



Year of the Open Road



**PATHFINDER
SOCIETY**

LODGE OF THE LIVING GOD

By Alex Greenshields

PATHFINDER SOCIETY

AUTHOR

Alex Greenshields

DEVELOPMENT LEAD

Michael Sayre

ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

EDITING LEAD

Leo Glass

EDITORS

Avi Kool and Kieran Newton

CONTRIBUTING ARTISTS

Johnny Marrow, Sebastian Rodriguez, and Henrik Rosenberg, and Tyler Walpole

CARTOGRAPHERS

Jason Engle

ART DIRECTION AND GRAPHIC DESIGN

Tony Barnett and Sonja Morris

ORGANIZED PLAY LEAD DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

MANAGING DEVELOPER

Adam Daigle

PUBLISHER

Erik Mona



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How to Play

Pathfinder Society Scenario #1-18: Lodge of the Living God is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Lodge of the Living God makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as the map *Flip-Mat: Castles Multipack*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

Scenario Tags

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



Envoy's Alliance



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

paizo.com

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GM SYNOPSIS

This adventure includes numerous skill challenges interspersed with combat and social interactions and concludes with a pitched battle.

ADVENTURE BACKGROUND

The Pathfinder Society has long sought to gain access to the nation of Razmiran in northeastern Avistan but has been blocked by its reclusive and insular government. Unique in the Inner Sea Region, Razmiran is a theocratic dictatorship ruled by the self-proclaimed god Razmir who boasts to have ascended to divinity by passing the Test of the *Starstone*. He has maintained control over Razmiran's citizens by installing his own masked clergy in all positions of the government; outlawing other religions; and closing off Razmiran to any foreign organizations, including the Pathfinder Society.

With the return of the Whispering Tyrant and his undead legions to the Isle of Terror in nearby Lake Encarthan, Razmir's priests and subjects live in constant fear of an undead invasion. Razmir himself has been unusually quiet on the subject, empowering a handful of chosen priests to act as they see fit to protect and preserve the nation. One such priest is Narsen, a Mask of the Twelfth Step. As a member of the second-highest rank in the Razmiri priesthood, Narsen's significant power and authority within the church are further amplified by a network of contacts and owed favors that the charismatic priest has used to rise quickly through the ranks and occasionally even overcome or bypass his superiors. Narsen's most recent proposal was one that his peers were certain would see him obliterated for blasphemy: create an exception to the nation's isolationist policies and allow the Pathfinder Society to establish a lodge inside the nation's borders. Narsen believes that the Pathfinder Society's international information network and deep pool of skilled and powerful members could prove an unmatched resource for the country in this time of uncertainty. Moreover, Razmiran's isolationism is the perfect bait to lure the inquisitive organization; few foreign scholars have made it past Razmiran's docks and border crossings and returned to speak of what lies beyond, so allowing the Pathfinder Society limited access to the depths of Lake Encarthan and other select sections of the nation approved by the priesthood would make the organization privy to secrets available to no one else in the Inner Sea. To the surprise of virtually every other citizen of Razmiran, Narsen received approval for his proposal, purportedly from Razmir himself.

WHERE ON GOLARION?

Lodge of the Living God takes place in around a small suburb of the city of Xer known as Prophet's Rest. The village is located in southern Razmiran, where the Glass River flows into Lake Encarthan. More information on Razmiran can be found in *the Lost Omens World Guide*, available at hobby and game stores and online at paizo.com.



Unfortunately, the Razmiri's fear of the Whispering Tyrant is well-placed—the lich has secretly been smuggling small companies of undead into the coastal waters, coves, and beaches of Razmiran in advance of a full invasion. What even the lich doesn't know, however, is that his forward-placed forces have not stayed in place. A powerful shrine to the goddess of Undeath, Urgathoa, located in the bricked-up dungeon under Fort Agate, is slowly drawing them towards it like moths to a flame. Narsen's experiment may be tested sooner than anyone anticipated, and whether it succeeds or fails, the state of the Inner Sea will almost certainly be changed in ways no one, even an unusually clever and free-willed priest, can predict.

ADVENTURE SUMMARY

Following instructions in letters from Venture-Captain Holgarin Smine and Envoy's Alliance leader Fola Barun, the PCs arrive at the Xer suburb known as Prophet's Rest in southern Razmiran to meet with a priest of Razmir named Narsen. The priest has stated that he wishes to help the Pathfinder Society establish the first Pathfinder Lodge in Razmiran in a nearby ruin; though Smine and Barun are both suspicious of the priest's intentions, they are unwilling to let the opportunity pass the Society by.

Lodge of the Living God

After dealing with a volatile confrontation at the docks, the PCs meet Narsen, who informs them that the site for the lodge is the nearby ruin of Fort Agate. He tells them that once they have cleared the location of any dangers, he will bring in local artisans and supplies to help them repair and renovate the ruins.

After exploring the fort and defeating its monstrous inhabitants, the Pathfinders begin to repair Fort Agate with the help of the local artisans. During this period, which lasts several weeks, they also discover an old shrine to Urgathoa in the dungeon beneath Fort Agate.

The repairs come to a sudden halt when Narsen informs the PCs that there is a small army of undead on their way to attack the village, and Narsen pleads with the PCs to allow the villagers to take shelter in Fort Agate. The PCs have about 24 hours to shore up the ruin's defenses, build traps, and make other preparations to help them defeat the undead army.

GETTING STARTED

The PCs begin as passengers aboard the *Queen of Elysium*, a river sloop that is headed for the hamlet of Prophet's Rest in southern Razmiran. As they have been traveling for quite some time, the PCs have had time to read and discuss the two letters they have received relating to their mission. The first is **Handout #1**, a mission briefing from **Venture-Captain Holgarin Smine** (N male dwarf smith). The second is **Handout #2**, a letter from Envoy's Alliance faction leader **Fola Barun** (N female half-elf diplomat). Included with Smine's instructions is a leather satchel containing 150 gp to help pay for renovations to the lodge (page 12).

Also aboard are two other groups of passengers hoping to disembark in Razmiran: a sullen and unfriendly group of Razmiri spice merchants returning home from abroad, and a family of five refugees from Lastwall fleeing the destruction of their nation by the Whispering Tyrant.

Once the PCs have read the mission, read or paraphrase the following.

The *Queen of Elysium* pulls alongside the dock of the small Razmiri village of Prophet's Rest on a chilly late-winter morning, with the sun just beginning to burn the morning mist off the Glass River. The rickety wooden dock is quiet, with only a few fishermen going about their business while a single guard in the yellow and purple colors of Razmiran leans lazily against a longsword. He jumps to attention when the ship's gangplank comes crashing down, then lumbers toward the ship, stretching his cold limbs.

As the other passengers move to disembark, a priest of Razmir appears out of the fog. He wears an iron mask and white robes and comes flanked by two more guards. The

priest places himself at the bottom of the gangplank, ready to meet the travelers.

The first group to descend is a group of three poorly-clad Razmiri merchants carrying goods in large sacks on their backs. They hand a small bag to the priest, who peers inside, then nods and gestures for them to move on.

Next are a family of five Lastwall refugees, two parents and their three hungry children, who fish through their packs and hand a few silver coins to the masked priest. He looks at the coins with obvious disdain and hands the money back, motioning for the family to return to the ship. When the parents shake their heads and begin to argue with him, he points at the oldest child and states: "If you cannot pay the immigration fee, you may dedicate your child to the Razmiran priesthood instead."

The family at first turns back to try and reboard the ship but is stopped by the ship's bosun, who loudly proclaims that they have only paid to be taken this far.

Dedicating a child to a priesthood is not unheard of in large families, but the PCs might balk at the forced request. If the PCs do nothing, the refugee parents step away and argue loudly and emotionally for several minutes before returning to **Lumley** (LE male human priest) and handing over their 12-year-old son. The entire family breaks down in tears as a guard escorts the lad off in one direction, and the family is marched off in another, after which **Narsen** (LN male human priest) arrives.

If the PCs attempt to convince either the priest or the bosun to let the family pass, the PCs must first succeed at a DC 15 check with an appropriate skill, such as Diplomacy to Make A Request, Intimidation to Coerce, or Deception to Lie, and make a 3 gp payment (in Subtier 3–4, the DC is 18 and the payment is 10 gp) to change their respective minds.

If the PCs threaten violence against either the priest or the bosun, they are interrupted by the arrival of their Razmiri contact Narsen before things escalate. Narsen outranks the white-robed priest, and he quickly orders his subordinate to stand down. Once everyone has calmed down, Narsen bids the PCs to follow him to the local inn where they can discuss matters further.

SOCIETY (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a DC 15 Society (Recall Knowledge) or Diplomacy (Gather Information) check (DC 18 in Subtier 3–4) has a good understanding of Razmiran and its inhabitants.

Critical Failure: A PC believes that the common people of Razmiran are prosperous and wholeheartedly love and worship Razmir.

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Success: A PC understands that most common Razmiri are poor and are closely monitored by the government. The clergy of Razmir are its upper and governing class and live in opulence. The PC therefore understands which topics to avoid and receives a +1 circumstance bonus to Make An Impression or Request things from citizens of that nation.

Critical Success: As success, and the PC has also heard rumors that undead minions of the Whispering Tyrant have been seen lurking near the northern coastline but seem to have been kept at bay by the Razmiri priesthood.

BOONS AND HERO POINTS

Give the PCs a few moments to slot their boons for the adventure and let each PC know that they have 1 Hero Point available for use during the adventure.

PROPHET'S REST

The village of Prophet's Rest is a 10-minute walk up a steep embankment from the docks where the PCs arrive. Narsen introduces himself as "Mask Narsen, short for Mask of the Twelfth Step", and wears blue silk robes with a cowl edged in silver thread. Narsen wears a silver mask that conceals all of his facial features except for his intelligent and inquisitive hazel eyes. If the PCs ask a question about the proposed agreement, the lodge, or make uncomfortable comments about the people of Razmiran or its government, Narsen jovially steers the conversation to a more innocuous topic such as their trip, the weather, or unobtrusive questions about their backgrounds.

As the PCs enter the village, they see a ruin about a mile away on top of a tall promontory rock overlooking the village and the Glass River valley. Even from a distance, it looks to be in poor repair. This is the ruin of Fort Agate (area B), the proposed location for the Pathfinder Lodge.

The buildings they pass on the way to the inn are all recently painted, and many windowsills are decorated with colorful flower boxes or draped with the yellow and purple flag of Razmiran. At first glance, the hamlet looks rich and prosperous, but a PC who succeeds at a DC 15 Perception check to Seek (DC 18 in Subtier 3–4) notices that the streets are empty except for patrolling Razmiri guards, and many of the houses off the main thoroughfare are in need of significant repairs. PCs who critically succeed at the check to Seek notice that the upper floors of some of the buildings are actually empty facades with nothing behind them. If asked about it, Narsen says that the facades are temporary fronts while repairs are undertaken. "Appearances are an important part of morale. We've had some bad weather rolling through and repairs aren't happening as fast as they

once did, but a village that looks in good order soon *is* in good order." Narsen's answer, while evasive, is based in truth; the region has seen bad weather, previous repairs in the area were completed more quickly than the current batch, and the priest firmly believes that the first step to making something real is to implement the appearance of the desired reality (a common belief among members of the Razmiri priesthood).

Hammering out the Details

After entering the inn, Narsen asks the innkeeper **Lotte Mayar** (LN female human) behind the bar for a private room. The innkeeper quickly jumps to her feet and ushers Narsen and the PCs into a back room where a simple yet delicious lunch has been laid out on a table.

Narsen asks the PCs to help themselves and welcomes them again on behalf of the government of Razmiran to Prophet's Rest, stating that he has been making preparations for their arrival for several months. He explains that he has been able to convince the Visions of the 15th Step that make up the highest echelon of the Razmiri government to allow the Pathfinder Society access to their blessed nation and to establish a lodge in an abandoned fort less than hour's travel from the port city of Xer.

The proposed site is an abandoned castle named Fort Agate which rests on a small tor just outside the suburb. The fort is in poor repair, but Narsen promises that the Pathfinders will find the villagers of Prophet's Rest willing to help them make necessary repairs—"for a price, of course." Narsen proposes that the PCs see the site for themselves as soon as possible ("I'm getting a bit too old to go tromping through the hills") and is happy to answer any general questions.

Is there anyone living in Fort Agate? "No humans, but it is likely that local creatures have made their homes there. The views from the fort are supposed to be stupendous!"

Can you tell us anything about the fort's history? "The fort was last held by a bandit lord before the coming of Razmir, thrice-blessed be His name, but the ruin is several hundred years older than that. It was most likely built by a Taldan or Kellid lord long ago to control the estuary of the Glass River. It may be in rough shape, but it has great bones!"

How do we know you're not sending us to our deaths? "If you visit the local carpenter, you will see that I had quite a lot of wood shipped here from Xer to help you with the renovations. I have also brought in a skilled stonemason from the capital that you can hire. Why would my government go to so much effort just to kill a few, and please forgive my indelicacy, low-ranking Pathfinders?"

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Do you have any supplies for us? “I do not, but I know Pathfinders have a well-deserved reputation for self-sufficiency and innovation, so I’m sure you won’t have any problems.”

PROPHET’S REST

Prophet’s Rest is about a half-day’s journey down-river from the city of Xer and is situated on a bluff above the Glass River near where it empties into Lake Encarthan. Once a prosperous fishing and trading community, the village has shrunk during the past few decades under the exploitative taxes of Razmir’s clergy and now consists of fewer than 20 families. Many left to find work in Razmiran’s cities, while others have been sentenced to forced labor camps by the clergy for crimes against Razmir and the nation. The few remaining villagers can be divided into two groups: those who actively support the government and those who simply wish to be left alone; none remain who actively oppose the rule of Razmir.

A1. Melcat’s Folly Inn: This is the only inn in Prophet’s Rest and the most likely location for the PCs to stay should they not wish to camp at Fort Agate. It is run by the hard-working, middle-aged **Lotte Mayar** (LN female human) and her two adult sons, **Wilfred** (NE male human) and the shy **Mikkel** (N male human). The family is assisted by the servant girl **Bessama Lingler** (CE female half-elf), who they treat poorly. The inn has two stories and is the only building built of stone in the entire hamlet. Everyone in the inn reports anything they learn about the PCs to Priest Lumley at the Temple of Razmir after morning services. Wilfred was apprenticed under Braderock Brumn’s father (see Cooperage, below) to become a carpenter but was kicked out due to laziness.

The stonemason **Junissa Yovitch** (LE female human) is the only current guest at the inn. Narsen brought her to Prophet’s Rest from the capital a few weeks ago to assist in the renovation. Junissa is resentful for having been dragged to such a backwater, but knows better than to complain to anyone, lest she be accused of disloyalty to the government.

A2. Temple of Razmir: This is the local temple run by Priest Lumley, a middle-aged man with thinning grey hair who holds sunrise services here every day that are mandatory for all inhabitants of Prophet’s Rest. Afterwards he takes “private confession”, which is when the villagers can tell him if they’ve learned anything damaging about their neighbors. He lives in a set of rooms attached to the back of the temple along with three guards: **Petrus** (LE male human), **Aasif** (NE male human), and **Rakka** (N female human).

A3. Smithy: Martin Hengus (LN male human), the local blacksmith, lives and works here with his husband **Edgar** (N male human), who assists him at the forge. The two have no love lost for Priest Lumley but know better than to openly oppose him. Lumley does not bother them, as they are the only blacksmiths in the area, and so they are vital to the village.

A4. Farmhouse: This is the residence of the snide farmer **Benyan Horgat** (LE male human), the richest man in Prophet’s Rest. He made his fortune selling produce to the Razmiran priesthood, and looks down on everyone else in the hamlet. His wife **Gerlind** (LE female human) is a thoroughly unpleasant woman who spends her days sitting by the window of her kitchen and complaining. All the work in the house is done by their servant, **Matthild** (NG female halfling), who grew up as a trapper in the River Kingdoms until she was captured by slavers and sold into Razmiran.

A5. Cooperage: This is the home and workshop of **Braderock Brumn** (LN male human), the village’s carpenter. Now in his early thirties, Braderock lost most of his family after they were sent off to a work camp after being accused of disloyalty to the government. He lives in near-constant fear of the same thing happening to him and is careful not to do anything to upset Priest Lumley or Mask Narsen. As Narsen promised the PCs, a large supply of cut lumber has been stationed next to the building.

A6. Knicks and Knacks: The local wise woman **Sylvina Norritch** (CN female human) sells trinkets and dry goods and has a thriving business selling healing creams and love charms as well. She also brews and sells *minor healing potions* for 4 gp each, but only has five on hand (in Subtier 3–4, she also sells *lesser healing potions* but only has three of those). She pays Priest Lumley a sizeable cut of her profits to keep him out of her business. In her youth she was a priestess of Hanspur, a fact that nobody else knows. She lives with her seven affectionate pet rats, who ride in her pockets, on her shoulders, and in her hair at all times. PCs might also seek Sylvina’s assistance in cleansing the shrine to Urgathoa (page 13), which she only agrees to if her attitude toward the PCs is at least friendly. She knows the *consecrate* ritual (*Core Rulebook* 410).

A7. Hunter’s Lodge: This is the residence of the middle-aged **Plisken the Brown** (N male human) a hunter and fur trapper who sells his goods in the village. He gets his name from his earth-toned clothing and his constant chewing of a local type of nut that has turned his teeth permanently brown. Plisken lives alone and spends most of his days out in the woods, but is in a secret relationship with Lotte Mayar, the innkeeper.

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FINDING TRUSTWORTHY PEOPLE

PCs have numerous opportunities while Repairing the Fort (page 12) to get to know the villagers and determine their willingness to help the Pathfinder Society to fulfill the Envoy's Alliance mission.

Every NPC has an initial attitude that can be improved with successful Diplomacy (Make an Impression) checks against a Will DC listed in the NPC's description in Appendix 3. NPCs whose Attitude is improved to at least Friendly will consider working for the Society and take one of Fola Barun's tokens if a PC succeed at a DC 15 Diplomacy (Request) check (DC 18 in Subtier 3–4). Multiple checks against the same NPC are possible, though a critical failure causes the NPC's opinion to decrease by one step. Successfully increasing or decreasing the attitude of an NPC lasts through the rest of the scenario unless affected by another check. Spells such as *charm* are ineffective, as they have insufficient duration.

Each NPC's description also lists if they plan on informing on the PCs to the clergy, and this decision can only be changed by improving an NPC's attitude to Helpful. All NPCs will claim that they will not inform the clergy, and PCs must succeed at a Perception check against a Lie DC listed in the NPC's description to determine the truth.

FORT AGATE

Even though the ruin is clearly visible from Prophet's Rest, Fort Agate is located a little under an hour's walk away along old, overgrown game trails that wind through steep, wooded hills.

The fort was built about 500 years ago by a minor Varisian noble from Ustalav and his Kellid wife. Their names are forgotten, but what is remembered is that they were run out of Caliphas after their devotion to the goddess Urgathoa was made public. They fled to what were then the wild western reaches of the River Kingdoms and used their fortune to build Fort Agate. From there they hired bandits and began attacking local shipping on the Glass River and Lake Encarthan. They also built a shrine to the Pallid Princess in a hidden vault beneath the keep. After they died, the upkeep of Fort Agate was neglected by a series of short-sighted bandit lords until Razmir drove them off in 4661 AR; the fort has lain empty ever since.

The ruin sits on top of a tall and narrow promontory with a spectacular view of the Glass River valley and can only be approached with ease via the approach road

(area **B1**); anyone else must climb the nearly vertical cliff face requiring a successful DC 20 Athletics check to Climb. The fort gets its name from the large amount of multi-colored agate quartz that was used in its construction for ornamental purposes. The outer walls and main gate (area **B2**) into the courtyard (area **B3**) and keep (area **B4**) were once heavily decorated with polished agate stones, but most of these were removed by looters long ago, leaving both structures heavily pockmarked. Despite this, small pieces of polished agate can still be seen in structures throughout the fort.

B1. The Approach Road

This steep but wide road leads from the bottom of the cliff to the outer walls and main gate of Fort Agate. Unlike the natural game trails the PCs have been following this far, the approach road was clearly constructed of crushed stone and compacted dirt. It is now overgrown with many bushes and small trees, and PCs who succeed at a DC 15 Perception check (DC 18 in Subtier 3–4) notice unusual droppings at the base of the cliff. A successful DC 12 (DC 15 in Subtier 3–4) Recall Knowledge check using either Nature or an animal-related subcategory of the Lore skill reveals that they are the droppings of giant geckos (see appropriate Appendix for the party's subtier).

B2. Outer Walls and Main Gate

The outer walls of Fort Agate are badly degraded in many places. Built of two outer layers of mortared fieldstone with a filling layer of pebbles and sand between them, the wall was originally 12 feet high and 6 feet wide at the base and 4 feet wide at the top. Most of the once-rectangular merlons have deteriorated and many of the field stones have fallen out, leading to an overall structural weakening. In one location near the main gate, the wall has given way entirely, creating a hole that a Medium-sized creature can fit through with little difficulty.

The wooden main gate of Fort Agate rotted away years ago, although the stone posts where it was hung can still be seen; the gate can be replaced while Repairing the Fort (page 12).

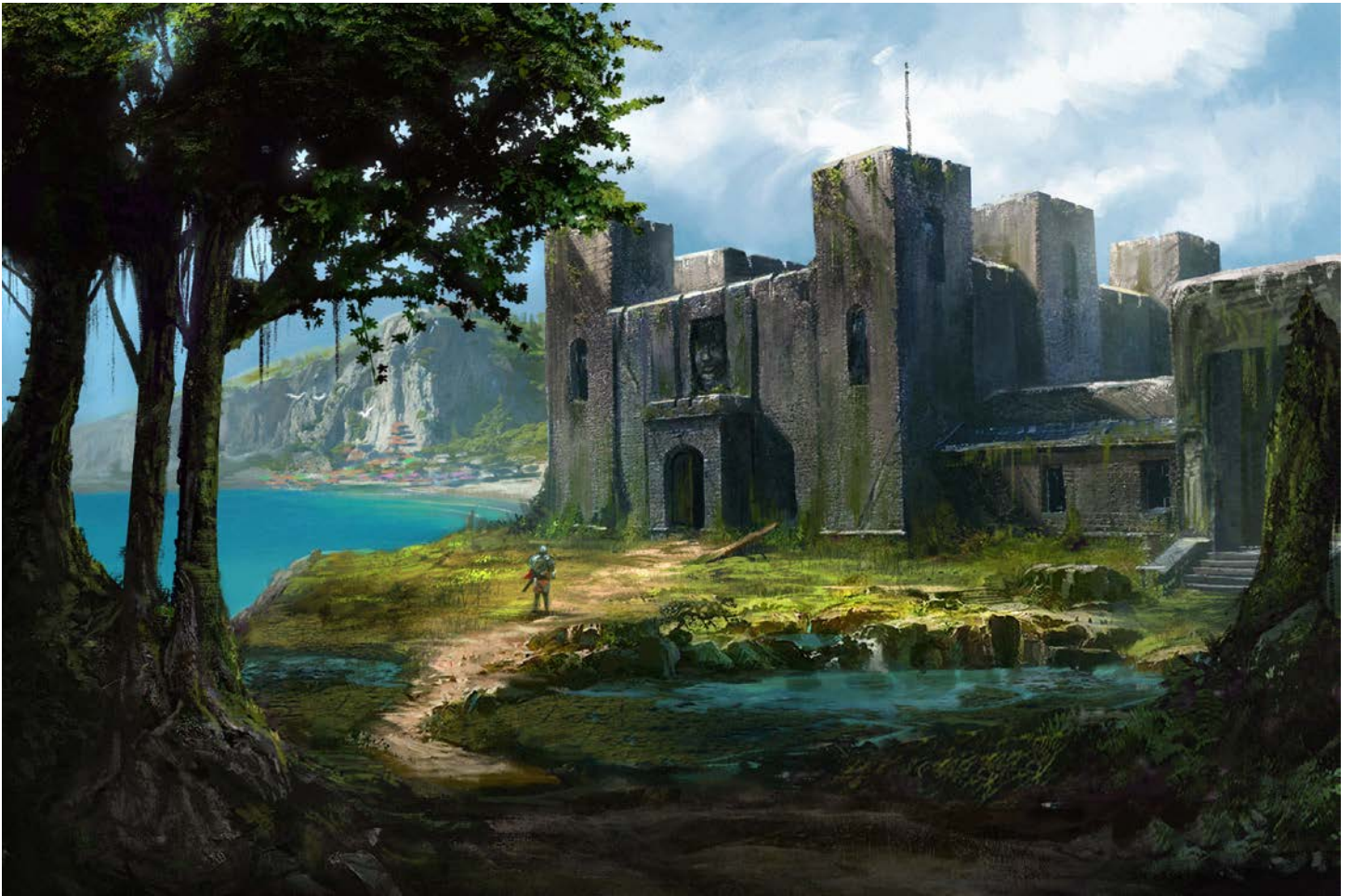
Treasure: A PC who inspects the gate and succeeds at a DC 12 Perception check to Seek (DC 15 in Subtier 3–4) notices a loose stone, behind which someone hid a silver ring with the engraving of a lily that is worth 5 gp. This ring represents 1 Treasure Bundle.

B3. Courtyard

Low

The courtyard of Fort Agate stretches from the main gate to the keep and contains the ruins of a watchtower and a well. It is overgrown with bushes and small trees

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and covered in rubble that broke off from the various stone structures. PCs who succeed at a DC 12 Perception check (DC 15 in Subtier 3–4) notice the same scat found along the approach road (see page 8).

NORTHEAST WATCHTOWER

This watchtower was once used to observe the movement of ships on the Glass River but has by now collapsed almost completely. Once 30 feet in height, it now is barely 12 feet tall and leans dangerously to the east, its fieldstones jutting out at odd angles, giving it a very precarious appearance. Although the watchtower cannot be repaired, it can be safely demolished when Repairing the Fort (page 12).

Hazard: Any PC can see that climbing the tower with its many loose flagstones will be dangerous for those of Small size or larger. Those who nevertheless attempt it must succeed at a DC 10 Athletics check to Climb and a DC 10 Acrobatics check to Balance (DC 13 for both checks in Subtier 3–4). If either of these two checks result in a failure, the PC falls from the tower to the

ground below, taking 5 bludgeoning damage unless they succeed at a DC 10 Reflex save to Grab An Edge (*Core Rulebook* 472).

Creatures: A small flock of Glass River midges, a local variety of bloodseeker, lives in a small chamber near the top of the watchtower. They do not emerge during the day unless disturbed by someone who climbs the tower, at which point they pour out into the courtyard to attack. They come out late at night to hunt, attacking anyone sleeping near Fort Agate, but do not enter the keep, as they know to avoid the giant geckos who lair there.

SUBTIER 1-2

GLASS RIVER MIDGES (3)

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CREATURE -1

SUBTIER 3-4

ELITE GLASS RIVER MIDGES (3)

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CREATURE 1

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THE WELL

The outer stone walls of the well have collapsed inward, making it appear as just a pile of masonry stone. Repairing the well is possible but is a longer project (see *Repairing the Fort*, below).

Treasure: A PC who searches amongst the stones of the well and succeeds at a DC 14 Perception check to Seek (DC 17 in Subtier 3–4) finds a “time capsule” that was buried here by the couple who built Fort Agate. It contains mostly love letters between the couple that detail their amorous excursions, along with a map of their caches of gold they left behind in Ustalav. It is worth 25 gp and represents 2 Treasure Bundles. This treasure is automatically found if the well is repaired.

B4. Keep

The octagonal keep is in better condition than the outer walls but still has many large stones missing. It is 45 feet in height and is divided into three floors: the great hall, the roof, and the dungeon. A series of passageways connects the great hall to the dungeon.

GREAT HALL

The great hall is accessed from the ground level of the courtyard by a spiral stone ramp that is 10 feet across and winds up the outside of the keep to a landing where the front door once was located. The door fell to pieces long ago, and all that is left is an empty doorway that leads into the great hall. The room inside is covered in broken masonry, pieces of wood, and giant gecko droppings.

In the southeastern corner of the great hall is a winding staircase and a set of passageways that leads toward the dungeons. These passageways are blocked by rubble (area C).

The ceiling of the great hall has a 10-foot-square hole in it, open to the sky, that leads up to the roof. A wooden staircase, long since decayed, once ascended to the upper story. The anchor holes for the staircase can still be seen on three sides of the wall. These stairs can be rebuilt during the repairs, as well.

ROOF

With the stairs missing, there is no easy way to access the roof, but PCs can clamber up the outside of the keep with a successful DC 20 Athletics check to Climb. The roof provides a panoramic view of the fort, the village of Prophet’s Rest, and the surrounding countryside for miles around. Most of the roof’s merlons have degraded, and there are numerous post holes dug into its pavement stones that once supported a wooden cover to protect the keep from enemy missile fire. This cover can be rebuilt while *Repairing the Fort* (page 12).

DUNGEON

Once the PCs clear the blocked passageway (area C), they find another staircase that leads down 20 feet into a storage room hewn out of the bedrock underneath Fort Agate. Wooden shelves once lined its walls but have degraded to kindling. A single passage leading from here to the shrine of Urgathoa was bricked up long ago. The brick wall (Hardness 14, HP 48, BT 24) is somewhat flimsy and can be broken down with a DC 20 Athletics check to Force it Open, or by demolishing it (*Core Rulebook* 515). If the wall is broken down, a strong smell of rot and decay fills the storage room but disperses after a few minutes.

Treasure: A PC who looks under the table in the dungeon finds a pair of average manacles that were forgotten here. They’re worth 20 gp, representing 2 Treasure Bundles.

SHRINE TO URGATHOA

This shrine to the Pallid Princess contains a ceremonial stone table cut out of the bedrock that is eight feet long and four feet wide. The stone table is a powerful font of Urgathoan magic equivalent to a permanent *consecrate* ritual (*Core Rulebook* 410) that radiates with necromantic magic. Its top is unadorned, but all of its sides have carvings of writhing humanoid figures and prayers to Urgathoa in the Hallit language on them. Similar writing can be found on every wall of the shrine. All the carvings have been terribly defaced with tools, and the writing is illegible at first glance, even with magic such as *comprehend languages*. Deciphering the writing on the table is one of the activities in *Repairing the Fort* (page 12).

B5. Ruined Barracks

While the walls and furnishings of this former dormitory have been severely damaged from roof leaks, its foundations and framing are in good condition. With substantial repairs, it could once again provide a comfortable shelter to the PCs and future denizens of the fort. Fixing the barracks is one of the activities in *Repairing the Fort* (page 12).

C. BELOW THE GREAT HALL

These passageways would lead to the dungeon, but the debris from a ceiling collapse stops the PCs from progressing farther than the mapped area. The PCs enter from the southwest corner of the map. Clearing the rubble and gaining access to the dungeon can be accomplished when *Repairing the Fort* (page 12).

Creatures: A small colony of giant geckos has taken up residence in the beneath the great hall. They are territorial, and they attack anyone who descends the stairs from the great hall.

Lodge of the Living God

B. FORT AGATE



Lodge of the Living God



SUBTIER 1-2

IMMATURE GIANT GECKOS (3)

CREATURE 0

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SUBTIER 3-4

ELITE GIANT GECKOS (3)

CREATURE 2

Page 24

REPAIRING THE FORT

Upon their return to Prophet's Rest, the PCs find Narsen ensconced in the common room of the Melcat's Folly Inn. The priest is eager to speak to them about their experiences at Fort Agate and encourages them to begin the repair process immediately, telling them that the hamlet's villagers are at their disposal and

recommending that they make use of the villagers' skills and labor.

Narsen has no knowledge of anything in the fort's dungeon, as it has been blocked off for over a century. Unless the PCs have an urgent need that requires his particular attention, the priest excuses himself the same day they return and truthfully explains that he must return to Xer to speak to his superiors in order to facilitate the continued cooperation between the Razmiri government and the Pathfinder Society. He promises to return "in a few weeks, no more than a month," and encourages the PCs to work on repairing the main gate first—"a fort's not much good without a door to close." Narsen leaves on a river boat that same day and does not come back until he warns the PCs of the imminent attack of the undead forces (see Defending the Fort, page 15).

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HIRED HELP

Repairing Fort Agate in a timely fashion is beyond the capacities of a small group of PCs. Fortunately, they don't have to go about it alone, as they have funds from Venture-Captain Smine. It costs 3 gp per day to hire 3 villagers per PC from Prophet's Rest to put in a full day's work. No matter the attitude of the NPCs, all are willing to work for the PCs as long as they are paid, thanks to Narsen's command.

Each day that a PC participates in an activity other than Secretly Plant Whisper Lilies or Talk to the Locals, the PC can select 3 NPCs of their choice from the table in **Appendix 3** (page 28). Each PC has their own set of three NPCs accompanying them—the same NPC cannot help multiple PCs.

The NPCs that come along with a PC can help them perform tasks that would otherwise be beyond the PC's ability. If a PC brings along an NPC who has a particular specialty that is in the task's requirements, the PC can add their level as a proficiency bonus to the associated skill check, even if they are untrained, and they gain a +2 circumstance bonus on the check.

Repairing Fort Agate

Repairing an entire fort is a daunting task, and Narsen, Venture-Captain Smine, and the citizens of Prophet's Rest all expect the PCs to ask locals for help (see the Hired Help sidebar). The endeavor is broken up into a variety of downtime activities. Many of the activities require the PCs to either have a certain degree of proficiency in a skill or to bring along an NPC with the correct specialty. If a PC doesn't meet the task's skill proficiency requirements or have the same proficiency in an appropriate substitute skill (such as a relevant Lore skill; GM's discretion), they must choose a hired NPC with that specialty as one of the three NPCs to assist them on that day or they automatically fail their skill check (see **Appendix 3** for a list of available NPCs and their specialties, and Hired Help for how they can assist on checks).

Each activity takes a specific number of days of work. If the task has no listed skill check, the PC and three NPC helpers together complete 4 days of progress per calendar day. If the task has a listed skill check, the PC must attempt the check at the end of the day to see how much progress they and the helpers make.

Critical Success They complete 6 days of work.

Success They complete 4 days of work.

Failure They complete 2 days of work.

Critical Failure They make no progress.

Present the players with a list of all the activities (see **Handout #3** on page 35) so that they can plan which they'd like to accomplish in the approximate month Venture-Captain Smine has given them. Even though the PCs are not aware of what is about to happen, they have 28 days to repair Fort Agate before Narsen returns and informs them of the imminent arrival of the undead forces, beginning the Defending the Fort section (page 15). For a table of 5 players, they instead have 23 days; for a table of 6 players, they instead have 19 days. Some of the activities will also help the PCs complete battle preparation activities to help protect the villagers from a surprise undead attack, but the players should not be made aware of this.

The players may also come up with unique activities on their own—as long as they fit into the framework provided below (along with requirements, time commitments, and skill DCs), you should encourage the players to do so.

The PCs cannot participate in downtime activities that aren't directly related to repairing the fort during this time (such as Craft or Earn Income). Any who begin to try to do so meet with a combination of swift rebuke from unfriendly NPCs and furtive warnings from friendly ones—as far as the people of Prophet's Rest see it, the PCs have been given a job by the government and their Society alike, and shirking their responsibilities could have dire consequences.

Downtime Activities

CLEAN THE FORT

DOWNTIME **MANIPULATE**

Requirements See the text.

Fort Agate needs a good clean—cutting down bushes and trees, hauling away trash, picking up rocks, and scraping soot and mold from the walls and floors. There are six areas in the fort that need to be cleaned: the approach road (area **B1**), the courtyard (area **B3**), the keep's great hall, roof, and dungeon (area **B4**), and the ruined barracks (area **B5**). Each area requires 8 days of cleaning before any other repair activities in them can begin. In order to clean the roof and dungeon, workers must first have easy access to them—the PCs must have successfully Rebuilt Collapsed Stairs and Excavated Stairs Below Great Hall, respectively. Cleaning does not require a Crafting check, nor does it cost gold.

CLEANSE THE URGATHOAN SHRINE

DOWNTIME **CONCENTRATE** **EVOCATION**

Requirements The PCs succeeded at the Decipher Ancient Writings activity, and you're trained in Religion or hired a sage.

This activity cleanses the shrine of Urgathoa in the dungeon of the keep (area **B4**) and removes the unholy *consecrate* magic currently in effect, though no counteract check is needed.

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It takes 6 days of work (DC 18 Religion checks; DC 21 in Subtier 3–4) and 40 gp worth of race incense and offerings, which can be purchased from Sylvina Norritch in Prophet's Rest (area **A6**). Note that if Sylvina performs the ritual, she can only *consecrate* the shrine to Hanspur. Successfully completing this activity also counts as 4 completed battle preparation activities for the Conclusion, as fewer undead are lured to Fort Agate.

COLLAPSE THE WATCHTOWER

DOWNTIME **MANIPULATE**

Requirements The PCs have Cleaned the Fort in the courtyard, and you're an expert in Crafting or hired a stonemason.

Completely rebuilding the watchtower (area **B3**) is beyond the scope of this scenario, but it is on the verge of collapse: leaving it standing presents a danger. You can safely collapse it with 6 days of work (DC 15 Crating checks; DC 18 in Subtier 3–4). Completing this activity also has the secondary benefit of providing free stone that can serve as supplies for all the other activities requiring a hired stonemason. The collapse kills any remaining Glass River midges living in the tower.

CONSTRUCT COVER FOR THE ROOF

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the roof, and you're trained in Crafting or hired a carpenter.

Rebuilding the cover on the roof designed to protect the fort from missile fire (area **B4**) takes 12 days of work (DC 12 Crafting checks; DC 15 in Subtier 3–4).

DECIPHER ANCIENT WRITINGS

CONCENTRATE **DOWNTIME** **SECRET**

Requirements The PCs have completed Clean the Fort for the dungeon, and you're trained in Religion or hired a sage.

Characters can try to decipher the engraved archaic Hallit writing of the Urgathoan shrine (area **B4**) that has been largely destroyed. This takes 6 days of work (DC 12 Religion checks; DC 15 in Subtier 3–4). Once the writing has been deciphered, the PCs can attempt the Cleanse the Urgathoan Shrine activity.

EXCAVATE STAIRS BELOW GREAT HALL

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the great hall.

The passageway under the great hall (area **C**) needs to be cleared to reach the dungeon. This requires 12 days of work but does not require a Crafting check, nor does it cost gold.

PATCH THE HOLE IN THE OUTER WALL

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the approach road, and you're an expert in Crafting or hired a stonemason.

Repairing the large hole in the outer wall near the main gate (area **B2**) is a weighty task. This activity requires 18 days of work (DC 12 Crafting checks; DC 15 in Subtier 3–4) to complete. This activity counts as 2 completed battle preparation activities for the Conclusion.

REBUILD COLLAPSED STAIRS

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the great hall, and you're an expert in Crafting or hired a carpenter.

A wooden staircase previously connected the great hall to the roof in the keep (area **B4**). Rebuilding the stairs takes enough DC 15 Crafting checks (DC 18 in Subtier 3–4) to complete 12 days of work.

REBUILD SCAFFOLDING FOR BATTLEMENTS

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Patch the Hole in the Outer Wall, and you're an expert in Crafting or hired a carpenter.

Rebuilding the scaffolding along the top inside of the outer walls (area **B2**) allows the battlements of Fort Agate to once again be manned. This enables defenders to look over the merlons and target attackers outside. This activity requires 12 days of work to Repair the battlements (DC 15 Crafting checks; DC 18 in Subtier 3–4). This activity counts as 2 completed battle preparation activities for the Conclusion.

REPAIR THE BARRACKS

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the barracks, and you're trained in Crafting or hired a carpenter.

Repairing the ruined barracks (area **B5**) gives the PCs a comfortable place to rest in Fort Agate, away from the damp and dusty interior of the fort. It takes 12 days of work (DC 12 Crafting checks; DC 15 in Subtier 3–4) to get the barracks back in shape.

REPAIR THE WELL

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the courtyard, and you're trained in Crafting or hired a stonemason.

Rebuilding the well in the courtyard (area **B3**) gives Fort Agate access to clean drinking water again. It takes 6 days of work (DC 12 Crafting checks; DC 15 in Subtier 3–4).

REPLACE THE MAIN GATE

DOWNTIME **MANIPULATE**

Requirements The PCs have completed Clean the Fort for the approach road, and you're an expert in Crafting or hired a carpenter and a stonemason.

The fort's main gate (area **B2**) can be rebuilt with local lumber and heavy repairs to the stone hinges that it hangs from on the outer walls. This takes 12 days of work (DC 15 Crafting

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checks; DC 18 in Subtier 3–4). It counts as 4 completed battle preparation activities for the Conclusion.

SECRETLY PLANT WHISPERING LILIES

DOWNTIME **MANIPULATE**

Requirements You're trained in Deception or Nature.

PCs can secretly plant the Whispering Lilies given to them by Venture-Captain Smine in strategic locations around Fort Agate. Those trained in Deception achieve this through subterfuge, while those trained in Nature accomplish it by hiding the plants among similar non-magical lilies. This activity takes 1 day and requires the PC to succeed at a DC 15 Deception or Nature check (DC 18 in Subtier 3–4).

TALK TO THE LOCALS

AUDITORY **CONCENTRATE** **DOWNTIME** **LINGUISTIC** **MENTAL**

The PC spends the day ingratiating themselves to the inhabitants of Prophet's Rest. At the beginning of the day, the PC must select three NPCs and attempt a Diplomacy check to Make An Impression against the Will DCs of the NPCs listed in Appendix 3. Any successes on this check improve that NPC's attitude toward the PC by one step or more (*Core Rulebook* 246–247). For the purposes of this check, it doesn't matter if the NPC is located in the hamlet or is helping the PCs at Fort Agate. PCs may also attempt any other necessary skill checks required for the Envoys' Alliance faction mission during this activity. This activity takes 1 day, has no requirements, and costs no gold.

DEFENDING THE FORT

The Whispering Tyrant has secretly been moving small companies of nonintelligent undead soldiers into Razmiran for months to prepare for a larger invasion. His commanders bring them in under cover of darkness and hide them in rivers, swamps, caverns, or other places far from population centers, commanding them to wait there until ordered into battle.

One such company was hidden months ago in a swamp less than 20 miles from Fort Agate but has recently started drifting toward the fort, drawn toward the necromantic energy emitted by the shrine of Urgathoa in its dungeon. Unbeknownst to anyone, including the Whispering Tyrant's commanders, the undead have abandoned their swampy post and are en route to the fort.

On the morning of the PCs' last day of Repairing the Fort, a frantic and disheveled Narsen returns via ship. After he finds the PCs, the priest informs them of the urgent news.

"Pathfinders! I am so glad to have found you! How are your renovations going? Well, I hope? What am I saying, I have no time for this!"

The priest lets out a small shriek of nervousness and pulls back

the hood of his robe to scratch at his unkempt greying brown hair. He then smooths his hair] before taking a deep breath.

"I'm sorry for my outburst, but I have bad news. You see, our scouts along the Glass River caught sight of a small company of skeletons and zombies who seem to be marching toward Fort Agate, slaughtering everything in their path! They are no more than a day away!"

"I know you don't owe me anything, but our armed forces are deployed far to the East and won't be able to reposition in time. Fort Agate is the most defensible position in the area. I don't think you would stand much of a chance against so many undead on your own, even behind the walls of Fort Agate, but I also don't think the villagers would survive if they fought them in the village. Can you take us in, so that we can make a stand together? If you do this, I promise you, Razmiran will be in the Society's debt."

The PCs might have additional questions for Narsen.

How many undead are coming? "I'm not sure, but I've heard around 50 or more."

You expect us to fight 50 undead? "Why do you think I suggest that we fight them together at Fort Agate? The villagers would also be standing with you shoulder to shoulder, and you have a day before they arrive. You could build some traps for them, couldn't you? They seem to just be unintelligent undead."

Are you sure the undead are headed to Fort Agate? "According to our scouts, yes. They seem to be drawn to this place like a magnet, although I don't know why."

Why do you want to help the people of the village? I thought priests of Razmir were ruthless? "Your prejudices are showing. I've been put in charge of this area, and these people trust me to see to their protection. Besides, the death of my entire congregation would reflect poorly on me, and I have already taken great risks by inviting your organization here. Neither I nor the people entrusted to me would be well served by my failure."

Where do these undead come from? "As likely as not, the ancient evil lich out in the middle of Lake Encarthan is up to something. So far it has seemed that the presence of the Living God had dissuaded the Whispering Tyrant from moving against us, but clearly something has changed."

Preparing for Battle

The PCs have 24 hours until the undead arrive. If they choose to help Narsen and the villagers, he immediately informs the people of Prophet's Rest, and they arrive at Fort Agate soon thereafter, bringing all the weapons and armor they own. All have been commanded by Narsen to be of use and will happily help build traps or shore up defenses without compensation. Sylvina Norritch brings along her emergency stash of *healing potions*, which she

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reluctantly gives to the PCs free of charge. In Subtier 1–2 she brings 10 *minor healing potions*, while in Subtier 3–4 they are *lesser healing potions*.

Treasure: The *healing potions* given to the PCs represent 2 Treasure Bundles.

Creating Traps: Below are battle preparation activities the PCs can attempt. Each takes 8 hours of work. These can be performed multiple times, and each requires the presence of someone who meets the activity's requirements. Unlike in the previous section, the number of people helping on these activities does not change the speed at which they are accomplished. Critically succeeding at the Crafting checks, however, completes two battle preparation activities (traps or sets of trained villagers) instead of one.

Players should be encouraged to plan on the map where they will be placing the traps, giving them a chance to discuss tactics for the upcoming fight. As the PCs have 24 hours, they could participate in multiple activities, although they suffer from Fatigue if they are awake more than 16 hours in a row without resting (*Core Rulebook* 480). GMs should keep track of how many successful battle preparation activities are accomplished (including those from Repairing the Fort), as this will determine how many of the villagers survive the battle with the undead (see Conclusion on page 17).

Unique Traps: As in the previous section, the following downtime activities are only a guide. Players may come up with their own traps or other hindrances and should be allowed to have their PCs create these if they have the requisite skills or can hire a local worker to do it for them.

CREATE DEADFALLS

DOWNTIME **MANIPULATE**

Requirements You're trained in Crafting or hired a stonemason, carpenter, or trapmaker.

This activity creates a series of deadfalls using rocks or trees to crush large numbers of undead that trigger them. This activity requires 8 hours and a successful DC 15 Crafting Check (DC 18 in Subtier 3–4).

CREATE PIT TRAPS

DOWNTIME **MANIPULATE**

Requirements You're trained in Crafting or hired a stonemason or trapmaker.

This activity creates and hides pit traps to detain (or at least slow the advance of) the undead. This activity requires 8 hours and a successful DC 15 Crafting check (DC 18 in Subtier 3–4).

CRAFT SNARES

DOWNTIME **MANIPULATE**

Requirements You're trained in Crafting and snare crafting feat, or hired a trapmaker.

This activity creates and hides a large number of snares in one area to entangle the undead and allow them to be easily dispatched. This requires 8 hours and a successful DC 15 Crafting check (DC 18 in Subtier 3–4).

TRAIN THE VILLAGERS

DOWNTIME **MANIPULATE**

Requirements You're trained in simple weapons and light armor. This activity trains 8 noncombatants of Prophet's Rest in the basic use of weapons, shields, and armor. Although it won't make them proficient fighters, it's better than nothing. This activity requires 8 hours and a successful DC 12 Diplomacy check (DC 15 in Subtier 3–4).

Running the Battle

The undead army arrives about 24 hours after Narsen's warning. If the PCs have scouts posted in elevated positions, or in the woods below Fort Agate, they have about 20 minutes notice before combat begins. Players should be encouraged to think tactically and use the map of the area to come up with a plan to defend the castle.

The beginning of combat should be handled purely narratively by GM and the players, without the use of miniatures or dice. The GM simply explains the actions of the undead army, while the players describe the ways in which the PCs and the villagers fight back. The undead have been summoned to fight like a real military and will march in formation and fight as a unit, but they are not led by sapient officers. This means that they make poor tactical choices and cannot react quickly to changing circumstances, which is something the PCs can use to their advantage. For example, the GM could describe how a row of zombies walks up the approach road (area **B1**) and are fired upon from the battlements (if they've been repaired) or the roof of the keep (area **B4**). This narrative combat should resolve all of the prepared traps, and the GM should describe how the undead are crushed beneath them, fall into the pits, or caught in the snares as the newly trained villagers heroically take them out.

All of this narrative combat should happen outside the walls of Fort Agate—it is only when the combat shifts to inside the wall that normal combat begins, complete with initiative and attack rolls. How the undead make it over the wall is up to the GM but could include a very large undead bashing down the gate with a tree trunk, a squad of undead crawling over the walls, or the remaining forces pouring through a breach in the wall that the PCs did not repair.

The undead forces attack in three waves, each separated by about 10 minutes to allow the PCs time to cast spells, Treat Wounds, Refocus, or make other preparations. It can occur at a single location (such as the battered-down main

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gate), or at multiple points across the fort, at the GM's discretion. The PCs should, however, be aware that they have a few minutes to regroup after each wave ends.

Regular combat also occurs after all of the PCs' traps have been triggered or at least successfully avoided; the PCs must simply defeat their attackers in combat. If the PCs prepared well enough for battle, their opponents may be injured or weakened (as described in the corresponding section of each encounter's appendix).

Wave 1

Severe

SUBTIER 1-2

SKELETON SOLDIERS (2)

CREATURE -1

Page 20, art on page 30

SKELETON CORPORALS (2)

CREATURE 1

Page 20

SUBTIER 3-4

SKELETON CORPORALS (3)

CREATURE 1

Page 25, art on page 30

SKELETON CAPTAINS (2)

CREATURE 2

Page 25

Wave 2

Moderate

SUBTIER 1-2

ZOMBIE CHARGERS (4)

CREATURE -1

Page 21

SUBTIER 3-4

PLAGUE ZOMBIE

CREATURE 1

Page 26, art on page 32

ZOMBIE BRUTES (2)

CREATURE 2

Page 26

Wave 3

Severe

SUBTIER 1-2

SKELETON CAPTAIN

CREATURE 2

Page 22

SKELETAL MOUNT

CREATURE 2

Page 22, art on page 31

SUBTIER 3-4

SKELETAL GIANTS (3)

CREATURE 3

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CONCLUSION

Once the waves of undead are defeated, the PCs hear a shout of joy from the villagers, one of whom breathlessly informs them that the remaining undead are no longer attacking and the battle is over. For each of the battle preparation activities completed while Repairing and Defending the Fort, one of the 17 villagers survives. Which of the villagers are killed (if any) is up to the GM, but any NPC who was given one of Fola Barun's tokens for the Envoy's Alliance faction mission should not be among the dead.

Whatever the outcome of the battle, Narsen thanks the PCs profusely for their help and assures them that this has firmly cemented the relationship between Razmiran and the Pathfinder Society, and that he hopes for many years of productive and mutually beneficial cooperation.

The next week, a group of new Pathfinders arrives, relieving the PCs and letting them return home.

Treasure: The PCs get to keep any cash remaining from the funds Venture-Captain Smine gave them at the beginning of the scenario. This represents 3 Treasure Bundles.

Reporting Notes

If the PCs chose not to help the villagers fight the undead, check box A on the reporting sheet. If the PCs successfully completed the "Secretly Plant Whispering Lilies" Downtime Activity, check box B.

Primary Objectives

The PCs fulfill their primary objective if they completed at least 7 of the 12 repair-related Downtime Activities in Repairing the Fort (not counting "Secretly Plant Whispering Lilies" and "Talking to the Locals"). Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

The PCs fulfill their secondary objective if at least 9 of the 17 NPCs survive the final battle in Defending the Fort. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

If the PCs give one of Fola Barun's tokens to an NPC who will not spill their secrets to the Razmiran clergy (either because they are marked as "No" in Appendix 3 or their attitude has been improved to Helpful), they gain 2 additional reputation with the Envoy's Alliance faction.

Lodge of the Living God

APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM References** (page 36) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

Encounter B3 (Subtier 1-2)

A flock of Glass River midges have hidden in a small space in the interior of the watchtower. If disturbed, they fly out into the courtyard to attack creatures trespassing on their territory. They tend to focus on overwhelming a single target and flee if reduced to 3 or fewer Hit Points.

GLASS RIVER MIDGES (3)

CREATURE -1

N **TINY** **ANIMAL**

Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +6, Stealth +10

Str -4, **Dex** +3, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 16; **Fort** +5, **Ref** +8, **Will** +4

HP 6

Speed 10 feet, fly 30 feet

Melee ♦ barbed leg +8 (finesse), **Effect** attach

Attach When a Glass River midge hits a target larger than itself, its barbed legs attach it to that creature. This is similar to Grabbing the creature, but the midge moves with that creature rather than holding it in place. The midge is flat-footed while attached. If the midge is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the midge in other ways doesn’t cause bleed damage.

Blood Drain ♦ **Requirements** The Glass River midge is attached to a creature; **Effect** The midge uses its proboscis to drain blood from the creature it’s attached to. This deals 1d4 damage, and the midge gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a midge is drained 1 until it receives healing (of any kind or amount).

Camouflage The Glass River midge can Hide in natural environments even if it doesn’t have cover.

SCALING ENCOUNTER B3

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

8+ Challenge Points: For every 2 Challenge Points beyond 8, add one Glass River midge to the encounter.

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Encounter C (Subtier 1-2)

The area beneath the great hall of the keep is the lair of a group of immature giant geckos who attack anyone that enters their territory. They use their uncanny climber ability to their advantage to retreat out of range when they get hurt and flee if reduced to 5 or fewer Hit Points.

IMMATURE GIANT GECKOS (3)

CREATURE 0

N **MEDIUM** **ANIMAL**

Perception +5; low-light vision

Skills Acrobatics +6, Athletics +3 (+7 to Climb), Stealth +4

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

Uncanny Climber A giant gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a giant gecko attempts an Athletics check to climb and critically fails, it gets a failure instead.

AC 14; **Fort** +4, **Ref** +8, **Will** +3

HP 10

Speed 30 feet, climb 30 feet

Melee  jaws +6, **Damage** 1d6+2 piercing

SCALING ENCOUNTER C

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

12+ Challenge Points: For every 4 Challenge Points beyond 8, add one immature giant gecko to the encounter.

Lodge of the Living God

Wave 1 (Subtier 1-2)

The skeletons advance as a unit but do not utilize any particular tactics, simply hacking at the nearest target. They fight to the death. If the PCs completed 6 or more battle preparation activities, remove one skeleton soldier from the encounter.

SKELETON SOLDIERS (2)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 1; **Fort** +2, **Ref** +8, **Will** +2

HP 4 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing damage with a DC 10 basic Reflex save.

SKELETON CORPORALS (2)

CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +4; darkvision

Skills Acrobatics +8, Athletics +5

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

Items scimitar, shortbow (20 arrows)

AC 18; **Fort** +4, **Ref** +10, **Will** +4

HP 14 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Bloody The skeleton is covered in dripping blood and gains fast healing 1.

Speed 25 feet

Melee ♦ scimitar +8 (forceful, sweep), **Damage** 1d6+4 slashing

Melee ♦ claw +8 (agile, finesse), **Damage** 1d4+4 slashing

Ranged ♦ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

SCALING WAVE 1

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

10-11 Challenge Points: Add one skeleton soldier to the encounter.

12-13 Challenge Points: Add one skeleton soldier and one skeleton corporal to the encounter.

14-15 Challenge Points: Add two skeleton soldiers and one skeleton corporal to the encounter.

16-18 Challenge Points (5+ players): Add two skeleton soldiers and two skeleton corporals to the encounter.

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Wave 2 (Subtier 1-2)

The zombies rush at the nearest foe, preferring to gang up on a single target. They fight to the death. If the PCs completed 8 or more battle preparation activities, remove one zombie charger from the encounter.

ZOMBIE CHARGERS (4)

CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +0; darkvision

Skills Athletics +5

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

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 16 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Rotting Aura (aura, disease, necromancy) The zombie emits an aura of rot and disease that causes wounds to fester and turn sour. Any living creature that starts its turn within 10 feet of the zombie and is not at full Hit Points takes 1d6 damage as its wounds fester.

Speed 30 feet

Melee ✎ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

Jaws ✎ (attack) **Requirement** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

SCALING WAVE 2

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add another zombie charger to the encounter.

Lodge of the Living God

Wave 3 (Subtier 1-2)

Lance raised, the skeleton captain charges into battle on its mount, targeting the nearest PC. The skeletal mount does not attack until its rider is unhorsed or killed. Both fight to the death. If the PCs completed 10 or more battle preparation activities, the skeletal mount begins the encounter with 16 Hit Points.

SKELETON CAPTAIN

CREATURE 2

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +8; darkvision

Languages Common, Necril

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

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

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

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

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

Attack of Opportunity ⚔

Shield Block ⚔

Speed 25 feet

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

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

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

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 2d6 slashing damage (DC 13 basic Reflex save).

SKELETAL MOUNT

CREATURE 2

NE LARGE MINDLESS SKELETON UNDEAD

Perception +8; darkvision

Skills Acrobatics +7, Athletics +9

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

AC 16; **Fort** +6, **Ref** +9, **Will** +8

HP 33 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 40 feet

Melee ⚔ hoof +9, **Damage** 1d8+5 bludgeoning

Gallop ⚔⚔ The mount Strides twice, with its Speed increased by 10 feet.

Explosive Death When the skeletal mount is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 2d6 slashing damage with a DC 13 basic Reflex save.

Undead Steed Undead and creatures allied with them can Command a skeletal mount without needing to attempt a skill check.

SCALING WAVE 3

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

10-11 Challenge Points: Add 1 skeleton soldier to the encounter.

12-13 Challenge Points: Add 3 skeleton soldiers to the encounter.

14-15 Challenge Points: Add 4 skeleton soldiers to the encounter.

16-18 Challenge Points (5+ players): Add 6 skeleton soldiers to the encounter.

SKELETON SOLDIERS (0)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 1; **Fort** +2, **Ref** +8, **Will** +2

HP 4 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ⚔ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ⚔ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ⚔ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing damage with a DC 10 basic Reflex save.

Lodge of the Living God

APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of **GM References** (page 36) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

B3. The Watchtower (Subtier 3-4)

A flock of Glass River midges have hidden in a small space in the interior of the watchtower. If disturbed, they fly out into the courtyard to attack creatures trespassing on their territory. They tend to focus on overwhelming a single target and flee if reduced to 8 or fewer Hit Points.

ELITE GLASS RIVER MIDGES (3)

CREATURE 1

N **TINY** **ANIMAL**

Perception +8; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +8, Stealth +12

Str -4, **Dex** +3, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 18; **Fort** +5, **Ref** +8, **Will** +4

HP 16

Speed 10 feet, fly 30 feet

Melee ♦ barbed leg +10 (finesse), **Effect** attack

Attach When a Glass River midge hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the midge moves with that creature rather than holding it in place. The midge is flat-footed while attached. If the midge is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the midge in other ways doesn’t cause bleed damage.

Blood Drain ♦ **Requirements** The Glass River midge is attached to a creature; **Effect** The midge uses its proboscis to drain blood from the creature it’s attached to. This deals 1d4+2 damage, and the midge gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a midge is drained 1 until it receives healing (of any kind or amount).

Camouflage The Glass River midge can Hide in natural environments even if it doesn’t have cover.

SCALING ENCOUNTER B3

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one elite Glass River midge to the encounter.

Lodge of the Living God

Encounter C (Subtier 3–4)

The area beneath the great hall of the keep is the lair of a group of elite giant geckos who attack anyone that enters their territory. They use their uncanny climber ability to retreat out of range when they get hurt and will flee if reduced to 10 or fewer Hit Points.

ELITE GIANT GECKOS (3)

CREATURE 2

N **MEDIUM** **ANIMAL**

Perception +9; low-light vision

Skills Acrobatics +10, Athletics +7 (+11 to Climb), Stealth +8

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

Uncanny Climber A giant gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a giant gecko attempts an Athletics check to climb and critically fails, it gets a failure instead.

AC 18; **Fort** +8, **Ref** +12, **Will** +7

HP 30

Speed 30 feet, climb 30 feet

Melee  jaws +10, **Damage** 1d8+4 piercing

SCALING ENCOUNTER C

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

24+ Challenge Points: For every 8 Challenge Points beyond 16, add one elite giant gecko to the encounter.

Lodge of the Living God

Wave 1 (Subtier 3–4)

The skeletons advance as a unit but do not take advantage of tactics, hacking at the nearest target. They fight to the death. If the PCs completed 6 or more battle preparation activities, remove one skeleton corporal from the encounter.

SKELETON CAPTAINS (2)

CREATURE 2

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +8; darkvision

Languages Common, Necril

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

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

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

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

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

Attack of Opportunity ⤴

Shield Block ⤴

Speed 25 feet

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

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

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

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 2d6 slashing damage with a DC 13 basic Reflex save.

SKELETON CORPORALS (3)

CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +4; darkvision

Skills Acrobatics +8, Athletics +5

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

Items scimitar, shortbow (20 arrows)

AC 18; **Fort** +4, **Ref** +10, **Will** +4

HP 14 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Bloody The skeleton is covered in dripping blood and gains fast healing 1.

Speed 25 feet

Melee ♦ scimitar +8 (forceful, sweep), **Damage** 1d6+4 slashing

Melee ♦ claw +8 (agile, finesse), **Damage** 1d4+4 slashing

Ranged ♦ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

SCALING ENCOUNTER WAVE 1

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add a skeleton captain to the encounter.

Lodge of the Living God

Wave 2 (Subtier 3–4)

The zombie brutes attack first, protecting the weaker plague zombie behind them. All fight to the death. If the PCs completed 8 or more battle preparation activities, remove one plague zombie from the encounter.

PLAGUE ZOMBIE

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

Str +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ✎ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Jaws ✎ (attack) **Requirements** The plague zombie has a creature grabbed or restrained; **Effect** The plague zombie makes a jaws unarmed melee attack against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage. A creature damaged by the jaws is exposed to zombie rot.

Zombie Rot (disease, necromancy) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease. **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, and the creature immediately rises as a plague zombie

SCALING WAVE 2

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

20+ Challenge Points: For every 4 Challenge Points beyond 16, add another plague zombie to the encounter.

ZOMBIE BRUTES (2)

CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Rotting Aura (aura, disease, necromancy) The zombie emits an aura of rot and disease that causes wounds to fester and turn sour. Any living creature that starts its turn within 10 feet of the brute and is not at full Hit Points takes 1d6 damage as its wounds fester. Creatures that take a critical hit from the zombie also take this damage immediately.

Speed 25 feet

Melee ✎ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Lodge of the Living God

Encounter C3 (Subtier 3–4)

Despite their size, the skeletal giants attack like all the other undead, using no significant tactics and fighting to the death. If the PCs completed 10 or more battle preparation activities, remove one skeletal giant from the encounter.

SKELETAL GIANTS (3)

CREATURE 3

NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

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

Items glaive, half plate

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

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

Speed 30 feet

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

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

Broad Swipe ♦♦ The giant makes two Strikes with its glaive against two adjacent foes, both of whom must be within its reach. The giant's multiple attack penalty does not increase until after both attacks.

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

ELITE SKELETAL GIANTS (0)

CREATURE 4

NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

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

Items glaive, half plate

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

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

Speed 30 feet

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

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

Broad Swipe ♦♦ The giant makes two Strikes with its glaive against two adjacent foes, both of whom must be within its reach. The giant's multiple attack penalty does not increase until after both attacks.

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

SCALING ENCOUNTER C3

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

20–31 Challenge Points: For every 4 Challenge Points beyond 16, replace one skeletal giant with an elite skeletal giant.

32+ Challenge Points: The PCs fight four elite skeletal giants.

Lodge of the Living God

APPENDIX 3: NPCs IN PROPHET'S REST

Below is a list of all the NPCs living in Prophet's Rest grouped together for easy reference. Information presented here includes their location, Alignment, initial attitude, relevant specialty for Repairing the Fort (page 12) and Defending the Fort (page 15), Will DC versus Diplomacy checks, Lie action skill modifiers (*Core Rulebook* 246), and whether they will inform on the PCs even if their attitude is improved to at least Friendly.

Name	Loc.	Align.	Initial Att.	Current Attitude	Specialty	Will DC	Lie mod.	Will Inform?
Aasif	B2	NE	Unfriendly		None	13	+5	Yes
Braderock Brumn	B5	LN	Indifferent		Carpenter	17	+6	Yes
Edgar Hengus	B3	N	Indifferent		Trapmaker	14	+6	Yes
Martin Hengus	B3	LN	Indifferent		Trapmaker	18	+7	No
Benyan Horgat	B4	LE	Unfriendly		None	15	+4	Yes
Gerlind Horgat	B4	LE	Unfriendly		None	14	+6	Yes
Bessama Lingler	B1	CE	Indifferent		None	14	+7	No
Priest Lumley	B2	LE	Unfriendly		None	22	+10	Yes
Matthild	B4	NG	Indifferent		Trapmaker	16	+9	No
Lotte Mayar	B1	LN	Indifferent		None	18	+8	Yes
Mikkel Mayar	B1	N	Indifferent		None	16	+5	Yes
Wilfred Mayar	B1	NE	Unfriendly		Carpenter	17	+4	Yes
Sylvina Norritch	B6	CN	Indifferent		Sage	21	+10	No
Petrus	B2	LE	Indifferent		None	13	+5	Yes
Plisken the Brown	B7	N	Indifferent		Trapmaker	18	+5	No
Rakka	B2	N	Indifferent		None	14	+7	No
Junissa Yovitch	B1	LE	Indifferent		Stonemason	20	+8	Yes

Lodge of the Living God

APPENDIX 4: ART AND HANDOUTS



PRIEST OF RAZMIR

Lodge of the Living God



SKELETON SOLDIER

Lodge of the Living God



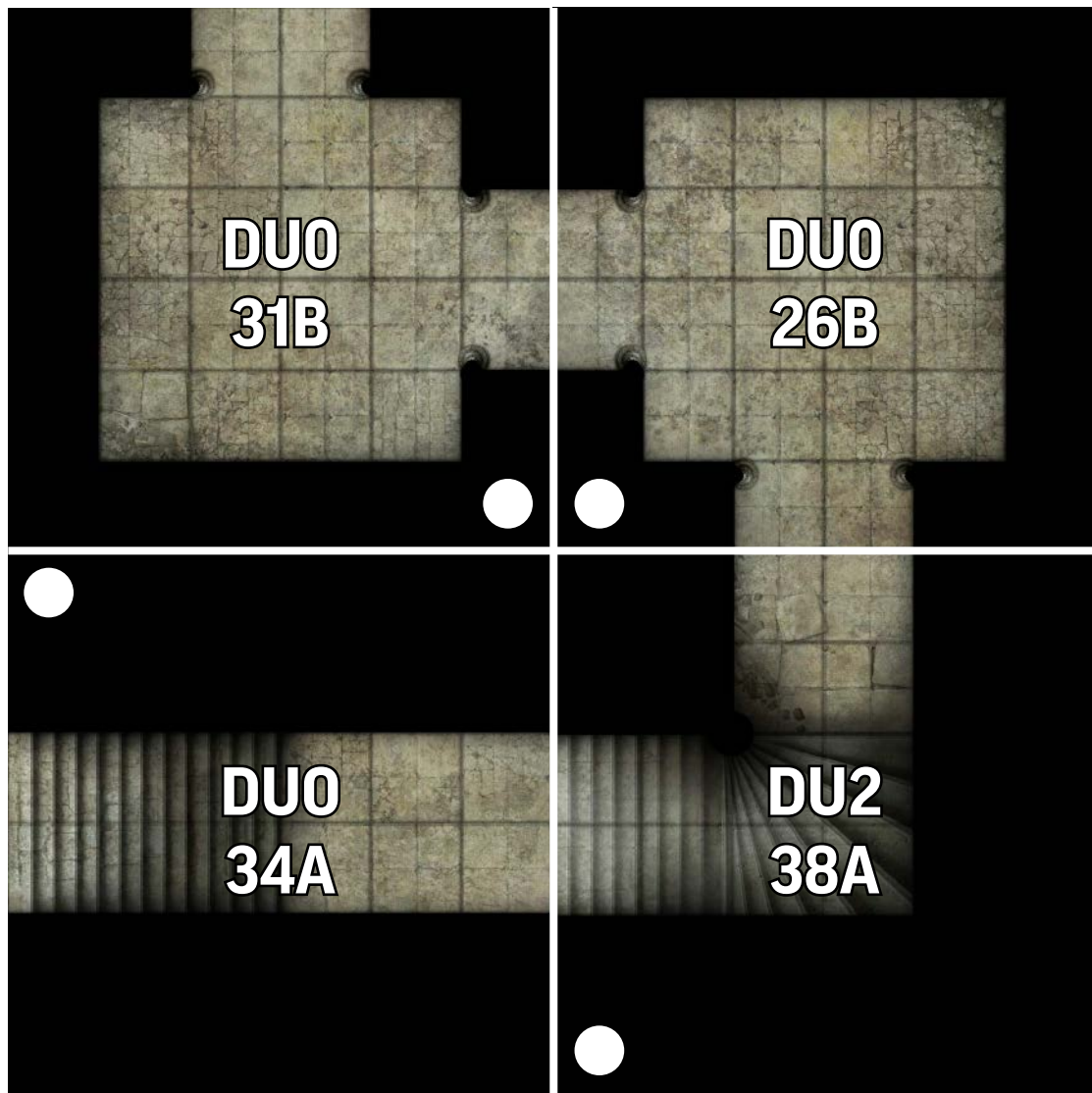
SKELETAL MOUNT

Lodge of the Living God



ZOMBIE CHARGER

Lodge of the Living God



Lodge of the Living God

Handout #1

Greetings, Pathfinders!

I was recently contacted by a high-ranking priest of the so-called god Razmir with an intriguing but troublesome offer: he claims to have his government's permission to help us set up the first Pathfinder Lodge in the nation of Razmiran. As Pathfinders have been banned from Razmiran for over 50 years, the possibility of once again having access to that land is one we can't ignore—but I don't trust the theocratic Razmiri government. All they care about is praising the name of their fake god and keeping the common people poor and ignorant while they live high on the hog. Though I can't imagine that they see the Society as anything but a nuisance, the agreement they offer seems reasonable.

Despite my misgivings, I've been ordered to investigate the proposed location. I've chartered you passage on a ship headed to Razmir to meet with this high-ranking priest in the village of Prophet's Rest, a hamlet on the Glass River just west of Xer. The priest's name is Narsen, and he's expecting you. Help secure the location for the Lodge, make any necessary repairs, and hire some locals to help you hold it for the next month or so while I organize a more permanent staff.

I am sending you with a significant sum of cash to pay local workers, buy any construction materials, and grease a few palms if need be. I'm also including a few dozen bulbs of a magical plant called a Whispering Lily. These were given to me years ago by a Chelaxian associate, and once planted, the flowers have the ability to transmit sound to their sister plants here in Tymon. Plant them in secret around the new Lodge, and we'll be able to keep better tabs on what's going on with the locals once you leave.

Good luck!

Holgarin Smine

Handout #2

My dear allies,

With the death of so many at the Siege of Gallowspire, the Envoy's Alliance must redouble its efforts to recruit new members for the Society. Razmiran is a completely untapped source of new recruits, and although I know that Smine wishes you to find some who will serve the new Razmiri Lodge as guards and servants, you should also be on the lookout for anyone who might have the potential to one day become a full Pathfinder. Sadly, Razmiran is a land where few can be counted on not to report our secrets to the government, so I send you on a delicate mission: seek out the locals and gain their trust. Once you think you have it, try to ascertain whether or not they can keep a secret from their government. If they are trustworthy, give them one of the special tokens I have included with this missive, and tell them to return it to the Pathfinders of the Lodge once it is fully established. It will serve as a marker to those who come after you of the Razmiri's trustworthiness. These markers are imprinted with the holy symbol of Razmir and should not arouse suspicion. With your help, we will return the Society to its former glory.

With greatest respect,

Fola Barun

Lodge of the Living God

Handout #3: Downtime Activities

Clean the Fort (Approach Road): 8 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Clean the Fort (Courtyard): 8 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Clean the Fort (Great Hall): 8 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Clean the Fort (Roof): 8 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs succeeded at Rebuild Collapsed Stairs.

Clean the Fort (Dungeon): 8 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs succeeded at Excavate Stairs Below Great Hall.

Clean the Fort (Ruined Barracks): 8 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Cleanse the Urgathoan Shrine: Religion, 6 days ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs succeeded at Decipher Ancient Writings, and you're trained in Religion or hired a sage.

Collapse the Watchtower: Crafting, 6 days ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have Cleaned the Fort (Courtyard), and you're an expert in Crafting or hired a stonemason.

Construct Cover for the Roof: Crafting, 12 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort for the roof, and you're trained in Crafting or hired a carpenter.

Decipher Ancient Writings: Religion, 6 days ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Dungeon), and you're trained in Religion or hired a sage.

Excavate Stairs Below Great Hall: 12 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Great Hall).

Patch the Hole in the Outer Wall: Crafting, 18 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Approach Road), and you're an expert in Crafting or hired a stonemason.

Rebuild Collapsed Stairs: Crafting, 12 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Great Hall), and you're an expert in Crafting or hired a carpenter.

Rebuild Scaffolding for Battlements: Crafting, 12 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Patch the Hole in the Outer Wall, and you're an expert in Crafting or hired a carpenter.

Repair the Barracks: Crafting, 12 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Barracks), and you're trained in Crafting or hired a carpenter.

Repair the Well: Crafting, 6 days ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Courtyard), and you're trained in Crafting or hired a stonemason.

Replace the Main Gate: Crafting, 12 days ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Requirements: The PCs have completed Clean the Fort (Approach Road), and you're an expert in Crafting or hired a carpenter and a stonemason.

Secretly Plant Whisper Lilies: Special

Talk to the Locals: Special

Lodge of the Living God

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

Chronicle Sheet

If the PCs achieve the primary objective, they earn the Narsen's Web boon on their Chronicle sheet. If the PCs achieve the faction objective, they earn the Light in the Dark boon on their Chronicle sheet.

TREASURE BUNDLES:

- ☐ Area **B2**, page 8: 1 Treasure Bundle
- ☐ ☐ Area **B3**, page 8: 2 Treasure Bundles
- ☐ ☐ Area **B4**, page 8: 2 Treasure Bundles
- ☐ ☐ Preparing for Battle, page 15: 2 Treasure Bundles
- ☐ ☐ ☐ Conclusion, page 17: 3 Treasure Bundles

CHALLENGE POINTS

Level	Challenge Points
1	2
2	3
3	4
4	5

CHALLENGE POINTS

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

Challenge Points

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

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

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

Lodge of the Living God



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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		<input type="checkbox"/> Slow Track	
		<input type="checkbox"/> Dead	
		<input type="checkbox"/> Infamy	

Lodge of the Living God

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Developers • James Case, Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, Michael Sayre, and Jason Tondro

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Pathfinder Society Scenario #1-18: Lodge of the Living God

Character Chronicle #

Herolab Code

Z1Y7

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

Adventure Summary

A lodge in Razmiran seems like an idea fraught with peril, but perhaps the Pathfinder Society can do some good for the people held in the iron grasp of the Living God. By (☐ protecting the keep/ ☐ abandoning the lodge), you hope you've made the best choice for everyone.

Boons

Light in the Dark (Envoy's Alliance, General): You sought out people with the potential to become assets and agents for the Pathfinder Society, despite the risks involved. While adventuring in Razmiran, you gain a +1 circumstance bonus to Diplomacy checks to Request Assistance or Make an Impression. Inform your GM of the function of this boon at the beginning of the adventure.

Narsen's Web (General): For good or ill, you have been swept up in the schemes of the masked priest Narsen. Whether the cunning cultist's aims are for good or ill remains to be seen. You gain a +1 circumstance bonus to Perception checks to Sense Motive when dealing with anyone hiding their features behind a mask or disguise (including magical disguises and polymorph effects that change the person's appearance to something unrecognizable).

Items

Purchases

Razmiri wayfinder (This item will appear in *Lost Omens: Pathfinder Society Guide* and can be immediately purchased with a 10% discount when that book is released; limit 1)

Items Sold / Conditions Gained

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

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

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

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

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

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

SUBTIER 1-2

SUBTIER 3-4

REWARDS

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #