

# PATHFINDER SOCIETY®

## SEASON OF THE TEN



## REAVER'S ROAR

By Steven Hammond



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## HOW TO PLAY

*Pathfinder Society Scenario #10-04: Reaver's Roar* is a Pathfinder Society Scenario designed for 7th- through 11th-level characters (Tier 7-11; Subtiers 7-8 and 10-11). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign but can easily be adapted for use with any world. For more information on the Roleplaying Guild, 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](http://PathfinderSociety.club).



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## GM RESOURCES

*Reaver's Roar* makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder Adventure Path: Curse of the Crimson Throne Anniversary Edition*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Advanced Class Guide (ACG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Mythic Adventures (MA)*, *Pathfinder RPG Ultimate Combat (UC)*, and *Pathfinder RPG Ultimate Equipment (UE)*. This adventure assumes the GM has access to these sourcebooks, though the rules for the *Advanced Class Guide*, *Adventure Path*, *Bestiary*, and *Mythic Adventures* are reprinted here. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [pfrd.info](http://pfrd.info).

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# REAVER'S ROAR

By Steven Hammond



It has been over a decade since orc raiders from the Twisted Nail tribe overran the village of Roslar's Coffe, forcing the local inhabitants to flee and razing much of the fortified Sarenite temple, known as the Bastion of Light, located just outside the village. During the intervening years, a powerful magical beast known as a red reaver moved into the church and has prevented orcs and humans alike from settling the areas nearest to the temple. Red reavers form a unique bond with the territory they inhabit, but over the years, the reaver of Roslar's Coffe has formed an unusually potent bond with the Sarenite church it has claimed. This bond has made the reaver unusually resilient and difficult to defeat. Because of the beast's unusual strength and ferocity, Roslar's Coffe remains sparsely populated, for few citizens of Lastwall are willing to risk the reaver's wrath.

Prior to the orc raids and the red reaver's occupation, the church served as a fortified stronghold during the early years of the Shining Crusade. Housing numerous Sarenite warrior-priests and other heroes of the Shining Crusade, the church not only served as a staging ground for various military actions but also acted as a place of redemption, researching rituals and techniques to cleanse the souls of the warriors transformed against their will into undead monstrosities by the Whispering Tyrant and his servants. Unfortunately, many of the details related to these rituals were lost as the clerics developing them were called to the front, never to return. In a blessed font within the temple, a helmet rests beneath the crystal waters. The helmet was originally placed there as part of a cleansing ritual, though exactly what was being cleansed remains unclear. Those who survived the orc raids on Roslar's Coffe that remember the local legends tell different stories. Some say that the helmet belonged to a noble warrior who was transformed into a fearsome undead knight, with his helmet placed within the font after his defeat so that his soul could be fully cleansed and released to the afterlife his mortal deeds had earned. Others claim that the helmet is the source of the font's blessing and that it was placed within the font by a righteous warrior who survived many battles against the Whispering Tyrant's undead hordes due to the helm's blessing. Magical divinations do little to clarify the

## Where on Golarion?

*Reaver's Roar* takes place in Roslar's Coffe, a small outpost in the nation of Lastwall. South of the northern Fangwood, on the banks of the Tourondel River, Roslar's Coffe was once a remote and peaceful fishing village, but only a few residents remain along the outskirts of the original village. While the village has never been a great resource provider for the nation, the significance of its Sarenite temple has kept its rulers from abandoning what remains of the outpost. For more information on Lastwall, see *Pathfinder Campaign Setting: The Inner Sea World Guide* available in game stores as well as online at [paizo.com](http://paizo.com).



truth of these stories, for the helm reveals no special magical properties when subjected to *detect magic* or similar effects, and more potent divinations such as *legend lore* reveal only the same conflicting stories surrounding the helm's origins, assuming they reveal anything at all.

## SUMMARY

Roslar's Coffe was once a quiet, remote village. The ancient church that stood in its square brought pride to the townsfolk. Children laughed and chased one another along the cobblestone roads while farmers took shade under the boughs of the trees. Then the orcs came.

# PATHFINDER SOCIETY SCENARIO

The church was set alight, children taken, farmers slain and their crops burned. The village would have been lost entirely were it not for the few brave warriors and clerics posted there.

Though the orc threat was ultimately defeated, a monstrous creature known as a red reaver used the chaos to claim the old Sarenite temple and the surrounding area as its territory. The red reaver has been a black mark on the history of Lastwall ever since. Its arrival in Roslar's Coffin prevented the villagers from taking the church and the surrounding area, while the reaver spends its time swiftly dispatching any who stray too close. In the years since the reaver's arrival, Lastwall has sent several companies into the red reaver's territory in the hopes of killing it or at least driving it off, but none have been successful, and with each passing year the creature seems to grow stronger.

Now, rumors spread that orcs from the Twisted Nail tribe seek the red reaver. Lastwall's greatest fear is that the orcs have found a way to recruit the beast or twist its simple mind to their will. Should the orcs prove successful, they could unleash the creature on the people of Roslar's Coffin or send it to flank Vigil's forces to the north. What the villagers don't know is that orcs from the Burning Sun tribe have also come to the area to capture the red reaver. Their intent is to remove the beast and cleanse the temple in the name of Mahja Firehair, their Sarenite chieftain. The fate of this band is uncertain, but should survivors remain, they could be a potent ally against the red reaver.

Faced with the possibility that the red reaver may be too much even for Vigil crusaders, the Watcher Lord has called on the Society to aid Lastwall and deal with the beast once and for all. Upon hearing of this, Ollysta Zadrian has sworn to oversee the mission, as the church the red reaver protects was once a notable place of worship: the Bastion of Light, home to Sarenite clerics during the Shining Crusade who researched and created powerful rituals to cleanse those warriors tainted by the influence of the Whispering Tyrant. Ollysta sees in this mission an opportunity to do a great service for her patron and bring hope to a remote area that some would rather forget.

The red reaver has claimed the Bastion and greedily guards its treasures. Within the Bastion, the red reaver has drawn strength from a variety of relics and rituals originally intended to aid warriors of the Shining Crusade against the Whispering Tyrant. One of these relics is the helm of a crusader, resting in an ancient font. Tales of the helmet abound, and some suggest that it belonged to a mighty hero of the Shining Crusade. Drawn by a desire to identify this mysterious figure and shed new light on the history of the Shining Crusade, Gorm Greathammer waits in Roslar's Coffin for an opportunity to present itself.

## GETTING STARTED

Read or paraphrase the following to get the adventure under way.

Venture-Captain Shevar Besnik leans against the wall of a private room in the Dryad's Blessing Inn. With him is Ollysta Zadrian, dressed in gleaming full plate bearing the holy symbol of Sarenrae. She waits for everyone to get settled before reciting a brief prayer. Her eyes are serious, but she wears a slight smile on her face.

Shevar Besnik speaks first. "I'd like to begin by thanking you all for being here. The mission we have for you will be dangerous, but it is vitally important to the people of Lastwall and the Pathfinder Society. However, I am not the one coordinating this mission. For those of you who do not already know her, allow me to present Ollysta Zadrian, leader of the Silver Crusade, and the second-most intimidating Sarenite I've ever known."

Ollysta places her helmet on the table. "Thank you, Shevar. Pathfinders, welcome to Three Pine's Ford. We need you to recover an object from an ancient and most holy temple, the Bastion of Light. The relic in question is a helmet that rests somewhere within the temple, likely within a fountain. The Bastion of Light lies in the village of Roslar's Coffin, northwest of here. The village is small, but its people are strong and friendly."

Ollysta pauses to close her eyes. Taking a deep breath, she says, "The Bastion was a beautiful place used by Sarenite clerics during the Shining Crusade. They devised incredible rituals and brought many crusaders back from the brink of undeath. The helmet that we ask you to recover may have belonged to a powerful captain of the Shining Crusade, but unfortunately our histories have shed little light on its owner's identity."

Ollysta begins to pace in front of the table, "There is a complication. The Bastion of Light was claimed some eleven years ago by a creature known as a red reaver. The beast guards the Bastion fiercely and has killed or chased off all other would-be heroes, looters, and soldiers who have approached it. Please exercise caution, Pathfinders. The red reaver has become stronger every year, and it will not hesitate to kill you. Recover the helmet, and find a way to rid Roslar's Coffin of the red reaver. Another Pathfinder in the area named Gorm Greathammer has been studying the Shining Crusade and knows more."

Ollysta and Shevar answer any questions they may have. Some of the likely questions are listed below with their respective responses.

**How has the reaver become so strong?** "The red reaver was already a fearsome beast when it arrived in Roslar's Coffin, but I suspect that it has developed a bond with some of the crusaders' ritual sites and relics within the Bastion of Light. You would do well to see if you can sever that connection, but take care to not harm the things you find there. Though it has been abandoned for some time, it is still a holy place and we are eager to restore it once the reaver is removed."

**Why is the red reaver drawn to the Bastion of Light?** "The red reaver is drawn to things that it finds beautiful. It jealously guards those things it finds, and it will do anything to keep you out of its territory. Perhaps you may be able to use its fascination against it."



Shevar adds "Yes. I suppose it's a shame I won't be joining you then, eh, Pathfinders?" Ollysta glares at him in response.

**Where in the Bastion of Light will the helmet be?** "I'm afraid we do not know where the helmet might be located within the Bastion, only that it is likely inside a font of some kind. When you arrive in Roslar's Coffin, ask for Gorm Greathammer. He has been studying the Shining Crusade and may have more information."

**What is the significance of the helmet?** "There are many stories about the helmet, but unfortunately none of them can be verified. Some say the helmet belonged to a powerful captain of the Shining Crusade who fell in battle before the end of the war. Others say it belonged to a soldier corrupted by the Whispering Tyrant. Some even claim that the helmet was gifted to Arazni by Sarenrae herself. There are even more outlandish tales as well. The helmet is at the very least unique and sacred, but it could also be very powerful."

**How will we reach Roslar's Coffin?** Shevar steps in to answer this question. "You will travel up the Tourondel River. Roslar's Coffin is some one hundred and fifty miles northwest of here. Arrangements have been made to provide you with safe transport upriver via boat or horse, your choice. You should reach the village within three days if you set a steady pace. Sooner if I get you the really good horses." Shevar delivers the last sentence with a sardonic smirk intended to make the listener question what "getting the really good horses" might entail, though in truth Shevar has already requisitioned the horses for the party.

**Are there any other dangers in the area aside from the red reaver?** "Shevar tells me that there are reports of orcs in the area. We suspect they are part of the Twisted Nail tribe, so avoid them if possible. Any noise is likely to draw the attention of the red reaver. We suspect that the orcs are there to coerce the red reaver to ally with them. Though it is unlikely that they would succeed in negotiating with the beast, their shamans may be able to twist its mind to their whims. I can't imagine the devastation it could bring to the region."

**What about any other treasure in the Bastion of Light?** "This is not an opportunity for you to line your pockets at the expense of history or the people of Roslar's Coffin. This mission stands to right a serious wrong and win back a holy site. Anything you find within the Bastion should be considered the property of the church and left where it is."

Shevar interrupts to add, "If you come across anything that might help you deal with the red reaver, use it. I'd rather not have to go over this briefing with another group."

If there are any PCs in the Silver Crusade faction, Ollysta hands them a letter, stating that she trusts that they will exercise additional caution during the mission and do their best to ensure the people of Roslar's Coffin are treated well and fairly by the other PCs. Give the Silver Crusade PCs **Handout** on page 20. The PCs may purchase items and other provisions before they leave.

## TRAVELING TO ROSLAR'S COFFIN

The PCs do not encounter any hostile forces or creatures on the way. A PC who succeeds at a DC 25 Survival check notes signs of orc scouts along the road. The tracks are less than a week old and move toward the village and into the Fangwood.

## KNOWLEDGE (HISTORY)

Based on the result of a Knowledge (history) check, the PCs might already know about Roslar's Coffin and the Bastion of Light, especially if any of the PCs is a worshiper of Sarenrae. A PC learns all information whose DC is equal to or less than the result of her check.

**15+:** Roslar's Coffin was never large enough to be considered a proper town, but it suffered greatly after it was invaded by orcs more than a decade ago. The arrival of the red reaver helped drive the orcs away, but because many are unable to return to their old homes, the village now contains scarcely more than 400 people.

**20+:** The Bastion was an important military stronghold and religious ritual site. The histories mention powerful rites performed on fallen crusaders within the Bastion, and some say the Sarenite clerics found a way to cleanse undeath from a corrupted soldier. The Bastion of Light was also notable for its intricate stained-glass windows depicting Sarenrae and her avatars. When Roslar's Coffin was invaded by orcs, the Bastion was burned but, much to the amazement of the villagers, it remained standing. Out of fear of retribution from Sarenrae, the orcs left the great windows intact, and on most days the rising sun brightly illuminates the interior.

**25+:** The helmet kept in the healing font is suspected to be incredibly powerful, providing the healing energy that infuses the font. During the Shining Crusade, wounded soldiers told stories of their wounds being washed away "like so much mud" when immersed in the waters of the font.

**30+:** While the font is certainly the most well known of the monastery's wonders, the Bastion of Light holds other shrines and ritual sites meant to confer blessings of strength and vitality to crusaders and pilgrims. Many involve testing one's knowledge of or devotion to Sarenrae. Up until the orc invasion, most of these ritual sites were still intact. Though the state of them is now unknown, some may still be usable.

## ARRIVAL IN ROSLAR'S COFFIN

As the PCs arrive in the village, read or paraphrase the following.

The village of Roslar's Coffin lies ahead. Along the shore of the river stands the busy but quiet fishery. Several abandoned buildings on the edge of the town are adorned with red ribbons, most worn and stained with time. Very little in the village appears to be recently built, and many houses appear to be in disrepair. Interspersed amongst the ribbon-adorned trees and buildings, hand-painted signs dot the roadways and alleys warning travelers to go no farther.

## DIPLOMACY (GATHER INFORMATION) OR KNOWLEDGE (LOCAL)

Although it is isolated and its people are quiet, based on the result of a Diplomacy check to gather information or a Knowledge (local) check, the PCs might already know some additional information about Roslar's Coffin. A PC learns all information whose DC is equal to or less than the result of their check.

**15+:** The village has seen many adventurers and soldiers of Lastwall come in hopes of making a trophy of the red reaver. There was even a group of crusaders that came through town some time ago, but after the group left the village for the Bastion, they were never seen again. The villagers offer to send letters to the PCs' loved ones should the heroes perish in the red reaver's territory.

**20+:** The red reaver has claimed the Bastion of Light and about 1 mile out into the surrounding area. The villagers that did not leave entirely have moved farther away from the reaver's territory, leaving about a 1-mile buffer between the village and the edge of the reaver's territory.

**25+:** Orcs have been seen in the buffer area, and some villagers claim to have seen Twisted Nail banners. The orcs were seen carrying mancachers, ropes and poles. A few larger nets have gone missing from the fishery, and the villagers suspect they were stolen by the orcs.

**30+:** A few days ago, one villager reported seeing a small group of orcs fighting each other near the edge of the red reaver's territory. While she thinks a second clan of orcs was involved, most of the other villagers suggest that the orcs have simply resorted to fighting and cannibalism.

Any conversation with the villagers ends with the PCs being directed to Gorm Greathammer, who is lodged at the Toothless Pike Inn. When the PCs enter, Gorm waves them over to his table and greets them.

The Toothless Pike is grey and quiet. A handful of patrons sit hunched over ales and ciders, waiting for plates of fish cakes frying in the kitchen. A dwarf sits at a long table near the fireplace, stacks of parchments, scrolls, and a great tome arranged neatly around him and a great, green cloak hung on the back of his chair.

"Pathfinders! I'm glad you've arrived. I received word from Ollysta that you'd be coming. I understand you're on your way to the Bastion of Light. I don't envy you. That red reaver is one hell of a brute, and you should all be very careful. It's much larger than it should be, and while it isn't smart, it has very keen senses. I'll do what I can to help you, though. I've drawn a rough map based on a few records and accounts passed along by the villagers here."

"You'll see that the helmet is likely in the font at the back of the Bastion. When you have it and the red reaver is defeated, please return it to me. I've done some research, and I think I might be able to learn something about the helmet's original owner if I can examine it personally."

"Now, I'm certain that the red reaver has been affected by the healing font and that undoing that connection will weaken it, but I suspect a connection with some of the other ritual sites and artifacts in the Bastion as well. Once you make it inside, see what you can find. I'm sure there are still a few ritual sites from the Shining Crusade that can aid you, should you show the same qualities and behaviors as the folk the the Bastion was built for."

Gorm is affable and amenable to talking about his own exploits as both a Pathfinder and as the third prince of the sky citadel Kraggodan, and although easily side-tracked, he tries to steer the conversation back to business. Once the PCs agree to return the helmet to Gorm, he hands them the map, shakes their hands, and wishes them luck. Give the PC a copy of the untagged area A map on page 21. The PCs can also make additional purchases before leaving for the Bastion of Light.

Once on the road to the Bastion of Light, the PCs leave the village and enter the buffer zone between it and the red reaver's claimed territory. The trees in this area are marked with red cloth tied into the branches, and small shrines have been built by some villagers along the road. The houses here have been stripped, some to the foundations, likely by the villagers hoping to use the materials to reconstruct their homes and shops in a safer area.

A PC who succeeds at a DC 20 Survival check notes tracks leading from the village toward the Bastion, as well as a piece of netting caught on a loose nail. The tracks appear to have been made by orcs.

Once the PCs pass into the reaver's territory, read or paraphrase the following.

The area is eerily quiet. No sound of insects or birds can be heard. The houses here have begun to rot, and the forest is slowly reclaiming the paths and road. Moss grows on the sides of leaning houses, vines snake across, through, and under the cobblestones. Here and there long abandoned crates and barrels sprawl, cracked open like eggs. The scene would be almost beautiful were it not for the remains of villagers and would-be heroes scattered amongst the ruins.

A mangled corpse hangs from the branches of a nearby tree, draped over two of the larger boughs. The body is clad in frayed leather armor, and its rotted innards spill down the length of the tree trunk. Somewhere ahead, the clang of metal and the stamping of feet echo through the woods.

## THE RED REAVER CHASE

The PCs have now entered the red reaver's territory, but they are not the first to do so. A small scouting party of seven orcs carrying nets, ropes, and spears has just encountered the red reaver, with disastrous consequences. The PCs arrive just as the red reaver finishes beating the last of the orcs to death with the body of one of its first orc victims.

It is unlikely that the PCs can stand up to the beast in its current state. Should they choose to stay and fight, the red reaver rips the orc corpse in half during a crazed frenzy before charging at the PCs, targeting whoever is closest. Despite the fact that the reaver is not currently in the Bastion, it is still within its established territory and gains all the benefits mentioned in its territorial bond ability, including resistance to being magically controlled or transported.

## BOTH SUBTIERS

MYTHIC RED REAVER	CR 17/MR 2
Unique invincible giant red reaver ( <i>Pathfinder RPG Mythic Adventures</i> 224, <i>Pathfinder RPG Bestiary</i> 295, <i>Pathfinder Adventure Path: Curse of the Crimson Throne Anniversary Edition</i> 476)	
N Huge magical beast	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +8 (+16 in territory)	
DEFENSE	
<b>AC</b> 34, touch 5, flat-footed 34 (–3 Dex, +29 natural, –2 size)	
<b>hp</b> 236 (16d10+148)	
<b>Fort</b> +18, <b>Ref</b> +9, <b>Will</b> +8; second save	
<b>Defensive Abilities</b> block attacks, hard to kill; <b>DR</b> 10/epic;	
<b>Immune</b> sleep; <b>Resist</b> acid 15, cold 15, electricity 15, fire 15	
<b>Weaknesses</b> distracted by beauty	
OFFENSE	
<b>Speed</b> 30 ft., fly 20 ft. (clumsy)	
<b>Melee</b> bite +25 (3d6+11/19–20), 2 claws +25 (2d6+11)	
<b>Space</b> 10 ft.; <b>Reach</b> 10 ft.	
<b>Special Attacks</b> rend (2 claws, 2d6+16), roar	
STATISTICS	
<b>Str</b> 32, <b>Dex</b> 4, <b>Con</b> 27, <b>Int</b> 3, <b>Wis</b> 13, <b>Cha</b> 18	
<b>Base Atk</b> +16; <b>CMB</b> +29 (+31 bull rush); <b>CMD</b> 36 (38 vs. bull rush)	
<b>Feats</b> Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike	
<b>Skills</b> Fly –4, Perception +8 (+16 in territory), Survival +5 (+13 in territory); <b>Racial Modifiers</b> +8 Perception in territory, +8 Survival in territory	
<b>Languages</b> Giant (can't speak)	
<b>SQ</b> flight, territorial	
SPECIAL ABILITIES	
<b>Block Attacks (Ex)</b> Once per round, when the red reaver is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the red reaver is unaffected by the attack (as if the attack had missed).	
<b>Distracted by Beauty (Ex)</b> By succeeding at a Perform check, a creature can attempt to fascinate a red reaver within 60 feet who is able to observe the performance (via sight or hearing, whichever is appropriate). The red reaver can resist the fascination effect with a successful Will save	

(DC = 1/2 the result of the Perform check), but once it becomes fascinated, it remains so until the performance stops, it takes damage, or it observes anyone damaging or stealing any of its treasures.

**Flight (Su)** A red reaver's ability to fly is supernatural.

**Hard to Kill (Ex)** Whenever the red reaver is below 0 hit points, it automatically stabilizes without needing to attempt a Constitution check. If the red reaver has an ability that allows it to act while below 0 hit points, it still loses hit points for taking actions, as specified by that ability. Bleed damage still causes the red reaver to lose hit points when below 0 hit points. In addition, the red reaver doesn't die until its total number of negative hit points is equal to or greater than double its Constitution score.

**Roar (Su)** A red reaver can unleash a terrifying roar once every 1d4 rounds. All creatures except other red reavers within 120 feet must succeed at a DC 22 Will save or be shaken. Those within 30 feet who fail their saves become panicked. A creature that succeeds at the save can't be further affected by the same red reaver's roar for 24 hours. The shaken or panicked effect lasts for 4 rounds, but a creature can end the effect early by succeeding at a DC 22 Will save at the end of any turn during which it was affected by the roar. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Second Save (Ex)** Whenever the red reaver of Roslar's Coffin fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save again as a free action. If the reaver succeeds at this save, the effect affects the reaver as if the creature had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw for the effect.

**Territorial Bond (Ex)** The red reaver of Roslar's Coffin has formed a powerful bond with the Bastion of Light, which it has claimed as its territory, and gains a +8 racial bonus on Perception checks and Survival checks in the Bastion and the surrounding area. In addition, while in its territory, the red reaver of Roslar's Coffin doesn't fall unconscious when reduced to negative hit points, automatically stabilizes whenever it is at negative hit points, and automatically succeeds at any saving throw to avoid being teleported or otherwise magically transported to a location outside of its territory.

This red reaver has been the blight of Roslar's Coffin for over a decade. Its unnatural size and strength are the product of its unusual connection to the Bastion of Light. It has killed scores of villagers and adventurers over the 11 years it has occupied the Bastion. Dim witted and highly aggressive, the red reaver viciously attacks any interlopers in its established territory.

Fighting the red reaver at full strength should be all but impossible in Subtier 7–8 and nearly so in Subtier 10–11.



## Scaling the Reaver

To accommodate a party of four PCs, reduce the DCs of all chase checks and saves by 4.

The obvious choice is to flee and hope that the Bastion of Light can provide some shelter.

The flight to the Bastion of Light uses chase rules (*Pathfinder RPG GameMastery Guide* 232). In this instance however, the PCs are being pursued rather than being the pursuers. The PCs should work together to overcome each obstacle. While some of the obstacles may involve slowing down the fleeing orcs, most require the PCs to use the environment in some way to slow the red reaver's pursuit.

For each obstacle, each PC can attempt one of the listed saving throws, skill checks, or ability checks, or they can attempt to cast a spell or use an ability appropriate to the described challenge. At the end of the turn, use the highest result. Any other check results with a total of 10 or higher should be treated as though the PC had used the aid another action to assist. If any PC uses a particularly appropriate spell or ability, such as casting *transmute rock to mud* to slow some of the orcs, grant the highest check a +2 bonus.

If the PCs fail to overcome an obstacle, they still move on to the next one, but the failure allows the red reaver to gain ground on them. The number of successes the PCs have determines the amount of time they will be able to hide inside the Bastion of Light before the red reaver can break through. The Development section below details how the number of successes determines the time the PCs can take shelter. When the PCs finish the eighth obstacle (whether they succeeded or failed) the Bastion is secure for a time and the PCs are safe from the red reaver.

**Obstacles:** Each obstacle is described below. In Subtier 10–11, increase the listed saving throw DCs by 2 and increase the DCs of the listed checks by 4.

*Tangled Up in Doom:* The orcs rush past the PCs, attempting to slow them by tossing their nets on the PCs. The PCs can avoid the nets or throw them back to slow the orcs down.

*Don't Look:* The red reaver leaps and pounds the ground with its fists, right at the heels of the PCs. The PCs try to stay on their feet through the resulting shock wave. The PCs can knock over some crates to slow the red reaver down or tuck and roll through the shocks.

*Ooh, Shiny!:* The PCs are chased into the remains of the old market square, containing wares and even some currency. The PCs can toss a few of the particularly shiny baubles behind them to distract the reaver, or cut a few ropes to drop an awning onto the orcs.

*They Won't Be Needing This Anyway:* The PCs spot rough, abandoned fortifications. The PCs can weave through and around the debris or prop up the polearms left there.

*Already Dead:* The doors of the Bastion of Light are just ahead, but the PCs must first navigate the cemetery. The red reaver grabs an unburied corpse and throws the pieces at the PCs. The PCs can zigzag through the gravestones or attempt to climb across the tombs to evade the gruesome projectiles, or knock a leaning statue across the red reaver's path.

*Bar the Door:* The PCs race through the door of the Bastion of Light and move quickly to close and bar the door before the red reaver can get inside. The PCs can free the rusted iron bar from its place on the wall or stack up pews and other debris to make a hasty barricade.

*Nothing Gets In or Out:* The PCs run around the perimeter of the room to seal off any other possible entrances the red reaver could use. The PCs can stack more debris or collapse a few loose stones to block the doors.

*Board the Windows:* The last thing the PCs need to do in order to seal the Bastion of Light is secure the windows. The PCs work together to loosen the heavily corroded metal shutters and latch them.

**Development:** The success of the PCs in this chase determines how much time they have to search the Bastion of Light for the helmet and for other ways to weaken the red reaver before it can break through the PCs' fortifications. Adjust the time based on the number of obstacles the PCs successfully overcame, as detailed below.

*7–8 Successes:* The PCs make it inside the Bastion and seal it up with plenty of time to spare. The PCs have 3 hours to search the building.

*4–6 Successes:* The PCs make it inside, but the reaver is close behind, forcing faster fortifications that are a bit less sturdy. The PCs have 2 hours to search the Bastion.

*2–3 Successes:* The red reaver is right on the heels of the PCs and actively destroying the fortifications at the PCs build them. The PCs have only 1 hour to search the Bastion before the Reaver makes it inside.

*0–1 Success:* The PCs are not able to adequately block the entrances, and the reaver is able to reach them through the holes in their attempted fortifications. The PCs have only 30 minutes to search the Bastion of Light. Additionally, the red reaver claws one PC at random as they enter the Bastion. In Subtier 7–8 this is an attack with a +24 to hit dealing 2d6+15 damage. In Subtier 10–11, this is an attack with +29 to hit dealing 2d6+22 damage.

## A. INSIDE THE BASTION OF LIGHT

Once the PCs have completed the chase, they enter the Bastion of Light. As the PCs search the Bastion of Light, the red reaver circles the Bastion from outside and even in narrow tunnels and passages below the Bastion's main floor. The PCs might notice the sound of the reaver's claws on the stone walls, or hear it breathing through cracks in the structure. The red reaver circles the perimeter of the building, listening intently for any sign of its quarry.





## A1. THE NAVE

Read or paraphrase the following.

The stones of this temple are strong but show their age. Without clerics and masons to tend to the Bastion in over a decade, some sections have begun to crumble. Masonry has piled on the floor, older oak timbers are blackened from fire and mold and the rotten, and the sweet smell of decay hangs in the still air. The remains of prayer books and broken pews litter the floor, partially obscuring a great mosaic of Sarenrae and her servants. At the head of the chamber, a circular stained-glass window depicts a golden rose blooming within a rising sun.

The nave is entered through a small receiving room in the center of the Bastion's southern wall; the double-doors of this receiving room have been blocked off as the PCs barricaded

the entryway during the red reaver chase. Several doors lead away from the chamber. The passage on the southwestern side of the entryway is partially blocked by debris and contains only a collapsed stairwell. There is no lighting within most of the Bastion, though windows set throughout the building can channel light from outdoors. If the PCs chose to rest at Roslar's Coffin before heading to the Bastion, the PCs arrive during the day and the Bastion is considered to be well lit; if the PCs instead traveled directly to the Bastion after their meeting with Gorm Greathammer, they arrive just as the sun sets and the Bastion is dark with no interior lighting except as otherwise noted.

A PC who succeeds at a DC 20 Perception check notices a makeshift muzzle and collar anchored by cables to the ceiling. If the PCs arm the trap and engage the reaver in that room, the harness can be used to entangle the red reaver for a few rounds

and prevent its roar. A PC who succeeds at a DC 30 Perception check finds the pressure plate on the floor that triggers the trap. If the PCs talk to Uirch in area **A4**, he can mark the location of both the trap and the pressure plate on their map.

## A2-A3. THE DECAYING HALLS (CR 6 OR CR 9)

This encounter can take place in either area **A2** or **A3**. The PCs pass into a short hall containing a rickety floor. To the north of these hallways are sets of old staircases, collapsed from years of neglect and disuse. Over the years the floorboards in the hallway have begun to rot and warp. Now loose in many places, the rusting nails squeak loudly against the wood when stepped on. Strange fungus grows on the walls in large bulbs, and the air inside the hall smells of acrid mildew.

**Hazard:** The inner walls in the hall contain clusters of fungal blooms. Stepping too close to these blooms causes their spore pods to explode (see below), but that affect only creatures in a 5-foot radius. A PC who succeeds at a DC 28 Disable Device check can harvest one of these spore pods for use as a thrown weapon; PCs can attempt to harvest spores up to a total of six times. Failing this check by 5 or

more causes one of the spore pods to explode, exposing the harvester and anyone within 10 feet to the spores. If the PCs trigger the spore pods or fail a harvest check two or more times, they also automatically trigger the red reaver trap, with the reaver targeting the last PC to step too close to a bloom or fail their Disable Device check.

### FUNGUS SPORE POD

**PRICE** 100 GP **WEIGHT** 1 LB.

A sticky, foul smelling pod from a strange fungus growing on the walls of the Bastion of Light. When thrown, this pod explodes on contact, releasing a cloud of poison spores in a 10-foot radius that functions as an inhaled poison.

**Fungal Spores:** *inhaled*; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d2 Con damage and fatigued for 1 minute; cure 2 saves.

**Trap:** Stepping onto the planks produces loud creaks and groans from the wood as it sags and warps. A PC who steps on a creaking board draws the red reaver to that PC's location.

The first PC to trigger the trap is not attacked, as the noise alerts the reaver to their location, allowing it to arrive on the scene. The second PC who would trigger the trap is the one actually attacked. After the first pair of times this trap is triggered, it activates when first triggered if encountered in any other areas. The trap below functions through red reaver making a grapple check against the PC. If the red reaver successfully grapples the PC, it attempts to dismember them before withdrawing, as described in the red reaver trap stat blocks below.

## SUBTIER 7-8 (CR 6)

### RED REAVER TRAP

CR 6

**Type** mechanical; **Perception** DC 20; **Bypass** Acrobatics DC 25

#### EFFECTS

**Trigger** proximity; **Reset** automatic (1 minute)

**Effect** The red reaver makes a grapple check against the target (CMB +29). If the grapple check succeeds, the target suffers the following effect. *Gruesome Mangling:* The target takes 6d6+11 damage and one of its limbs is badly mangled (roll 1d4; on a 1 or 2 the target's arm is mangled and on a 3 or 4 the target's leg is mangled). The target is sickened and takes 1d6 points of bleed damage each round until they receive at least 5 points of magical healing. The target suffers the penalties detailed in the Losing a Limb sidebar until she receives a *regeneration* or *restoration* spell. Targets who do not receive such a spell by the end of this adventure gain the Lost Limb boon on their Chronicle sheet.





## SUBTIER 10-11 (CR 9)

### RED REAVER TRAP

CR 8

**Type** mechanical; **Perception** DC 25; **Bypass** Acrobatics DC 25

#### EFFECTS

**Trigger** proximity; **Reset** automatic (1 minute)

**Effect** The red reaver makes a grapple check against the target (CMB +29). If the reaver's grapple check succeeds, the target suffers the following effect. *Gruesome Mangling*: The target takes 12d6+11 damage and one of its limbs is badly mangled (roll 1d4; on a 1 or 2 the target's arm is mangled and on a 3 or 4 the target's leg is mangled). The target is sickened and takes 1d6 points of bleed damage each round until they receive at least 5 points of magical healing. The target suffers the penalties detailed in the Losing a Limb sidebar until she receives a *regeneration* or *restoration* spell. Targets who do not receive such a spell by the end of this adventure gain the Lost Limb boon on their Chronicle sheet.

**Development**: If the PCs travel to whichever of these areas they haven't been to yet, they can trigger the trap an additional time when they step within 5 feet of the door to that area.

## A4. THE RELIQUARY

The room contains several small benches, some still upright and intact, arranged around a large reliquary at the far end of the room. The reliquary is an oak-and-brass stand containing a two-foot-tall marble statue of a soldier in armor, kneeling over a shallow bowl. The soldier's face wears a pained expression, and they appear to weep over the bowl. The bowl, made from a black, lacquered wood, contains a clear liquid.

The reliquary is a place of healing that was once used by crusaders returning from battle against the forces of the Whispering Tyrant. Here they would sit and pray, remembering the names of their fallen friends. With the blessing of the reliquary's attending cleric, a soldier would be granted a sip from the bowl. The liquid inside the bowl is produced by the statue, which houses a fragment of the skeleton of a former cleric. The bowl's contents are warm to the touch.

A PC who drinks the liquid from the bowl is targeted by *neutralize poison* and *regeneration* spells and gains additional benefits as described in the Rewards entry on page 14. Committing any act of violence against a worshipper of Sarenrae within 60 feet of the reliquary (including the orc Uirch described below) defiles the reliquary's magic and permanently ends its ability to grant any magical effects. A creature can benefit from drinking the reliquary water only once every 24 hours. If the liquid is removed from the bowl and placed in any other container before it is consumed, it loses its healing effect and becomes normal salt water.

## Losing a Limb

A creature with only one arm cannot perform actions requiring two arms or two hands and suffers a 50% spell failure chance when casting any spell with a material component. A bipedal creature with one leg cannot walk or run; it can crawl or hop but is denied its Dexterity bonus against all opponents. A quadrupedal creature with one functional leg is reduced to half its normal speed.

**Creatures**: A severely wounded orc named Uirch rests in the room. He is part of a small group of orcs sent to the area from the Burning Sun tribe, which is largely comprised of chaotic good worshipers of Sarenrae. A PC who succeeds at a DC 15 Perception check notes that Uirch wears the broken remnants of a wooden holy symbol of Sarenrae around his neck. Uirch survived an attack by the red reaver but is gravely injured, with his right arm and leg badly mangled by the reaver's claws. Uirch cannot perform actions requiring two arms or two hands, suffers a 50% spell failure chance when casting any spell with a material component, and cannot walk or run; he can crawl or hop but is denied his Dexterity bonus against all foes. If a PC heals Uirch by casting a *restoration* spell on him, healing at least 35 hit points, or by giving him a sip of the liquid from the bowl, Uirch is grateful, expressing his thanks in Common. The PCs can ask Uirch questions, if they'd like. Below are some questions and Uirch's answers.

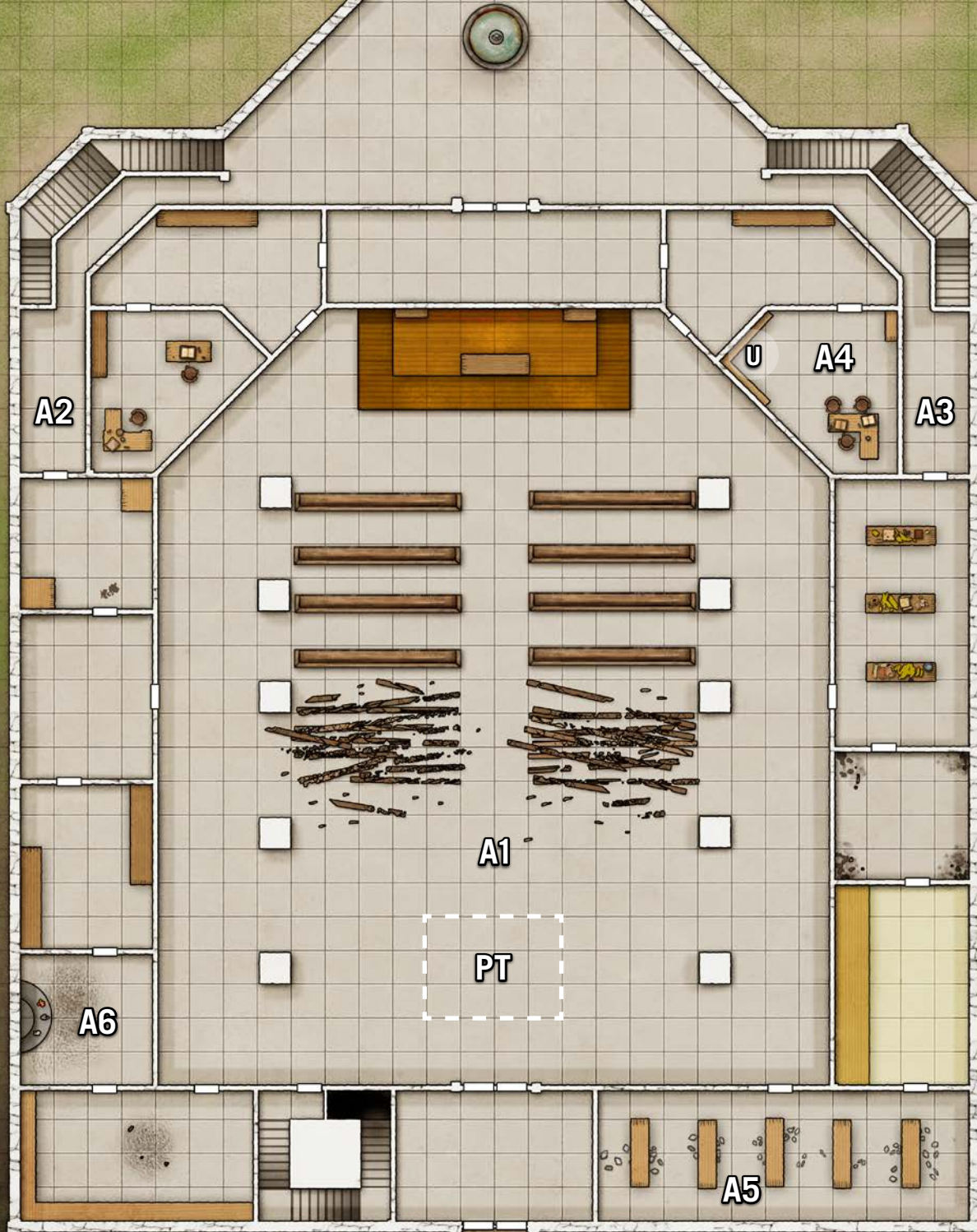
**What are you doing here?** "I came here with several others from my tribe. Mahja Firehair sent twelve of us here to cleanse the temple and capture the red reaver. The Twisted Nail was here before us, and it seems they too want the reaver for their own purposes. We had thought we could remove the beast and let it loose on our enemies in Belkzen, but it is larger and more aggressive than we anticipated. It cannot be contained or reasoned with."

**Are there others like you here?** "There are other orcs here, yes, but I am the last of my band in this awful place. There were a dozen of us when we arrived two days ago. We arrived quietly and set to work laying traps for the reaver. Then one of our party was tracked back to our camp by Twisted Nail brutes. The fight drew the reaver, and the last of us fled here. Grunsh and I were caught on the steps. She sacrificed herself so that I could escape, but that thing caught me. I thought I would die here like all my friends, but it would seem Sarenrae has other plans for me."

**What do you know about the red reaver?** "The creature is very good at sniffing out intruders. We had set up camp north of here, just beyond the edge of its territory. The creature is not very smart, so it can be tricked, but do not try to reason with it. I think its time here has made it more aggressive. It is connected to the healing font, and perhaps some of the other relics here as well. If you can break those links, you might weaken it."



## A. Inside the Bastion of Light



**1 square = 5 feet**

**PT** : Pressure plate and Trap      **U** : Uirch



We laid a trap for the creature in the main hall but it isn't set. If you activate the pressure plate and cables though, the harness should hold the reaver for a time. I hope that helps." Uirch marks on the PCs' map the location of the trap and pressure plate.

The trap is a muzzle and collar anchored by cables to the ceiling of the Bastion's nave (area A1). If the PCs arm the trap and engage the reaver in that room, the harness can be used to temporarily entangle the red reaver and prevent its roar.

**Where can we find some of these relics?** "I have seen two: this reliquary here, and the font in the back of the Bastion. Search the second floor as well; you may find something else there. Stay away from the windows and be quiet. The relics and rituals within this temple were meant for followers of Sarenrae, so I expect the rituals here to be tied to her."

**What about the helmet?** "I have seen it. It lies within the font in the back of the Bastion. Tread carefully in that place however. The reaver has made a den of that chamber and filled it with all the things it treasures. There is powerful magic in that place, and I think the helmet is an important part of it. If you mean to take it with you, remove it carefully."

Uirch does not wish to fight with the PCs, if at all possible, preferring to leave the Bastion of Light on his own after the PCs have dealt with the red reaver. If asked to join a party consisting of five or more PCs, he gruffly refuses, though a PC who succeeds at a DC 15 Sense Motive check might discern that Uirch is clearly terrified of the red reaver. For a party of four PCs, Uirch is willing join the group, though his injuries at the red reaver's hands have made him reluctant to join in combat, so he focuses on healing the PCs whenever possible; this serves as part of the four-player adjustment for the final encounter (see page 17). Whether or not Uirch assists the PCs in battling the red reaver, if the PCs provide him with magical healing, including by giving him a drink from the reliquary, Uirch uses the spells he has prepared and his fervor ability to heal any wounds the PCs might be suffering. Uirch hides in the room after the PCs leave, and after they defeat the red reaver, he promptly heads north to the remains of his camp before returning to Belkzen.

## UIRCH

CR 9

Orc warpriest of Sarenrae 10 (*Pathfinder RPG Bestiary* 222, *Pathfinder RPG Advanced Class Guide* 65)

CG Medium humanoid (orc)

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

**hp** 78 (10d8+30)

**Fort** +10, **Ref** +5, **Will** +11

**Defensive Abilities** ferocity, sacred armor (+2, 10 minutes/day)

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +1 scimitar +13/+8 (1d10+5/18-20)

**Special Attacks** blessings 8/day (Fire: armor of flame, fire strike;

Glory: demoralizing glory, glorious presence), channel positive energy 4/day (DC 18, 3d6), fervor 8/day (3d6), sacred weapon (1d10, +2, 10 rounds/day)

**Warpriest Spells Prepared** (CL 10th; concentration +13)

4th—*restoration*

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *cure serious wounds*, *remove blindness/deafness*

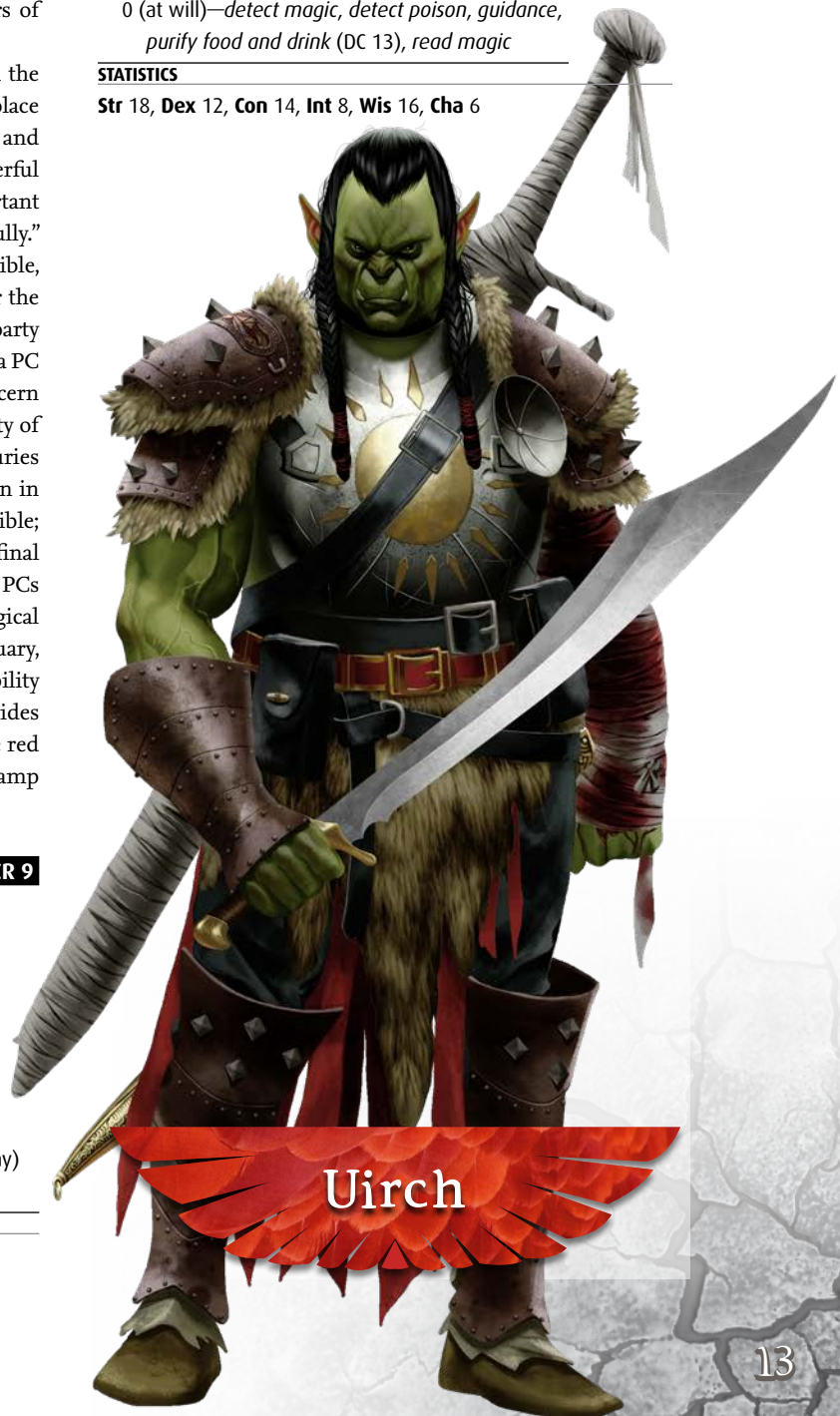
2nd—*aid*, *cure moderate wounds* (2), *delay poison*, *eagle's splendor*

1st—*bane* (DC 14), *bless*, *cure light wounds* (2), *doom* (DC 14), *remove fear*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *purify food and drink* (DC 13), *read magic*

### STATISTICS

**Str** 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 16, **Cha** 6



## Scaling Encounter A5

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

**Base Atk** +7; **CMB** +11; **CMD** 25

**Feats** Athletic, Believer's Boon<sup>ACG</sup>, Bloody Assault<sup>APG</sup>, Death or Glory<sup>UC</sup>, Defensive Combat Training, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (scimitar)

**Skills** Acrobatics -2 (-6 to jump), Climb +3, Heal +10, Intimidate +9, Perception +4, Sense Motive +7, Swim +3

**Languages** Common, Orc

**Other Gear** +2 breastplate, +1 scimitar, cloak of resistance +1, headband of inspired wisdom +2, diamond dust (100 gp)

### SPECIAL ABILITIES

**Ferocity (Ex)** Uirch remains conscious and can continue fighting even if his hit point total is below 0. He is still staggered and loses 1 hit point each round. Uirch still dies when his hit point total reaches a negative amount equal to his Constitution score.

**Fervor (Su)** Uirch can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used 8 times per day.

By expending one use of this ability, Uirch can touch a creature to heal it of 4d6 points of damage. Using this ability is a standard action (unless Uirch targets himself, in which case it's a swift action). Alternatively, Uirch can use this ability to harm an undead creature, dealing the same amount of damage he would otherwise heal with a melee touch attack. Using fervor in this way is a standard action that provokes an attack of opportunity. Undead do not receive a saving throw against this damage. This counts as positive energy.

As a swift action, Uirch can expend one use of his fervor ability to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter. When cast in this way, the spell can target only himself, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. Uirch does not need to have a free hand to cast a spell in this way.

**Fire Bolt (Sp)** As a standard action, Uirch can unleash a scorching bolt of divine fire from his outstretched hand. Uirch can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. On a successful attack, the fire bolt deals 1d6+5 points of fire damage.

**Sacred Armor (Su)** Uirch can enhance his armor as a swift action. This power increases the enhancement bonus of Uirch's armor by +2. Uirch can use this ability for 10 minutes per day equal to his warpriest level. This duration must be used in 1-minute increments, but they don't need to be consecutive. When Uirch uses this ability, he can also use his

sacred weapon ability as a free action by expending one use of his fervor.

**Sacred Weapon (Su)** Uirch has the ability to enhance his scimitar with divine power as a swift action. This power increases the enhancement bonus of his scimitar by +2.

**Treasure:** The cup from the reliquary is made of oak and covered in a black lacquer and is worth 100 gp. The marble statue of the soldier within the reliquary is worth 250 gp. At the foot of the reliquary is a small tithe box containing 30 gp.

**Development:** If Uirch is killed before giving the information about the trap to the PCs, they will have to use skill checks to discover its presence. If Uirch does not join the PCs and is allowed to leave the area, he does so, hiding somewhere else in the building until the PCs deal with the red reaver. As Uirch is the last surviving member of the band sent to Roslar's Coffin, Mahja Firehair will assume that all of them were killed by the red reaver or the Twisted Nail clan.

**Faction Notes:** If the PCs heal Uirch and listen to his concerns without seriously harming, tormenting, or killing him, this fulfills the faction quest requirements for any PCs who are members of the Silver Crusade. By seeing that not every orc encountered is a threat, and that each potential foe may instead be an undiscovered ally, the PCs have behaved in a way properly fitting the values and beliefs of the Silver Crusade. The PCs receive a boon from Ollysta upon returning from the quest.

**Rewards:** In addition to the benefits listed above, each PC who drinks the liquid from the bowl treats any weapon or natural attack they wield as having the *bane* property affecting all attacks made against the red reaver and gains a +2 sacred bonus to AC against the reaver's attacks.

## A5. ORCS IN THE STACKS (CR 9 OR CR 11)

The door to the room stands partially open. Inside the room stand a number of shelves and bookcases, many bearing old scorch marks and the blackened remains of old leather-bound books. Scrolls and papers, some little more than decayed piles of ash, lie strewn across the floor.

The room was once a library for the clerics and monks who lived and worked on the grounds of the Bastion of Light. The books in this room contain histories and personal journals for many of the Bastion's former residents, but much of the text is now useless due to years of decay and smoke or direct damage from the fire 11 years ago.

Built into the wall along the southern side of the room is a large pictorial shrine to Sarenrae. The shrine is carved in the shape of a large ankh, with a hollow in each extremity and another in the center. Scattered on the floor beside the shrine are several small statues and the remnants of a broken wood tray.



The statues are carved or cast from various materials and are no more than 6 inches tall. There are seven figurines in total, though only four of them are still nearby: a gold hound, an amber wheel of sunlight, a platinum four-armed angel, and a silver armor-clad soldier. To complete the puzzle the PCs also need to locate the copper sword in the bag of loot carried by the orcs, the alabaster lioness held by the orc standing near the shrine, and a wooden holy symbol of Sarenrae which currently lies on the floor among the decaying papers. The wooden holy symbol can be discovered by a PC who succeeds at a DC 18 Perception check.

The shrine was put in place as a way to test new curates on their knowledge of Sarenrae and her servants. During the Shining Crusade, the shrine was turned into a ritual site for crusaders leaving the Bastion for the front lines. By placing the correct figurines in the correct order, a crusader would receive a blessing from Sarenrae, giving them a powerful tool to protect them in battle. When the Whispering Tyrant was imprisoned, the shrine became a place of quiet contemplation. Decades later, the room was converted into a library and remained so until the orc invasion.

**Creatures:** Five orcs here rummage through the various books and attack the PCs as soon as they notice them.

## SUBTIER 7-8 (CR 9)

<b>TWISTED NAIL HUNTERS (5)</b> <b>CR 5</b>
Orc fighter 6 ( <i>Pathfinder RPG Bestiary</i> 222) CE Medium humanoid (orc) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception -2
DEFENSE
<b>AC</b> 21, touch 11, flat-footed 20 (+10 armor, +1 Dex) <b>hp</b> 49 each (6d10+12) <b>Fort</b> +5, <b>Ref</b> +3, <b>Will</b> +0 (+2 vs. fear) <b>Defensive Abilities</b> ferocity <b>Weaknesses</b> light sensitivity
OFFENSE
<b>Speed</b> 30 ft. (20 ft. in armor) <b>Melee</b> mwk battleaxe +13/+8 (1d8+5/x3) or mwk net +8 touch (entangle) <b>Special Attacks</b> weapon training (axes +1)
TACTICS
<b>During Combat</b> The orcs attempt to block the door to separate any PCs who have not yet entered from those inside the room and use their nets to entangle the PCs before hacking at them with their battleaxes. <b>Morale</b> The orcs are frightened by the red reaver and attempt to flee if it arrives in the area, but they otherwise fight to the death, using their <i>potions of cure light wounds</i> when reduced to 10 or fewer hit points. If the orcs flee, they leave their collected treasure behind.
STATISTICS
<b>Str</b> 18, <b>Dex</b> 12, <b>Con</b> 11, <b>Int</b> 8, <b>Wis</b> 7, <b>Cha</b> 6

**Base Atk** +6; **CMB** +10; **CMD** 21  
**Feats** Cleave, Disruptive, Exotic Weapon Proficiency (net), Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Focus (net)  
**Skills** Acrobatics -3 (-7 to jump), Climb +5, Intimidate +5  
**Languages** Common, Orc  
**SQ** armor training 1  
**Combat Gear** *potion of cure light wounds*; **Other Gear** +1 full plate, mwk battleaxe, mwk net, 120 gp

## SUBTIER 10-11 (CR 11)

<b>TWISTED NAIL GIANTSLAYERS (5)</b> <b>CR 7</b>
Orc barbarian 8 ( <i>Pathfinder RPG Bestiary</i> 222) CE Medium humanoid (orc) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +6
DEFENSE
<b>AC</b> 18, touch 11, flat-footed 17 (+7 armor, +1 Dex) <b>hp</b> 73 (8d12+16) <b>Fort</b> +8, <b>Ref</b> +4, <b>Will</b> +1; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities while raging <b>Defensive Abilities</b> ferocity, improved uncanny dodge, trap sense +2; <b>DR</b> 1/— <b>Weaknesses</b> light sensitivity
OFFENSE
<b>Speed</b> 40 ft. (30 ft. in armor) <b>Melee</b> +1 battleaxe +14/+9 (1d8+5/x3) or mwk net +6 (entangle) <b>Special Attacks</b> rage (19 rounds/day), rage powers (disruptive <sup>APG</sup> , intimidating glare, no escape, superstition +4)
TACTICS
<b>During Combat</b> When the Twisted Nail giantslayers notice the PCs, they activate their rage before attempting to block the door to separate any PCs who have not yet entered from those inside the room. The orcs use their nets to entangle the PCs before hacking at them with their battleaxes. <b>Morale</b> The orcs are frightened by the red reaver and attempt to flee if it arrives in the area, but they otherwise fight to the death, using their <i>potions of cure moderate wounds</i> when reduced to 10 or fewer hit points. If the orcs flee, they leave their collected treasure behind.
STATISTICS
<b>Str</b> 18, <b>Dex</b> 12, <b>Con</b> 12, <b>Int</b> 8, <b>Wis</b> 7, <b>Cha</b> 6 <b>Base Atk</b> +8; <b>CMB</b> +12; <b>CMD</b> 23 <b>Feats</b> Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (battleaxe), Weapon Focus (net) <b>Skills</b> Acrobatics +6, Climb +6, Intimidate +9, Perception +6, Survival +5 <b>Languages</b> Common, Orc <b>SQ</b> fast movement <b>Combat Gear</b> <i>potions of cure moderate wounds</i> (2); <b>Other Gear</b> +1 breastplate, +1 battleaxe, +1 cloak of resistance, mwk net, 70 gp

## A Note on the Red Reaver

By this point in the adventure, the PCs should have resolved some of the encounters in the Bastion of Light and may be in high spirits. If the PCs solve three of the encounters with an hour or more remaining before the red reaver would get through the barricade, the red reaver loudly breaks down one of the barricades and begins pursuing the party through the Bastion.

**Treasure:** The orcs have pocketed a number of small relics of some interest. Among them is a golden holy symbol of Sarenrae worth 200 gp, seven sets of prayer beads worth 20 gp each, and a handful of rubies worth 150 gp. The orcs also carry a small copper statue of a sword and another small alabaster statue of a lioness; these can be used in the shrine puzzle.

**Development:** After the PCs have dealt with the orcs in the library, they are free to explore the room and the shrine within it. The shrine's puzzle consists of five hollows and seven statues. To solve it, the PCs must arrange the correct five statues in their correct respective places, which served as a test for acolytes. With a successful DC 20 Knowledge (history or religion) check, a PC can discern the puzzle's nature and purpose. With a successful DC 15 Knowledge (religion) check (DC 17 in Subtier 10–11), a PC can identify one of the figures of their choice; for every two points by which the PC exceeds this check, they identify one additional figure. Their descriptions appear below, many with embedded clues. The books here are in poor condition and difficult to read in many places, though a PC can search them for information about the statues. By spending 15 minutes researching, a PC can attempt a Knowledge (history), Knowledge (planes), Linguistics, or Profession (librarian) check in place of the Knowledge (religion) check above. Alternatively, a PC can attempt a Perception check, treating the DC as 10 higher.

Without context, the PCs can systematically try different combinations of the figures to solve the puzzle, though doing so takes three hours of experimentation. If the PCs identify the proper figure to place in one, two, or three hollows, this experimentation time respectively decreases to 30 minutes, 5 minutes, or 1 minute.

The correct placement is the amber wheel (Bryla) in the top, the copper sword (Mystmorning) to the left, the four-armed angel (Thalachos) to the right, the gold hound (Charlabu) at the bottom, and the holy symbol (Sarenrae) at the center.

**Aeabos:** This is the silver soldier. "Sheathed in the scales of a thousand stars, Aeabos travels the nighttime sky to distant worlds, sharing the healing light of Sarenrae's grace."

**Bryla:** This is the amber wheel. "She is the burning wheel. Bryla of Sacred Fire has thrice answered our prayers, manifesting as a glowing halo to illuminate the way forward and burn away evil."

**Charlabu:** This is the golden dog. "The golden-haired hound archon Charlabu often masquerades as a mortal dog, seeking ways to look after those in need without betraying his disguise. Small acts such as these are the foundation upon from which redemption arises."

**Mystmorning:** This is the copper sword. "Mystmorning is simultaneously the shining blade and the crowned steed. Her rose-gold fur reflects the last rays of our goddess before night, reminding us that the Dawnflower's light shall return to conquer darkness once more."

**Izorai:** This is the alabaster lioness. "Where shadows pool, evil oft arises. The huntress Izorai sniffs out villainy, yet the same jaws that kill can gingerly recover the abused and carry them to safety."

**Sarenrae:** This is the holy symbol. "She is the Dawnflower, the heart of light, hope, and redemption."

**Sunlord Thalachos:** "The mighty herald of Sarenrae is her bodyguard and companion. Just as he appears at auspicious births, so too does Sunlord Thalachos welcome the sun as it is born anew each day."

**Rewards:** Once the last figurine is placed, radiance pours from each extremity of the shrine towards the center hollow and into the symbol of Sarenrae, which now radiates a soft, golden light. When any creature other than the red reaver takes possession of this holy symbol, the red reaver loses its status as the de facto "guardian" of the Bastion of Light; during the final encounter with the red reaver, the reaver uses the territory ability from the weakened reaver stat block and loses the territorial bond ability.

The charged holy symbol of Sarenrae also sheds light as a torch and once per day it automatically affects whomever has it with a *breath of life* spell (CL 9th) the first time they are reduced to 0 or fewer hit points while inside the Bastion of Light. The remaining figurines (the silver soldier and the alabaster lioness) are worth 100 gp and 200 gp respectively.

## A6. THE FONT AND THE HELMET

The PCs discover the font here. When they enter the room, read or paraphrase the following.

This large chamber is dark and reeks of decay, barely alleviated by a gaping hole in the ceiling above. Stacked along the walls are the dismembered remains and torn armor of dozens of former soldiers and Lastwall crusaders. In stark contrast, the western wall holds an enormous font of clear water. A stone figure of a rose set into the wall spills water in a trickle into the basin. The low wall of the font is carved with a brilliant sunburst and is untouched by the vines and moss that cover the muddy floor of the room. A steel and gold helmet lays at the bottom of the font, its image shimmering beneath the subtle ripple of the font's water.

The formerly bright and beautiful room has been claimed by the red reaver as its nest and is now choked with numerous



artifacts and the remains of many humanoids. The font holds the helmet at its center. A PC who attempts to remove the helmet finds that it is magically bound to the spot. The helmet has remained there since the Shining Crusade and cannot be moved by normal means. Any PC who attempts to remove it sees a tangle of ethereal vines materialize briefly around the helmet, clutching it in place.

There are a number of benefits available to those who drink from the font. It was used to grant clarity and calm to pilgrims as well as cleanse the touch of the Whispering Tyrant. A PC who drinks from the font gains 2d8 temporary hit points and gains a +2 bonus on all skill checks made within the Bastion of Light for 24 hours. Multiple drinks from the font do not stack. Like the reliquary, if the water from the font is placed inside another vessel such as a waterskin, vial, or flask, its healing benefits disappear and it becomes normal water.

A PC who searches the room and succeeds at a DC 25 Perception check discovers a leather-bound tome written in Celestial that details a cleansing ritual used by the clerics of the Bastion of Light during the Shining Crusade. By reading the text in the tome and spending 10 minutes executing the ritual, all participating PCs gain a +3 sacred bonus to AC and on all saving throws for the next 24 hours. This effect ends immediately if the PCs later desecrate or destroy the font.

A PC who succeeds at a DC 20 Knowledge (religion) or DC 23 Perception check discerns that some sort of ritual has bound the helmet to the font, and that it might be possible to remove the helmet by completing the ritual or desecrating the font.

Desecrating the font can be accomplished by tainting its waters with some of the heaped remains in the room or any other means that would render the water undrinkable. The PCs can also attempt to destroy the font, which has hardness 8 and 120 hit points. Once the font is desecrated or destroyed, the vines disappear in a brief flash and the helmet is free.

Unbinding the helmet from the font without destroying it requires a few steps. A PC must succeed at a DC 20 Knowledge (religion) or DC 25 Disable Device check to begin unraveling the vines. Then someone must succeed at a DC 25 Disable Device or a DC 23 Knowledge (history) or Knowledge (religion) check to recall or discover the fail-safe woven into the ritual, which takes 10 uninterrupted minutes. After all the requirements are complete, the helmet is freed and rises slowly rises to the surface of the water.

**Treasure:** Most of the items in the chamber are ruined, but a thorough, if disgusting, search of the heaps reveals 750 gp worth of holy symbols and jewelry, a +2 *scimitar* with a pearl-studded hilt, and 1,500 gp. In Subtier 10–11, the PCs also discover a suit of +2 *rallying field plate*<sup>UE</sup>.

**Rewards:** If the PCs unravel the ritual binding the helmet to the font, or if they damage or desecrate the font, they receive the helmet, and the red reaver loses its mythic ranks (use the weakened reaver stat block on page 18 for the final encounter.)

## Scaling Confronting the Red Reaver

To accommodate a party of four PCs, Uirch fights alongside them in this encounter if he accompanied them. In the event that Uirch did not accompany the PCs, instead add the exhausted condition to the red reaver.

### ADDITIONAL ROOMS (OPTIONAL)

In addition to the rooms called out in this scenario and marked on the Bastion of Light map, there are 11 other rooms in the Bastion of Light that do not have assigned designations. You can customize these rooms using the following parameters to create a tension-filled environment for your group. You have two additional uses of the red reaver trap (see page 10) that you can place in any of these empty rooms, two groups of two Twisted Nail orcs (use the Twisted Nail hunters on page 15 for Subtier 7–8 or the Twisted Nail giantslayers on page 15 for Subtier 10–11), and two rooms containing the fungal spore pods detailed on page 10. In addition, one room of your choosing contains a *potion of cure serious wounds* buried under some rubble that can be found if the PCs succeed at a DC 18 Perception check (DC 22 in Subtier 10–11).

These encounters are optional. When placing these additional encounters, distribute them evenly throughout the Bastion. Avoid placing the Twisted Nail orcs and additional red reaver traps too closely together; these encounters are intended to help increase the tension and excitement of the adventure, not to create inescapable death traps for the PCs. Aside from those restrictions, you can place the orc encounters and red reaver traps in any room you deem appropriate, including in rooms the PCs have previously investigated, since the orcs and the red reaver are not stationary creatures but rather moving through and around the Bastion of Light. The fungal spore pods may also be placed in any room you choose, but do not place them in a room the PCs have already explored. Keep in mind when placing these encounters that each time the players roll initiative is another time for them to step out of the atmospheric experience, so consider spacing these far enough apart to maintain immersion in the story and use only as many as you need to build the narrative.

### CONFRONTING THE RED REAVER

When the PCs have completed their preparations, or when the red reaver makes it into the Bastion of Light, this encounter can take place in area A1 or A6. If the fight occurs in area A6, the reaver lashes out at the PCs from the large hole in the ceiling; if the PCs flee the room after this encounter has begun, the reaver quickly claws its way back out to the outside of the building and bursts through the main entryway, weakened by the reaver's unceasing attacks, forcing its way through the crumbling walls into area A1.



The red reaver will not show any mercy to the PCs. If the PCs have been successful in the previous encounters, the reaver is likely weakened, but it is still a force to be reckoned with. The version of the red reaver the PCs encounter may vary depending on whether or not the PCs have accomplished certain tasks within the Bastion as detailed below:

If the PCs do not have the charged holy symbol gained by completing the ritual in area **A5**, replace the territorial ability from the red reaver stat block on page 18 with the territorial bond ability from the mythic red reaver stat block on page 7.

If the PCs have not yet removed the helmet from the font in area **A6**, use the stats for the mythic red reaver presented on page 7. If the PCs have successfully resolved the Reliquary ritual from area **A5** but have not removed the helmet, replace the mythic red reaver's territorial bond ability with the territorial ability from the weakened reaver stat block on page 18.

If the PCs are aware of Uirch's trap in area **A1**, they can set it at any time. If the red reaver enters the area directly below the harness and muzzle, the device slams the red reaver into the

ground, entangling it for 1d4+1 rounds (this time is reduced to 1 round if the PCs are instead confronting the mythic red reaver). The harness includes a muzzle that prevents the red reaver from using its roar ability for as long as it is entangled.

## SUBTIER 7-8 (CR 11)

### WEAKENED REAVER

CR 11

Use the statistics for the red reaver in Subtier 10-11, below. So long as the PCs fulfilled at least one of the conditions to weaken the reaver, it also has a -4 penalty on attack and damage rolls as well as a -4 penalty to its AC.

## SUBTIER 10-11 (CR 14)

### WEAKENED REAVER

CR 14

Giant red reaver (*Pathfinder RPG Bestiary* 295, *Pathfinder Adventure Path: Curse of the Crimson Throne Anniversary Edition* 476)  
N Huge magical beast



# REAYER'S ROAR

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +8 (+16 in territory)

## DEFENSE

**AC** 30, touch 5, flat-footed 30 (–3 Dex, +25 natural, –2 size)

**hp** 216 (16d10+128)

**Fort** +18, **Ref** +9, **Will** +8

**Immune** sleep

**Weaknesses** distracted by beauty

## OFFENSE

**Speed** 30 ft., fly 20 ft. (clumsy)

**Melee** bite +25 (3d6+11/19–20), 2 claws +25 (2d6+11)

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

**Special Attacks** rend (2 claws, 2d6+16), roar

## TACTICS

**During Combat** The red reaver fights viciously, using its roar ability before closing any distance between it and the nearest target. The reaver of Roslar's Coffin prioritizes creatures who are not chased away by its roar, using both Power Attack and Greater Vital Strike with its bite in rounds where it needs to move to catch its prey, and full attacking with its bite, claws, and rend when able.

**Morale** The red reaver fights to the death.

## STATISTICS

**Str** 32, **Dex** 4, **Con** 27, **Int** 3, **Wis** 13, **Cha** 12

**Base Atk** +16; **CMB** +29 (+31 bull rush); **CMD** 36 (38 vs. bull rush)

**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Fly –4, Perception +8 (+16 in territory), Survival +5 (+13 in territory); **Racial Modifiers** +8 Perception in territory, +8 Survival in territory

**Languages** Giant (can't speak)

**SQ** flight, territorial

## SPECIAL ABILITIES

**Distracted by Beauty (Ex)** With a successful Perform check, a character can attempt to fascinate a red reaver within 60 feet who is able to observe the performance (via sight or hearing, whichever is appropriate). The red reaver can resist the fascination effect with a successful Will save (DC = 1/2 the result of the Perform check), but once it becomes fascinated, it remains so until the performance stops, it takes damage, or it observes anyone damaging or stealing any of its treasures.

**Flight (Su)** The red reaver's ability to fly is supernatural.

**Roar (Su)** A red reaver can unleash a terrifying roar once every 1d4 rounds. All creatures except other red reavers within 120 feet must succeed at a DC 19 Will save or be shaken. Those within 30 feet who fail their saves become panicked. A creature that succeeds at the save can't be further affected by the same red reaver's roar for 24 hours. The shaken or panicked effect lasts for 4 rounds, but a creature can end the effect early by succeeding at a DC 19 Will save at the end of any turn during which it was affected by the roar. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Territorial (Ex)** The red reaver of Roslar's Coffin has formed a powerful bond with the Bastion of Light, which it has claimed as its territory, and gains a +8 racial bonus on Perception checks and Survival checks inside the Bastion and surrounding area. In addition, while in its territory, a red reaver doesn't fall unconscious when reduced to negative hit points and automatically stabilizes whenever it is at negative hit points.

**Treasure:** Upon returning to Roslar's Coffin, Gorm presents the PCs with two intricately carved rings each worth 500 gp and a +1 *coat pistol*<sup>UE</sup>. In Subtier 10–11, the PCs also receive a *scholar's ring*<sup>UE</sup>, a *collapsible tower*<sup>UE</sup>, and a *clear spindle ioun stone*.

**Development:** With the red reaver dead, the PCs are free to explore any areas of the Bastion of Light they have not already examined without any further interference from the reaver or orcs. If the PCs have not yet recovered the helmet, they should now do so. Upon leaving the Bastion of Light, the PCs can return to Roslar's Coffin uneventfully, and a PC who succeeds at a DC 15 Survival check notes signs of the few remaining Twisted Nail orcs leaving the area.

If Uirch survived, he slips away quietly after the PCs have gone to report these events to his tribe.

## CONCLUSION

Upon the PCs' return to Roslar's Coffin with the helmet and news of the red reaver's defeat, the residents of the outpost are ecstatic. They begin collecting the red flags from the trees, pinning them to their tunics over their hearts and draping them from their windows. As the day wears on, the flags are pulled down and set alight in a huge bonfire in the town square. Talk abounds about reclaiming old homes and contacting old neighbors and family who left the area. The people declare the day a new local holiday to be celebrated every year.

Gorm greets the PCs outside the inn. He shakes the PCs' hands, and after receiving the helmet from the PCs he treats them to a great feast at his expense. He also rewards the PCs handsomely in gifts for the helmet, and gazes at it often during the feast, examining its markings, occasionally making notes between bouts of merriment.

After a night's rest at the Toothless Pike, the PCs receive word from Ollysta Zadrian. She is working with Shevar Besnik to bring a number of refugees from Roslar's Coffin back to the area along with a number of soldiers from Three Pine's Ford and should arrive in a few days to begin securing the Bastion.

## REPORTING NOTES

If Uirch survived the adventure, check box A. If the PCs desecrated or destroyed the font in area A6, check box B.

## PRIMARY SUCCESS CONDITIONS

Slaying the red reaver and bringing Gorm Greathammer the helmet from the Bastion of Light completes the Pathfinder Society's primary goals at Roslar's Coffin. Doing so earns the

# PATHFINDER SOCIETY SCENARIO

PCs 1 Prestige Point and grants them the Reaver of Reavers boon on their Chronicle sheet.

## SECONDARY SUCCESS CONDITIONS

If the PCs succeed at three of the following objectives, they succeed at their secondary success condition and gain 1 Prestige Point: the fungus spores in either area **A2** or **A3** were harvested, the reliquary in area **A4** is undamaged, the shrine in area **A5** was activated, or the font in area **A6** was not desecrated or destroyed. If the PCs succeed at all of these tasks, they also

gain the Preservationist boon on their Chronicle sheet.

## FACTION NOTES

The PCs may have had an encounter with the gravely injured orc named Uirch in area **A4**. If the PCs healed him and allowed him to leave without threat of violence this constitutes an act befitting the values of spreading good and defending the weak at the core of the Silver Crusade faction. Each PC who is a member of the Silver Crusade faction earns the Argent Allies of the Burning Sun boon.

## Handout: Letter from Ollystra Zadrian

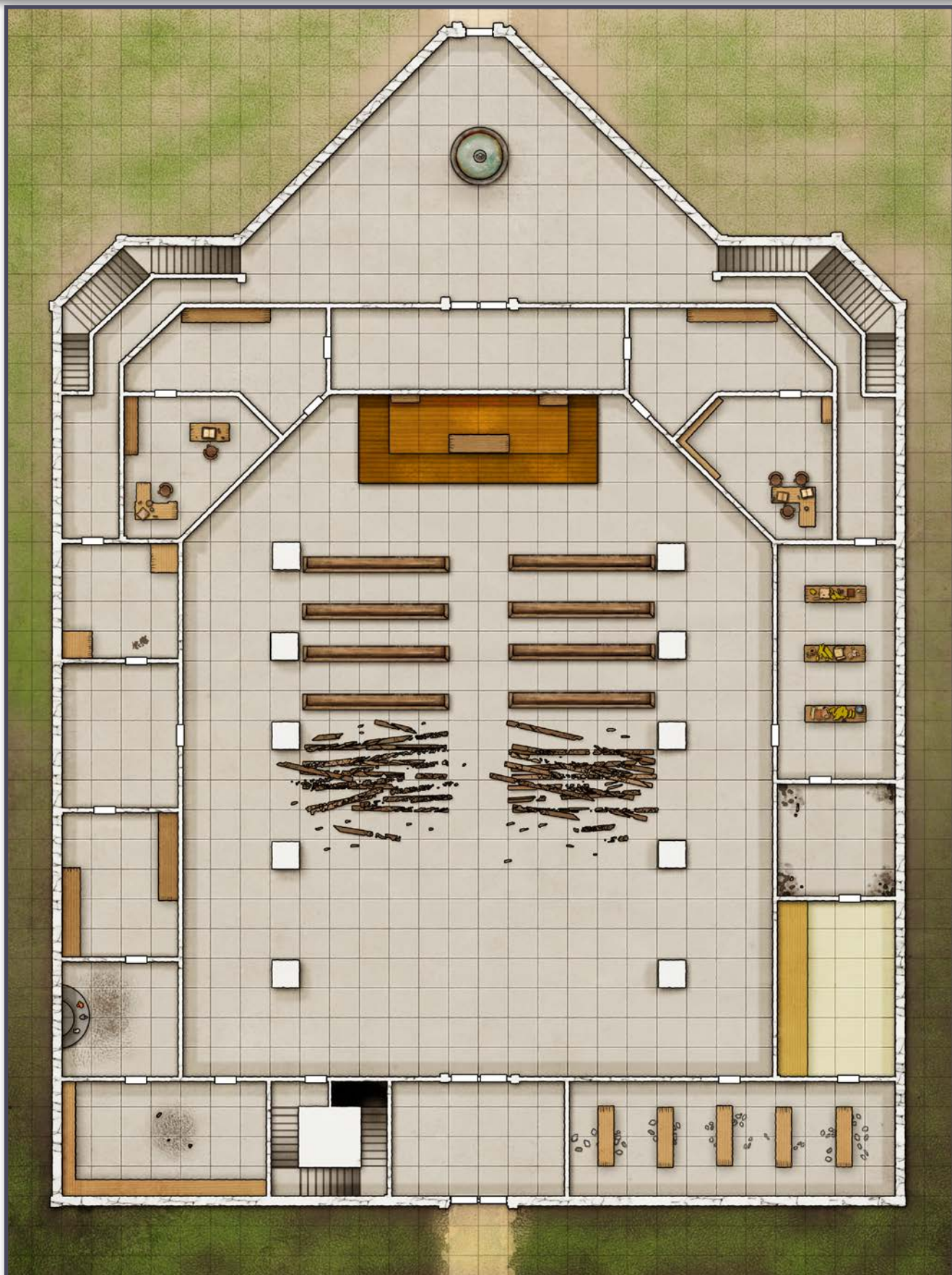
Greetings, Pathfinders,

Please take great care as you search the Bastion of Light. This holy place must be preserved for the people of Roslar's Coffin, worshippers of Sarenrae, and all good and just beings in this world. I expect that you will take particular care to avoid any undue damage to the artifacts within the Bastion. Should you encounter anyone or anything else within that place, take heed that you do not judge too quickly. The Dawnflower's light can shine upon any being willing to receive it. The Silver Crusade keeps you in its thoughts. Be brave, bold, and compassionate.

—Ollystra Zadrian



# REAVES ROAR





# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #10-04: Reaver's Roar

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Concordance    |
| <input type="checkbox"/> A            | <input type="checkbox"/> B              | <input type="checkbox"/> C               | <input type="checkbox"/> D              |

Character #

Prestige Points

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Character #

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# Pathfinder Society Scenario #10-04: Reaver's Roar

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

**Argent Allies of the Burning Sun (Silver Crusade):** Mahja Firehair's Burning Sun tribe consists primarily of orcs seeking to abandon the evil traditions common to the orcs of Belkzen, and many of its members are worshippers of Sarenrae like their chieftain. By sparing and healing the orc Uirch, you have created a bond that could lead to future alliances between the Silver Crusade and the Burning Suns. You can purchase or craft war spirit pouches (*Pathfinder RPG Advanced Race Guide* 141) as though they were approved items on the Additional Resources list. You must bring a copy of the *Advanced Race Guide* to all sessions in which this boon is used (including any session wherein you intend to use a previously purchased war spirit pouch.)

In addition, you gain a +2 circumstance bonus on all Diplomacy checks made when interacting with orcs from the Burning Sun tribe and a +1 circumstance bonus on all Intimidate checks made against all other orcs.

**Lost Limb** ( ☐ Arm; ☐ Leg): You did not escape your encounter with the reaver of Roslar's Coffin unscathed. Check the box next to this boon corresponding with the limb that was mutilated by the red reaver. If you lost an arm, you cannot perform actions requiring two arms or two hands and suffer a 20% spell failure chance when casting any spell with a material component. If you lost a leg you must use a crutch or prosthetic; if you use a crutch you suffer the same restrictions as though you had lost an arm, and if you use a prosthetic your movement speed is reduced by 10 feet. When you are the target of a *regeneration* spell, cross this boon off this Chronicle sheet. This boon supercedes the normal requirements for resolving negative conditions at the end of a scenario.

**Preservationist:** Even while being stalked by a red reaver in its lair, you were able to keep calm and protect the valuable historical and religious relics contained within the Bastion of Light. You gain a +1 bonus to your CMD against disarm and sunder attempts, and spells you cast that would damage unattended objects in their area, such as *fireball*, do so only when you want them to.

**Reaver of Reavers:** Successfully slaying the fearsome red reaver of Roslar's Coffin was no mean feat, and word of your victory has spread throughout all of Lastwall and beyond. When staying at an inn, you can almost always secure common quality lodging, meals, and stable services for free.

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,213	4,425
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	3,030	6,060
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,848	7,695
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	Starting XP		
			GM's Initials
	XP Gained (GM ONLY)		
	Final XP Total		
			GM's Initials
	Initial Prestige		Initial Fame
			GM's Initials
	Prestige Gained (GM ONLY)		
	Prestige Spent		
GOLD	Current Prestige		Final Fame
	Starting GP		
			GM's Initials
	GP Gained (GM ONLY)		
	Day Job (GM ONLY)		
Gold Spent			
Total			

Subtier 7-8

Subtier 10-11

+1 coat pistol (2,750 gp, limit 1; *Pathfinder RPG Ultimate Combat* 138)

+1 coat pistol (2,750 gp, limit 1; *Ultimate Combat* 138)  
collapsible tower (8,170 gp; *Pathfinder RPG Ultimate Equipment* 131)  
scholar's ring (8,700 gp; *Ultimate Equipment* 177)

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #