



Year of the Open Road



**PATHFINDER
SOCIETY**

PUTRID SEEDS

By Cass Reyfield and James Case

PATHFINDER SOCIETY

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How To Play

Pathfinder Society Quest #12: Putrid Seeds is a Pathfinder Society Quest designed for 3rd-through 6th-level characters (Tier 3–6; Subtiers 3–4 and 5–6). As a quest, this adventure is designed to take about 1 hour 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

Putrid Seeds makes use of the *Pathfinder Core Rulebook*, as well as the map *Pathfinder Flip-Mat Classics: Warehouse*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at **paizo.com/prd**.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at **organizedplayfoundation.org/paizo/guides/**. This quest does not have any tags.



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Putrid Seeds

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GM SYNOPSIS

Putrid Seeds is a short adventure that contains an investigation and a combat, playable in either order.

ADVENTURE BACKGROUND

The kingdom of Geb was forged during the Age of Destiny by a necromancer of incredible power and insidious vision. The country is now renowned as a land of the undead, where plantations filled with zombie laborers harvest fruit and vegetables that are exported to ports across the Obari Ocean. The port city of Mechitar is Geb's primary trading capital and one of the only spots in the entire country where non-residents can safely step foot. Despite its more relaxed stance on foreign merchants, Mechitar is still not a safe place for the living; the hungry undead who form the country's aristocracy are just as likely to snack on a visiting merchant or sailor who wanders too far from the docks as they are on one Geb's living residents.

Geb has peaceful relations with most other nations in the vicinity, and is on particularly good terms with the nearby lands of Jalmeray, Katapesh and Qadira. Of late, some of these relations have become strained, however. Geb is one of the primary sources for the fruits and vegetables purchased by ship captains and sailors plying the Obari Ocean, who rely on the nutrients in the fruit to ward off the deadly effects of scurvy. Lately, several shipments leaving Mechitar have reached their destinations with missing crates or completely incorrect orders, though the officials at Mechitar's port insist that the orders were complete and correct when they were transferred to the ships.

The reality behind these apparent mix-ups or thefts is much more sinister than mere bookkeeping errors. Agents of the Whispering Way, an ancient and evil organization that glorifies undeath, have caused these disruptions. They hope to stir the other nations of the Inner Sea against Geb as part of a far-reaching plot to destabilize the region known as the Impossible Lands. Once they have incited chaos, they plan to take command of Geb's undead forces and Nex's arcane automatons in the name of Tar-Baphon. Whether Tar-Baphon knows or cares about this plot is largely irrelevant to these members of the Whispering Way, who see Tar-Baphon more as a loosely affiliated figurehead than a direct leader. As part of their plot, the Whispering Way has seeded carefully disguised flesh golems into the ranks of the zombie laborers working Geb's docks and fields, instructing the automatons to swap labels, logs, and inventory. Ultimately, these Whispering Way agents are counting on the golems being discovered and attributed to sabotage from Nex's crafters, sowing confusion and discord.

WHERE ON GOLARION?

Putrid Seeds takes place in Mechitar, the capital city of the kingdom of Geb, where the undead outnumber the living. More information on Geb can be found on pages 76-77 of *Pathfinder Lost Omens World Guide*.



ADVENTURE SUMMARY

The PCs arrive in Mechitar under fake identities to investigate a series of food shipping mix-ups that threaten the health of sailors throughout the Obari Ocean. When they arrive in port, the group is greeted by the operative Selu, who appraises them of the situation here in the kingdom of the dead.

Once they have escorted the PCs to the warehouses used to pack produce for shipping, Selu sends the PCs out to conduct their investigation. Both warehouses contain clues, and the PCs can search them in either order. The PCs must carefully infiltrate one warehouse and investigate it without alerting the guards; it holds falsified dock records that can shed light on the situation. The other warehouse is easy to enter, but the zombie workers within prove to be more than meets the eye. The PCs must survive their investigation long enough to report back to Selu with clues of a larger conspiracy.

GETTING STARTED

The adventure begins as the PCs disembark after several days of travel in Ossum Harbor, the main shipping district of Mechitar, where they are greeted by their Society contact, **Selu** (NG nonbinary human agent). To begin, read or paraphrase the following.

The air of Geb is warm and humid as dawn breaks on Mechitar and the Pathfinders disembark. The waters are not as fetid as they were closer to where the aptly named River of Rot enters

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the harbor, but the toxic waterway is clearly devoid of life—though every so often, an undead gull chases the reanimated exoskeleton of a crab as it scuttles across magnificent, glossy obsidian rocks. To the west, sunlight glints off the Cinerarium, a massive black pyramid that serves as the royal palace of the country's eponymous ruler. Though some living creatures go about their business on the docks, more numerous are the hordes of zombies and other undead that load and unload ships.

"My 'new merchants', I'm so glad you're here," booms an elderly human—very much alive—with closely cropped curly gray hair and wearing antique but functional armor, whose polished silver sheen contrasts against the cool brown tone of their skin. Their voice drops in volume noticeably. "My name is Selu. I've received Venture-Captain Rashmivati Melipdra's missive that you were on your way. Come along now, and be careful not to raise your voices too loudly—the dead are everywhere."

Selu quickly shepherds the group down the docks, batting flies away from their face. "Geb's got more than just skeletons and ghosts. Bet you didn't know that we grow most of the agriculture in these parts. Our produce gets shipped off to Jalmeray, Katapesh, and beyond. Fresh fruit does a lot of good on long hauls across the Obari Ocean, too. Scurvy and whatnot. But lately, it's been one thing after another. Reports of shipments reaching their destination with rot, inventory losses, or the wrong products... It's too many for simple error, and yet all the records state the shipments were accurate when they were loaded for transport. I hope you can get to the bottom of it."

"But be careful. Though the living are allowed here in Ossum Harbor, that's only as long as the undead who rule this city don't feel threatened. I've prepared some identification that will show you all to be new merchants here to rent some warehouse space—best to play the part of simple traders rather than investigators from the Pathfinder Society."

Selu shepherds the group quickly away from the docks and towards the warehouses they need to investigate. During the trip, the PCs can ask Selu a few questions.

What do you make of the missing shipments? "The dead have all the time in the world to ensure things are done the right way, so they rarely make mistakes. This many mistakes speaks of willful sabotage."

Why do you choose to live here in a city of undeath? "When you get to an age such as mine, it's good to be comfortable around death. Figure this is the closest one can get to that."

If the PCs dig too deeply, asking for history or politics, Selu responds that the last time someone asked that many questions, their body was found floating in the River of Rot, and they were reanimated as a zombie later that night. They suggest the PCs should avoid being so inquisitive with anyone else they see while in Mechitar.

Hero Points

Give the PCs a moment to slot their boons and remind them that they each have 1 Hero Point available for use during this adventure before continuing.

A. SHIPPING WAREHOUSES

After a short walk, Selu leads the PCs to two warehouses that sit near the desolate bay. Selu waits near a small roadside shrine to Urgathoa, explaining it would raise suspicion if they were to accompany the "merchants" into the warehouses and they'd rather not risk tempting some vampire noble to flaunt the laws against feeding on the living.

There are two warehouses here, the northern warehouse and the southern warehouse. The PCs can investigate them in either order, but ultimately must search both to uncover the mystery of the missing shipments. A map showing both warehouses appears on page 5.

Southern Warehouse

This is the markedly larger warehouse, and it has three possible points of entry. The north entry features a double door blocked by three guards loudly arguing and gesturing that the PCs will likely have to talk their way past. The west entry, farther away from the guards, is unlocked but might require a bit of stealth to pass through without drawing the guards' attention. The southeast entrance is the farthest from the guards and has no chance of observation but is secured with a heavy lock. Two additional doors—one at the southwest corner and one opening onto the bay for docked ships—are heavily boarded up. The PCs can attempt to scout the three entrances to get a sense for what skills might be required to attempt entry.

If they fail entry at one of the three doors, they can simply try another one, but if they fail to enter the second, Selu notices and attempts to run interference with the guards; while this gives the PCs the time they need to enter the warehouse, they take a –2 circumstance penalty to their checks inside the warehouse as the heightened security and distractions outside draw their attention.

A1. NORTH ENTRY

Two guards, the human Toro and the halfling dhampir Khala, stand watch in front of the gate here, which is covered in Gebbite propaganda posters that state that Queen Arazni has been kidnapped by the evil forces of Nex. The PCs must attempt to talk their way past. With a successful DC 18 Deception, Diplomacy, or Intimidation check (DC 20 in Subtier 5–6) the PCs can talk their way past. Only one PC can attempt the check, though other PCs can Aid.

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A. SHIPPING WAREHOUSES



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A2. WEST ENTRY

This double door is used for moving large pallets into and out of the warehouse. While it is out of direct view of the guards, the heavy, creaky doors make significant noise when opened. A successful DC 18 Stealth or Crafting check (DC 20 in Subtier 5–6), or a successful DC 16 Engineering Lore check (DC 18 in Subtier 5–6), is necessary to sneak past or to coax the doors open more quietly. Only one PC can attempt the check, though other PCs can Aid.

A3. SOUTHEAST ENTRY

Worn barrels and empty wooden crates are stacked haphazardly against the structure here, half-hiding a worn-out and chained door. A successful DC 18 Thievery or Athletics check (DC 20 in Subtier 5–6) is necessary to pick the lock or simply break the handle off the door and remove the chain. Only one PC can attempt the check, though other PCs can Aid.

A4. SOUTHERN WAREHOUSE INTERIOR

Once the PCs have gained access to the southern warehouse, they find themselves surrounded by various crates, pallets of produce, and seven zombies bearing with armbands identifying them as Workers 1, 3, 4, 6, 8, 9, and 10. The zombies shuffle slowly but surely in predictable patterns, repeating the same rote movements over and over; one zombie opens a crate, another places baobab fruit inside, and a third seals it. An inventory and records sheet is pinned to an interior wall and covered in markings. The PCs can attempt a short investigation to search the warehouse for clues. Each PC can attempt one of several checks to investigate the warehouse interior.

- **Mercantile Lore** (DC 16, DC 18 in Subtier 5–6) to notice discrepancies in standard operational procedures in the warehouse and zombie workers.
- **Society** (DC 18, DC 20 in Subtier 5–6) or **Scribing Lore** (DC 16, DC 18 in Subtier 5–6) to notice clerical errors in the record sheets.
- **Perception** (DC 18, DC 20 in Subtier 5–6) to find traces of forced entry, tracks, and other clues of tampering.

The PCs earn 1 Investigation Point for each successful check and 2 Investigation Points for each critical success, and they lose 1 Investigation Point for each critical failure. Determine how many Investigation Points the PCs collect with their investigation.

Special: If the PCs have already investigated the northern warehouse and discovered the flesh golems disguised as zombies, their recent exposure to the Whispering Way's work grants them each a +1 circumstance bonus to one of the checks above.

3+ Investigation Points (5+ with 6 PCs): The PCs realize the records sheet is a clear forgery and contains subtle linguistic tells that identify it as a plant by the Whispering Way.

2 Investigation Points (4+ with 6 PCs): The PCs realize something is suspicious about the records sheet and it was likely falsified somehow, but they can't determine the likely culprit by themselves.

1 or fewer Investigation Points (3 or fewer with 6 PCs): The PCs realize something is suspicious about the records sheet and it was likely falsified somehow, but they believe it to be the work of pro-Nex insurgents.

The Forgeries Found: Having found evidence of falsified documents, the PCs have discovered one of the two sources of disruption to Mechitar's fruit trade. If the PCs attempt to report back to Selu but have not yet discovered the flesh golems in the northern warehouse, Selu tells the PCs that the sheer amount of effort it would take to reorganize all this inventory means that workers on the ground must have been involved, and implore the PCs to investigate further to get to the bottom of things. If the PCs have already discovered the golems, this concludes their investigation.

A5. Northern Warehouse

Unlike at the southern warehouse, the doors to the northern warehouse are ajar to accommodate undead laborers as they come and go. The interior is packed full of crates, with towering stacks that nearly reach the ceiling, and smells faintly of carrion and rust. At the center of the warehouse, three zombies wearing badges identifying them as Workers 2, Worker 5, and Worker 7 mill about.

The creatures appear coordinated, but careful observation shows that between other tasks, they periodically relocate the same crate elsewhere in the warehouse. PCs can take the crate without the creatures attacking as long as they approach it while none of the creatures are holding it, and they can easily open it. The crate contains the arms of three zombies, which bear armbands marked Worker 2, Worker 5, and Worker 7—these numbers match the badges worn by the zombies in the room. As soon as the PCs open the crate, the zombies attack.

Creatures: This warehouse contains three diligently working zombie laborers—or so it seems. In actuality, the creatures in the warehouse are not zombies at all, but flesh golems covered in a rind of undead tissue in a clever disguise by the Whispering Way.

Roll a secret Perception check for any PC who directly interacts with a flesh golem; the golems' Deception DC to Impersonate zombies is 19 (22 in Subtier 5–6).

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Critical Success The character glimpses the stitching of different kinds of flesh, smells the characteristic reagents used to preserve flesh, or otherwise detects a similar tell, and identifies the creatures correctly as flesh golems.

Success The character can tell something is unusual about these undead that makes them more than common zombies, but still believes them to be undead.

Failure The character believes the creatures to be common zombies. Checks to Recall Knowledge and similar abilities return the results for zombie brutes instead.

The golems's disguises are sufficient for everyday tasks, but are slowly chipped away during combat. When a golem has been reduced to half of its total Hit Points, or upon being targeted with an effect that deals positive damage (even if the golem itself is immune to the damage or effect, such as via its golem antimagic), the skin of undead flesh becomes critically damaged and falls off, plainly exposing the golem beneath.

The golems attack if any character opens the crate containing the remains of the worker zombies they're impersonating, or in defense once attacked. As unliving workers created by the Whispering Way, the golems fight until destroyed or disabled.

Special: If the PCs have already investigated the southern warehouse and discovered the forged records, their heightened suspicions grant them a +1 circumstance bonus to their initiative roll.

SUBTIER 3-4

"ZOMBIE" FLESH GOLEMS (3) CREATURE 2

Page 8, art on page 10

SUBTIER 5-6

"ZOMBIE" FLESH GOLEMS (3) CREATURE 4

Page 9, art on page 10

The Saboteurs Unmasked: With the flesh golems unmasked and destroyed, the PCs have discovered one of the two sources of disruption to Mechitar's fruit trade. If the PCs attempt to report back to Selu but have not yet discovered the forgeries in the southern warehouse, Selu tells the PCs that the level of discrepancies in trade and records is far too complex to have been brought about by a few mindless constructs, and implore the PCs to investigate further to get to the bottom of things. If the PCs have already discovered the forgeries, this concludes the investigation.

CONCLUSION

When the PCs have uncovered both pieces of evidence, Selu is relieved, and escorts the PCs back to their ship, where they sail for Jalmeray. There, they can report their findings to Venture-Captain Rashmivati Melipdra, who realizes that an external force is trying to foment unrest in Geb and that the use of golems likely means that they are trying to frame Nex for this interference. She states that the Society will have its eye on the region in the future as it continues to try to get to the bottom of things, but tells the PCs that they can rest knowing that the fruit trade in the region has been stabilized, at least for the time being.

Primary Objectives

The PCs fulfill their primary objective if they uncover both the forged records and the disguised golems. Doing so earns each PC 1 Fame and 1 Reputation for any faction associated with their currently slotted faction boon.



FLESH GOLEM

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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 11) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Encounter A5 (Subtier 3-4)

The golems attack if any character opens the crate containing the remains of the worker zombies they are impersonating, or in defense if attacked. As unliving workers created by the Whispering Way, the golems fight until destroyed or disabled. Any map space with a crate on it is 5 feet high and difficult terrain.

"ZOMBIE" FLESH GOLEMS (3)

CREATURE 2

UNCOMMON N MEDIUM CONSTRUCT GOLEM MINDLESS

Perception +4

Skills Athletics +7, Deception +9 (to Impersonate a zombie only)

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

AC 17; **Fort** +10, **Ref** +6, **Will** +7

HP 28; **Immunities** bleed, disease, death effects, electricity, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 2 (except adamantine)

Berserk A severely damaged flesh golem has a chance of going berserk. If it has 8 or fewer HP at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic A golem is immune to spells and magical abilities other than its own, but the golem presented here is affected by a few types of magic in special ways.

Harmed By Any fire magic that targets the golem causes it to take 2d6 damage instead of the usual effect. If the golem starts its turn in an area of fire magic or is affected by a persistent fire effect, it takes 1d4 damage instead.

Healed By Any electricity magic that targets the golem makes the golem lose the slowed condition and gain HP equal to half the damage the spell would have dealt. If the golem starts its turn in an area of electricity magic, it gains 1d4 HP.

Slowed By Any cold magic that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in an area of cold magic, it's slowed 1 for that round.

Vulnerable to Flesh to Stone Casting a *flesh to stone* spell on the golem affects it normally.

SCALING ENCOUNTER A5

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. The elite adjustment increases a golem's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2; increases the damage of its Strikes by 2; and gives it 15 additional Hit Points.

10-11 Challenge Points: Apply the elite adjustment to one golem.

12-13 Challenge Points: Apply the elite adjustment to all three golems.

14-15 Challenge Points: Apply the elite adjustment to all three golems. In addition, the first golem reduced to 8 Hit Points automatically goes berserk without rolling a flat check.

16-18 Challenge Points (5+ players): As 14-15 Challenge Points. Additionally, when a golem is destroyed, a magical pulse of electrical energy arcs out from its body in a 10-foot radius, dealing 1d6 electricity damage (DC 17 basic Reflex save). Other golems in the area do not attempt to dodge the electricity, and therefore gain HP equal to half the damage the spell would have dealt.

Electric Reflexes ➤ **Trigger** The golem takes electricity damage and a creature is adjacent to it; **Effect** The golem lashes out and tries to grab a nearby creature. The golem attempts an Athletics check to Grapple an adjacent creature. The creature also takes 1d4 electricity damage on a success, or 2d4 electricity damage on a critical success.

Speed 25 feet

Melee ➤ fist +11 (magical), **Damage** 2d4+3 bludgeoning

Berserk Slam ➤ **Requirements** The golem is berserk; **Effect** The flesh golem Strikes with its fist at a -1 circumstance penalty. If it hits, it deals 1d4 extra damage and knocks the target prone.

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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 11) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Encounter A5 (Subtier 5-6)

The golems attack if any character opens the crate containing the remains of the worker zombies they are impersonating, or in defense if attacked. As unliving workers created by the Whispering Way, the golems fight until destroyed or disabled. Any map space with a crate on it is 5 feet high and difficult terrain.

“ZOMBIE” FLESH GOLEMS (3)

CREATURE 4

UNCOMMON N MEDIUM CONSTRUCT GOLEM MINDLESS

Perception +7

Skills Athletics +10, Deception +12 (to Impersonate a zombie only)

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

AC 20; **Fort** +13, **Ref** +9, **Will** +7

HP 60; **Immunities** bleed, disease, death effects, electricity, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 3 (except adamantine)

Berserk A severely damaged flesh golem has a chance of going berserk. If it has 20 or fewer HP at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

Golem Antimagic A golem is immune to spells and magical abilities other than its own, but the golem presented here is affected by a few types of magic in special ways.

Harmed By Any fire magic that targets the golem causes it to take 2d10 damage instead of the usual effect. If the golem starts its turn in an area of fire magic or is affected by a persistent fire effect, it takes 1d8 damage instead.

Healed By Any electricity magic that targets the golem makes the golem lose the slowed condition and gain HP equal to half the damage the spell would have dealt. If the golem starts its turn in an area of electricity magic, it gains 2d4 HP.

Slowed By Any cold magic that targets the golem causes it to be slowed 1 for 2d6 rounds instead of the usual effect. If the golem starts its turn in an area of cold magic, it's slowed 1 for that round.

Vulnerable to Flesh to Stone Casting a *flesh to stone* spell on the golem affects it normally.

SCALING ENCOUNTER A5

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative. The elite adjustment increases a golem's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2; increases the damage of its Strikes by 2; and gives it 15 additional Hit Points.

19-22 Challenge Points: Apply the elite adjustment to one golem.

23-27 Challenge Points: Apply the elite adjustment to all three golems.

28-32 Challenge Points: Apply the elite adjustment to all three golems. In addition, the first golem reduced to 20 Hit Points automatically goes berserk without rolling a flat check.

33+ Challenge Points: As 28-32 Challenge Points. Additionally, when a golem is destroyed, a magical pulse of electrical energy arcs out from its body in a 10-foot radius, dealing 2d6 electricity damage (DC 20 basic Reflex save). Other golems in the area do not attempt to dodge the electricity, and therefore gain HP equal to half the damage the spell would have dealt.

Electric Reflexes ⚡ **Trigger** The golem takes electricity damage and a creature is adjacent to it; **Effect** The golem lashes out and tries to grab a nearby creature. The golem attempts an Athletics check to Grapple an adjacent creature. The creature also takes 1d8 electricity damage on a success, or 2d8 electricity damage on a critical success.

Speed 25 feet

Melee ✎ fist +14 (magical), **Damage** 2d8+4 bludgeoning

Berserk Slam ✎ **Requirements** The golem is berserk; **Effect** The flesh golem Strikes with its fist at a -1 circumstance penalty. If it hits, it deals 1d6 extra damage and knocks the target prone.

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APPENDIX 3: ART



ZOMBIE LABORER

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GM REFERENCES

TREASURE TABLE

Level	Gold Earned
3	10 gp
4	15 gp
5	25 gp
6	37.5 gp

Chronicle Sheet

If the PCs uncover both pieces of evidence, all PCs earn the Fruit Basket boon on their Chronicle Sheets.

CHALLENGE POINTS PER PC

Level	Challenge Points
3	2
4	3
5	4
6	6

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

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, using the Challenge Points per PC table above. Next, use the Challenge Points and Subtier table above to determine which Subtier is appropriate for your PCs. Subtier 1–2 encounters appear in Appendix 1 (page 8), and Subtier 3–4 encounters appear in Appendix 2 (page 9).

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Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
			Fame Earned:

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

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

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

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

Putrid Seeds

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Pathfinder Society Quest #12: Putrid Seeds

Character Chronicle #

Herolab Code

F7Z6

A.K.A.		- 2		Faction	Reputation
Player Name	Character Name	Organized Play #	Character #	Faction	Reputation
				Faction	Reputation

Adventure Summary

The nation of Geb is known for its populations of undead, but it is also an important source of fresh fruit for the maritime regions surrounding it. You successfully investigated shipping issues in its harbor district and uncovered the seeds of a plot to foment disruption in the region.

Boons

☐ **Fruit Basket (General):** As thanks for helping to uncover the source of the shipping disruptions, Selu has sent some fruit. Check this box when setting out on an adventure to receive a piece of specially treated baobab fruit. During that adventure, you or another character can use an Interact action to consume the fruit, which functions as a lesser elixir of life (restoring 3d6+6 Hit Points and providing a +1 bonus against diseases and poisons for 10 minutes). If you do not consume the fruit during that adventure, it spoils.

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Items

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #