



Year of the Open Road



**PATHFINDER
SOCIETY**

BANDITS OF IMMENWOOD

By Scott D. Young

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How to Play

Pathfinder Society Scenario #1-04: Bandits of Immenwood is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Bandits of Immenwood makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Lost Omens World Guide*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at pfrd.info, and relevant stat blocks for the creatures used herein 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 Roleplaying Guild Guide* at <http://www.organizedplayfoundation.org/encyclopedia/pfs2guide/>.



Grand Archive

Bandits of Immenwood

By Scott D. Young

GM Synopsis: This adventure is a combat and ambush heavy overland escort mission that travels from Otari to the High Coast Road leading to Absalom. PCs will need to protect the resources contained in their cart while fending off incursions from druid bandits and wildlife.

Adventure Background

When Aroden, the patron god of humanity, died unexpectedly in 4606 AR, Golarion itself felt the pain of his passing. Among the planar rifts and political upheavals that resulted, vast storms wracked the southern Arcadian Ocean. For three weeks, huge storm systems grew and multiplied, finally coalescing in the Gulf of Abendego into the largest hurricane ever recorded. The storm overwhelmed the nearest coastal regions, washing away the nations of Lirgen and Yasama and creating what is now known as the Sodden Lands.

The ferocity of the hurricane was exceeded only by its longevity. As the months dragged on, the storm showed no signs of abating or even moving. Shipping routes were forced to change, altering the fortunes of nations, and some trade routes were lost entirely. Throughout the last century, the Eye of Abendego has become a seemingly permanent hazard of Golarion's Arcadian Ocean.

The formation of the Eye attracted a heretical cult of worshippers of Gozreh, the Wind and Waves. This sect came to believe that the Eye of Abendego was but the first of a series of planet-wracking storms that they would unleash on the world to cleanse it of civilization. They flocked to the Sodden Lands to study and commune with the hurricane, hoping to understand and even hasten the formation of such powerful storms. These heretical Gozrens became known as the Storm Kindlers, but they lasted only a short period of time before dying out. All that survives are a few ruined sites along the Mwangi coast and some fetishes and talismans crafted to hasten the worldstorm that would destroy civilization.

One such artifact is the scale of a massive brine dragon, pulled from the depths of the sea and meditated on by the Storm Kindler faithful for years. Over this time, the scale absorbed much of the magical and mental energy from those who studied it. As the scale greedily absorbed more energy from its supplicants, it became a major factor in the downfall of the cult. The item became known as the *Scale of the Spurned Tempest* in some of the last writings of the original Storm Kindler cult before it was lost to history.

Over the years, the scale was found and lost several times. It ended up in a ruined temple to Gozreh on the Mwangi coast, which was discovered and explored by Pathfinders in 4719 AR.

WHERE ON GOLARION?

Bandits of Immenwood occurs on the Isle of Kortos, on the High Coast Road between Otari and Absalom. For its first 25 miles, the road passes through the Immenwood, the largest forest on the island. More detail on the Isle of Kortos and the Immenwood can be found on pages 13-21 of the *Pathfinder Lost Omens World Guide*, available from your friendly local game store and at paizo.com.



The scale brought disaster and misfortune to the Pathfinder team as they returned to the Grand Lodge. The group's ship was wrecked just hours away from their destination at Absalom's docks, on the edge of the bandit-infested Immenwood that stretches from Absalom across the Isle of Kortos.

While most inhabitants within a mile of the wreck have noticed the unusually bad weather and increased sightings of deep-water creatures, a few have felt the scale's presence more keenly. The exiled centaur druid Vengeance Thorn prowls the Immenwood as a bandit, and his stormbound blood roils in response to the nearby power of the scale. As it comes closer, he recognizes the approach of a source of power that will allow him to reclaim his place amongst the centaurs who drove him out and make himself a king, and he will stop at nothing to obtain it.

Adventure Synopsis

The PCs are called to the Grand Lodge by Venture-Captain Ambrus Valsin, where they are told of the ill-fated voyage of the Society's ship *Durvin's Query*. Valsin and Grand Archive member Zarta Draldeen dispatch the PCs to Otari to pick up *Durvin's Query's* cargo and escort it to Absalom.

Bandits of Immenwood

The coastal voyage to Otari is uneventful, and the PCs see *Durvin's Query's* shattered hulk on their way into harbor. The PCs locate their contact, Khoumrock Blackthane, a retired Pathfinder who has been hired to help organize the transportation. Khoumrock and some hired hands have collected the items from the shipwreck and packed it in a wagon ready to travel to Absalom.

Departing Otari by the High Coast Road, the PCs and their wagon seem to have the same bad luck that plagued their predecessors. Small animals flock to the wagon, and they are soon attacked by a group of wild seabirds after more than just food.

As the wagon trundles slowly through the forest, a more malign intent becomes apparent. Another attack by animals occurs just as a tree falls in front of the wagon, blocking the road. Farther along the highway, the PCs are attacked by bandits and wolves, who attempt to disable their wagon and make off with some of the items from the shipwreck.

If the PCs fend off these attacks, they reach the wooded archway that marks the exit from the forest. At this point the true enemy reveals himself: Vengeant Thorn, a centaur druid drawn to the power of the *Scale of the Spurned Tempest*. Thorn attacks from the forest side, while a group of aquatic monsters move in from the seaward side and the scale's powers reveal themselves. The PCs must run the gauntlet to escape without losing too much of their precious cargo.

GETTING STARTED

The PCs are awoken early in the morning by an urgent summons from Venture-Captain **Ambrus Valsin** (LN male human). As they arrive they are shown directly into his private office, where he and the Grand Lodge's head archivist, **Zarta Dralneen** (LN female human), are examining a list of items.

Read or paraphrase the following to proceed.

Ambrus Valsin seems deep in thought, a common appearance for the stoic Steward of Absalom's Grand Lodge.

"Most of you know Zarta Dralneen, I assume?" Valsin begins, nodding to the woman. "She's recently accepted an appointment as head archivist of the Grand Lodge, so you'll understand her interest in this assignment shortly."

The venture-captain gestures to a map of Absalom and then the Isle of Kortos hanging on the wall behind his desk. "You're heading to Otari, along the southern coast between here and Diobel. One of our transport vessels, a barque called *Durvin's Query*, foundered just outside the harbor there a few days ago. It was laden with the artifacts collected from a site in the Mwangi Expanse. The Pathfinders returning on the ship collected the most valuable cargo but were forced to leave

the rest. They made their way to Otari and sent word of their misfortunes to the Grand Lodge. Based on their report, I need you to go, pick up the material immediately, and bring it back safely to the Grand Lodge."

Zarta Dralneen smoothly takes up the narrative. "Of course, it's not quite as simple as that," she smiles. "The team aboard *Durvin's Query* encountered a sequence of extremely... *unusual* events as they returned home. Bad luck plagued them the entire trip, and they ran into more than the usual number of oceanic hazards. I suspect that something they picked up in the Expanse was the source of their extreme bad luck, and I'm eager to find out just what it is."

Valsin slides a weather-stained list across his desk. "As you may know, salvage belongs to the finder, and so we couldn't just leave the items in the shipwreck for anyone to find. I've already contacted an old friend in Otari, a former Pathfinder by the name of Khoumrock Blackthane, to be your advance agent. Khoumrock's team has gone to the wreck site to collect everything that was left behind—here's the list. By the time you arrive in Otari, he'll have it fully packed for you. You'll be sailing there for speed, but given the experience the previous team had at sea, we feel the safest method of transport back is overland, through the Immenwood and along the High Coast Road."

Valsin's face turns grim. "Now, I know this might sound like a less-than-glamorous assignment, playing caravan guard for a couple of days, but it's important. That material came from an important site, and the string of bad luck the original team had means there's something in there that isn't what it seems. Be on your guard, and make sure nothing goes missing on the way back. Any questions?"

Give the players **Handout #1**. Ambrus and Zarta answers any questions the PCs may have. Some possible questions and their answers include:

What was the site the first team investigated? Ambrus replies, "It was an ancient temple to Gozreh, the Wind and Waves. The team stumbled across it while exploring south of the Sodden Lands and the Eye of Abendego. It may be related to a splinter sect of Gozren faith known as the Storm Kindlers. They've caused trouble recently in Pridon's Folly south of Sargava, so we'd like to know more about them."

What kind of bad luck are we talking about? Ambrus counts off the occurrences on his fingers. "Unfavorable winds. Constant storms. Hull covered with barnacles - repeatedly. Struck by lightning - repeatedly. Clots of seaweed that blocked passage. The crew also had to make several detours to avoid sea creatures of unusual size. The team now has the dubious distinction of providing the first confirmed sighting of a kraken this close to Absalom in almost two decades."

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What could be causing this bad luck? Zarta answers. “It’s possible that some of the items taken from the site may have residual power that is attracting natural forces. There may be something in the material that carries an unfriendly effect, perhaps even a curse. The team may have done something to anger Gozreh directly. Or it could have been nothing more than coincidence—an extended string of coincidences, all related to the wind and waves, occurring to the same team on their way back from excavating an abandoned Gozren temple.” Zarta’s raised eyebrow indicates what she thinks of the “coincidence” theory.

Faction Notes

If any of the PCs are members of the Grand Archive faction, Zarta accompanies them as they leave Valsin’s office. She asks to speak to them privately, and then explains more about the faction’s interest in this particular mission.

“It’s cute to see Ambrus so concerned about your welfare... but he’s right,” Zarta begins. “Dealing with this sort of situation is exactly why the Grand Archive was created. We have to retrieve whatever caused this bad luck, so it can be studied and understood. Normally, Gorm Greathammer would be the one to discuss this with you, but he is rather preoccupied with... well, he’s not able to be here himself. Just make sure you come back with everything from the wreck. We don’t yet know if it’s a single item, or some combination of items, that is the cause. Even if the cause is a single item, the context provided by the other relics, and especially the charts and notes collected by the team, are vital to our understanding of this phenomenon. Make sure everything is brought back here intact.”

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 14 Nature check to Recall Knowledge might know more about the Immenwood. A failure grants no information, and a critical success grants additional intelligence beyond the success entry’s information. Remember that these checks should be rolled secretly.

Critical Failure: The central Immenwood is haunted by the ghosts of animals killed by logging operations, and they demand that anyone who wants safe passage must plant a tree for each person passing through.

Success: The Immenwood’s lumber helped to make Absalom a major power in its early years. The central forest area around Otari is dense and overgrown, with even the paths covered by an intertwined canopy of branches. The forest often shelters bandits and others who choose to hide from civilization.

Critical Success: The road through the central Immenwood is largely overgrown, and so the roads aren’t patrolled by Absalom’s Eagle Garrison very often. Banditry is common along the road and savvy travelers tend to keep an eye out for evidence of traps or ambushes, just in case.

RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 14 Religion check to Recall Knowledge might know more about Gozreh and the Storm Kindlers. A failure grants no information, and a critical success grants additional intelligence beyond the success entry’s information. Remember that these checks should be rolled secretly.

Critical Failure: The Storm Kindlers were a splinter sect of the Gozren faith that all died out when they voyaged too close to the Eye of Abendego a century ago. All of their knowledge was lost.

Success: Gozreh is the Wind and the Waves, a dualistic entity that embodies the peaceful breeze as well as nature’s fury. Gozren priests often use the natural environment as weapon or shield, and they summon aquatic monsters to do their bidding.

Critical Success: The Storm Kindlers sought to create more storms like the Eye of Abendego, creating artifacts to concentrate the natural power of the weather to intense levels. Any of their artifacts are likely related to the sea or sea creatures.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 14 Society check to Recall Knowledge might know more about Otari. A failure grants no information, and a critical success grants additional intelligence beyond the success entry’s information. Remember that these checks should be rolled secretly.

Critical Failure: Everyone knows that Otari is run by the Aspis Consortium, a rival group that seeks profit at any cost. Be wary of revealing your Pathfinder affiliation to anyone.

Success: Otari is a small port town situated where the road skirts the Immenwood. Situated about halfway between the bustling metropolis of Absalom and the outpost of Diobel, it provides access to most modern luxuries without the hustle and bustle of life in Absalom.

Critical Success: Otari is a popular retirement locale for ex-Pathfinders who want to avoid the political machinations of Absalom but remain near their former home. Many businesses are run by retired Pathfinders. The Thirsty Alpaca Tavern on the waterfront can serve as a Pathfinder safe house in time of need.

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SCALE OF THE SPURNED TEMPEST

This powerful, evil artifact is a reptilian scale approximately 6 inches across and hued the cyan of a clear tropical sea. A PC who succeeds at a DC 15 Arcana or Nature check can identify it as originating from a massive brine dragon. The scale is pierced at the top so it can be worn around the neck, but the thong has long since rotted away. Close inspection reveals faint patterns engraved upon the scale's surface, but they are too faded to be legible. The scale radiates a faint transmutation aura; although the box was once lead-lined, enough of the inner material has been shaken loose for its magic to escape the precautionary covering.

Within a half mile of the scale, the weather is always overcast and raining, with moderate or higher winds. The winds change direction suddenly to always oppose the direction of the scale's travel, unless it is moving directly back to the Mwangi temple it last called home. (Assume this is due south for purposes of this scenario). Within this radius, normal fires are automatically extinguished, and any soft terrain such as sand or a dirt road is turned into difficult terrain. See page 517 of the *Pathfinder Core Rulebook* for details of weather effects on visibility and movement.

Each day a character carries the scale, they are affected by terrible misfortunes. During exploration mode, PCs regularly slip in the mud, knock their head on branches, and encounter other bad luck. During encounter mode, the first attack, skill check, or save the PC attempts during each encounter is reduced by one level of success (a critical success becomes a regular success, a success becomes a failure, etc.) If no one currently has claimed the scale by picking it up and carrying it, this effect applies to all non-aquatic or amphibious creatures within 100 feet of the scale. Druids who belong to the storm order (such as the centaur Vengeant Thorn) are immune to these effects of the scale.

When within sight of the sea, aquatic creatures are attracted to the *Scale*. The GM can play this up as an effect of the power of the scale—perhaps a dragon turtle surfaces in the harbor just as the PCs leave town, or a school of flying fish leaps out of the river as the wagon passes by. None of these unnatural events should result in combat, but they should serve to demonstrate the powerful connection the scale has to the weather and the creatures of the sea.

TRAVELING TO OTARI

The journey to Otari takes the better part of the day, in part due to the rough seas and strong winds blowing in toward shore (an effect of the *Scale*). PCs who fail a DC 12 Fortitude save are sickened for the duration of the voyage and for 30 minutes after they disembark (the sickened condition lasts for 24 hours on a critical failure). Waiting for them at the dock is **Khoumrock Blackthane** (NG male dwarf), who leads them to the Thirsty Alpaca Tavern to talk.

Khoumrock is a salty old sea dog with a nose reddened by years at sea (and perhaps a drink too many) who looks like he's had little sleep in the past few days. His armor appears to be a suit of full plate heavily modified and integrated with a mechanical diving suit. Despite retiring several years ago, he still actively supports the Society and helps his friend Ambrus Valsin on request. Khoumrock speaks with an accent somewhere between a south-Absalom brogue and a sailor's worldly clip.

Khoumrock swirls the dregs of a mug of beer as he tells his tale. "When Ambrus called me, I got a few friends an' went right out to the wreck. We gathered everythin' we could find. The storm already dashed the hulk again' the rocks and broken her open, but most o' the crates were washed ashore. I dove in to make sure she weren't leaking any cargo, but the waves were rough and things were movin' down that weren't just the water and fishies!" He frowns as he recalls the night's efforts.

"The sky opened up as soon as we started packin'. The horses were half-mad wit' the lightnin' and the wind. It took all o' night and part o' the morning to collect everythin', and we nearly lost the wagon to a big wave what came a-crashin' onto the shore from out of no'ere. The storm followed us all t'way back to town. So did summat else – as we got t'the town gate, we saw summat long and snakish breakin' the waves out in the harbor. I didn't get a good look, 'cause the watchtower was struck by lightnin' just then and it blinded me for a tick. When I looked back, it were gone." Khoumrock looks to the ceiling in thought. "Apparently, we lost a fisherman out towards the docks right thenabouts. Coulda been an accident, but I knows better." Khoumrock shakes his head again. "Might be time for me to do a little divin' out thar, clean things out, ya know?"

"Well, the wagon's all packed and ready to go by t'stable. S'easy enough to drive, or you can hire a teamster, iff'n you'd prefer. Good luck. I'll be glad to see that wagon roll out o' town, truth be told."

Khoumrock has little to add to the story, other than confirming that the bad weather and bad luck experienced by the first team followed him and his associates to Otari.

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Boon Allocations: Have the PCs finalize their boon slots for the session after their meeting with Khoumrock.

Wagon: The wagon is made of wood with a canvas cover over the cargo compartment and has room in front for two Medium creatures to sit (one of whom is the driver). It takes up a 10-foot square and is drawn by two riding horses (*Pathfinder Bestiary* 209) who are both harnessed tightly into a 10-foot square in front of the wagon. The wagon's cargo is enclosed by a canvas cover, and can be accessed only by those who enter the wagon itself. Entering the wagon's cargo space requires an action to Manipulate the tent flap, a second action to enter, and a third (optional) action to close the tent flap. The wagon's canvas covering has a hardness of 2 and 8 Hit Points, with a Break Threshold of 4. If the wagon's cover gains the broken condition, a hole large enough for creatures to Squeeze inside has been created. If the wagon's cover is destroyed, the wagon's cargo is no longer enclosed, and any creature can access the cargo from an adjacent square.

Driving: PCs can use the Nature skill and Command an Animal action to get the horses to obey the following commands: Stride (1 action), Gallop (2 actions), and Stop (1 action). Each requires a Nature check against a DC of 15; on a success, the animal performs the listed action until another command is given.

Cargo: The wagon's cargo is detailed on **Handout #1**. The *Scale of the Spurned Tempest* is secured inside an ebony box (Item #4 on the list). The PCs can detect its aura without breaking the wax seal. Several other items also radiate magic or have use on the journey, as follows:

Item #3: A dull gray aeon stone is mixed in with the other fragments.

Item #6: Each stone statue radiates a faint abjuration aura.

Item #12: The medallion radiates a faint evocation aura.

Item #13: A scroll of wall of wind rests in one of the open scroll cases.

Item #20: This shield is a low-grade silver buckler covered with gecko scales in Subtier 1–2, or a dragonhide buckler in Subtier 3–4.

PCs can identify only the items listed above; the other items are parts of a larger magical system that will take months of study to comprehend.

Animals: Any animals or beasts the PCs bring with them (including the two horses pulling the wagon) are

affected by their nearness to the *Scale*. They become irritable and stubborn, imposing a –2 on any skill checks to Command them. If the PCs can communicate with an affected creature (through magic or a familiar's abilities) it can relate that it hears the sound of the sea endlessly churning in its mind, with a faint rhythmic chanting on the edge of its perception. Wild animals are drawn to seek out the *Scale*, and attack the wagon as the source of their discomfort.

Gather Information: A PC who succeeds at a DC 14 Diplomacy check to Gather Information in Otari learns that the weather has been rainy since the ship crashed. Some minor flooding has occurred, and most buildings in town have suffered some minor storm damage. Citizens have also noted the unusual behavior of animals in the past several days, with nearly every towns person having a story about scratching cats, biting dogs, or kicking mules. On a critical success, PCs also hear about increased sightings of centaurs in the past two days. The centaurs of the Immenwood are less hostile than those on the northern side of the Isle of Kortos, but they are still not friendly to travelers.



KHOUMROCK BLACKTHANE

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PRECIOUS CARGO

The PCs' success in this adventure is determined by the amount of cargo they deliver safely to the Grand Lodge, represented by Cargo Points. The wagon begins loaded with 20 Cargo Points, and various encounters and events may decrease these points. Each encounter area in the scenario describes what actions will cause the loss of one or more Cargo Points. For every two Cargo Points lost (rounded down), reduce the number of Treasure Bundles by one at the end of the scenario.

PCs can also lose Cargo Points through poor choices, like dumping the contents of the wagon onto the wet ground or casting damaging spells onto the wagon. Deduct 1 Cargo Point for each instance that qualifies, up to a maximum of 5 points for the adventure. These losses are in addition to the potential losses covered in each encounter area, below.

Use **Handout #1** to describe loss of Cargo Points as damage to one or more items on the list, or items being taken or destroyed. The *Scale of the Spurned Tempest* will never be lost or stolen as part of this process. Even if no PC has expressly claimed the *Scale*, it prefers to remain with those who have carried it this far.

You are encouraged to reward clever or creative precautions to protect the wagon and its contents by reducing or eliminating Cargo Point losses as appropriate. For example, if the PCs were to place some of the more fragile items into a *bag of holding* and seal the rest into waterproof containers, if the wagon tips in **encounter A**, you could rule that no Cargo Points are lost due to the *bag of holding* and waterproof containers protecting the items from the rain and mud. A well-thought-out plan should affect the results without making the PCs immune to Cargo Point losses. In general, a plan should require skill checks or consumable use, and last for a single encounter area before needing to be replaced or repeated.

Normally they do not come this far south, but there have been several sightings of a centaur near the edge of town in the Immenwood. This is, of course, the centaur druid Vengeance Thorn, who is drawn by the scale's power.

A. FROGS IN THE STABLES TRIVIAL

As the PCs prepare their wagon to leave, the weather worsens and the wind increases. A PC who succeeds at a DC 12 Perception check notices an unusual number of frogs on the road and grass. The frogs hop up to the

wagon as the PCs prepare to leave. Any attack against a frog kills it or drives it away, but they continue to appear. When the PCs start to leave the stable, the croaking becomes louder and the frogs become bolder, hopping into the road in front of the PCs and jumping onto the wagon and those walking or riding beside it. Allow the PCs 1 round to take whatever protective measures they wish, even though the frogs cause no harm and seem to be no threat.

Creatures: After a suitably creepy build up, the frogs attempt to jump onto the wagon en masse, forming a swarm as detailed below. The frogs stick to the creatures and objects they cover, and move with those creatures until removed. The mass of frogs may also cause the horses to panic and bolt, perhaps even overturning the wagon unless the PCs take decisive action to calm them. See this encounter's appendix for more details.

SUBTIER 1-2

FROG SWARM

CREATURE -1

Page 18

Initiative Perception +5

SUBTIER 3-4

FROG SWARMS (2)

CREATURE -1

Page 24

Initiative Perception +5

Cargo Points: If the wagon overturns, deduct 1 Cargo Point from the PCs' total as some of the loose cargo is lost or becomes soaked and ruined. If the frogs were destroyed or driven off the wagon using area-of-effect spells or weapons with the splash property, deduct 1 Cargo Point. If any such attack resulted in a critical failure, deduct 2 Cargo Points instead.

B. ROAD THROUGH THE IMMENWOOD

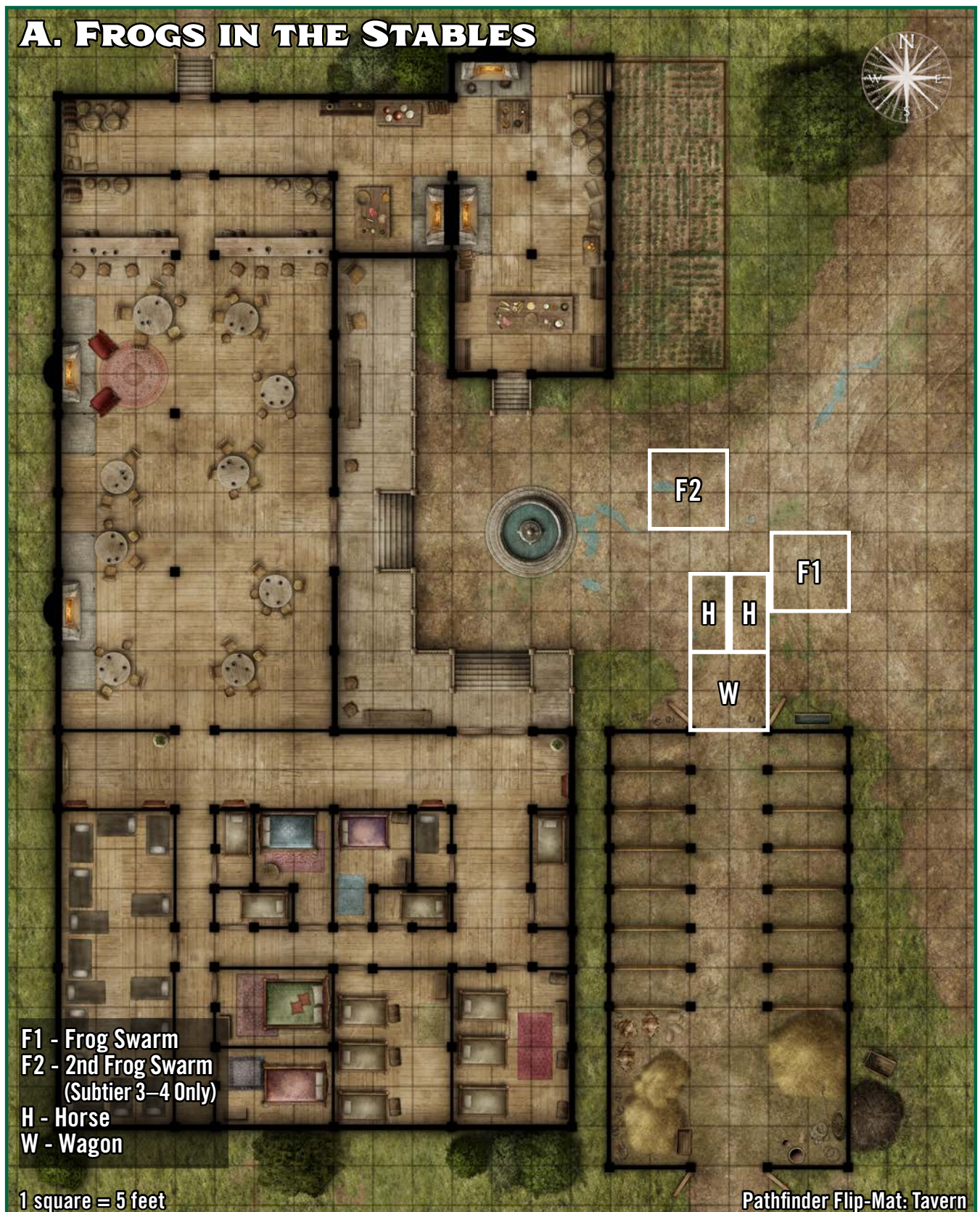
After leaving Otari, the PCs travel north into the Immenwood to join up with the main road heading east to Absalom. The road is well maintained and broad, with a 15-foot lane of muddy cobblestones lined by 10 feet of cleared area between the road and the tree line. The trees are mostly coniferous, with a tangle of interlocking branches and thick undergrowth making passage through the forest very difficult.

B1. Osprey Attack

Moderate

After leaving town (and the frogs) behind, the PCs are in an area where the road clearing is quite wide and

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open through the edge of the Immenwood. As they pass through the forest, the scale's siren song attracts a flock of ospreys (also known as sea hawks), driving them into a frenzy.

The road is still slick with mud, but the rain seems to have finally abated. The view of the sky is limited to a narrow strip above the road, lined with the spreading boughs of the Immenwood. Thunder still rumbles above the trees, and the sky looks as if it may continue the deluge at any moment. The normal sound of forest animals has been replaced by a cacophony of hoarse cries, growls, and screams. It is clear that the residents of the Immenwood are not happy to see visitors.

The birds are sea birds drawn by the scale and driven into a frenzy. The birds attack the wagon as the source of their madness, trying to peck and claw their way through the tent-like covering. See page 7 for details of the wagon's defenses. Once inside, they attempt to pick up a random bit of material in their talons and fly away with it. If the wagon cover is destroyed, the wagon is uncovered and creature scan access the cargo without needing to Squeeze.

If a PC interferes, the bird attacks them. With a DC 12 Nature check, a PC can realize that the animals are not acting naturally but seem to be suffering from some sort of confusion.

Creatures: A flock of ospreys attacks, trying to destroy the source of the song.

SUBTIER 1-2

OSPREYS (4)

CREATURE -1

Page 19

Initiative Perception +6

SUBTIER 3-4

GIANT OSPREYS (2)

CREATURE 3

Page 25

Initiative Perception +8

Cargo Points: If an osprey manages to tear through the wagon's tent covering, the other birds will cease attacking and also enter the wagon, grabbing a random piece of cargo and then fleeing. For every two birds that enter the wagon and successfully escape the encounter, the wagon loses 1 Cargo Point (rounded down, so a single bird escaping doesn't result in the loss of any Cargo Points). In Subtier 3-4, each bird steals 1 Cargo Point if it successfully escapes.

Reward: Although the attacking sea birds have no treasure, the PCs can any Cargo Points they stole, as long as they capture or kill the birds before the birds leave the map. Ospreys killed off the map drop their stolen goods into the undergrowth; those Cargo Points are broken to pieces and lost forever.

B2. Deadfall

Low

As the last bird falls or flees, a bolt of lightning announces the resumption of the storm, and soon the road is again slick with mud. As the road narrows, the branches of the Immenwood's tall oaks almost enclose the road like a tunnel, providing some shelter from wind and rain but lowering the light level to dim light. The rain deadens the sounds of enraged animals slightly, although the PCs still spot the occasional manic squirrel or enraged rabbit along the roadside.

The PCs travel for about an hour when they are attacked again, this time by the centaur druid Vengeant Thorn. Not ready to reveal himself to the PCs yet, Thorn triggers a deadfall trap in hopes of damaging the wagon or killing the PCs. Thorn begins the encounter undetected, and after triggering the deadfall uses his *pass without trace* spell to escape without entering combat. He seeks only to escape at this point and cannot be baited into combat before he has exhausted his minions.

The rain funnels through the thick foliage of the Immenwood, falling in miniature waterfalls from the branches above. The animals seem to have quieted somewhat, with fewer enraged howls and unsettling cries echoing through the canopy.

Hazard: As the wagon approaches a slight bend in the road, the centaur druid Vengeant Thorn and his bandit underlings make their first direct move. A halfling druid serving Vengeant signals to a swarm of squirrels to set off a deadfall trap.

Creatures: A swarm of squirrels attacks the PCs. The druid hides among the trees to observe. If the PCs notice the druid, they can engage him in combat. Use the halfling druid statistics from encounter **B3** (page 21 for Subtier 1-2, or page 27 for Subtier 3-4). If the PCs capture or defeat the druid, encounter **B3** becomes easier.

SUBTIER 1-2

DEADFALL TRAP

HAZARD 1

Page 20

SQUIRREL SWARM

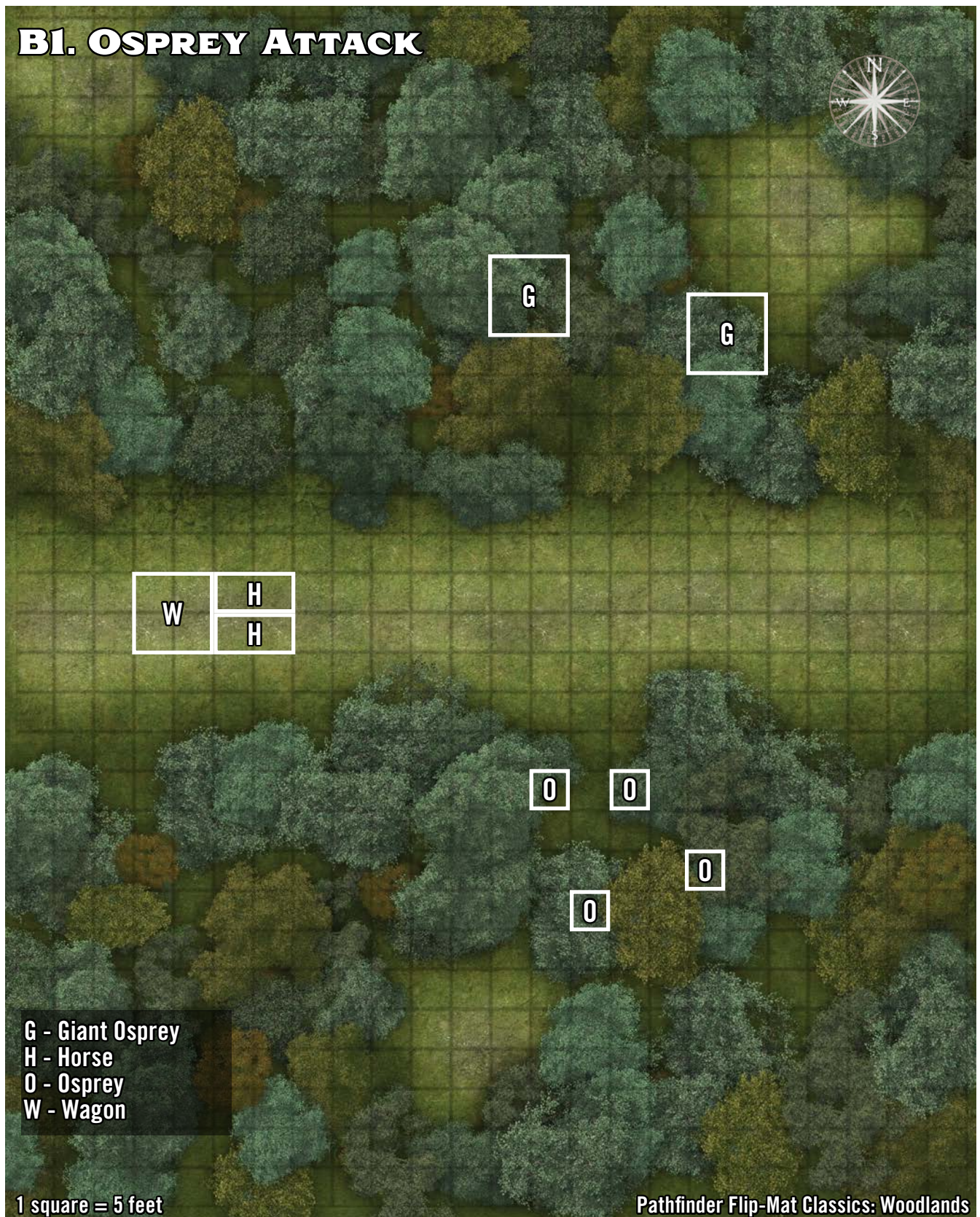
CREATURE 1

Page 20, art on page 30

Initiative Perception +5

Bandits of Immenwood

B1. OSPREY ATTACK



Bandits of Immenwood

SUBTIER 3-4

DEADFALL TRAP

HAZARD 3

Page 26

RABID SQUIRREL SWARMS (3)

CREATURE 1

Page 26, art on page 30

Initiative Perception +5

Moving the Tree: It takes the PCs an hour to remove the tree blocking the road without magical means.

