



Year of the Open Road



ESCAPING THE GRAVE

By Adrian Ng

PATHFINDER SOCIETY

AUTHOR

Adrian Ng

DEVELOPMENT LEAD

Michael Sayre

DESIGN LEAD

Mark Seifter

EDITORS

Lyz Liddell and Jason Tondro

COVER ARTIST

Teresa Guido

INTERIOR ARTISTS

Teresa Guido, Johnny Morrow, Angelo Peluso,
and Henrik Rosenborg

CARTOGRAPHY

Jason Engle

ART DIRECTION AND GRAPHIC DESIGN

Sonja Morris and Tony Barnett

ORGANIZED PLAY LEAD DEVELOPER

John Compton

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

PUBLISHER

Erik Mona



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How to Play

Pathfinder Society Scenario #1-03: Escaping the Grave 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 it 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

Escaping the Grave makes use of the second edition of the *Pathfinder Core Rulebook* and the *Pathfinder Bestiary*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info. The relevant rules from the *Pathfinder Bestiary* are reprinted at the back of the adventure for the GM's convenience.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Pathfinder Society Guide.



Faction (Envoys' Alliance)



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

paizo.com

Escaping the Grave

By Adrian Ng

Founded in the wake of the Shining Crusade that defeated the Whispering Tyrant in 3827 AR, the nation of Lastwall stood vigil against the dread lich's return and repeated orc invasions alike for nearly 900 years. Despite the efforts and sacrifices of Lastwall's soldiers, the Whispering Tyrant broke free only a few months ago, and the lich's armies and magic devastated Lastwall in revenge for his centuries of imprisonment. Although the Whispering Tyrant suffered a major defeat that brought his invasion of other lands to a halt, Lastwall as a country is no more—all that remains is the shattered terrain known as the Gravelands.

Pockets of survivors remain barricaded in this war zone, and in their haste to evacuate, inhabitants had to abandon vast quantities of priceless texts, artwork, and historical artifacts. With each day, these people and the abandoned treasures are at greater risk. Among those hoping to salvage as much as they can before the undead consolidate their borders are the agents of the Pathfinder Society. Not only are many of the historical accounts irreplaceable, but there were also many Pathfinders in Lastwall when the Whispering Tyrant attacked. Very few seem to have escaped, with many more missing in action. Unwilling to abandon these lost agents, the Society has organized several teams to sneak into the Gravelands, survey the damage, seek out and rescue these missing Pathfinders, and extract particularly important treasures for posterity.

After having been caught in the middle of the Whispering Tyrant's attack, Venture-Captain Evni Zongnoss assisted in the evacuation of Vigil before its destruction. She's spent the last few months coordinating the Society's efforts in the area ever since, deploying Pathfinder agents into the Gravelands to recover artifacts and mount rescue missions.

ADVENTURE SUMMARY

Venture-Captain Evni Zongnoss requests the PCs' presence at the Vodavani Lodge, where she briefs them on their mission: to investigate a small town in the Gravelands called Goldenflame, retrieve any relics of the town's history they can find, and determine the fates of those Pathfinders who were lost in the region when the cells of the Whispering Way emerged and ravaged what used to be known as Lastwall.

The PCs journey into the Gravelands, where they encounter terrain-based hazards as well as an undead patrol. The PCs then reach Goldenflame, which has been overtaken by zombie shamblers and a zombie horse. After the PCs defeat these undead, they are met by the

WHERE ON GOLARION?

Escaping the Grave begins in Caliphas in Ustalav. The PCs then delve into the Gravelands, the undead-ridden wasteland that was formerly the resolute nation of Lastwall, to a small town called Goldenflame and its accompanying college. For more information on the Gravelands, see the *Lost Omens World Guide*, and for more information on its history as Lastwall, see *Pathfinder Campaign Setting: The Inner Sea World Guide*. Both are available in bookstores and hobby stores everywhere and online at paizo.com.



horse Desert Wind, who has been searching for his trusted partner, the Pathfinder Larraz Virtanne, who yet survives, hiding in Goldenflame College. The PCs have an opportunity to befriend the horse. The PCs can also explore Goldenflame, investigating bodies, recovering relics and treasure, and repairing a cart that can be used to haul cargo—especially with the help of their new friend Desert Wind.

After completing their investigation of Goldenflame, the PCs then move on to the college. There, they investigate more bodies and recover relics from Goldenflame College's academic past. They can also encounter the surviving Larraz Virtanne, who has been living in terror for the past months and is grateful for the rescue.

As the PCs are preparing to leave Goldenflame College, they are attacked by the Whispering Way necromancer Ralthiss and his undead allies. Depending on how quickly the PCs' mission has gone, Ralthiss may have had to hastily hustle to catch up to them, or he might have had extra time to prepare for the PCs, which can affect the number of undead minions accompanying him. One way or the other, the PCs must overcome Ralthiss, whether through combat or clever escape.

Escaping the Grave

THE MISSING PATHFINDERS

Included in the handouts for this adventure is a PC handout with the names and descriptions of 10 Pathfinders currently missing in action in or near to the undead-haunted ruins of Goldenflame. Listed below are each of the missing Pathfinders and a note about whether their body is actually in Goldenflame and, if so, where.

- **Ardyl Loralin:** Inadvertently teleported to Jalmeray by a strange ring.
- **Bryrigar Hassen:** Remains located in area **B4**.
- **Clement Marten:** Remains located in area **A1**.
- **Dargrim Margenstrom:** Killed in an alchemical explosion of unusual size several miles outside Goldenflame.
- **Gibb Potsmasher:** Remains located in area **A2**.
- **Kailli Thimbleberry:** Stepped upon by colossal undead abomination. Body wedged somewhere between abomination's "toes."
- **Larraz Virtanne:** Currently hiding in area **B5**.
- **Osprey Pierces the Tide:** Whereabouts unknown.
- **Raelyn Mumblewort:** Devoured by mutants.
- **Zinno Dark Hook:** Mistook an undead dragon wing for a buried ship's sail. Whereabouts currently unknown.

The PCs can then return to Caliphas, avoiding any serious encounters during their journey back. There, Evni greets them and is eager to hear about how things went, solemnly recognizing the lives of the fallen and eagerly accepting any relics recovered from Goldenflame and the college.

GETTING STARTED

Each PC receives a summons from Venture-Captain **Evni Zongnoss** (NG gnome harrower), requesting their presence at the Vodavani Lodge in Caliphas; give the players **Handout #1: Letter from Evni Zongnoss**. The streets of Caliphas are bustling with activity due to an influx of refugees from the former nation of Lastwall. When the PCs enter the Vodavani Lodge, they are met with a cacophony rising from dozens of Pathfinders discussing missions, sharing documents, and gathering supplies for their quests. At the center of it all is Venture-Captain Evni Zongnoss. Despite the destruction of her home lodge in the capital of former Lastwall, Vigil, Evni remains resolute in carrying out her tasks from her temporary headquarters in the Vodavani Lodge. When the PCs enter, Evni is directing various Pathfinders and

delegating tasks while simultaneously preparing weapons and gear for her own quest. When the PCs approach Evni, read or paraphrase the following.

A harried gnome clad in a blue turban and matching robe decorated with golden crescent moons and butterflies scurries through the crowded Vodavani Lodge, delegating tasks to various Pathfinders. When she spots the newcomers, she issues a warm smile. "Ah, thank you for coming. Gather around over here, please."

Evni motions over to a nearby table upon which rests a parchment map stuck with miniature flag partly obscuring the label "Lastwall." "Apologies for the out-of-date cartography, but it's the best we can do at this time."

"The re-emergence of Tar-Baphon dealt a devastating blow to the Society, so we've been scrambling to consolidate resources. The Society is focusing on missions into the Gravelands for two reasons: to track down the whereabouts of Pathfinder agents who went missing when the undead hordes struck, and to recover the fragments of history and culture that yet survive. I believe you all should have received a letter from me containing your assigned destination."

After the PCs present Evni with the assignment letter, she thanks them and then continues.

Evni points to a flag in the southeast portion of Lastwall. "Goldenflame was an idyllic place surrounding a college sponsored and supported by the church of Iomedae. Fortunately, most of the town was able to evacuate swiftly, but we know that some residents stayed behind out of a sense of civic duty to defend their home against evil."

"Goldenflame College is known for its documentation of the history of both southeastern Lastwall and the activities of the church of Iomedae in the region, as well as its collection of invaluable local curiosities accrued over time. Those relics and stories—if they can be recovered, then Lastwall can live on."

Evni excuses herself and shortly returns with a bundle of paper. "These dossiers contain information on all known Pathfinder agents in the region surrounding Goldenflame. Although we must hold out hope, I cannot truthfully say I am optimistic. Nevertheless, closure is important, and we can properly mourn for their loss and celebrate their lives if we know their fates. Perhaps these documents could be of some use to you in this quest. I've also completed and signed travel documentation stating your reasons for being in the Gravelands. Present this document to the border crossing, and you can then be on your way."

Evni walks over to a nearby bench to a relatively massive pack, where she begins sorting through its contents. She pulls out a bundle of sacks. "Here. These are for you to transport any items or—" she bows her head—"remains you might find."

Escaping the Grave

I know it is a sad and gruesome task, but retrieving those fallen Pathfinders would bring closure to their loved ones." Evni then closes the pack and shoulders it. "I'm also heading into the Gravelands myself. May Desna guide us all on our journeys. Hopefully we can find what we seek."

Evni provides the PCs the Pathfinder documentation along with 10 sacks. Give the PCs **Handout #2: Pathfinder Dossiers**. Before the PCs depart, they have a chance to ask Evni any questions they might have. Likely questions and their answers are as follows.

What precautions should we take to ensure safe travel through the Gravelands? "Tar-Baphon's legions are constantly patrolling and are mighty indeed, so I recommend avoiding fights with those troops. Try to identify the paths the undead patrols normally take and travel elsewhere. Covering your tracks would be wise as well. Although I would like you to be as thorough as you can in your investigation, do keep in mind that spending too much time in the Gravelands increases your likelihood of being found, so don't linger."

What kinds of things should we be looking for? "Be on the lookout for any religious texts and historical records—hopefully the troops of Tar-Baphon have overlooked them. You might also find items of cultural or religious significance: things that Goldenflame could be remembered by.

Will mounts be provided for the trip? Evni shakes her head. "Unfortunately, the Society is stretched thin at this point in time. Goldenflame is not far from here, though, so a round trip should be possible in a single day." If the PCs look to buy or rent mounts in Caliphas, they find that due to a combination of high demand and already low supply in Caliphas, they are unable to find any suitable mounts—at least not ones they could possibly afford.

Before the PCs leave, Evni gives them detailed instructions on the roads they should follow to reach Goldenflame. At this point, the PCs can make whatever purchases they would like before they leave Caliphas, and they can slot their boons for this scenario.

Society (Recall Knowledge)

Based on the result of a DC 15 Society check to Recall Knowledge, the PCs might know more information about Goldenflame.

Critical Success: Goldenflame College contained a fantastic statue of Iomedae's servitor Jingh, and many regarded it as the college's most valuable possession.

Success: Goldenflame's chapel functioned as a religious institution and the town hall, so historical records concerning its citizens and events were stored there.

TIME IS OF THE ESSENCE

The Gravelands are dangerous, and the PCs are pressed to complete their mission as quickly as they can to avoid the powerful undead lurking in the region. Throughout the adventure, the PCs must spend time completing their various tasks. Each section mentions the amount of time it generally takes for the PCs to carry out certain tasks; most require 10 minutes. Use these values as a baseline to adjudicate how much time it takes to perform other tasks, as appropriate. Be lenient with adjudicating time while the PCs are formulating plans or other minor uses of time, such as moving between nearby areas; this time tracking is not meant to be comprehensive, but rather a guide for you to determine the PCs' level of success at completing the overall mission in a timely fashion. Do not include combat encounters in this total unless the combat drags out for an exceptionally long time.

The PCs normally have a timer of 4 hours for their activities, not counting the travel time to Goldenflame. If you have a party of more than four PCs, the PCs have 20 fewer minutes on their timer per additional PC beyond four, as the larger group attracts attention faster.

As the PCs spend time performing various tasks, reduce the time they have remaining. The speed at which the PCs complete their tasks affects the preparations the necromancer Ralthiss undertakes before the final encounter. Depending on the PCs' success in Into the Gravelands (page 6), they might spend additional time traveling, which is deducted from their timer. Most single tasks the PCs can perform in Goldenflame require 10 minutes, so you can usually go around the table, ask each player what their character would like to do, and then subtract 10 minutes from the time remaining. Tasks that take longer than 10 minutes are longer by increments of 10, so you can just commit PCs performing those activities to carrying them out while other PCs act during subsequent 10-minute increments.

If needed, remind the PCs that they generally can attempt most tasks again if they fail by using more time; this includes things such as investigating an area again to find something missed.

Use the following techniques to ensure the PCs move quickly through their investigation. Evni reminded the PCs in the briefing to be quick in their investigation, so make sure that the players keep that in mind. The Gargantuan zombie monstrosities approaching from the west can also be used as a direct reminder that every living creature's foray into the Gravelands is made on a timer.

Escaping the Grave

Failure: The PC learns no information.

Critical Failure: A small guardhouse was built on the road leading into Goldenflame from the north. The rotating Knights of Ozem guarding Goldenflame kept an ornate ceremonial suit of armor in a hidden compartment beneath the floorboards there.

INTO THE GRAVELANDS

The PCs depart Caliphas early in the day, passing through a heavily fortified Ustalavic border crossing staffed by Knights of Lastwall, one of whom examines the PCs' documentation and then waves them through. The day is clear and bright, but the landscape is desolate and quiet, the gently rolling hills devoid of life. Goldenflame is a few hours' travel southwest of Caliphas by foot; the PCs learned the direction from Evni's map. As the PCs travel, they encounter three obstacles: Hill, Undead Troops, and Undergrowth. Each obstacle has four components, each presented in its own entry. These entries are described below.

Setup Check: To prepare for a given obstacle, a single PC (referred to as the setup PC) can attempt a special setup check in place of their check to overcome the obstacle. This check is harder than the checks to simply overcome the obstacle, but by succeeding on this check, the PC not only grants all other PCs a +2 circumstance bonus to their own checks against the obstacle, but it also counts as a success toward overcoming the obstacle. Only one PC can attempt this check, and it must be attempted before any other PCs attempt their own checks to overcome the obstacle. Attempting the setup check is optional.

Check: Each obstacle is represented by a check described in the obstacle's Check entry; other skills, actions, or abilities could be applicable, subject to the GM's discretion. As normal (see Special Circumstances on page 492 of the *Pathfinder Core Rulebook*), if the PCs come up with particularly appropriate solutions, you can award them a +1 circumstance bonus, or even a +2 or higher circumstance bonus for an extremely appropriate solution (maximum +4). Each check uses the following degrees of success.

Critical Success The PCs gain two successes toward overcoming the obstacle.

Success The PCs gain one success toward overcoming the obstacle.

Critical Failure The PCs need one additional success to overcome the obstacle.

Each PC (other than the setup PC, if there was one) attempts the check once, and together, the PCs must achieve at least three total successes for a given obstacle

to successfully overcome that obstacle. How well the PCs do overall determines how quickly they reach Goldenflame (see page 20).

Hustle: If they cannot or don't wish to attempt a relevant skill check, a PC can bypass an obstacle by using the Hustle exploration activity to simply take the long way around. This grants the PC an automatic success toward overcoming the obstacle, but they must attempt a DC 18 Fortitude save (DC 21 in Subtier 3–4); on a failure, they become fatigued and can't use the Hustle activity again for any subsequent obstacles. Each time a PC Hustles after the first time, the Fortitude save DC increases by 2. If a PC can't or doesn't want to Hustle but refuses to attempt the obstacle's check, they travel at normal speed and gain an automatic critical failure. The obstacle's Hustle entry describes the narrative explanation for what happens if the PC hustles.

Failure: This entry describes the narrative result of the PCs' failure against the obstacle.

HILL

A large, steep rise blocks the most direct path through the area, and the road diverts around it.

Setup Check: If the setup PC succeeds at a DC 17 Scouting Lore or Survival check (DC 20 in Subtier 3–4) or a DC 19 Perception check (DC 22 in Subtier 3–4), that PC finds an efficient path up the hill, granting the other PCs a +2 circumstance bonus to their Athletics checks.

Check: A PC who succeeds at a DC 15 Athletics check (DC 18 in Subtier 3–4) can use sheer strength to power up and over the hill, helping their allies as necessary.

Hustle: A PC who Hustles around the hill on the road earns an automatic success as described above.

Failure: The PCs make slow progress and waste time cresting or circumnavigating the hill.

UNDEAD TROOPS

A massive patrol of undead troops is approaching but seems not to have noticed the PCs yet; it should be very apparent to the PCs that it would be unwise to engage this undead army.

Setup Check: If the setup PC succeeds at a DC 17 Deception check (DC 20 in Subtier 3–4), they can divert the undeads' attention elsewhere while the PCs pass by, granting the other PCs a +2 circumstance bonus to their Stealth checks.

Check: A PC who succeeds at a DC 15 Stealth check (DC 18 in Subtier 3–4) can quietly skirt by the undead troops.

Hustle: A PC who Hustles avoids notice by simply moving quickly before the undead can scrutinize the area, earning an automatic success as described above.

Escaping the Grave

Failure: Failure means the PCs are noticed; the undead patrol doesn't attack, but sends messengers to inform the necromancer Ralthiss. While this doesn't actually take any additional time, it has the same effects as though the PCs had spent additional time here, as Ralthiss receives word of their presence and begins preparations earlier.

UNDERGROWTH

Heavy, prickly undergrowth and tall grasses have grown over the road.

Setup Check: If the setup PC succeeds at a DC 17 Nature or Survival check (DC 20 in Subtier 3–4), they can identify areas where the undergrowth isn't as thick, granting the PCs a +2 circumstance bonus to their attack rolls and Acrobatics checks.

Check: A PC who succeeds at a melee attack roll against AC 15 (AC 18 in Subtier 3–4) using a weapon that deals slashing damage can hack their way through; alternatively, a PC who succeeds at a DC 14 Acrobatics check (DC 17 in Subtier 3–4) can nimbly maneuver through the narrow spaces.

Hustle: A PC who Hustles can circumvent the road to avoid the brambles and vines, earning an automatic success as described above.

Failure: Failure means the PCs slog through the undergrowth at a slow rate.

Development: How quickly the PCs travel from Caliphas to Goldenflame depends on the number of obstacles they successfully overcame. It normally takes several hours to reach Goldenflame, which is already accounted for in the PCs' initial timer. The time listed below is based on how long it takes to traverse the obstacles.

Three Cleared Obstacles: The PCs make excellent time, and the obstacles don't slow the PCs down. Don't subtract any time.

Two Cleared Obstacles: The PCs briskly traverse the Gravelands. Subtract 20 minutes from the time remaining.

One Cleared Obstacle: The PCs experience minor setbacks in their journey. Subtract 40 minutes from the time remaining.

Zero Cleared Obstacles: The PCs are significantly slowed down. Subtract 60 minutes from the time remaining.

Regardless of how well the PCs perform here, Whispering Way informants lurking near the Gravelands roads notice the PCs. After the PCs complete the three obstacles, Goldenflame comes into view as they follow the gently descending path into town. A PC who succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) sees a figure in the distance run over the crest of a short hill; a PC who critically succeeds at this check notices the figure moving with an erratic lurch. This indicates that a scout has spotted

SCALING INTO THE GRAVELANDS

To accommodate a group of more than four PCs, make the following adjustments.

Both Subtiers: For a group of 6 or more PC, the PCs must achieve an additional success in each obstacle to overcome it.

the PCs, though the lack of nearby undead forces mean that the PCs have at least a few hours to explore before the necromancer Ralthiss arrives. The nature of this encounter is determined by how quickly and efficiently the PCs proceed, as described on page 20.

GOLDENFLAME

Goldenflame was formerly an idyllic town that blossomed with the establishment of the Goldenflame College. Established and sponsored by the church of Iomedae, Goldenflame was a place where students could study how to best do good in the world while staying far away from the infamously dangerous parts of Lastwall. However, this made the town less vigilant than much of Lastwall, and it was ill prepared for the rise of the Whispering Tyrant. Most of the townsfolk evacuated quickly, and those who stayed behind were quickly overwhelmed.

Goldenflame was a small settlement with amenities one might expect of a town in a militaristic and religious nation: a chapel for worship and an armory for weapons. It also supported an apothecary and general store to provide goods for the townsfolk. Life was quiet and comfortable in this cozy hamlet, and everyone in town knew one another.

All the buildings in town have 10-foot ceilings. The fountain in the middle of the town square is raised only about a foot off the ground. The hedges are all only 2–3 feet high; a creature can move through them, but they are difficult terrain. The various relics the PCs have been sent to retrieve are scattered throughout town and appear in Relic entries within their respective location entries.

A1. Town Plaza

Moderate

The PCs enter Goldenflame from the northeast. Apart from the slight breeze, the town is still and quiet. The buildings here seem mostly intact, with only a few signs of disuse: cracked gutters, dry and decaying flower beds, weeds growing against flaking walls.

A crumbling fountain stands in the middle of the plaza, dry as a dusty bone.

Escaping the Grave



Escaping the Grave

Creatures: Goldenflame fell quickly to the undead hordes of the Whispering Tyrant, with most inhabitants giving up their home in search of aid in nearby Vellumis. The few defenders who stayed behind were quickly slaughtered, and the town fell to the undead.

A zombie horse lurks near the fountain in the center of the square, walking erratically. When it notices a PC, it snorts and lets out a rasping whinny from a rotting gash in its throat. Zombie shamblers clad in tattered clothing move into action, emerging from behind walls and dead hedges, their moans breaking the silence. A PC who succeeds at a DC 16 Perception check (DC 19 in Subtier 3–4) notices a metal *wayfinder* glimmering in the jagged gash across the zombie horse's throat.

The zombie horse catches as many injured PCs as it can within its rotting aura, using its hooves and jaws to open wounds. The zombie shamblers move mindlessly toward the closest living creature, trying to Grab anyone they can. All the zombies fight until destroyed.

SUBTIER 1-2

ZOMBIE RIDING HORSE

CREATURE 1

Page 26; art on page 34

Initiative Perception +3

ZOMBIE SHAMBLERS (3)

CREATURE -1

Pathfinder Bestiary 340; page 26; art on page 35

Initiative Perception +0

SUBTIER 3-4

PLAGUE ZOMBIES (3)

CREATURE 1

Page 30; art on page 35

Initiative Perception +3

ZOMBIE WARHORSE

CREATURE 3

Pathfinder Bestiary 340; page 30; art on page 34

Initiative Perception +6

Aftermath: After the PCs have defeated the zombies, they can examine the metal embedded in throat of the zombie horse, which is the *wayfinder* of the Pathfinder Clement Marten. Clement was in Goldenflame when the Whispering Way cells began to emerge across Lastwall. Pledging himself to assist the Knights of Ozem, he stayed in Goldenflame even as it was overrun, whereupon he was killed by the zombie horse. PCs who are forced to flee the area without defeating the zombie horse lose the opportunity to retrieve Clement's *wayfinder* or identify

SCALING INTO THE GRAVELANDS

As the PCs explore Goldenflame and Goldenflame College, they begin to feel a sense of dread that slowly grows the longer they stay. Any PC who looks can notice the movement of faint shapes on the horizon, almost like living mountains. These Gargantuan zombie amalgams emanate an aura that strikes fear in the hearts of sapient creatures, growing as the monstrosities thud ever closer. A PC who succeeds at a DC 12 Perception check (DC 15 in Subtier 3–4) determines that the zombies are headed toward the town. While these massive undead are quite far from Goldenflame, you can use their presence to signal to the PCs that they should not spend too much time here.

his corpse; reduce their rewards for this adventure by 2 Treasure Bundles.

PCs who search the destroyed bodies for Clement's corpse find him; read or paraphrase the following.



ZOMBIE HORSE

Escaping the Grave

SCALING ENCOUNTER A1

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1–2: For each additional PC present beyond four, add one zombie shambler to the encounter.

Subtier 3–4: For each additional PC present beyond four, add one plague zombie to the encounter.

This graying zombie's features are rotted and torn. Its clothing, although tattered and dirtied, was nevertheless clearly fine at one time, with a torn ruffled collar and ripped cloak.

Medicine or Perception (10 minutes): A PC who observes the body and succeeds at a DC 13 Medicine check (DC 16 in Subtier 3–4) or a DC 16 Perception check (DC 19 in Subtier 3–4) can determine that this zombie shambler was once a human, and that his neck and face both show significant damage from some kind of violent strangulation and tearing from teeth.

Society (10 minutes): A PC who succeeds at a DC 16 Society check (DC 19 in Subtier 3–4) recalls that this type of fine clothing was very popular among minor nobles in Taldor.

Wayfinder: A PC who succeeds at a DC 12 Thievery check can easily pull the metal *wayfinder* out of the zombie horse's throat (as long as it has been defeated), though on a failure the *wayfinder* is too jammed in to try again. After a failed Thievery check, or instead of attempting the check, the PCs can also cut the *wayfinder* free, though this process is slippery and difficult, taking an additional 10 minutes. One PC can perform this grisly task while the rest are otherwise occupied, such as attempting skill checks to identify Clement's body.

Event #1: Desert Wind Approaches

After the PCs defeat the zombies, the horse Desert Wind (page 31; page 36 for art) cautiously approaches from behind one of the houses (preferably near at least one of the PCs).

Creatures: Desert Wind, Larraz Virtanne's companion, was separated from his master in a skirmish with an undead patrol. Not giving up hope, Desert Wind has been skulking on the edges of town but has always been scared off by the zombies occupying the town.

Although Desert Wind recognizes that the PCs defeated the fearsome monsters that had attacked him, he does not trust strangers easily; in Subtier 3–4, the PCs take a –2 circumstance penalty to checks to Make an Impression or Command an Animal with Desert Wind.

Desert Wind begins with an attitude of indifferent. In addition to PCs using wild empathy, a PC who has the rolled oats from area **A5** can present the oats to Desert Wind and attempt a Diplomacy check to Make an Impression with him, instead of attempting a Nature check to Command an Animal. If the PCs change Desert Wind's attitude toward them to friendly or better, the DC of checks to use the Command an Animal action on Desert Wind decrease by 6. If his attitude toward the PCs becomes unfriendly, Desert Wind cannot be commanded by the PCs, but he continues to lurk in the area, meaning PCs might be able to Make an Impression on him again later (or have Larraz command him, if the PCs find him in area **B5** on page 16). If attacked by a PC or if his attitude toward the PCs becomes hostile, Desert Wind gallops away and does not return during this adventure. If the PCs make no effort to befriend Desert Wind or if he remains unfriendly to the PCs, he lurks around the village as the PCs explore, but the horse leaves and doesn't return once they head to the college.

Desert Wind's barding features a large engraving of the Glyph of the Open Road and gold-and-green caparisons; a PC who succeeds at a DC 12 Society check to Recall Knowledge recognizes the colors as those of Katapesh. Desert Wind's saddle bears both an engraving of the horse's name as well as the name "Larraz Virtanne," which a PC can easily see when adjacent to the horse.

Treasure: A PC who is adjacent to Desert Wind can reach into his saddlebag, which contains two *minor healing potions* (*lesser healing potions* in Subtier 3–4).

ALL SUBTIERS

DESERT WIND

CREATURE 1

Page 31; page 36 for art
Perception +5, Will +6

A2. Goldenflame Chapel

Dust-covered pews stand in silent rows in this small chapel, and shelves line the walls. Facsimiles of candles occupy the candelabras here—mounds of congealed wax and burned wicks.

This chapel served not only as a place of worship but also as the town's city hall, supporting gatherings of people for both faith and government. In the past it was pristine and gleaming, but now it is grimy and dank, the walls scorched and the floors scored by battle.

Body: The body of Gibb Potsmasher rests slumped against the pew in the northwest corner, surrounded by the charred remains of zombie shamblers.

Escaping the Grave

INVESTIGATING THE CORPSES

Throughout this adventure, the PCs can investigate various corpses. These corpses have been out in the open for a long time and are heavily damaged, so it is mostly impossible to identify them based on physical traits other than the very obvious size difference between Small and Medium creatures and possibly ancestry. If a PC would like to examine a certain feature of the corpse in more detail, try to recall information about a detail, or simply examine the corpse with a more nuanced eye, use the listed skill check that most closely matches what the PCs are trying to figure out. These checks list default skills for the information gained on a success, although at your discretion, other skills could be used (at the same or higher DC) depending on how the PCs explain what they are trying to accomplish.

The areas containing Pathfinders also contain their *wayfinders*. The PCs can find them either on the agent's corpse or by searching the area, as detailed in the *Wayfinder* entry in those areas.

For the purpose of tracking time, each skill check takes 10 minutes on average; multiple PCs can examine a corpse at the same time. Simply finding the corpse does not take any time unless otherwise stated; only the skill checks take 10 minutes. The 10 minute requirement is repeated in each skill's entry for your convenience.

The bodies have decayed quite a bit; for simplicity, the remains of each body that can be brought back to Caliphas are 1 Bulk.

Read or paraphrase the following when a PC examines Gibb's body.

A small corpse—charred, broken, and its features mostly burned away—rests against the pew. The corpse is covered in a layer of fine ash and scraps of charred fabric that seem to be all that remains of the clothing it once wore. Around its neck is a soot-covered chain bearing an ank.

Arcana (10 minutes): A PC who examines the scorch marks and succeeds at a DC 15 Arcana, Crafting, or Nature check (DC 18 in Subtier 3–4) recognizes the flames that burned the body were magical.

Medicine or Perception (10 minutes): A PC who observes the body and succeeds at a DC 13 Medicine check (DC 16 in Subtier 3–4) or a DC 15 Perception check (DC 18 in Subtier 3–4) recognizes that the body is that of a goblin, either by its large head or pointy teeth.

Religion (10 minutes): A PC who examines the ank and succeeds at a DC 13 Religion check (DC 16 in Subtier 3–4) identifies it as the partly melted religious symbol of Sarenrae. A Sarenite character knows this automatically.

Relic: A PC who spends 10 minutes rummaging through the town hall finds census records and historical documents kept by the Goldenflame town council—fortunately far enough from Gibb's flames that they remain intact. These records detail the history of the town's inhabitants and notable events in the town's history, including festivals, feasts, and the like. These documents have light Bulk and all together count as one relic toward the primary success condition.

Wayfinder: A PC who spends 10 minutes Seeking in the town hall and succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) finds a *wayfinder* beneath the pew in front of the altar. This *wayfinder* belonged to Gibb; the goblin dropped it during the fight.

A3. Armory

Empty weapon cases and crates are scattered throughout this bare-bones building. Dust outlines the faint shadows of swords and shields removed from their resting places.

The citizens of Goldenflame used horses to transport goods to and from Vellumis, storing weapons, shields, and other combat-related items here. The evacuees took much of the contents of the armory to defend themselves on their journey, and undead troops and Whispering Way cultists have taken the remaining equipment. A PC who spends 10 minutes searching the storehouse finds nothing except the damaged cart resting alongside the armory.

Reward: Near the armory is a nonfunctioning cart with broken axles. This cart was one of many the townsfolk used to transport goods to and from various larger settlements, notably nearby Vellumis. The townsfolk had not repaired this cart when the undead hordes struck, so they left it here in disrepair. A PC can attempt a DC 15 Crafting check (DC 18 in Subtier 3–4) to Repair the cart; note that this takes 10 minutes per attempt. If a PC succeeds but does not critically succeed at this check, the cart appears in working order but is actually quite rickety; a PC can attempt another Crafting check to Repair at the same DC to make the cart completely sturdy (a PC who critically succeeded at the initial Crafting check to Repair the cart makes it completely sturdy with only a single attempt). See the details on the statue in area **B9** (page 18) for further complications the PCs might encounter when trying to load the heavy statue into a rickety cart.

A horse can pull this cart alone at up to half its Speed (a PC can attach the cart to a horse with an Interact

Escaping the Grave

action), or two PCs can each use an Interact action to grab a handle and then move the cart at a rate of up to half of the lower of the two PCs' Speeds. For simplicity, the cart can hold the statue from area **B9**, as well as the bodies the PCs want return to Caliphas and any items they do not wish to carry on their person.

A4. Guardhouse

This small house was where rotating Knight of Ozem guards would stay. The bed and table are crusted with a thick layer of dust. A PC who decides to search this house can do so in only 10 minutes, although if a PC attempts to thoroughly search the house based upon the critical failure result of the Society check to Recall Knowledge at the beginning of this adventure (pages 5–6), the PC spends 30 minutes trying to find a hidden compartment that does not exist.

Treasure: A PC who spends 10 minutes exploring the house (or 30 minutes, if looking for the nonexistent hidden compartment) finds a low-grade cold iron buckler that was kicked underneath the bed and forgotten; in Subtier 3–4, the shield is a *minor sturdy shield* instead. This shield represents 1 Treasure Bundle.

A5. Apothecary

Grime-caked and smashed glass cases occupy much of this apothecary, and dusty shelves line many of the walls. A door to the northwest leads to an emptied storage closet.

This apothecary was where citizens of Goldenflame could procure medicines, herbs, teas, and the like for treating ailments and improving overall health. The proprietor of the apothecary scrambled to gather as many of her wares as she could during the townsfolk's escape to Vellumis.

Treasure: A PC who spends 10 minutes rummaging around in the apothecary can find valuable scented candles, oils, and dried herbs used for aromatic, medical, or therapeutic purposes; the undead saw little use for them and as such left them intact. These represent 1 Treasure Bundle and are light Bulk.

A6. The Flaming Wheel

This small tavern and inn was a popular location for students and locals to relax after days of study or labor. Many visitors to the town stayed in the modest rooms here. The paddock to the east of the tavern used to house chickens and a small garden, but it is barren now.

Outside the building, a painted sign reading "The Flaming Wheel" and decorated with a flaming chariot wheel hangs from one chain, swaying gently in the wind;

a PC who succeeds at a DC 13 Religion check recognizes the wheel to be important to the faith of Iomedae, and a PC who critically succeeds knows that the symbol is that of an iophanite, the celestial servitors of Iomedae.

Read or paraphrase the following when a PC enters the tavern.

A broken circular table and door, part of a makeshift barricade, rest near the entrance of this modest tavern. Other similar tables and accompanying chairs are scattered throughout the area. Long-dried blood smears decorate the floor and walls. The bar is haphazardly covered in tankards—signs of the final celebration of life.

Body: The PCs find the blood-soaked body of a Knight of Ozem in the tavern. This gnome defended Goldenflame to her last, vowing to never give in to the forces of evil. Eventually trapped in the Flaming Wheel with her improvised barricades threatening to give in, the knight decided that she might as well enjoy her end, guzzling libations as she fought the forces of evil. When a PC examines the body, read or paraphrase the following.

This corpse has been heavily damaged by zombie teeth. A broken piece of plate armor lies nearby, bearing iconography of a flame and the hilt of a sword.

Medicine or Perception (10 minutes): A PC who observes the body and succeeds at a DC 15 Medicine check (DC 18 in Subtier 3–4) or a DC 17 Perception check (DC 20 in Subtier 3–4) determines that the corpse was once a gnome or halfling.

Religion (10 minutes): A PC who examines the piece of plate armor and succeeds at a DC 15 Religion check (DC 18 in Subtier 3–4) identifies the iconography to be a portion of the religious symbol of Iomedae. Iomedaeans gain a +2 circumstance bonus to this check.

Society (10 minutes): A PC who examines the piece of plate armor and succeeds at a DC 17 Society check (DC 20 in Subtier 3–4) recognizes the armor as that famously worn by the Knights of Ozem, now known as the Knights of Lastwall. If any PC succeeded at the Religion check to identify the symbol as the religious symbol of Iomedae, or if any PC already knows it is that symbol, the DC for this check is 2 lower.

Relics: A PC can retrieve the sign outside the tavern in any manner of ways, as it comes off easily through any effort: jumping and grabbing it, hitting it with a weapon, undoing the chain links, or any similar task. The sign is a relic for the primary success condition. The piece of Knight of Ozem armor recovered from the body is also a relic for the primary success condition.

Escaping the Grave

Treasure: A PC who spends 10 minutes searching the guest rooms finds a purse containing 10 sp (17 sp in Subtier 3–4) in one of the bedside tables; it was left behind by a guest at the tavern who, in their haste, left it behind during the retreat from Goldenflame. This treasure represents 1 Treasure Bundle.

A7. Goldenflame General **Moderate**

This general store sold goods brought across the plains from Vellumis. The town's inhabitants took most of the store's wares with them when they fled, and the rest has decayed.

Hazard: Some foodstuffs were left behind in the citizens' hasty departure from Goldenflame, and over time and exposure to water, a toxic mold has grown, filling much of the store. A PC who enters Goldenflame General risks exposure to the mold's spores.

SUBTIER 1–2

MOLDY FOODSTUFFS

HAZARD 3

ENVIRONMENTAL

Stealth DC 20 (trained)

Description A mold cloud puffs from spoiled spilled food.

Disable Survival DC 14 (trained) to remove the mold from the food without triggering the spores.

AC 16; **Fort** +10; **Ref** +2

HP 24; **Immunities** critical hits, object immunities, precision damage

Spore Puff **Trigger** A creature moves into the mold's space or damages the mold. The mold can't use this reaction if it's in direct sunlight or if the damage was fire damage. **Effect** The triggering creature and all creatures within 10 feet are exposed to the mold's spores.

Foodborn Spores (inhaled, poison) The drained condition from the spores persists after the poison's duration ends; **Saving Throw** DC 14 Fortitude; **Maximum Duration** 2 rounds; **Stage 1** 1d6 poison damage and drained 1 (1 round); **Stage 2** 1d8 poison damage and drained 1 (1 round)

SUBTIER 3–4

MOLDY FOODSTUFFS

HAZARD 4

ENVIRONMENTAL

Stealth DC 23 (trained)

Description A mold cloud puffs from spoiled spilled food.

Disable Survival DC 16 (trained) to remove the mold from the food without triggering the spores.

AC 16; **Fort** +10; **Ref** +2

HP 24; **Immunities** critical hits, object immunities, precision damage

Spore Puff **As** Subtier 1–2.

Foodborn Spores (inhaled, poison) The drained condition from the spores persists after the poison's duration ends; **Saving Throw** DC 16 Fortitude; **Maximum Duration** 2 rounds; **Stage 1** 1d8 poison damage and drained 1 (1 round); **Stage 2** 1d12 poison damage and drained 2 (1 round)

Treasure: A PC who spends 10 minutes searching the store can find a bag of rolled oats that are still on a shelf, unspoiled. A PC who presents this bag to Desert Wind can attempt a Diplomacy check to Make an Impression on the horse Desert Wind (see **Event #1** on page 10 for more details). A PC can eat the oats with no benefits (beyond sustenance) or ill effects.

GOLDENFLAME COLLEGE

Goldenflame College is a 10-minute walk south from Goldenflame itself. Goldenflame College was an institution dedicated to the study of art, history, literature, philosophy, and religion, where students could pursue myriad interests. Although most students were Iomedean, all were welcome within Goldenflame College's doors, so long as they were dedicated to the cause of good. The rise of Tar-Baphon led to the quick fall of the town of Goldenflame as well as its college, so this building has been long abandoned, apart from occasional vermin and scavengers.

Although run down, Goldenflame College still bears signs of its once-beautiful architecture: dirty and ivy-wrapped columns, majestic archways, and a partially intact stained-glass window portraying Iomedae herself. A PC who succeeds at a DC 12 Architecture Lore or Society check (DC 15 in Subtier 3–4) recognizes this as the pre-Cheliox style that was popular in Vellumis.

The light level is normal throughout the college, and the ceilings are all 10 feet high.

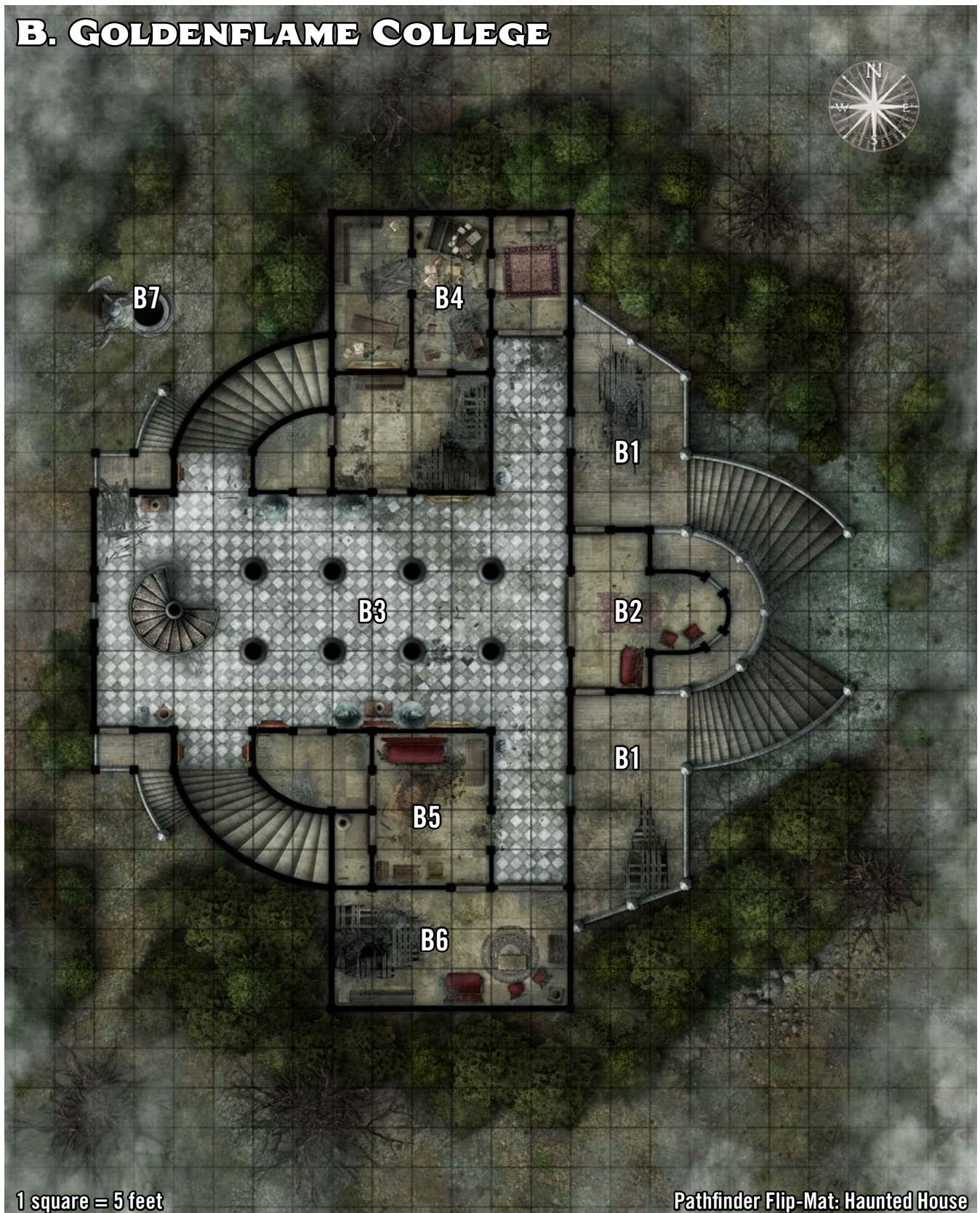
B1. Entrance

Two wide staircases lead into the college, and centered above them is the religious symbol of Iomedae. Engraved into the graying stone is "Goldenflame College, Est. 4083 AR." A pair of sweeping staircases lead to a veranda across the entire front of the college, with entrances to a reception area and the main hall on either side.

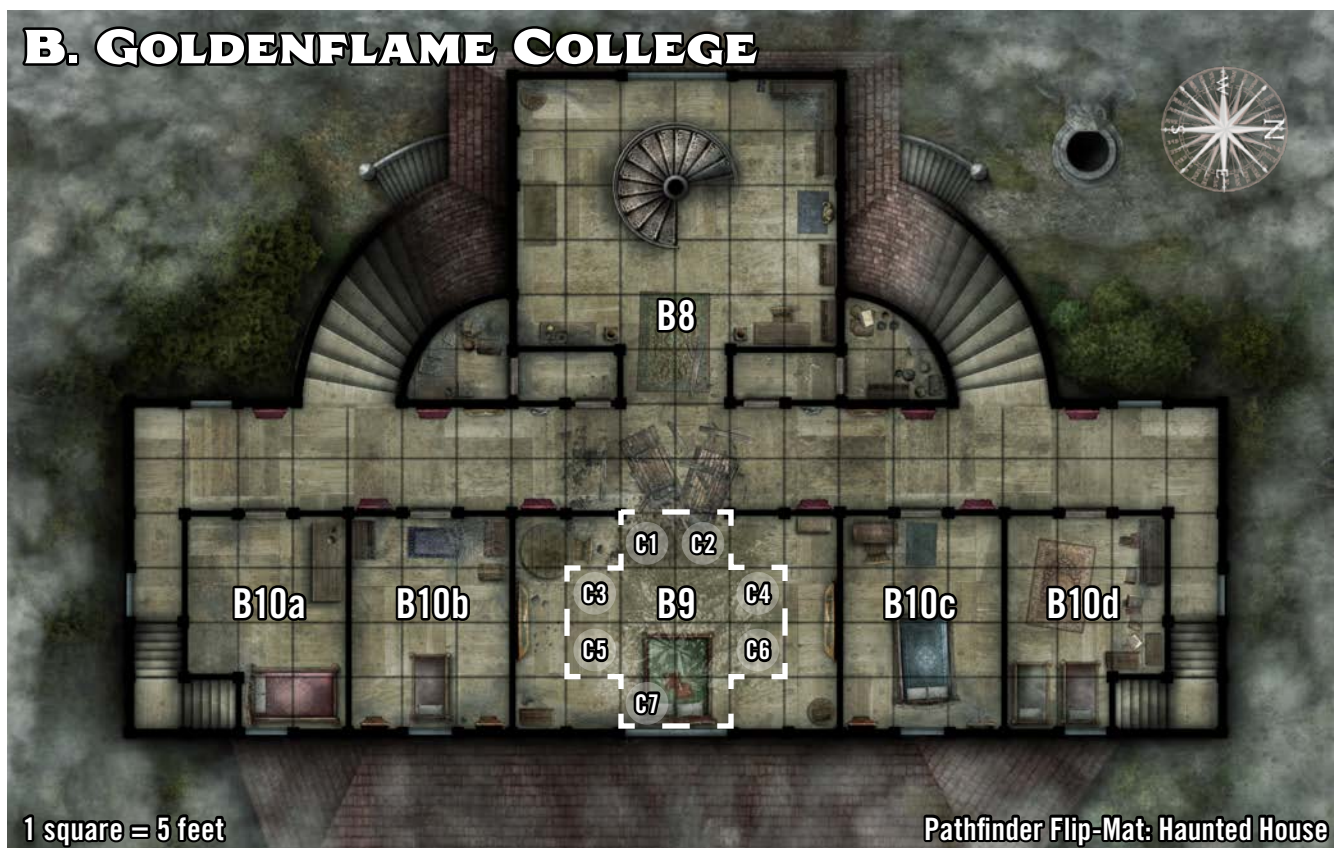
Body: Lying face down on the porch is the body of a professor at the college. The halfling was out on a research excursion when the Whispering Way cells emerged, and she didn't realize the town was no longer safe until she had returned and was accosted by undead. She made a sprint for Goldenflame College but didn't make it inside. When a PC takes a look at the body, read or paraphrase the following.

Escaping the Grave

B. GOLDENFLAME COLLEGE



Escaping the Grave



This small corpse's hand is outstretched to the door of Goldenflame College. The body is clad in dirtied white-and-red robes with gold trim, shredded from the back as though by cruel claws. A small notebook has fallen nearby, its pages stained with dried blood.

Academia Lore or Society (10 minutes): A PC who reads the notebook and succeeds at a DC 13 Academia Lore or a DC 18 Society check recognizes the esoteric diagrams within to be some sort of field research notes.

Medicine or Perception (10 minutes): A PC who observes the body and succeeds at a DC 13 Medicine check (DC 16 in Subtier 3–4) or a DC 15 Perception check (DC 18 in Subtier 3–4) can recognize through the damage that the body appears to be that of a gnome or a halfling.

Religion (10 minutes): A PC who examines the clothing and succeeds at a DC 15 Religion or Society check (DC 18 in Subtier 3–4) recalls that this style of dress was favored by priests and adherents of Iomedae.

B2. Reception

A dusty sofa and small chairs are the only furnishings that remain in this modest room. Two small windows to the east

look out over the front lawn, and doors exit to the north, west, and south.

This small room was the reception area for visitors to the college, though it also occasionally served as a cozy classroom. Apart from the furniture, nothing else remains here.

B3. Main Hall

Perhaps once majestic, this cavernous hall now truly resembles a cave: dark and dank. Dirt and standing water obscure the once-pristine white and gray tile, and stone colonnades stretching to the ceiling are covered in grime and mold. Sweeping staircases to the northwest and southwest lead upward, as does a spiral staircase. Smashed statues and torn paintings line the walls here: the signs of a struggle. Several doors exit to various rooms to the north, south, and east.

This hall was used for a variety of functions, notably staff meetings, graduation ceremonies, and the like. **Event #2** (page 19) most likely occurs here.

Relic: A PC who spends 10 minutes examining the main hall finds one painting that has survived the damage from the battle that took place here between undead forces

Escaping the Grave

and the Pathfinder Bryrigar Hassen and his Goldenflame cohorts (the bodies of which can be found scattered throughout the first floor of Goldenflame College). The painting is of a distinguished, handsome halfling woman dressed in pristine white finery. A PC who succeeds at a DC 14 Society check concludes that she was most likely a former dean of Goldenflame Academy. This painting counts as one relic toward the primary success condition and is 1 Bulk.

B4. Offices

Dirty rugs, shattered desks, and smashed-in doors are what remains of these small offices. Papers and long-dried inkwells are scattered among the detritus.

Professors at the university used these offices for small classes and as professional workspaces. Over time, these spaces have fallen to disrepair.

Body: In the northwesternmost office lies the body of the Pathfinder Bryrigar Hassen, surrounded by chunks of gray zombie flesh. Bryrigar was cornered in this room, furiously smashing down as many zombies as he could before he was finally felled. When a PC takes a look at Bryrigar's body, read or paraphrase the following.

Heavy claw marks and deep rips mar this corpse, which lies sprawled and partially covered by the broken desk in the northwest corner. The desiccated flesh of zombies litters the floor around it. Scraps of cloth hang tattered around its mangled hands, which even now are locked into fists.

Crafting (10 minutes): A PC who observes the tattered cloth around the corpse's hands and succeeds at a DC 16 Crafting check (DC 19 in Subtier 3–4) recognizes the tatters to be the remains of ruined handwraps, such as those used by brawlers.

Medicine or Perception (10 minutes): A PC who observes the body and succeeds at a DC 16 Medicine check (DC 19 in Subtier 3–4) or a DC 18 Perception check (DC 21 in Subtier 3–4) recognizes that the body's mouth has large, broken-off tusk stumps.

Treasure: A PC who spends 10 minutes exploring these offices and succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) to Seek finds behind the collapsed cabinet against the north wall a *channel protection amulet* behind the collapsed cabinet against the north wall; in Subtier 3–4, the PC also finds a pair of *healer's gloves*. These treasures represent 2 Treasure Bundles, and the successful check also uncovers the *wayfinder* below.

Wayfinder: A PC who succeeds at the above Perception check spots a glint of metal in the caved-in portion of

the room. This is Bryrigar Hassen's *wayfinder*, which he dropped as he retreated into the offices. A Searching PC gets a chance to find both the *wayfinder* and the treasure above with one 10-minute search, rolling a separate Perception check for each.

B5. Lounge

The velvet-lined sofa pushed up against the north wall is caked in dust. Broken chairs rest in the southwest. A small closet and empty office, both with their doors torn off or kicked in, are to the west. Closed wooden doors lead to the east and south.

Creature: Larraz Virtanne was a fresh-faced Pathfinder recruit hailing from Katapesh. Eager—almost to the point of naive—to gain experience working with the Society, Larraz was deployed along with a group of fellow Pathfinder recruits from nearby Vellumis on a diplomatic mission into the Lastwall countryside. When the forces of Tar-Baphon emerged and began their assault on Lastwall, Larraz and his party found themselves trapped, with no path of retreat. They began slowly crossing Lastwall, working their way back to Ustalav. About a month ago, the group found their way to Goldenflame, which had already fallen. In a skirmish with undead there, Larraz was separated from the group—including his trusty companion Desert Wind—and in his terror-stricken state, he fled to Goldenflame College. He has been living here ever since, rationing his supplies and sneaking out to replenish them only when absolutely necessary.

The months of eking out an existence within the Gravelands have worn down on Larraz, and after the ambush on his party, he has given up on ever leaving Goldenflame. Upon hearing intruders approach, Larraz scrambled to the nearest hiding spot: the dusty sofa in **B5a**. A PC who succeeds at a DC 12 Perception check (DC 15 in Subtier 3–4) can hear faint, ragged sobs coming from beneath the sofa. Larraz screams uncontrollably when found; a PC who presents proof that they a Pathfinder or who succeeds at a DC 12 Diplomacy check (DC 15 in Subtier 3–4) can calm Larraz down and convince him that they are here to help. If the PCs don't find Larraz on their own and are speaking at a normal volume about things that would cause Larraz believe them to be allies, such as the Pathfinder Society or Desert Wind, Larraz realizes they are friends and scrambles out from his hiding spot in relief.

When Larraz is convinced that the PCs are friends, he warms up to them. Although he has been worn down by the months of hiding from the undead, a glimmer of his adventuresome, though nervous, demeanor comes

Escaping the Grave

through. He asks the PCs if they have seen any of his teammates, which include Gibb Potsmasher, Kailli Thimbleberry, and Osprey Pierces the Tide, as detailed in **Handout #2**. The PCs might have identified Gibb's body in the chapel in Goldenflame, and Larraz can solemnly and regretfully confirm that it is indeed Gibb if presented with the body. He acknowledges any reported deaths with a heavy-hearted nod and a moment of silence. He also asks if they have seen his horse, Desert Wind. If the PCs managed to befriend Desert Wind or otherwise keep the horse around, Larraz is joyful to the point of tears and is eager to reunite with his companion.

When he has felt that it was safe to do so, Larraz has explored Goldenflame College to pass the time. As such, he is familiar with the location of various texts and relics. If asked, or if he is informed of the PCs' mission, Larraz points out a single relic in Goldenflame College that the PCs missed, ignored, or simply haven't found yet (particularly the heavy statue in area **B9**).

Larraz is willing to help the PCs in whatever way he can—he simply wants to return home to Katapesh for a relief from the chaos of the last month. He casts *heal* on any PCs who need his aid. Larraz, although still terrified, is willing to fight in Subtier 1–2, though in Subtier 3–4 he is much more cautious as he knows from hard experience that even a single plague zombie is a match for him in a fight. He prefers to fight from range, using *disrupt undead* against undead foes and his sling against others. If an ally is in grave danger, he focuses on healing the ally but still tries to stay out of the fray. In **Event #2**, Larraz tries to stay more than 30 feet from Ralthiss at all times to avoid being in the radius of a 3-action *harm* effect.

ALL SUBTIERS

LARRAZ VIRTANNE

CREATURE 1

Pages 27 & 31

Initiative Perception +7

B6. Classroom

Trivial

This spacious classroom still contains some relatively intact seating and a dusty old rug. To the west, the floor is sodden, and part of it has collapsed, revealing a hole filled with shattered bookshelves, broken chairs, and other decor. Doors exit to the north.

A leak in the wall allowed a pool of standing water to fill the western half of this room, and the wood floor here became warped and eventually caved in. A PC who looks into the hole or spends 10 minutes Seeking in the classroom and succeeds at a DC 16 Perception check

(DC 19 in Subtier 3–4) notices a faint glint of metal; a PC who critically succeeds at the check can make out the faint outline of a sword. A PC can Climb in and out of the hole without attempting an Athletics check. It takes a PC 10 minutes to Climb in, explore in the darkness, and then Climb back out.

Hazard: The floorboards around the hole still remain standing, but the slightest amount of pressure causes them all to cave in, dropping anyone in the six squares farthest west in the room 10 feet into the hole below.

BOTH SUBTIERS

SODDEN FLOOR

HAZARD 0


MECHANICAL **TRAP**
Stealth DC 15 (trained)

Description The floorboards here are rotting and soft, giving way and dropping anyone above into the hole below.

Disable Crafting DC 16 (trained) to reinforce the compromised floorboards.

AC 10; **Fort** +1, **Ref** +1

Hardness 5, **HP** 1; **Immunities** critical hits, object immunities, precision damage

Crumble  **Trigger** A creature walks onto any square containing the sodden floorboards. **Effect** All squares with floorboards give way. Each creature in any of the marked squares must attempt a DC 18 Reflex save.

Success The creature moves to the nearest safe square and avoids falling in.

Failure The creature falls 10 feet, takes 5 bludgeoning damage as a result of the fall, and is prone in the hole.

Relic: Gleaming at the bottom of the hole among the detritus from the fallen floor is an ornate, ceremonial longsword with a golden, wire-wrapped hilt and a pommel set with large rubies. A PC who succeeds at a DC 15 Religion or Society check determines that the sword's normal function is to serve as an important ceremonial item in services held by the church of Iomedae. Although its main use is for ceremonies of cultural or religious significance, it can be wielded as a nonmagical, battle-ready longsword. The sword also counts as one relic towards the PCs' primary objective.

B7. Well

The well is still equipped with the requisite bucket. Larraz uses it regularly as his primary source of water in the otherwise barren town. A PC can spend 10 minutes examining the well and the surrounding area if they wish, but they find nothing beyond the bucket. The water in the well is still fresh and can be used to refill waterskins or for any other purpose requiring clean water.

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B8. Study Area

This room is lined with bookshelves and sitting mats. Two smaller rooms branch from the main hallway, serving as private study nooks.

Relic: A PC who spends 10 minutes searching the shelves here can find an antique copy of *The Acts of Iomedae*, the religious text of the faith (a PC who succeeds at a DC 12 Religion check recalls this fact, and an Iomedean PC knows it automatically). This aging and beautifully illustrated tome counts as one relic toward the primary success condition.

B9. Dean's Quarters

Moderate

The double door to this suite has been knocked off its hinges and shattered, leaving the exit open to the hallway outside. A broken four-post bed stands against the eastern wall. A circular table and an accompanying chair occupy a nook in the southwest. A large statue depicting a marble chariot wheel sporting flames of gold occupies the northeast corner.

This large suite was the home of the dean of Goldenflame College. Lavishly furnished in Goldenflame's past, it has fallen to disrepair.

Creatures: A group of giant centipedes lairs within the ceiling here. If the ceiling collapses, the centipedes come crashing down, each taking bludgeoning damage from their fall (already factored into their statistics) and landing in the spaces marked on the map on page 15. The centipedes then fight to the death, ravenously pursuing any PC who is nearby or threatening them. If the PCs manage to disable the ceiling hazard here without the ceiling collapsing, the centipedes scabble above but do not attempt to leave the ceiling, and this combat encounter doesn't occur.

Hazard: Over time, the ceiling in this room has worn down due to water damage. Coupled with the family of centipedes nesting above, the ceiling is sagging and on the verge of collapsing entirely.

SUBTIER 1-2

COLLAPSING CEILING

Page 28

HAZARD 1

GIANT CENTIPEDES (4)

Pathfinder Bestiary 61; page 28; art on page 37

CREATURE -1

Initiative Stealth +6

SCALING ENCOUNTER B9

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2: For each additional PC present beyond four, add one giant centipede to the encounter.

Subtier 3-4: For each additional PC present beyond four, add one ravenous giant centipede to the encounter.

SUBTIER 3-4

COLLAPSING CEILING

Page 32

HAZARD 3

RAVENOUS GIANT CENTIPEDES (4)

Pathfinder Bestiary 61; page 32; art on page 37

CREATURE 1

Initiative Stealth +8

Relic: In the southeastern corner of the room rests a large stone statue depicting a chariot wheel wreathed in flame. A PC who succeeds at a DC 12 Religion check to Recall Knowledge (DC 15 in Subtier 3-4) recognizes that this statue is meaningful in the faith of Iomedae, and a PC who critically succeeds at this check recognizes this statue as a representation of Jingh, an iophanite angel and emissary of Iomedae. PCs who succeeded at the check to identify the depiction of an iophanite in area A6 (page 12) gain a +2 circumstance bonus to this check, while PCs who critically succeeded on the earlier check get a +4 circumstance bonus. This statue counts as two relics toward the primary objective if the PCs can retrieve it intact.

The statue is a heavy and unwieldy 16 Bulk. While the statue had 40 Hit Points (BT 20) in pristine condition, time and battle have left their mark, reducing it to 25 Hit Points. Up to six creatures (including animal companions, but not familiars) can work together to lift and carry the statue, dividing the 16 Bulk among themselves in order to stay under their maximum Bulk limit. If the PCs trigger the ceiling trap while attempting to carry the statue, any PC who takes damage from a centipede's attack must succeed at a DC 15 Athletics check (DC 18 in Subtier 3-4) or lose their grip on the statue. If at any point after they begin carrying the statue its Bulk exceeds the PCs' carrying capacity, it falls to the ground and takes 2d6 damage. If the statue becomes broken, it no longer counts toward the PCs' primary mission objective unless someone Repairs the statue so it is no longer Broken. PCs wishing to set the statue down in combat must coordinate

Escaping the Grave

their efforts to set it down at the same time. For example, if Valeros and Amiri are carrying the statue, it requires both their strength to lift it; if Valeros acts in initiative order before Amiri, Valeros must Ready an action to set the statue down on Amiri's turn when she sets her side of the statue down.

If the PCs try to put the statue in the cart from area **A2** and the cart is rickety (see area **A2**), a PC must succeed at a DC 20 Athletics check (DC 23 in Subtier 3–4) to gently place the statue into the cart; other carriers can attempt to Aid as normal. If the PC fails this check, the axles snap and the cart slams to the ground (though the statue is not harmed), at which point the PCs must Repair the cart again (per area **A2** on page 10), although they must first remove the statue to do so. If the PCs succeed at the Athletics check to place the statue in a rickety cart, they hear the axles creak and see the cart sag, but it seems as if it will hold—and it does.

B10. Dormitories

These small rooms housed students who elected to not live in separate residences. Much of the furniture has fallen to disrepair over time. Each dormitory takes a PC 5 minutes to search, so a PC can explore two of them in a 10-minute increment.

Treasure: A PC who sifts through area **B10** finds a drawer filled with dusty jewelry worth 8 sp (12 sp in Subtier 3–4). A PC examining area **B10d** finds a dirty vial of *holy water* (two vials of *holy water* in Subtier 3–4) in one of the small chests. PCs who find neither the jewelry nor the *holy water* lose 1 Treasure Bundle for this adventure.

Event #2: The Necromancer Strikes Severe

The Whispering Way necromancer Ralthiss, who has been on the PCs' trail for some time, finally catches up and confronts them. If the PCs' timer ever reaches 0 minutes, this event occurs immediately wherever they are, even if they haven't had enough time to explore everything yet.

Otherwise, if the PCs explored the town first, Ralthiss attacks them in Goldenflame College, most likely when they are reentering area **B3** from the last area they explore in the college. If the PCs elected to investigate the college first and return to the town later, then the necromancer attempts to intercept them when they prepare to leave the plaza (area **A1**).

This encounter can be particularly challenging for a group of 1st-level PCs who ran out of time before they managed to secure aid from either Desert Wind or Larraz and must face the full contingent of undead. For such a

group, at the beginning of the second round of combat, Desert Wind (if the encounter is located in area **A**) or Larraz (if the encounter is located in area **B**) appears unexpectedly to aid the PCs.

Creatures: Clad in dark robes and wearing a black scarf around his neck, Ralthiss is vain and arrogant, a seemingly permanent sneer plastered across his face. Exactly what Ralthiss had to do to reach the PCs and prepare for the fight depends on how quickly the PCs



NECROMANCER RALTHISS

Escaping the Grave

traveled and conducted their investigations. Using the timer you've tracked the PCs using during their travel and investigation, make the appropriate adjustments to this encounter.

100 or More Minutes Remaining: Ralthiss arrives with only his skeleton ally. He had to hustle to intercept the PCs, so he's huffing and puffing when he meets them, trying to maintain an intimidating air but failing. Ralthiss is fatigued (–1 status penalty to AC and saving throws). Position Ralthiss and his skeleton ally in the middle of area **B3**.

50 to 99 Minutes Remaining: Ralthiss catches up to the PCs with enough time to collect a few undead allies along the way. He glowers at the PCs, jeering that he made it just in time to stop these insolent whelps and that they will soon join his undead army. Ralthiss arrives with two zombie alongside his skeleton ally. Position Ralthiss and his skeleton ally in the middle of area **B3**, and have the zombie shamblers positioned toward the doors in the western side of area **B3**.

1 to 49 Minutes Remaining: Ralthiss has had even more time to collect undead. He smirks at the PCs, inviting them to join his army of the undead. Ralthiss arrives with three zombie alongside his skeleton ally. Position Ralthiss and his skeleton ally in the middle of area **B3**, and have the zombie shamblers positioned toward the doors in the western side of area **B3**. Ralthiss and his allies are nearly prepared to ambush the PCs, giving them a +1 bonus to their initiative rolls.

0 Minutes Remaining: Ralthiss laughs maniacally with power, believing himself to be unstoppable. Ralthiss arrives with four zombie shamblers alongside his skeleton ally. Position Ralthiss and his skeleton ally in the middle of area **B3**, and have the zombie shamblers positioned toward the doors in the western side of area **B3**. Ralthiss and his allies are prepared to ambush the PCs, giving them a +2 bonus to their initiative rolls.

SUBTIER 1-2

RALTHISS CREATURE 2

Page 29; art on page 38

Initiative Perception +9

SKELETAL CHAMPION CREATURE 2

NE MEDIUM SKELETON UNDEAD

Pathfinder Bestiary 298; page 29; art on page 39

Initiative Perception +8

ZOMBIE SHAMBLER CREATURE -1

Pathfinder Bestiary 340; page 26; art on page 35

Initiative Perception +0

SCALING THE NECROMANCER STRIKES

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2 (5 PCs): Add an additional zombie shambler to this encounter.

Subtier 1-2 (6 PCs): Add an additional skeletal champion to this encounter.

Subtier 1-2 (7 PCs): Add both an additional zombie shambler and an additional skeletal champion to this encounter.

Subtier 3-4 (5 PCs): Add an additional plague zombie to this encounter.

Subtier 3-4 (6 PCs): Add an additional skeletal gladiator to this encounter.

Subtier 3-4 (7 PCs): Add both an additional plague zombie and an additional skeletal gladiator to this encounter.

SUBTIER 3-4

PLAGUE ZOMBIE CREATURE 1

Page 30; art on page 35

Initiative Perception +3

RALTHISS CREATURE 4

Page 33; art on page 38

Initiative Perception +11

SKELETAL GLADIATOR CREATURE 4

Page 33; art on page 39

Initiative Perception +12

Treasure: The armor, shields, and weapons belonging to Ralthiss and his undead minions are in surprisingly good shape. Failing to defeat Ralthiss and his minions and retrieve these armaments costs the PCs 2 Treasure Bundles.

CONCLUDING THE ADVENTURE

After the PCs defeat or run away from Ralthiss and his undead allies, they must leave Goldenflame at once, as the gargantuan zombies seen on the horizon are hot on Ralthiss's heels. If the PCs insist on remaining, give them at least one warning that doing so will almost certainly be fatal, and if they still insist on remaining, they can take one last 10-minute activity, but the zombie amalgamations arrive and the PCs must escape the zombies' rampage on the way out. Running the gauntlet

Escaping the Grave

of undead deals 4d6 bludgeoning damage to each PC (DC 17 basic Reflex save); this is instead 8d6 damage (DC 20 basic Reflex save) in Subtier 3–4. If a PC is brought to 0 Hit Points by this damage, the shambling horrors drag the hapless Pathfinder away to consume them and transform them into the Gravelands' newest undead. A PC who refuses to attempt to flee even after the zombies arrive is automatically transformed into an undead in the same way.

Assuming the PCs aren't foolish enough to tempt fate with the gargantuan zombies, their return trip to Caliphas is surprisingly mundane. The PCs don't have any tasks other than to get home in one piece, so they can carefully maneuver the Gravelands to avoid both challenging terrain as well as any lingering patrols, taking the time they need with any cargo they have.

When the PCs arrive back at the Vodavani Lodge, they see Venture-Captain Evni Zongnoss casting healing spells on and fussing over a few Pathfinders whom she and her team extracted during their mission into the Gravelands. She greets the PCs, solemnly listens to their debriefing of the slain Pathfinders they encountered, and eagerly welcomes any discoveries they uncovered. She asks that the PCs return any belongings of the Pathfinders they found so they could be delivered to the fallen's families—notably the Pathfinders' *wayfinders*. If the PCs brought back any of the bodies that were not Pathfinders and identify them as such, Evni accepts them nonetheless, promising that she will do her best to find if they have any surviving loved ones.

The documents and texts the PCs return are all of great use to the Society, but the statue in particular amazes Evni, to the point that she wonders out loud the effort required to transport such a thing across the Gravelands. If they return with Larraz, Evni also offers to either return him back home to Katapesh or to look for more peaceful

locations to reassign him. Larraz politely declines the invitation for further adventures, at least for now, wishing only to return home to his family and take a long break.

NPC agents representing the Envoys' Alliance faction later return the remains of the fallen Pathfinders to their families across the world. If the PCs identify the bodies incorrectly, the families eventually figure out one way or another that the body is not that of their loved one. However, they are understanding that these are trying times and trust that the PCs were operating in good faith. While angry and disappointed, they take no retribution other than a sternly worded letter to Evni, which eventually gets back to the PCs. This is reflected in the secondary objectives below.

Primary Objectives

If the PCs recover at least five of the relics from Goldenflame and the college, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon. For the purpose of fulfilling the primary objectives, the statue of Jingh from area **B9** counts as two relics.

Secondary Objectives

If the PCs correctly identify two of the Pathfinders and return with their remains, they each gain the Team Player boon on their Chronicle sheet, earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

Envoys' Alliance: If the PCs fulfill the secondary objective and return with Larraz alive, the Envoys' Alliance is pleased with the PCs' efforts. Each PC earns 2 additional Reputation with the Envoys' Alliance faction, in addition to any other Reputation earned as a result of completing this scenario.

Escaping the Grave

Handout #1: Letter from Evni Zongnoss

Greetings Pathfinder,
I hope this letter finds you well. The Pathfinder society has found itself in dire need of agents in the Gravelands region, so I am requesting your help for a mission. My home lodge in vigil is, shall we say, inaccessible at the present time, so please meet me in caliphas at my temporary headquarters in the vodavani Lodge and present this letter to me upon arrival.

Destination: Goldenflame

Thank you for your assistance,
Venture-Captain Evni Zongnoss

Escaping the Grave

Handout #2: Pathfinder Dossiers

Ardyl Loralin

Home: Iadara, Kyonin

Ancestry: Elf

Background: The youngest in a family of wealthy museum curators, Ardyl Loralin embraced her family's legacy, devoting all her time reading about different cultures and regions all across Golarion. This childlike curiosity and passion led her to join the Pathfinder Society, believing that the Society could help her discover the rarest and most unusual treasures the world has ever known. A devout adherent of Findeladlara, the elven goddess of art, Ardyl seeks out ever more glorious finds. Through her adventures, she has developed keen scouting senses and a sure shot with the bow, and despite her somewhat spoiled attitude, she is not one to be underestimated.

Bryrigar Hassen

Home: Tymon

Ancestry: Half-orc

Background: Bryrigar Hassen was raised by the arena, becoming a powerful gladiator at a young age in his birth city-state of Tymon, striking fear into the hearts of foes with his rage and his mighty punches. Yet his interest in the arena waned, as few could muster even the most minimal challenge for him. This did not go unnoticed, and eventually Bryrigar was recruited by the secret Pathfinder Society lodge in Tymon. Bryrigar now journeys across Golarion looking for ever more glorious challenges, in accordance with his Gorumite values.

Clement Marten

Home: Oppara, Taldor

Ancestry: Human

Background: A minor noble from Taldor, Clement Marten grew up in the shadow of the higher-ranked nobility that control Taldor. Wanting to escape the stagnation and lack of social mobility, Clement joined the Pathfinder Society to explore the world and experience all it has to offer. Always over the top, Clement is known to appreciate the finery associated with the Taldan party scene, dressing in the finest clothing and enjoying the most decadent food and drink every town has to offer. Having taken dueling classes as a youth, Clement employs his rapier with a deft and sure hand.

Dargim Margrenstrom

Home: Highhelm, Five Kings Mountains

Ancestry: Dwarf

Background: Eking out a threadbare existence in Highhelm was not how Dargim Margenstrom thought his life would go. He found a new opportunity to use his adept command over alchemy and the forge with the Pathfinder Society, and he now fights foes with alchemical fire and frost vial alike, creates sturdy and sharp weaponry, and enjoys pints of ale with the eclectic folk he meet on adventures. Although he rarely returns home, he carries it with him in the form of a warhammer stylized to appear as that of the Father of Creation, Torag.

Gibb Potsmasher

Home: Absalom

Ancestry: Goblin

Background: Formerly a mischievous orphan terrorizing the streets of the Puddles district in Absalom with her pyrotechnic prowess, Gibb has become somewhat respectable as a wizard in the Pathfinder Society. Taken in by priests of a temple of Sarenrae in Absalom, Gibb learned that even she could be forgiven for her transgressions and vowed to use her talents for good. On recommendations from the church, Gibb joined the Pathfinder Society, where she is known as a rambunctious yet highly skilled wizard in her own right.

Escaping the Grave

Handout #2: Pathfinder Dossiers

Kailli Thimbleberry

Home: Absalom

Ancestry: Gnome

Background: Regarded as unfocused and undisciplined in school, the rambunctious Kailli Thimbleberry found herself in music, donning loud outfits and putting on jaunty fiddle performances to the delight and annoyance of visitors to the Merchant's Quarter in Absalom. Wanting to discover stages the world around, Kailli took up with the Pathfinder Society in the hopes of gaining troves of adoring fans. She enjoys visiting large cities, particularly urban centers in which her deity Shelyn is worshipped, where she can aim to impress even the most discerning listeners.

Larraz Virtanne

Home: Katapesh, Katapesh

Ancestry: Half-orc

Background: Despite his parents' best efforts, Larraz Virtanne had no intention of pursuing secondary education, preferring to further his connection with animals and practice his druidic magic. Shortly after his graduation from a small private academy in Katapesh, Larraz joined the Pathfinder Society, eager to adventure the world and see what wonders nature had to offer. An adherent of the Wind and the Waves, Larraz honors Gozreh by traveling with a horse partner, Desert Wind, and wearing a tattoo of a dripping leaf, the religious symbol of the faith.

Osprey Pierces the Tide

Home: Urglin, Varisia

Ancestry: Human

Background: The warrior-diplomat Osprey Pierces the Tide of the Shriikirri-Quah was tasked to facilitate relations with the orcs of Urglin. When necessary, Osprey Pierces the Tide's fists become mighty weapons, and orcs who have seen his combat prowess certainly factor that into negotiations. Osprey Pierces the Tide joined the Pathfinder Society in hopes of furthering diplomatic relations between the Shoanti and the rest of the Inner Sea region. Osprey Pierces the Tide prefers to live modestly and travel lightly, preferring freedom from material triviality.

Raelyn Mumblewort

Home: Yanmass, Taldor

Ancestry: Halfling

Background: Playing the trade routes of Yanmass can be competitive indeed, and the self-made Raelyn Mumblewort dealt with the best of them. She dreamed of exploring the world in search of all manner of finery and strange trinkets, and the Pathfinder Society was just the group to throw her lot in with. Sporting a religious symbol in the shape of a key, Raelyn calls upon her deity Abadar to guide her business dealings and bless her spells when she is required to fight.

Zinno Dark Hook

Home: Absalom

Ancestry: Goblin

Background: The brash former Captain Zinno Dark Hook was captured in an ill-fated attempt to commandeer a slaver ship, after which they were shipped to Misery Row in Absalom. After escaping in a fortuitous moment, Zinno found the Grand Lodge, where they set about finding a new crew for their pirate adventures. Zinno has found a love for land-based adventuring, but they still sport their signature eye patch and wooden boot, and they honor Besmara the Pirate Queen by carrying a ragged skull-and-crossbones pennant. In combat, Zinno prefers to rely on tricks, diverting foes' attention and making sneaky strikes with their dogslicer.

Escaping the Grave

GM Reference: Goldenflame Relics

Below are the locations and brief descriptions of each relic the PCs can acquire toward their primary mission objective of recovering five relics.

- ☐ A2. Goldenflame Chapel: Census records
- ☐ A6. Flaming Wheel: Sign
- ☐ A6. Flaming Wheel: Armor pieces
- ☐ B3. Main Hall: Painting
- ☐ B6. Classroom: Ceremonial sword
- ☐ B8. Study Area: Iomedaeen religious text
- ☐ B9. Dean's Quarters: Statue (counts as two relics)

Total: ___/8

Escaping the Grave

APPENDIX 1: SUBTIER 1-2 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variations described in the text.

Encounter A1 (Subtier 1-2)

In the town plaza, the PCs are accosted by a zombie riding horse and three zombie shamblers (see pages 34 and 35 for art). Each of the undead creatures aggressively pursues and attacks the nearest PC at the start of the undead creature's turn. The zombie riding horse uses its Feast ability whenever it has taken damage and has the opportunity to do so.

ZOMBIE RIDING HORSE

CREATURE 1

UNCOMMON NE LARGE MINDLESS ZOMBIE

Perception +3; darkvision

Skills Athletics +7

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

Rotting Aura (aura, disease, necromancy) The zombie riding horse 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 riding horse and is not at full Hit Points takes 1d6 negative damage (DC 14 basic Fortitude save) as its wounds fester.

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 40 feet

Melee ♦ jaws +7, **Damage** 1d8+4 slashing

Melee ♦ hoof +7 (agile), **Damage** 1d4+4 bludgeoning

Feast ♦♦ The zombie riding horse Strikes with its jaws against an adjacent living creature or a creature that has died in the past hour. On a success, the zombie riding horse can feast upon the creature's flesh to heal itself. This restores 1d6 Hit Points.

Gallop ♦♦ The zombie riding horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

ZOMBIE SHAMBLER

CREATURE -1

UNCOMMON NE LARGE MINDLESS ZOMBIE

Pathfinder Bestiary 340

Perception +0; darkvision

Skills Athletics +5

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

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

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

HP 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

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

Jaws ♦ **Requirements** 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.

Escaping the Grave

Encounter B5 (Subtier 1-2)

Pathfinder Larraz Virtanne has hidden here in the college lounge awaiting rescue. While it is unlikely that the PCs will fight Larraz, his statistics are included here for ease of reference, along with those of his horse, Desert Wind (page 36 for art).

DESERT WIND

CREATURE 1

UNIQUE N LARGE ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +7, Survival +5

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

Items light barding

AC 18; **Fort** +8, **Con** +7, **Will** +6

HP 24

Speed 35 feet

Special mount

Melee ♦ hoof +9 (agile), **Damage** 1d6+3 bludgeoning

Gallop ♦♦ Desert Wind Strides twice. He has a +10-foot circumstance bonus to his Speed during these Strides.

LARRAZ VIRTANNE

CREATURE 1

UNIQUE NG MEDIUM HUMAN HUMANOID ORC

Male half-orc druid

Perception +8; darkvision

Languages Common, Druidic, Kelish, Orcish

Skills Athletics +5, Games Lore +4, Medicine +6, Nature +6, Survival +6

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

Items buckler (Hardness 3, HP 6, BT 3), holly and mistletoe, pack of playing cards, padded armor, sling (3 sling bullets), staff

AC 16 (17 with shield raised); **Fort** +6, **Ref** +5, **Will** +8

HP 24

Shield Block ↻

Speed 25 feet

Melee ♦ staff +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Ranged ♦ sling +7 (range increment 50 feet, reload 0), **Damage** 1d6+2 piercing

Primal Prepared Spells DC 16, attack +6; **1st** *heal* (×2); **Cantrips** (1st) *disrupt undead*, *know direction*, *light*, *produce flame*

Druid Order Spells (1 Focus Point) DC 16; **1st** *heal animal*

Escaping the Grave

Encounter B9 (Subtier 1-2)

PCs who aren't careful risk triggering the collapsing ceiling in the dean's office and unleashing several giant centipedes (page 37 for art) who attack the PC nearest to them.

COLLAPSING CEILING

HAZARD 1

MECHANICAL

TRAP


Stealth DC 17 (trained)

Description The damaged ceiling is the only thing stopping the centipedes lairing above from falling through.

Disable Crafting DC 19 (trained) to reinforce the ceiling with boards from the broken door.

AC 10; **Fort** +1, **Ref** +1

Ceiling Hardness 5, **Ceiling HP** 1; **Immunities** critical hits, object immunities, precision damage

Collapse  **Trigger** A creature walks into the area beneath the centipede lair. **Effect** Hearing potential prey, the centipedes begin scrabbling above, causing the ceiling to collapse and centipedes to rain down, dealing 2d6+3 bludgeoning damage to each creature in the area; each creature in the area must attempt a DC 16 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and is knocked prone.

GIANT CENTIPEDE

CREATURE -1

N

MEDIUM

ANIMAL

Pathfinder Bestiary 61

Perception +6; darkvision


Skills Acrobatics +6, Athletics +2, Stealth +6

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

AC 15; **Fort** +7, **Ref** +6, **Will** +2

HP 7 (maximum HP 8)

Speed 30 feet, climb 30 feet

Melee  mandibles +6 (finesse), **Damage** 1d4-1 piercing plus giant centipede venom

Giant Centipede Venom (poison); **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage, clumsy 1, and flat-footed (1 round)

Escaping the Grave

Event #2 (Subtier 1-2)

The Whispering Way necromancer Ralthiss arrives and attacks the PCs. Ralthiss prefers using his spells over his weapons. He generally casts *bane* early and uses 1 action to increase its radius each round if that would catch more PCs within the area. He spends his other actions casting spells to damage or impose conditions on the PCs. When he or his allies become damaged, he casts *harm* to heal the undead or inflict damage on a PC to heal himself (or both, if he spends more actions on the *harm* spell). Ralthiss fights until reduced to 12 Hit Points or fewer, at which point he attempts to flee (or surrender, if fleeing doesn't seem like a viable option).

The skeletal champion is a loyal servant. It tries to close on PCs who fight at range or cast spells, particularly those that seem effective against undead, such as clerics with *heal* spells. If Ralthiss is under attack by PCs in melee, the skeletal champion moves to assist the necromancer. The skeleton fights until destroyed.

The zombie shamblers are mindless and simply move toward the nearest PC, attempting to Grab whoever they can. They fight until destroyed.

RALTHISS

CREATURE 2

LE MEDIUM HUMAN HUMANOID

Male human cultist

Perception +10

Languages Common, Nocril, Varisian

Skills Arcana +4, Deception +6, Intimidation +6, Nature +8, Religion +10, Undead Lore +6

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

Items hand crossbow (10 bolts), morningstar, religious symbol of Urgathoa, studded leather

AC 18; **Fort** +7, **Ref** +6, **Will** +10

HP 27

Speed 25 feet

Melee ♦ morningstar +8 (versatile P), **Damage** 1d6+2

bludgeoning

Ranged ♦ hand crossbow +8 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 20, attack +10; **1st** *bane*, *fear*, *harm* (×3), *ray of enfeeblement*; **Cantrips (1st)** *chill touch*, *daze*, *divine lance* (evil), *guidance*, *know direction*

Cleric Domain Spells (1 Focus Point) DC 20; **1st** *touch of undeath*

Sap Life When Ralthiss casts a *harm* spell and damages at least one living creature, he regains Hit Points equal to the spell level of his *harm* spell.

SKELETAL CHAMPION

CREATURE 2

LE MEDIUM SKELETON UNDEAD

Pathfinder Bestiary 298

Perception +8; darkvision

Languages Common, Nocril

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

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

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

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

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

Attack of Opportunity ⤴

Shield Block ⤴

Speed 25 feet

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

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

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

ZOMBIE SHAMBLER

CREATURE -1

Pathfinder Bestiary 340; page 26

Initiative Perception +0

Escaping the Grave

APPENDIX 2: SUBTIER 3-4 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variations described in the text.

Encounter A1 (Subtier 3-4)

In the town plaza, the PCs are accosted by a zombie warhorse and three plague zombies (see pages 34 and 35 for art). Each of the undead creatures aggressively pursues and attacks the nearest PC at the start of the undead creature's turn. The zombie warhorse uses its Feast ability whenever it has taken damage and has the opportunity to do so.

PLAGUE ZOMBIES

CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Pathfinder Bestiary 340; page 30

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 ✦ **Requirements** 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 +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, rising as a plague zombie immediately

ZOMBIE WARHORSE

CREATURE 3

UNCOMMON NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +6; darkvision

Skills Athletics +11

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

Rotting Aura (aura, disease, necromancy) The zombie warhorse 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 warhorse and is not at full Hit Points takes 1d6 negative damage (DC 17 basic Fortitude save) as its wounds fester.

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

AC 17; **Fort** +12, **Ref** +5, **Will** +8

HP 85, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 40 feet

Melee ✦ jaws +12, **Damage** 1d12+7 slashing

Melee ✦ hoof +12 (agile), **Damage** 1d8+7 bludgeoning plus Improved Push 5 feet

Feast ✦✦ The zombie warhorse Strikes with its jaws against an adjacent living creature or a creature that has died in the past hour. On a success, the zombie warhorse can feast upon the creature's flesh to heal itself. This restores 2d6 Hit Points.

Gallop ✦✦ The zombie warhorse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

Escaping the Grave

Encounter B5 (Subtier 3–4)

Pathfinder Larraz Virtanne has hidden here in the college lounge awaiting rescue. While it is unlikely that the PCs will fight Larraz, his statistics are included here for ease of reference, along with those of his horse, Desert Wind (page 36 for art).

DESERT WIND

CREATURE 1

N **LARGE** **ANIMAL**

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +7, Survival +5

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

Items light barding

AC 18; **Fort** +8, **Con** +7, **Will** +6

HP 24

Speed 35 feet

Special mount

Melee ♦ hoof +9 (agile), **Damage** 1d6+3 bludgeoning

Gallop ♦♦ Desert Wind Strides twice. He has a +10-foot circumstance bonus to his Speed during these Strides.

LARRAZ VIRTANNE

CREATURE 1

UNIQUE **NG** **MEDIUM** **HUMAN** **HUMANOID** **ORC**

Male half-orc druid 1

Perception +8; darkvision

Languages Common, Druidic, Kellish, Orcish

Skills Athletics +5, Games Lore +4, Medicine +6, Nature +6, Survival +6

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

Items buckler (Hardness 3, HP 6, BT 3), holly and mistletoe, pack of playing cards, padded armor, sling (3 sling bullets), staff

AC 16 (17 with shield raised); **Fort** +6, **Ref** +5, **Will** +8

HP 24

Shield Block ↻

Speed 25 feet

Melee ♦ staff +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Ranged [one-action] sling +7 (range increment 50 feet, reload 0), **Damage** 1d6+2 piercing

Primal Prepared Spells DC 16, attack +6; **1st** *heal* (×2); **Cantrips** (1st) *disrupt undead*, *know direction*, *light*, *produce flame*

Druid Order Spells DC 16; **1st** (1 Focus Point) *heal animal*

Escaping the Grave

Encounter B9 (Subtier 3–4)

PCs who aren't careful risk triggering the collapsing ceiling in the dean's office and unleashing several giant centipedes (page 37 for art) who attack the PC nearest to them.

COLLAPSING CEILING

HAZARD 3

MECHANICAL

TRAP

Stealth DC 20 (trained)

Description As Subtier 1–2.

Disable As Subtier 1–2, but DC 22.

AC 10; **Fort** +1, **Ref** +1

Ceiling Hardness 5, **Ceiling HP** 10; **Immunities** critical hits, object immunities, precision damage

Collapse ➤ **Trigger** A creature walks into the area beneath the centipede lair. **Effect** Hearing potential prey, the centipedes begin scrabbling above, causing the ceiling to collapse and centipedes to rain down, dealing 3d8+4 bludgeoning damage to each creature in the area; each creature in the area must attempt a DC 19 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and is knocked prone.

RAVENOUS GIANT CENTIPEDES (4)

CREATURE 1

N

MEDIUM

ANIMAL

Perception +6; darkvision

Skills Acrobatics +8, Athletics +4, Stealth +8

Str –1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –4

AC 17; **Fort** +6, **Ref** +8, **Will** +4

HP 15 each (maximum HP 20 each)

Speed 30 feet, climb 30 feet

Melee ➤ mandibles +8 (finesse), **Damage** 1d6+1 piercing plus ravenous giant centipede venom

Ravenous Giant Centipede Venom (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

Escaping the Grave

Event #2 (Subtier 3–4)

The necromancer Ralthiss (page 38 for art) arrives and attacks the PCs. Ralthiss prefers using his spells over his weapons. He generally casts *bane* early and uses 1 action each round to increase its radius if that would catch more PCs within the area. He spends his other actions casting spells to damage or impose conditions on the PCs. When he or his allies become damaged, he casts *harm* to heal the undead or inflict damage on a PC to heal himself (or both, if he spends more actions on the *harm* spell). Ralthiss fights until reduced to 19 Hit Points or fewer, at which point he attempts to flee (or surrender, if fleeing doesn't seem like a viable option).

The skeletal gladiator is a loyal servant. It tries to close on PCs who fight at range or cast spells, particularly those who seem particularly effective against undead, such as clerics with *heal* spells. If Ralthiss is under attack by PCs in melee, the skeletal champion moves to assist the necromancer. The skeleton fights until destroyed.

The zombie shamblers are mindless and simply move toward the nearest PC, attempting to Grab whoever they can. They fight until destroyed.

PLAGUE ZOMBIES

CREATURE 1

Page 30

Initiative Perception +3

RALTHISS

CREATURE 4

UNIQUE NG MEDIUM HUMAN HUMANOID

Male human cultist

Perception +12; darkvision

Languages Common, Necril, Varisian

Skills Arcana +6, Deception +9, Intimidation +9, Nature +10, Religion +12, Undead Lore +8

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

Items hand crossbow (10 bolts), morningstar, religious symbol of Urgathoa, studded leather

AC 21; **Fort** +10, **Ref** +8, **Will** +14

HP 48

Speed 25 feet

Melee ♦ morningstar +10 (versatile P), **Damage** 1d6+4 bludgeoning

Ranged ♦ hand crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

Divine Prepared Spells DC 22, attack +12; **2nd** *darkness*, *harm* (×4), *spiritual weapon*, *resist energy*; **1st** *bane*, *fear*, *ray of enfeeblement*; **Cantrips (2nd)** *chill touch*, *daze*, *divine lance* (evil), *guidance*, *know direction*

Divine Rituals DC 22; *create undead*

Cleric Domain Spells (1 Focus Point) DC 22; **2nd** *touch of undeath*

Necrotic Infusion ♦ If the next action Ralthiss takes is to cast *harm* to restore Hit Points to a single undead creature, the target then deals an additional 1d6 negative damage with its melee weapons and unarmed attacks until the end of its next turn.

Sap Life When Ralthiss casts a *harm* spell and damages at least one living creature, he regains Hit Points equal to the spell level of his *harm* spell.

SKELETAL GLADIATOR

CREATURE 4

NE MEDIUM SKELETON UNDEAD

Perception +11; darkvision

Languages Common, Necril

Skills Acrobatics +12, Athletics +12, Intimidation +10

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

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

AC 21 (23 with shield raised); **Fort** +9, **Ref** +12, **Will** +8

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

Attack of Opportunity [reaction]

Shield Block ⤴

Speed 25 feet

Melee ♦ longsword +14 (versatile P), **Damage** 1d8+8 slashing

Melee ♦ claw +14 (agile), **Damage** 1d6+8 slashing

Melee ♦ lance +14 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+8 piercing

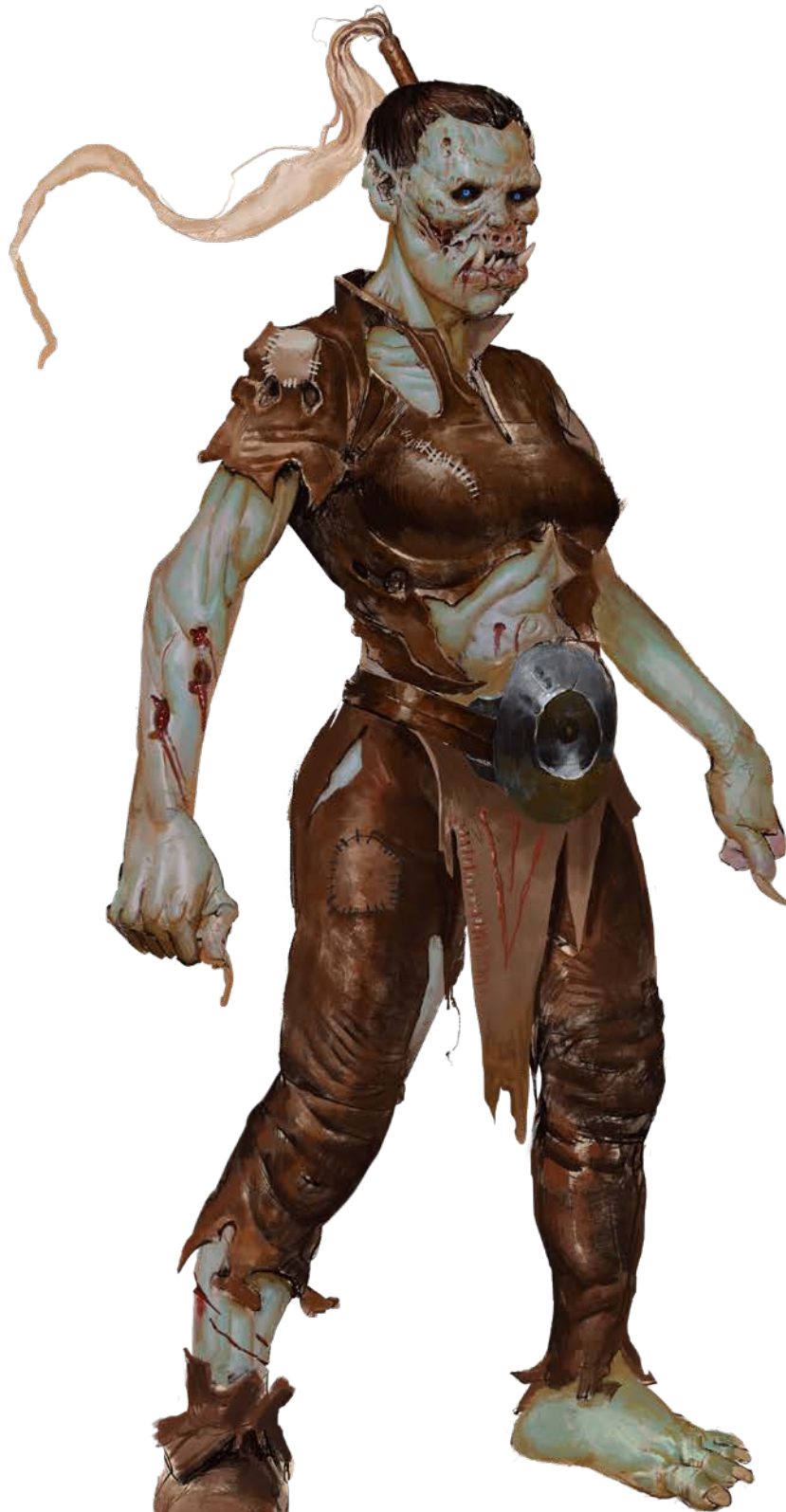
Escaping the Grave

APPENDIX 3: MONSTER AND NPC ART



ZOMBIE HORSE

Escaping the Grave



ZOMBIE

Escaping the Grave



HORSE

Escaping the Grave



CENTIPEDE

Escaping the Grave



NECROMANCER RALTHISS

Escaping the Grave



SKELETON

Escaping the Grave

GM RESOURCES

TREASURE TABLE

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

CHRONICLE SHEET

PCs who complete the primary objective of this scenario gain the *wayfinder of rescue* on their Chronicle sheet.
PCs who complete the secondary objective of this scenario gain the Team Player boon on their Chronicle sheet.



Event Reporting Form

Date _____ Event Code: _____
Location _____

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

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

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

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

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

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

Escaping the Grave

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Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson

Director of Game Design • Jason Bulmahn

Managing Developers • Adam Daigle and Amanda Hamon

Organized Play Lead Developer • John Compton

Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, and Linda Zayas-Palmer

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Pathfinder Society Scenario #1-03: Escaping the Grave

Character Chronicle #

Herolab Code

L7Q2

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

Adventure Summary

You and your companions braved the dangers of the Gravelands to recover valuable relics from the ruins of a town once known as Goldenflame. While there, you were tasked with the sad duty of recovering the remains and *wayfinders* of missing Pathfinders. Before you could escape the Gravelands, you were confronted by an evil necromancer and his undead minions and had to fight your way free.

Boons

Team Player Your time in the Gravelands included many harrowing trials that required you to learn how to work especially well with your companions.

☞ (fortune) Uses 3 ☐☐☐; **Trigger** An ally fails a check on which you Aided; **Effect** The ally can reroll the check and use the better result.

Items

channel protection amulet^U (level 3; 56 gp)
wayfinder of rescue (level 4; 80 gp; as a standard *wayfinder*, but once per day you can activate it to cast *heal* a creature other than yourself, using either the one-action or two-action version of *heal* as a 1st-level spell)

Purchases

Items Sold / Conditions Gained

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

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

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

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

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

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #