

PATHFINDER[®]



THE TIRELESS PATH

By Ivis K. Flanagan

Bounty: 8

Level: 1

Sanctioned for use with:



AUTHOR

Ivis K. Flanagan

DEVELOPMENT LEAD

Mike Kimmel

ADDITIONAL DEVELOPMENT

Thurston Hillman

DESIGN LEAD

Mark Seifter

EDITING LEAD

Kieran Newton

EDITOR

Kieran Newton

COVER ARTIST

Sebastian Rodriguez

INTERIOR ARTIST

Sebastian Rodriguez

CARTOGRAPHER

Jason Engle

GRAPHIC DESIGN

Tony Barnett

ORGANIZED PLAY MANAGING DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6



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

paizo.com

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* and *Pathfinder Bestiary*

Maps: *Pathfinder Flip-Mat Classics: Deep Forest*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

The PCs take a job guarding a supply caravan as it makes a perilous journey through the undead-infested countryside of southern Ustalav, where remote settlements lie in the shadows of unspeakable horrors. Morale begins to falter on the first day of the journey, and an obstacle on the road brings the caravan to a halt on the second day. On the third and final day, the PCs must test their strength against a roaming band of undead soldiers who have returned from the grave to stalk the roads.

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ADVENTURE BACKGROUND

Despite the increasing numbers of undead monsters in service of Tar-Baphon, the Whispering Tyrant, encroaching from the Gravelands, the township of Grayce clings to survival. The people of this small town on the southern border of mist-shrouded Ustalav frequently seek protection before traveling through the countryside. A local innkeeper recently assembled a caravan to transport goods from Grayce to the port city of Caliphas, but the group has had trouble finding anyone willing to protect them along the dangerous highway due to the rising undead threat.

GETTING STARTED

The adventure begins in Grayce, a town in southern Ustalav, and assumes the PCs have been there for a day or two. It's around lunchtime, and the only place they can find a meal is the Ash Inn. As they approach, they find a new notice on the board by the door.

Travelers heading to Caliphas seek a group of adventurers of able body and steadfast mind to accompany them onward from Grayce. See the innkeeper, Jakivi Rindix, for more details.

As the PCs approach the bar, the tall Kellid man behind the counter introduces himself as **Jakivi Rindix** (LG male human innkeeper) and asks how he can be of service. When the PCs mention the bounty, he explains that there have been some recent attacks on supply caravans traveling between Grayce and the port city of Caliphas. As such, the drivers of a caravan scheduled to leave this afternoon have asked Jakivi to arrange for some protection. The caravan is offering to provide whoever takes the job all meals for the three-day journey and a hefty sum upon their safe arrival in Caliphas.

A PC who succeeds at a DC 17 Perception check to Sense Motive detects that the innkeeper is holding something back. With a successful DC 15 Perception check to Seek, they notice that Jakivi is clutching a coin with the holy symbol of Iomedae in his hand as he talks to them. If the PCs press him for information, he lowers

WHERE ON GOLARION?

Grayce is a small township on the southern border of Ustalav, a loose confederacy of counties clinging to survival in the face of undead and other monsters. The rise of the undead-infested Gravelands to the south has only served to make the region more dangerous. For more information on Ustalav, see page 45 of *Pathfinder Lost Omens World Guide*.



his voice and shares a recent rumor that undead soldiers ambushed a similar caravan less than a week ago. He states that the PCs seem more capable than the guards who set out with that caravan, but he looks worried nonetheless. If the PCs learn this cautionary tale, they gain a +1 circumstance bonus to Perception checks to notice the foes approaching on the third day of their journey (see encounter A on page 5).

After the PCs finish talking with Jakivi, he directs them to the stable on the edge of town where the caravan is getting ready to take off and wishes them safe travels.

RELIGION OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Religion or Society check to Recall Knowledge knows the following about the dangers of traveling in Ustalav. Remember that this check should be rolled secretly. PCs who succeed at this

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check can then attempt Recall Knowledge checks about skeletons and zombies before they depart.

Success Dense fog often blankets the roads in southern Ustalav, making it hard to see who else may be lurking nearby. Both skeletons and zombies are known to wander the border roads, patrolling on behalf of the Whispering Tyrant and attacking any travelers they come across.

Critical Failure The stories of undead in this area are tall tales. Such creatures never stray out of the Gravelands to the south, and travelers who stick to the road have little to fear.

HERO POINTS

As the PCs approach the caravan, remind them that they each have 1 Hero Point available.

THE JOURNEY TO CALIPHAS

DAY ONE: BRAINS VS. BRAWN

It's hard for the PCs to miss the eclectic group of travelers gathered at the stables. Two half-orcs joke with one another as they load supplies into two wagons, each with a team of jet-black horses. The half-orcs are nearly identical down to the stripes on their shirts, though one has her long black hair gathered into a ponytail and the other keeps his cropped short. The sister greets the PCs, introducing herself and her brother as **Andri** (NG female half-orc caravan driver) and **Arek Graghol** (NG male half-orc caravan driver). She asks in a straightforward manner if Jakivi sent them to guard the caravan.

The Passengers: In addition to the drivers and goods, the caravan has three passengers. As the group prepares to leave, they introduce themselves in turn and climb into the coaches. First is **Xanthus Shurgun** (N male half-orc professor), a half-orc in flowing academic robes indicative of his status as a faculty member at the University of Lepidstadt. He shares that he is traveling to Caliphas by way of the countryside so that he can better understand the agricultural conditions along the border of the Gravelands. Behind him is **Eigil Jorgund** (LN male dwarf farmer), a stocky dwarf who tells the PCs that he's a farmer heading into Caliphas to establish relations with marketplace vendors, many of whom have lost business due to the perilous roads. Last is **Kisaya Sitari** (CG female human seamstress), a tall Varisian woman dressed in a colorful patchwork skirt, its pattern seeming to have no beginning or end. She tells the PCs that she's a seamstress traveling to Caliphas in search of new fabrics and colors to improve her selection of adornments. Once the PCs introduce themselves, the twins finish loading the cargo and the caravan sets off for Caliphas.

The Argument: The first day passes largely uneventfully, and the travelers are happy to converse with the PCs as

they journey through the forest. As the sun starts to set, the drivers pull into a clearing to make camp for the night. As the members of the caravan begin cooking the evening meal and setting up camp, an argument arises between Xanthus the scholar and the farmer Eigil over which is more important: the knowledge of how to cultivate crops, or the physical skills of planting and harvesting. The argument starts good-naturedly but quickly heats up as each begins to feel that the other is dismissing the importance of their contributions. As the argument escalates, the PCs can stand by or step in to placate one or both of the travelers. If they decide not to intervene, Andri expresses to the PCs in a hushed tone that if the argument continues, the sound could attract unwanted attention.

Each PC can attempt a single DC 15 skill check to contribute to the conversation and help each party understand the other's perspective. A PC who succeeds at a Nature or Academia Lore check can help explain the merits of theory and knowledge, while a PC who succeeds at an Athletics or Farming Lore check can describe the merits of practice and physical work. Alternatively, a PC can attempt a DC 17 Deception, Diplomacy, or Intimidation check to convince Xanthus and Eigil to end the squabble. The PCs must succeed at any two checks (or three checks for groups of five or more PCs) to stop the argument. If the PCs successfully settle the argument, the caravan drivers suggest that everyone get some sleep so the group can break camp early in the morning. This resolution leaves all of the travelers in a more cooperative mood the following day, and the PCs gain a +1 circumstance bonus to their checks to traverse the washed-out bridge. If they fail, the noisy argument carries on for a few more minutes before the two travelers storm away.

The First Night: One of the drivers asks the PCs about their plan for taking watch at night, though for the sake of getting a good rest, they ask the PCs not to deliberate long. Roll secret DC 10 Perception checks for any PCs who take watch. Any PC who succeeds hears crackling leaves and a faint howl. While the sounds are clearly distant, they should be enough to keep the PCs' attention throughout their watches. If the PCs search the area, they find little else but trees.

DAY TWO: AN UNEXPECTED DETOUR

The second day is drizzly and damp. The PCs occasionally hear sounds in the woods, such as snapping twigs, wind through the leaves, and the faint groaning of trees—or perhaps creatures. The seamstress, Kisaya, startles the other travelers when she stops and asks them to “be quiet and listen! There's someone sobbing out there.”

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Nobody else hears anything, and there's nothing to find. Kisaya laughs off the incident, but she sticks close to one of the PCs for the rest of the day and frequently glances over her shoulder.

The Ravine: After the group has stopped for a midday rest and traveled for a few more hours, an alarmed whinny comes from the pair of lead horses as the caravan comes to a dead stop. The PCs find that the horses froze because the bridge over a small ravine ahead has been completely washed out. Arek shouts from his seat, asking the PCs if there is anything they can do to help, as it's all he and Andri can do to keep the horses from spooking and sprinting off into the forest.

Working together, the PCs must succeed at two DC 15 skill checks (or three checks for groups of five or more PCs) to bypass the obstacle. Each PC can attempt a single check, and the PCs gain a +1 circumstance bonus to their checks if they successfully mediated the previous day's argument. They can be creative in their approach, and if they have no ideas, the members of the caravan offer suggestions, such as, "Maybe we can find a safer way around," or "Can't you fix it? Hurry! Does anyone have a rope!"

There's no single correct solution. For example, the PCs could decide to repair the bridge by attempting an Athletics check to move the broken pieces back into place and then a Crafting or Survival check to lash them back together. Alternatively, they could attempt a Scouting Lore or Survival check to find another route, then a Nature check to coax the horses into traveling off the road.

The Second Night: If the PCs successfully execute their plan to cross the ravine, the caravan reaches the camping spot for the night only slightly behind schedule. If they fail, the trip takes several more hours than planned. The group arrives well after nightfall and has less time to scout the area and rest. As a result, the PCs take a -1 circumstance penalty to Perception checks to notice the undead approaching the next morning.

DAY THREE: SEEING THROUGH THE FOG

As dawn breaks over the trees, deep fog covers the camp. The caravan members are uneasy as they pack up the campsite, repeatedly questioning the PCs about their safety and urging each other to hurry. Arek remarks that such fog is common in Ustalav, but Andri adds, "that doesn't mean we're safe."

The Fog: The severe fog completely impedes vision beyond 20 feet. It also partially impedes vision between 10 and 20 feet, imposing a -2 circumstance penalty to visual Perception checks and causing creatures to be concealed when viewed within that distance.

A. AMBUSH SITE

SEVERE 1

Andri asks the PCs to help break camp. The GM should secretly roll a DC 15 Perception check for each PC, applying the -2 circumstance penalty from the fog to a PC's check if they rely at least partly on sight. If the PCs learned the rumors about undead on the road from Jakivi, they gain a +1 circumstance bonus to the check, while they take a -1 penalty if they failed to cross the ravine quickly. Any PC who succeeds notices the sounds of groaning and rattling bones coming from somewhere beyond the tree line and can alert the rest of the group. This gives the PCs one round to prepare (such as by drawing weapons or casting spells) before undead emerge from the fog to attack. Use the map on page 6 for this encounter.

Creatures: A zombie brute leads a group of skeleton guards to attack the campsite. The skeletons carry weathered, broken shields displaying the symbol of Iomedae. These creatures are a squad from one of the undead armies that patrol the countryside. They fight with one goal—to kill any living creature they come across—and only stop fighting when destroyed.

SKELETON GUARDS (2)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

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

Speed 25 feet

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

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

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

ZOMBIE BRUTE

CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

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

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

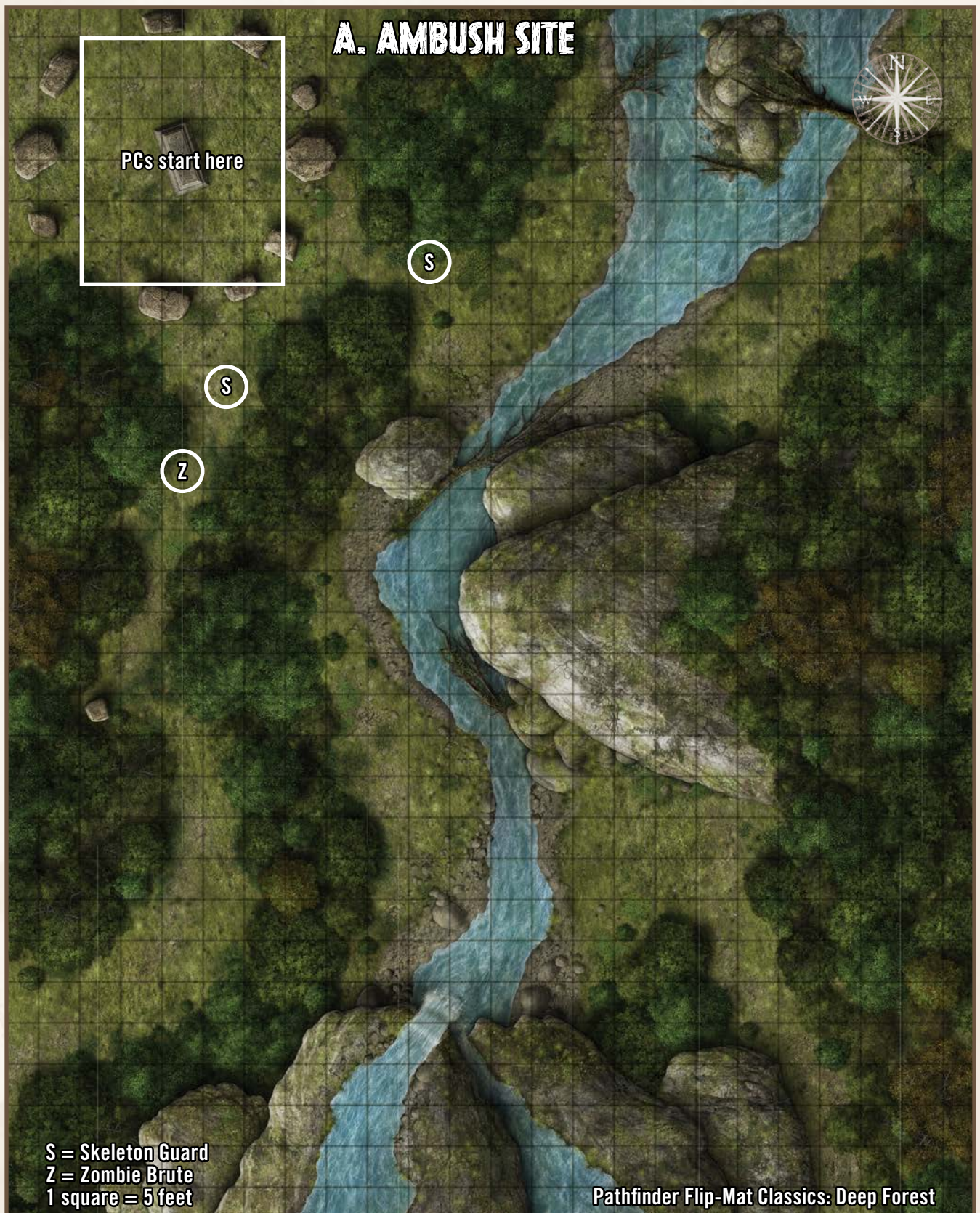
AC 15; **Fort** +10, **Ref** +3, **Will** +6

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

Speed 25 feet

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

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Development: After the PCs defeat the undead, the caravan finishes packing for the final day of travel. The PCs accompany the grateful travelers to Caliphas. Though the fog hangs thick for the entirety of the day, the journey is otherwise uneventful.

CONCLUSION

Once the caravan reaches Caliphas, the drivers thank the PCs for their vital assistance, give them their reward, and bid them farewell.

OBJECTIVE

The PCs fulfill their primary objective if they defeat the undead, allowing them to escort the caravan the rest of the way to Caliphas. For home groups, award 100 XP to your players; this includes their awards for accompanying the caravan and defeating the undead. Pathfinder Society GMs, see Organized Play on page 9 to determine appropriate rewards.

SCALING THE ENCOUNTER

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

5 PCs: Add one skeleton guard to the encounter. Increase each skeleton guard's Hit Points by 4.

6 PCs: Add two skeleton guards to the encounter. Increase each skeleton guard's Hit Points by 4.



SKELETON GUARD

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APPENDIX: GAME AIDS



Bounty Poster



Skeleton Guard

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs successfully escort the caravan to Caliphas, they earn 4 gp each. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the slow advancement speed presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

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Event Reporting Form

Date: _____ Event Code: _____

Location: _____

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

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

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Bounty #8: The Tireless Path

Character Chronicle #

Chronicle Code

LBQ4

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

Adventure Summary

You took a job guarding a supply caravan making a journey through the countryside in Ustalav, from the township of Grayce to the port city of Caliphas. You eased the frustrations of two passengers traveling with the group and helped the caravan find another way to cross a ravine where the bridge had been washed out. On the final day of your journey, you proved your worth against a roaming band of undead soldiers before escorting the caravan safely to Caliphas.

| Items | | Purchases | | REWARDS |
|----------------------------|---|------------|-------------------------------|---------------------------|
| | Items Sold / Conditions Gained | | | |
| | | | | |
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| | TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box | | | |
| | Items Bought / Conditions Cleared | | | |
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| TOTAL COST OF ITEMS BOUGHT | | | | |
| Notes | | | | |
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| FOR GM ONLY | | | | |
| EVENT _____ | EVENT CODE _____ | DATE _____ | Game Master's Signature _____ | GM Organized Play # _____ |