Cargo Points: The trap falls in front of the wagon, rather than on it; it does not cost the PCs any Cargo Points. If the squirrels manage to break the wagon covering, the swarm moves inside on its next action. PCs no longer take damage, but the squirrels tear into the cargo, trying to find the source of the maddening song. For each round that the squirrels remain alive inside the wagon, deduct 1 Cargo Point. Do not deduct additional Cargo Points for using area-of-effect or splash weapons.

B3. Wolf Ambush

Moderate

A half hour farther down the road, the horses stumble into a series of shallow pits designed to injure their legs. This time, the trap may be spotted and disarmed in advance, but animals and bandits attack while the PCs are moving slowly.

Things have settled down again, as the wagon travels, animals seem to grow upset. Squirrels chatter angrily, and birds continually dive angrily toward the wagon before swerving at the last moment, as if trying to scare a predator off. The road gets rougher ahead, and the animal sounds begin to quiet down.

Hazard: Several small camouflaged pits and partially buried stakes form a trap spanning the road here.

Creatures: While the PCs are dealing with the hazard, some of Thorn's allies attack with their trained wolves.

SUBTIER 1-2

ANKLE TRAP

HAZARD 1

Page 21

HALFLING DRUIDS (2)

CREATURE 0

Page 21, art on page 31

Initiative Perception +8

ANIMAL COMPANIONS (WOLF) (2)

Page 21, art on page 32

SUBTIER 3-4

ANKLE TRAP

HAZARD 1

Page 27

HALFLING DRUIDS (2)

CREATURE 2

Page 27, art on page 31

Initiative Perception +10

ANIMAL COMPANION (WOLF) (2)

Page 27, art on page 32

WOLF

CREATURE 1

Pathfinder Bestiary 334, page 27, art on page 32

Initiative Perception +7

Cargo Points: If the halfling druids defeat the PCs, they take the wagon and leave the PCs unconscious or bound on the road, where they are discovered by travelers a few hours later. They do not try to steal from the wagon during combat. PCs unconscious, but not dead, if this encounter ends in the party's defeat are not reported as dead, though they still fail both their primary and secondary objectives and gain the Thorny Situation boon on their Chronicle sheet.

Reward: One of the halfling druids carries a *wondrous figurine (onyx dog)* along with the rest of his gear. The dog has already been used in the last week, and so can't be used until after this scenario. In Subtier 3-4, this is instead a *type I bag of holding*.

B4. Storm (Optional Encounter) Moderate

This is an optional encounter and occurs only if the PCs stop to rest for the night, after they have had a chance to recover from previous encounter. If you are running low on time or typically run low on time when running scenarios with numerous combat encounters, you can skip this encounter.

Creature: The weather worsens, and the scale summons an air elemental inside the wagon.

SUBTIER 1-2

ZEPHYR HAWK

CREATURE 3

Pathfinder Bestiary 144, page 22

Initiative Perception +7

SUBTIER 3-4

LIVING WHIRLWIND

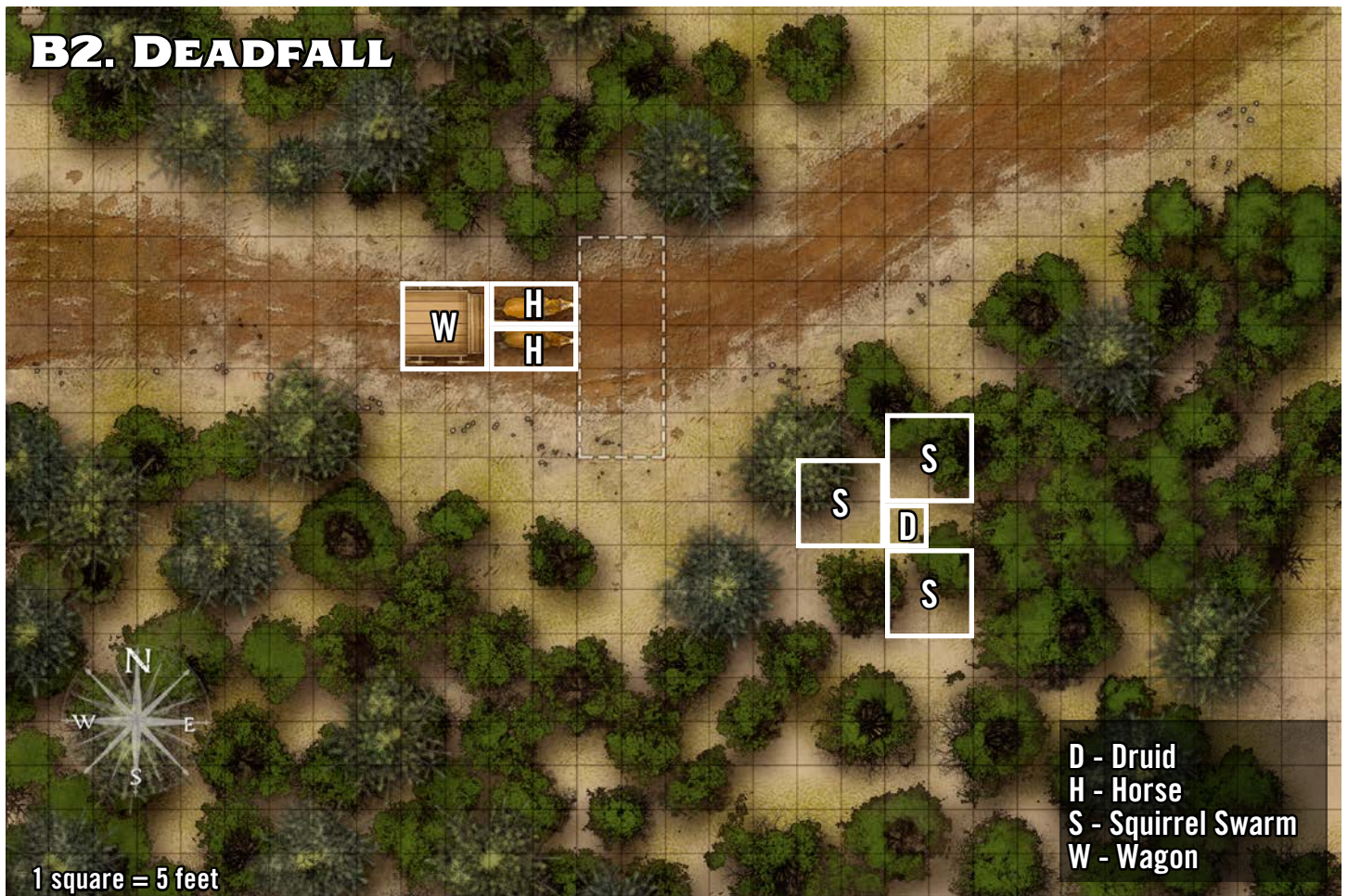
CREATURE 5

Pathfinder Bestiary 144, page 28, art on page 33

Initiative Perception +10

Bandits of Immenwood

B2. DEADFALL



Special: This encounter can reoccur every night the PCs camp while the *Scale* is present. Should this encounter reoccur due to repeated resting, you can abstract it in the interest of time, dealing 4 damage to each PC (8 in Subtier 3–4) and indicate to the PCs that resting will incur further attacks.

C. HIGH COAST ROAD SEVERE

A few hours later, the wagon draws near the wooded archway where the road leaves the Immenwood. Vengeant Thorn has been following the group and realizes this may be his last chance to capture the *Scale*. He brings his forces to bear as the wagon leaves the forest near the coast, using the aquatic creatures as an anvil to beat the PCs against.

The road exits the forest within sight of the sea. The howling wind and driving rain make travel difficult as you continue along.

All squares are difficult terrain due to the repeated lashing of the rain. As the PCs reach the indicated area on

the map, Vengeant Thorn emerges from the forest behind them. He shouts, his voice amplified by the *Scale* into a thunderous roar that echoes from the clouds above.

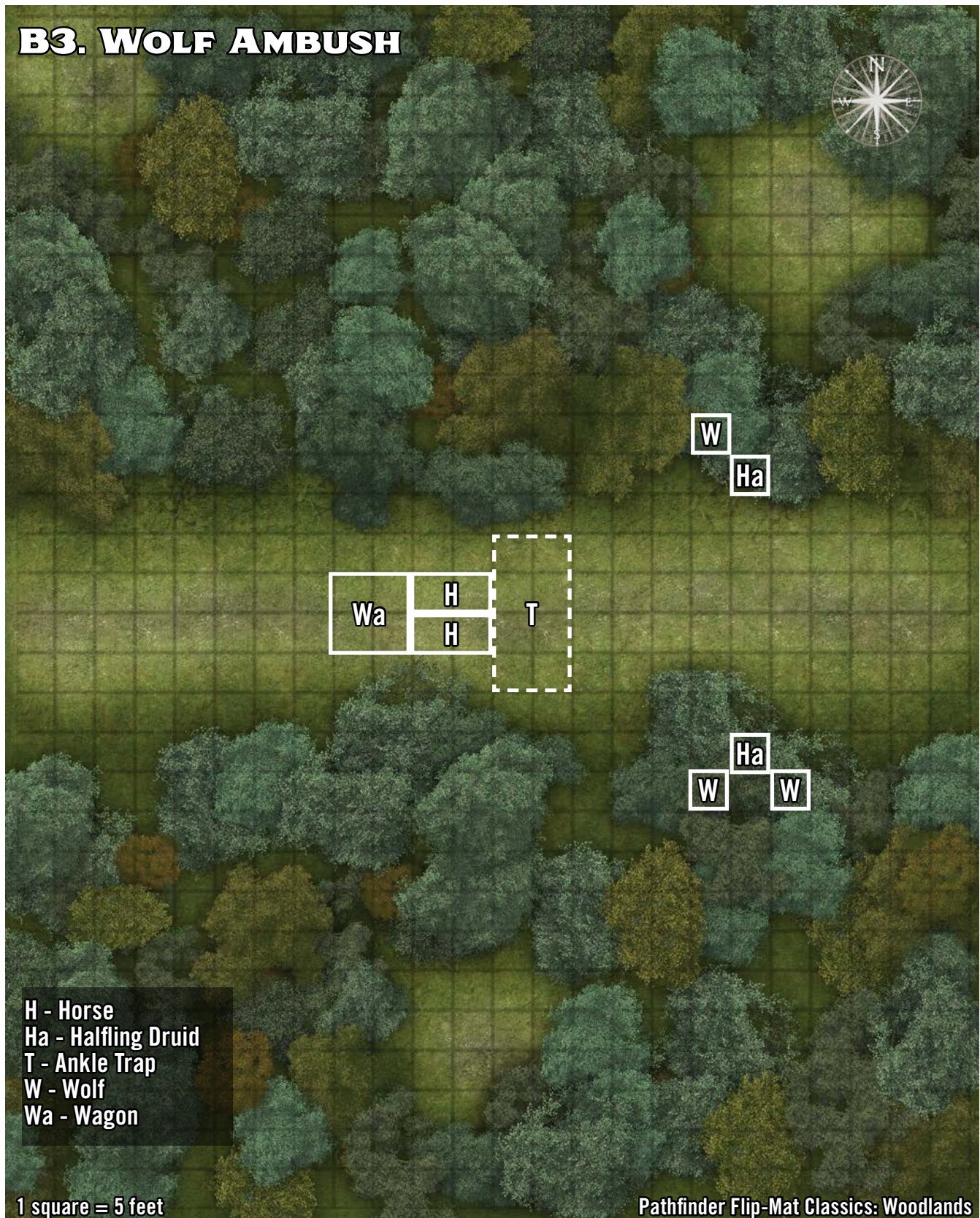
A centaur emerges from the forest behind you, holding a staff aloft into the storm. A thunderous voice booms from above as the figure shouts and gestures at the sky.

"Pathetic weaklings! You dare to carry the power of the storm, as if it were a mere bauble? How dare you! I can feel the power of what you bear, even if you cannot! Surrender your cargo to me, and it is possible you may live to draw breath for another day. Resist, and the Storm shall wash you from the earth. Choose swiftly!"

Creatures: Vengeant Thorn sees this as his last chance to obtain the *Scale* before the PCs escape into the open country for good. He prepares an ambush just as the road exits the forest near the shoreline, casting defensive spells before revealing himself and opening with his scroll of entangle. In Subtier 1–2, reefclaws have been attracted by the *Scale* as well and serve as erstwhile allies;

Bandits of Immenwood

B3. WOLF AMBUSH



Bandits of Immenwood

in Subtier 3–4, Thorn has contacted sea devil allies to help him defeat the PCs. He uses his spells and leverages the scale’s magic to push the PCs away from the wagon and toward the aquatic creatures.

SUBTIER 1–2

VENGEANT THORN

CREATURE 3

Page 23, art on page 36

Initiative Perception +7

REEFCLAW SPAWN

CREATURE 0

Page 23, art on page 34

Initiative Perception +8

SUBTIER 3–4

VENGEANT THORN

CREATURE 5

Page 29, art on page 36

Initiative Perception +13

SEA DEVIL SCOUT

CREATURE 2

Pathfinder Bestiary 286, page 29, art on page 35

Initiative Perception +9

Reward: Besides his gear, Vengeant Thorn wears a small non-magical jade medallion with faint markings which match the patterns on the *Scale of the Spurned Tempest*. Whether this accounts for Thorn’s unusual sensitivity to the presence of the scale is unknown at this time. The medallion is worth 18 gp (50 gp in Subtier 3–4).

CONCLUSION

Once Vengeant Thorn is defeated and the *Scale* is revealed, the rest of the trip is uneventful. If the *Scale* is retrieved without being picked up by a PC, the bad weather and misfortune effects continue as before until they reach Absalom. As long as they claimed the *Scale*, the PCs gain the Touched by the Storm boon on their Chronicle sheet.

Back at the Grand Lodge, Zarta welcomes the PCs back and listens to their report. She has a wizard from the Grand Archive take possession of the *Scale* using *telekinesis* and take it to the vaults. Zarta informs the PCs that the *Scale* will be studied under isolated conditions to fully understand its effects (including any PC who picked up the *Scale*). If any Grand Archive faction members

are present, she adds that the Scale will be stored in the vaults under Skyreach once its secrets are understood, “to ensure no one uses it, and to keep it available in case we need to use it.”

If any members of the Vigilant Seal faction are present, Zarta can’t resist mocking them slightly. “It’s a good thing that this item came to my attention! Imagine if one of those reckless followers of Eando Kline had gotten hold of it? It would probably have been smashed to pieces or tossed back into the sea. ‘Vigilant,’ indeed!”

Reporting Notes

If the PCs managed to complete both their objectives and killed or captured Vengeant Thorn, check box A. If the PCs managed to complete both their objectives but Thorn successfully escaped during the final encounter, check box B. If the PCs made it to area C and survived the scenario but lost the scale to Thorn, check box C. If the PCs earned the Thorny Situation boon, check box D.

Primary Objectives

The PCs fulfill their primary objective if they protect the scale and deliver it to Zarta Dralneen at the Grand Archive. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

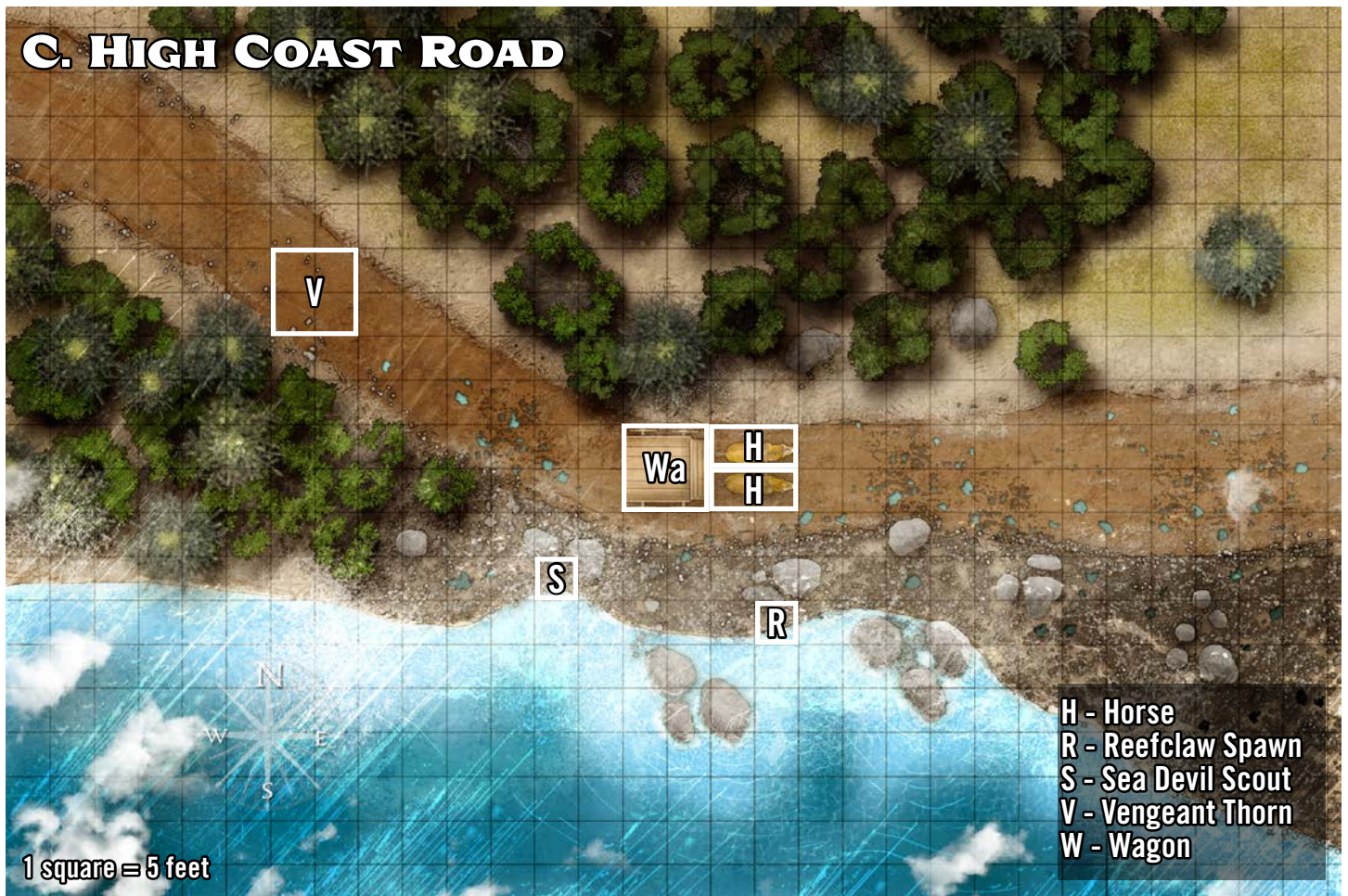
If the PCs manage to return the wagon to the Grand Lodge with at least 15 Cargo Points remaining, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

Members of the Grand Archive faction need to ensure that the notes and charts from the earlier expedition are not lost or damaged. To accomplish this, two of the following three conditions must be fulfilled: the wagon must lose no more than 3 Cargo Points; any damage to the wagon must be repaired completely immediately (during the encounter); or the cargo must be specially protected by a clever means to prevent water damage to the fragile maps and notes. Completing two of these conditions grants 2 additional Reputation with the Grand Archive faction.

Bandits of Immenwood

C. HIGH COAST ROAD



Bandits of Immenwood

Handout #1: Durvin's Query Manifest

List of Items Recovered from the Wreck of Durvin's Query

1. Ivory carving of lightning bolt (40 lbs.)
2. Reed mat with colored portrait (Gozreh?) (rolled) (10 lbs.)
3. Wooden chest containing pottery shards and shell fragments (75 lbs.)
4. Carved ebony box with wax seal (10 lbs.)
5. Inlaid silver and turquoise necklace with scales and teeth ornamentation (5 lbs.)
6. Carved stone statues (6 × 150 lbs. each)
7. Chest containing four carved wooden masks (40 lbs.)
8. 4' × 6' bamboo mat inlaid with shells – possible map? (rolled) (20 lbs.)
9. Silver figurine of a sea dragon, packed in crate with coconut fibres (50 lbs.)
10. 6 bags of assorted fragments – pottery, glass, beads, semiprecious stone, ivory
11. 4 tapestries from temple sanctuary (rolled) (30 lbs. each)
12. Bronze medallion of the sun, on beaded necklace (5 lbs.)
13. 27 scroll cases, sealed, and 18 scroll cases, damaged (in box) (10 lbs.)
14. Pathfinder drawings, notes, rubbings of carvings, and charts (in 12 tubes) (25 lbs.)
15. Ceremonial dagger with turquoise hilt
16. Bamboo armor and shield inlaid with semiprecious stones and fish scales
17. Helm made from a large shell, inlaid with semiprecious stones
18. Two dozen tjerbute of bone and obsidian in various states of preservation (in barrels)
19. Assorted spears, arrows, clubs, and staves (in barrels)
20. Wooden buckler covered in reptile scale (dragonhide?)

Certified a true and correct inventory

B. Alysandro

Bandits of Immenwood

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 A (Subtier 1-2)

The frogs attempt to jump onto the wagon en masse. The frogs stick to the creatures and objects they cover, and move with those creatures until removed. The frogs can be killed as usual, or can be merely swept off with hands or an implement. One PC can sweep the frogs off of another creature or one 5-foot square of the wagon using three consecutive actions with their hands, or two consecutive actions with a suitable implement such as a broom or shovel. Frogs that are swept off disperse and do not return.

If either of the wagon horses fails their save against the swarm's distraction ability (Will +5), the pair bolts. They gallop each turn in a straight line until a PC regains control with a successful DC 15 Nature check to Command an Animal. (This might require extending past the edge of the map.) If the wagon horses remain uncontrolled for three consecutive rounds, they hurtle off the road and overturn. This deals 1d8 bludgeoning damage to the horses and anyone else on the wagon. The wagon tips and dumps its cargo over the wet ground. It takes an hour and a DC 14 Strength check to right and repack the wagon.

SCALING ENCOUNTER A

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2: For every two challenge points in the group beyond 8 increase the DC of the swarm's distraction ability by 1.

SUBTIER 1-2

FROG SWARM

CREATURE -1

N	LARGE	ANIMAL	SWARM
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Perception +5; low-light vision

Skills Acrobatics +4 (+8 to jump)

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

AC 13; **Fort** +2, **Ref** +7, **Will** +4

HP 12 **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6 (except bludgeoning)

Speed 30 feet, climb 10 feet

Distraction ♦♦ Any living creature within the area of a frog swarm must attempt a DC 12 Will save. Humanoids that fail this save are stunned 1 (stunned 2 on a critical failure). Animals are frightened 1 on a successful save, frightened 2 and fleeing on a failure, and frightened 3 and fleeing on a critical failure.

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SCALING ENCOUNTER B1

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2: For every 2 challenge points beyond 8, add one osprey to the encounter.

Encounter B1 (Subtier 1-2)

A flock of ospreys attacks, trying to destroy the source of the song.

OSPREYS (4)

CREATURE -1

N **SMALL** **ANIMAL**

Perception +6; low-light vision

Skills Acrobatics +6

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

AC 16; **Fort** +4, **Ref** +6, **Will** +2

HP 7 each

Speed 10 feet, fly 40 feet

Melee ♦ beak +6 (finesse), **Damage** 1d4 piercing

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

Diving Attack ♦♦ The osprey Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

Bandits of Immenwood

Encounter B2 (Subtier 1-2)

A halfling druid serving Vengeant has rigged a large tree to fall when a rope is severed. A PC who succeeds at a DC 18 Perception check sees a slight motion in the underbrush when he makes this motion; these PCs notice the druid's presence.

Creatures: On its first turn, the swarm of squirrels finishes chewing through the rope to trigger the trap; this does not take an action. It then moves up to attack the largest cluster of PCs. If the PCs notice the halfling druid and choose to fight him use the stats from encounter **B3** (page 23).

Hazard: The deadfall trap triggers at the start of the squirrel swarm's turn. Squirrel chewing is an imprecise means of setting off a trap; the trap falls just ahead of the wagon, blocking its passage.

SUBTIER 1-2

DEADFALL TRAP


HAZARD 1

MECHANICAL TRAP

Stealth DC 18

Description A large tree has been cut down and supported only by a rope.

Disable The trap cannot be disabled in advance.

Deadfall  **Trigger** The squirrel swarm finishes chewing through the rope at the beginning of its turn; **Effect** The tree drops 10 feet in front of the wagon, blocking the road. The tree deals 2d8 bludgeoning damage to anyone beneath the tree when it drops and pushes them out of its space in a random direction. A creature that succeeds at a DC 18 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, it can choose the direction. Mounted creatures do not attempt a save unless their mount attempts a save and fails. If a mounted creature's mount fails the save, the mounted creature can attempt its own DC 18 Reflex save by leaping off its mount,

SCALING ENCOUNTER B2

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2 (10-11 Challenge Points): Increase the DC of the hazard by 2.

Subtier 1-2 (12-13 Challenge Points): Add one squirrel swarm to the encounter.

Subtier 1-2 (14-15 Challenge Points): Increase the DC of the hazard by 2 and add a squirrel swarm.

taking 1d4 bludgeoning damage from the fall. This damage is taken whether the save is successful or not.

Reset None

SQUIRREL SWARM

CREATURE 1

N SMALL ANIMAL SWARM

Perception +5; low-light vision

Skills Acrobatics +8, Athletics +4 (+6 to Climb)

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 12; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6

Speed 30 feet, climb 20 feet

Swarming Claws and Teeth [two actions] Each enemy in the swarm's space takes 1d4 piercing damage and must attempt a DC 17 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage

Failure The creature takes full damage and is clumsy 2.

Critical Failure The creature takes double damage, is clumsy 2, and falls prone.

A creature affected by this attack can spend 2 actions on its turn to attempt another DC 17 Reflex save to remove the clumsy condition.

Bandits of Immenwood

SCALING ENCOUNTER B3

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2 (10-11 and 14-15*Challenge Points): Add one halfling druid to the encounter. Do not add this druid's animal companion.

Subtier 1-2 (12-13 Challenge Points): Add one halfling druids (and their wolf animal companion) to the encounter.

Entries marked with an asterisk (*) include the level bump adjustment.

Encounter B3 (Subtier 1-2)

An ambush waits for the PCs.

Hazard: Several small camouflaged pits and partially buried stakes form a trap spanning the road here.

Creatures: The halfling druids cast *magic fang* on their wolf animal companions and then remain hidden at the edge of the forest, slinging stones or casting spells at the PCs. The animal companions and forest wolves attack the wagon's horses first, but turn on anyone who damages them. Any wolf that is injured is healed by one of the druids as soon as possible. A wolf that is reduced to 8 HP flees. The druids and their animal companions fight until captured or killed, fearing Thorn's vengeance more than the PCs.

If the PCs defeated the druid in encounter B2, remove one druid and his wolf companion from this encounter.

ANKLE TRAP


HAZARD 1

MECHANICAL TRAP

Stealth DC 18

Description Many small pits have been dug in the road and covered with leaves and dirt to disguise them.

Disable If spotted, the pits can be avoided by moving at one quarter or normal speed.

Trip Up  **Trigger** A creature walks into the affected area;

Effect Any creature that walks through the affected area must attempt a DC 14 Acrobatics check. Creatures that fail this check take 1d4 bludgeoning damage and a -5-foot penalty to their Speed for 1 hour. A critical failure increases the damage to 2d4 and reduces the creature's Speed by half for 1 hour.

Reset None (multiple pits in area)

HALFLING DRUIDS (2)

CREATURE 0

NE SMALL HALFLING HUMANOID

Perception +8; low-light vision

Skills Athletics +3, Stealth +6

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


Items lesser bottled lightning, club, minor elixir of life, halfling slingstaff (10 bullets), leather armor, mistletoe and holly, 12 sp

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


HP 15


Speed 25 feet

Melee  club +3, **Damage** 1d6 bludgeoning

Ranged  halfling slingstaff +6 (range increment 80 feet, reload 1), **Damage** 1d10 bludgeoning

Primal Prepared Spells DC 16; **1st** *fear*, *magic fang*; **Cantrips** (1st) *dancing lights*, *know direction*, *sigil*, *tanglefoot*

Command an Animal  The druid directs their animal companion, giving it two Actions to use.

Support  The halfling druid's animal companion supports its master's attacks, tearing tendons with each opening. Until the start of the druid's next turn, any Strikes that damage a target that the animal companion threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success). While using Support, the only other actions an animal companion can use on its turn are movement actions to get into position. If an animal companion has used any other actions on its turn, it cannot support its master.

ANIMAL COMPANIONS (WOLF) (2)

N SMALL ANIMAL MINION

Perception +4; low-light vision, scent (imprecise) 30 feet


Skills Acrobatics +6, Athletics +5, Survival +4


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

AC 16; **Fort** +5, **Ref** +6, **Will** +4

HP 14

Speed 40 feet

Melee  jaws +6 (finesse), **Damage** 1d6+2 bludgeoning

Support  The animal companion supports its druid master, tearing tendons with each opening. Until the start of the druid's next turn, any Strikes that damage targets that the animal companion threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success). While using Support, the only other actions an animal companion can use on its turn are movement actions to get into position. If an animal companion has used any other actions on its turn, it cannot support its master.

Bandits of Immenwood

Encounter B4 (Subtier 1-2)

This is an optional encounter and occurs only if the PCs stop to rest. If you are running low on time or typically run low on time when running scenarios with numerous combat encounters, you can skip this encounter even if the PCs choose to rest. Otherwise, if the PCs elect to rest at any point in their travels, run this encounter midway through their rest period. This should impress upon the PCs the importance of getting the scale to the safety of the Grand Lodge as quickly as possible.

The weather worsens, and the scale summons an air elemental inside the wagon. The elemental spends its first two actions attacking the canvas covering to break free and then begins moving to assault the PCs.

ZEPHYR HAWK

CREATURE 3

N **SMALL** **AIR** **ELEMENTAL**

Perception +7; darkvision

Skills Acrobatics +13, Stealth +11

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

SCALING ENCOUNTER B4

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2: Add 5 Hit Points to the zephyr hawk for every 2 Challenge Points above 8.

AC 21; **Fort** +6, **Ref** +13, **Will** +7

HP 36; **Immunities** bleed, paralyzed, poison, sleep

Speed fly 50 feet

Melee ♦ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

Circling Attack ♦♦ The zephyr hawk Flies up to half its Speed, makes two wing Strikes, then Flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions. Both attacks count toward the zephyr hawk's multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.

Bandits of Immenwood

SCALING ENCOUNTER C

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2 (10-11 Challenge Points): Increase the DC to resist the scale's effects by 2.

Subtier 1-2 (12-13 Challenge Points): Add one reefclaw spawn to the encounter, and increase the DC for the scale's effects by 2.

Subtier 1-2 (14-15 Challenge Points): Add two reefclaw spawn to the encounter.

Encounter C (Subtier 1-2)

Vengeant Thorn sees this as his last chance to obtain the scale before the PCs escape. He prepares an ambush just as the road exits the forest near the shoreline, casting defensive spells before revealing himself and opening with his *scroll of entangle*. Some reefclaws have been attracted by the scale as well and serve as erstwhile allies. He uses his spells and the scale's abilities to push the PCs away from the wagon and toward the aquatic creatures.

The Scale: When Thorn attacks, he displays an instinctive understanding of the scale's power. This close to the sea, the scale is near full potency, and it takes little to awaken it from its semidormant state. By spending a Focus Point and three consecutive actions, Thorn can cause the scale (and its container) to fly around inside the wagon and try to tear free of the wagon covering, although it cannot damage the wagon covering on its own. Thorn then tries to damage the wagon, allowing the Scale to fly up into the storm and hover, forming a whirlwind centered on the wagon.

The wind makes ranged attacks impossible, and creatures must attempt a DC 14 Athletics check to move. On a success, the creature can move up to half speed (up to full speed on a critical success). On a failure, the creature cannot move and that action is wasted. On a critical failure, the creature is knocked prone and blown 10 feet in a random direction.

Once per round, the scale summons a lightning bolt from the sky that targets a random creature on the beach (possibly including Thorn and his allies). This spell acts as an electric arc cantrip, dealing 1d4+2 electricity damage (DC 16 basic Reflex). If the scale is still inside its container, the first such bolt destroys the box in a blast of splinters, revealing the scale in all of its glory.

If Thorn is killed or retreats, the Scale returns to its semidormant state, floating to the ground as the wind returns to its normal strong level. The lightning and wind effects cease, and the scale can be retrieved.

VENGEANT THORN

CREATURE 3

NE LARGE BEAST

Perception +7; darkvision

Languages Common, Elven, Sylvan

Skills Acrobatics +5, Athletics +9, Diplomacy +4, Intimidation +4, Nature +5, Survival +5

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

Items leather armor, *scroll of entangle*, staff, *tracker's goggles*, mistletoe and holly

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

HP 40

Speed 40 feet

Melee ♦ hoof +7 (agile), **Damage** 1d10+2 bludgeoning

Melee ♦ staff +9 (two-hand d8), **Damage** 1d6+2 bludgeoning

Primal Prepared Spells DC 16; **1st** *fear*, *hydraulic push*, *pass without trace* (already cast); **Cantrips** (1st) *electric arc*, *know direction*, *sigil*, *tanglefoot*

Druid Order Spells 2 Focus Points, DC 16; **1st** *tempest surge* (Core Rulebook 400)

Storm Born Vengeant Thorn has an innate connection to storms. He does not take circumstance penalties to ranged spell attacks or Perception checks caused by weather, and his targeted spells ignore concealment caused by weather (such as fog).

REEFCRAW SPAWN

CREATURE 0

N SMALL ABERRATION AMPHIBIOUS AQUATIC

Perception +8; darkvision

Languages Common (can't speak any language)

Skills Acrobatics +5, Athletics +2 (+6 to Swim), Diplomacy +4, Intimidation +4, Nature +5, Survival +5

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

AC 18; **Fort** +5, **Ref** +7, **Will** +2

HP 17 each

Death Frenzy ⤵ **Trigger** The reefclaw is reduced to 0 Hit Points. **Effect** The reefclaw makes a claw Strike before dying.

Speed 10 feet, swim 30 feet

Melee ♦ claw +7 (finesse), **Damage** 1d6-1 slashing plus reefclaw venom and Grab

Constrict ♦ 1d4 bludgeoning, DC 15

Reefclaw Venom (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1(1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round).

Special The reefclaws follow the call of the scale, but its siren song affects aquatic aberrations differently than normal animals. While in pursuit of the scale, the reefclaws gain the amphibious trait, gain a +5-foot item bonus to their Speed, and are sickened 2 (all adjustments already included in their stat block). The reefclaws cannot remove these conditions while within a half mile of the scale.

Bandits of Immenwood

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 A (Subtier 3-4)

The frogs attempt to jump onto the wagon en masse. They stick to the creatures and objects they cover, and move with those creatures until removed. The frogs can be killed as usual, or can be merely swept off with hands or an implement. One PC can sweep the frogs off of another creature or one 5-foot square of the wagon using three consecutive actions with their hands, or two consecutive actions with a suitable implement such as a broom or shovel. Frogs that are swept off disperse and do not return.

If either of the wagon horses fails their save against the swarm's distraction ability (Will +5), the pair bolts. They gallop each turn in a straight line until a PC regains control with a successful DC 17 Nature check to Command an Animal. (This might require extending past the edge of the map.) If the wagon horses remain uncontrolled for three consecutive rounds, they hurtle off the road and overturn. This deals 1d8 bludgeoning damage to the horses and anyone else on the wagon. The wagon tips and dumps its cargo over the wet ground. It takes an hour and a successful DC 14 Strength check to right and repack the wagon.

SCALING ENCOUNTER A

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 1-2: For every two challenge points in the group beyond 16 increase the DC of the swarm's distraction ability by 1.

FROG SWARMS (2)

CREATURE -1

N **SMALL** **ANIMAL** **SWARM**

Perception +5; low-light vision

Skills Acrobatics +4 (+8 to jump)

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

AC 13; **Fort** +2, **Ref** +7, **Will** +4

HP 12 **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6 (except bludgeoning)

Speed 30 feet, climb 10 feet

Distraction ♦♦ Any living creature within the area of a frog swarm must attempt a DC 12 Will save. Humanoids that fail this save are stunned 1 (stunned 2 on a critical failure). Animals are frightened 1 on a successful save, frightened 2 and fleeing on a failure, and frightened 3 and fleeing on a critical failure.

Bandits of Immenwood

SCALING ENCOUNTER B1

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 3–4 (19–22 Challenge Points): Increase the hit points of both giant ospreys by 10.

Subtier 3–4 (23–27 Challenge Points): Add one giant osprey to the encounter.

Subtier 3–4 (28–42 Challenge Points): Add one giant osprey to the encounter, and increase the Hit Points of all giant ospreys by 10.

GIANT OSPREYS (2)

CREATURE 3

N **LARGE** **BEAST**

Perception +8; low-light vision

Skills Acrobatics +11, Athletics +8

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

AC 19; **Fort** +6, **Ref** +11, **Will** +8

HP 45

Speed 10 feet, fly 60 feet

Melee ♦ beak +12 (finesse), **Damage** 2d8+5 piercing

Melee ♦ talon +12 (agile), **Damage** 1d10+5 slashing plus Grab

Diving Attack ♦♦ The giant osprey Flies up to double its fly Speed in a straight line, descending at least 10 feet, and then makes a talon Strike.

Encounter B1 (Subtier 3–4)

A flock of ospreys attacks, trying to destroy the source of the song.

Bandits of Immenwood

Encounter B2 (Subtier 3–4)

As the wagon approaches a slight bend in the road, the centaur druid Vengeant Thorn and his bandit underlings make their first direct move. A halfling druid serving Vengeant Thorn has rigged a large tree to fall towards the roadway when he releases a rope. A PC who succeeds at a DC 20 Perception check sees a slight motion in the underbrush before the deadfall trap triggers, allowing that PC one action before the trap triggers.

The druid fears missing the wagon and so triggers the trap early. This can injure those traveling ahead of the wagon.

After the deadfall is triggered, the druid sneaks away and sends a swarm of squirrels to attack the wagon. If the PCs manage to sneak up on the druid, use the halfling druid stats from encounter **B3** (page 29).

DEADFALL TRAP

HAZARD 3

MECHANICAL TRAP

Stealth DC 20

Description A large tree has been cut down and supported only by a rope.

Disable The trap cannot be disabled in advance (unless the PCs are able to out stealth Vengeant Thorn and sneak up on him before the wagon reaches the target zone).

Deadfall **Trigger** Vengeant Thorn releases the rope when the wagon is 10 feet away from the target zone; **Effect** The tree drops 10 feet in front of the wagon, blocking the road. The tree deals 3d12 bludgeoning damage to anyone beneath the tree when it drops and immobilizes them. A creature that succeeds at a DC 20 Reflex save takes half damage and is not immobilized, instead rolling out of the way in a random direction. On a critical success, the creature can choose the direction. Mounted creatures do not attempt a save unless their mount attempts a save and fails. If a mounted creature's mount fails the save, the mounted creature may attempt its own DC 18 Reflex save by leaping off of its mount, taking 1d4 bludgeoning damage from the fall. This damage is taken whether the save is successful or not.

Reset None

SCALING ENCOUNTER B2

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 3–4 (19–22 Challenge Points): Increase the DC of the hazard by 2.

Subtier 3–4 (23–27 Challenge Points): As 19–22 and add one squirrel swarm to the encounter.

Subtier 3–4 (28–42 Challenge Points): Apply the 19–22 and 23–27 adjustments and increase the DC of the squirrel swarms' rabies affliction by 2.

RABID SQUIRREL SWARMS (3)

CREATURE 1

N LARGE ANIMAL SWARM

Perception +5; low-light vision

Skills Acrobatics +8, Athletics +4 (+6 to Climb)

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 12; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** physical 6

Speed 30 feet, climb 20 feet

Swarming Claws and Teeth **◆◆** Each enemy in the swarm's space takes 1d4 piercing damage and must attempt a DC 17 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage, is clumsy 2, and is exposed to rabies.

Critical Failure The creature takes double damage, is clumsy 2, falls prone, and is exposed to rabies.

A creature affected by this attack can spend 2 actions on its turn to attempt another DC 17 Reflex save to remove the clumsy condition.

Rabies (disease) **Saving Throw** DC 14 Fortitude; **Stage 1** sickened 1 and stupefied 1 (1 day), **Stage 2** sickened 2 and stupefied 2 (1 day), **Stage 3** confused (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

Bandits of Immenwood

SCALING ENCOUNTER B3

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 3–4 (19–22 and 28–32* Challenge Points): Add a wolf to the encounter.

Subtier 3–4 (23–27 and 33–42* Challenge Points): Add a halfling druid (and their wolf animal companion) to the encounter.

Entries with an asterisk (*) include the level bump adjustment.

Encounter B3 (Subtier 3–4)

Several small camouflaged pits and partially buried stakes form a trap spanning the road here.

While the PCs are dealing with the hazard, some of Thorn's bandit goons attack with their trained animals. The halfling wolf master casts *magic fang* on their wolf animal companions and then remains hidden at the edge of the forest, slinging stones or casting spells at the PCs. The animal companions and dire wolves attack the wagon's horses first, but turn on anyone who damages them. Any wolf that is injured is healed by the wolf master as soon as possible. A dire wolf that is reduced to 8 HP flees. The wolf master and their animal companions fight until captured or killed, fearing Thorn's vengeance more than the PCs.

ANKLE TRAP

HAZARD 1

MECHANICAL TRAP

Stealth DC 20

Description Many small pits have been dug in the road and covered with leaves and dirt to disguise them.

Disable If spotted, the pits can be avoided by moving at one quarter or normal speed.

Trip Up **Trigger** A creature walks into the affected area; **Effect** Any creature that walks through the affected area must attempt a DC 14 Acrobatics check. Creatures that fail this check take 1d8 bludgeoning damage and a –5-foot penalty to their Speed for 1 hour. A critical failure increases the damage to 2d8 and reduces the creature's Speed by half for 1 hour.

Reset none (multiple pits in area)

HALFLING DRUIDS (2)

CREATURE 2

NE SMALL HALFLING HUMANOID

Perception +10; low-light vision

Skills Athletics +6, Stealth +8

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

Items club, halfling slingstaff (10 bullets), holly and mistletoe, leather armor, 22 sp

AC 19; **Fort** +6, **Ref** +8, **Will** +10

HP 35

Speed 25 feet

Melee club +5, **Damage** 1d6 bludgeoning

Ranged halfling slingstaff +8, 80 feet **Damage** 1d10 bludgeoning

Primal Prepared Spells DC 17; **2nd** *animal messenger*, *barkskin*; **1st** *fear*, *fleet step*, *magic fang*; **Cantrips (1st)** *dancing lights*, *know direction*, *sigil*, *tanglefoot*

Druid Order Spells 2 Focus Points, DC 17; **1st** *heal animal* (Core Rulebook 399)

Support The halfling druid's animal companion supports its master's attacks, tearing tendons with each opening. Until the start of the druid's next turn, any Strikes that damage a target that the animal companion threatens give the target a –5-foot status penalty to its Speeds for 1 minute (–10 on a critical success). While using Support, the only other actions an animal companion can use on its turn are movement actions to get into position. If an animal companion has used any other actions on its turn, it cannot support its master.

ANIMAL COMPANIONS (WOLF) (2)

N SMALL ANIMAL MINION

Perception +4; low-light vision, scent (imprecise, 30 feet)

Skills Acrobatics +6, Athletics +5, Survival +4

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

AC 16; **Fort** +5, **Ref** +6, **Will** +4

HP 30

Speed 40 feet

Melee jaws +8 (finesse), **Damage** 1d6+2 bludgeoning

Support The animal companion supports its druid master, tearing tendons with each opening. Until the start of the druid's next turn, any Strikes that damage targets that the animal companion threatens give the target a –5-foot status penalty to its Speeds for 1 minute (–10 on a critical success). While using Support, the only other actions an Animal Companion can use on its turn are movement actions to get into position. If an Animal Companion has used any other actions on its turn, it cannot Support its master.

WOLF

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

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

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

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee jaws +9, **Damage** 1d6+2 piercing plus Knockdown

Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

Bandits of Immenwood

Encounter B4 (Subtier 3–4)

This is an optional encounter and occurs only if the PCs stop to rest. If you are running low on time or typically run low on time when running scenarios with numerous combat encounters, you can skip this encounter even if the PCs choose to rest. Otherwise, if the PCs elect to rest at any point in their travels, run this encounter midway through their rest period. This should impress upon the PCs the importance of getting the scale to the safety of the Grand Lodge as quickly as possible.

The weather worsens, and the scale summons an air elemental inside the wagon. The elemental spends its first two actions attacking the canvas covering to break free and then begins moving to assault the PCs.

LIVING WHIRLWIND

CREATURE 5

N **MEDIUM** **AIR** **ELEMENTAL**

Perception +10; darkvision

Languages Auran

Skills Acrobatics +16, Stealth +14

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


AC 24; **Fort** +9, **Ref** +16, **Will** +10

HP 50; **Immunities** bleed, paralyzed, poison, sleep

SCALING ENCOUNTER B4


To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 3–4: Add 10 Hit Points to the living whirlwind for every 4 Challenge Points above 18.

Disperse  **Trigger** The living whirlwind takes damage from a hostile action.

Effect The living whirlwind disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the turn, the living whirlwind reforms in any space in which it can fit within 25 feet of where it dispersed and any auras or emanations it has are restored as long as their duration didn't run out while it was dispersed.

Speed fly 50 feet; swiftness

Melee  gust +14 (finesse, reach 10 feet), **Damage** 2d6+7 bludgeoning plus Push 5 feet

Swiftness The living whirlwind's movement doesn't trigger reactions.

Bandits of Immenwood

SCALING ENCOUNTER C

To accommodate PCs of different levels use the following challenge point adjustments.

Subtier 3-4 (19-22 Challenge Points): Increase the DC for the scale's effects by 2.

Subtier 3-4 (23-27 Challenge Points): Add one sea devil scout to the encounter, and increase the DC for the scale's effects by 2.

Subtier 3-4 (28+ Challenge Points): Add two sea devil scouts to the encounter.

Encounter C (Subtier 3-4)

Vengeant Thorn prepares to ambush the PCs just as the road exits the forest near the shoreline, casting defensive spells before revealing himself and opening with his scroll of entangle. Thorn has contacted some sea devil allies to help him. He uses his spells and the scale's abilities to push the PCs away from the wagon and towards these creatures.

The Scale: When Vengeant Thorn attacks, he displays instinctive understanding of the scale's power. This close to the sea, the scale is already near full potency, and it takes little to awaken it from its semidormant state. By spending a Focus Point and three consecutive actions, Thorn can cause the scale (and its container) to fly around inside the wagon and tear free of the wagon covering, although it can't damage the wagon covering on its own. Thorn then tries to damage the wagon, allowing the Scale to fly up into the storm, forming a whirlwind centered on the wagon.

The wind makes ranged attacks impossible, and creatures must attempt a DC 16 Athletics check to move. On a success, the creature can move up to half speed (up to full speed on a critical success). On a failure, it can't move and the action is wasted. On a critical failure, the creature is knocked prone and blown 10 feet in a random direction.

Once per round, the scale summons a lightning bolt from the sky that targets a random creature on the beach (possibly including Thorn and his allies). This spell acts as an *electric arc* cantrip heightened to 2nd level, dealing 2d4+2 electricity damage (DC 16 basic Reflex). If the scale is still inside its container, the first bolt destroys the box in a blast of splinters, revealing the scale in all of its glory.

If Thorn is killed or retreats, the Scale returns to its semidormant state, floating to the ground as the wind returns to its normal strong level. The lightning and wind effects cease, and the scale can be retrieved.

VENGEANT THORN

NE **LARGE** **BEAST**
Perception +13; darkvision

CREATURE 5

Languages Common, Elven, Sylvan

Skills Acrobatics +7, Athletics +11, Diplomacy +6, Intimidation +6, Nature +7, Survival +7

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

Items holly and mistletoe, leather armor with +1 armor potency rune, scroll of entangle, staff,

AC 19; **Fort** +8, **Ref** +9, **Will** +10

HP 60

Speed 40 feet

Melee ♦ hoof +9 (agile), **Damage** 1d10+2 bludgeoning

Melee ♦ staff +11 (two-hand d8), **Damage** 1d6+2 bludgeoning

Primal Prepared Spells DC 18; **2nd** *barkskin*, *obscuring mist*; **1st** *fear*, *hydraulic push*, *pass without trace* (already cast);

Cantrips (1st) *electric arc*, *know direction*, *sigil*, *tanglefoot*

Druid Order Spells 2 Focus Points, DC 18; **1st** *tempest surge* (*Core Rulebook* 400)

Storm Born Vengeant Thorn does not take circumstance penalties to ranged spell attacks or Perception checks caused by weather, and his targeted spells ignore concealment caused by weather (such as fog).

SEA DEVIL SCOUTS (2)

CREATURE 2

LE **MEDIUM** **AMPHIBIOUS** **HUMANOID** **SEA DEVIL**

Perception +9; darkvision, wavesense 30 feet

Languages Aquan; shark commune 150 feet

Skills Athletics +9 (+11 to Swim), Intimidation +5, Stealth +8, Survival +7

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

Items longspear, spear

Shark Commune (mental, telepathy) The sea devil can communicate telepathically with sharks within range. It can communicate only simple concepts like "come," "guard," or "attack."

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

HP 30 each

Speed 25 feet, swim 35 feet

Melee ♦ longspear +11 (reach 10 feet), **Damage** 1d8+3 piercing

Melee ♦ claw +11 (agile), **Damage** 1d6+3 slashing

Melee ♦ jaws +11, **Damage** 1d8+3 piercing

Ranged ♦ spear +12 (thrown 20 feet), **Damage** 1d6+3 piercing

Blood Frenzy ♦ (rage) **Requirements** The sea devil is not fatigued or already in a frenzy. **Trigger** The sea devil deals bleed damage to a living creature. **Effect** The sea devil flies into a frenzy that lasts 1 minute. While frenzied, the sea devil gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 7 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The sea devil can't voluntarily stop its frenzy. After its frenzy, the sea devil is fatigued.

Bloodletting When the sea devil deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

Bandits of Immenwood



RABID SQUIRREL

Bandits of Immenwood



HALFLING DRUID

Bandits of Immenwood



WOLF

Bandits of Immenwood



LIVING WHIRLWIND

Bandits of Immenwood



REEFCLAW

Bandits of Immenwood



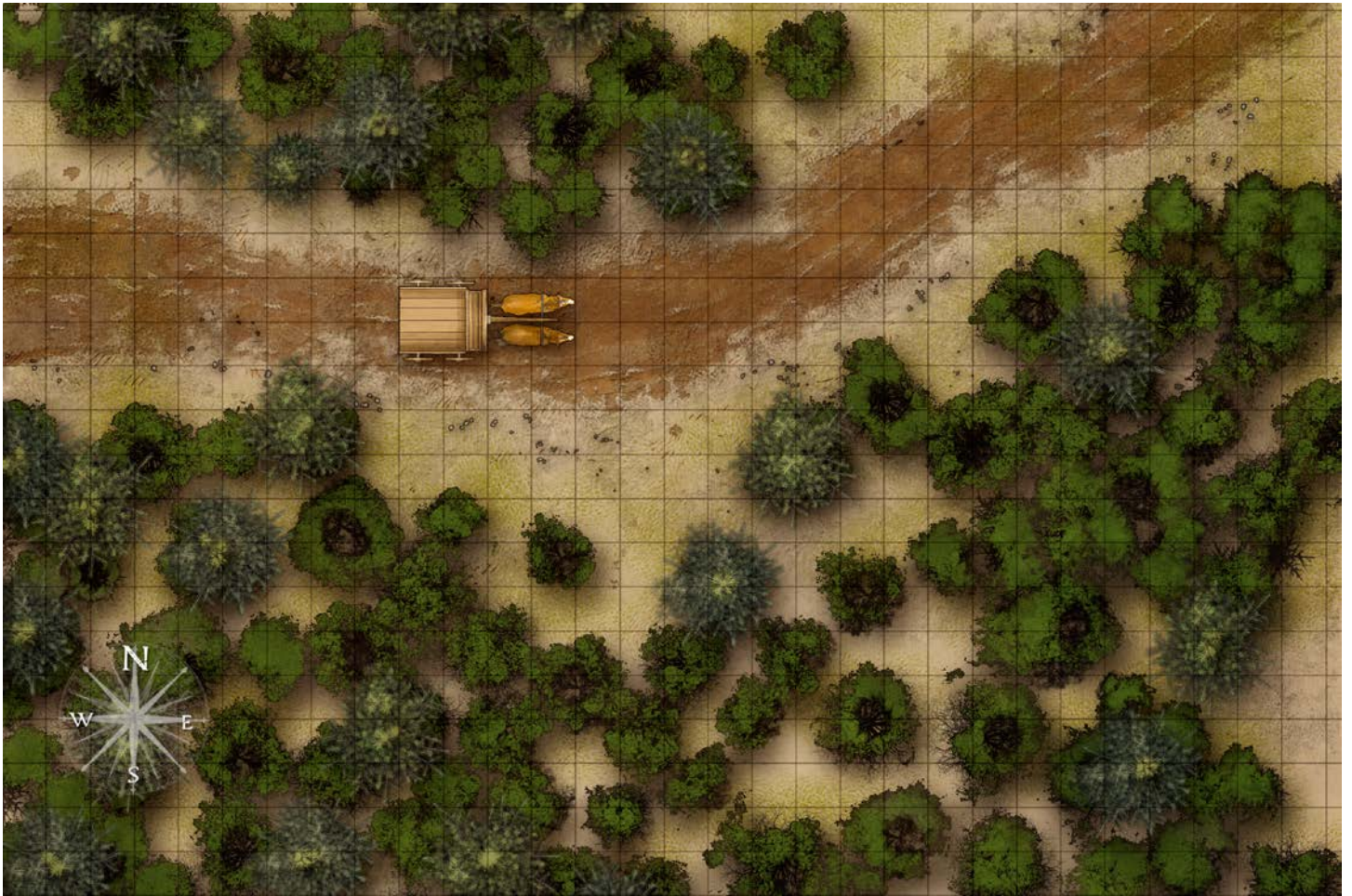
SEA DEVIL SCOUT

Bandits of Immenwood



VENGEANT THORN

Bandits of Immenwood



Bandits of Immenwood



Bandits of Immenwood

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 defeated by Thorn's minions in area **B3** but not slain gain the Thorny Situation boon on their Chronicle sheet.
All PCs who complete this adventure without gaining the Thorny Situation boon gain the Touched by the Storm 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:	<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
Fame Earned:		

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	
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			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

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

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Character Name:	Org Play #:	Level	
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Bandits of Immenwood

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Pathfinder Society Scenario #1-04: Bandits of Immenwood

Character Chronicle #

Herolab Code

K5Z1

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

Adventure Summary

The cargo of *Durvin's Query* proved a daunting load to carry, as it attracted rabid squirrels, druidic bandits, aquatic menaces, and one very angry centaur. Transporting a cart through the Immenwood and along the High Coast Road while constantly beset by the forces of nature was a task for a seasoned adventuring group. Hopefully your efforts have made a difference in the region and the *Scale of the Spurned Tempest* can be safely stored away.

Boons

A Thorny Situation (General): You were beaten by Vengeant Thorn's minions and left tied up in the woods. It's hard to say what will happen to the Immenwood with the renegade centaur in possession of such a powerful artifact, but maybe you'll have better luck thwarting the druid next time around. This boon might have special effects in future scenarios.

Touched by the Storm (General): Your exposure to the stormy power of the *Scale of the Spurned Tempest* has injured you to the elements to a small degree. While this boon is slotted, you gain cold resistance 1 and electricity resistance 1.

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Items

Purchases

Items Sold / Conditions Gained

dull gray aeon stone^U (level 1; 9 gp)
scroll of wall of wind (level 5; 30 gp)
silver buckler, low-grade (level 2; 30 gp)
tracker's goggles (level 3; 60 gp)

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

+1 armor potency rune (level 5; 160 gp)
dragonhide buckler, standard grade (level 8; 400 gp)
scroll of wall of wind (level 5; 30 gp)
tracker's goggles (level 3; 60 gp)

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #