

PATHFINDER SOCIETY®

YEAR OF THE STOLEN STORM



CHAMPION'S CHALICE, PART 1: BLAZING DANGEROUS TRAILS

By Benjamin Bruck



Author • Benjamin Bruck
Development Lead • Mark Moreland
Contributing Artists • Dion Harris and Brynn Metheney
Cartographers • Jason Engle and Corey Macourek

Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Creative Design Director • Sarah E. Robinson
Executive Editor • James L. Sutter
Senior Developer • Robert G. McCreary
Organized Play Lead Developer • John Compton
Developers • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Jason Keeley, Lyz Liddell, Elisa Mader, Brad Matteson, Adrian Ng, Joe Pasini, and Lacy Pellazar
Lead Designer • Jason Bulmahn
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Outreach Coordinator • Dan Tharp
Director of Licensing • Michael Kenway
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Director of Technology • Dean Ludwig
Senior Software Developer • Gary Teter
Community & Digital Content Director • Chris Lambertz
Webstore Coordinator • Rick Kunz

Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, and Erik Keith

HOW TO PLAY

Pathfinder Society Scenario #8-18: Champion's Chalice, Part 1: Blazing Dangerous Trails is a Pathfinder Society Scenario designed for 1st-through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). 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 paizo.com/pathfinderSociety.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com



TABLE OF CONTENTS

BLAZING DANGEROUS TRAILS	3
PLAYER HANDOUTS	18
APPENDIX 1: STAT BLOCKS	21
APPENDIX 2: RUNNING THE RACE	24
MAPS	28
CHRONICLE SHEET	31

GM RESOURCES

Blazing Dangerous Trails makes use of the following Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Players Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2 (B2)*, *Pathfinder RPG Bestiary 3 (B3)*, *Pathfinder RPG Bestiary 5 (B5)*, *Pathfinder RPG NPC Codex (NPC)*, *Pathfinder RPG Ultimate Equipment (UE)*, and *Pathfinder RPG Ultimate Intrigue (UI)*. In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at paizo.com/prd. All relevant rules from the *Bestiary* volumes and *NPC Codex*, and the pursuit rules from *Ultimate Intrigue*, are reprinted at the end of the scenario for the GM's convenience.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc.), as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous open game content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Society Scenario #8-18: Champion's Chalice, Part 1: Blazing Dangerous Trails © 2017, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder, the Starfinder logo, Starfinder Adventure Path, Starfinder Society, and Skull and Shackles are trademarks of Paizo Inc.

CHAMPION'S CHALICE, PART 1: BLAZING DANGEROUS TRAILS

By Benjamin Bruck



The Sargava Chalice is an overland foot race and survival challenge held annually by the government of Sargava. Contestants are stripped of all weapons and equipment, and they must use their wits and whatever makeshift tools they can craft to survive as they travel across the Sargavan frontier. Officially, the race is held to celebrate the persistence and cunning of the Sargavan people and to honor the hardships faced by the early colonists. In truth, the race is one of the many ways the Sargavan government raises money to afford the mercenary protection of the Free Captains of the Shackles. Contestants must pay a sizable entry fee to participate, and the government takes a hefty cut from officially sanctioned gambling surrounding the race.

Unfortunately for Sargava's governors, interest in the race has waned in recent years. Contestants have increasingly turned to cunning traps, improvised weaponry, and outright skullduggery to win the race, leaving only the most desperate or bloodthirsty willing to participate. This trend came to a head during last year's race. A particularly disreputable team, the Trail Hounds, smuggled weapons, armor, and magic items onto the race course. So equipped, they engaged in a brutal campaign of elimination against the other competitors, wiping almost all of them out with little difficulty. Their victory assured, the Trail Hounds then turned on each other, each member plotting to keep the cash prize awarded to the victor all to themselves. In the end, only one member of the team crossed the finish line to claim the prize: a particularly vicious brute of a man named Philt.

Recognizing an opportunity, the Pathfinder Society stepped in to capitalize on the Sargavan state's desperation to reinvigorate interest in the race. Knowing that the participation of Pathfinders would draw great interest in Eleder, the Society offered to sponsor a team and donate a large portion of the prize money back to the Sargavan state on the condition that the rules of the race be changed to grant the winner ownership of the titular Sargavan Chalice for a year, rather than simply have their names engraved on it. Unbeknownst to the race organizers, the chalice is not merely an ancient relic, but a magical artifact capable of opening long-sealed Ghol-Gani ruins.

WHERE ON GOLARION?

Blazing Dangerous Trails takes place in Sargava, a former colony of Chelixa located on the western edge of the Mwangi Expanse. Sargava is a young nation, having broken free from Chelish rule only in the last century, and it relies heavily on the mercenary pirates of the Shackles to defend itself from reabsorption into the Chelish empire. This protection comes at great monetary cost, further inflaming conflicts between the country's colonial leaders and the much larger native Mwangi population.

While the adventure begins in the capital city of Eleder, most of the action takes place in the wilds of Sargava. The PCs participate in a survival foot race that takes them through lush grasslands, across towering volcanic mountains, and deep into dense rainforest jungles. Further information about Sargava can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Sargava, the Lost Colony*, available at book and game stores everywhere, and online at paizo.com.



What no one realizes is that Philt was not the only survivor of the previous year's massacre. A second member of the Trail Hounds escaped the bloodshed and fled, crippled and bleeding, into the jungle. This man, an alchemist named Mious, knew that he was dying. To stave off the inevitable,

he did the unthinkable: using his alchemical expertise and the magical equipment he'd smuggled onto the course, he performed an unspeakable rite to transform himself into an *zuvembie*—an undead creature obsessed with vengeance. Mirous now stalks the jungles and swamps surrounding Eleder, obsessed with the race that took his life.

SUMMARY

The adventure begins in the city of Eleder, where Venture-Captain Finze Bellaugh briefs the Pathfinders on the Sargava Chalice. The PCs have a chance to ask around town for rumors or do research in Venture-Captain Bellaugh's personal library to learn more about the race before they rendezvous with Bellaugh at a local tavern to participate in the race's opening ceremony. There, they meet current and former contestants and officially declare their intent to participate in the Sargava Chalice. The party has a brief chance to boast about their abilities or trash-talk their opponents before they are stripped of their equipment and marched in procession to the race's starting line in the Bandu Hills, where they camp for the night with the other competitors.

During the night, the PCs might catch one of the other teams plotting to cheat by arranging for allies to stash a cache of equipment somewhere along the race's supposedly secret route. The PCs can either turn in the cheaters, disqualifying that team and increasing the PCs' chances of winning the race, or they can use the information later in the adventure to steal the hidden equipment for themselves.

In the morning, the race begins. PCs start in the Bandu Hills and then move south into the M'neri Plains and ultimately ending deep in the Laughing Jungle. Along the way, the party must craft weapons and armor from whatever materials they can scavenge, find fresh food and water, and fend off an attack from a snake-like dragon known as an *amphiptere*. The PCs can take multiple routes to reach the finish line, and depending on which path they take, they might run into a hostile team who plans to dispatch them with a lethal rockfall trap, or a pack of giant caterpillars who have captured several members of a friendlier team.

As the PCs near the finish line, they are attacked by an undead remnant of last year's race—a *zuvembie* alchemist who lashes out at the living in anger over his teammates' betrayal. If the party is not winning the race, the *zuvembie* gives them a chance to make up some ground by killing off the race's leaders, provided the PCs can survive the battle with the now-zombified remains of their former rivals. If the PCs survive and acquit themselves well enough in the race, they take home the Sargava Chalice.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The sweet scent of pipe smoke vies for dominance with the salty morning breeze blowing through the wide harbor window in Venture-Captain Finze Bellaugh's small office. Bidding everyone to sit on one of two large brown couches, he pats his belly and settles in to the chair behind his desk. "Welcome, Pathfinders, and thank you for coming on such short notice. I have some fine work for you. As you may be aware, the Sargava Chalice is set to begin tomorrow morning, and you have been chosen to represent the Pathfinder Society in the competition.

"For those of you unfamiliar with our customs here in Eleder, the Sargava Chalice is an annual overland foot race held just outside of Eleder. The course, which changes every year, crosses some of the wildest territory in Sargava, from the Laughing Jungle to the Bandu Hills and everything in between. To further complicate matters, there is a survival element to the race. Participants are allowed to bring only a set of nonmagical clothing with them—no weapons, no tools, no magic items. If you are to win the race, you'll need to find ways to feed yourselves in the wilderness and craft makeshift weapons to defend yourselves from wild animals.

"I assure you, we're not putting you through all this trouble for our own amusement! You see, the race is named after the prize, a finely wrought golden chalice that was discovered during Eleder's construction. Ordinarily, the winners simply get their names engraved on this chalice, but we've made a special arrangement with the Sargavan government to take possession of the chalice for a year should we win the race. Our studies indicate that this chalice dates to the time of the ancient cyclops empire of Ghol-Gan and that it serves as a key to unlocking ruins long sealed by magic.

"For this reason, it is imperative that the Pathfinder Society wins the Sargava Chalice this year. You have some time before the opening ceremony tonight—you may wish to familiarize yourselves with the terrain of Sargava's interior. My library next door contains a great many books on the subject; you are free to peruse it as you wish. Aside from that, you are free to perform any errands you have around town, though again I must remind you; you will not be allowed to bring anything with you when you start the race. I would caution you against trying to cheat in this matter. The officials are cracking down rather hard this year, and I wouldn't want to smear the Society's reputation or jeopardize our chances at retrieving the cup as our prize."

Venture-Captain Bellaugh is happy to answer any questions the PCs have. Otherwise, he leaves them to their preparations, arranging to meet with them again shortly before the opening ceremony.

What sorts of threats can we expect out in the wilderness?

"The race will take you into some very wild parts of Sargava. You're sure to encounter some terrifying and savage beasts, perhaps even dinosaurs or vermin of extraordinary size. Aside from the fauna, you may also have to deal with your competitors. While infighting isn't technically permitted, once you're out of sight of the judges, all bets are off. I'll

have none of that from you, of course! Defend yourselves if need be, but there will be no Pathfinder bushwhacking on my watch."

What's the terrain like? "It varies year to year, but usually crosses the M'neri Plains at some point, and either starts or ends in the Laughing Jungle or the Bandu Hills. I do know they've shortened the course this year. You can find more about the area in my library."

What other teams are participating? "At tonight's opening ceremony, teams officially announce their participation. Usually, about a half-dozen teams show up. The Trail Hounds are likely running again this year, though since they were all but wiped out last year, they're the Trail Hounds in name only. I've also heard that a band of Song'o halflings are planning on joining the race."

Who are the Trail Hounds? "The team that won last year's race. Only one of them survived, a man named Philt. He'll be at the opening ceremony. Rumor has it he won only by butchering the rest of the contestants, but the race officials weren't able to prove anything, so his name went on the cup."

Who are the Song'o halflings? "A tribe of reclusive halflings that live in the Laughing Jungle. They tend to be very skittish around outsiders."

When the PCs are done asking questions, they can learn more about the course in Finze's library or by asking around town. Allow the PCs time to attempt Knowledge or Diplomacy checks.

Knowledge (geography) or Knowledge (nature)

Finze Bellaugh's library is rather cluttered and messy, but it contains many books on the plants, animals, and terrain the PCs can expect to see during the Sargava Chalice. They learn all the information whose DC is equal to or less than the result of their check.

10+: Based on the season and recent trends, the weather will likely be cloudy, drizzly, and relatively cool for the next several days, with the possibility of a storm by the end of the week. Heat exhaustion won't be a problem, but if it begins to rain heavily there may be flooding in low-lying areas.

15+: The fresh water sources east of Eleder tend to be clean and free of disease. Explorers caught without a waterskin sometimes craft makeshift containers out of bamboo. The PCs also identify several edible plants,

insects, and mushrooms. All members of the party gain a +2 circumstance bonus on checks made to use the Gather Supplies advantage (see page 26).

20+: The Bandu Hills are largely made up of volcanic rocks and contain abundant deposits of obsidian. Sharp stones are harder to locate in the M'neri Plains, but the Laughing Jungle has plenty of hard woods and vines suitable for making weapons and tools. The PCs also locate diagrams and descriptions of such items produced by the native Sargavan tribes, granting all members of the party a +2 circumstance bonus on checks made to use the Craft or Modify Tools advantage (see page 26).

Diplomacy (gather information) or Knowledge (local)

The PCs can ask around town about the race. They learn all the information whose DC is equal to or less than the result of their check.

10+: The government of Sargava relies on events like the Sargava Chalice both to distract its populace from political discontent and to pay for the Shackles mercenaries the country relies on to defend itself. Most of the government's profits come from legalized gambling.

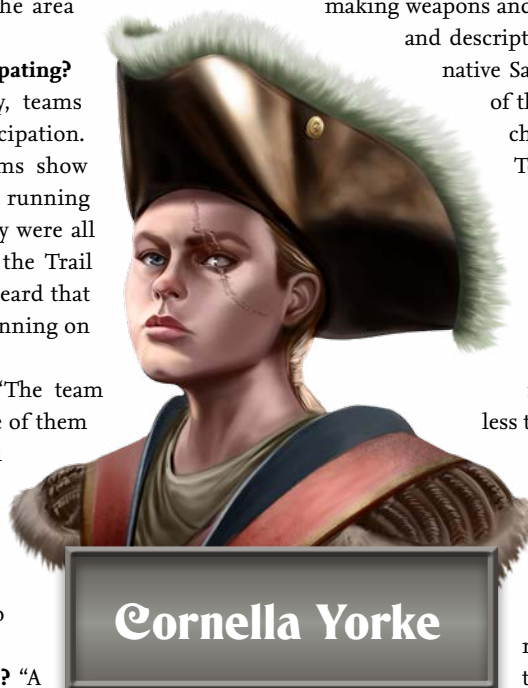
15+: Cheating has gotten out of hand in recent years, so the race's organizers are cracking down this year. Minor offenses might result in a penalized start, while major offenses can result in getting disqualified from the race altogether.

THE OPENING CEREMONY

The opening ceremony for the Sargava Chalice begins as soon as night falls. By tradition, the event is hosted at a local tavern called the Filling Cup. Venture-Captain Bellaugh is already there when the PCs arrive, and he gestures for them to join him at a table in the corner of the bar.

The ceremony begins with Baron **Utilinus** (LN male human cleric of Iomedae 10), the Grand Custodian of Sargava, presenting the titular Sargava Chalice to the crowd. As he does so, he recites a familiar speech to the crowd in a clear, confident voice, pausing for applause as it occurs.

"Be you stout and spirited adventurers? Dare you face your greatest challenge yet? Tomorrow begins the Sargava Chalice, the most dangerous footrace south of the Inner Sea! Who among you will rise to the task? Step forward, brave souls, and speak your names! Tell us why you are worthy to write your name on this cup!"



With this last comment, he hefts the Sargava Chalice in the air, to riotous applause.

Entering the Competition

The PCs can step forward to announce their entry at any time they wish. Bellaugh explains that teams often take this opportunity to boast of their prowess or to trash-talk other teams. The party should nominate one person to introduce their team, who can make a Bluff, Diplomacy, or Perform (oratory) check to sing the Pathfinders' praises. The DC of this check is 15 in Subtier 1–2 and 18 in Subtier 4–5. If successful, the time each other team takes to complete the race increases by half a day (see the Winning the Race on page 16).

Alternatively, the PCs can focus their introduction speech on trash talking one team in particular. They may make an Intimidate check at the same DC as above to instead increase the time one specific team takes to complete the race by 1 day. The PCs are also free to give themselves a team name, though if they can't think of one, "The Pathfinders" will do.

The other teams announce their entry in the same order they appear below.

Trail Hounds: The Trail Hounds are a band of human ex-pirates, led by Cornella Yorke (see page 10). The team is not-so-secretly sponsored by the Free Captains of the Shackles, who see the race as another way to take Sargava's gold and thus establish greater dominance over the fledgling nation. The Trail Hounds dress the part of successful buccaneers, wearing embroidered jackets lined with gold and tricorns topped with fur. When the Trail Hounds stand to announce their entry, read or paraphrase the following.

"I am Cornella Yorke, and I speak for the Trail Hounds—Rupert, Archibald, Neville, and Drummond! We are the roughest, toughest, meanest band of rascals you'll find between here and Bloodcove, and we fear neither beast nor jungle! Our band has trained with Philt himself, winner of last year's Chalice, and we're eager to test our mettle. We'll prove we've earned the right to bear the name of champions!"

The Trail Hounds complete the race in 3-1/2 days.

Ashen Leaves: The Ashen Leaves are a group of three young nobles from the city of Eleder. They care little for the prize itself and plan to participate in the race mostly out

of boredom and to impress their noble friends. While they are all skilled hunters and trackers, they're more dilettantes than serious competitors. The group's leader, **Lucca Verase** (LN male human aristocrat 1/ranger 1) delivers the following entry speech.

"I speak for the Ashen Leaves—Lucca, Pharom, and Orela. We are the sons and daughters of those who built this proud nation, and we carry on their tradition of excellence to this day. As the noble blood of Sargava flows through our veins, I swear that our esteemed names will soon decorate that cup. The Ashen Leaves stand for victory! Who among you stands with us!"

The Ashen Leaves complete the race in 4 days.

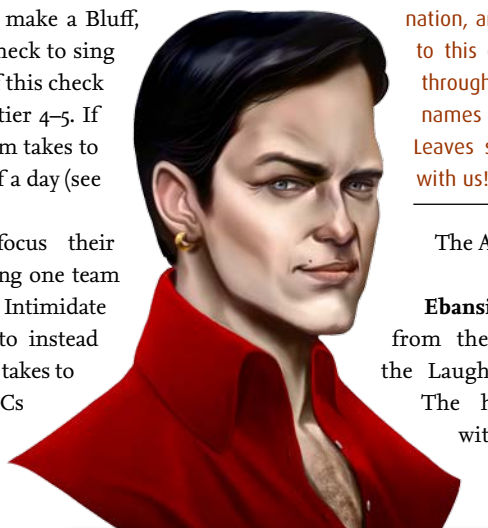
Ebansi: Ebansi is a group of five halflings from the notoriously insular Song'o tribe of the Laughing Jungle in the south of Sargava. The halflings' uncharacteristic interaction with non-Song'o raises many attendees' eyebrows, and the enigmatic Ebansi give no indication of their ultimate motivation. Their plainspoken leader, **Tensa'i** (N female halfling ranger 2), introduces them in heavily accented Common.

"Ebansi, who are Tensa'i, Ramagh, Deffa, Fora, and Berro. We are not honorless pirates nor coddled nobles. We are small but cunning. We are stealthy and swift. We are the bravest and strongest of our tribe. We will win, because we must win. We are Ebansi, and we will no longer be forgotten."

Ebansi completes the race in 3-1/2 days.

The Resistance: With a membership exclusively of native Zenj revolutionaries, the team known as the Resistance hopes to win the Sargava Chalice as a means of sticking it to their Chelish colonial oppressors. The team's leader, the wise **Bunawei** (LG male human oracle 4) stands defiantly before the assembled crowd and announces his team's entry and their motivation.

We are the Resistance, and we represent the subjugated Mwangi peoples of Sargava. For too long our Chelish oppressors have conducted this charade of a contest as a means of patting themselves on the back and distracting from the hardships they impose upon the rightful people of this glorious land. We will win the Sargava Chalice for our people, but the first step in taking the nation itself from the interlopers!



Lucca Verase

Other ethnic Mwangi in the crowd smile broadly and applaud the unexpected entrants, while Baron Utilinus and his Chelish entourage exchange furtive glances and urge other, solitary racers to take the floor and distract the assembled audience from the rabble-rousers.

The Resistance completes the race in 4 days.

Solitary Racers: Several other individuals unaffiliated with a specific team also volunteer to participate in the race. The rules do not prevent individuals from racing alone. However, the odds are heavily against solitary racers, and they are generally regarded as insane, suicidal, or both.

A solitary racer completes the race in 4-1/2 days.

After a while, the tavern goes quiet, and Baron Utilinus calls for any last entries. Hearing nothing, he closes the floor and collects entry fees from everyone participating in the race. Venture-Captain Bellaugh pays this fee on behalf of the Pathfinders, sharing a private word with the baron as he hands over a small sack of coins.

Preparing for the Race

Once the opening ceremonies end, the baron's men usher everyone competing in the race into the tavern's private rooms to divest them of their belongings. The guards collect everything the PCs own—weapons, armor, spellbooks, magic items, clothing, jewelry, etc. They place each person's belongings in a separate wooden chest, which they then shut with a masterwork lock and store in a secure room in the back of the inn. To replace their confiscated clothing, the guards give each PC a monk's outfit dyed in Sargava's colors: red, black, and white.

PCs may try to cheat by concealing a small item (such as a light weapon, a holy symbol, a few pages from a spellbook, or a spell component pouch) in their race uniform or underclothes by making a Sleight of Hand check. However, the guards are particularly diligent due to last year's scandal, and frisk each competitor once they've donned their racing garb. This gives the guards a total Perception bonus of +6 when searching the PCs for contraband. In Subtier 4–5, the guards instead have a bonus of +10. If any PC is caught cheating, the race organizers penalize the entire party by delaying their start time, increasing the time the party must beat to win the race by half a day.

The Race Procession

Once all the competitors are properly adorned, the baron leads them in a grand procession from The Filling Cup,

through the streets of Eleder, and into the hills northeast of the city. Former victors join the procession as it travels, most notable among them is the previous year's winner, Philt. All along the procession route, enthusiastic fans line the streets, shouting praise and encouragement to all the racers. Once the procession reaches the outskirts of Eleder, it becomes much less formal, and the PCs are free to mill about and speak with the other contestants as they walk to the race's starting line.

Philt, however, greets any PC who approaches with an unwholesome grin. He responds to any questions by stating, "I'm always happy to share a word with those about to die." If questioned about the terrain or dangers of the race, he gives the same information Finze Bellaugh offered after the briefing. He also lifts his shirt to show them the scar where a "great winged beast with a vicious spiked tail" impaled him during the race last year. This foreshadows the encounter with the amphiptere in area A1.

The procession ends near the race's starting line, where the baron's men have already set up tents for each team. The race organizers provide one last civilized meal for the contestants and give each racer a small cloth map of the race course (provide the players with **Player Handout #1**).



Tensa'i

Catching Cheaters

The night before the race, the PCs have a chance to spot one of the other teams cheating. A few days prior to the start of the contest, the Ashen Leaves used their contacts among the nobility to secretly meet with one of the race organizers. They bribed this official to set up a secret cache of supplies along the race's route. The official arranged to meet with Lucca before the race to give him a map detailing the cache's location.

As the camp is bustling with people settling in for the night, the organizer approaches Lucca and the two slip off together into the woods. A PC can notice something is up between the two by making a DC 16 Perception or Sense Motive check (DC 20 in Subtier 4–5). A PC who notices the suspicious activity can follow by making a Stealth check opposed by the conspirators' Perception bonus of +6 (the bonus is +10 in Subtier 4–5). If the PC succeeds, she can eavesdrop on the following exchange.

In a hushed whisper, the organizer says, "Just memorize it and destroy it, okay? I don't want any evidence pointing back to me."

"Relax," replies Lucca, "no one suspects us. If we find everything we asked for, you'll be well rewarded."

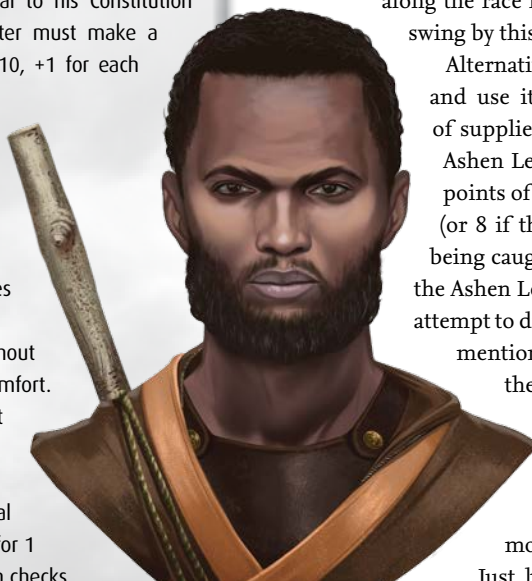
HUNGER AND THIRST

The Sargava Chalice is not only a race; it is also a survival challenge. Contestants are not allowed to bring food or water with them, and must hunt and gather what they need during the race itself.

Ordinarily, a character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters who neglect their thirst may also find it difficult to focus on the race. After 1 day without water, characters take a -5 penalty on checks made to gain advantages during the pursuit.

Similarly, a character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. After going without food for 1 day, characters take a -5 penalty on checks made to gain advantages during the pursuit.

In either case, characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.



Bunawei

SCALING ENCOUNTER A2

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

Subtier 1-2: The amphiptere flees if reduced to half its hit points, dropping any PCs it's carrying.

Subtier 4-5: Remove one amphiptere.

Following this, Lucca walks back to camp and casually tosses a crumpled rag into a recently lit campfire before returning to the Ashen Leaves' tent. A PC who acts quickly can fetch the rag from the fire before it is too damaged to read. This rag is identical to the cloth maps each PC received, except for a red "X" marked at the edge of a ridge a few miles away from the starting line.

If the party recovers the marked map, they can use it to accuse the Ashen Leaves of cheating. With the map as evidence, the race organizers disqualify the Ashen Leaves, eliminating them from the race altogether. If this occurs,

race officials locate the cache and remove it from the course.

As a means of reward for the Pathfinders' actions, the official overseeing the Ashen Leaves' disqualification mentions in passing to the PCs an abandoned ruin not far from the marked location. While she has no knowledge of specific treasure within the ruin, she also knows that it is not against the rules for the PCs to discover abandoned loot along the race route. The PCs may thus choose to swing by this ruin on their way through **Tile 1**.

Alternatively, the party can keep the map and use it to steal the Ashen Leaves' cache of supplies. To reach the supplies before the Ashen Leaves, the party must earn at least 4 points of progress on the first day of the race (or 8 if they received a delayed start due to being caught cheating). Whether the PCs beat the Ashen Leaves to the cache or if they instead attempt to discover their own cache in the ruins mentioned by the race organizer, they gain the treasure found in area **A1**.

A. THE SARGAVA CHALICE

The race begins the following morning, shortly after sunrise. Just before the racers set out, the race organizers scrutinize each contestant with *detect magic*, just to be certain no one is wearing a cleverly hidden magic item.

As the race commences, provide each player with a copy of **Player Handout #2**, which details the various advantages and tactics they can employ during each progress phase. Full rules for running the Sargava Chalice race, and specifically the pursuit mechanics from *Pathfinder RPG Ultimate Intrigue*, can be found in **Appendix #2**.

A1. Hidden Supply Cache

This encounter area is located in the middle of **Tile 1**.

The PCs can locate this cache using the marked map they may have recovered the night before the start of the race, but only if they did not turn in the Ashen Leaves for cheating and they beat the Ashen Leaves to the cache by earning 4 points of progress on the first day of the race (or 8 if they received a delayed start due to being caught cheating). The supplies are located in a large chest buried in a shallow pit marked by a stake with a piece of red cloth tied to it, which can be dug up without tools or excessive expenditure of time.

If the PCs instead got the Ashen Leaves disqualified (and the cache removed), they can make the hidden ruins part of their route through the race's first tile. In this case, they easily locate the ruins following the simple directions given

A2. Amphiptere Attack



1 square = 5 feet

Pathfinder Flip-Mat: Keep

by the race official and can spend a few minutes giving it a cursory once-over. In one easily accessible chamber they find a large wooden chest, mostly molded through and unlocked, covered in cobwebs and hand-sized spiders that present no combat challenge. Inside the cache they locate the same gear as they would have found had they instead taken the Ashen Leaves' contraband. Because this cache was simply something they found along the way, rather than something specifically left for them, utilizing it does not violate any of the race's rules.

Treasure: The chest contains six *potions of cure light wounds*, four flasks of alchemist's fire, two suits of masterwork studded leather, two longbows with 40 arrows, two longswords, a quarterstaff, a spell component pouch, 12 trail rations, six waterskins, seven tindertwigs, and a traveling spellbook containing all 0-level wizard spells, as well as the following 1st-level spells: *alarm*, *burning hands*, *chill touch*, *color spray*, *mage armor*, *magic weapon*, *sleep*, and *true strike*.

In Subtier 4–5, the longbows and longswords are all

masterwork quality, and the cache contains an additional *wand of cure light wounds* containing 20 charges, and the spellbook also contains the following 2nd-level spells: *acid arrow*, *blur*, *bull's strength*, *daze monster*, *false life*, *protection from arrows*, *scorching ray*, and *see invisibility*.

Rewards: If the PCs neither turn in the Ashen Leaves for cheating nor recover the hidden cache of supplies, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 85 gp.

Out of Subtier: Reduce each PC's gold earned by 198 gp

Subtier 4–5: Reduce each PC's gold earned by 310 gp.

A2. Amphiptere Attack (CR 3 or CR 6)

As the PCs enter **Tile 2** or **Tile 3**, read or paraphrase the following.

Hogback ridges running east to west stretch as far as the eye can see. The northern slopes of these outcrops are covered by short green grass swaying in the wind, while the southern slopes are

SCALING ENCOUNTER A3

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

All Subtiers: Remove one ranger from the encounter.

steeper and rockier. The sun is just barely peeking out from the clouds, and a gentle breeze carries the scent of the sea.

This encounter takes place on the gently inclined northern slope of a hogback.

Creatures: A flight of young amphipteres hunts in this area, and they've already started picking off the PCs' competitors.

Subtier 1-2 (CR 3)

YOUNG AMPHIPTERE

CR 3

hp 32 (*Pathfinder RPG Bestiary 5* 289, 18; see page 21)

TACTICS

During Combat The amphiptere is young and inexperienced. It attempts to fight the PCs while still carrying the body of its previous victim in its mouth, which prevents it from using its bite attack.

Morale If reduced to 17 hit points or fewer, it drops the corpse and attempts to grapple and constrict whichever PC seems most dangerous. It flees if reduced to 5 hit points or fewer.

Subtier 4-5 (CR 6)

YOUNG AMPHIPTERES (3)

CR 3

hp 32 each (*Pathfinder RPG Bestiary 5* 289, 18; see page 21)

TACTICS

During Combat These amphipteres drop the corpses in their mouths before the encounter begins and have full use of their bite attacks. They are not, however, practiced hunters, and make no special attempt to flank enemies or concentrate their attacks.

Morale They flee if reduced to 5 hit points or fewer.

Treasure: If the PCs successfully slay an amphiptere, they can use its scales, teeth, and tail spikes to make high-quality weapons and armor. There are enough materials in a single amphiptere to craft one masterwork piercing or slashing weapon and one masterwork suit of light or medium armor. The PCs must still use the Craft or Modify Tools advantage to produce these items. The DC is the same as that required to produce non-masterwork versions of the items, and the items produced this way last only the duration of this scenario.

Additionally, the corpse the amphiptere drops is one of the Ebansi halflings. The corpse still has a makeshift bundle strapped to it. Inside, the PCs find two infusion extracts of *cure light wounds* (CL 1st) that the halfling, an alchemist,

created before he died. In Subtier 4-5, these are instead infusion extracts of *cure moderate wounds* (CL 4th).

Rewards: If the PCs don't defeat or drive off the amphipteres, reduce each PC's gold earned by the following amount.

Subtier 1-2: Reduce each PC's gold earned by 8 gp.

Out of Subtier: Reduce each PC's gold earned by 37 gp.

Subtier 4-5: Reduce each PC's gold earned by 66 gp.

A3. Hillside Ambush (CR 4 or CR 7)

The PCs face this encounter as they are leaving either **Tile 3** or **Tile 4**.

A narrow trail winds its way down out of the Bandu Hills, cutting back and forth sinuously across the face of a steep incline. Thunder crackles in the distance as the sky overhead grows increasingly cloudy.

The terrain in this tile is particularly steep, and the PCs are forced to travel down a series of switchbacks to reach the base of the Bandu Hills. The ledge at the south end of the map is 20 feet above the trail below. A PC can clamber up the slope with a successful DC 12 Climb check.

Creatures: The zigzag nature of the only clear path through this tile allows members of the Trail Hounds to get ahead of the PCs and set a trap for them. Three members of the Trail Hounds wait on the hills above, ready to trigger a small rockfall onto the path below, while the remaining two members continue with the race. The Trail Hounds plan to ambush any PCs that survive the rock fall, using the high ground to rain atlatl darts down on the Pathfinders.

Traps: Triggering the rockfall trap is a standard action requiring a DC 12 Strength check. Either Drummond or Neville makes this check, while Cornella Yorke and the other ranger provide aid another bonuses. They attempt to trigger the trap in a surprise round if possible, but they abandon the trap if the PCs notice them or avoid the trap area. They wait to trigger the trap until either at least two PCs are passing through the target area at the same time or until the last PC is about to leave the target area.

Subtier 1-2 (CR 4)

ROCKFALL TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** —

EFFECTS

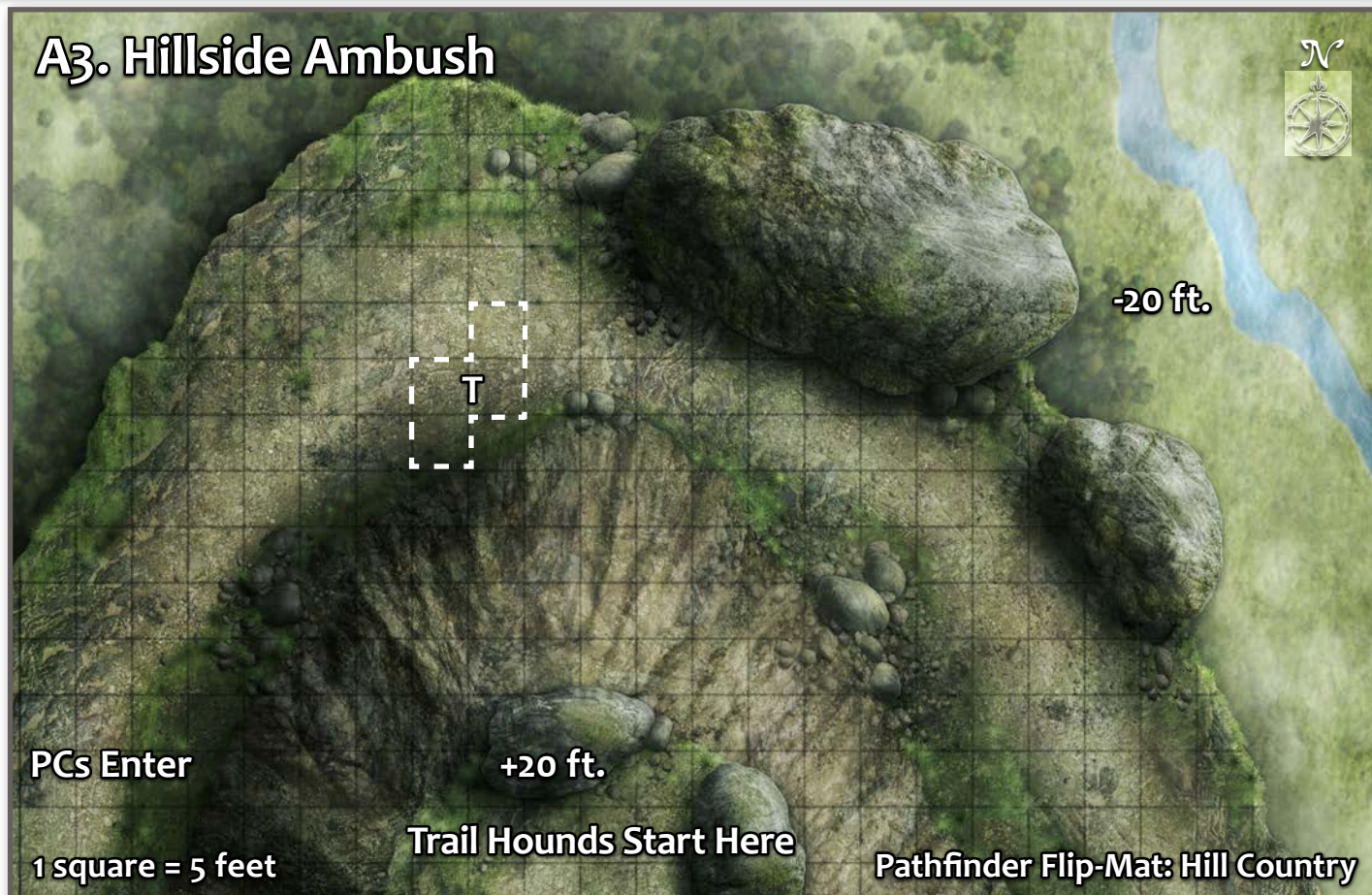
2d6 points of bludgeoning damage, plus affected creatures are knocked prone; Reflex DC 12 for half damage and to negate the prone condition; multiple targets (all targets in a 10-foot-by-10-foot area adjacent to the cliff face)

CORNELLA YORKE

CR 1

Female human rogue 2

A3. Hillside Ambush



CN Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

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

hp 14 (2d8+2)

Fort +0, **Ref** +5, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee obsidian dagger +3 (1d4/19–20)

Ranged obsidian javelin +3 (1d6)

Special Attacks sneak attack +1d6

TACTICS

During Combat During a surprise round, Cornella hurls javelins at flat-footed targets. Once no such targets remain, she closes into melee to use Improved Feint.

Morale Cornella flees if reduced to 5 or fewer hit points.

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** 13

Feats Combat Expertise, Improved Feint, Weapon Finesse

Skills Acrobatics +7, Bluff +7, Climb +5, Disable Device +6, Escape Artist +7, Intimidate +7, Perception +6, Sense Motive +6, Sleight of Hand +7, Stealth +7

Languages Common, Polyglot

SQ rogue talent (finesse rogue), trapfinding +1

Gear bone^{UE} studded leather, obsidian^{UE} dagger, obsidian^{UE} javelins (5)

DRUMMOND AND NEVILLE

CR 1/2

Male human ranger 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 12 each (1d10+2)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft.

Melee terbutje +3 (1d8+2/19–20)

Ranged atlAtl +5 (1d6+3)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat The rangers remain on the high ground, attacking at range with their atlAtls. They switch to their terbutjes only if pressed into melee.

Morale Drummond and Neville flee if reduced to 5 hit points or fewer.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 16

SCALING ENCOUNTER A4

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

Subtier 1-2: One halfling frees himself from a cocoon at the start of combat. Add the following ally to the encounter.

SONG'O HALFLING CR 1

Town watcher (*Pathfinder RPG NPC Codex* 128; see page 22)

hp 15

OFFENSE

Melee club +4 (1d4+1)

Ranged mwk sling +7 (1d3+1)

TACTICS

During Combat The halfling remains in the trees, firing down at the caterpillars with his sling.

Subtier 4-5: Both halflings get free and aid the PCs. Add two halfling allies (as above) to the encounter.

Feats Point-Blank Shot, Precise Shot

Skills Climb +3, Knowledge (geography, nature) +3, Perception +5, Stealth +4, Survival +5

Languages Common

SQ track +1, wild empathy +1

Gear hide armor, atlatl^{UE}, obsidian atlatl darts^{UE} (10), terbutje^{UE}

Subtier 4-5 (CR 7)

ROCKFALL TRAP CR 3

Type mechanical; **Perception** DC 20; **Disable Device** —

EFFECTS

4d6 points of bludgeoning damage, plus affected creatures are knocked prone; Reflex DC 16 for half damage and to negate the prone condition; multiple targets (all targets in a 10-foot-by-10-foot area adjacent to the cliff face)

CORNELLA YORKE CR 4

Female human rogue 5

CN Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 14 (2d8+2)

Fort +1, **Ref** +7, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee obsidian dagger +5 (1d4/19-20)

Ranged obsidian javelin +6 (1d6)

Special Attacks sneak attack +3d6

TACTICS

During Combat Cornella uses Splintering Weapon to deal bleed damage with her first attack, using Quick Draw to replace her broken weapon. Otherwise, she uses the same tactics as in Subtier 1-2.

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 17

Feats Combat Expertise, Improved Feint, Improved Initiative, Quick Draw, Splintering Weapon^{UC}, Weapon Finesse

Skills Acrobatics +11, Bluff +10, Climb +8, Craft (traps) +7, Disable Device +11, Escape Artist +11, Perception +9, Sense Motive +9, Sleight of Hand +11, Stealth +11

Languages Common, Polyglot

SQ rogue talents (combat trick, finesse rogue), trapfinding +2

Gear bone^{UE} studded leather, obsidian^{UE} dagger (5), obsidian^{UE} javelin (5)

DRUMMOND AND NEVILLE CR 2

Male human ranger 3

CN Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 27 each (3d10+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft.

Melee terbutje +5 (1d8+2/19-20)

Ranged atlatl +6 (1d6+5)

Special Attacks combat style (archery), favored enemy (humans +2)

TACTICS

Use the same tactics as in Subtier 1-2.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 16

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Reload

Skills Climb +5, Knowledge (geography, nature) +5, Perception +7, Stealth +6, Survival +7

Languages Common

SQ favored terrain (mountain +2), track +1, wild empathy +3

Gear hide armor, atlatl^{UE}, obsidian atlatl darts^{UE} (10), terbutje^{UE}

Development: The Trail Hounds are not zealots; they beg the PCs to spare them if captured. In exchange for their lives, they can suggest optimal routes through the Bandu Hills, granting the PCs 1 additional point of progress during the next phase.

Rewards: Because the Trail Hounds have only makeshift weapons and armor that do not survive past the end of the adventure, there are no rewards for defeating them in battle and there is no reduction of PCs' gold earned for failing to do so.

A4. Caterpillar Nest



1 square = 5 feet

Pathfinder Map Pack: Forest Dangers

A4. Caterpillar Nest (CR 4 or CR 7)

The party faces this encounter as they enter **Tile 6** or **Tile 7**.

A small stand of trees mars the otherwise featureless expanse of tall grass that stretches out in all directions. The trees are draped by wispy white threads that flutter and drift in the breeze. Mountains rise far to the north, while in the distance to the south the plains give way to thick, verdant forest.

The trees here are approximately 15 feet tall and are draped in strands of caterpillar silk. When the PCs arrive, two members of the Ebansi are cocooned and suspended in the branches of the trees 10 feet in the air. One of these survivors is the team's leader, Tensa'i. The corpses of several solitary racers litter the ground below.

Creatures: Three caterpillars stalk a small copse of trees here on the M'neri Plains, using their web attacks to catch gazelles that wander too close in search of food. Today, however, the caterpillars have caught different game—some of the PCs' competitors. While two halflings struggle to escape their silken cocoons, the caterpillars messily devour the less fortunate racers below. When the PCs approach, the caterpillars abandon their meal and attack.

SCALING ENCOUNTER A5

Make the following adjustments to accommodate a group of four PCs (note that no changes are necessary if the PCs face Mirov by himself in either subtier).

Subtier 1–2: Remove one zombie from the encounter.

Subtier 4–5: Remove one zuvembie from the encounter.

Subtier 1–2 (CR 4)

HORN CATERPILLARS (3)

CR 1

hp 16 each (*Pathfinder RPG Bestiary 5* 51; see page 21)

TACTICS

During Combat The horn caterpillars try to use their web ability to incapacitate enemies before moving in for the kill.

Morale The caterpillars fight to the death.

Subtier 4–5 (CR 7)

BLOOD CATERPILLARS (3)

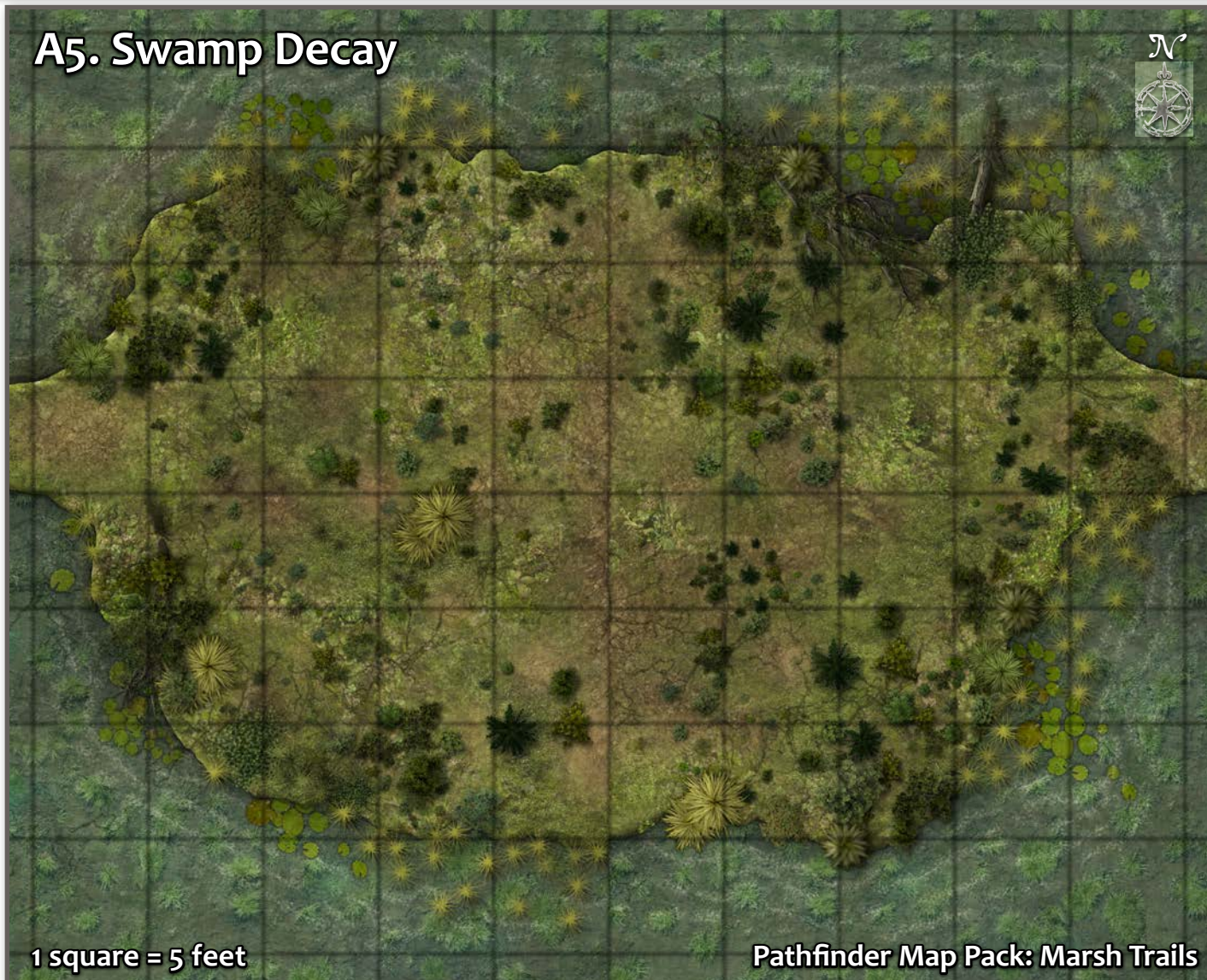
CR 4

hp 37 each (*Pathfinder RPG Bestiary 5* 51; see page 21)

TACTICS

See Subtier 1–2.

A5. Swamp Decay



Development: If the PCs rescue the halflings, the Ebansi are effusive in their gratitude. Only their leader, Tensa'i, speaks Common; the other member of the team speaks only Halfling and Polyglot. Tensa'i explains that she and the other members of her team were separated just before the caterpillars attacked, and she's not sure whether they're now ahead or behind her.

As the Ebansi are adept at navigating through jungle terrain, they offer to help guide the PCs through the rest of the tile. While on this tile, the PCs gain 1 additional point of progress per halfling during each phase they travel with the Ebansi. The halflings do not follow the PCs into the swamp, choosing to hold back and see if the other halflings arrive soon so that they can cross the finish line together.

If the PCs avoid the tile in which this encounter is located, the GM can use these enemies as an optional encounter later in the

adventure. When using this as an optional encounter, remove one caterpillar and the two surviving halflings, and use a map appropriate to the tile in which the PCs face the encounter.

Treasure: The deceased Ebansi lost their bone-tipped spears to the hungry caterpillars. However, their alchemist-made infusion extracts remain untouched. They offer two infused extracts of *shield* (CL 1st) in both subtiers, and two infused extracts of *resist energy* (CL 4th) in Subtier 4–5.

Rewards: If the PCs face the caterpillars as a non-optional encounter and fail to recover the dead halflings, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 8 gp.

Out of Subtier: Reduce each PC's gold earned by 41 gp

Subtier 4–5: Reduce each PC's gold earned by 75 gp.

A5. Swamp Decay (CR Varies)

The PCs face this encounter just as they finish progressing through **Tile 8**.

A wide patch of sandy ground rises from the swamp, providing solid footing in the otherwise treacherous bog. The air is thick with the smell of decay and rot, and crickets chirp loudly in the perpetual twilight of the forest canopy.

The watery areas on the edge of the map function as shallow bog. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

Creatures: The zombified adventurer Mirous waits here to ambush competitors in this year's Sargava Chalice. The undead rises from the swamp as the PCs approach. It cannot speak, but it glares balefully, communicating its rage as best it can without words. The creature does not care that the PCs are not the ones who attempted to murder it and abandoned it to die in the jungle during last year's race; it seeks revenge on all those who participate in the Sargava Chalice.

If the PCs have the fastest time among all the teams after progressing through **Tile 8**, they face Mirous alone. If they are in second place, when they arrive the area is littered with the corpses of the team with a shorter race time, and two of the fallen have been reanimated by Mirous and now fight alongside him. If the PCs are in third place or lower when they encounter the zombie, they find additional bodies strewn about the area, but they can investigate the corpses to recognize that some members of the faster teams seem to have escaped.

Subtier 1-2 (CR 2 or CR 4)

MIROUS

CR 2

Male human variant juju zombie rogue 2 (*Pathfinder RPG*

Bestiary 2 291; see page 23)

hp 15

Defensive Abilities channel resistance +4; evasion; **DR** 5/piercing; **Immune** *magic missile*, undead traits; **Resist** cold 10, electricity 10, fire 10

Spell-like Abilities (CL 2nd; concentration +2)

At-will—*darkness*

3/day—*ghoul touch*, *scare* (DC 12)

1/day—*animate dead*, *ray of exhaustion*

TACTICS

Before Combat If the PCs were not the leading racers, Mirous used his *animate dead* spell-like ability earlier in the day to create two zombies (see below).

During Combat Mirous casts *scare* at the start of combat before closing into melee to deliver *ghoul touch* attacks.

Morale Mirous fights until destroyed.

STATISTICS

Combat Gear *oil of animate dead*; **Other Gear** *hand of the mage*

SPECIAL ABILITIES

Spell-like Abilities (Sp) The strange nature of Mirous's creation

gives the juju zombie some of the spell-like abilities of a zuvembie (*Pathfinder RPG Bestiary* 3 289) at the cost of his damage reduction and immunities to cold and electricity; he instead gains resistance to cold and electricity 10.

ZOMBIES (2)

CR 1

hp 12 each (*Pathfinder RPG Bestiary* 288; see page 22)

Subtier 4-5 (CR 5 or CR 7)

MIROUS

CR 5

Male zuvembie alchemist 2 (*Pathfinder RPG Bestiary* 3 289, *Pathfinder RPG Advanced Player's Guide* 26)

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 68 (7d8+37)

Fort +8, **Ref** +6, **Will** +5

Defensive Abilities channel resistance +4; **DR** 5/piercing;

Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d4+4)

Ranged bomb +7 (1d6+1 fire)

Special Attacks bomb 3/day (1d6+1 fire, DC 12), corpse call

Spell-Like Abilities (CL 4th; concentration +8)

At will—*darkness*

3/day—*ghoul touch* (DC 16), *scare* (DC 16)

1/day—*animate dead*, *ray of exhaustion* (DC 17), summon (level 3, 1d3 bat or bird swarms, 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

Alchemist Extracts Prepared (CL 2nd; concentration +3)

1st—*adjuring step*^{UC}, *targeted bomb admixture*^{UC}, *true strike*

TACTICS

Before Combat Mirous prepares for battle by drinking his mutagen to increase his Strength. If the PCs were not the first group to encounter the zuvembie, he has already used his daily corpse call ability to attract a rival racing team, expending his *oils of animate dead* to create two additional zuvembies from the corpses of his fallen victims. If the PCs are the first group of racers to face the zuvembie, he instead summons 1d2 constrictor snakes to assist him in battle.

During Combat Mirous initially fights from range, hurling explosive bombs at the PCs. He uses *targeted bomb admixture* if his foes disperse to avoid splash damage. If pressed into melee, he uses *ghoul touch* to weaken his foes before tearing into them with his claws.

Morale Mirous fights until he is destroyed.

Base Statistics When not under the effects of his mutagen, Mirous has the following statistics: **AC** 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural); **Melee** 2 claws +6 (1d4+2);

Special Attacks bomb 4/day (1d6+2 fire, DC 13); **Str** 15,

Int 15; Skills Appraise +2 (+7 to know value vs. gems), Craft (alchemy) +12 (+14 to create alchemical items), Knowledge (arcana) +12.

STATISTICS

Str 19, Dex 14, Con —, Int 13, Wis 12, Cha 19

Base Atk +4; CMB +8; CMD 21

Feats Ability Focus (corpse call), Brew Potion, Dodge, Extra Discovery^{APG}, Throw Anything, Toughness

Skills Appraise +1 (+6 to know value vs. gems), Bluff +11, Craft (alchemy) +11 (+13 to create alchemical items), Heal +11, Knowledge (arcana) +11, Perception +11, Stealth +16; **Racial Modifiers** +4 Stealth

Languages Common, Osiriani, Polyglot (can't speak)

SQ alchemy (alchemy crafting +2), discoveries (explosive bomb, infusion), mutagen (+4/-2, +2 natural armor, 20 minutes), poison use

Combat Gear oils of animate dead (3); **Other Gear** hand of the mage, miser's mask^{UE}, formula book (see below)

CONSTRUCTOR SNAKES (1-2)

CR —

hp 19 each (*Pathfinder RPG Bestiary* 255; see page 22)

ZUVEMBIES (2)

CR 4

hp 37 each (*Pathfinder RPG Bestiary* 3 289; see page 23)

TACTICS

During Combat The zuvembies use their corpse call ability to isolate PCs and take them out of the fight.

Morale The zuvembies fight until they are destroyed.

Development: Slaying Mious puts his soul to rest and not only allows the PCs to progress to the race's finish line, but also spares any racers behind them from the zuvemie's vengeance, saving dozens of innocent lives.

Treasure: The zuvemie's formula book is partially rotten and missing several pages. However, it does still contain legible copies of the spells *adjuring step*^{UC}, *bomber's eye*^{APG}, *crafter's fortune*^{APG}, *detect undead*, *expeditious retreat*, *targeted bomb admixture*^{UC}, *touch of the sea*^{APG}, and *true strike*.

Rewards: If the PCs fail to defeat the zuvemie, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 172 gp.

Out of Subtier: Reduce each PC's gold earned by 380 gp

Subtier 4–5: Reduce each PC's gold earned by 588 gp.

CONCLUSION

Once the party defeats or bypasses Mious, they are free to dash the last few miles through the swamp to the finish line. There, they are met by a small crowd of race enthusiasts, gamblers, and other assorted spectators. Regardless of how the PCs place in the race, they arrive to a chorus of applause and congratulations. The Sargava Chalice is a dangerous competition, and even finishing is a worthy accomplishment.

Winning the Race

To determine whether the Pathfinders actually win the Sargava Chalice, count the number of pursuit phases they've resolved over the course of the race. Do not include bonus pursuit phases gained by using the Forced March tactic. Each phase represents half a day's worth travel. For example: a party that completes the race using six pursuit phases has a race time of 3 days.

Next, compare the PCs' time with the times for the other participants, listed below. The remaining racers either fail to finish or finish much later than those listed.

- The Ebansi halflings finish the race in 3-1/2 days.
- The Trail Hounds finish the race in 3-1/2 days.
- The Ashen Leaves finish the race in 4 days.
- The Resistance finish the race in 4 days.
- One of the solitary racers finishes the race in 4-1/2 days.

Several events during the race can modify these times or eliminate teams altogether. If the PCs successfully boasted during the opening ceremony, increase each team's time by half a day. If the PCs instead chose to trash-talk one particular team, instead increase that team's time by 1 day. Turning in the Ashen Leaves for cheating eliminates them from the competition altogether. Lastly, if the PCs finish the final tile in anything other than first place, Mious the zuvemie slays the highest ranking team, eliminating them from the race.

After applying these modifiers, if the party has the fastest time among all remaining teams, they win the Sargava Chalice outright. Grand Custodian Utilinus hands them the race's eponymous golden chalice, and the crowd erupts into cheerful hurrahs.

If the party is not the fastest team after applying all relevant modifiers, they do not win the Sargava Chalice. However, all is not lost. If only one team was faster than the PCs, Venture-Captain Finze Bellaugh cuts a deal with the winning team to grant the Pathfinder Society access to the Sargava Chalice, at a cost of a portion of the PCs' winnings (see below).

However, if there are multiple teams ahead of the PCs by the end of the race, they not only lose the race but fail to cut a deal with the winning team.

Treasure: The Pathfinder Society promised to return most of the race's prize money to the Sargavan government in exchange for granting them greater access to the chalice. Nevertheless, Finze Bellaugh ensures that the PCs are well rewarded for their performance (largely by placing a few discrete bets on the outcome of the race). If the PCs finish the race in first place, Venture-Captain Bellaugh gives them a bonus of 1,400 gp in Subtier 1–2 (5,000 gp in Subtier 4–5). If the PCs finish below first place, Bellaugh either uses part of the winnings to broker a deal for access to the chalice or

earns too little from his bets to award the PCs as handsomely; both subtiers receive half of this award.

Rewards: If the PCs place second or lower, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 117 gp.

Out of Subtier: Reduce each PC's gold earned by 267 gp

Subtier 4–5: Reduce each PC's gold earned by 417 gp.

REPORTING NOTES

If the PCs reported the Ashen Leaves to the race officials, check box A. If they earned access to the Sargava Chalice

either by winning the race or by cutting a deal with the winning team, check box B.

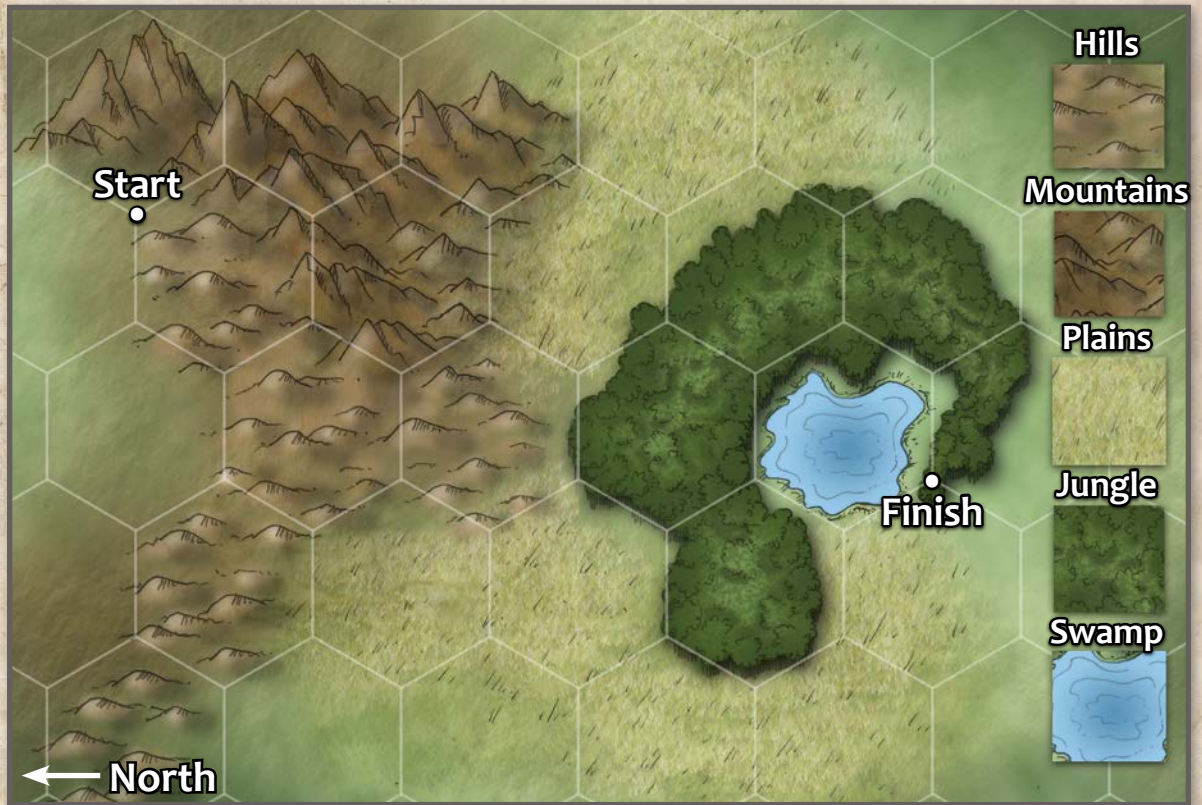
PRIMARY SUCCESS CONDITIONS

The PCs achieve their primary success condition if they complete the race in any ranking position.

SECONDARY SUCCESS CONDITIONS

The PCs achieve at their secondary success condition if they win the Sargava Chalice either as their reward or through negotiations with the team that beats them.

PLAYER HANDOUT #1: SARGAVA CHALICE MAP



PLAYER HANDOUT #2: ADVANTAGES AND TACTICS

SAMPLE ADVANTAGES

The following advantages are just a sample of those possible. Each advantage lists the terrains most likely to allow it, though there are certainly exceptions. It is possible to choose more than one of the same category of advantage for the same terrain tile (for instance, a jungle with multiple know the terrain advantages might require different Knowledge [nature] DCs).

Climbing Lead (Hill or Mountain): A character can attempt a Climb check to ascend ahead of the others with a rope to help his allies navigate the worst areas. The DC varies based on the difficulty of climbing.

Craft or Modify Tools (Any): A character can attempt a Craft check to fashion or modify specialized tools (such as footwear to travel over icy surfaces). Unlike normal, attempting to gain this advantage reduces a character's personal progress by half (rounded down). Once she has succeeded on the skill check once per character, the advantage applies for the rest of the adventure, without further action on her part, unless the situation changes enough that she needs to modify the tools again. The DC varies based on the complexity of the gear, though it is typically 15 (for a high-quality item). A PC can create armor made of mundane organic materials or to create simple weapons, bows, and martial bludgeoning weapons; at the GM's discretion, other basic gear with non-metal components might be possible. Because the PC attempting to gain this advantage is assumed to have 4 hours in which to work, she can attempt two checks for each phase instead of one.

Evade Hazards (Any): A character can attempt a Survival check to recognize hazards and rough areas and ensure that the group skirts around them when possible. The DC varies depending on how devious or hidden the hazards might be.

Fancy Footwork (Any): A character can attempt an Acrobatics check to help balance in an icy or wet area, leap over quicksand or between rooftops, or move more rapidly. By using ropes, finding a safe path, or otherwise leading the way, the character helps her allies move faster as well. The DC varies depending on how treacherous the footing is.

Gather Supplies (Any): A character using this advantage can make a single Survival check to gather food and water while they travel. Using this advantage reduces a character's personal progress value by half (rounded down) for the duration of the phase. A character can collect one day's worth of food and water for one person by succeeding on a DC 10 Survival check, and can supply one additional person for every 2 points by which their Survival check exceeds 10. A PC that gathers more food and water than necessary for a given day can save these supplies for use on the following day.

Alternatively, a character can use this advantage to gather material components for spells by making a single DC 10 Knowledge (arcana), Knowledge (nature), Spellcraft, or Survival check. A successful check produces a collection of materials equivalent to a spell component pouch. The components gathered in this way are natural materials with magical properties only roughly analogous to those normally required by spells. To cast a spell using these components, a spellcaster must succeed on a concentration check with a DC equal to 10 + the spell's level. At the GM's discretion, a player can ignore this penalty for spells with material components that can reasonably be found in the wilds of Sargava. For example, a grasshopper's hind leg (*jump*), fine sand (*sleep*), and a pinch of dirt (*longstrider*) are all materials one might find in the wilderness. Butter (*grease*), a drop of mercury (*floating disc*), and a cup of wine (*identify*) are not.

The gather supplies advantage does not count against the normal limit of advantages allowed for a terrain tile, and it can be used even in tiles which allow 0 advantages.

Know the Area (Any): A character can attempt a Knowledge (geography) check to allow the characters to exploit nearby useful terrain features that he remembers while avoiding dangerous or obstructive features. The DC varies based on the feature's obscurity.

Know the Terrain (Any): A character can attempt a Knowledge (nature) check to deduce something about the current terrain that gives her group an advantage. The DC varies based on the particulars of the deduction.

Notice Shortcut (Any): A character can attempt a Perception check to notice a shortcut or other hidden feature that grants an advantage. This advantage is not as helpful for pursuers in a direct pursuit unless they split up (see page 147) or deduce a point where they are sure to intersect the quarries' trail.

Professional Opinion (Any): A character with a relevant profession might be able to grant the party a significant advantage in a pursuit. For instance, in a pursuit through a mine, a character can attempt a Profession (miner) check to learn about the mine's layout based on markings or other indicators the miners left for their colleagues.

TACTICS

Tactics are the key to shaking competitors that are catching up to the party—or to overtaking a more efficient group that has a commanding lead. The following tactics present many of the most basic methods for doing so, but if the PCs come up with a new tactic, the GM should use these examples as guidelines. Tactics can affect a single character, multiple characters, or the whole group. There is no limit to how many tactics a character or group can use, but common sense prevents using two contradictory tactics. Characters and groups decide which tactics they are using for each 4-hour pursuit phase, though some last for multiple phases or until the characters using them decide to stop. Tactics that require the group to be either the pursuers or the quarries, and which can't be used in races, have been removed from this list, while others have been modified to accommodate the specifics of this scenario.

INDIVIDUAL TACTICS

These tactics apply to individual characters, and each character decides whether she's using the tactic.

Recovery: A character can spend a phase tending to the health of her or her allies. This allows the character to cast healing spells, for example, which can be useful for removing nonlethal damage if the group has been hustling or making a forced march (see group tactics, below). A character that spends a phase helping with recovery can attempt to gain an advantage during that phase, but she takes a -5 penalty on any checks made to gain advantage.

Special Movement: A character with consistent access to a fly speed, swim speed, or the like for a full pursuit phase might be able to move particularly quickly over the appropriate type of terrain; though, for instance, a character flying above a jungle canopy would not be able to follow a trail below.

GROUP TACTICS

These tactics apply to the group and can be used only if all characters agree to do so.

Forced March: A group using the forced march tactic gains an additional 4-hour pursuit phase at the end of the day. At the beginning of this third pursuit phase, each member of the party must succeed at a DC 10 Fortitude save or take 1d6 points of nonlethal damage and become fatigued. At the end of this bonus phase, the PCs must make a second Fortitude save, this time at a DC of 14, or take an additional 1d6 points of nonlethal damage and become fatigued (or exhausted, if already fatigued).

Hustle: A group can hustle during a phase to increase its progress during that phase by 1 point. A group can use the hustle tactic once per day without penalty, but using the hustle tactic a second time causes each member of the party to take 1 point of nonlethal damage and become fatigued. Each subsequent time the party uses the hustle tactic that day, each member takes double the amount of nonlethal damage previously dealt. Unlike a normal pursuit, the group is not limited in what sorts of advantage checks it can make while hustling, but each member of the group takes a -5 penalty on any checks made to gain an advantage other than those specifically related to movement (such as climbing lead or fancy footwork).

APPENDIX 1: STAT BLOCKS

The following stat blocks appear in this adventure.

Amphiptere

This snake-bodied dragon has a sinuous tail with a spiked tip. Flared wings attach to its forelimbs, and it lacks rear legs.

YOUNG AMPHIPTERE		CR 3
XP 800		
N Medium dragon		
Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +13		
DEFENSE		
AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)		
hp 32 (5d12)		
Fort +4, Ref +6, Will +5		
Immune paralysis, sleep		
OFFENSE		
Speed 10 ft., fly 60 ft. (average)		
Melee tail +8 (1d6+2), bite +7 (1d6+2 plus grab), 2 wings +2 (1d3+1)		
Space 5 ft.; Reach 5 ft. (10 ft. with tail)		
Special Attacks constrict (1d6+2), impale		
STATISTICS		
Str 14, Dex 15, Con 10, Int 7, Wis 12, Cha 9		
Base Atk +5; CMB +7 (+11 grapple); CMD 19 (can't be tripped)		
Feats Flyby Attack, Improved Initiative, Weapon Focus (tail)		
Skills Fly +14, Perception +13, Sense Motive +9, Stealth +10;		
Racial Modifiers +4 Fly, +4 Perception		
Languages Draconic		
SQ limited flight		
ECOLOGY		
Environment temperate or warm deserts, hills, or mountains		
Organization solitary, pair, or flight (3–18)		
Treasure standard		
SPECIAL ABILITIES		
Impale (Ex) If an amphiptere confirms a critical hit with its tail attack against a creature smaller than itself, the spike-tipped tail impales the target creature. An impaled creature gains the pinned condition (though the amphiptere doesn't gain the grappled condition), takes 1d6 points of bleed damage, and automatically takes damage from the amphiptere's tail each round it remains pinned. An amphiptere can't constrict a creature it has impaled, nor can it use its tail attack while it is impaling a creature, but it doesn't need to succeed at a grapple combat maneuver check to maintain the grapple. An amphiptere can release an impaled creature as a free action.		
Limited Flight (Ex) Though amphipteres have wings, they can't truly fly. Amphipteres usually move by lifting themselves a few feet off the ground with their great bat-like wings and pulling themselves along the ground with their claws. This tactic provides an amphiptere a fly speed of 60 feet and		

average maneuverability, though they can't lift themselves higher than 10 feet off the ground and can't use their wings to hover. Additionally, amphipteres can attempt a DC 15 Fly check to fall safely from any height without taking falling damage, as if under the effects of *feather fall*. When falling safely, an amphiptere can attempt an additional DC 15 Fly check to glide, allowing it to move 5 feet laterally for every 10 feet it falls.

Caterpillar, Blood

This enormous caterpillar is covered with hundreds of sharp, poisonous bristles.

BLOOD CATERPILLAR		CR 4
XP 1,200		
N Large vermin		
Init +0; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)		
hp 37 (5d8+15)		
Fort +7, Ref +1, Will +1		
Defensive Abilities bristles; Immune mind-affecting effects		
OFFENSE		
Speed 30 ft., climb 30 ft.		
Melee bite +8 (2d6+6), bristles +3 (1d8+3 plus poison)		
Space 10 ft.; Reach 10 ft.		
Special Attacks poison, web (+2 ranged, DC 15, 5 hp)		
STATISTICS		
Str 22, Dex 11, Con 17, Int —, Wis 11, Cha 2		
Base Atk +3; CMB +10; CMD 20 (can't be tripped)		
Skills Climb +14		
SQ compression		
ECOLOGY		
Environment temperate or warm forests		
Organization solitary, pair, or clutch (3–12)		
Treasure none		
SPECIAL ABILITIES		
Bristles (Ex) A creature that attacks a caterpillar with a natural attack or non-reach melee weapon must succeed at a DC 16 Reflex save or take damage as if the caterpillar had struck the creature with its bristles. The save DC is Dexterity-based and includes a +4 racial bonus.		
Poison (Ex) Bristles— <i>injury</i> ; <i>save</i> Fort DC 15; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Strength; <i>cure</i> 1 save.		

Caterpillar, Horn

This monstrous caterpillar's dark-scarlet bristles drip with thick, dangerous-looking venom.

HORN CATERPILLAR		CR 1
XP 400		
N Small vermin		
Init +1; Senses darkvision 60 ft.; Perception +0		

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 16 (3d8+3)

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

Defensive Abilities bristles; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2), bristles +0 (1d4+1 plus poison)

Special Attacks poison, web (+4 ranged, DC 12, 3 hp)

STATISTICS

Str 14, **Dex** 13, **Con** 13, **Int** —, **Wis** 11, **Cha** 2

Base Atk +2; **CMB** +3; **CMD** 14 (can't be tripped)

Skills Climb +10

SQ compression

ECOLOGY

Environment temperate or warm forests

Organization solitary, pair, or clutch (3–12)

Treasure none

SPECIAL ABILITIES

Bristles (Ex) A creature that attacks a caterpillar with a natural attack or non-reach melee weapon must succeed at a DC 12 Reflex save or take damage as if the caterpillar had struck the creature with its bristles. The save DC is Dexterity-based.

Poison (Ex) Bristles—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength; *cure* 1 save.

Snake, Constrictor

This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.

CONSTRUCTOR SNAKE

CR 2

XP 600

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

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

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment warm forests, swamps, and fresh water

Organization solitary or nest (2–6)

Treasure none

Town Watcher

The town watcher protects a settlement from hostile creatures.

TOWN WATCHER

CR 1

XP 400

Halfing ranger 2

LN Small humanoid (halfing)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 15 (2d10)

Fort +4, **Ref** +7, **Will** +2; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4+1/19–20)

Ranged mwk shortbow +7 (1d4/×3)

Special Attacks favored enemy (fey +2)

TACTICS

During Combat The ranger shoots at opponents who attempt to harm innocents or his allies. If trying to capture someone alive, he uses a tanglefoot bag. If trying to disperse a hostile crowd, he throws a thunderstone.

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfing

SQ track +1, wild empathy +2

Combat Gear *potion of cure light wounds*, tanglefoot bags (2), thunderstone; **Other Gear** masterwork studded leather, masterwork shortbow with 20 arrows, short sword, 84 gp

Zombie

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

HUMAN ZOMBIE

CR 1/2

XP 200

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

SQ staggered

ECOLOGY

Environment any

Organization any

Treasure none

SPECIAL ABILITIES

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Zombie, Juju

This wretched human figure has tight leathery skin, sunken eyes, and an emaciated frame, yet it moves with eerie alacrity.

HUMAN JUJU ZOMBIE CR 2

XP 600

Human juju zombie rogue 2

NE Medium undead (augmented human)

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 15 (2d8+3)

Fort +0, **Ref** +7, **Will** +1

Defensive Abilities channel resistance +4, evasion; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+4/19–20) or slam +5 (1d6+6)

Special Attacks sneak attack +1d6

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative^B, Toughness^B, Weapon Finesse

Skills Acrobatics +8, Climb +16, Disable Device +8, Intimidate +5, Perception +6, Sleight of Hand +9, Stealth +8, Survival +3, Swim +8, Use Magic Device +5; **Racial Modifiers** +8 Climb

Languages Common

SQ rogue talents (combat trick), trapfinding +1

ECOLOGY

Environment any land

Organization solitary

Treasure NPC gear (masterwork short sword, other treasure)

Zuvembie

This withered old corpse has a feral glint in her eyes and clasps a rusty axe in her yellow-nailed hands.

ZUVEMBIE

CR 4

XP 1,200

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 37 (5d8+15)

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

Defensive Abilities channel resistance +4; **DR** 5/piercing;

Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+1/×3), claw –1 (1d4) or 2 claws +4 (1d4+1)

Special Attack corpse call (DC 16)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*darkness*

3/day—*ghoul touch*, *scare* (DC 14)

1/day—*animate dead*, *ray of exhaustion*, summon (level 3, 1d3 bat or bird swarms [use the same stats], 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 17

Feats Ability Focus (corpse call), Dodge, Toughness

Skills Bluff +7, Knowledge (arcana) +8, Perception +10, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common (can't speak)

ECOLOGY

Environment any land

Organization solitary

Treasure standard (battleaxe)

SPECIAL ABILITIES

Corpse Call (Su) Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvembie may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a DC 16 Will save or move toward the zuvembie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the zuvembie simply stands and offers no resistance to the zuvembie's attacks. This effect continues for as long as the zuvembie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures. The save DC is Charisma-based.

PURSUIITS: THE BASICS

Running a pursuit is a matter of following these simple steps, each outlined more thoroughly below. Each progress period represents half a day's worth of travel.

Determine the Current Terrain Type: The difficulty of making progress across a given hex tile of the map is dependent on the tile's terrain. The associated stat block provides the GM all the DCs and the progress threshold needed for the party to move to the next tile.

Assess the Party's Basic Progress: Determine how much progress the party can make without taking special actions to move more quickly or specializing their actions beyond simply moving.

Allow Players to Declare Tactics and Attempt to Gain Advantages: Each PC can attempt to move more quickly or gain other effects as they move, as listed in the Advantages section below. Additionally, individuals or the group as a whole can declare new tactics to change larger fundamentals of how the system works.

Compare the Group's Final Progress to the Tile's Stat Block: If the party makes enough progress to equal or surpass the tile's progress threshold, the PCs move on to the next tile. Progress points in excess of the threshold carry over to the next tile.

of this map as a sort of game board to help the players visualize the pursuit. Using miniatures or tokens to indicate the party's location or progress on the tiles can go a long way to helping players quickly understand what's going on in the adventure.

In a race, all groups have many options in their travels; the PCs have options for which path they choose and which type of terrain they enter as they try to reach the finish line first, the adventure includes more options for terrain tiles than just a linear path. The various contestants in the race may move through different types of terrain during the race. The race ends when the PCs reach the designated destination. In this scenario, the map is divided into terrain tiles using a hex grid to match the system for exploration in *Pathfinder RPG Ultimate Campaign*.

The terrain tiles in which the Sargava Chalice occurs are shown on page 25. Each terrain tile's stat block lists the amount of progress a group needs to make to move off that tile and onto the next one (with values modified to accommodate 4-hour pursuit phases and to remove the assumption of tracking used in direct pursuits), as well as the maximum number of advantages a group can employ on that type of tile. This limit resets when the group enters a new 4-hour pursuit phase. The number of advantages is smaller the easier the terrain is to navigate, as there aren't many tricks that can speed up travel along a road, for instance, without using a vehicle or magical means of conveyance. Each stat block also lists an Advantage DC, which is the DC a player must meet to increase the group's progress value using any advantage in that tile. In Subtier 4–5, increase the Advantage DC of each tile by 3.

Progress

At the start of the race, each player determines her personal progress value as usual, dividing her PC's base land speed by 10 (typically 3 for an unarmored human and 2 for a dwarf, for example). Temporary effects that boost speed count only if they last for the entire 4-hour pursuit phase (for example, *longstrider* and *overland flight* work, but *fly* does not). A player can use multiple uses of an ability (such as casting a spell multiple times) to reach this minimum duration, provided any individual use of that ability lasts at least an hour. Once each player has determined her personal progress value, the GM should determine the group's progress value. This is equal to the lowest personal progress value in the party.

Each tile the party passes through has a progress threshold. These values have been modified from the default listings in *Ultimate Intrigue* to account for both the difficulty of the terrain and the change from 1-hour pursuit phases to 4-hour pursuit phases. When the party spends a phase traveling through a tile, they earn an amount of progress on that tile equal to their group progress value, plus or minus any modifiers from advantages or tactics. When the party earns an

APPENDIX 2: RUNNING THE RACE

To simulate the race at the core of this scenario, this adventure uses a modified version of the pursuit rules beginning on page 142 of *Pathfinder RPG Ultimate Intrigue*. Game Masters can find a full description of these rules at paizo.com/prd, though everything you need to know to run this rules subsystem (including variations unique to this scenario) is included in this appendix.

Pursuit Phases

The Sargava Chalice requires the PCs to forge their own path through rough wilderness terrain, and it therefore uses the race variant of the pursuit rules. This means that the PCs do not need to make Survival checks to advance through the course; they instead earn progress simply by spending a phase moving. Each day of the Sargava Chalice is divided into two 4-hour pursuit phases, instead of the usual eight 1-hour phases. This streamlines the event and reduces the number of advantage checks the players need to make over the course of the race.

The Map

When running a pursuit, it helps to have a visual aid of the area where the pursuit takes place. The players should receive the unlabeled map, **Player Handout #1**, as part of the adventure, and the GM is encouraged to use a copy



amount of progress equal to the progress threshold of the tile, they can advance to an adjacent tile. Progress in excess of that needed to bypass the current tile is carried over onto the next tile. The race begins on the northeastern corner of **Tile 1** and ends on the southwestern corner of **Tile 8**, thus requiring the PCs to progress through both these tiles to complete the race.

Advantages

The party can use any of the advantages listed below to alter the speed with which they progress through a given tile. A group can gain up to the maximum number of advantages allowed by the terrain tile. The sample advantages listed below mention the terrain types most likely to allow them, but the advantages available for any given tile—and even hour-by-hour across the same tile—can vary significantly. These advantages are reprinted from pages 145–146 of *Ultimate Intrigue* and include several additions, modifications, and omissions unique to this scenario.

Advantage Bonus: If a character succeeds at gaining an advantage, the group's progress increases by 1 for that pursuit phase, unless otherwise specified. Attempting and failing to gain an advantage reduces that character's personal progress by 1, unless otherwise specified, due to the effort they expend. If that person had a higher speed than the slowest

HILLS (TILES 1, 2, AND 4)

Progress to Complete 4

Maximum Advantages 3

Advantage DC 12

JUNGLE (TILES 6 AND 7)

Progress to Complete 8

Maximum Advantages 8

Advantage DC 15

MOUNTAINS (TILE 3)

Progress to Complete 6

Maximum Advantages 6

Advantage DC 14

PLAINS (TILE 5)

Progress to Complete 2

Maximum Advantages 0

Advantage DC None

SWAMP (TILE 8)

Progress to Complete 4

Maximum Advantages 3

Advantage DC 12

member, this might not slow the group as a whole. Each of the sample advantages lists an appropriate skill.

Failing a check to gain an advantage by 5 or more reduces the entire group's progress by 1, unless otherwise specified, as the character made such a large error that it hindered all of his allies. The increase or reduction to progress applies after any multiplication or division due to tracking, hustling, and the like. Because advantages represent more than just speed—finding shortcuts, for example—they can cause the group to make more progress than the fastest person's personal progress.

Checks attempted to gain an advantage represent an entire 4-hour period's worth of checks, so temporary modifiers that don't last the entire time cannot be applied. These skills can't be rerolled by an effect that would reroll a single check, and the character can't take 10 or 20.

Sample Advantages

The following advantages are just a sample of those possible. Each advantage lists the terrains most likely to allow it, though there are certainly exceptions. Customize the selected advantage to fit the particulars of the situation. It is possible to choose more than one of the same category of advantage for the same terrain tile (for instance, a jungle with multiple know the terrain advantages might require different Knowledge [nature] DCs).

Climbing Lead (Hill or Mountain): A character can attempt a Climb check to ascend ahead of the others with a rope to help his allies navigate the worst of the area. The DC varies based on the difficulty of climbing.

Craft or Modify Tools (Any): A character can attempt a Craft check to fashion or modify specialized tools (such as footwear to travel over icy surfaces). Unlike normal, attempting to gain this advantage reduces a character's personal progress by half (rounded down). Once she has succeeded on the skill check once per character, the advantage applies for the rest of the adventure, without further action on her part, unless the situation changes enough that she needs to modify the tools again. The DC varies based on the complexity of the gear, though it is typically 15 (for a high-quality item). A PC can create armor made of mundane organic materials or to create simple weapons, bows, and martial bludgeoning weapons; at your discretion, other basic gear with non-metal components might be possible. Because the PC attempting to gain this advantage is assumed to have 4 hours in which to work, she can attempt two checks for each phase instead of one.

Evade Hazards (Any): A character can attempt a Survival check to recognize hazards and rough areas and ensure that the group skirts around them when possible. The DC varies depending on how devious or hidden the hazards might be.

Fancy Footwork (Any): A character can attempt an Acrobatics check to help balance in an icy or wet area, leap over quicksand or between rooftops, or move more rapidly.

By using ropes, finding a safe path, or otherwise leading the way, the character helps her allies move faster as well. The DC varies depending on how treacherous the footing is.

Gather Supplies (Any): A character using this advantage can make a single Survival check to gather food and water while they travel. Using this advantage reduces a character's personal progress value by half (rounded down) for the duration of the phase. A character can collect one day's worth of food and water for one person by succeeding on a DC 10 Survival check, and can supply one additional person for every 2 points by which their Survival check exceeds 10. A PC that gathers more food and water than necessary for a given day can save these supplies for use on the following day.

Alternatively, a character can use this advantage to gather material components for spells by making a single DC 10 Knowledge (arcana), Knowledge (nature), Spellcraft, or Survival check. A successful check produces a collection of materials equivalent to a spell component pouch. The components gathered in this way are natural materials with magical properties only roughly analogous to those normally required by spells. To cast a spell using these components, a spellcaster must succeed on a concentration check with a DC equal to 10 + the spell's level. At the GM's discretion, a player can ignore this penalty for spells with material components that can reasonably be found in the wilds of Sargava. For example, a grasshopper's hind leg (*jump*), fine sand (*sleep*), and a pinch of dirt (*longstrider*) are all materials one might find in the wilderness. Butter (*grease*), a drop of mercury (*floating disc*), and a cup of wine (*identify*) are not.

The gather supplies advantage does not count against the normal limit of advantages allowed for a terrain tile, and it can be used even in tiles which allow 0 advantages.

Know the Area (Any): A character can attempt a Knowledge (geography) check to allow the characters to exploit nearby useful terrain features that he remembers while avoiding dangerous or obstructive features. The DC varies based on the feature's obscurity.

Know the Terrain (Any): A character can attempt a Knowledge (nature) check to deduce something about the current terrain that gives her group an advantage. The DC varies based on the particulars of the deduction.

Notice Shortcut (Any): A character can attempt a Perception check to notice a shortcut or other hidden feature that grants an advantage.

Professional Opinion (Any): A character with a relevant profession might be able to grant the party a significant advantage in a pursuit. For instance, in a pursuit through a mine, a character can attempt a Profession (miner) check to learn about the mine's layout based on markings or other indicators the miners left for their colleagues.

Tactics

Tactics are the key to shaking competitors that are catching

up to the party—or to overtaking a more efficient group that has a commanding lead. The following tactics present many of the most basic methods for doing so, but if the PCs come up with a new tactic, these examples as guidelines. Tactics can affect a single character, multiple characters, or the whole group. There is no limit to how many tactics a character or group can use, but common sense prevents using two contradictory tactics. Characters and groups decide which tactics they are using for each 4-hour pursuit phase, though some last for multiple phases or until the characters using them decide to stop. Tactics that require the group to be either the pursuers or the quarry, and which can't be used in races, have been removed from this list, while others have been modified to accommodate the specifics of this scenario.

Individual Tactics

These tactics apply to individual characters, and each character decides whether she's using the tactic.

Recovery: A character can spend a phase tending to the health of her or her allies. This allows the character to cast healing spells, for example, which can be useful for removing nonlethal damage if the group has been hustling or making a forced march (see group tactics, below). A character that spends a phase helping with recovery can attempt to gain an advantage during that phase, but she takes a –5 penalty on any checks made to gain advantage.

Special Movement: A character with consistent access to a fly speed, swim speed, or the like for a full pursuit phase might

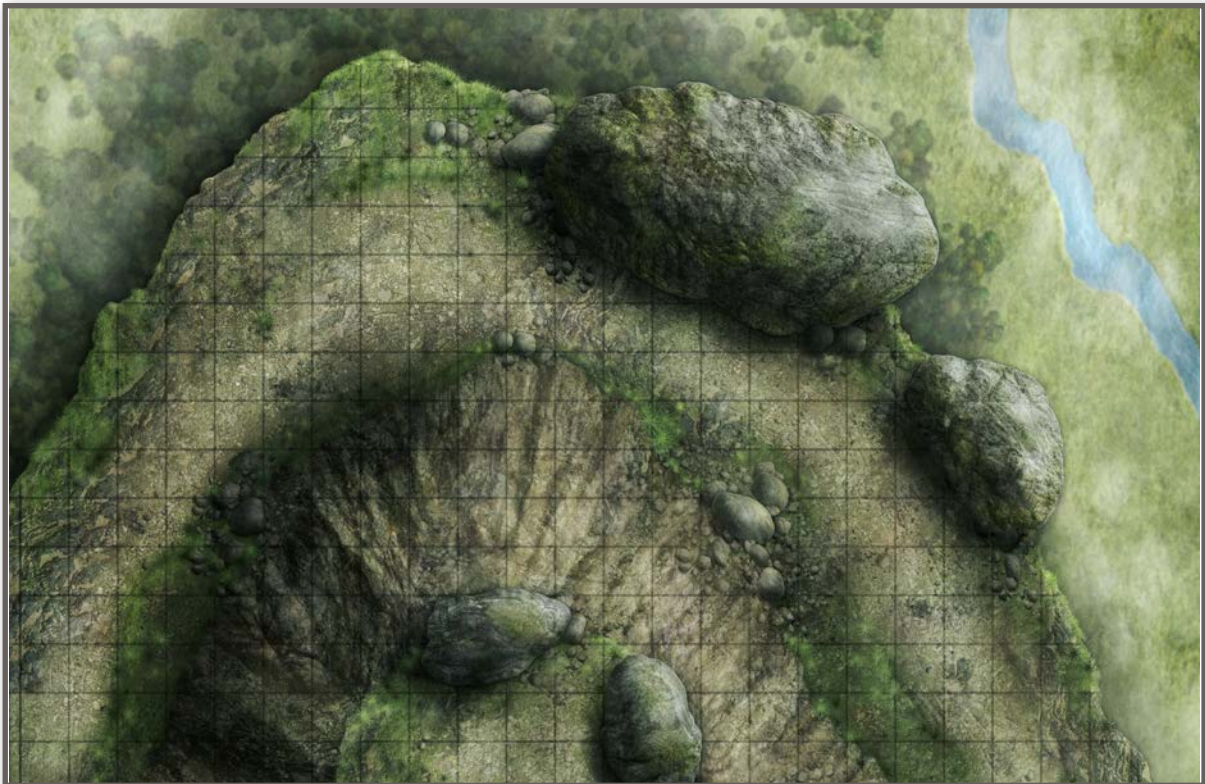
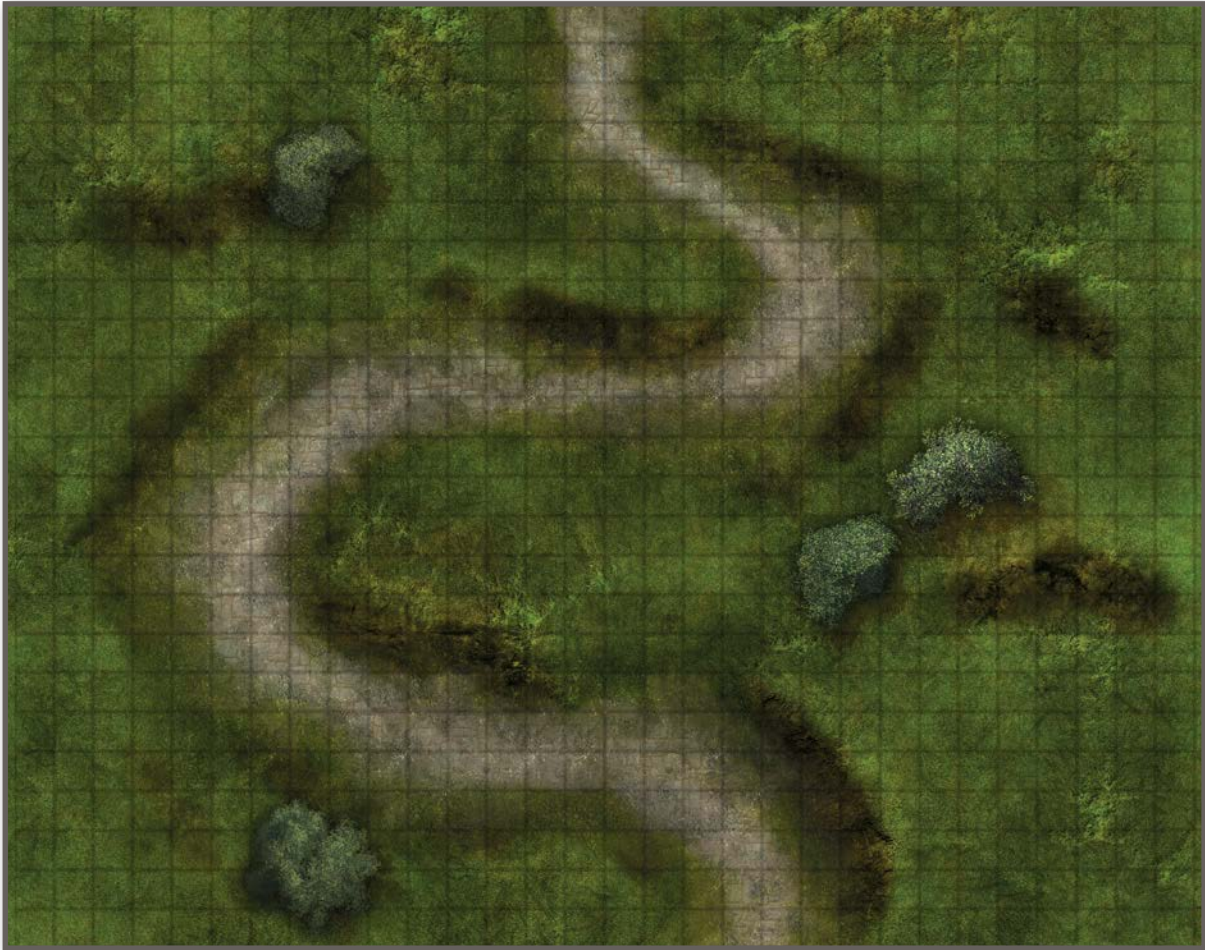
be able to move particularly quickly over the appropriate type of terrain; though, for instance, a character flying above a jungle canopy would not be able to follow a trail below.

Group Tactics

These tactics apply to the group and can be used only if all characters agree to do so.

Forced March: A group using the forced march tactic gains an additional 4-hour pursuit phase at the end of the day. At the beginning of this third pursuit phase, each member of the party must succeed at a DC 10 Fortitude save or take 1d6 points of nonlethal damage and become fatigued. At the end of this bonus phase, the PCs must make a second Fortitude save, this time at a DC of 14, or take an additional 1d6 points of nonlethal damage and become fatigued (or exhausted, if already fatigued).

Hustle: A group can hustle during a phase to increase its progress during that phase by 1 point. A group can use the hustle tactic once per day without penalty, but using the hustle tactic a second time causes each member of the party to take 1 point of nonlethal damage and become fatigued. Each subsequent time the party uses the hustle tactic that day, each member takes double the amount of nonlethal damage previously dealt. Unlike a normal pursuit, the group is not limited in what sorts of advantage checks it can make while hustling, but each member of the group takes a –5 penalty on any checks made to gain an advantage other than those specifically related to movement (such as climbing lead or fancy footwork).





PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #8-18: Champion's Chalice, Part 1: Blazing Dangerous Trails

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character # _____ Prestige Points _____

Character Name _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Zombie, Juju from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Society Scenario #8-18: Champion's Chalice, Part 1: Blazing Dangerous Trails © 2017, Paizo Inc.; Author: Benjamin Bruck.



Pathfinder Society Scenario #8–18: Champion's Chalice, Part 1: Blazing Dangerous Trails

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Chalice Champion: You were part of the team that secured the Sargava Chalice for the Pathfinder Society's use. At the start of a chase or pursuit, you may activate this boon to grant yourself a +2 bonus on all checks made to make progress in the chase or pursuit. This bonus lasts the duration of that chase or pursuit only. When you have used this boon, cross it off the Chronicle Sheet.

Infused Extracts: You claimed a number of a dead alchemist's infused extracts during the Sargava Chalice, which you can use at any time in the future. As a standard action that provokes attacks of opportunity (as drinking a potion), you gain one of the following benefits. When you have used a given benefit, check the adjacent box, indicating that the extract has been expended. Abilities that allow you to drink potions more quickly or without provoking attacks of opportunity affect this boon, though abilities that alter the effects of a consumed potion (such as the extend potion alchemist discovery or the *alchemical allocation* spell) do not.

- ☐ *cure light wounds* (CL 1st)
- ☐ *cure moderate wounds* (CL 4th; Subtier 4–5 only)
- ☐ *resist energy* (CL 4th; Subtier 4–5 only)
- ☐ *shield* (CL 1st)

All Subtiers

Subtier 4–5

hand of the mage (900 gp)
oil of animate dead (CL 5th [10 HD]; 1,000 gp)

miser's mask (3,000 gp; *Pathfinder RPG Ultimate Equipment* 246)
scroll of acid arrow (150 gp)
scroll of blur (150 gp)
scroll of bull's strength (150 gp)
scroll of daze monster (150 gp)
scroll of false life (150 gp)
scroll of protection from arrows (150 gp)
scroll of scorching ray (150 gp)
scroll of see invisibility (150 gp)
wand of cure light wounds (20 charges; 300 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1–2 253 506

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 594 1,189

SUBTIER ☐ Slow ☐ Normal

4–5 936 1,872

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

Initial Prestige

Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

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 #