Failure The PCs lose 2 Rescue Points.

If the PCs have creative solutions to a task, considering allowing them to use other skills instead, using the listed DCs. A PC can automatically succeed at one check (avoiding losing any Rescue Points) by expending four vials of *holy water*, by using a spell to redirect the horde or clear a path, or by expending some other appropriate resource, at your discretion.

A PC who fails a check may choose to succeed instead (or fail instead of critically fail) by placing themselves in harm's way to protect another Pathfinder. If they do, they take $2d8+7$ bludgeoning damage (DC 20 basic Reflex save) and must attempt a Fortitude saving throw against zombie rot (see below). For levels 7–8, the bludgeoning damage increases to $2d10+9$, the DC of the Reflex saving throw increases to 23, and the DC of the zombie rot saving throw increases to 21.

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

Describing Success and Failure: In this encounter, it is possible for the PCs to regain Rescue Points, so when they lose Rescue Points, you shouldn't describe Pathfinder agents being killed by the horde. Rather, consider describing minor setbacks as the PCs lose points: agents might become trapped in inconvenient spots when they need to duck out of the way of zombies, agents might become injured, a few zombies might unexpectedly wander away from the main horde, a PC's attempt to draw the zombies' attention might result in the zombies becoming more aggressive, a zombie might stumble and burst into disgusting pustules that cause Pathfinder agent NPCs to become nauseated, and so on. Your goal when narrating the PCs' successes and failures should be to keep tension high, and to create opportunities for the PCs to feel like true heroes if and when they overcome these losses by regaining Rescue Points with critical successes.

Check DCs: For levels 5–6, all non-lore skill checks are DC 18, Lore skill checks are DC 15, and Perception checks are DC 20. For levels 7–8, all non-lore skill checks are DC 21, Lore skill checks are DC 18, and Perception checks are DC 23.

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Round 1—Lure Undead: The PCs must draw the zombies' attention. Each PC can attempt an Acrobatics check to get close without being mobbed by undead, a Deception, Medicine, or Performance check to imitate an easy meal, or a Religion or Undead Lore check to Recall Knowledge about mindless undead behavior.

Round 2—Outpace Undead: The PCs must lead the undead into the holding area. Each PC can attempt an Acrobatics check to Squeeze through narrow side passages; an Athletics check to maintain a fast pace; or an Architecture Lore, Pathfinder Society Lore, or Survival check to identify shortcuts to the chamber.

Round 3—Escape Confinement: The PCs must exit the holding area. Each PC can attempt an Acrobatics check to Tumble Through undead, an Athletics check to Climb over undead, a Stealth check to Avoid Notice of undead, a Perception check to notice a clear path, or a Pathfinder Society Lore check to Recall Knowledge and remember a secret exit.

Round 4—Secure the Gate: The PCs must secure the gate to the holding area. Each PC can attempt an Athletics check to force the gate shut, a Crafting or Engineering Lore check to devise a better hold to the gate, a Perception check to locate an object to wedge the gate shut, or a Thievery check to securely lock the gate.

Round 5—Tend Wounded: The PCs must treat injured Pathfinders. Each PC can attempt an Athletics check to control muscle spasms and reposition dislocated limbs; an Arcana, Occultism, Religion, or Undead Lore check to Recall Knowledge to identify injuries commonly inflicted by animated corpses; a Crafting check to fashion crutches and splints from available materials; a Medicine check to treat infected wounds; or a Nature check to Recall Knowledge about helpful remedies.

Round 6—Rally Survivors: The PCs must encourage injured and disheartened Pathfinders to continue their mission. Each PC can attempt a Crafting check to repair broken armaments; a Diplomacy or Intimidation check to rally agents or focus them on the mission; or a Pathfinder Society Lore, Performance, or Society check to recount inspiring tales.

Rewards: If at least one agent survives, a grateful Pathfinder offers the PCs a *lesser thurible of revelation*. If the PCs rescued at least two-thirds of the Pathfinder agent NPCs, one of them also offers the PCs an *emerald grasshopper* and 20 gp of incense (as well as a *gallows tooth* for levels 7–8).

Development: Each Rescue Point the PCs still have at the end of the final round represents a Pathfinder agent NPC they rescued from the horde of zombies, while each Rescue Point they lost represents an agent who lost their life. While the loss of any number of agents is lamentable,

Balentir considers this mission a success if the PCs rescued at least two-thirds of the trapped Pathfinders (by finishing the final round with at least two-thirds of the Rescue Points they started with). Regardless of the number of survivors, the PCs have cleared the area of zombies by trapping them in the holding area, allowing Balentir's forces to reclaim this section of the vaults. The PCs can return to the Hall of Recognition.

B. COLLAPSED CELL BLOCK LOW

Once the PCs are ready to pursue this assignment, read or paraphrase the following.

"Our combined defenses are only as strong as their weakest point. And I believe I know where that point is." Balentir explains. "As this lodge once served as a prison, the vaults of the Sothis Lodge still contain several cell blocks that have held various prisoners over the years."

"About a year ago, a portion of the ceiling and walls of one of the cell blocks partially collapsed. With all the destruction and heavy debris, the cell block was no longer functional. It was abandoned, if not forgotten."

Balentir pauses in thought, his face momentarily shadowed by a look of regret. "I believe the collapse left an opening the undead are using to reach the upper levels. I need you to get in there and close that breach to ease the pressure on our forces."

Balentir is struggling to contain his emotions as he discusses the collapsed cell block and is deliberately withholding details. If a PC draws attention to this fact or press for details, Balentir continues in a hushed voice as Po'ogaat distracts nearby Sandswept Hall agents by discussing the various items displayed in the hall.

"That particular cell block has a tragic history. About a year ago, I had tracked down a fugitive named Omad Col. I brought him here to the lodge to be held for bounty. Although he was checked for contraband, he somehow managed to smuggle a *wand of shape stone* into his cell." Balentir explains.

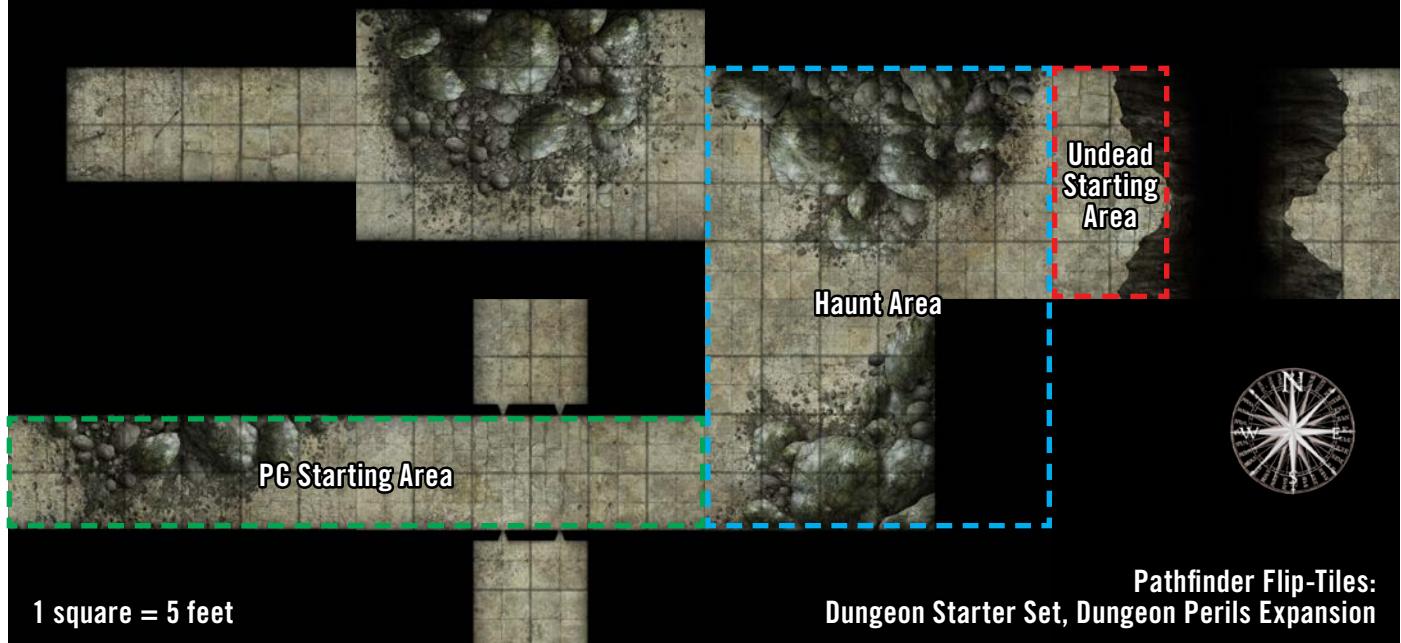
"One night, the fool tried escaping by activating the wand. He must not have realized just how deep underground he was. Once shifted, the cell wall could no longer support the mass of the sand and stone overhead. Collapse was inevitable."

"Several Pathfinders bravely rushed into the collapsing cell block. They struggled to release the prisoners' restraints and dig them free. That is when the remainder of the ceiling gave way. Pathfinders and prisoners alike were crushed. Eighteen lives were lost."

The normally calm and dignified venture-captain pauses a moment to maintain his composure. "The regrettable loss of so many lives—lives of people trapped in harm's way—has caused many to grow concerned about the Pathfinders'

THE SECLUDED SIEGE

B. COLLAPSED CELL BLOCK



practice of holding prisoners for bounty within the lodge. The future of this lodge—and my own future—have been called into question by many, myself included. The investigation into the incident was still ongoing when the attacks began.

"The questions raised by this tragedy will have answers, but for the time being, action is needed. Go. Seal the breach, and put the trapped spirits to rest if you can."

With directions provided by Balentiir, the PCs can navigate the short distance to the entrance of the collapsed cell block without encountering resistance. Once the PCs reach the cell block entrance, read or paraphrase the following.

A long, narrow passage leads to an opening in the rock left by a catastrophic failure of the nearby walls and ceiling. The floor is covered in mounds of sand and strewn with fallen rock. The twisted remnants of metal bars and iron doors lie scattered about, one of the few indications that the chamber once held rows of jail cells. An unearthly cold permeates the chamber.

This cell block was destroyed during the escape attempt described by Balentiir. An opening in the northeastern corner of the cell block leads to a fissure splitting the natural bedrock. A pit within the fissure serves as the breach through which undead have been entering from areas below.

This encounter uses the map above. The PCs enter from the west, while the undead wait near the breach pit to the east.

Haunt: A haunt plagues the area near the breach, formed from the despair and grief of those trapped within the cell block when it collapsed. The haunt's area is marked on the map.

Creatures: Intelligent undead are exploiting the breach located in the northeastern corner of the chamber with intent to advance into the upper levels of the vaults. Once aware of the living, the undead attack. They engage in melee as swiftly as possible and fight relentlessly to the death.

LEVELS 5–6

GHASTS (2)

Page 18

CREATURE 2

CRUSHING SPIRITS

Page 18

HAZARD 4

LEVELS 7–8

CAIRN WIGHTS (2)

Page 22

CREATURE 4

CRUSHING SPIRITS

Page 22

HAZARD 6

Sealing the Breach: A PC adjacent to the edge of the breach pit may attempt to seal it. Doing so requires spending 2 actions and succeeding at a DC 18 (DC 21 for levels 7–8).

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Architecture Lore, Engineering Lore, Labor Lore, Mining Lore, or underground terrain-related Lore check (such as Cavern Lore), or a DC 20 (DC 23 for levels 7–8) Athletics, Crafting, or Thievery check. For groups with 14 or more Challenge Points (for levels 5–6) or with 28 or more Challenge Points (for levels 7–8), two successful checks are required, or a critical success on a single check. The PCs can attempt these checks as many times as they need to, though they cause rocks to fall if they critically fail (see below).

Falling Rocks: Any PC who critically fails a check to seal the breach takes $4d8+14$ bludgeoning damage from falling rocks (DC 22 basic Reflex save; $4d10+18$ bludgeoning damage and DC 25 for levels 7–8). The loose rubble makes further attempts to seal the breach easier, granting a +2 circumstance bonus to the next check a PC attempts to seal the breach.

Rewards: The *wand of shape stone* used in the failed escape lies just beneath the surface of the sands here. Any PC who Searches the room discovers it. The wand is damaged and requires substantial repairs before it can be used again, but the PCs can return it to Balentiir in exchange for a discount on such an item in the future. Additionally, a +1 dagger rests near the remains of a crushed Pathfinder (a +1 striking dagger for levels 7–8).

Development: Balentiir considers this mission a success if the PCs defeated the creatures and hazards in the area and sealed the breach pit, allowing his scouts to enter the area without fear of being attacked by undead. Even if the PCs failed to seal the pit, or sealed the pit but failed to disable the haunt, the area is safer for the time being, and the PCs can return to the Hall of Recognition.



HAUNTED CELL

VAULTS SECURED

Once the PCs have accomplished both assignments, they can return once more to the Hall of Recognition.

Balentiir informs the party that their efforts have allowed his forces to make significant progress in reclaiming more of the lodge, with most of the vaults now being secured. Better still, Balentiir has been able to send scouts outward from the reclaimed areas further into the tunnels and understructure. Based upon the scouting reports, Balentiir believes that he is on the verge of pinpointing the source of the undead and expects to have confirmation within the day. He thanks the PCs for their efforts, noting that their work has been invaluable to the cause, and urges the party to get a good night's rest to gather their strength in preparation for a final push to end the siege. He offers the aid of the Sandswept Hall's healers as well.

Rewards: Balentiir gives the PCs alchemical items from his personal stores. Each PC can select either a lesser elixir of life or a moderate antiplague (or two such items in any combination for levels 7–8).

Development: The PCs have time for a full night of rest and daily preparations while Balentiir sends out scouts and reviews their reports. The Sandswept Hall's healers restore each PC's Hit Points to their usual maximum (except for damage due to uncured zombie rot). The healers also treat a single disease that each PC may currently have, granting each PC a +2 circumstance bonus to their next saving throw against one such disease of their choice.

Proceed to area C when the PCs have finished their preparations.

C. DRY CISTERN

SEVERE

After directing the PCs to get a good night's rest, Venture-Captain Balentiir has a final assignment for the party. Overnight, Balentiir poured over scattered reports gathered by his scouts. He believes he has uncovered the origin point of the undead incursion, a dry cistern deep below the Sothis Lodge reportedly now brimming with zombies.

Balentiir wants the PCs to approach the cistern from the south, confirm it as the source of the undead incursion, and destroy any undead they encounter to secure the location. While the PCs take on the undead in that area, he and

Po'ogaat intend to lead other teams of agents to clear out undead stragglers in the nearby side passages, then meet the PCs at the cistern. The PCs may have questions, but the venture-captain doesn't have any additional information about how or why the

PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE

undead are showing up—he only knows which area they are coming from, and that there are many of them. He warns the PCs to be prepared for a difficult fight. He provides directions through the mazelike vaults to the cistern, which takes about 20 minutes to reach.

Dry Cistern Features: The ceiling is 35 feet high, as are the 10-foot-wide columns that support it. The stone walls and columns require a successful DC 20 Athletics check to Climb. Beyond a few damp pools, there is no water remaining in the cistern, which has been drained due to damage brought on by the ravages of time. There are no light sources.

Once the PCs enter the dry cistern, read or paraphrase the following.

The walls of this expansive chamber are marked with age-old water lines and mineral deposits indicating that it once stored vast amounts of rainwater. While a portion of the eastern wall is crumbling, the weight of the cistern's dome-like ceiling is supported by three solid arches rising upwards near the southern end of the chamber. A rippling veil of shadows lines the northern wall, arcs of red lightning illuminating it like a storm cloud.

This encounter uses the map on page 14. The PCs enter from the south. The undead begin near the north wall.

Creatures: Near the darkened veil stand numerous undead. The majority of these foes are part of a shambler troop, but at least one is a mummy guardian, wrapped from head to toe in ancient strips of moldering linen. The mummy guardians stand ready to usher the newly arrived zombies and other undead into the various passages leading from the cistern in the vaults. When they see intruders, the mindless zombies surge forward to attack. The mummy guardians—and any zombie hulks and zombie brutes in the encounter—also wade directly into melee combat. Though the hulks have long-enough reach to attack from among the mass of zombie shamblers, they aren't intelligent enough to do so intentionally.

The zombie hulks try to split their 2 actions into a single Stride to get closer to foes, then a Strike. They use Corpse Throwing if they are out of melee range. Unless other corpses (such as those of dead PCs) are available, they throw shamblers from the shambler troop. A shambler thrown in this way is destroyed, and the shambler troop takes damage from Corpse Throwing as normal—keep the shambler troop's Troop Defenses in mind when dealing this damage to the troop. If the shambler troop is below its first Hit Point threshold, there are ample destroyed corpses littering the ground for the zombie hulks to throw, so they no longer deal damage to the shambler troop when they use Corpse Throwing.

For levels 7–8, the enduring zombie hulks are instinctively driven to feast on fallen foes. If a PC is helpless or unconscious, the hulks use all their actions to Stride toward that foe as expediently as possible, smacking their rotten lips with mindless anticipation, and Feast on the fallen foe at the earliest opportunity. Corpses are less enticing to the hulks than living creatures, so they do not Feast on dead foes while living creatures are present.

LEVELS 5–6

ZOMBIE BRUTES (2)

CREATURE 2

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SHAMBLER TROOP

CREATURE 4

Page 19

MUMMY GUARDIAN

CREATURE 6

Page 19

LEVELS 7–8

FAST SHAMBLER TROOP

CREATURE 6

Page 23

MUMMY GUARDIAN

CREATURE 6

Page 23

ENDURING ZOMBIE HULK

CREATURE 8

Page 24

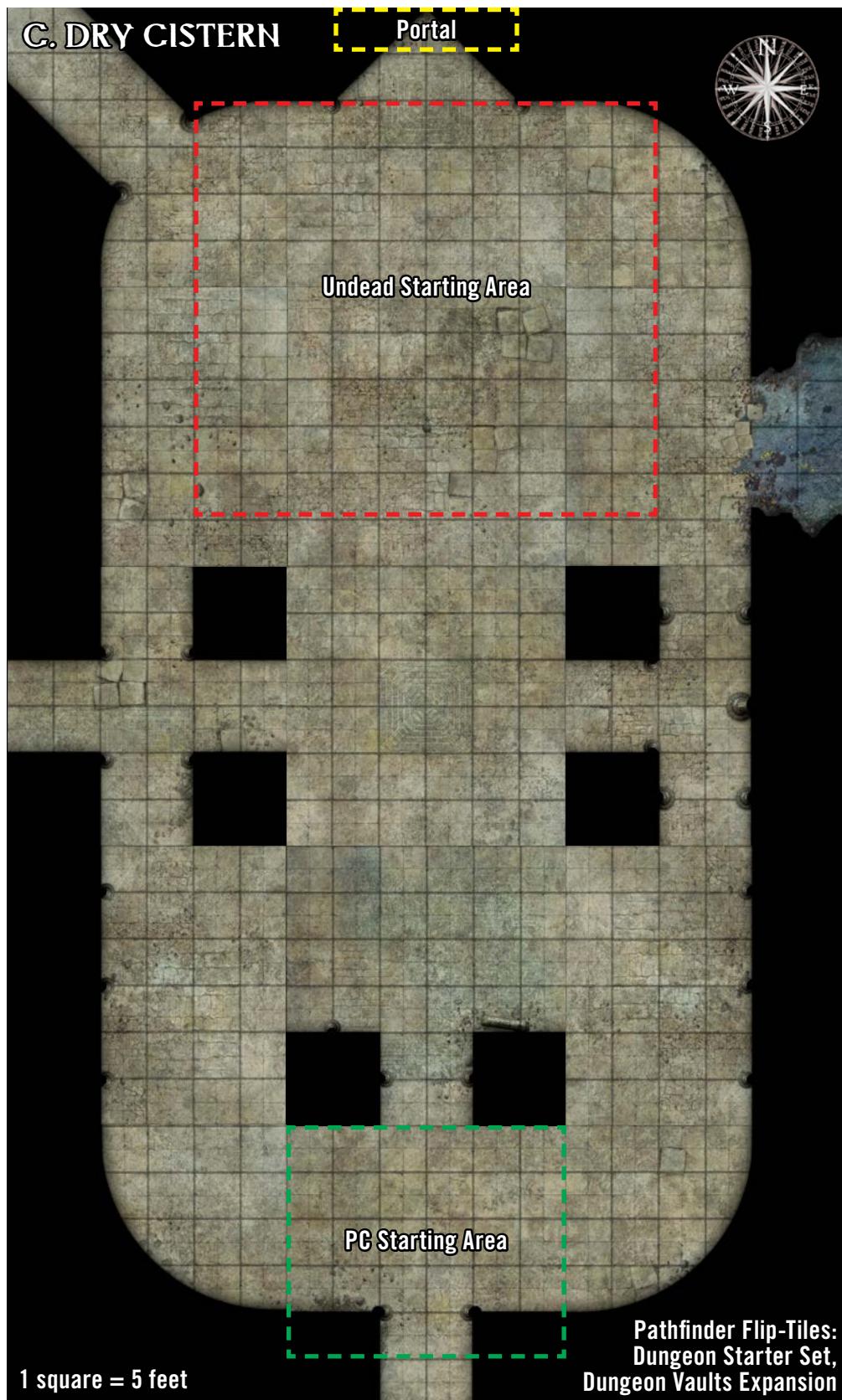
Shadowy Veil: The shadowy veil occupies a 20-foot-wide space in the north wall. Any PC trained in Arcana or Occultism readily recognizes that the shadowy veil is the threshold to an extradimensional space. A PC who succeeds at a DC 20 Arcana or Occultism check to Identify Magic recognizes that the red lightning is being generated by whatever is powering the gate, and this power source lies somewhere beyond the veil. Although the Pathfinders have no way presently of knowing, the portal connects the lodge to an ancient pyramid buried deep in Osirion's deserts.

Until the Pathfinder Society can study the veil and learn how to use it—a task requiring many days of study and experimentation—it can't be used as a portal. A PC who attempts to enter the portal takes 3d12 electricity damage (DC 20 basic Reflex save; 5d12 electricity damage and DC 23 for levels 7–8) and is thrown 10 feet away from the portal, landing prone on a failure.

Rewards: One of the mummy guardians is adorned with a gold nose ring, earrings, and other accessories worth 120 gp (and a silver, gold, and opal bracelet worth an additional 140 gp for levels 7–8).

PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE



THE SECLUDED SIEGE

Development: With the undead destroyed, the chamber falls silent. The silence is quickly broken by the words and cheers of other Pathfinder agents as they appear, armed and battered, at the western and northwestern entrances to the cistern. For now, the area is secured, though bursts of red lightning still flash beyond the shadowy veil.

CONCLUSION

The flow of undead into the Vaults now staunched, Balentiir and the local Pathfinder agents can easily clear the Sothis Lodge of any remaining undead. Balentiir orders the portal to remain heavily guarded for the time being, and he believes his forces can keep the lodge secure—thanks to the efforts of the PCs! He insists his belabored agents get some rest before tending to their duties above or below ground.

A grateful Balentiir thanks the PCs, insisting that they too rest and recuperate, at least for the time being. Balentiir assures them, however, that the shadowy portal will not be left unexplored. He plans to assemble a group of experts to discretely study the portal and learn how it works, then send an elite team of Pathfinder agents—perhaps including the PCs themselves—to investigate what lies beyond, learn how the portal came to exist, and permanently end the tide of undead. The PCs can return to venture through the veil in *Pathfinder Society Scenario #3-14: The Tomb Between Worlds*.

Removing Curses: Out of gratitude for their heroism in one of the Hall's darkest hours, Norden Balentiir helps the PCs pay for the cost of removing mummy rot at the end of the scenario. Cursed PCs need only pay 30 gp for a guaranteed removal of mummy rot; if the PCs succeeded at this adventure's secondary objectives, they need only pay 25 gp.

REPORTING NOTES

If the PCs allayed Mahderai's concerns (by succeeding at the requisite number of checks), check box A.

PRIMARY OBJECTIVES

If the PCs defeat the undead foes in area C, thus securing the portal, they accomplish their primary objective. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they accomplish any two of the following four objectives: allay Mahderai's concerns, rescue at least two-thirds of the trapped Pathfinders in the Old Gate Chamber, seal the breach pit in area B, and disable the haunt in area B. Doing so earns each PC 2 Reputation with their chosen faction.

THE SECLUDED SIEGE

APPENDIX 1: 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 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 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. HALL OF RECOGNITION (LEVELS 5-6)

SANDSWEPT STATUE

UNCOMMON E MEDIUM CONSTRUCT EARTH MINDLESS

Variant animated statue (*Pathfinder Bestiary* 21)

Perception +9; darkvision

Skills Acrobatics +11

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

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +4

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

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

Speed 20 feet

Melee ♦ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

CREATURE 3

SCALING ENCOUNTER A

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one ghast to the encounter.

WIGHTS (2)

CREATURE 3

LE MEDIUM UNDEAD WIGHT

Pathfinder Bestiary 332

Perception +10; darkvision

Languages Common, Necril

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

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

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

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

Final Spite ♦ **Trigger** The wight is reduced to 0 Hit Points.

Effect The wight makes a Strike before being destroyed.

It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

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

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

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

THE SECLUDED SIEGE

GHASTS (0)

CREATURE 2

CE MEDIUM GHOUL UNDEAD

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 into 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 circumstance penalty to saves against disease and to recover 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 ghast fever and paralysis

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

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

Ghast Fever (disease) **Saving Throw** DC 16 Fortitude; **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 ghast the next midnight

Paralysis (incapacitation, necromancy, occult) Any living creature (including elves) hit by a ghast'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 ghast jumps up to half its Speed. This movement doesn't trigger reactions.

THE SECLUDED SIEGE

B. COLLAPSED CELL BLOCK (LEVELS 5-6)

CRUSHING SPIRITS

HAZARD 4

UNCOMMON **COMPLEX** **HAUNT**

Stealth +12 (expert)

Description Spirits bound to sand-covered remains cascade down upon the living, imposing the weighty, helpless press of their final moments.

Disable DC 18 Religion or Occultism (trained) to exorcise the spirits, or DC 22 Diplomacy to provide them with comfort. Each check requires 2 actions, which have the verbal trait, and three successful checks are required to address all of the spirits.

Weight of Death ↳ (death, emotion, enchantment, fear, mental, occult) **Trigger** A creature remains within the area occupied by the buried souls for 1 round or longer; **Effect** The haunt rolls initiative (if it hasn't already) as the spirits surge forth, swirling up sand in their wake.

Routine (1 action) The haunt imposes the sensation of becoming buried beneath millions of grains of sand on all living creatures within the area. Each living creature must attempt a DC 21 Will save as the sensation threatens to overcome them. The creatures take 1d10+6 bludgeoning damage.

Critical Success The creature takes no damage and is unaffected.

Success The creature takes half damage and takes a -10-foot circumstance penalty to all its Speeds for 1 round.

Failure The creature takes full damage and takes a -10-foot circumstance penalty to all its Speeds for 1 round. It also begins suffocating (Pathfinder Core Rulebook 478). The creature can begin breathing normally again if it leaves the area of the haunt or the haunt is disabled.

Critical Failure As failure, but the target takes double damage.

Reset The haunt deactivates 1 minute after all living creatures leave the area but resets immediately thereafter.

SCALING ENCOUNTER B

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one ghast to the encounter.

GHASTS (2)

CREATURE 2

CE **MEDIUM** **GHOUL** **UNDEAD**

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 into 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 circumstance penalty to saves against disease and to recover 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 ghast fever and paralysis

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

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

Ghast Fever (disease) **Saving Throw** DC 16 Fortitude; **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 ghast the next midnight

Paralysis (incapacitation, necromancy, occult) Any living creature (including elves) hit by a ghast'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 ghast jumps up to half its Speed. This movement doesn't trigger reactions.

THE SECLUDED SIEGE

C. DRY CISTERN (LEVELS 5-6)

ZOMBIE BRUTES (2)

NE	LARGE	MINDLESS	UNDEAD	ZOMBIE
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Pathfinder Bestiary 341

Perception +4; darkvision

Skills Athletics +9

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

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

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

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

Speed 25 feet

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

SHAMBLER TROOP

CREATURE 4

NE	GARGANTUAN	MINDLESS	TROOP	UNDEAD	ZOMBIE
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Pathfinder Bestiary 3 302

Perception +7; darkvision

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

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

AC 18; **Fort** +11, **Ref** +8, **Will** +9

HP 90 (16 squares); **Thresholds** 60 (12 squares), 30 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, positive 5, slashing 5, splash damage 2

Troop Defenses See page 26 or Bestiary 3 page 306.

Speed 20 feet; troop movement

Shambling Onslaught ♦ to ♦ Frequency once per round;

Effect The shamblers lash out at any enemies in their squares or within 5 feet (DC 18 basic Reflex save). The damage depends on the number of actions.

♦ 2d6+5 bludgeoning damage

♦ 2d6+9 bludgeoning damage

Grave Tide The shambler troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

Form Up ♦ The troop chooses one of the squares it currently occupies and redistributes its squares to any configuration in which all squares are contiguous and within 15 feet of the chosen square. The troop can't share its space with other creatures.

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

CREATURE 2

SCALING ENCOUNTER C

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

10-11 Challenge Points: Remove both zombie brutes and add one zombie hulk to the encounter.

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

14-15 Challenge Points: Remove both zombie brutes and add two zombie hulks to the encounter.

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

CREATURE 6

NE	MEDIUM	MUMMY	UNDEAD
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Pathfinder Bestiary 240

Perception +16; darkvision

Languages Necril, Osiriani

Skills Athletics +15, Stealth +11

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

AC 23; **Fort** +14, **Ref** +10, **Will** +16

HP 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5

Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in a mummy guardian's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 22 Will save (after taking the penalty for being frightened) or be paralyzed for 1 round. The creature is temporarily immune for 24 hours.

Speed 20 feet

Melee ♦ first +16, **Damage** 2d6+7 bludgeoning plus mummy rot

Mummy Rot (curse, disease, divine, necromancy, negative)

This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level resurrect ritual or similar magic. **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 4d6 negative damage and stupefied 1 (1 day)

THE SECLUDED SIEGE

ZOMBIE HULKS (0)

CREATURE 6

NE	HUGE	MINDLESS	UNDEAD	ZOMBIE
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Pathfinder Bestiary 341

Perception +8; darkvision

Skills Athletics +18

Str +7, Dex -1, Con +4, Int -5, Wis +0, Cha -2

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

AC 21; **Fort** +16, **Ref** +9, **Will** +12

HP 160, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ hunk of meat +17 (reach 15 feet), **Damage** 2d10+9 bludgeoning

Ranged ♦ hunk of meat +9 (thrown 10 feet), **Damage** 2d10+9 bludgeoning

Ranged ♦ corpse +17 (brutal, range increment 30 feet), **Damage** 2d6+9 bludgeoning

Corpse Throwing A zombie hulk can throw corpses at foes.

While any Medium dead body will do, they sometimes throw zombie shamblers, who take just as much damage from being thrown as the target they hit. A thrown shambler lands prone, but if it's not destroyed, it can rise and use other actions normally.

Wide Swing ♦ The zombie hulk makes a hunk of meat Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the zombie hulk's multiple attack penalty.

THE SECLUDED SIEGE

APPENDIX 2: LEVEL 7-8 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 7th-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. HALL OF RECOGNITION (LEVELS 7-8)

SANDSWEPT STATUES (3)

UNCOMMON N MEDIUM CONSTRUCT EARTH MINDLESS

Variant animated statue (*Pathfinder Bestiary 21*)

Perception +9; darkvision

Skills Acrobatics +11

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

AC 19 (15 when broken); construct armor; **Fort** +12, **Ref** +5, **Will** +4

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

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

Speed 20 feet

Melee ♦ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

CREATURE 3

UNCOMMON N MEDIUM CONSTRUCT EARTH MINDLESS

SCALING ENCOUNTER A

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one cairn wight to the encounter.

CAIRN WIGHTS (2)

CREATURE 4

UNCOMMON LE MEDIUM UNDEAD WIGHT

Pathfinder Bestiary 2 292

Perception +11; darkvision

Languages Common, Necril

Skills Acrobatics +12, Intimidation +11 Religion +9, Stealth +12

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

Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 67, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Spite ♦ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ♦ longsword +12 (versatile P), **Damage** 1d8+7 slashing plus drain life

Melee ♦ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life

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

Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wight increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Funereal Dirge ♦♦ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creature within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE

B. COLLAPSED CELL BLOCK (LEVELS 7-8)

CRUSHING SPIRITS

HAZARD 6

UNCOMMON **COMPLEX** **HAUNT**

Stealth +15 (expert)

Description Spirits bound to sand-covered remains cascade down upon the living, imposing the weighty, helpless press of their final moments.

Disable DC 21 Religion or Occultism (trained) to exorcise the spirits, or DC 25 Diplomacy to provide them with comfort. Each check requires 2 actions, which have the verbal trait, and three successful checks are required to address all of the spirits.

Weight of Death ↳ (death, emotion, enchantment, fear, mental, occult) **Trigger** A creature remains within the area occupied by the buried souls for 1 round or longer; **Effect** The haunt rolls initiative (if it hasn't already) as the spirits surge forth, swirling up sand in their wake.

Routine (1 action) The haunt imposes the sensation of becoming buried beneath millions of grains of sand on all living creatures within the area. Each living creature must attempt a DC 24 Will save as the sensation threatens to overcome them. The creatures take 2d8+7 bludgeoning damage.

Critical Success The creature takes no damage and is unaffected.

Success The creature takes half damage and takes a -10-foot circumstance penalty to all its Speeds for 1 round.

Failure The creature takes full damage and takes a -10-foot circumstance penalty to all its Speeds for 1 round. It also begins suffocating (*Pathfinder Core Rulebook* 478). The creature can begin breathing normally again if it leaves the area of the haunt or the haunt is disabled.

Critical Failure As failure, but the target takes double damage.

Reset The haunt deactivates 1 minute after all living creatures leave the area but resets immediately thereafter.

SCALING ENCOUNTER B

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one cairn wight to the encounter.

CAIRN WIGHTS (2)

CREATURE 4

UNCOMMON **LE** **MEDIUM** **UNDEAD** **WIGHT**

Pathfinder Bestiary 2 292

Perception +11; darkvision

Languages Common, Necril

Skills Acrobatics +12, Intimidation +11 Religion +9, Stealth +12

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

Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 67, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Spite ↳ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ↳ longsword +12 (versatile P), **Damage** 1d8+7 slashing plus drain life

Melee ↳ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life

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

Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wight increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Funereal Dirge ↳ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creature within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE

C. DRY CISTERN (LEVELS 7-8)

MUMMY GUARDIAN

LE MEDIUM MUMMY UNDEAD

Pathfinder Bestiary 240

Perception +16; darkvision

Languages Necril, Osiriani

Skills Athletics +15, Stealth +11

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

AC 23; Fort +14, Ref +10, Will +16

HP 110, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5

Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in a mummy guardian's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 22 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is temporarily immune for 24 hours.

Speed 20 feet

Melee ♦ first +16, **Damage** 2d6+7 bludgeoning plus mummy rot

Mummy Rot (curse, disease, divine, necromancy, negative)

This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level resurrect ritual or similar magic. **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 4d6 negative damage and stupefied 1 (1 day)

CREATURE 6

SCALING ENCOUNTER C

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

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

23-27 Challenge Points: Add one enduring zombie hulk to the encounter.

28-32 Challenge Points: Add one mummy guardian and one enduring zombie hulk to the encounter.

33+ Challenge Points: Add two mummy guardians and one enduring zombie hulk to the encounter.

FAST SHAMBLER TROOP

CREATURE 6

UNCOMMON NE GARGANTUAN MINDLESS TROOP UNDEAD ZOMBIE

Variant shambler troop (*Pathfinder Bestiary* 3 302)

Perception +10; darkvision

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

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

AC 21; Fort +14, Ref +11, Will +12

HP 135 (16 squares); **Thresholds** 90 (12 squares), 45 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, positive 5, slashing 5, splash damage 2

Troop Defenses See page 26 or *Bestiary* 3 page 306.

Speed 30 feet; troop movement

Shambling Onslaught ♦ to ♦ **Frequency** once per round;

Effect The shamblers lash out at any enemies in their squares or within 5 feet (DC 21 basic Reflex save). The damage depends on the number of actions.

♦ 2d6+8 bludgeoning damage

♦♦ 2d6+13 bludgeoning damage

Grave Tide The shambler troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

Form Up ♦ The troop chooses one of the squares it currently occupies and redistributes its squares to any configuration in which all squares are contiguous and within 15 feet of the chosen square. The troop can't share its space with other creatures.

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

THE SECLUDED SIEGE

ENDURING ZOMBIE HULK

CREATURE 8

UNCOMMON **NE** **HUGE** **UNDEAD** **ZOMBIE**

Variant zombie hulk (*Pathfinder Bestiary 341*, Bestiary 3 302)

Perception +11; darkvision

Skills Athletics +21

Str +8, **Dex** +0, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

Persistent Limbs The first time the enduring zombie hulk is critically hit with a melee or ranged Strike, a limb falls off its body and continues to attack. The limb acts on the zombie's initiative; each round it can Stride up to half the zombie's Speed and make a hunk of meat or corpse Strike. The limb uses and contributes to the zombie hulk's multiple attack penalty.

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

AC 24; **Fort** +18, **Ref** +12, **Will** +15

HP 200, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ hunk of meat +20 (reach 15 feet), **Damage** 2d10+13 bludgeoning

Ranged ♦ hunk of meat +12 (thrown 10 feet), **Damage** 2d10+13 bludgeoning

Ranged ♦ corpse +20 (brutal, range increment 30 feet), **Damage** 2d6+13 bludgeoning

Corpse Throwing A zombie hulk can throw corpses at foes. While any Medium dead body will do, they sometimes throw zombie shamblers, who take just as much damage from being thrown as the target they hit. A thrown shambler lands prone, but if it's not destroyed, it can rise and use other actions normally.

Feast ♦♦ (manipulate) If the enduring zombie hulk is adjacent to a helpless or unconscious creature, or a deceased creature that died in the past hour, the zombie hulk can feast upon its flesh to heal itself. This restores 8 Hit Points to the zombie hulk and deals the creature 2d10+13 bludgeoning damage.

Wide Swing ♦ The zombie hulk makes a hunk of meat Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the zombie hulk's multiple attack penalty.

PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE

APPENDIX 3: GAME AIDS



KAMARSENT MAHDERAI

SANDSWEPT STATUE



PO'OGAAT

HAUNTED CELL



PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE

HANDOUT #1: VALSIN'S MESSAGE

Trusted Pathfinders,

I received an urgent request from Venture-Captain Norden Balentiir. He has called for experienced agents to be dispatched to the Sandswept Hall in Sothis, the capital of Osirion. He reports that the vaults beneath the lodge have become infested by undead. He has already enlisted most of the nearby agents to combat the undead legions, but the numbers of undead are increasing. It may be only a matter of time until the living dead breach the lodge's defenses and break through to the surface, threatening the city itself.

To make a dire situation worse, the Ruby Prince has tightened restrictions on the activities of foreign-based explorers such as the Pathfinder Society. Word of a threat rising from within the Sandswept Hall may be enough to convince him to close the lodge permanently.

Go to the Sandswept Hall and report to Balentiir. Be alert and be discreet—we must resolve this situation quickly so as not to risk angering the Ruby Prince, which is why I've sent some of our most capable agents to handle the job.

I know you are seasoned in battle, but the living dead are unyielding foes. Take care not to allow yourselves to become added to their number.

With the highest of confidence,

—Venture-Captain Ambrus Valsin

ABILITY REFERENCE: TROOP DEFENSES

The following rules from *Bestiary 3* are reproduced here for reference.

Troop Defenses Troops are composed of many individuals, and over the course of enough attacks and downed comrades, troops shrink in size. Most troops start with 16 squares (4 by 4), and their Hit Points have two listed thresholds, typically the first is at 2/3 their maximum Hit Points and the second is at 1/3 their maximum Hit Points. Once the troop drops below the first threshold, it loses 4 squares, leaving 12 squares remaining, and the first threshold becomes the troop's new maximum Hit Points. Once the troop falls below the second threshold, it loses another 4 squares, leaving 8 squares remaining, and the second threshold becomes the troop's new maximum Hit Points. In order to restore its size and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen. At 0 Hit Points, the troop is reduced down to 4 squares, which is too few to sustain the troop, so it disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, depending on their nature.

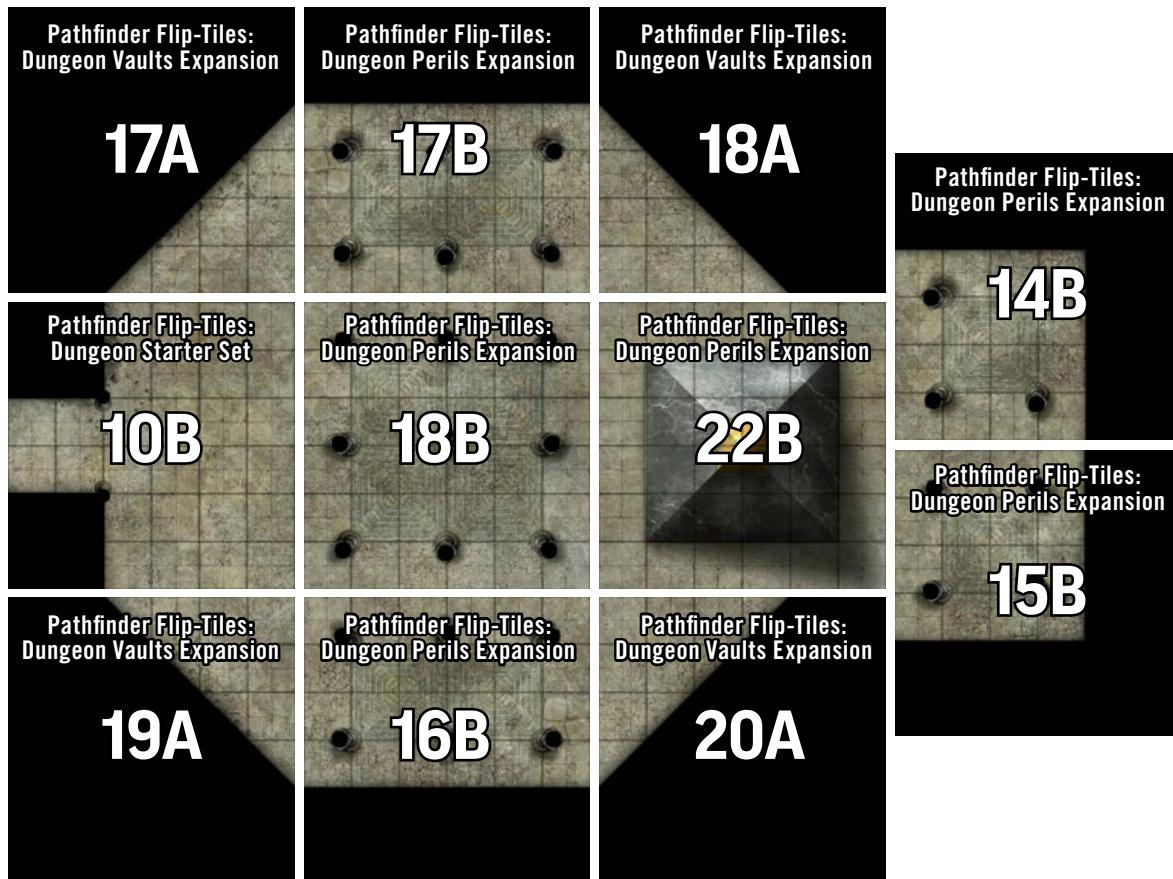
A damaging single-target effect, such as a Strike, can't force a troop to pass through more than one threshold at once. For instance, if a troop had 60 Hit Points, with thresholds at 40 and 20, a Strike for 50 damage would leave the troop at 21 Hit Points, just above the second threshold. A damaging area effect or multi-target effect can cross multiple thresholds at once and could potentially destroy the entire troop in one shot.

Non-damaging effects with an area or that target all creatures in a certain proximity affect a troop normally if they affect the entire area occupied by the troop. If an effect has a smaller area or numbers of targets, it typically has no effect on the troop. However, if the effect can target at least four creatures or cover at least four squares in the troop, and if it would prevent its targets from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more, the troop loses a number of Hit Points equal to the amount required to bring it to the next threshold, removing 4 squares. If an effect would both deal damage and automatically cross a threshold due to incapacitating some of the creatures in the troop, apply the damage first. If the damage wasn't enough to cross a threshold on its own, then reduce the Hit Points to cross the threshold for the incapacitating effect.

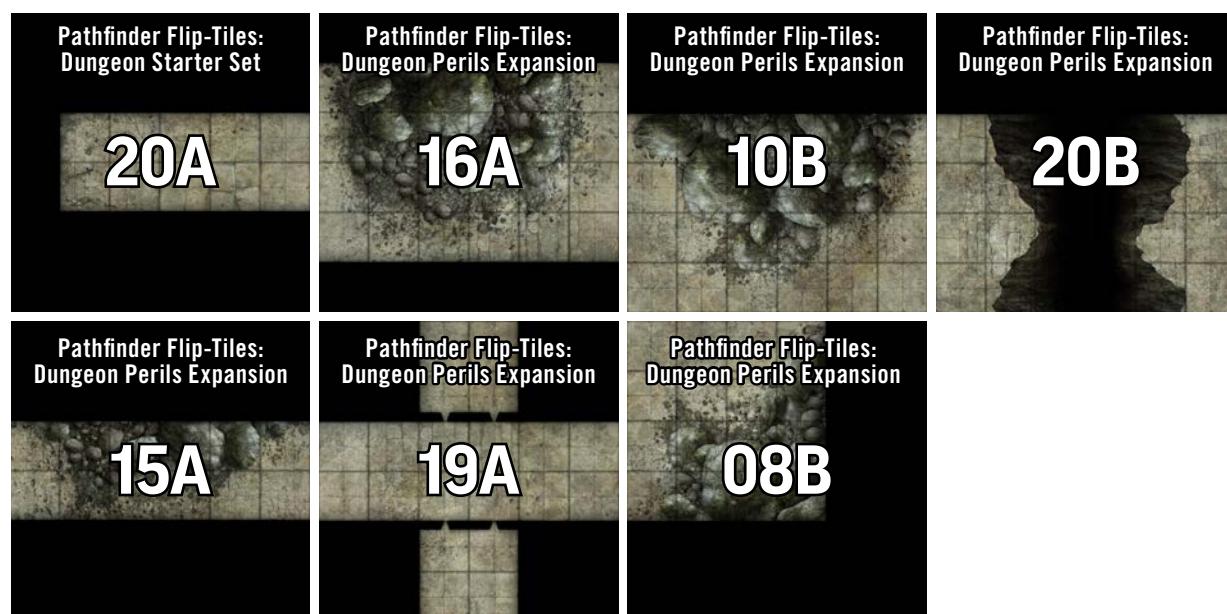
PATHFINDER SOCIETY SCENARIO

THE SECLUDED SIEGE

A. HALL OF RECOGNITION

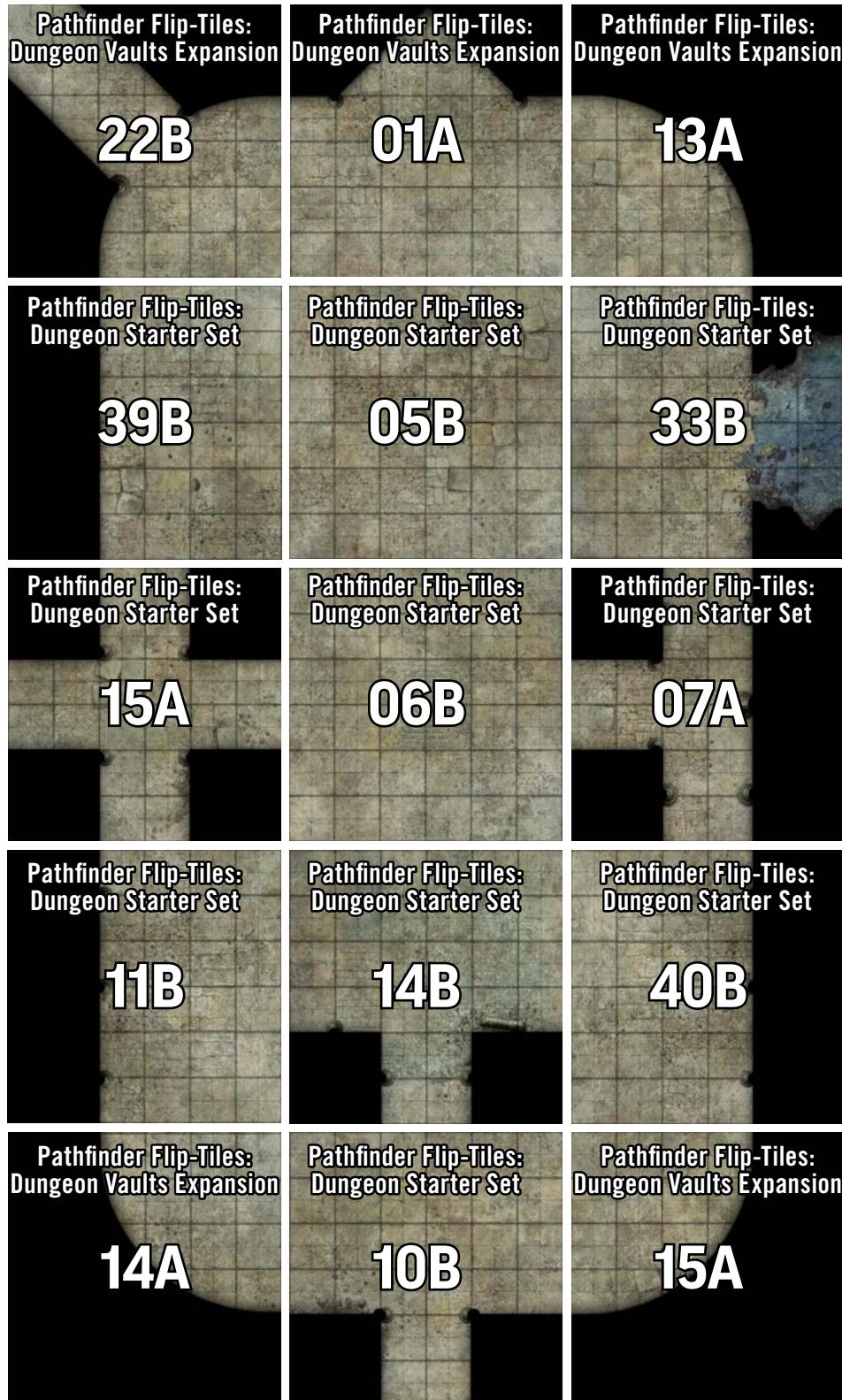


B. COLLAPSED CELL BLOCK



THE SECLUDED SIEGE

C. DRY CISTERN



THE SECLUDED SIEGE

ORGANIZED PLAY

TREASURE TABLE

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

TREASURE BUNDLES

- The Sandswept Hall, page 4: 1 Treasure Bundle for allaying Mahderai's concerns.
- Area A, page 6: 2 Treasure Bundles for defeating the foes in the Hall of Recognition.
- Old Gate Chamber, page 8: 1 Treasure Bundle for sealing the undead in the holding chamber. 1 additional Treasure Bundle for rescuing at least two-thirds of the Pathfinders in the area.
- Area B, page 10: 1 Treasure Bundle for sealing the breach pit. 1 additional Treasure Bundle for defeating the haunt in this area.
- Area C, page 12: 3 Treasure Bundles for defeating the undead in this area.

THE SECLUDED SIEGE



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

Character Name:			Faction:		
			<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
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
			<input type="checkbox"/>		
Org Play #:	-2	Level			

Character Name:			Faction:		
			<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
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
			<input type="checkbox"/>		
Org Play #:	-2	Level			

Character Name:			Faction:		
			<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
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			<input type="checkbox"/>		
Org Play #:	-2	Level			

Character Name:			Faction:		
			<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
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
			<input type="checkbox"/>		
Org Play #:	-2	Level			

Character Name:			Faction:		
			<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
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
			<input type="checkbox"/>		
Org Play #:	-2	Level			

Character Name:			Faction:		
			<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
			<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
			<input type="checkbox"/>		
Org Play #:	-2	Level			

THE SECLUDED SIEGE

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Scenario #3-09: The Secluded Siege

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Character Name

Organized Play #

Character #

Adventure Summary

Venture-Captain Ambrus Valsin sent you to the Sandswept Hall in Osirion following reports of an undead invasion within the vaults beneath the lodge. Upon arrival, you helped a fellow Pathfinder, Po'ogaat, to convince the city's authorities that the Society has everything under control. Po'ogaat led you underground to meet Venture-Captain Norden Balentiir, but reaching the venture-captain required you to fight off undead and animated statues. Balentiir tasked you with undertaking dangerous missions in the lodge's vaults to help rescue Pathfinder agents and repair a breach in the lodge's defenses. Then, after tracing the source of the undead incursion to a dry cistern beneath the vaults, he assigned you to secure the chamber. You discovered countless undead pouring through a shadowy portal and defeated the horde of foes to ensure the lodge's safety, allowing Balentiir to further study the portal's origin and destination.

Boons

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

This adventure grants the following unique boon: **Cracked Animus Gem**.

Rewards

Starting XP**XP Gained****Total XP****Starting GP****GP Gained****Total GP**

Reputation Gained

Items

wand of shape stone (item 9, discounted to 670 gp, limit 1)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

FOR GM ONLY

EVENT**EVENT CODE****DATE****GM Organized Play #****Chronicle Code: LRQH**

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