



THE HORN OF ARODEN

BY NICK HEROLD



THE HORN OF ARODEN

PATHFINDER SOCIETY SCENARIO #5–19

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Long before the Worldwound opened, the demon lord Deskari knew of the weakness in the fabric of the Material Plane in Sarkoris. In a gambit lasting generations, the Lord of the Locust Host established multiple cults throughout northeast Avistan, culminating in the transformation of the mightiest of his priests into the Echo of Deskari, an avatar who could bring Deskari to Sarkoris and tear a hole in reality to the Rasping Rifts. Only Aroden's direct intervention foiled the scheme—Aroden drove the Echo of Deskari and his armies into the Lake of Mists and Veils in 4433 AR. Aroden's arrival on the battlefield was heralded by Ludwika Lebeda, heir to the Lebeda family of Rostland. Although she was merely a mortal and her horn merely made of iron, it sounded with the clarity and power of an archon's trumpet, bringing terror to Deskari's armies and emboldening the forces of law and good. With this note, the horn glowed with holy power and in a flash changed from iron into silver. An inscription in Celestial ran along its length, promising, "Always will I sound in humanity's defense."

Since that day, the Horn of Aroden has been a prized heirloom of the Lebeda family. Although centuries have passed, the Lebedas have sounded the horn only twice since its transformation into a holy relic. In 4499 AR, the Horn blew to signal a combined assault of Rostlandic soldiers and Aldori swordlords against the forces of Choral the Conqueror. The final time the Horn was sounded was in 4678 AR during a skirmish between House Lebeda forces and bandits of the River Kingdoms. This time, though the music of the Horn was as beautiful as it was in the past, it no longer bore any magic; in fact, House Lebeda's scholars theorized that the horn had lost its magic in the wake of Aroden's death. The horn has remained unused since then, and it now collects dust as a keepsake in the family seat of Silverhall.

Because of its role in the war against Choral the Conqueror, many in Brevoiy see the Horn of Aroden as a symbol of an independent Rostland. Since the disappearance of House Rogarvia, there have been no fewer than three failed attempts to steal it from Castle

WHERE ON GOLARION?

*The Horn of Aroden begins in Silverhall, bastion of the Lebeda noble family of Brevoiy, but the PCs' path later follows the Silver River south into the grassy Rostland Plains. For more information about Brevoiy, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Adventure Path #31: Stolen Land*.*



Lebeda. The Lebedas have no intention of rekindling war in Brevoiy and have spent much effort courting the favor of House Surtova, the current ruling family of the restless nation. Indeed, young Elenna Lebeda is betrothed to King Noleski Surtova, and her mother, Dame Sarrona Lebeda, intends to turn over the Horn of Aroden to House Surtova as part of her daughter's dowry. Dame Sarrona's attentions have thus been focused on political maneuvering with the Surtovas, and her son, Lander, has been using this reduced oversight to shirk the proper responsibilities of a young lord. He has taken to practicing swordplay above all other skills and has developed a fascination with the history and the style of the original Baron Aldori. This fascination with Aldori is seen by many as an admission that House Lebeda still bears aspirations of independence, weakening the developing bonds between their house and House Surtova.

GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG GameMastery Guide* (GMG), the *Pathfinder RPG NPC Codex* (NPC), and *Pathfinder RPG Ultimate Combat* (UC). The rules from these books can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

Unbeknownst to Dame Sarrona Lebeda, Lander's obsession with swordplay has also opened her house to greater dangers than wagging tongues. Lander has taken as a master the blacksmith Marek Bogdan, whose hospitality and tutelage disguise a long-borne grudge against authority in general and Issia in particular. Marek coordinates the activities of a gang of bandits, and has managed over the past months to extract enough information from Lander to launch a series of precise strikes against caravans carrying House Lebeda's wares to market. These attacks have been growing in frequency and ferocity thanks to the combination of Marek's intelligence and the increasing bloodlust of his lieutenant, the afflicted werewolf Aldona. Lander has taken an interest in the growing number of bandit attacks, and 2 days ago set out to prove his skills by defeating the bandits single-handedly. He failed. Lander now sits in a trunk in Aldona's camp while the werewolf waits for word from Marek on how best to handle the ransoming of a noble heir.

SUMMARY

The PCs have been sent by Lady Gloriana Morilla to meet with Dame Sarrona Lebeda and negotiate for the Horn of Aroden. Dame Sarrona is willing to give the Horn of Aroden to the Pathfinder Society in exchange for finding her wayward son Lander and returning him to Castle Lebeda. Her only lead to his whereabouts is the blacksmith Marek Bogdan. Marek has not seen Lander for several days, but knows that he headed into the wilderness in an attempt to stop the bandits who have been preying on his family's caravans out of a desire to relive become a mighty warrior whose valor equals that of his hero, Baron Aldori.

Following Lander's trail into the wilderness, the PCs come across a scouting party of bandits attempting to cover their tracks and hide evidence of Lander's kidnapping. After combat, the PCs can either interrogate the surviving bandits or track them back to their camp. Lander has been imprisoned inside of a trunk in the bandits' camp and is guarded by the afflicted werewolf Aldona and her subordinates. Lander is not grateful for

his rescue, and the PCs must befriend him and convince him to return to Silverhall in order to prevent him from charging off into the wilderness once more. If they fail, he refuses their advice and continues to endanger himself in his quest for glory. In the bandits' camp, the party can find evidence of Marek's involvement with the bandits, which may lead to tensions with Lander—Lander has discovered his mentor's secret identity and is deeply hurt at being betrayed by the mentor he'd idolized, he seeks to conceal the betrayal out of embarrassment at being so easily duped.

On the return journey to Silverhall, the PCs and Lander are attacked by a mated pair of axe beaks guarding their nest. How Lander acts during this battle depends on how friendly he has become with the PCs, and the party may be forced to save him from his own reckless actions once more. Upon the return to Silverhall, the PCs are given the Horn of Aroden and must choose whether to turn Marek over to the authorities or conceal evidence of his actions.

GETTING STARTED

The PCs have traveled to the town of Silverhall in Brevoy, the fortified capitol of the Lebeda family's territory, on a diplomatic mission for Lady Gloriana Morilla; give the players **Player Handout #1**. The PCs begin the adventure in the audience hall of Silverhall, awaiting their host's arrival.

A fire burns merrily in the large hearth of the audience chamber, casting warm light over the long wooden table and high-backed chairs. A pair of guards opens the engraved wooden doors, and a regal woman enters, her hair tied into a tight bun. The guards stay by her side as she scans the room and then takes a seat at the head of the table.

"You must be Lady Morilla's Pathfinders. I am Dame Sarrona Lebeda, and I am well aware of your desire for the Horn of Aroden. I am sympathetic to the cause of the crusade, and am curious to learn whether the Horn's magic can be returned; however, the horn has already been pledged to King Noleski Surtova as a fitting part of the dowry for my daughter's hand in marriage, and such promises cannot be overturned lightly. Nonetheless, I am willing to find a replacement gift in exchange for one kindness on your part: bring my son back home.

"As of late, my son Lander has been neglecting his duties in favor of playing the part of an adventurer. His swordplay admittedly shows promise, but wielding a weapon is only one facet of being a proper lord. Worse, the style and legacy that he has become obsessed with is that of Baron Aldori, which many houses perceive as a sign that we are not as committed to a unified Brevoy as we may appear. The truancy of a second child may not seem much of a threat, but with his older sister spending her days in the capitol negotiating the web of Surtova politics, the increase of bandit activity and wolf attacks in our lands, and Lander neglecting his responsibilities within our

THE HORN OF ARODEN

holdings, I am concerned that he is as much a liability to our family as an asset. You are adventurous types yourselves, and understand the hazards and difficulties of the lifestyle. Perhaps you could find Lander and convince him that the way of the sword is not the life he romantically envisions?"

The PCs have the opportunity to ask Dame Lebeda about either their mission or the Horn of Aroden. The following are questions the PCs are likely to ask and Dame Lebeda's responses.

Why not just send your retainers to find Lander? "My son is a proud and headstrong individual. Each time one of the household retrieves him, he becomes increasingly resistant to persuasion. I am hoping that he might be more willing to listen to capable strangers."

Where was Lander last seen? "Lander has taken to associating with a blacksmith named Marek Bogdan. Marek is a retired soldier and a practitioner of the Aldori style, and Lander says he's a fine instructor, but my son spends too many hours at the Three Tongs smithy practicing his swordplay when he should be overseeing our cottars and building alliances. He was headed to the Three Tongs when last I saw him, two days ago."

What bandit problems are you having? "In the past nine months, bandits have raided no fewer than fifteen caravans headed either to or from Silverhall, most of them belonging to my family. The same gang seems to be behind all of the attacks—the attacks are precisely planned, and whatever the bandits are unable to take, they set ablaze. I suspect that our family is being targeted specifically because of some political grudge, but I have no leads as to the mastermind's identity."

Why is it a problem that Lander idolizes Baron Aldori? "Baron Aldori is much more than a man in Brevoy—he's a symbol, specifically one that represents an independent Rostland. Many of Aldori's followers fought against Choral the Conqueror several hundred years ago, and many still work to split the two halves of our country apart. Although the Lebeda family supports the Surtovas' rule over a unified Brevoy, there are those who doubt our commitment. Considering that the Lebeda family gave succor and support to Rostlandic rebels in the past... it is certainly in our best interest to maintain our distance."

What does the Horn of Aroden do? "Many years ago, it was capable of sounding a note so pure and wondrous that the hearts of goodly folk filled with awe and courage, and the hearts of the wicked filled with fear. It gained these powers when it was blown to sound the arrival of Aroden at the Lake of Mists and Veils, when he shattered the armies of Deskari and drove Deskari's demon avatar into the lake. Alas, whatever magic the horn once contained appears to have been lost with Aroden's disappearance."

Now, it is little more than a memento of our family's proud history."

Why is the Horn of Aroden such a fitting gift for the Surtovas? "It is less a matter of the Surtovas desiring the horn itself than it is a symbolic gesture. In the past, the horn was used in battle against forces seeking to unify Brevoy. By giving the Horn as part of my daughter Elanna's dowry, our family can show the Surtovas that we hold no ambitions to relive the days when our houses were at war. Denying the Surtovas the horn may be seen as equivocation, but the fate of the world is more important than the bickering of nobles."

Diplomacy (gather information) or Knowledge (nobility)

The PCs may already know something about Lander Lebeda. Dame Lebeda freely shares the first two facts listed below if the PCs ask her directly.

15+ Lander is the younger of Dame Sarrona's two children. He is good looking, and has caught the eyes of several noble scions in Silverhall.

20+ Lander has always been fascinated by stories of bravery and derring-do. When he was a child, he spent hours questioning soldiers, guards, and mercenaries about their campaigns and fights against monsters. His collection of Brevic military histories is second to none in Silverhall.

25+ Lander was seen recently slaughtering dire rats and other urban vermin with a finely made sword—hardly proper behavior for a young lord!

Diplomacy (gather information) or Knowledge (local)

The PCs may have heard of Marek Bogdan, or might ask about him before visiting his shop.



ALDORI DUELING SWORD

This slightly curved sword measures just over 3 feet in length (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290). An Aldori dueling sword may be used as a Martial Weapon (in which case it functions as a longsword), but if you have the feat Exotic Weapon Proficiency (Aldori dueling sword), you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with an Aldori dueling sword sized for you, even though it isn't a light weapon. You can also wield an Aldori dueling sword in two hands in order to apply 1-1/2 times your Strength modifier on damage rolls.

15+ Marek Bogdan owns the Three Tongs smithy and is a skilled artisan who specializes in making weapons.

20+ Marek trained to become an Aldori swordlord for several years before moving south to Silverhall.

25+ Marek's maker's mark is the sign of an eagle clutching a pair of tongs. He has little respect for authority, particularly inherited authority.

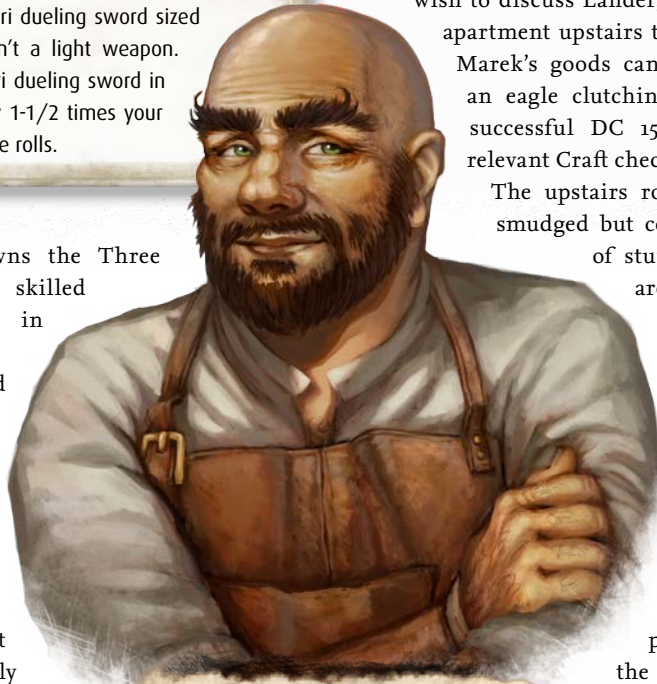
30+ Marek's departure from the Aldori Academy was not voluntary—he was discharged following allegations of sedition, and took up smithing out of necessity. When he drinks, he often mutters obscenities about Issia and a unified Brevoy.

A. THREE TONGS SMITHY

The PCs' might visit various parts of town while gathering information, but their inquiries eventually lead them to the Three Tongs smithy.

Racks of weapons and metalwork line the walls of the Three Tongs smithy, and the forge is visible through a wide door. A pair of crossed Aldori dueling swords hangs on the wall opposite the front door. The antlers of several deer and elk decorate the walls. A staircase wraps around the eastern wall, leading upstairs.

Marek Bogdan (CN human fighter 6/ Aldori swordlord 3) is working in the back, but he quickly notices potential customers and moves into the storefront to talk. Marek is



MAREK BOGDAN

a bald Taldan man approaching middle age. His skin has been rendered leathery by years of working the forge, and his black beard and eyebrows are patchy from occasional sparks. His manner is warm and inviting, and he happily sells the PCs his wares; assume that he has mundane and masterwork versions of any metal weapons in the *Pathfinder RPG Core Rulebook* as well as Aldori dueling swords (see the sidebar). If the PCs indicate that they wish to discuss Lander, Marek invites them to his apartment upstairs to talk. PCs who investigate Marek's goods can notice his maker's mark, an eagle clutching a pair of tongs, with a successful DC 15 Appraise, Perception, or relevant Craft check.

The upstairs room is cramped and soot-smudged but comfortable, with a number of sturdy wooden chairs set out around a small table and a quilt-covered bed built into a corner. Marek offers the PCs each a glass of mare's milk or liquor while they explain their mission to find Lander. A stuffed eagle clutching a pair of tongs perches above the door to the staircase. A cage holding pigeons hangs just outside the window—Marek uses these birds to send and receive messages to and from his gang. He burns any messages that might incriminate him immediately after he reads them. As

such, no material evidence of Marek's criminal activities exists in his apartment. If the PCs mention that Dame Sarrona sent them, a shadow briefly passes over Marek's face before being replaced by his customary smile.

Marek is the man responsible for the recent bandit attacks on Lebeda shipments, motivated by his hatred of authority in general and those who seek to keep Brevoy united in particular. His bandits remain in the wilds around Silverhall while he gathers information for them, coordinating their attacks primarily using messenger pigeons, but also via couriers and visits in person on occasion. Training Lander Lebeda in swordcraft has been an excellent opportunity for Marek, for the information he has gathered from the young man has proven instrumental in plotting several attacks. Yet despite using Lander to further his attacks on the Lebeda family, Marek has grown genuinely fond of the young man, against his better judgment. He is beginning to be concerned that Lander has become lost, and perhaps injured or even

killed on his recent excursion. He hasn't received word from his bandits that they've captured Lander, so he discounts that as the reason Lander hasn't returned, but he knows that the longer Lander is out in the Rostland Plains, the greater the chance that the teen might discover Marek's connection to the bandits. Marek hopes that the PCs can find Lander and return him to civilization before he stumbles onto the bandits.

The following are questions the PCs are likely to ask as well as Marek's responses.

Where is Lander Lebeda? "I last saw Lander two days ago. He was headed out of town on the southwestern road. Over the past month or so, he's been trying to put his training to good use—slaying monstrous vermin in the outskirts of town, that sort of thing. With the recent attacks by bandits, Lander was convinced that he could stop them himself and live up to Baron Aldori's legacy."

Baron Aldori's legacy? "Before Baron Aldori founded his school of combat, he bet his fortune to a bandit lord that he could defeat the bandit in single combat. He failed and spent years in exile before returning and defeating the bandit in seconds. It was this battle that established his reputation as a master swordsman. Lander's always been fascinated by tales of Aldori's deeds, and attempts to duplicate them whenever possible."

Could Lander succeed? "Although Lander has improved quite a bit in the months I've been teaching him, he is still likely no match for any bandits. Though it's unlikely he'd even find them—he doesn't have much of a head on his shoulders for the wilderness, and is far more likely lost somewhere. If he's lucky, he's lost out in the countryside somewhere, playing the hero. If he's unlucky, he's encountered some of the nastier critters that live in the back country. I'm worried for his safety."

Do you have a problem with Dame Sarrona? "I have no problem with her; Lander has only the nicest things to say about his mother. In my heart, I'm a Rostlander through and through, so all her work to bring Silverhall closer to those Northerners just rubs me the wrong way—I hope Lander won't make the same mistakes when he's grown."

What is your relationship with Lander? "I was just his tutor for sword-fighting, at first. He needed a teacher, and I'm the best around. He would come in to ask me about the Aldori style and watch me make swords—I had to shoo him away to keep him from getting too close to the forge. Over the past couple of months, though, we've gotten pretty close. He's a good kid. A little scatterbrained, maybe, but his heart's in the right place. I see him sort of like the son I never had."

Development: During their conversation with Marek, each PC can attempt a DC 20 Sense Motive check (DC 24 in Subtier 4–5) to get a sense that Marek is concealing something and notice that he consistently attempts to

steer the topic away from bandits to the many dangerous creatures rumored to live in the woods and fields nearby. If called out on this continued deception, Marek insists that he must return to work and attempts to usher the PCs out of his home.

It is in the PCs' interests to avoid combat with Marek, for he is a very powerful combatant. If the PCs try to bully him or attack, he responds with a nonlethal show of force or a grim warning that his guests not embarrass themselves by taking his hospitality for granted—a polite way of promising that any altercation would end painfully. If the PCs insist on fighting Marek, the GM can approximate his statistics by using the scheming fencer (*Pathfinder RPG NPC Codex* 86) with the following changes: **Melee** +1 *merciful Aldori dueling sword* +19/+14 (1d8+9/17–20); replace his Double Slice, Improved Two-Weapon Fighting, and Two-Weapon Fighting feats with Dazzling Display.

B. IN PURSUIT OF LANDER

After learning from Marek that Lander left Silverhall in pursuit of the bandits, the PCs take the southwestern road out of town in the hope of picking up Lander's trail. After traveling along the road for about 50 miles, Lander left the main road to follow a deer trail—more on a hunch than based on any evidence that it would lead to the bandits. Worried that he might get lost, Lander tied a handkerchief to a tree near the point where the deer trail intersects the road to mark his path. The PCs can spot Lander's tracks leaving the road with a successful DC 18 Survival check or see his handkerchief with a successful DC 15 Perception check. Investigating the handkerchief reveals that it bears the crest of House Lebeda—a white swan on a blue background with a rising sun in the background. If the PCs miss both of these signs, they encounter several country folk bearing the handkerchief and speculating loudly about whether some noble might be missing and the possibility of a reward for information. In exchange for 10 gold pieces (or 1 gold piece if the PCs succeed at a DC 19 Bluff, Diplomacy, or Intimidate check), the PCs can convince these citizens to guide them to where they found the handkerchief.

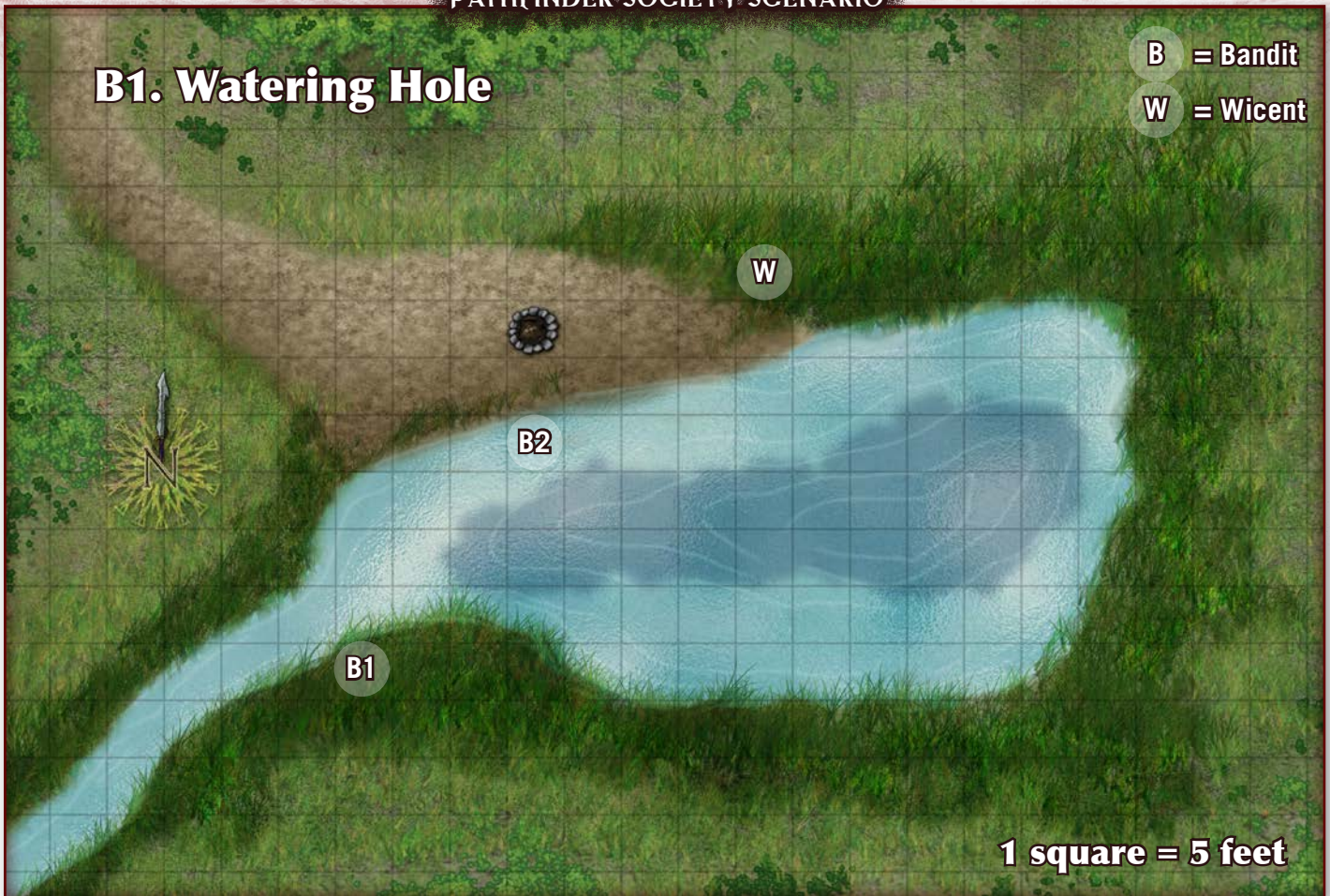
B1. Watering Hole (CR 3 or CR 6)

About 2 miles from the road, the game trail leads past a reed-choked spring.

The deer trail winds past a large pond fed by a spring. Reeds and sedges grow around the pond, and piping birds are audible over the gurgling of running water. The pond drains from a stream flowing southwards. A section of grasses has been cleared away near the north edge of the pond, revealing a small fire pit caked with ashes.

B1. Watering Hole

B = Bandit
W = Wicent



The reeds around the pond act as difficult terrain and provide concealment to creatures within them. The pond varies in depth, being approximately 2 feet deep in its shallow reaches and 5 feet deep at its deepest point. Treat the shallower sections of the pond as a shallow bog, and treat the deeper sections as a deep bog (*Pathfinder RPG Core Rulebook* 427).

Creatures: After traveling for a day and a half, Lander Lebeda chose the shore of this pond as his camp. Unfortunately, this pond also serves as a source of water for Marek's gang of bandits. As Lander was settling in for the night, a party of bandits led by Wicent, Marek's third-in-command, came to the pond to fill their barrels. Lander challenged Wicent to single combat and was quickly beaten unconscious. Wicent then dragged Lander back to the bandits' camp to turn over to his superior, the werewolf Aldona. She ordered Wicent to return to the scene of the abduction to clean up the evidence and watch for pursuers, but the greedy bandits have instead been searching the area around the pond for any valuables that Lander may have dropped.

Wicent and two bandits are distracted, as they busily comb the reeds for any missed coins or jewelry. If the PCs have been traveling stealthily, they have the opportunity

to ambush the bandits. If not, the bandits rapidly attempt to lay an ambush of their own.

Wicent is a tall, thin, ruddy-faced man who walks with a slight limp and sports a long, greasy mustache. He is a sadist in combat, grunting with glee over every cracked bone and bruised muscle left in the wake of his mace.

Subtier 1–2 (CR 3)

BRIGANDS (2) **CR 1/2**

hp 15 each (*Pathfinder RPG NPC Codex* 266)

TACTICS

During Combat The brigands prefer to use their bows to fight at a distance, but they eventually oblige Wicent's demands that they join him in fighting the PCs at close range.

Morale A brigand surrenders if reduced to 3 or fewer hit points or if Wicent capitulates.

WICENT **CR 1**

Male human ranger 1/rogue 1

CN Medium humanoid (human)

Init +6; **Senses** Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

THE HORN OF ARODEN

hp 18 (2 HD; 1d10+1d8+4)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +4 (1d8+2)

Ranged longbow +3 (1d8/×3)

Special Attacks favored enemy (humans +2), sneak attack +1d6

TACTICS

During Combat Wicent moves to flank with his allies whenever possible to maximize his damage. Eager to prove his worth and capture prisoners, he uses his Bludgeoner feat to deal nonlethal damage.

Morale If reduced to 5 or fewer hit points, Wicent attempts to surrender to the PCs, offering to trade information in exchange for his life.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Bludgeoner^{UC}, Improved Initiative

Skills Acrobatics +7, Bluff +5, Handle Animal +4, Intimidate +5, Knowledge (geography) +3, Knowledge (nature) +3, Perception +6, Stealth +7, Survival +6

Languages Common

SQ track +1, trapfinding +1, wild empathy +1

Combat Gear mwk arrows (5), tanglefoot bags (2), thunderstones (2); **Other Gear** mwk studded leather, mwk heavy mace, longbow with 20 arrows, silver ring worth 25 gp, 6 gp

Subtier 4–5 (CR 6)

BRIGANDS (2)

CR 1

hp 18 each (use the Subtier 1–2 statistics for Wicent)

TACTICS

During Combat The brigands prefer to fight in melee, using each other and Wicent to deal sneak attack damage.

Morale A brigand surrenders if reduced to 4 or fewer hit points or if Wicent capitulates.

WICENT

CR 5

Male human ranger 3/rogue 3

CN Medium humanoid (human)

Init +6; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 46 (6 HD; 3d10+3d8+12)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +10 (1d8+6), mwk light mace +9 (1d6+5)

Ranged mwk composite longbow +8 (1d8+3/×3)

SCALING ENCOUNTER B1

To accommodate a party of four PCs, remove one brigand from the encounter.

Special Attacks combat style (two-weapon), favored enemy (humans +2), sneak attack +2d6

TACTICS

Before Combat Wicent drinks his *potion of bull's strength* before combat if possible.

During Combat Wicent moves to flank with his allies in order to maximize his sneak attacks. Eager to prove his worth and capture prisoners, he uses his Bludgeoner feat to deal nonlethal damage.

Morale If reduced to 9 or fewer hit points, Wicent attempts to surrender by offering to trade his life for information.

Base Statistics Without his *potion of bull's strength*, Wicent's statistics are as follows: **Melee** +1 heavy mace +6 (1d8+4), mwk light mace +6 (1d6+3); **Str** 16; **CMB** +8; **CMD** 20.

STATISTICS

Str 20, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +10; **CMD** 22

Feats Bludgeoner^{UC}, Double Slice, Endurance, Improved Initiative, Two-Weapon Fighting, Weapon Focus (heavy mace)

Skills Acrobatics +10, Bluff +7, Disable Device +7, Handle Animal +6, Intimidate +9, Knowledge (geography) +5, Knowledge (nature) +5, Perception +10, Stealth +10, Survival +10

Languages Common

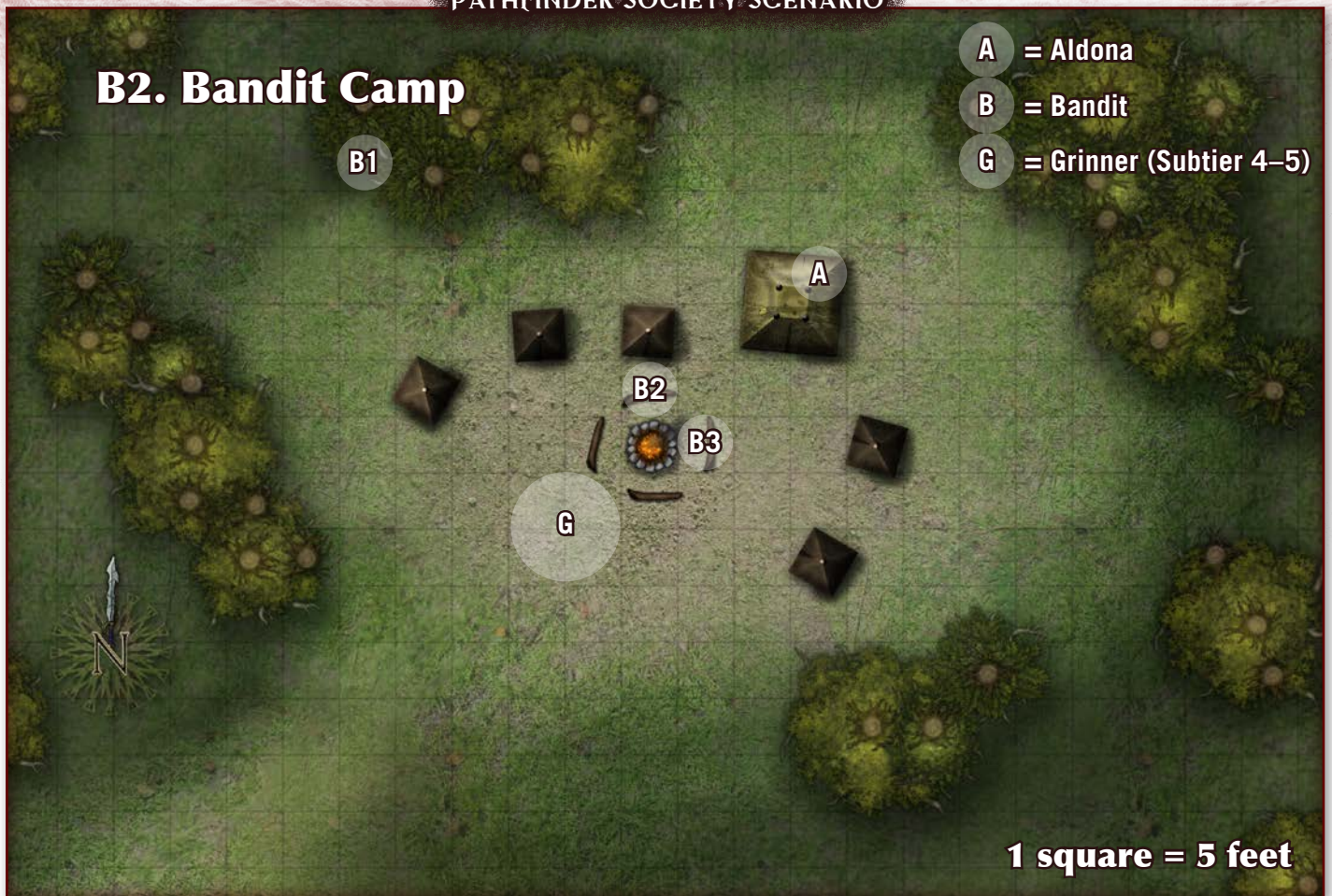
SQ favored terrain (plains +2), track +1, wild empathy +3, rogue talents (surprise attack), trapfinding +1

Combat Gear *potions of cure light wounds* (4), *potions of bull's strength* (2), tanglefoot bags (3), thunderstones (2); **Other Gear** mwk chain shirt, +1 heavy mace, mwk composite longbow (+3 Str) with 20 arrows, mwk light mace, silver ring worth 25 gp, 73 gp

Treasure: A PC who investigates the bandits' gear and succeeds at a DC 15 Appraise, Perception, or relevant Craft check notices that all of their weapons bear a maker's mark of an eagle clutching a pair of tongs. Although this is not enough to prove that Marek has ties to the bandits, it does cast suspicion on him.

Development: If the PCs interrogate Wicent or either of the brigands, they are proud and haughty even in defeat. All of them boast of "Aldona, the mistress of the moon," who leads their gang. They proudly show the scars on their upper arms and claim that with the next full moon, the power of their gang will multiply, and all of Silverhall will be their prey. With a successful DC 18 Heal check, a PC can identify the scars on their arms as having been inflicted by the teeth of a predatory animal, such as a wolf or dog.

B2. Bandit Camp



The bandits do not deny that they recently kidnapped a “weak lordling,” but they try to avoid revealing the location of their camp for fear of angering Aldona. Getting the bandits to reveal the location of their hideout requires a successful Intimidate check (DC 13 for Subtier 1–2, DC 17 for Subtier 4–5) or improving the bandits’ attitude to helpful through magic or clever wordplay. Alternatively, the PCs can follow the bandits’ tracks from the watering hole to their camp with a successful DC 14 Survival check.

Only Wicent is aware that the real leader of their gang is not Aldona, but even he does not know the name of the true mastermind of the gang. He knows only that Aldona receives her orders from a “smith from town.” The smith—a bald, bearded, and tanned man—has visited the camp once or twice. Wicent does not reveal this information unless the PCs both ask about the bandit’s leader and either exceed the DC of the Intimidate check by 5 or more or improve Wicent’s attitude to helpful.

Rewards: If the PCs fail to defeat Wicent and the brigands, reduce their gold earned as follows.

Subtier 1–2: Reduce each PC’s gold earned by 126 gp.

Out of Subtier: Reduce each PC’s gold earned by 313 gp.

Subtier 4–5: Reduce each PC’s gold earned by 500 gp.

B2. Bandit Camp (CR 4 or CR 7)

The bandits’ camp is about 3 miles away from the watering hole.

A half-dozen tents form a semi-circle around a large fire pit in this clearing on a hillside. The smell of roasting meat wafts through the air, and a plume of smoke rises from the fire. Several large barrels sit beside the opening of the largest of the tents.

The PCs can use the trees surrounding the camp for cover or climb them to gain the higher ground. Creatures moving through or forced into the lit fire take 1d6 points of fire damage and must succeed at a DC 15 Reflex save or catch on fire (*Pathfinder RPG Core Rulebook* 444).

Creatures: Marek’s second-in-command, the vicious Aldona, keeps order in the bandit camp. Three months ago, a werewolf bit and infected Aldona, but the warrior has learned to control her condition, more or less. Ignorant of the differences between afflicted and natural werewolves, she has been enticing the rest of the bandits into allowing themselves to be bitten so they can experience “the power of the moon.” Aldona is unclear as to why her efforts have failed, but she is sure that once

THE HORN OF ARODEN

she has an army of werewolves at her command, she can wrest control of the gang from Marek and stop limiting their attacks to Lebeda caravans. Aldona didn't recognize Lander, but seeing he was dressed as a noble and clearly wealthy, she realized he could make a valuable hostage. She had him bound, gagged, and stashed in a trunk in the largest tent. She is currently mulling over how best to send a ransom demand, and to whom. Normally she would have contacted Marek for instructions, and he had left a cage of pigeons for just this purpose on his last visit, but she devoured them in a moon-incited frenzy while she was still learning to control her lycanthropy, and hasn't yet sent for replacements.

Aldona is a stout, red-haired Taldan woman with eyebrows that meet in the middle and a nose that has been broken and reset incorrectly. It is unlikely, however, that the PCs will see her in her natural form while she still lives. In her hybrid form, Aldona appears as a red-furred wolf-woman wearing a suit of stained chainmail. She speaks little in combat, save to coordinate her movements with those of her minions.

Aldona is accompanied by the rest of her gang. Nicknamed Grinner for scars that have torn away most of its lips, this massive beast has befriended Aldona and fights on her behalf. At most hours, the bandits laze about, repair equipment, and wait for news. If the PCs move stealthily, it is possible for them to sneak up on the bandits. In Subtier 4–5, a dire wolf also dozes in front of the fire.

During the encounter, Lander hears the sounds of combat and begins to pound on the inside of his trunk and scream for help through his gag. The PCs hear the commotion he makes over the sound of fighting with a successful DC 10 Perception check (modify the DC to account for their distance from the trunk). Rescuing Lander in the thick of the combat is possible, but it may not be wise; he is still injured from his previous battles and is unarmored.

Subtier 1–2 (CR 4)

ALDONA	CR 2
Afflicted werewolf (<i>Pathfinder RPG Bestiary</i> 198)	
DEFENSE	
AC 20, touch 12, flat-footed 18 (+4 armor, 2 Dex, +4 natural)	
hp 21	
DR 5/silver	
OFFENSE	
Melee shortsword +6 (1d6+4/19–20), bite +1 (1d6+2 plus trip)	
TACTICS	
During Combat Aldona delights in showing off how powerful she is now that she's a lycanthrope. She uses Cleave when possible, tries to fight multiple foes at once, and becomes increasingly reckless if she feels she is winning the fight.	

SCALING ENCOUNTER B2

Make the following adjustments to accommodate a party of four PCs.

Subtier 1–2: Remove one brigand from the encounter. In addition, Aldona has consumed a significant quantity of alcohol as she awaits word from Marek, and she has the sickened condition to reflect her intoxication.

Subtier 4–5: Remove one brigand from the encounter, and replace Grinner with an advanced wolf.

Morale Convinced that she is virtually unbeatable, Aldona fights to the death.

STATISTICS

Skills Climb +6, Intimidate +4, Perception +4

Other Gear chain shirt, light crossbow with 20 bolts, shortsword, moonstone and ivory jewelry worth 250 gp

BRIGANDS (3)

CR 1/2

hp 15 each (*Pathfinder RPG NPC Codex* 266)

Subtier 4–5 (CR 7)

ALDONA	CR 5
Female human afflicted werewolf (hybrid form) fighter 5 (<i>Pathfinder RPG Bestiary</i> 198)	
CE Medium humanoid (human, shapechanger)	
Init +6; Senses low-light vision, scent; Perception +5	
DEFENSE	
AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)	
hp 47 (5d10+15)	
Fort +7, Ref +3, Will +5 (+1 vs. fear)	
Defensive Abilities bravery +1; DR 5/silver	
OFFENSE	
Speed 30 ft.	
Melee +1 <i>longsword</i> +14 (1d8+10/19–20), bite +6 (1d6+3 plus trip)	
Ranged mwk longbow +8 (1d8/x3)	
Special Attacks weapon training (heavy blades +1)	
TACTICS	
Before Combat Aldona drinks her <i>potion of bull's strength</i> if she expects trouble.	
During Combat Aldona treats the rest of the bandits like her pack and coordinates her attacks with them. She favors targets who are wearing little armor and are separated from their comrades. She adjusts her position to flank whenever possible.	
Morale Convinced that she is virtually unbeatable, Aldona fights to the death.	
Base Statistics Without her <i>potion of bull's strength</i> , Aldona's statistics are as follows: Melee +1 <i>longsword</i> +12 (1d8+8/19–20), bite +5 (1d6+2 plus trip); CMB +9; CMD 21; Str 18; Climb +7.	

PATHFINDER SOCIETY SCENARIO

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 23

Feats Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +9, Handle Animal +5, Intimidate +5, Perception +5, Stealth +2

Languages Common

SQ armor training 1, change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

Combat Gear +1 magical beast bane arrows (3), *potions of cure light wounds* (3), *potion of bull's strength*; **Other Gear** mwk chainmail, +1 longsword, mwk longbow with 20 arrows, darkwood and gold music box worth 600 gp, moonstone and ivory jewelry worth 250 gp, 9 gp

BRIGANDS (2)

CR 1/2

hp 15 each (*Pathfinder RPG NPC Codex* 266)

GRINNER

CR 4

Advanced dire wolf (*Pathfinder RPG Bestiary* 278, 294)

hp 47

Treasure: Lander's gear is stored in the largest tent in an unceremonious pile next to the trunk in which he lies. A set of keys able to unlock the trunk hangs on a peg on one of the tent's support poles. In addition, Aldona has stashed a note (see **Player Handout #2** on page 20) on a table that sits next to a bedroll covered in matted fur. The table is surrounded by pigeon feathers, splintered avian bones, and the fragments of a cage—all that remains of Marek's trained messenger pigeons.

All of the weapons belonging to the bandits bear Marek's maker's mark: an eagle clutching a pair of tongs. By this point, the PCs ought to be highly suspicious of this coincidence, especially in light of the letter found in the camp. In addition to the bandits' gear, one of the tents holds two Aldori dueling swords.

Development: If the PCs didn't hear Lander pounding on the inside of the trunk during the encounter, they automatically do so once the battle is over. Lander is ruffled by his defeat at the hands of the bandits, but once freed, he immediately attempts to take control of the situation. In his eyes, the PCs are merely his assistants, not his saviors. Lander's reaction to and treatment of the PCs are detailed in the section that follows.

Rewards: If the PCs fail to defeat Aldona and the brigands, reduce their gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 135 gp.

Out of Subtier: Reduce each PC's gold earned by 366 gp.

Subtier 4–5: Reduce each PC's gold earned by 597 gp.

Lander Lebeda

Lander Lebeda is an arrogant young man and is convinced of his combat prowess, despite his recent failure to defeat Wicent and his imprisonment at Aldona's hands. He is tall, young, and good-looking. He wears a bespoke "adventurer's outfit" made of expensive materials, but because of his ill treatment by the bandits, it's stained with mud and blood and is disheveled and frayed. One of his eyes is swollen shut, and his unruly hair is mussed. Once freed, he asks for a mirror to look over the damage he's taken.

Lander is not evil, but he is haughty and used to getting his own way. Present him as a stubborn adolescent who views anyone without a noble title as a lesser being. He has little respect for spellcasters of any tradition, but he honors the way of the sword and is more open to suggestions and advice from capable warriors. He is obsessed with derring-do and heroic chronicles, and believes he has embarked on an early chapter in such a grand story in which he is clearly the protagonist. This leads him to draw conclusions based on narrative structure rather than good sense. In fact, out of misplaced bravado, he may take to calling one or more PCs his squire or page. Stories of great battles and noble deeds attract his attention, especially if he has not heard them before. In contrast, he has little interest in romance, so characters trying to charm Lander with flirtatious words or looks tend to earn his scorn.

While rash, Lander is not stupid, and he has noticed that the bandits' equipment bears Marek's maker's mark and also overheard Aldona muttering Marek's name in the tent while she was writing her letter. Lander is ashamed that he has unwittingly associated with a bandit. The fact that this particular bandit was preying on his family's caravans does not rankle as strongly as does the fact that Lander was duped and used by someone he trusted and looked up to—and someone of low class at that!

Lander has a renewed determination to hunt bandits, both to restore his pride and born from a desire to hurt Marek by proxy for his betrayal. He is reluctant to expose Marek, however, fearing that if Marek's criminal activities were made public, Lander would be made a laughingstock in Silverhall and perhaps even be punished by his mother for aiding and abetting an enemy of the family. Lander does not volunteer any information about Marek's association with the bandits unless the PCs make him friendly or helpful and then succeed at a Diplomacy check to get him to reveal an important secret.

The last few days have been very difficult for the young noble, and being rescued wounds his pride. As a result, his attitude toward the PCs begins as unfriendly. A PC can improve his attitude with a successful DC 20 Diplomacy check, and once his attitude is indifferent or better, he agrees to accompany the PCs back to Silverhall;

THE HORN OF ARODEN

however, he remains a reckless combatant who ignores the Pathfinders' tactical advice unless his attitude is friendly or helpful.

Even though he is rash and opinionated, Lander's years of training in etiquette make him reticent to attack those who help him; if he is unfriendly and a PC fails a Diplomacy check his attitude worsens only if the PC failed the check by 10 or more. If the PCs cannot improve Lander's attitude soon after freeing him, they may find themselves hounding him across southern Brevoy as he hunts for nonexistent bandits (see area C1 on page 14). Physically restraining Lander automatically resets his attitude to unfriendly, and attempting to beat him into submission automatically resets his attitude to hostile. Doing either of these actions makes it virtually impossible to improve the young man's attitude until the abuse ends.

Depending on what the PCs actually tell Lander, they may have an easier or harder time winning his trust and cooperation. Mentioning that they were sent by his mother, berating him for his lack of combat prowess, ordering him around during combat, mocking his appearance, or lecturing him about his responsibilities each imposes a cumulative -2 penalty on Diplomacy checks to influence him. Telling Lander that the PCs have suspicions about Marek's involvement or refusing to give Lander his gear each impose a cumulative -4 penalty on these Diplomacy checks. On the other hand, offering to help cover up Marek's involvement instead grants a +4 bonus instead of the penalty. Complimenting Lander's combat skills, giving him food and water, healing his injuries, helping to clean him up, or pandering to his sense of heroic tradition each grants a cumulative +2 bonus on these Diplomacy checks. At the GM's discretion, the PCs might receive other bonuses of penalties depending on their approach to wrangling the headstrong teenager.

Although kind words can win Lander's cooperation, with a successful DC 20 Sense Motive check, a PC can sense that behind the young noble's rambunctiousness is a strong desire to prove himself in the eyes of tested warriors. This opens up several additional options. A character can use Intimidate to improve Lander's attitude so long as she does so by playing up her own battle-

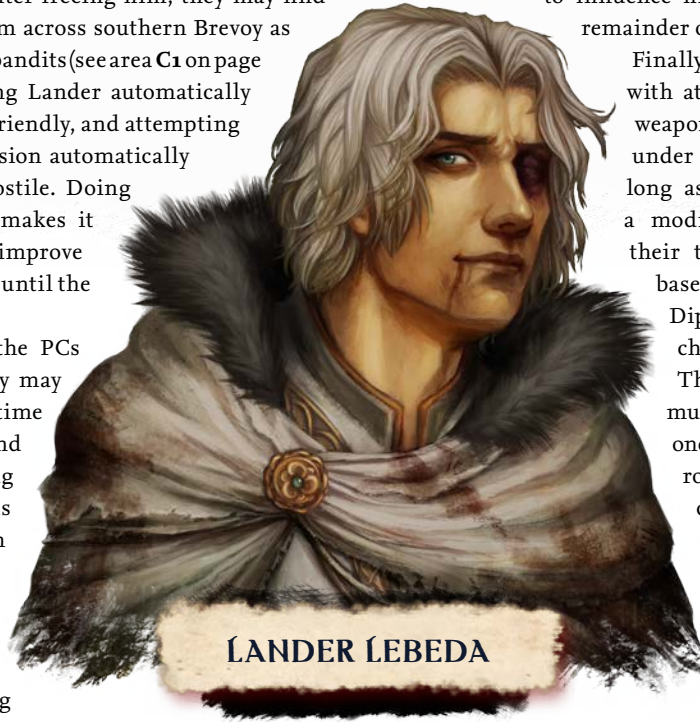
hardened toughness rather than threatening him. Once during the scenario, one of the PCs can challenge Lander to a duel (or accept his boisterous challenges). Feel free to run this as a simple combat, or use the rules presented for dueling on page 150 of *Pathfinder RPG Ultimate Combat*. If the PC wins and doesn't taunt the defeated noble, Lander's attitude improves by one step out of admiration and respect; if Lander wins, all skill check DCs made to influence him increase by 1 for the remainder of the scenario.

Finally, a character proficient with at least one melee martial weapon can elect to take Lander under her wing as a student. So long as she treats Lander with a modicum of respect during their travels, she can add her base attack bonus to her Diplomacy or Intimidate checks to influence him. The GM can also grant as much as a +5 bonus on any one check to reward excellent roleplaying or actions taken during combat to teach Lander particular skills or special techniques.

Each day that the PCs travel with Lander, they get one additional chance to improve his attitude. Assuming the PCs

travel directly to Silverhall, they should have three such opportunities: one when they release him, and two more over the 2 days of travel back. Taking more slowly to travel grants the PCs more such opportunities but exposes them to additional encounters in the Brevic countryside (see page 14).

Creature: The PCs are highly unlikely to have to fight Lander Lebeda, but if he is made hostile, he may lash out at them before trying to flee. Although Dame Sarrona would rather have her son returned to Silverhall under his own free will, she understands if the PCs must use force—so long as Lander is not killed or maimed, of course!



LANDER LEBEDA

LANDER LEBEDA

CR 1

Male human aristocrat 2/warrior 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)

hp 14 (currently 3) (2d8+1d10)

Fort +2, **Ref** +1, **Will** +4

SELECTING ENCOUNTER C1

Encounter **C1** does not have any adjustments for parties of four PCs.

Subtier 1-2

d4 Creature(s)

1	1 worker giant ant
2	1 carbuncle
3	1 atomie
4	4 kobolds

Subtier 4-5

d4 Creature(s)

1	1 soldier giant ant
2	1 advanced carbuncle
3	1 advanced atomie
4	4 advanced kobolds

OFFENSE

Speed 30 ft.

Melee mwk Aldori dueling sword +3 (1d8/19-20) or dagger +2 (1d4/19-20)

Ranged dagger +3 (1d4/19-20)

TACTICS

During Combat Lander is a showy combatant who delights in performing combat maneuvers, even if the situation does not call for it. Unless he has been made friendly, he charges into combat without regard for his own safety or for supporting the tactics of his allies. If his attitude toward the PCs is friendly or helpful, he follows the PCs' suggestions and supports them using flanking and aid another actions.

Morale Lander may be foolhardy, but he isn't stupid. If reduced to 5 or fewer hit points, he attempts to flee, using the PCs as shields as he does so. He drinks his *potion of cure light wounds* if given the chance.

STATISTICS

Str 11, **Dex** 13, **Con** 10, **Int** 12, **Wis** 8, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 13

Feats Exotic Weapon Proficiency (Aldori dueling sword), Iron Will, Skill Focus (Knowledge [history])

Skills Bluff +5, Diplomacy +5, Intimidate +5, Knowledge (history) +9, Knowledge (local) +6, Knowledge (nobility) +6, Perception +4, Perform (oratory) +5, Ride +3, Sense Motive +3

Languages Common, Skald

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, buckler, daggers (3), mwk Aldori dueling sword, noble's outfit, signet ring, sunrods (5), jewelry worth 100 gp, 74 gp

Development: If the PCs fail to improve Lander's attitude to indifferent or better, he insists on tracking

down the other bandits before returning home. If the PCs wish to earn his cooperation, they may have to indulge him in his hunt. See encounter **C1** for more details.

Faction Notes: Securing Lander's cooperation makes it more likely that he will accept his responsibilities and perpetuate the Taldan noble lines of Brevoy. To this end, Taldor faction PCs should be interested in improving Lander's attitude to helpful.

C. HOMEWARD BOUND

With a headstrong young lord in tow and wilderness for miles around, the PCs have an eventful trek back to Silverhall ahead. During each day of travel, the PCs have an opportunity to improve Lander's attitude as noted on page 13.

C1. Lander's Adventure (CR Varies)

If the PCs fail to improve Lander's attitude to indifferent or better, he insists on finding other bandits in the area before he'll return home. Unless the PCs restrain or subdue him, he strikes off into the wilderness on a wild goose chase as he seeks vindication and adventure. Each day that he and the PCs wander the plains, either choose one of the encounters detailed in the sidebar or choose one at random. None of these encounters present a considerable threat, but they do provide the PCs with opportunities to win Lander's approval. At the end of each encounter, the PCs are allowed to attempt another Diplomacy check or similar skill check as detailed on page 13. Several encounters could further embarrass Lander, and the PCs could gain bonuses or penalties on any checks to improve his attitude depending on how they handle a particular encounter and respond to Lander's misfortune. The young noble gets upset if the PCs do not let him participate in encounters.

Several of these encounters take place in copses of trees that dot the plains; for these encounters, use the map on page 15. Other encounters take place in the open grasslands; to represent these relatively featureless areas, use a blank map, such as the grasslands version of *Pathfinder Flip-Mat: Basic*.

Creatures: True to Marek's words, the Rostland Plains are home to many pests and menaces, and Lander Lebeda has no difficulty stumbling upon trouble.

Atomie: An atomie spots the PCs as they travel through a lightly wooded region, and it decides to have some fun at their expense. After playing a simple prank or two, such as pelting the PCs with rotting berries, it reveals itself with great pomp, taunts Lander and the PCs, and challenges the group's mightiest warrior to a duel. Lander heartily accepts unless one of the PCs intercedes. The atomie fights until reduced to 3 or fewer hit points before conceding the duel. It delights in using its flight and

C1. Lander's Adventure



1 square = 5 feet

Pathfinder Map Pack: Forest Trails

invisibility spell-like ability during the fight, no matter how much its opponent complains about unfairness.

Carbuncle: While in the woods, Lander spots a carbuncle rooting around in the leaf litter. He draws his sword, swears an oath to slay “this most foul dragon,” and charges. The carbuncle panics for a moment before using its specious suggestion ability to fend off the attacking noble. It does not hesitate to teleport away if reduced to 5 or fewer hit points.

Giant Ant: Lander spots and correctly identifies this scout for a giant colony in the open grasslands. After shouting orders to the PCs, he charges it with every intention of stemming what would otherwise be a “world-shattering invasion.” The ant simply perceives Lander as a food source to disarticulate and carry back to its nest.

Kobolds: While tromping across the plains, Lander accidentally trips on an oversized molehill that is actually a kobold tunnel, tearing open the subterranean passage and enraging the kobolds who live inside. They rush out to demand reparations for this indignity, and Lander obliges by attempting to lop off their heads single-handedly.

ATOMIE

CR 1

hp 9 (*Pathfinder RPG Bestiary 3 28*)

CARBUNCLE

CR 1

hp 13 (*Pathfinder RPG Bestiary 3 44*)

KOBOLDS (4)

CR 1/4

hp 5 each (*Pathfinder RPG Bestiary 183*)

SOLDIER ANT

CR 2

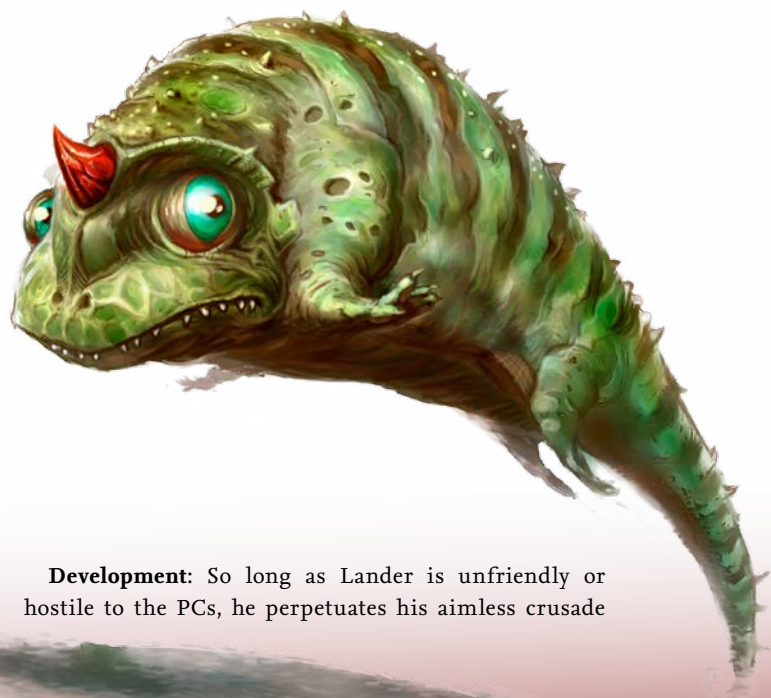
hp 18 (*Pathfinder RPG Bestiary 16*)

WORKER ANT

CR 1

hp 18 (*Pathfinder RPG Bestiary 16*)

Treasure: The PCs may come across small amounts of treasure as they tail Lander. To his credit, Lander allows his “peasant entourage” to take what they want of the rare mushrooms, semiprecious stones, and handfuls of assorted coins discovered over the course of his adventures.



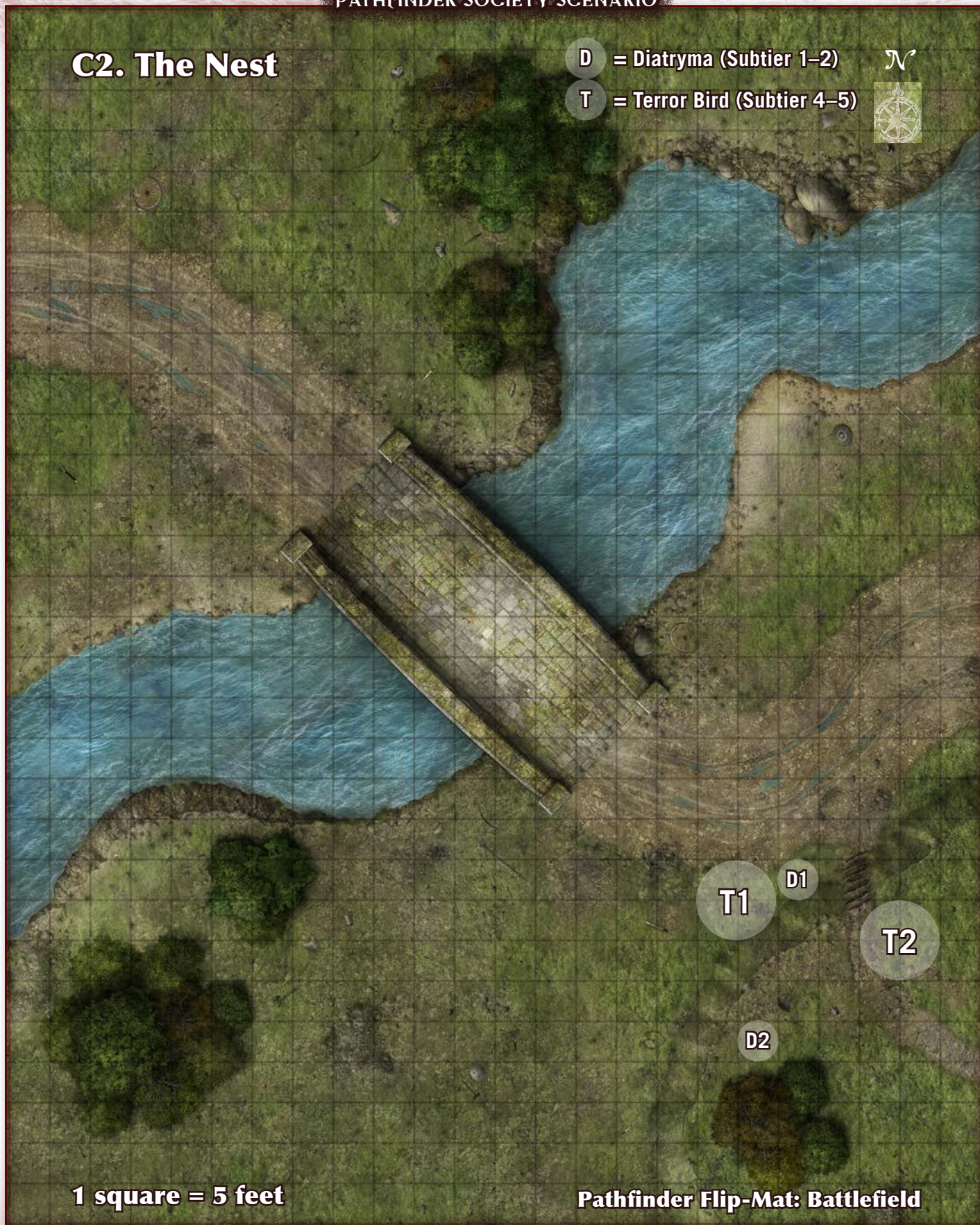
Development: So long as Lander is unfriendly or hostile to the PCs, he perpetuates his aimless crusade

C2. The Nest

D = Diatryma (Subtier 1–2)

N

T = Terror Bird (Subtier 4–5)



1 square = 5 feet

Pathfinder Flip-Mat: Battlefield

THE HORN OF ARODEN

to battle anything that moves. If the PCs complete three such encounters, however, Lander begins to complain about the weighty burdens of being an adventurer—which is to say, he wants a hot meal and a bath—and decides that it is time to return to Silverhall.

Rewards: The PCs are not penalized if they avoid these encounters; however, the minor treasures that they discover can offset some or all of the gold they might lose for failing to complete another encounter or not claiming all of the treasure (such as by giving Lander one of the axe beak eggs in area C2).

Subtier 1–2: Reduce the gold lost by a PC for one encounter by 125 gp.

Out of Subtier: Reduce the gold lost by a PC for one encounter by 187 gp.

Subtier 4–5: Reduce the gold lost by a PC for one encounter by 250 gp.

C2. The Nest (CR 3 or CR 6)

Approximately halfway between the bandits' camp and Silverhall, the PCs approach a bridge they crossed on their way to the camp.

The road narrows here, leading over a well-worn stone bridge that crosses a stream. Trees dot the landscape to both sides of the bridge, and the rushing of water and the croaking of frogs give the scene an air of tranquility.

This bridge arches 5 feet over the stream, which is about 5 feet deep. The water flows fairly slowly, but small eddies making swimming somewhat difficult; traversing the water requires a successful DC 12 Swim check.

Creatures: In the days since the PCs last crossed this bridge, a mated pair of axe beaks has taken up residence near the bridge. The axe beaks built a nest atop a rise above the bridge to the southeast; they just laid their eggs and are extremely aggressive as a result. They view anyone crossing the bridge as a threat and strike first with their savage beaks. When the PCs reach the bridge, the axe beaks sprint toward them to chase off the threats to the birds' offspring.

Subtier 1–2 (CR 3)

DIATRYMAS (2)

CR 1

Variant axe beak (*Pathfinder RPG Bestiary* 3 29)

N Medium animal

Init +4; **Senses** low-light vision; Perception +8

SCALING ENCOUNTER C2

Make the following adjustments to accommodate a party of four PCs.

Subtier 1–2: The diatrymas bit off more than they could handle during their latest hunt. They each have 8 hit points, and their chipped beaks impose a –1 penalty on their attack rolls and damage rolls.

Subtier 4–5: Replace one of the terror birds with an axe beak (*Pathfinder RPG Bestiary* 3 29).

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 11 each (2d8+2)

Fort +4, **Ref** +7, **Will** +0

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+3)

Special Attacks sudden charge

TACTICS

During Combat The diatrymas savagely charge and tear at nearby PCs. If a PC climbs on top of the hill to the north, a diatryma disengages to attack this creature.

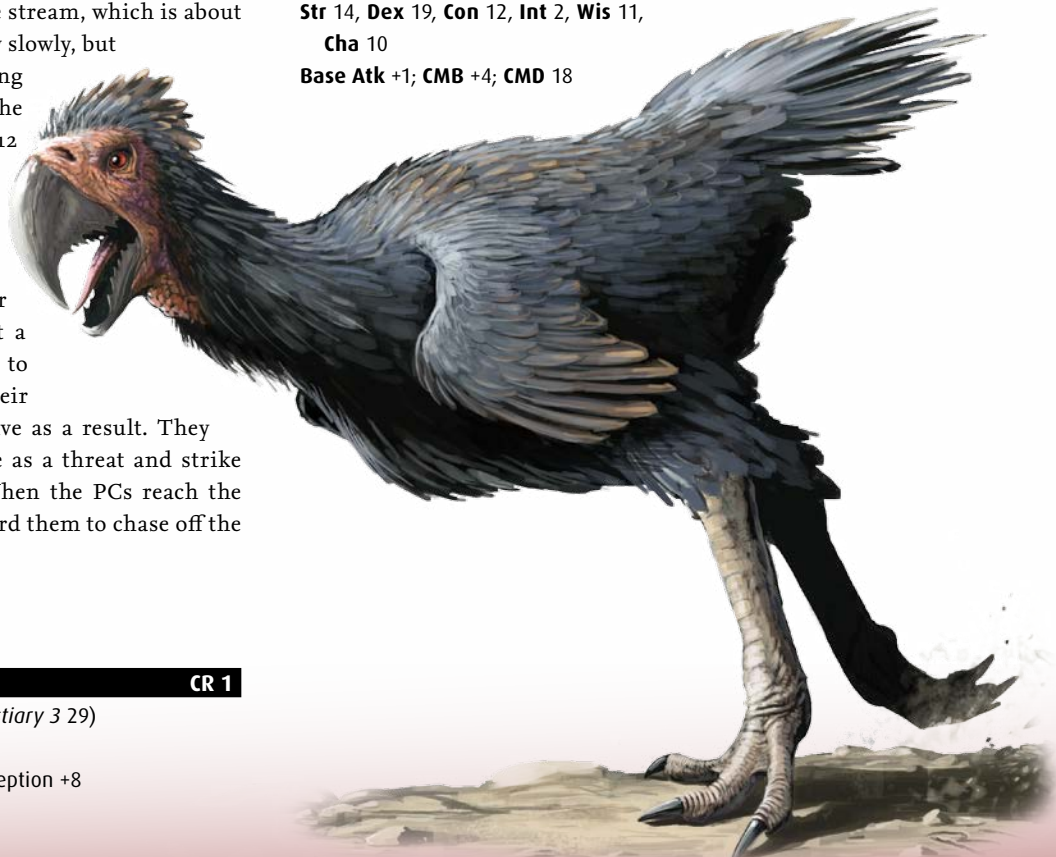
Morale The diatrymas fight to defend their eggs, but once one is slain, the other's instincts tell it to flee once reduced to half its hit points.

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 2, **Wis** 11,

Cha 10

Base Atk +1; **CMB** +4; **CMD** 18



PATHFINDER SOCIETY SCENARIO

Feats Skill Focus (Perception)

Skills Perception +8

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, a diatryma makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the diatryma cannot be tripped in return.

Subtier 4–5 (CR 6)

TERROR BIRDS (2)

CR 4

Variant axe beak (*Pathfinder RPG Bestiary* 3 29)

N Large animal

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 12 (+3 Dex, +1 dodge, +3 natural, –1 size)

hp 37 each (5d8+15)

Fort +7, **Ref** +7, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+4/19–20), 2 talons +6 (1d4+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks sudden charge

TACTICS

Use the tactics for Subtier 1–2.

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 22

Feats Dodge, Improved Critical[®] (bite), Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +11

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, a terror bird makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the terror bird cannot be tripped in return.

Treasure: Several very valuable axe beak eggs rest in a nest atop the rise to the north. In Subtier 1–2, there are two eggs worth 750 gp each. In Subtier 4–5, there are three eggs worth 1,500 gp each.

Development: Lander's feelings about the battle depend on how combat played out for him. If he avoided serious injury, he is thrilled to have been part of an epic clash and attempts to convince the PCs to join him for another excursion out into the wilderness to slay more monsters. If Lander was reduced to 5 or fewer hit points without being healed or rendered unconscious, he accuses the PCs of attempting to get him killed. In any case, this is the PCs' opportunity to influence him for

the day, taking into account any relevant modifiers for the skill check (see the Lander Lebeda section on page 13). The young Lebeda heir finds the birds' eggs endlessly fascinating, and if the PCs give him one, they gain an additional +4 bonus on their skill check to influence him after the battle.

Assuming Lander's attitude is indifferent or better and the PCs refuse to follow him on more misadventures, the rest of the PCs' journey to Silverhall is uneventful.

Rewards: If the PCs fail to defeat the axe beaks, reduce their gold earned as noted below. If the PCs find the eggs but give one to Lander, instead reduce their gold earned by the amount listed in parentheses.

Subtier 1–2: Reduce each PC's gold earned by 250 gp (or 125 gp).

Out of Subtier: Reduce each PC's gold earned by 500 gp (or 187 gp).

Subtier 4–5: Reduce each PC's gold earned by 750 gp (or 250 gp).

CONCLUSION

Once the PCs return Lander Lebeda to Silverhall, Dame Sarrona Lebeda is overwhelmed with gratitude. She quizzes both the PCs and Lander on their expedition, hoping to get Lander to confess that he was overwhelmed and is more suited for the role of a landed noble than a wandering adventurer. How Lander responds to this questioning depends on how friendly he has become with the PCs. If Lander remains unfriendly or hostile, he is unrepentant of his deeds and insistent that the problems of Silverhall can be solved only by a noble-at-arms such as himself. He might even claim the PCs are accomplices of the bandits trying to conceal their activities. Dame Sarrona does not believe any such allegations and protects the PCs from any immediate repercussions of his accusations. Even though the PCs have Dame Sarrona's thanks, they have failed to set Lander on the right path. Much to his mother's dismay, Lander continues to sneak out and get into trouble, which may one day result in his death at the talons of a monster.

If Lander's attitude is indifferent or better, he admits that perhaps he got in over his head. His experiences with the PCs have convinced him that excursions into the wilderness are best left to the professionals. Although he still wishes to continue his tutelage in swordplay, he agrees to take a formal tutor in court, study a less contentious style, and resume his duties. He may even propose that one of the PCs act as his instructor.

So long as Lander is returned to Silverhall alive and well, Dame Sarrona gives the PCs the Horn of Aroden. Having such a prize is a great boon to Lady Morilla's Army of Exploration and attracts to its banner an array of Taldan and Rostlander patriots as well as many faithful

THE HORN OF ARODEN

followers of Iomedae. Pathfinder scholars and Morilla's own agents quickly set to work studying the horn and attempting to restore its magic. If successful, they will have recovered a powerful weapon against the armies of the Worldwound. Each PC earns the Horn of Aroden boon on his or her Chronicle sheet.

The PCs have the opportunity to thwart the bandit activities of Marek Bogdan. If they turn the evidence of Marek's involvement with the bandit raids over to Dame Sarrona, she sends for a patrol of guards to arrest him. After a hard-fought battle, Marek is dragged to the dungeons in chains, completely unrepentant for his actions. If the PCs found no evidence of Marek's involvement with the gang or conceal such evidence in order to appease Lander, Marek soon gathers a new band of like-minded scoundrels and resumes his raids. Lander knows that Marek is associated with the bandits, but he hesitates to act on the knowledge until he is older, fearing that the public revelation of Marek's treachery would also embarrass the Lebeda name.

Treasure: So long as Lander's attitude toward the PCs at the end of the scenario is friendly or helpful, he gives the PCs one or more gifts in gratitude for their timely rescue and patience in dealing with him. In Subtier 1–2 this includes a *ring of swimming* and *boots of the winterlands*. In Subtier 4–5 this also includes an *amulet of natural armor* +2. If the PCs fulfill the scenario's secondary success condition (or defeat Marek in combat), they also receive his sword, a +1 *merciful Aldori dueling sword*, as a bounty for ending the blacksmith's banditry. These items do not contribute to the PCs' gold earned, but if they fail to meet any of these conditions, cross the corresponding items of their Chronicle sheets.

Reporting Notes

If the PCs report Marek's treachery and have sufficient evidence to indict him (see the secondary success conditions below), check box A on the scenario reporting sheet. If Lander's attitude toward the PCs at the end

of the scenario was hostile or unfriendly, check box B. If Lander's attitude toward the PCs at the end of the scenario was friendly or helpful, check box C.

Primary Success Condition

If the PCs return Lander Lebeda to Silverhall alive and obtain the Horn of Aroden, the mission is a success, and each of the PCs earns 1 Prestige Point.

Secondary Success Condition

The PCs successfully complete their secondary success condition if they accomplish all three of the following: complete the scenario with Lander's attitude toward them being indifferent or better, gather three or more pieces of evidence to indict Marek Bogdan as the mastermind of the bandit attacks, and deliver this evidence to Dame Sarrona Lebeda. Possible evidence includes one or more of the bandits' weapons stamped with Marek's maker's mark, Wicent's description of the blacksmith ringleader (Wicent need not be alive and present, but the PCs must have interrogated him), Aldona's letter to "M," and Lander's willing testimony against Marek. If the PCs fulfill these conditions, they each earn 1 additional Prestige Point for ending the bandit raids on House Lebeda's caravans.

Faction Notes

Members of the Taldor faction have two different goals during this scenario. The first goal is identical to the primary success condition: retrieving the Horn of Aroden. In addition, Taldor faction PCs should develop a positive relationship with house Lebeda and ensure its noble line remains strong. If Lander Lebeda's attitude toward the PCs is helpful by the end of the scenario, his time spent with the PCs helps prepare him for his future responsibilities and secures a brighter future for southwestern Brevoy. If Taldor faction PCs accomplish both goals, they each receive the Horn of Aroden boon on their Chronicle sheets.

PATHFINDER SOCIETY SCENARIO

PLAYER HANDOUT #1

Noble Pathfinders,

As the Worldwound's threat grows, the forces of many nations unite with the common goal of beating back the demon horde. I have been building my own army that I intend to field alongside the Pathfinders. In order to increase our numbers and bolster our resolve, we must have a symbol to rally around, one that embodies might equal to that of the golden age of Taldor. My agents have recently discovered that one such item, the Horn of Aroden, has survived since the Age of Enthronement, and is still in the possession of its original owners, House Lebeda. Alas, whatever magic was bestowed on it when it helped to drive Deskari's forces into the Lake of Mist and Veils has since faded, but through careful study, we may be able to find a way to restore its powers. Dame Sarrona Lebeda has graciously offered to allow us access to this item, though how much access is yet unclear. Ideally, it would remain in possession of the Pathfinder Society while being studied and—gods willing—restored, and then will be sent to the Menderian front.

Do your best to persuade Dame Lebeda to permit this transfer. No doubt she will require some task of you in order for you to claim the Horn of Aroden—one simply does not part with such a treasure on a whim! Remember that she and her family are influential in Brevoy and beyond, and winning their friendship could bring great benefits in the future.

*Eagerly anticipating news of your success,
Lady Gloriana Morilla*

PLAYER HANDOUT #2

M,

Wicent found some rich whelp snooping around our watering hole. We roughed him up and have stashed him away while we figure out how to make some coin off of him. Who do you think we can ransom him off to? That lordly pet hanging around your shop probably knows someone we could get in touch with, right?

Aldona

THE HORN OF ARODEN

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Pathfinder Society Scenario #5-19: The Horn of Aroden

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
☐ Andoran	☐ Cheliah	☐ Grand Lodge	☐ Osirion
☐ Qadira	☐ Sczarni	☐ Silver Crusade	☐ Taldor
☐ A	☐ B	☐ C	☐ D

Character #	☐	Prestige Points
Character Name		
☐ Andoran	☐ Cheliah	☐ Grand Lodge
☐ Qadira	☐ Sczarni	☐ Silver Crusade
		☐ Osirion
		☐ Taldor

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		☐ Taldor

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Pathfinder Society Scenario #5–19: The Horn of Aroden

Character Chronicle #

_____	A.K.A. _____	_____	_____
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Horn of Aroden: You recovered the Horn of Aroden, a relic once used to bolster the forces of good and defeat Deskari's minions. This instrument is powerless now, but the Pathfinder Society is certain that it may be useful in the upcoming expedition to Jormurdun and in Mendev's fight against the Worldwound.

All Subtiers

+1 merciful Aldori dueling sword (8,320 gp)
boots of the winterlands (2,500 gp)
ring of swimming (2,500 gp)

Subtier 6–7

+1 magical beast bane arrow (166 gp, limit 3)
amulet of natural armor +2 (8,000 gp)

Notes

MAX GOLD	SUBTIER	☐ Slow	☐ Normal
	1–2	260	511
	SUBTIER	☐ Slow	☐ Normal
MAX GOLD	Out of subtier	589	1,179
	SUBTIER	☐ Slow	☐ Normal
	4–5	923	1,847
MAX GOLD	SUBTIER	☐ Slow	☐ Normal
	—	—	—
	SUBTIER	☐ Slow	☐ Normal
EXPERIENCE	Starting XP		
	+		GM's Initials
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
FAME	Initial Prestige		
	Initial Fame		
	+		GM's Initials
	Prestige Gained (GM ONLY)		
	—		
Prestige Spent			
Current Prestige			
Final Fame			
GOLD	Starting GP		
	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
	Day Job (GM ONLY)		
Gold Spent			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #