

PATHFINDER®



AGAINST THE UNLIVING

By Sen H.H.S.

BOUNTY: 21

LEVEL: 3

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1–2 HOURS



LEVEL: 3



PLAYERS: 3–6



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GM RESOURCES

Books: *Pathfinder Core Rulebook* and *Pathfinder Book of the Dead*

Maps: *Pathfinder Flip-Mat: Bigger Island*

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

PATHFINDER SOCIETY



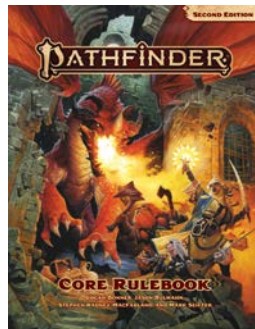
The Pathfinder Society Organized Play campaign is a worldwide fantasy roleplaying campaign that puts players in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

In an Organized Play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder

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Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, how to read the attached Chronicle Sheet, and where to find games in your area, check out the campaign's home page at pathfindersociety.club.

CORE RULEBOOK



This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to venture into a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create heroes of your own design, destined to become legends. Build stories with the highly customizable rules and the richly detailed setting of Golarion. This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!

AGAINST THE UNLIVING

By Sen H.H.S.

ADVENTURE BACKGROUND

Lastwall was once the shining beacon of a nation that served as a bulwark against an undead invasion. Since its destruction, many of Lastwall's citizens remain unaccounted for, and numerous humanitarian efforts in the nation's ruins—now known as the Gravelands for their dread inhabitants—involve the search and recovery of these people, or their belongings if they didn't survive the nation's fall.

Among those missing in action are three knights and two of their squires. The five were last seen luring undead away from fleeing refugees. One knight's squire, Timitheo, was ordered to see the evacuees to safety in Absalom and therefore survived. Today, Timitheo is a full-fledged Knight of Lastwall bogged down by logistical duties. Unable to pursue the leads himself, Timitheo has put out a bounty for capable minds and hands.

SUMMARY

A Knight of Lastwall, a member of an order that emerged from the knights of the fallen nation and now battles against undead and other evil forces, requests an investigation into the fate of his mentors and companions, who have been missing since the days shortly after Lastwall's destruction. Under the cover of night, the adventurers who accept his request travel to a small island off the east coast of the Gravelands and begin their search. The tragic fate of these crusaders waits to be uncovered, so long as their unquiet spirits and reanimated bodies do not condemn the adventurers to share their final resting place.

GETTING STARTED

The adventure begins in Caliphas, where the PCs have been staying for the past few days. While perusing job boards, the adventurers come across a tattered and rain-stained bounty pinned on top of fresh ones.

Knight in need of adventurers who can brave undead-infested lands. Please contact the master innkeeper of the Elderberry Cellar to arrange a meeting.

WHERE ON GOLARION?

Against the Unliving begins in Caliphas, the capital city of the grim nation of Ustalav, but it takes place primarily in the Gravelands, a land of undead and cultists built upon the ruins of the once-prosperous nation of Lastwall. Both nations border Lake Encarthan. More information on the Gravelands can be found on pages 180–181 of *Pathfinder Book of the Dead*.



At the Elderberry Cellar, the innkeeper points the PCs to a private suite upstairs at the end of the corridor. As the group approaches the room, a muffled explosion occurs and the door at their destination opens, revealing a slightly smoky and disheveled Chelaxian man in his late twenties. At first mistaking the PCs for the innkeeper, he apologizes for the continued racket. Once he realizes they're here about the bounty, he introduces himself as **Timitheo Ralovon** (LG male human Knight of Lastwall). The explosion was him testing some delayed holy bombs.

Timitheo explains that he last saw his old friends when they were leading undead away from the refugees, and adds that the group was last seen rowing a boat toward an unnamed island off the shores of Lake Encarthan. Realistically, he doesn't believe they survived. Nevertheless, he wants confirmation and to recover some mementos for burial if possible.

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If asked why he can't go himself, Timitheo deflects, stating he's too busy with his knightly duties. A PC who succeeds a DC 16 Perception check to Sense Motive detects a hint of fear, while those who are Seeking notice a visible tremor in his hands. If they press for information, Timitheo says the following.

"I... keep having nightmares. In my dreams, they were all... dead, but moving toward me. I could never lift my sword against them. It's too much. I can't handle... If this is real, please, end their suffering."

Timitheo can provide more physical and personal details about the five.

His knight, **Falckre Boltarin** (LG male human knight) had scraggly, dirty blond hair. He was about a decade older than Timitheo and treated the squire like a younger brother. Falckre suffered from chronic back pain and managed it with a special elixir.

Dorenea Havern (LG female human rogue) was always bald in Timitheo's memories, so he is uncertain of her exact hair color. Her loyal albino rabbit Denufair was always at her side. Dorenea enjoyed decorating Denufair with brightly-colored bows. Dorenea's squire, a glaive-wielding magus named **Rook Caverre** (LG male half-orc) was also an animal lover and had a hound named Pups. Rook's hair was black and neatly trimmed.

Garmon Oppendie (CG male human cleric of Gorum) was once a member of the cavalry until he lost an arm. Timitheo remembers his massive gray beard more than his hairstyle. Garmon's hot-headed squire **Averlace** (NG female human squire) aspired to live up to Garmon's glory. She had long brown hair with a vivid red braid.

RELIGION OR DIPLOMACY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Religion check to Recall Knowledge or a Diplomacy check to Gather Information learns about the possible dangers they are up against. Remember these checks should be secret.

Critical Success Many of the zombies of the Gravelands have deteriorated to skeletons since the initial first wave. Those who remain may be husk zombies who have been specially preserved.

Success Skeletons and zombies are the most frequently encountered undead. Also, numerous pets came back from the dead to attack their owners, particularly those who were abandoned.

Critical Failure Many of those who died in Lastwall were spellcasters and cavaliers, leading to horrors such as skeletal mages, undead knights on skeletal horses, and even deathless acolytes.

HERO POINTS

Remind players that they each have 1 Hero Point available before they leave Caliphas.

A. THE GRAY ISLAND

Timitheo arranges a boat, the *Faithful Return*, to take the PCs most of the way. The PCs should therefore prepare to leave Caliphas early the next morning. The ship has its own security so the PCs can rest at night, though they're welcome to help keep watch—the captain mentions that this island is cursed. A strange gray fog soon rolls in, blanketing the island ahead. As a result, for those whose eyes can see well in starlight, it may be both safer and easier to venture on to the island at night.

Once the island comes into view, the captain drops anchor and provides two rowboats for travel. Having scouted the island from a distance before under the starlight, she suggests the party approach the island from the west and disembark on the northern shore.

During the night, the moon and starlight are the primary light sources, blanketing the island in dim light. For creatures without low-light vision or darkvision, everything has the concealed condition. Conditions during the day are even worse; the fog gives all of the PCs the concealed condition unless they have means to see through it. If the PCs choose to brave the island during the day, they occasionally catch glimpses of eerie figures in the fog.

Each flight of stairs or slope up indicates a 10-foot increase in elevation. **A1** is sea level, **A2** is 10 feet above, and **A3** is 20 feet above. All bridges connect to the same elevation, though the PCs can roll a DC 18 Perception check before or after they arrive on the island to notice the southern bridge is broken, leaving a 20-foot gap.

Use the map on page 5 for the island.

A1. FOLLOW THE RABBIT TRIVIAL 3

Once ashore, all PCs, regardless of their vision, notice a white rabbit with glowing red eyes resting on the beach. This is undead form of Dorenea's loyal rabbit Denufair, whose attitude starts as indifferent.

When Dorenea died, some of her spirit remained in her animal companion. Since the rabbit understands Common, the PCs can befriend her with a successful DC 15 Diplomacy to Make an Impression. Improving her attitude can give the PCs an advantage in area **A3**. If the PCs find a way to understand communication from Denufair, such as encouraging her to draw pictures with her feet or point to letters, they find that her testimony is confusing. She calls all four-legged creatures rabbits and all humanoids (dead or alive) people. She understands that she's missing something important and feels a gnawing sense of loss, but doesn't know where that feeling might

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If the PCs detect the haunt before entering the marked area, they can attempt to disable it. If they enter the area indicated without disabling the haunt, they trigger its effects, informing Dorenea in **A3** to disguise herself as a corpse if she is not already hiding.

Description Averlace's lingering sentiment wards her mentor's



Reset The haunt resets every night at midnight until the skeletal soldiers risen from Garmon and Averlance are destroyed (see area **A2**).

Creatures: Three skeletal soldiers patrol this area. If any soldiers detect a living creature within 15 feet, the entire group attacks. The PCs can spend a minute observing these skeletons to notice a pacing pattern, which gives

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them a +2 circumstance bonus to Sneak past the group. If the PCs have a light source, they can each attempt a DC 20 Perception check to notice that the skeletons are drawn toward the light.

Two of the skeletal soldiers—the ones formed from the bodies of Garmon and Averlace—prioritize using their glaives, while the one formed from the body of Falckre uses a longbow. When fighting with glaives, the soldiers use their Set Defense ability. When fighting with a longbow, they attempt to stay far enough from their target to avoid the volley penalty. These skeletons fight until destroyed or until they no longer detect a living creature. They prioritize attacking those with light sources over all other targets.

Alternatively, PCs can use the skeletons' affinity to light to lure them off a cliff on the side of the island. The cliffs are difficult to scale (DC 20 Athletics to Climb), and skeletons that fall into the water mindlessly attempt to scale the cliff, heedless to any ranged attacks the PCs might make on them.

Treasure: The PCs locate several rusty drinking flasks in the area. A PC who succeeds at a DC 18 Medicine check notices two flasks that emit the pungent smell of extracts used to treat back pain. To tell which is Falckre's flask, the PCs can attempt a DC 18 Society check or a DC 16 Lastwall Lore or similar lore check to note that one flask's design bears the eleven shields of Lastwall. On a critical success, they can decipher the name "F. Boltarin" on the bottom.

SKELETAL SOLDIERS (3)

CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

Pathfinder Book of the Dead 147

Perception +5; darkvision

Skills Acrobatics +5, Athletics +7, Stealth +5

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

Items chain shirt, glaive, longbow (20 arrows), silver religious symbol of Gorum (Averlace's and Garmon's soldiers only)

AC 17; **Fort** +6, **Ref** +7, **Will** +5

HP 16 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ glaive +9 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+2 slashing

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

Set Defense ♦ The skeletal soldier sets its glaive to defend the area around it. It gains the Attack of Opportunity reaction for that weapon only. This lasts until the skeleton takes an action with the move or attack trait or is destroyed.

SCALING ENCOUNTER A2

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

5 PCs: Add the elite adjustment to Garmon's skeletal soldier.

6 PCs: Add the elite adjustment to both Garmon's and Falckre's skeletal soldiers.

A3. THE LAST KNIGHT MODERATE 3

Timitheo's dreams are prophetic. Dorenea, the last of the three knights, became a withered. Unlike other husk zombies, she can speak with a garbled voice. If the PCs attacked Denufair, Dorenea Hides among the rocks. If any other signs betrayed the PCs' presence, she disguises herself as a corpse by falling prone. In all other scenarios, she stands waiting, picking up Denufair to thank it for luring in "the enemies." Once she sees the PCs, she mutters "none must leave" before attacking.

Combat: If Dorenea was hiding or disguised as a corpse, she rolls Stealth or Deception for initiative, respectively, and benefits from her Surprise Attack ability. During combat, she uses Sudden Surge, Feints, or flanks her targets if she has allies so she can deal Sneak Attack damage.

If Denufair's attitude toward the PCs is at least friendly, she obstructs Dorenea, causing Dorenea's Sudden Surge to recharge every 1d4+2 rounds instead of every 1d4 rounds. If she is helpful, her desire to assist the PCs also makes Dorenea somewhat conflicted; Dorenea is sickened 1 and cannot reduce this condition by any means as long as Denufair continues to interfere.

Pups stands guard over Rook's grave, growling at anyone who comes close. If the group has at least 5 members, Pups joins in the combat, as described in the Scaling Encounter A3 sidebar on page 8.

Treasure: Players can locate Rook's spellbook, Pup's spiked collar, and Dorenea's weapons as mementos. Dorenea also carries a diary page; give the players **Handout: Dorenea's Diary** (page 11).

DORENEA

CREATURE 5

UNIQUE NE MEDIUM UNDEAD ZOMBIE

Variant withered (*Pathfinder Book of the Dead* 172)

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +14, Deception +9, Intimidation +9, Stealth +13

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

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

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Items dagger (6), leather armor, shortsword

AC 22; **Fort** +11, **Ref** +13, **Will** +9

HP 90 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 30 feet

Melee ♦ shortsword +14 (agile, versatile S), **Damage** 1d6+9 piercing

Melee ♦ dagger +14 (agile, versatile S), **Damage** 1d4+9 piercing

Melee ♦ fist +14, **Damage** 1d8+7 bludgeoning

Ranged ♦ dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

Sneak Attack Dorenea deals an additional 2d6 precision damage to flat-footed creatures.

Sudden Surge ♦ **Trigger** Dorenea's turn begins; **Effect** Dorenea is quickened this turn and can use the extra action only to Stride or Strike. If her first action this turn is a melee Strike, the target is flat-footed against the attack. She can't use Sudden Surge again for 1d4 rounds.



PUPS

SCALING ENCOUNTER A3

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

5 PCs: Dorenea calls Pups to her side. Add Pups to the encounter.

6 PCs: Rook arises when his friends are attacked. Add Pups and 1 skeletal soldier to the encounter.

Surprise Attack On the first round of combat, if Dorenea rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to her.

PUPS

CREATURE 1

UNIQUE CN SMALL UNDEAD

Variant scorned hound (*Pathfinder Book of the Dead* 142)

Perception +7; darkvision, scent (imprecise), sense companion

Skills Acrobatics +5, Athletics +7, Stealth +5, Survival +5

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

Sense Companion (detection, divination, occult) Pups knows the direction of its past owner or family (as long as they're both on the same plane), but not the distance.

Items spiked collar

AC 15; **Fort** +9, **Ref** +7, **Will** +5

HP 22 (negative healing); **Immunities** death effects, disease, paralyzed, poison, sleep

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 14 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance 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

Melee ♦ jaws +9, **Damage** 1d6+2 piercing

Betray the Living Pups' Strikes deal 1d4 additional damage to living creatures.

Development: When the PCs defeat Dorenea, Denufair's spirit is set free. The rabbit hops up, nose twitching. After sniffing Dorenea twice, she flops, collapsing against the knight's body. A ball of light rises from each of them, hovering, before dissipating with a murmur: "Thank you." If the PCs did not destroy Pups, as soon as they put to rest the last of the undead knights, the undead dog curls up with Rook's body and closes his eyes peacefully. A similar ball of light rises from Pups' body. A PC who succeeds at a DC 15 Religion check to Recall Knowledge

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understands why no such manifestation appeared from the other undead; mindless undead do not contain the deceased person's soul, so the remainder of the group was likely already able to move on to the afterlife.

CONCLUSION

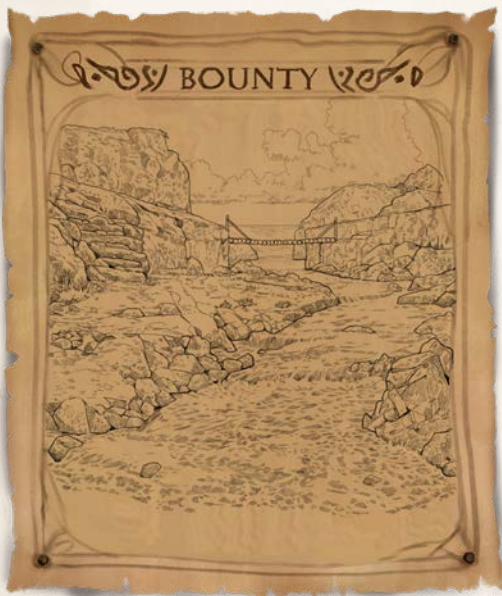
Once the PCs have found as many mementos as they can, they can return to Caliphas and debrief Timitheo. The knight appreciates any items and information found. He doesn't want to hear if anyone turned undead and stops the PCs if the conversation turns in that direction. For completing the investigation, Tim gives the PCs their reward and says if they ever need help from the Knights of Lastwall, they can contact him.

OBJECTIVE

The PCs fulfill their primary objective if they uncovered some mementos. For home groups, award 180 XP to your players; this includes their awards for investigating and defeating all creatures on the island. Pathfinder Society GMs, see Organized Play on page 12 to determine appropriate rewards.

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APPENDIX 1: GAME AIDS



HAUNTED ISLAND BOUNTY



DENUFAIR



PUPS

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HANDOUT: DORENEA'S DIARY

The water didn't wash them away. Resting here was unplanned, but we were exhausted. I don't know how they silently scaled the cliffs. These were simple undead! Was someone behind the ambush?

Rook was asleep; his death, instant. I tried to revive him. Garmon and Falckre drew the horde while Averlace watched my back, but then Garmon screamed. She must have left to rescue him, for a foul creature cut me across the back. By the time I fought free, Falckre was down, Averlace and Garmon missing. They overwhelmed me. I don't know how long I was out. The undead answer to more than just the Tyrant. I must not let any leave this island.

They must not leave none must leave nonemustleavenonemustleavenonemustleave...

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this bounty for Pathfinder Society credit earn a Chronicle Sheet. If the PCs successfully recovered at least one of the mementos of Timitheo's fallen companions, they earn 12 gp each. Bounties don't grant downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement speed presented on page 509 of the *Pathfinder Core Rulebook*. Using this system, this adventure grants the characters 1 XP and 1 Reputation with a faction of their choice.

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Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #: _____	-2	GM Name: _____	GM Faction: _____
Adventure #: _____		Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
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"/> Radiant Oath <input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead
Org Play #: _____	-2	Level _____	<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

Faction:			
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Bounty #21: Against the Unliving

Character Name	Organized Play #	Character # <div style="border: 1px solid black; width: 40px; height: 20px; margin: 0 auto; text-align: center; line-height: 20px;">2</div>
Adventure Summary		
<p>You met with a Knight of Lastwall, Timitheo, who requested that you investigate what happened to his friends and mentors during the last days before Lastwall fell to armies of undead. You traveled to a small island off the coast of the Gravelands and found the undead remnants of his previous companions! You managed to defeat them, lay their souls to rest, and provide Timitheo with closure.</p>		
Boons		Rewards
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
		Total GP
Reputation Gained		
Items		
<p>Pathfinder Society characters can purchase a wide variety of items. For a full list of the items and other options available to Pathfinder Society characters, visit https://paizo.com/pathfindersociety/characteroptions. Your character can buy items from this list up to their character level. Chronicle Sheets for Pathfinder Society adventures sometimes include items, which your PC can buy up to their character level +2.</p>		
Purchases		
Items Sold / Conditions Gained		
TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small>		
Items Bought / Conditions Cleared		
TOTAL COST OF ITEMS BOUGHT		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: AWM1

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