



Year of the Open Road



**PATHFINDER
SOCIETY**

THE LOST LEGEND

By Chris S. Sims

PATHFINDER SOCIETY

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TABLE OF CONTENTS

The Lost Legend	3
Appendix 1: Subtier 3–4 Encounters.	20
Appendix 2: Subtier 5–6 Encounters	25
Appendix 3: Art & Handout	30
GM References	35
Chronicle Sheet.	38

How to Play

Pathfinder Society Scenario #1–20: The Lost Legend is a Pathfinder Society Scenario designed for 3rd- through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

The Lost Legend makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as *Pathfinder Flip-Mat: Forest Multi-Pack* and *Pathfinder Flip-Mat: Ambush Sites Multi-Pack*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd, and creature stat blocks from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

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



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GM SYNOPSIS

This adventure sees the PCs trek across the Mwangi Expanse, spending multiple days in exploration mode, with both combat and social encounters along the way.

ADVENTURE BACKGROUND

History often talks about Durvin Gest, Gregaro Voth, Kerinha Napsunar, and Selmius Foster separately, but they collaborated on one of their greatest ventures. Each of these famed explorers clues that led to treasure hidden in the Mwangi Expanse. When they reached their destination, they found a locked door covered in countless magical keys. As they discussed how to solve the door's puzzle, the four met a mysterious fey being. The fey convinced the four that any of the keys could open the door, but only if one key-holder remained after the others had been slain.

The Pathfinders refused to betray one another. Instead, they formed the Open Road Pact. In this agreement, they swore the last alive among them could return and open the door. For more, see *Pathfinder Society Scenario #1-00: Origin of the Open Road*.

Gregaro Voth came to believe he was that last survivor after Durvin Gest disappeared in 4360 AR. Thinking the key he had should open the lock, he completed his work for the Pathfinder Society, including the redaction of *Pathfinder Chronicle #5* and choosing his successor in the Decemvirate. He then finalized his will, gathered a group of friends, and set off for the Mwangi Expanse.

The legend told among chroniclers is that after losing some of his companions on the way, Voth made it to the door again, however, when he attempted to open it, the key didn't turn. Gregaro Voth returned from the expedition defeated and dispirited and died a year later of unrelated natural causes.

But this legend is untrue.

In truth, events surrounding the mysterious gateway, the Door of Seasons, were shrouded in a deliberate layer of illusions and lies by the fey being, the ancient and destructive Thorned Monarch. Most of the Thorned Monarch's power was trapped beyond the door, but they needed an artifact to properly access and control it once more. For more on the Thorned Monarch's machinations, see *Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopan* and *Pathfinder Society Scenario #1-17: The Thorned Monarch*.

Ultimately, Gregaro Voth did manage to find his way past the Door of Seasons. Beyond it, he found a demiplane where the traits of the First World and the Material Plane are intertwined. But once he had entered

WHERE ON GOLARION?

The *Lost Legend* takes the PCs on a trek across part of the Mwangi Expanse. This journey starts in the Sodden Lands and moves into nearby highlands. Once the PCs reach the Mwangi Jungle, they travel to the Defaka River, a small outpost on it, and a site nearby. More information on the Sodden Lands and the Mwangi Expanse can be found on page 97 of *Pathfinder Lost Omens World Guide*, available at book stores and game stores and online at paizo.com.

THE SODDEN LANDS



the demiplane, Voth discovered to his dismay that he could not leave it. He had fallen prey to a trap intended to imprison the Thorned Monarch long ago. The fey used magic and guile to sow the seeds that grew into the false tale told of Voth today.

Gregaro foresaw that the Pathfinder Society might one day need to retrace his footsteps. The Society has recently come into possession of various records that not only hint at Voth's true fate, but also his intent to leave further clues as he made his way through the Mwangi Expanse on his final mission. These clues, Society scholars posit, should point farther along Gregaro Voth's route, if not to his destination.

The Pathfinder Society has dispatched agents to the Mwangi Expanse to follow up. Their mission is to retrace Voth's path through the treacherous swamps, highlands, and jungle, and recover whatever the famed explorer might have left behind.

ADVENTURE SUMMARY

As agents of the Pathfinder Society, the PCs start aboard the sailing vessel the *Risen Albatross*, bound for the Sodden Lands of the Mwangi Expanse. Venture-Captain Stella Fane is present and details their mission.

The Lost Legend

The Pathfinder Society tasks the PCs with locating and recovering items from three sites. These items should reveal another, perhaps final, location on Voth's journey. The PCs' mission is to act as trailblazers for a support group trailing about a day behind them; the support group is made up of people who, though not available to aid in the PCs' main mission, can help ensure the PCs collect all of Voth's clues, and can provide assistance in studying them.

The first location is deep within the Sodden Lands, where Gregaro Voth hid records in an ancient idol of Ydersius. To find their way to the idol safely, the PCs must brave the marshes and find the ancient place of worship where the statue stands. However, it stands no longer. Instead, it has sunken under a pool sacred to boggards who, with no knowledge of the idol's origins, guard it jealously. Recovering the clues here reveals they are encrypted, but they include sketches of the second and third sites, as well as parts of an amulet.

The PCs must then trek farther into highlands that eventually give way to the Mwangi Jungle. Upon a pinnacle of rock Voth calls the Honor Spire, he buried his friend and guide Urshoje, an iruxi woman who died in an ambush near the spot. The PCs must find the natural tower, climb the path up it, and deal with the tomb's guardian air elementals. Voth left two amulet parts embedded in Urshoje's grave markers. When reassembled, these parts form a decoder that can reveal the hidden message from the idol, though the final piece is missing.

Locating that third piece requires less of a struggle with the wilderness. On a fork of the Defaka River is a small trading outpost for those who use Mwangi rivers for travel. Here, the PCs can survey the locals to pinpoint the third location, a place known locally as Warlock's Barrow. In this profane place, the undead that live here slay trespassers and regenerate each night. Voth left the final amulet piece here not only as a clue, but also in the hopes that the Pathfinder Society could someday cleanse the barrow permanently.

With the PCs' help in gathering Voth's writings and the means to decrypt them, the Pathfinder Society has the tools to trace his path further.

GETTING STARTED

Many days ago, the Pathfinder Society mustered an expedition to the Mwangi Expanse, including the PCs. Give the players **Player Handout #1: Letter from the Pathfinder Society**. Each of them received a similar missive in Absalom to invite them on this mission.

Once the players have read the letter, read or paraphrase the following.

Numerous experts, warriors, and porters are aboard the Risen Albatross. Venture-Captain Stella Fane has kept the details of the mission close, vowing to reveal everything once the ship nears its destination. After a long voyage, including skirting the northern edge of the Eye of Abendego, the time has finally come.

About midmorning, Fane calls for the crew to gather in her quarters. Inside the cabin, a large desk faces the door; a worn leather chair faces away. Papers clutter the desktop, some of them weighted down with sailing cleats and tackles. Curtains adorn the room, accompanied by an unmade bed and a long table with benches. Wall shelves hold books, maps, and more bottles of various spirits than can be counted quickly.

The leather chair turns melodramatically. In it reclines Venture-Captain Fane, her hair pinned back from her face. She stops the spinning chair with a firmly planted boot on the desk and takes a swig of dark-brown liquid from a glass in her hand, then breaks the silence by saying, "Have a drink and a seat."

She grins and gestures to the bottles and glasses on the desk, and then to the benches along the table. Most of the bottles are sealed and full of good, dark rum from the Shackles. One is already open and half empty.

If any of the PCs have the Fane's Friend or Stella's Associate boon from *Pathfinder Society Quest #4: Port Peril Pub Crawl*, Fane greets "her favorite cleaner fish" warmly and offers them a drink from her personal bottle instead. Once the PCs are settled, continue.

Fane begins, "I know this a weird one. It has been, all around. But I'm going to get to the point, short and sweet."

She looks at her glass and takes another swig, savors it for a moment, and continues, "The Society has come across some information that's led them to believe that what they know about Gregaro Voth isn't true. And whether or not that's right, they think he left a trail to follow. You're going to see if the loremongers know their stuff.

"When the Albatross drops anchor, your mission is to go ashore, make your way inland, and find three sites the Society believes Voth left clues in. I won't blather on about it. Wrote the details down for you, I did. Harder to forget, right?"

Fane grins and slides a few papers across her desk.

Recall Knowledge

A PC who is trained or better in Society or Pathfinder Society Lore and succeeds at a DC 20 check to Recall Knowledge with either skill might know about the Open Road Pact and Gregaro Voth. If the PCs ask, Fane can tell them all the information from the Success entry.

Critical Success The Pathfinder Society has been gathering information about members of the Open Road Pact far and wide recently. This mission must be an extension of this search. (This information is more than Stella Fane knows.)

The Lost Legend

Success Gregaro Voth was a half-orc explorer and member of the adventuring group that formed the Open Road Pact centuries ago. Voth is famed for exploring the Mwangi Expanse; his last mission aimed at finishing the Pact had once failed at. However, he failed again and died a year later in Absalom in disappointment. According to history, he is thought to be the last surviving member of those who formed the Pact, which included other famous Pathfinders, such as Durvin Gest, Kerinha Napsunar, and Selmus Foster.

Critical Failure Gregaro Voth was a famous actor, singer, and playwright in Absalom, who went missing during a trip to the Mwangi Expanse to research a part.

Further Inquiry

Give the players **Player Handout #2: Mission Goals**. The second paper is a map of the Mwangi Expanse marked with the rough location of the first two sites, as well as the Defaka River Outpost. If the PCs have questions, some of Fane's possible answers follow.

Why weren't we briefed earlier? "Mysterious, that. Seems the bookwor—uh... sages are spooked by the story. See, they thought Voth died. Turns out, he didn't—at least not when they thought he did. So, weird magic's bound to be involved, right? Keeping the info on a need-to-know basis is their choice."

How did the Society learn of this alternative story about Voth? Fane shrugs, saying, "Seems that's mostly need-to-know, too. I reckon it's complicated and boring. Probably involves poking around in bookcases and dusty scrolls, though I hear some ruckus down in Bhopen involving a building-sized butterfly may have pointed the Society in the right direction. Whatever the case, they're funding this expedition. That says something, right? Right."

What are we supposed to find? "The idea is that Voth left clues behind. Writing, maps, important objects. Anything like that. Your guess is as good as mine at what exactly we're looking for, but I bet you'll know it when you see it."

We're leading a big group? "I wouldn't say that. Clearing the way's more like it. They'll catch up to you every day at some point after you set up camp for the night, and help you as they can, but you're to deal with the big threats."

If any PCs have the Stella's Associate boon, Fane gives each an ornate compass to borrow for the duration of the expedition. The compass's guidance gives that PC a +1 item bonus to their exploration checks in the Sodden Lands and Mwangi Highlands sections. If any of the PCs have the Fane's Friend boon, she gives that PC a compass as well as a single cormorant feather for luck. A PC who critically fails an exploration check can release the feather into the wind to reroll that check; this is a fortune effect. PCs can freely trade both these items among themselves, though doing so in front of Fane is immensely poor form.

Once the PCs are done with their questioning, or if they ask about supplies, read or paraphrase the following.

Fane leans forward, saying, "If you need any kit, go see the quartermaster, Akin. You can take your drinks if you like. Give him your glasses when you're done." She smiles, leans back, puts her feet on the desk again, and says, "He loves bringing them back to me." She winks.

"Oh, and like the instructions say, please don't get yourselves killed. That's all I need. I mean—good luck!"

VISITING THE QUARTERMASTER

Akin, the quartermaster, is a friend of Fane's who turned from less savory lines of work to sail with her for the Pathfinders. He's bald and tattooed from pate to toe, with some ink peeking from under his beard. Akin is cheerful and friendly, and he has a particularly deep, gravelly voice.

A PC who succeeds at a DC 15 check to Recall Knowledge using Society, Sailing Lore, or Underworld Lore check realizes Akin's skin art identifies him as a pirate from the Shackles. On a critical success, the PC spots a stylized dagger tattoo on Akin's left hand that matches a tattered flag held in a frame seen in Fane's cabin, suggesting the two were once crewmates on a different ship. Akin confirms this if asked, but doesn't speak any more on the subject, saying he prefers to let sunken ships lie.

The PCs can purchase equipment, weapons, and consumables from Akin at fair prices. He doesn't haggle. It turns out he's happy to take any glasses the PCs bring him. He does so with a sly smile, a smack of the lips as if remembering a fond taste, and a wink.

THE SODDEN LANDS

When the PCs are ready, the *Risen Albatross* drops anchor in the mouth of the Frogmarch River, and a longboat ferries the PCs as far up a tributary river as it can before the overgrowth forces them to disembark and continue on foot. The sky is red above as the rising sun strikes a heavy cloud ceiling that extends to the horizon.

Sodden Steps

The red sky is a warning of rough travel. As the group continues on their travels, steady rainfall begins and persists for the journey. The trip is 40 miles southeast through the swamp. How tough the trip becomes depends on what skills the PCs bring to bear, as described below.

Ask each player what their character is doing on the hike through the swamp. Each PC can choose any exploration activity, but they know navigating the swamps safely and finding a good path is the primary concern. Use the upcoming skill list to help a player decide.

The Lost Legend

TRAVEL SPEED

This adventure includes significant amounts of overland travel. The following information on travel speed is reprinted from page 479 of the *Pathfinder Core Rulebook* for convenience. Calculate the party's travel speed based on the Speed of the slowest member.

Speed	Miles per Hour	Miles per Day
10 feet	1	8
15 feet	1-1/2	12
20 feet	2	16
25 feet	2-1/2	20
30 feet	3	24
35 feet	3-1/2	28
40 feet	4	32
50 feet	5	40
60 feet	6	48

Acrobatics: Part of making good time through the Sudden Lands is finding solid footing when the area appears to be flooded. Acrobatics allows a PC to balance on narrow spots of elevated ground, even in shallow water, to help the party navigate.

Nature or Swamp Lore: Using Nature or Swamp Lore is a Search exploration activity to search for signs of bogs and other hazards based on their knowledge of the local vegetation.

Perception: A PC can use Perception as a Search activity to identify hazards by finding them directly rather than by applying knowledge of the terrain (Lore or Nature) or sense of balance and body awareness (Acrobatics).

Serpentfolk Lore or Society: A PC can, as a Search activity, look for serpentfolk building remnants in the area. Choosing this activity has no helpful results during the first 20 miles of the trek. As part of the last 20 miles, it can help the PCs home in on the sunken idol.

Survival: The Sense Direction activity is the most useful application of Survival.

RESULTS

Without using skills, the treacherous terrain and precipitation mean the PCs struggle on at half speed for 4 hours before becoming fatigued. See the sidebar for travel speeds; some likely travel speeds are also noted in each result below for convenience. Succeeding on skill checks can help the party make better time. Each PC can attempt one check each day. The DC for each check is 19 (DC 21 in Subtier 5–6).

A critical success with any skill check counts as two successes, while a critical failure subtracts one success. Narrate the journey based on which skills the PCs use and their successes and failures, using the following guidelines. Keep track of how many days the PCs take as it affects the scenario's secondary objective.

Fewer Than 0: The group runs off the safe path, traveling only half of the normal miles per day (8 miles if the party's Speed is 20 feet, 10 miles if the party's Speed is 25 feet), and becomes exposed to Sudden Fever.

Sudden Fever (disease); Level 4; **Saving Throw** DC 17 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stages 2–5** clumsy and enfeebled [value 1 lower than the stage] (1 day); **Stage 6** as stage 5, but when you enter a stressful situation, you become confused (1 day); **Stage 7** dead

0: The group travels only half of the normal miles per day. (8 miles if the party's Speed is 20 feet, 10 miles if the party's Speed is 25 feet.)

1: The group successfully navigates the trail, traveling the normal miles per day (16 miles if the party's Speed is 20 feet, 20 miles if the party's Speed is 25 feet.)

2 (3 for tables of 6 PCs): The party makes good time, traveling at one and a half times the normal miles per day (24 miles if the party's Speed is 20 feet, 30 miles if the party's Speed is 25 feet.) On the final day of travel to the sunken idol, this result also allows the PCs to find signs of the presence of boggards.

3+ (4+ for tables of 6 PCs): As two successes. Additionally, the party has such an easy time traveling that they can afford to keep their senses peeled for things of interest off the trail, allowing them to come across the Elephant Graveyard. Once the PCs have found the graveyard, this result functions as two successes.

ELEPHANT GRAVEYARD

The sound of bubbling signals the presence of water just beyond a nearby thicket of vegetation. In the clearing beyond, massive tusks, skulls, and other bones protrude from the ground's cracked, muddy surface, the mud loosening slightly in the ceaseless rains.

Any character who succeeds at a DC 15 check to Recall Knowledge check using Nature, Hunting Lore, or Scouting Lore can identify the bones as belonging to some kind of pachyderm, though they are much larger than common elephants. A PC who succeeds at a DC 20 Perception check reaches the same conclusion.

Recall Knowledge: A PC who is trained or better in Society or Mwangi Expanse Lore and succeeds at DC 18 check with the skill remembers that trade caravans once passed through this region, carrying all manner

The Lost Legend

of precious cargo. A PC who gets a critical success recalls that salt was a core trade good, as or even more valuable than gold. On a critical failure, the PC believes that this is a naturally occurring site where elephants bury their dead.

Reward: Several worn saddlebags hang against the ribs of a nearby skeleton, close enough to be reached from solid ground. Inside are several bricks of high-quality rock salt, protected from the elements by wax paper, worth 2 Treasure Bundles.

Development: If the PCs recover the saddlebag, they find that along with the rains, the disturbance of them walking on the unstable ground was enough to destabilize the mud pit. As they leave, the remaining bones sink into the mud.

A. Sunken Idol

Moderate

As the PCs approach the area referenced in Voth's notes, the land becomes drier, though still boggy, and once intermittent signs of ancient serpentfolk habitation become more frequent. These clues consist mostly of bits of ruins, and the remains of conical buildings, pieces of ophidian sculpture, stones covered in serpentine pictograms, and the like offer clear signs of the lost society.

BOGGARD SIGNS

If two or more PCs succeed at their skill checks to navigate the Sodden Steps on their final day of travel (3 or more PCs for groups of 6 players), they notice additional, newer markings on larger parts of the tumbled serpentfolk ruins, as well as talismans hanging in a few trees. Any PC who succeeds at a DC 15 Religion or Society check to Recall Knowledge recognizes the talismans as boggard in origin. On a critical success, the PC can identify the religious talismans of the demon lord Gogunta, which boggards use to mark an area sacred to their deity; this knowledge grants the PC a +1 circumstance bonus to all saves against the boggard swampseers' spells in the following encounter.

PATH TO THE IDOL

As the PCs search the area, they come across a well-traveled path with easy-to-follow footprints that clearly lead to the pool containing the sunken idol.

If the PCs investigate who made these tracks, those who succeed at a DC 15 Survival check to Track can identify them as belonging to boggards—PCs who successfully identified the boggard talismans and markings earlier can easily recognize these as boggard tracks, and don't need to attempt a check.

If the PCs continue on this path, they reach the sunken idol. When they do, read or paraphrase the following.

THE SUPPORT TEAM

Each time the PCs set up camp, the trailing support team joins them a few hours later. The support team sets up a secure camp and can prepare meals. With this help, the PCs don't need to carry more than a couple days of provisions or heavier gear unless they want to.

The specialists among the support team can Aid the PCs with Craft, Decipher Writing, Identify Magic, Recall Knowledge, Repair, Subsist, Treat Disease, and Treat Wounds actions, provided these actions don't require more than a trained level of proficiency. With this aid from the support team, PCs attempting these checks gain a +1 circumstance bonus.

The PCs can consult the sages among the support group. Doing so allows a PC to retry a failed roll to Recall Knowledge with a +1 circumstance bonus. If such a retry fails, neither the PC nor the sages know the answer.

Most members of the group are guards and laborers. However, there are several significant NPCs the PCs might interact with in the support group.

Bhia Shullhu: a tall and quiet Taldan human woman, oversees workers in the support group. She's an adept craftswoman.

Delkroth Oc: a middle-aged dwarf man with spectacles and unkempt hair. He's a specialist in languages and head of the researchers in the support group.

Fossid Misawa: a middle-aged halfling man, Fossid is the team's authority on antiquities of this region and Pathfinder history in it. Meticulous in all things, he catalogs and stores the PCs' finds.

Kobyth Vum: Also known as Koby, this young, half-orc girl is practical and skilled in survival and first aid. She works to find secure campsites and forage extra supplies. Koby is good at searching, too.

Lam Kaelynn: an Ekujae half-elf scout that serves as the team's travel guide and leader of the guard.

Ogna Oc: Delkroth's niece, who shares his love of knowledge and lack of vanity. She studies under her uncle and helps him with whatever tasks he might need.

Trees crowd the wet path just ahead. Beyond that, the jungle parts, and a weathered chunk of sculpture stands before a clearing with a broad pool. Across this pond, to the southeast, is another large piece of a statue. The remains of an ancient, tumbled structure stand to the southwest. Whorls and snaking lines in the architecture hint at serpentine pictograms that were carved on these stones long ago.

The Lost Legend

As the PCs move closer, they're observed. One boggard scout (see Creatures) watches the area from the pool, her eyes just above the water. She spots the PCs unless they're being stealthy and beat her Perception DC of 17.

As the PCs approach the pool, read or paraphrase the following text.

A slow stream flows from the east into the pool. Rushes and lilies grow in the northeastern portion of the pool, where the water slows as it pivots against a jutting portion of the bank. The vegetation tangles in the water there, but near the path is a section of the pond free of such hazards.

Within the hazy, slimy-bottomed pool is a massive, crumbling statue suggesting a form part snake and part

humanoid. Its diamond-shaped head almost reaches the surface, and its coils rest on the pool's floor.

Any PC who was engaged in the Scout or Search exploration activity, or didn't choose an activity, and succeeds at a DC 19 Perception check spots the scout as she submerges (DC 17 if the PCs successfully identified the tracks leading up to the pool as belonging to a boggard). If someone spots the scout, read or paraphrase the following.

A froglike head submerges quickly, leaving only slight ripples on the water's surface in its wake.

Once the scout is below the water, she's as hard to spot as she was initially (DC 19).

The weed-filled water in the east is difficult terrain, including for swimming. Within 5 feet of the northern shore, the pool's water is shallow enough for walking, after which it drops to 20 feet deep. The streams to the east and west are only 4 feet deep at their deepest points in the middle.

Hazard: The boggards consider this pool holy and don't want non-boggards tainting it, so they've left a trap for "walkers" near the shore. It's a pit with a net stretched over it to entangle whoever falls in.

Creatures: When the scout spots the PCs, she dives and warns her fellows, who are performing a religious ritual at the sunken idol's base. If the PCs are unaware of the threat, the boggards lurk underwater until the PCs run afoul of the hazard or seem that they've noticed and managed to avoid it. However, if the PCs spot the scout, the boggards surface and attack right after she alerts them.

When the boggards attack, they maneuver to outflank the PCs, the scouts and warriors approach from varying sides; their swamp stride ability lets them move freely through the area. Swampseers keep the drowning pit between them and the PCs. One might use the *animal staff* (see Treasure) to cast *magic fang* on the one of the other boggards to empower their tongue attack.

SUBTIER 3-4

BOGGARD SCOUTS (2) **CREATURE 1**
Page 20

BOGGARD SWAMPSEER **CREATURE 3**
Page 21

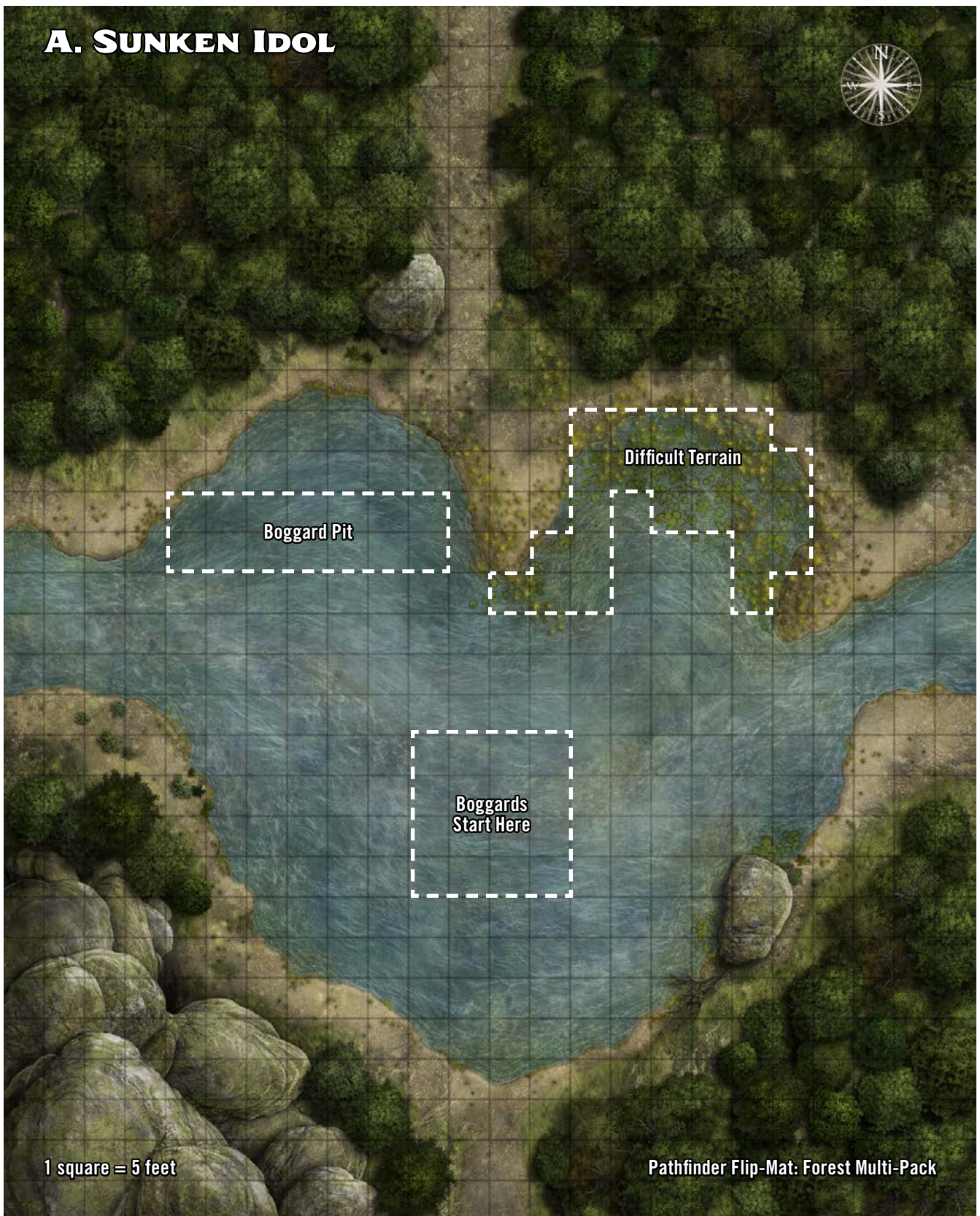
BOGGARD PIT **HAZARD 1**
Page 21



BOGGARD

The Lost Legend

A. SUNKEN IDOL



The Lost Legend

SUBTIER 5–6

BOGGARD SCOUT

CREATURE 1

Page 25

BOGGARD WARRIORS (2)

CREATURE 2

Page 25, art on page 30

BOGGARD SWAMPSEERS (2)

CREATURE 3

Page 26

BOGGARD PIT

HAZARD 3

Page 26

Reward: One swampseer is carrying an *animal staff* (4th level). PCs who swim up to examine the idol can attempt DC 19 (DC 22 in Subtier 5–6) Perception checks. Acting on the clue “within the coils of Ydersius” grants a PC a +1 circumstance bonus to the check. If each searching PC fails, the group is unable to find the hidden compartment where Voth left his clues (see Development). If a check succeeds, the PC finds a stone in the coils with the scale pattern carved in reverse that contains a lacquered wooden box sealed with wax. Within is a thin bundle of log pages, a *scroll of stinking cloud*, and a *lesser healing potion* (a *moderate healing potion* in Subtier 5–6). All these valuables, together with the boggard’s staff represent 2 Treasure Bundles.

Development: If the PCs can’t find the hidden log on their own, the support group helps recover the clue once they catch up. Most of the log pages are in a complex cipher that requires legendary proficiency in Society to decode without the key. However, sketches among the pages depict Honor Spire and Warlock’s Barrow. Each sketch also shows parts of what looks like a circular medallion. The sketch of Honor Spire shows two halves of a case, while a knob that fits in this case is shown in the sketch of Warlock’s Barrow. Any character with expert Society can see the amulet is likely to be the cipher’s decoder.

The support group takes possession of the log. However, the PCs have time to copy parts of it, such as the sketches, while they rest. No one among the support personnel has the proficiency in Society required to decipher the log without the decoder amulet. However, they can identify the amulet as a decoder.

MWANGI HIGHLANDS

When the PCs are ready, continue with the following.

The next day dawns, hot but dry. As the journey wears on, the landscape becomes higher and drier, until the land starts to

roll in rugged, forested foothills. At times, when the canopy thins, jagged crags are visible to the north.

A Dry Climb

Making good time on the climb into the highlands requires the PCs to succeed at a series of daily checks, like those of the Sodden Steps section. The party also needs to mark the trail for the support group as they clear the path.

As with the swampland trip, each PC can attempt one check per day. The DC is 19 (DC 22 in Subtier 5–6). This trek is another 20 miles southeast over forested hills. Roll even if the party has only a few miles left to go on one day.

Athletics: The rugged jungle sometimes requires a scramble to make it up steep terrain or to quickly judge an easier ascent. Athletics allows a PC to make the climbs and drop a rope to the group, as well as find simpler paths for the support group.

Nature or Hill or Mountain Lore: These skills allow a PC to use Search to predict better paths in steeper terrain and keep a lookout for environmental hazards, such as potential landslides, dangerous scree, or unstable deadfalls of forest debris.

Occultism: Ancient auras dot the landscape here—the leavings of serpentfolk magic. PCs using Occultism can use these magical landmarks with a successful check to Identify Magic.

Perception: PCs can use Perception to scout for safer paths.

Survival: The Sense Direction activity is the best function of this skill.

RESULTS

Like the Sodden Lands section, the PCs’ progress is based on their cumulative successes, as described below. Refer to the Travel Speed sidebar on page 6 if the party’s Speed isn’t 20 or 25 feet. Be sure to vary your descriptions for each day’s travel on the PCs’ choice to exploration tactics.

Fewer Than 0: The party runs afoul of impassable terrain, traveling only half of the normal miles per day (8 miles if the Party’s Speed is 20 feet, 10 miles if the party’s Speed is 25 feet). Sometime during the day, PCs bumbling about on loose talus trigger a small rockslide that partially buries them. The PCs are able to get free, but any who fail a DC 19 Athletics check (DC 22 in Subtier 5–6) exhaust themselves digging free, causing them to take a –1 circumstance penalty on their exploration check the next day.

0: The group travels only half of the normal miles per day. (8 miles if the party’s Speed is 20 feet, 10 miles if the party’s Speed is 25 feet.)

1: The group successfully navigates the trail, traveling the normal miles per day. (16 miles if the party’s Speed is 20 feet, 20 miles if the party’s Speed is 25 feet.)

The Lost Legend

2 (3 for tables of 6 PCs): The party makes good time, traveling at one and a half times the normal miles per day. (24 miles if the party's Speed is 20 feet, 30 miles if the party's Speed is 25 feet.) On the final day of travel to the Honor Spire, this result also means the PCs have an easy time ascending the cliffs, granting them a +1 circumstance bonus on their initiative checks in encounter B.

3+ (4+ for tables of 6 PCs): As two successes. Additionally, the party has such an easy time traveling that they can afford to keep their senses peeled for things of interest off the trail, allowing them to come across the Stone Serpent Obelisk. Once the PCs have found the obelisk, this functions as two successes.

STONE SERPENT OBELISK

A stone obelisk overlooks a dry ravine here. Statues of armored humanoids with snake heads form a perimeter, facing inward.

Any character who succeeds at a DC 15 (trained) Nature, Architecture Lore, or Engineering Lore check can tell the obelisk looks much newer than the serpentfolk ruins the PCs have seen up until now. A PC who succeeds at a DC 20 Perception check reaches the same conclusion.

Detect Magic: The obelisk has a bizarre aura that brightens and dims rhythmically, like a heartbeat, and seems to center on a brighter point in the forehead of one of the snake statues. A PC who notices this magic and succeeds at a DC 20 Arcana or Occultism check to Identify Magic can tell the magic affects time in some way. On a critical success, the PC can tell the aura is one of preservation magic, and the central glow is a focal point. A PC who critically fails believes the aura is a magical hazard that could lock the PCs in stasis or something similar.

Recall Knowledge: A PC who is trained or better in Society or Serpentfolk Lore and succeeds at a DC 20 check with the skill recognizes the obelisk as a formal structure reserved for ceremonial or royal ritual. Such structures were often protected with magic. A critical success allows the PC to recall such magic was meant to ensure the structure's integrity over time, and orichalcum, a valuable skymetal, was often used as a focal point. On a critical failure, the PC believes such obelisks were meant to look dangerous as a trap for trespassers.

Reward: In the center of one of the statue's foreheads a tiny pin of of orichalcum, which can be removed with little time or effort. Even in such a minuscule amount, the skymetal is worth 2 Treasure Bundles.

Development: If the PCs pry the orichalcum free, as they leave the obelisk, it ages rapidly and visibly, the stones crumbling with age.

B. Honor Spire

Moderate

Based on Voth's sketch, the PCs are able to spot the Honor Spire from a good distance, catching glimpses of it through the trees.

A tall, foliage-covered spire of gray rock stands among similar, smaller formations and larger hills. An ascending pathway has been carved in the natural tower's sides.

Hazard: Falling on the way up the spire is dangerous; it's a 100-foot drop for creatures who fall off the path to the jungle below, and it's a 120-foot drop from the peak of the spire. It's a 20-foot drop from the spire's peak to the path leading up to it. A successful DC 15 Reflex save allows a falling creature to take Grab an Edge (*Pathfinder Core Rulebook* 472) falling only half the distance as a result. The Athletics DC to climb the sides of the Honor Spire is 15.

Creatures: Air elementals have taken roost on the Honor Spire, using the entrance to Urshoje's tomb as their resting place. They don't attack until a PC enters the clearing where the ground widens at the end of the path. From this position, the PCs can see the following.

The worn path leads up to a flattened area surrounded by taller projections. To the north, in one of these outcroppings, is a broad cave. Flanking this entrance are two carved stones, each with a circle of brassy metal embedded near the top.

At this point, the elementals attack, aiming to drive the PCs away from the site. The creatures are clever enough to use the Shove Athletics action against PCs near the edge of the path.

A few times during the battle, a zephyr hawk might drop a small boulder on a PC from 20 feet up. The elemental can do so as part of its Circling Attack. The boulder deals 2d6 bludgeoning damage to PCs hit (DC 15 basic Reflex save).

SUBTIER 3-4

ZEPHYR HAWKS (2)

CREATURE 3

Page 22; art on page 31

SUBTIER 5-6

ZEPHYR HAWKS (2)

CREATURE 3

Page 28; art on page 31

LIVING WHIRLWIND

CREATURE 5

Page 28

The Lost Legend

B. HONOR SPIRE



Elementals Start Here

1 square = 5 feet

Pathfinder Flip-Mat: Ambush Sites Multi-Pack

The Lost Legend

Reward: The stones flanking the cave bear engraved statements in Draconic: “Urshoje, honored friend. Let her rest here, close to the skies she so loved.” PCs can attempt DC 19 (DC 22 in Subtier 5–6) Perception checks, which allow them to notice that the circles of brassy metal in these markers match the sketches of the amulet pieces; PCs who speak Draconic gain a +1 circumstance bonus on the check. Prying the pieces out of the markers is easy. The two halves have the engravings on them noted in Voth’s journal, along with other symbols in Draconic. These halves snap together but lack the central knob essential to matching the symbols with the letters.

Within the shallow cave is a stone coffin. On the lid in Draconic is the inscription, “What was hers may still serve Pathfinders.”

Inside the coffin, linen covers the bones of an iruxi, although the shroud bears a stain that shows where flesh might once have touched it. Atop the shroud is a *jade serpent wondrous figurine* (7th level) and a brass flask (*potion of water breathing*). These valuables are worth 2 Treasure Bundles.

Development: From the top of the Honor Spire, the distant Defaka River is visible to the southeast, as is a broad pathway through the jungle nearby. This road descends into the Mwangi Jungle and winds toward Defaka Outpost.

If the PCs can’t find the amulet pieces, the support group again can recover them when they catch up. When they arrive, experts among them take the amulet parts off of the PCs for safe keeping, though the PCs can still borrow them to make sketches or rubbings, before they set off on the next leg of their journey, toward Defaka Outpost.

DEFAKA OUTPOST

As the PCs leave the area of the Honor Spire, read or paraphrase the following.

Finding the path that was visible from the top of the Honor Spire requires a much easier trek through the jungle along a worn and well-marked, though empty, path. One road marker has several symbols on it and an arrow pointing southeast.

The symbols are Draconic letters and numbers. This marker reads, “Defaka—10 miles.”

Defaka Outpost is a short trek from the Honor Spire, but as the PCs have a path to follow on this leg of the journey, it’s much easier going and there is no need for them to roll skill checks—they reach the outpost at sunset, later in the same day they reach the Honor Spire. When they arrive, read or paraphrase the following.

The jungle gives way to a clearing covered in old stumps and undergrowth. Downhill is a small settlement with palisade walls of tarred wood and structures with similar walls and thatched roofs. Many of the buildings stand on stilts. The Defaka River flows lazily past the village, which has docks and a small lagoon nestled in the middle of the structures. Down the slope, the path runs to a gateway flanked by wooden watchtowers built on a berm. In fact, all the town walls are built atop such an embankment.

The PCs enter via the northwestern gate. Iruxi guards who speak Common and Mwangi stand in the watchtowers, and they can point the PCs to Shik’s, the outpost’s inn and tavern. The following section covers descriptions of the outpost locales and the ways in which the PCs can gather information in these areas.



ZEPHYR HAWK

The Lost Legend



The Lost Legend

Canvassing the Outpost

Defaka Outpost is a trading village with about 250 permanent inhabitants, mostly iruxis and Mwangi humans who live in relative harmony. The regular influx of river or jungle travelers means the outpost inhabitants are used to visitors. Within the outpost, traders focus on practical crafts—such as shipbuilding, hunting, woodworking, and leatherworking—as well as trading food and survival gear.

The outpost has no one leader. Instead, a council of its prominent citizens—often called “elders” regardless of their actual age—runs the place. The named NPCs mentioned in the specific locales detailed below are outpost elders.

PCs have three days of downtime to spend in the outpost. The PCs needn't pay for lodging and food out of pocket, as the support group is authorized to fund the base costs of the expedition and secures rooms at Shik's. However, personal costs, such as those for extra supplies and excessive consumption of luxuries, are up to the PCs. After the PCs are settled, they can use downtime to start asking around about Warlock's Barrow. Each day, a PC must choose which of the locations described below to visit, where they can attempt one check to gather information. The DC for each check is 19 (DC 22 in Subtier 5–6). The PCs can use Diplomacy at any time, but the DC is 21 (DC 24 in Subtier 5–6). See the Results section on page 16 for more information.

The support group makes it clear that time is of the essence, and insists that the PCs focus on their mission rather than attempting to earn income, retrain, or perform similar activities.

SHIK'S

An imposing iruxi matron named Shikshesh runs an inn and tavern out of the largest building in the outpost, which has only a few private rooms. Shik's staff is mostly human. Shikshesh doesn't allow trouble in her hostel and is quick to call in guards—most in Defaka Outpost respect her and come to her aid. For these reasons, patrons of the Egg (see the Docks) stay out of Shik's.

While resting at Shik's, the PCs can learn about Warlock's Barrow in several ways.

Acrobatics and Athletics: The patrons in Shik's enjoy shows and contests of physical prowess. Iruxis like to wrestle in the tavern. They gossip while they compete, and they loosen their tongues even more for good competitors.

Performance: Amusing Shik's other customers with a show is not only a way to earn money, but also a method of enticing them to tell their own stories.

TWENTY OUTPOST NPCs

Here are some NPCs you can drop in for PCs to interact with while they canvass Defaka Outpost.

Shik's: Bezuli (iruxi server, Shik's granddaughter), Cal (halfling server), Kanu (human regular), Nurleex (iruxi regular)

Market: Chebi (catfolk leather merchant), Giyana (human wood dealer), Lomosh (iruxi arms and tools dealer), Vorsusus (iruxi grocer and herbalist)

Shrine: Bireli (human devotee of Gozreh), Hathan (Taldan acolyte), Julsiss (leshy groundskeeper), Zoder (halfling worker)

Craftworks: Dwonal (half-elf human woodworker), Jakahsh (iruxi canoe carver), Nessayal (human crafter), Rovi (halfling leatherworker)

Docks: Givar (halfling carver), Lokiwele (human trader), Sheerv (iruxi hunter), Virilra (human fishmonger)

MARKET

Just south of Shik's, the market has several open shelters housing all sorts of traders. Most deal in food and practical gear, including all manner of leather or wooden goods. Locals gather at the well to talk.

Darsin, an elderly iruxi man who has been a trader all his life, is the most important person in the market. He spends most of his time resting in the sun, people-watching outside his general goods store. Darsin is fair minded and calm; other vendors turn to him to settle disputes.

Lore (Hunting, Mercantile, Serpentfolk, Undead), Nature, Religion, Society: These skills allow a PC to listen to rumors and ask leading questions to pinpoint the location of the haunted barrow through signs the locals have heard of or that they've seen while traveling or hunting.

Perception: A PC could get lucky just by hanging around the market and listening to gossip. However, the DC for this check is 21 (DC 24 in Subtier 5–6)—rumors aren't as reliable as the information the PCs might learn by staking out the outpost.

CRAFTWORKS

Defaka Outpost has leatherworking, shipbuilding, and woodworking shops, as well as artisans of pottery and weaving. Diplomacy is useful, as is Crafting.

The tannery (and its smell) are outside the wall, to the southwest, removed from the village. Leather goods are made here but sold in the market. Wolke, a catfolk tanner, runs this leatherworks.

The Lost Legend

Nothuzru, an iruxi carver, is the prominent woodworker in the woodworks. These woodshops stand in the northern center of town.

In the docks area, the prominent shipbuilder is a Mwangi human woman named Orami. Her recently deceased father, Gerlimu, taught her the craft from a young age. When he died, Orami took over his position in the outpost's council of elders.

Crafting: Craftspeople among the PCs can socialize with the like-minded artisans in the outpost, talking shop while throwing in queries about local lore.

SHRINE

A shrine to Gozreh and Abadar stands on stilts in the lagoon, a site for venerating the deity of nature alongside that of civilization, trade, and travel. Nearby elevated huts house these priests. A wizened human Mwangi woman named Wubeta attends the shrine with a few other acolytes.

As with other locales, Diplomacy is useful at the shire, but the PCs might also want to use one of the following.

Abadar Lore, Gozreh Lore, Nature, or Religion: The devotees who spend the most time here prefer to talk of the gods or the natural world. It's only a small jump to corruptions such as Warlock's Barrow.

DOCKS

The southeastern part of the outpost comprises the docks. In this part of town is a dodgier market made up mostly of fishmongers, sailing suppliers, and those who cater to vice. Still, skills that work in the main market can be effective here.

The area also has a storehouse, in which people can rent storage space, owned by Drokrasa, an iruxi man who also runs the Cracked Egg. The Egg, for short, is a seedy tavern with three-foot-by-three-foot eggshell nailed to a post as signage. It's little more than a roof on four posts with cloth-netting walls to keep out mosquitoes.

A rougher crowd gathers in the Egg, and many of them sleep on the floor (for free, if they drink enough).

Deception: Most people in the Egg appreciate a good con or a well-spun lie. They don't want to be on the receiving end, but tales of clever treachery are likely to amuse them.

Intimidation: Swagger matters in the Egg. The hardest people receive the best treatment. A PC doesn't have to knock any heads to get jaws wagging—making other patrons think they're able and willing to knock heads is enough.

Sailing Lore: Many sailors who ply the Defaka River never bother to go as far into the outpost as Shik's. They hang out at the Egg and are willing to trade tales over a brew or three.

Underworld Lore: Few laws govern trade along the Defaka River, and many patrons at the Egg like talk about smuggling and other illicit trades.

RESULTS

There are many conflicting rumors about Warlock's Barrow, and no one at Defaka Outpost has actually been there themselves. The PCs must ask around the outpost and narrow down the right location by succeeding at checks, as described above. Keep track of the PCs' successes as they look for information about the haunted barrow. Critical successes count as two successes, and critical failures subtract one success from the current day's tally. Add the total to any previous successes, then tell the players information the PCs learned. The numbers in parentheses next to each fact are the number of successes required for a group of 4 PCs to discover it. For a group of 5 PCs, increase the numbers of successes needed for each fact to 4, 6, 9, 11, and 14, respectively. For a group of 6 PCs, increase the numbers to 5, 8, 10, 14, and 16, respectively. The PCs need only learn Fact B to proceed to area C, but additional successes may give them even more information to help prepare for the encounter.

Fact A (3): Warlock's Barrow is across the Defaka River to the northeast. How far? That's anyone's guess.

Fact B (5): A creek flows past a rocky hill into a shallow bay off the Defaka that most traffic bypasses in deeper water. This rivulet smells of death and is only about 10 miles northeast of the outpost. The barrow sits on that hill above the creek.

Fact C (7): Undead guard the barrow. A wight commands the skeletons of those slain near the place. The location is confirmed to be cursed.

Fact D (9): The creek that flows past the barrow is deep enough to hide some of the wight's minions. The creek that flows past the barrow is corrupted by undeath, and living creatures who touch it will find that it will wash away their vitality.

Fact E (11+): Something in the barrow empowers the undead there. Tales say they have been slain more than once, but the dead always return. This clue is enough for anyone trained in Arcana, Nature, Occultism, or Religion to posit that a magical force strengthens the undead in the area, and the PCs might be able to suppress this force.

If the PCs haven't learned Fact B after the third day, the support group reports in with the results of their independent research, granting the PCs the successes they need to find the creek. However, if the PCs require the support team, the team also unintentionally gives the PCs the mistaken results of their research—that a clan of gnoll's bandits, led by a powerful gnoll shaman (the "warlock" of Warlock's Barrow), are holing up in the barrow.

The Lost Legend

C. Warlock's Barrow

Severe

Once the PCs know the location of Warlock's Barrow, they can ferry across the river to go by foot or bargain for a boat to sail straight there. Whether they go by boat or foot, the PCs can easily find the barrow and are likely to smell the site before arriving—the faint odor of death increases as the PCs get closer to the bay and creek that houses the barrow. When the PCs grow close, read or paraphrase the following.

This creek reeks of death and flows in a rocky channel too narrow and stone ridden for even a small boat to traverse. Dead fish float in the still, murky water. A stony hill rises nearby.

High rocks form a channel for the creek and prevent the PCs from approaching directly from the west or northwest. Walking in the creek is possible but dangerous (see Perilous Creek below). The easiest paths can be found by circling the hill to come from the north or approaching from the south.

Climbing the rocky channel on any side without tools requires DC 15 Athletics checks. The map on page 19 shows the height of the rocks. However, if any PC reaches halfway up while climbing around the barrow, the undead creatures here rise and attack.

Those creatures also attack the moment any PC enters the area marked on the map. Otherwise, none of the undead here can be seen, either being hiding in the barrow or resembling a pile of old bones.

When the PCs can see the site clearly, read or paraphrase the following.

The creek flows through a rocky channel below a mound of stones. Sickly trees crowd the banks. A dead trunk has fallen to cross the creek to the west of a deeper pool. Near the trunk's northern end is a narrow path leading west into the hill of stones. Bones and old gear lie scattered across the site. The reeking air is still and silent.

Perilous Creek: The creek is between 2 and 3 feet deep. However, the pool east of the log bridge is about 10 feet deep (deep enough to hide the bones there; see Creatures).

Anyone who touches the creek must succeed at a DC 19 (DC 22 in Subtier 5–6) Fortitude saving throw or gain the drained 1 condition (drained 2 on a critical failure) for 1 round. If the PC is completely immersed in the water, such as by falling prone there, they take a –2 circumstance penalty to this saving throw. A PC drained by the water once can't be drained by the water again until the first drained condition ends.

Barrow's Curse: Necromantic forces corrupt the land here, strengthening the undead (see Creatures below). The focus of this corruption is the barrow itself, which the PCs can deduce by using *detect magic*. Alternatively, a PC who can perceive the barrow, uses two actions, and succeeds at a DC 19 (DC 22 in Subtier 5–6) Religion check to Identify Magic can sense the magic's source.

Once a PC understands the aura comes from the barrow, that PC also knows what might be able to counteract it. A successful casting of *dispel magic* to counteract the barrow (DC 18 against a counteract level of 2 in Subtier 3–4; DC 20 against a counteract level of 3 in Subtier 5–6) suppresses the effect for 10 minutes. A *heal* spell cast on the barrow suppresses the corruption for 1 round per spell level. A PC who has the Turn Undead feat adds 1 additional round to this suppression duration. The barrow can also be suppressed for 10 minutes if a PC trained in Religion performs a prayer and succeeds on a DC 15 Religion check (DC 18 in Subtier 5–6), though this takes an hour and likely cannot be done in combat. While the corruption is active, it provides the undead fast healing equal to their level and causes them to deal an additional 1d4 points of negative damage with their melee Strikes.

Creatures: When the PCs wake the dead, they attack from all angles, with wights rising from the barrow and skeletons rising from the bones hidden beneath the water.

SUBTIER 3–4

CAIRN WIGHT

CREATURE 3

Page 23; art on page 32

SKELETAL CHAMPIONS (2)

CREATURE 2

Page 23

SUBTIER 5–6

CAIRN WIGHT

CREATURE 3

Page 29; art on page 32

SKELETAL GIANTS (3)

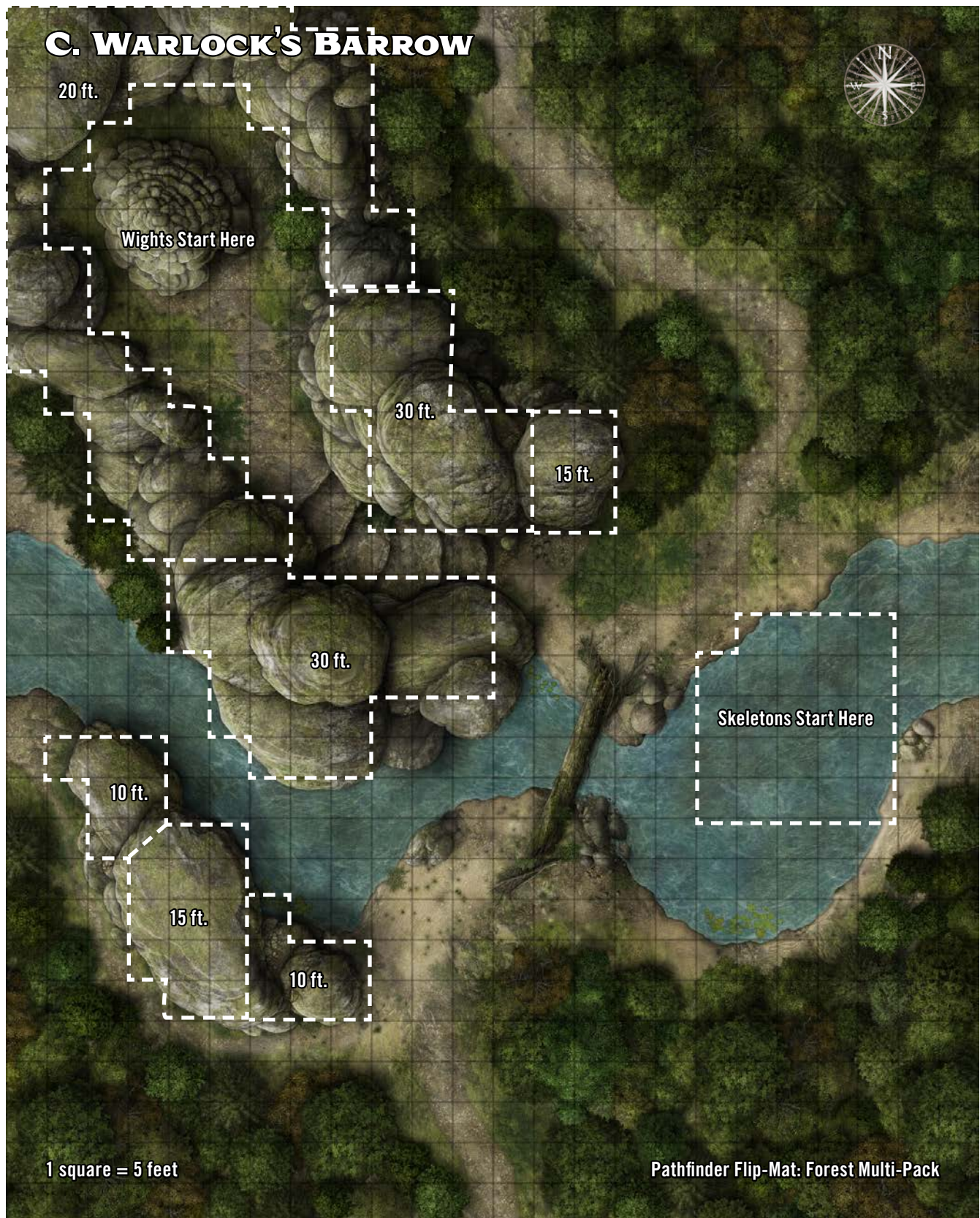
CREATURE 3

Page 29

Reward: Valuable coins, jewelry, and gems can be found around the barrow once the undead are put down. This treasure is equal to 2 Treasure Bundles.

Within the barrow, the PCs find a stone that has been pried loose and set back in its place backward. Hidden inside, wrapped in waxed cloth, is a small, brassy knob with a rotatable viewport. The cloth also has an encoded note from Gregaro Voth written on it.

The Lost Legend



The Lost Legend

Development: Though Voth was unable to dispel the curse when he first encountered the barrow (partially as he was unable to wield divine magic, and partially because the curse was much stronger centuries ago), the PCs may be able to lay it to rest now. If the barrow's magic is suppressed (see Barrow's Curse) while all the undead lie vanquished, the curse is broken permanently.

CONCLUSION

Once the PCs have returned to the safety of Defaka Outpost, they learn from decoders in the support team that the note from Voth written on the wax cloth contains a secondary decoding cipher and a request that the Pathfinder Society find a way to permanently cleanse Warlock's Barrow of its evil. Voth's primary log requires more time to translate. That task falls to Pathfinder experts rather than the PCs.

The support team begins work on Voth's log and arranging transport for the PCs back to the coast. Delkroth Oc and Fossid Misawa let the PCs know that, at least from what they can tell now, the coded log seems to be hinting at a fourth site, but they won't be able to confirm its existence or location until the documents have been fully decoded.

A couple days after the PCs finish their mission, a Pathfinder transporter arrives along the trail marked by the PCs and uses teleportation magic to carry the PCs back to the coast and the *Risen Albatross*. Venture-Captain Stella Fane also receives the researchers' notes and debriefs the PCs. She assures them that once the Pathfinder Society learns where to go next, the PCs "shall indeed" receive an offer to participate.

Primary Objectives

The PCs accomplish the primary objective if they find the log and three pieces of the decoder amulet, even if they required help in their searches.

Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs accomplish their secondary objective if they achieve at least two of the following.

- Find the logbook in area A without assistance.
- Find the amulet in area B without assistance.
- Reach Defaka Outpost in less than a week.
- Uncover Fact D or better in Defaka Outpost.

Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.



CAIRN WIGHT

The Lost Legend

APPENDIX 1: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM References** (page 35) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A: Sunken Idol (Subtier 3-4)

The weed-filled water in the east is difficult terrain, including for swimming. Within 5 feet of the northern shore, the water is shallow enough for walking, after which it drops to 20 feet deep. The streams are only 4 feet deep.

When the scout spots the PCs, she dives and warns her fellows underwater. If the PCs are unaware of the threat, the boggards lurk underwater until the PCs run afoul of the trap marked on the map or seem that they’ve noticed it. However, if the PCs spot the scout, the boggards surface and attack right after she alerts them. The boggard scout uses *Stealth* for initiative.

When the boggards attack, they maneuver to outflank the PCs, the scouts and warriors approach from varying sides; their swamp stride ability lets them move freely through the area. Swampseers keep the pond between them and the PCs. One might use the *animal staff* to cast *magic fang* on the one of the other boggards.

BOGGARD SCOUTS (2)

CREATURE 1

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +7; darkvision

Languages Boggard, Common

Skills Acrobatics +5, Athletics +8, Stealth +7 (+9 in water)

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

Items leather armor, morningstar, sling (10 bullets)

AC 16; **Fort** +9, **Ref** +5, **Will** +7

HP 24

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ morningstar +8 (versatile P), **Damage** 1d6+3 bludgeoning

Melee [one-action] tongue +8 (reach 10 feet), **Effect** tongue grab

Ranged ♦ sling +7 (propulsive, reload 1, range increment 50 feet), **Damage** 1d6+1 bludgeoning

Swamp Stride A boggard scout ignores difficult terrain caused by swamp terrain features.

SCALING ENCOUNTER A

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

10-11 Challenge Points: Convert one boggard scout to a boggard warrior.

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

14-15 Challenge Points: Convert both boggard scouts to boggard warriors and add a third boggard warrior.

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

Terrifying Croak ♦ (auditory, emotion, fear, mental) The boggard scout unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 17 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard scout hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn’t immobilized, but it can’t move beyond the reach of the boggard’s tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn’t deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

BOGGARD WARRIOR (0)

CREATURE 2

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +8; darkvision

Languages Boggard

Skills Athletics +8, Intimidation +5, Stealth +6 (+8 in water)

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

Items club, javelin (3), studded leather armor

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

HP 38

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ club +10, **Damage** 1d6+6 bludgeoning

Melee ♦ tongue +10 (reach 10 feet), **Effect** tongue grab

Ranged ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing

Ranged ♦ club +6 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Swamp Stride A boggard warrior ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard scout, except DC 18.

Tongue Grab As boggard scout, except AC 15 and 3 HP.

The Lost Legend

BOGGARD SWAMPSEER

CREATURE 3

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +11; darkvision

Languages Abyssal, Boggard, Common

Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9

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

Items animal staff

AC 18; **Fort** +9, **Ref** +7, **Will** +11

HP 40

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ♦ tongue +10 (reach 10 feet), **Effect** tongue grab

Primal Prepared Spells DC 21, attack +11; **2nd** *acid arrow*, *obscuring mist*; **1st** *fear*, *jump*, *shillelagh*; **Cantrips (2nd)** *acid splash*, *dancing lights*, *ray of frost*, *tanglefoot*

Destructive Croak ♦♦ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds.

Drowning Drone ➤ (auditory, mental) **Trigger** The boggard swampseer or one of its allies within 60 feet attempts a saving throw against an auditory or sonic effect. **Effect** The swampseer releases a croak that drowns out other sound. It rolls a Performance check. It and boggard allies in the area can use the higher result of the swampseer's Performance check or their saves to resolve the effects against the auditory or sonic effect.

Swamp Stride A boggard swampseer ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard scout, except DC 19.

Tongue Grab As boggard scout, except AC 15 and 4 HP.

BOGGARD PIT

HAZARD 1

MECHANICAL TRAP

Stealth DC 19 (or 0 if the net is exposed)

Description A net with soil and aquatic plants on it covers a 10-foot pit dug into the bottom of a body of water.

Disable Thievery 15 to remove the net

AC 10; **Fort** +1, **Ref** +1

Net Hardness 1, **Net HP** 7 (BT 3), **Immunities** critical hits, object immunities, precision damage

Pitfall [reaction] Trigger A creature walks on the net. **Effect** The triggering creature falls into a spiked pit and submerges, with the net collapsing to entangle the creature. Spikes in the pit deal 2d6 piercing damage. The net imposes a -10-foot penalty to the creature's speed. A creature must succeed at two DC 15 checks to Escape from the net; a critical success to Escape frees them immediately. A creature that can't breathe underwater may begin drowning (*Pathfinder Core Rulebook* 478). Any round the creature struggles to escape the net, the creature uses 2 rounds of air.

Reset Others can fall into the pit, but the net entangles only the first creature to trigger the trap. The net must be reset manually.

The Lost Legend

Encounter B: Honor Spire (Subtier 3–4)

The elementals aim to drive the PCs away from the site. The elementals are clever enough to use the Shove Athletics action against PCs near the edge of the Honor Spire.

A few times during the battle, to mix the action up further, a zephyr hawk might drop a small boulder on a PC from 20 feet up. The elemental can do so as part of its Circling Attack. The boulder deals 2d6 bludgeoning damage to PCs hit (DC 15 basic Reflex save).

ZEPHYR HAWKS (2)

CREATURE 3

N **SMALL** **AIR** **ELEMENTAL**

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

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

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ♦ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ♦♦ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

WEAK ZEPHYR HAWK (0)

CREATURE 2

N **SMALL** **AIR** **ELEMENTAL**

Perception +5; darkvision

Skills Acrobatics +11, Stealth +9

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

AC 19; **Fort** +4, **Ref** +11, **Will** +5

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ♦ wing +9 (agile, finesse), **Damage** 1d8+2 slashing

Circling Attack ♦♦ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

SCALING ENCOUNTER B

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

10–11 Challenge Points: Add one weak zephyr hawk to the encounter. It cannot drop boulders.

12–13 Challenge Points: Add one zephyr hawk to the encounter.

14–15 Challenge Points: Add two weak zephyr hawks to the encounter. They cannot drop boulders.

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

The Lost Legend

Encounter C: Warlock's Barrow (Subtier 3-4)

Necromantic forces corrupt the land here, strengthening the undead. The focus of this corruption is the barrow itself, which the PCs can deduce by using *detect magic*. Alternatively, a PC who can perceive the barrow, uses two actions, and succeeds at a DC 19 Religion check to identify magic can sense the magic's source.

Once a PC understands the aura comes from the barrow, that PC also knows what might be able to counteract it. A successful casting of *dispel magic* to counteract the barrow (DC 18) suppresses the effect for 10 minutes; it is a 2nd-level effect. A *heal* spell cast on the barrow suppresses the corruption for 1 round per spell level. A PC who has the Turn Undead feat adds 1 additional round to this suppression duration. The barrow can also be suppressed for 10 minutes if a PC trained in Religion performs a prayer and succeeds on a DC 15 Religion check, though this takes an hour and likely cannot be done in combat. While the corruption is active, it provides the undead fast healing equal to their level and causes them to deal an additional 1d4 points of negative damage with their melee Strikes.

SKELETAL CHAMPIONS (2)

CREATURE 2

NE MEDIUM SKELETON UNDEAD

Perception +8; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +8, Intimidation +7

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

Items chain mail, steel shield (Hardness 5, HP 20, BT 10), lance, longsword

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity 2

Shield Block 2

Speed 25 feet

Melee ♦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ♦ claw +10 (agile), **Damage** 1d6+4 slashing

Melee ♦ lance +10 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

CAIRN WIGHT

CREATURE 3

LE MEDIUM UNDEAD WIGHT

Perception +10; darkvision

Languages Common, Necril

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

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

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

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

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: Add one skeletal champion to the encounter.

12-13 Challenge Points: Add one skeletal champion to the encounter and replace the cairn wight with an elite cairn wight.

14-15 Challenge Points: Add two skeletal champions to the encounter and replace the cairn wight with an elite cairn wight.

16-18 Challenge Points (5+ players): Add two skeletal champions to the encounter and replace the cairn wight with two elite cairn wights.

Final Spite 2 **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 ♦ bastard sword +12, **Damage** 1d12+4 slashing plus drain life

Melee ♦ claw (agile) +12, **Damage** 1d4+4 slashing plus drain life

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

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

The Lost Legend

ELITE CAIRN WIGHT (0)

CREATURE 4

LE MEDIUM UNDEAD WIGHT

Perception +12; darkvision

Languages Common, Necril

Skills Athletics +13, Intimidation +11, Stealth +8

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

AC 20; **Fort** +13, **Ref** +8, **Will** +12

HP 65, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

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

Effect The wight makes a Strike before being destroyed.

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

Speed 25 feet

Melee ➤ bastard sword +14, **Damage** 1d12+6 slashing plus drain life

Melee ➤ claw (agile) +14, **Damage** 1d4+6 slashing plus drain life

Drain Life (divine, necromancy) When the wight damages a living creature with its claw Strike, the wight gains 5 temporary Hit Points and the creature must succeed at a DC 19 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

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

The Lost Legend

APPENDIX 2: SUBTIER 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 Challenge Points section of **GM References** (page 35) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A: Sunken Idol (Subtier 5-6)

The weed-filled water in the east is difficult terrain, including for swimming. Within 5 feet of the northern shore, the water is shallow enough for walking, after which it drops to 20 feet deep. The streams are only 4 feet deep.

When the scout spots the PCs, she dives and warns her fellows underwater. If the PCs are unaware of the threat, the boggards lurk underwater until the PCs run afoul of the trap marked on the map or seem that they’ve noticed it. However, if the PCs spot the scout, the boggards surface and attack right after she alerts them. The boggard scout uses *Stealth* for initiative.

When the boggards attack, they maneuver to outflank the PCs, the scouts and warriors approach from varying sides; their swamp stride ability lets them move freely through the area. Swampseers keep the pond between them and the PCs. One might use the *animal staff* to cast *magic fang* on the one of the other boggards.

BOGGARD SCOUT

CREATURE 1

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +7; darkvision

Languages Boggard, Common

Skills Acrobatics +5, Athletics +8, Stealth +7 (+9 in water)

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

Items leather armor, morningstar, sling (10 bullets)

AC 16; **Fort** +9, **Ref** +5, **Will** +7

HP 24

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ morningstar +8 (versatile P), **Damage** 1d6+3 bludgeoning

Melee ♦ tongue +8 (reach 10 feet), **Effect** tongue grab

Ranged ♦ sling +7 (propulsive, reload 1, range increment 50 feet), **Damage** 1d6+1 bludgeoning

Swamp Stride A boggard scout ignores difficult terrain caused by swamp terrain features.

SCALING ENCOUNTER A

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

19-22 Challenge Points: Replace both boggard swampseers with elite boggard swampseers.

23-27 Challenge Points: Replace all boggard warriors and boggard swampseers with elite boggard warriors and elite boggard swampseers.

28-32 Challenge Points: Replace all warriors and swampseers with elite warriors and elite swampseers, then add one elite warrior.

33+ Challenge Points: Replace all warriors and swampseers with elite warriors and elite swampseers, then add one elite warrior and one elite swampseer.

Terrifying Croak ♦ (auditory, emotion, fear, mental) The boggard scout unleashes a terrifying croak. Any non-boggard within 30 feet becomes frightened 1 unless they succeed at a DC 17 Will save; those who critically succeed are temporarily immune for 1 minute.

Tongue Grab If the boggard scout hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal grab, the creature isn’t immobilized, but it can’t move beyond the reach of the boggard’s tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn’t deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

BOGGARD WARRIOR (2)

CREATURE 2

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +8; darkvision

Languages Boggard

Skills Athletics +8, Intimidation +5, Stealth +6 (+8 in water)

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

Items club, javelin (3), studded leather armor

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

HP 38

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ club +10, **Damage** 1d6+6 bludgeoning

Melee ♦ tongue +10 (reach 10 feet), **Effect** tongue grab

Ranged ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing

Ranged ♦ club +6 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Swamp Stride A boggard warrior ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard scout, except DC 18.

Tongue Grab As boggard scout, except AC 15 and 3 HP.

The Lost Legend

BOGGARD SWAMPSEER (2)

CREATURE 3

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +11; darkvision

Languages Abyssal, Boggard, Common

Skills Athletics +8, Intimidation +8, Medicine +9, Nature +11, Performance +8, Religion +9

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

Items staff (one swampseer has an *animal staff*)

AC 18; **Fort** +9, **Ref** +7, **Will** +11

HP 40

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ staff +10 (two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ♦ tongue +10 (reach 10 feet), **Effect** tongue grab

Primal Prepared Spells DC 21, attack +11; **2nd** *acid arrow*, *obscuring mist*; **1st** *fear*, *jump*, *shillelagh*; **Cantrips (2nd)** *acid splash*, *dancing lights*, *ray of frost*, *tanglefoot*

Destructive Croak ♦♦ (sonic) The swampseer utters a powerful croak that deals 4d6 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds.

Drowning Drone ↻ (auditory, mental) **Trigger** The boggard swampseer or one of its allies within 60 feet attempts a saving throw against an auditory or sonic effect. **Effect** The swampseer releases a croak that drowns out other sound. It rolls a Performance check. It and boggard allies in the area can use the higher result of the swampseer's Performance check or their saves to resolve the effects against the auditory or sonic effect.

Swamp Stride A boggard swampseer ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard scout, except DC 19.

Tongue Grab As boggard scout, except AC 15 and 4 HP.

BOGGARD PIT

HAZARD 3

MECHANICAL TRAP

Stealth DC 22 (or 0 if the net is exposed)

Description A net with soil and aquatic plants on it covers a 10-foot pit dug into the bottom of a body of water.

Disable Thievery 18 to remove the net

AC 19; **Fort** +6, **Ref** +6

Net Hardness 5, **Net HP** 21 (BT 10), **Immunities** critical hits, object immunities, precision damage

Pitfall ↻ **Trigger** A creature walks on the net. **Effect** The triggering creature falls into a spiked pit and submerges, with the net collapsing to entangle the creature. Spikes in the pit deal 2d10 piercing damage. The net imposes a -10-foot penalty to the creature's speed. A creature must succeed at two DC 18 checks to Escape from the net; a critical success to Escape frees them immediately. A creature that can't breathe underwater may begin drowning (*Pathfinder Core Rulebook* 478). Any round the creature struggles to escape the net, the creature uses 2 rounds of air.

Reset Others can fall into the pit, but the net entangles only the first creature to trigger the trap. The net must be reset manually.

ELITE BOGGARD SWAMPSEER (0)

CREATURE 4

CE MEDIUM AMPHIBIOUS BOGGARD HUMANOID

Perception +13; darkvision

Languages Abyssal, Boggard, Common

Skills Athletics +10, Intimidation +10, Medicine +11, Nature +13, Performance +10, Religion +11

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

Items staff (one swampseer has an *animal staff*)

AC 20; **Fort** +11, **Ref** +9, **Will** +13

HP 65

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ staff +12 (two-hand d8), **Damage** 1d4+8 bludgeoning

Melee ♦ tongue +12 (reach 10 feet), **Effect** tongue grab

Primal Prepared Spells DC 23, attack +13; **2nd** *acid arrow*, *obscuring mist*; **1st** *fear*, *jump*, *shillelagh*; **Cantrips (2nd)** *acid splash*, *dancing lights*, *ray of frost*, *tanglefoot*

Destructive Croak ♦♦ (sonic) The swampseer utters a powerful croak that deals 4d6+4 sonic damage to any non-boggard within a 15-foot emanation (DC 19 basic Fortitude save); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition. The boggard can't use Destructive Croak again for 1d4 rounds.

Drowning Drone ↻ (auditory, mental) **Trigger** The boggard swampseer or one of its allies within 60 feet attempts a saving throw against an auditory or sonic effect. **Effect** The swampseer releases a croak that drowns out other sound. It rolls a Performance check. It and boggard allies in the area can use the higher result of the swampseer's Performance check or their saves to resolve the effects against the auditory or sonic effect.

Swamp Stride A boggard swampseer ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard scout, except DC 21.

Tongue Grab As boggard scout, except AC 17 and 4 HP.

The Lost Legend

ELITE BOGGARD WARRIOR (0)

CREATURE 3

CE **MEDIUM** **AMPHIBIOUS** **BOGGARD** **HUMANOID**

Perception +10; darkvision

Languages Boggard

Skills Athletics +10, Intimidation +7, Stealth +8 (+10 in water)

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

Items club, javelin (3), studded leather armor

AC 19; **Fort** +12, **Ref** +7, **Will** +10

HP 53

Speed 20 feet, swim 25 feet; swamp stride

Melee ♦ club +12, **Damage** 1d6+8 bludgeoning

Melee ♦ tongue +12 (reach 10 feet), **Effect** tongue grab

Ranged ♦ javelin +8 (thrown 30 feet), **Damage** 1d6+6 piercing

Ranged ♦ club +8 (thrown 10 feet), **Damage** 1d6+8 bludgeoning

Swamp Stride A boggard warrior ignores difficult terrain caused by swamp terrain features.

Terrifying Croak ♦ (auditory, emotion, fear, mental) As boggard scout, except DC 20.

Tongue Grab As boggard scout, except AC 17 and 3 HP.

The Lost Legend

Encounter B: Honor Spire (Subtier 5–6)

The elementals aim to drive the PCs away from the site. The elementals are clever enough to use the Shove Athletics action against PCs near the edge of the Honor Spire.

A few times during the battle, to mix the action up further, a zephyr hawk might drop a small boulder on a PC from 20 feet up. The elemental can do so as part of its Circling Attack. The boulder deals 2d6 bludgeoning damage to PCs hit (DC 15 basic Reflex save).

ZEPHYR HAWKS (2)

CREATURE 3

N **SMALL** **AIR** **ELEMENTAL**

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

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

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ✎ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ✎✎ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

SCALING ENCOUNTER B

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

16+ Challenge Points: For every 4 Challenge Points beyond 16, add one zephyr hawk to the encounter.

LIVING WHIRLWIND

CREATURE 5

N **MEDIUM** **AIR** **ELEMENTAL**

Perception +10; darkvision

Languages Auran

Skills Acrobatics +16, Stealth +14

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

AC 24; **Fort** +9, **Ref** +16, **Will** +10

HP 50; **Immunities** bleed, paralyzed, poison, sleep

Disperse ⇨ **Trigger** The living whirlwind takes damage from a hostile action. **Effect** The living whirlwind disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the turn, the living whirlwind reforms in any space in which it can fit within 25 feet of where it dispersed and any auras or emanations it has are restored as long as their duration didn't run out while it was dispersed.

Speed fly 50 feet; swiftness

Melee ✎ gust +14 (finesse, reach 10 feet), **Damage** 2d6+7 bludgeoning plus Push 5 feet

Swiftness The living whirlwind's movement doesn't trigger reactions.

The Lost Legend

Encounter C: Warlock's Barrow (Subtier 5-6)

Necromantic forces corrupt the land here, strengthening the undead. The focus of this corruption is the barrow itself, which the PCs can deduce by using *detect magic*. Alternatively, a PC who can perceive the barrow, uses two actions, and succeeds at a DC 22 Religion check to identify magic can sense the magic's source.

Once a PC understands the aura comes from the barrow, that PC also knows what might be able to counteract it. A successful casting of *dispel magic* to counteract the barrow (DC 20) suppresses the effect for 10 minutes; it is a 3rd level effect. A *heal* spell cast on the barrow suppresses the corruption for 1 round per spell level. A PC who has the Turn Undead feat adds 1 additional round to this suppression duration. The barrow can also be suppressed for 10 minutes if a PC trained in Religion performs a prayer and succeeds on a DC 15 Religion check, though this takes an hour and likely cannot be done in combat. While the corruption is active, it provides the undead fast healing equal to their level and causes them to deal an additional 1d4 points of negative damage with their melee Strikes.

CAIRN WIGHTS (2)

CREATURE 3

LE MEDIUM UNDEAD WIGHT

Perception +10; darkvision

Languages Common, Necril

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

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

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

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

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

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

Speed 25 feet

Melee **◆** bastard sword +12, **Damage** 1d12+4 slashing plus drain life

Melee **◆** claw (agile) +12, **Damage** 1d4+4 slashing plus drain life

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

Wight Spawn (divine, necromancy) A living humanoid slain by a wight's claw Strike rises as a wight after 1d4 rounds. This wight spawn is under the command of the wight that killed it. It doesn't have Drain Life or Wight Spawn and becomes clumsy 2 for as long as it is a wight spawn. If the

SCALING ENCOUNTER C

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

16+ Challenge Points: For every 4 Challenge Points beyond 16, add one cairn wight or skeletal giant to the encounter, keeping the number of each roughly equal.

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.

SKELETAL GIANTS (2)

CREATURE 3

NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

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

Items glaive, half plate

AC 17; **Fort** +10, **Ref** +8, **Will** +7

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee **◆** glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing

Melee **◆** horns +12 (agile), **Damage** 1d10+5 piercing

Broad Swipe **◆◆** The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge **◆◆** The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

The Lost Legend

APPENDIX 3: ART & HANDOUT



BOGGARD

The Lost Legend



ZEPHYR HAWK

The Lost Legend



CAIRN WIGHT

The Lost Legend



The Lost Legend

Player Handout #1: Letter from the Pathfinder Society

Illustrious Associates,

I write on behalf of newly commissioned Venture-Captain Stella Fane. The Pathfinder Society has need of your services again in an expedition to the Mwangi Expanse. New information has come to light regarding members of the Open Road Pact and their adventures in said region.

The venture-captain shall impart specific details of the mission to you later. However, you are to be the lead team for an expedition that starts in the Sodden Lands at the mouth of the Frogmarch River. From there, you are to proceed inland, exploring a few sites along the way.

I say lead team, because a support team of experts and others shall follow the trail you forge. Although these secondary personnel have guards, we suspect you would agree that your skill allows you to trailblaze and move faster than they. To be clear, your responsibilities include marking a trail for this slower group and clearing said trail of hazards. This entourage shall rejoin you late each day to provide you with supplies to aid your trek and to help you catalog and store any important finds.

You set sail with Venture-Captain Stella Fane aboard the *Risen Albatross* at dawn in five days. If that schedule is not agreeable, please report it to the lodge or Venture-Captain Fane, who can be found fitting the *Risen Albatross* in the Docks, or else most likely at the closest tavern to the ship, the Spinning Coin.

Sincerely,

Amita Dugada, senior clerk

Player Handout #2: Mission Goals

Pathfinders,

Gregaro Voth might've hidden something for us at the following places. You are to make a trail to each site, so the support team can follow you. General locations on the map accompanying.

Sodden Lands: Voth writes "...within the coils of Ydersius near the headwaters of the Frogmarch." You should pass through a drier, forested area after about 20 miles. It's another 20 miles or so to the site. Signs of serpentfolk civilization in this area should point you to the right location. It says "the idol"—whatever that is—might be underwater. Items likely hidden in or around the idol.

Mwangi Highlands: East southeast of the last location, as the hills climb from the Sodden Lands to the Mwangi Jungle, about 20 miles. Voth writes "...marking the Honor Spire." After forming the Open Road Pact, Voth's group buried an iruxi named Urshoje at a place they called the Honor Spire to honor her and her love of overlooking views. Items likely hidden in or around the burial site.

Defaka River: Voth writes "...in scaled stones of Warlock's Barrow." A haunted site infamous among travelers on this part of the Defaka River. An outpost stands on the river's fork, roughly 10 miles from the Honor Spire. It's a good place to rest, resupply, and ask for details on the barrow's location. The map marks this outpost rather than the barrow.

Fair winds, all. Don't die.

Fane

The Lost Legend

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

Chronicle Sheet

PCs who defeat the undead of Warlock's Barrow and successfully recover the final piece of Voth's decoder receive the Waters of Warlock's Barrow boon on their Chronicle Sheets.

TREASURE BUNDLES:

- Elephant Graveyard, page 7: 2 Treasure Bundles
- Area A, Sunken Idol, page 10: 2 Treasure Bundles
- Stone Serpent Obelisk, page 11: 2 Treasure Bundles
- Area B, Honor Spire, page 13: 2 Treasure Bundles
- Area C, Warlock's Barrow, page 17: 2 Treasure Bundles

CHALLENGE POINTS PER PC

Level	Challenge Points
3	2
4	3
5	4
6	5

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	3-4
16-18 (5+ players)	3-4
16-18 (4 players)	5-6
19+	5-6

Challenge Points

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

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 4 points each
- 6th-level PCs = 6 points each

Now use the table above to determine which Subtier is appropriate for your PCs. Subtier 3-4 encounters appear in Appendix 1, and Subtier 5-6 encounters appear in Appendix 2.

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

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

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

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

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

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

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

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Pathfinder Society Scenario #1-20: The Lost Legend

Character Chronicle #

Herolab Code

C8L7

A.K.A.		Faction _____		Reputation _____
Player Name	Character Name	Organized Play #	Character #	
Faction _____		Faction _____		Reputation _____
Faction _____		Faction _____		Reputation _____

Adventure Summary

You trekked across the Sodden Lands and Mwangi Highlands to recover a message left by famed Pathfinder Gregaro Voth, as well as a cipher to decode it. Who knows where the esteemed Pathfinder's last message leads?

Boons

Waters of Warlock's Barrow You vanquished the spirits of Warlock's Barrow, and now through some quirk of fate, you can call upon them to help you lay other undead to rest.

◆◆ Uses ☐ ; **Effect** The purified waters of Warlock's Barrow surround your weapons, now harming the undead instead of the living. You cast *disrupting weapons* as a 1st-level innate spell, except the spell also has the water trait.

Items

Purchases

Items Sold / Conditions Gained

animal staff (level 4; 90 gp)
jade serpent wondrous figurine (level 7;
340 gp)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

animal staff (level 4; 90 gp)
jade serpent wondrous figurine (level 7;
340 gp)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #