



Year of the Open Road



**PATHFINDER
SOCIETY**

TRAILBLAZER'S BOUNTY

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TABLE OF CONTENTS

Trailblazer's Bounty	3
Player Handouts	19
Appendices	20
Art	30
Maps	35
Treasure and Reporting.	36
Chronicle Sheet.	38

How to Play

Pathfinder Society Scenario #1-05: Trailblazer's Bounty 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

Trailblazer's Bounty makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. 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 the creature stat blocks from the Bestiaries 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/>.



Horizon Hunters



Repeatable

Trailblazer's Bounty

By Tineke Bolleman

The focal point of this adventure is a perilous overland trek through mountainous terrain, in which the PCs fight the dangers of the wilderness and potentially make a few unlikely allies along the way. The adventure assumes that the PCs are members of the Pathfinder Society, an international league of explorers and scholars. GMs who are not running this adventure as a part of the Pathfinder Society organized play program can make slight adjustments to the story to run it for a group of PCs with a different reason for adventuring.

ADVENTURE BACKGROUND

Long since stripped of its most promising resources, yet invaluable as a gateway to Druma and Lake Encarthan's other nations, Isgar has withered under Chelax's underfunded oversight for decades. The Goblinblood Wars devastated the populace, and bandits swiftly took hold of anything Isgar's military could not patrol. During this time, only the strategically critical Conerica River and the capital, Elidir, were protected. However, the region has gradually recovered, and Chelax has begun to invest more resources in the vassal state. With this new income, Isgar has also improved its patrols, making travel across the country far safer.

This has not escaped Druma's notice. Recently, Druma has begun imposing tariffs on several of Isgar's most profitable exports, including textiles and spices. The demand for these products remains high in Molthune and beyond, but the only other routes to Molthune that don't pass through Druma are both long and treacherous. With greater willingness to invest in Isgar, Chelax has issued an open bounty to explorers the world over: establish a new trail through the Menador Mountains between Isgar and Molthune that is suitable for pack animals to traverse. This would likely connect one of the Conerica River's northern branches to the Hungry Maw River in Molthune, but the exact route is flexible so long as it wouldn't be logistically unsound.

Maintaining this route once discovered would have been beyond Isgar's capabilities, but the state now has enough resources to guard such a lucrative route. Not only should this bypass Druma's tariffs, but it could prove a faster path than going around the mountains.

True to their name, the Pathfinders are among the first to respond to this challenge. After publicizing the bounty to its agents, the Society has mustered a team to explore the mountains. However, they're not the only explorers vying to win the challenge, and the dangerous mountains—and the creatures that roam the ranges—have already claimed numerous lives.

WHERE ON GOLARION?

Trailblazer's Bounty takes place in the Menador Mountains, between the nations of Isgar and Molthune. The PCs begin in Elidir, the capital of Isgar, and travel through the mountains to Canorate, the capital of Molthune. For more information on these nations, see *Pathfinder Lost Omens World Guide* pages 42 and 100–102, available in hobby and game stores and online at paizo.com.



ADVENTURE SUMMARY

The PCs start in Elidir, the capital city of Isgar. Here, in the White Stag Inn, they meet Karla, a Pathfinder affiliated with the Horizon Hunters. She welcomes the PCs and explains their mission. The PCs are to chart a route through the Menador mountains from the capital of Isgar, Elidir, to Canorate, the capital city of Molthune. Karla also gives the PCs a package that includes a letter from Calisoro Benarry, the leader of the Horizon Hunters.

The PCs travel up the Conerica river by barge until they are forced to continue on foot. In the foothills, they meet a group of five young Chelaxian nobles. The PCs can befriend them, and even teach them about wilderness survival.

Higher in the mountains, the PCs contend with dangerous wildlife. First, they pass through the territory of aggressive ravens, who are on guard because nearby orcs have been pillaging their nests. The snow line is unstable and at risk of an avalanche, which could endanger the PCs or the Chelaxian nobles. After passing this unstable ground, the PCs contend with agitated mountain goats along a hazardous precipice.

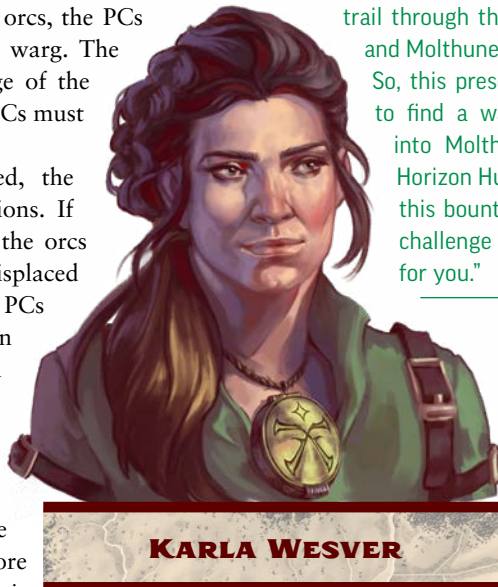
Once over the mountain pass and past the goats, the PCs have a chance for reprieve at the home of an old druid who lives in the mountains. He provides information

Trailblazer's Bounty

about orcs in the area and advises the PCs on how to deal with the region's orcs if they want a caravan to pass through safely.

On their way to deal with the orcs, the PCs are stopped by an opportunistic warg. The warg is hoping to take advantage of the PCs. To make the route safe, the PCs must eliminate the warg.

Suffering losses and weakened, the orcs are open to some negotiations. If the PCs can make the leader of the orcs friendly, she explains they were displaced from their home by an ogre. If the PCs can defeat the ogre, the orcs can return to their home. In return they promise to leave any caravan passing through the area alone. However, if the PCs fail in the negotiation, they fight the orcs instead. With either the orcs or the ogre defeated, there is nothing more standing between the PCs and their journey to Canorate.



KARLA WESVER

GETTING STARTED

The PCs take a boat from Absalom up the Iseld river in Chelax, transfer to a caravan after reaching the Conerica Straits, and finally arrive in Elidir, the capital of Isger. Their contact is a human woman named **Karla Wesver**, a fellow Pathfinder from Isger and a member of the Horizon Hunters. The PCs meet her at the White Stag Inn, a large and bustling inn on the Conerica River. Traders rub shoulders with merchants and river bargemen as furs and goods are exchanged. A woman sporting an intricate braid and a well-worn travel outfit waits for the PCs at the door of the inn. Upon seeing them, she waves them over and greets them each with a firm handshake before leading them to a booth in the corner of the taproom.

Read or paraphrase the following once the PCs are settled.

"Ah, good. You made it. I'm Karla Wesver. Welcome to Elidir, and welcome to the White Stag. It used to be that we Pathfinders had a bit of a strained relationship with the Chelaxian government. It still isn't all sunshine and roses, but with the opportunity before us, we can now move about in public without fear of conflict or reprisal.

"As you may know, Isger is still a vassal state of Chelax. The Chelaxians have bled Isger dry for years, but the increased demand for goods like Chelaxian brandy and other luxury items in Molthune and beyond has resulted in Chelax finally getting off its ass and investing some resources in Isger.

Normally these goods go through Druma to reach Molthune, but Druma has been raising import taxes. Chelax issued an open bounty to explorers the world over: establish a new trail through the Menador Mountains between Isger and Molthune, suitable for pack animals to traverse. So, this presents a rather rare opportunity for us to find a way through the Menador Mountains into Molthune. Calisro Benarry, leader of the Horizon Hunters faction, has a special interest in this bounty. She is hoping you will take to this challenge with gusto. She sent a package ahead for you."

Karla pats a large brown paper package on the bench next to her before handing over a letter. Give the PCs **Handout #1: Benarry's Letter**. The package contains a bottle of potent Urglin gin. Once the PCs finish reading the letter, she continues.

"All good then? I've arranged for a river barge to take you out to the Menador Mountains and packed some provisions for the journey. Not all of the food you'll need for the journey, mind—carrying all of that would be too heavy, and likely to attract unwanted attention from the wildlife. You'll want to forage along the way, if you can. My friend Jasikah Marten will be waiting for you in Canorate. She will help you file your paperwork with the Chelaxian officials, and she'll also have a warm and comfy bed ready for you."

The PCs can purchase additional supplies in Elidir before they depart.

Society or Mountain Lore (Recall Knowledge)

A PC who succeeds at a DC 15 Society or Mountain Lore check to Recall Knowledge might know more about the Menador Mountains. No information is gained from a failure, though a critical failure grants false information.

Critical Success: Despite a well-earned reputation for ferocity, the Shattered Fang orcs are also known for keeping oaths they have sworn on their ancestors. If one can earn such an oath from a member of the tribe, they can be reliably negotiated with.

Success: The Menador Mountains are home to orcs of the Shattered Fang tribe.

Critical Failure: The Menador Mountains are home to orcs of the Smiling Tusk tribe. Often misunderstood, orcs of the Smiling Tusk are actually quite friendly and known for keeping pet birds.

Trailblazer's Bounty

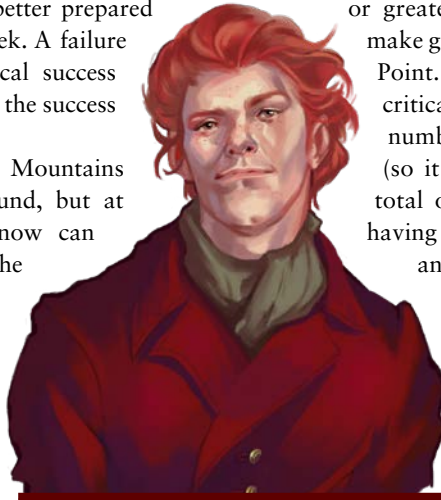
Nature (Recall Knowledge)

A PC who succeeds at a DC 15 Nature check to Recall Knowledge might know more about the rigors of surviving in the wilds and will be better prepared for the challenges of a wilderness trek. A failure grants no information, and a critical success grants additional intelligence beyond the success entry's information.

Critical Success: The Menador Mountains carry snow at their peaks year-round, but at lower altitudes partially melted snow can become unstable, posing an avalanche risk. If the PCs succeed at this check, they gain an advantage when they confront a possible avalanche later in the scenario (page 9).

Success: Avalanches and cold weather hazards are common, and most routes are effectively one way.

Critical Failure: The Menador Mountains are a fairly low range. Packing lightly is possible for an expedition crossing this range.



AMYAS CHARTHAGNION

For each PC, keep track of the number of checks they succeed or fail at during each interval. If the group collectively succeeds at a number of checks equal to or greater than the number of players, they make good time and the PCs earn 1 Discovery Point. If the PCs have a total number of critical failures equal to or greater than the number of PCs, they lose 1 Discovery Point (so it is possible for a group to acquire a total of 0 Discovery Points on a check by having an equal number of critical failures and successes.)

THE FOOTHILLS

The trip up the branch of the Conerica river is uneventful. The roads alongside the river called the Conerica Straights are well-patrolled by Isgar's army, supported with auxiliary troops from Chelax. Once the river becomes too narrow for the barge to easily traverse, the PCs must disembark

and continue on foot. Following the river is still the easiest way forward, as it has carved a relatively flat swath of land out of the hills.

After three days of travel, the PCs spot a campfire just as dusk begins to fall. The river flooding during spring snowmelts has kept the terrain relatively free from large growth. No trees or bushes obscure the view. When approaching the campfire, it is clear that five people have set up camp here. If the PCs want to approach the camp stealthily, it is easy, as all five people in the camp are busy with food preparation and setting up the camp for the night. None of them are keeping watch.

There are three young men and two young women in the camp. They wear practical outfits, well-suited for the rough terrain, but the outfits and the gear all look very new. A PC with Heraldry Lore can make a DC 15 check to recognize a purple shield covered and surrounded in blades on one of the women's outfits. It's the heraldry of House Tilernos, a minor Chelaxian noble house.

If the PCs decide to approach the camp, the group does not notice them until the last moment. They are startled for a moment, but if the PCs approach in a friendly manner, they calm down quickly, but remain wary. If the PCs introduce themselves and state why they are here, the group visibly relaxes. The people introduce themselves as **Jasper Caperinas** (LN male human), **Sarevi Tilernos** (N female human), **Amyas Charthagnion** (N male human), **Leonie Ciucci** (LN female human), and **Dacian Julistarc** (N male human).

DISCOVERY POINTS

This scenario is all about exploration. Travel times are deliberately nebulous. While it is possible to calculate distances in hilly and mountainous terrain and make an estimate of how many days an average adventurer would take depending upon the specific obstacles they face, this scenario takes a more abstract approach.

As the PCs progress move through the mountains, they earn **Discovery Points**. These represent how thorough PCs have been with gathering information about their path, recording it, and in some cases finding creative solutions in improving their route. Players may wish to use a different skill for a certain activity. If it is a plausible substitute, allow them to make the check but increase the DC by 2.

Multiple PCs may attempt the same check, but only the highest check counts toward their success conditions. Unless noted otherwise, PCs may Aid an ally's check as described on page 470 of the *Pathfinder Core Rulebook*.

TRAVEL

To help with the flow between encounters and to give players a sense of progress, have them roll an Athletics check and a Survival check after encounters A, B, and C. The checks are both DC 14 (DC 16 in Subtier 3–4). This represents how well they move through the mountainous terrain and how they are able to provide for themselves. Each PC makes a check for themselves.

Trailblazer's Bounty

They are all fourth or fifth sons and daughters of Chelaxian noble houses. While their families might not get along, they have known each other for quite some time, since they all attended the same boarding schools and social functions. They have decided to make names for themselves by accomplishing their own great deed.

Roleplaying the Nobles

While the PCs might be knowledgeable mountaineers and enjoy the outdoors, your actual players might not be. Roleplaying with the nobles might steer the players into the right mind-set for this adventure. You might be able to build in subtle prompts for the PCs through roleplaying by having the Chelaxian team show off some of their preparations. The following is to help build character for the nobles and give hints to the players.

Jasper Caperinas—As he is the youngest of the five, the others occasionally tease Jasper about his family's holdings in Absalom, asking him questions about the weather on the islands. He is visibly excited to meet a group of Pathfinders, and he eagerly tells the PCs that a few of his family members owe their lives to the Pathfinder Society after a group of agents came to their defense when the city was besieged by fiends. He boasts about his swimming skill and shows off a book on identifying footprints.

Sarevi Tilernos—Sarevi wears her family crest prominently displayed as a brooch pinning her cloak together at the shoulder. She appears melancholy, and if asked about it, she explains that this journey for her is an attempt to honor the adventurous spirit of her sister, a Knight of Ozem who was slain when the Whispering Tyrant destroyed the former nation of Lastwall.

Amyas Charthagnion—Amyas Charthagnion is a flamboyant young man with an unruly mop of red hair. He has a calm demeanor that causes the others to naturally defer to him as their de facto leader and an uncanny knack for knowing exactly what is on the minds of any of his companions. Dressed in an expensive greatcoat dyed scarlet and carrying high quality hiking gear, Amyas considers himself a skilled outdoorsman, though he often deflects to conversations about hunting near his family estate or otherwise changes the subject when asked about what expeditions he has participated in.

Leonie Ciucci—Leonie seems to have a dimmer view of the Pathfinder Society than her compatriots. She is stand-offish and withdrawn when the PCs are around. If asked directly about her apparent aversion to the PCs, she says that she's heard quite a bit about the Pathfinder Society, very little of it good. She warms up to the PCs if they make an effort to reassure her, at which point she begins boasting about her skill as a tracker and showing off her compass and map kit.

Dacian Julistarc—Dacian is arrogant, even by the standards of his noble peers. Cocky and aloof, Dacian leaps at any opportunity to talk about archery and show off his expensive and well-crafted bow and arrows. Dacian chafes at the fact that his compatriots look up to Amyas rather than to him, but this attitude quickly fades if he's directly questioned about it since he also respects and instinctively follows Amyas's lead.

The five readily talk about their plans. If the PCs share the bottle of Urglin gin, it is clear the gin is a much stronger drink than the youngsters are used to, and they get drunk very quickly. A PC making a DC 15 Survival check, a DC 12 Mountain Lore check, or DC 17 Perception check notices that while the gear the young nobles have is good, they are unprepared for the rigors of crossing a mountain range and the challenges that poses. The PCs can choose to just chat them up and get a feel for them. They can also choose to help them, give them tips, and show them how to use the gear they have.

- Talk to Jasper about how to identify scat of the most common mountain predators. Identifying tracks helps, but there is more to identifying an animal than just footprints. This is a DC 15 Nature check.
- Talk to Sarevi about how to properly secure climbing gear. Her gear itself is excellent, but the knots she has used are the wrong types and can be dangerous in certain situations. This is a DC 15 Athletics check.
- Talk to Amyas about the rigors of the wild, and how new types of terrain pose different types of dangers. This is a DC 12 Survival or DC 15 Nature check.
- Talk to Leonie about how to spot an unsafe rock wall. Being able to find your way through rough terrain is important, but there are many dangers lurking in this kind of terrain. This is a DC 12 Mountain Lore or DC 15 Survival check.
- Talk to Dacian about how hunting in the wild can be dangerous. The hunter can easily become the hunted. This is a DC 12 Nature check.

If the PCs succeed at three of the five checks, the group realizes that they were out of their depth, even in danger, and should go home. It is also possible for the PCs to donate some gear to the youngsters; this counts as a successful substitute for one of the checks. With little they can do to pay the PCs back, the nobles gift the research they have so far: purchased maps and charts that, though incomplete, cover much of the territory and indicate likely passes for a sustainable route. This earns the PCs 3 Discovery Points and leaves a lasting positive impression on the young nobles toward the Pathfinder Society and the Horizon Hunters.

Trailblazer's Bounty

If the PCs decide to sabotage the group, such as by giving them misleading advice or stealing their gear, the GM should warn the PCs that this could result in the NPCs deaths and will result in any PCs participating in the sabotage gaining Infamy. PCs who persist gain 1 point of Infamy. Either way, both parties go their own way in the morning.

A. MOUNTAIN FOREST LOW

After passing through the foothills, the PCs arrive at the feet of the mountains. The lower reaches are covered in dense pine forest and traversing the steep terrain becomes increasingly difficult. Their journey is unremarkable until they come across a swift-flowing mountain stream. This encounter occurs several days after encounter A.

The dense forest opens up to a gently sloping clearing, cut across by a brook.

Creatures: The stream is the nesting ground of a flock of ravens. The raven's nests were recently disturbed, making the birds aggressive. When the PCs get close to the stream, the ravens swarm and attack the PCs.

If the PCs have trouble fighting the swarm, prompt the PC carrying the bottle of Urglin gin (as long as they still have it) with the information that they can turn it into a makeshift splash weapon by shoving a rag into the neck of the bottle and lighting it on fire. This requires the PC to spend one action and make a DC 15 Crafting check. The bottle functions as an inefficient lesser alchemist's fire, requiring two actions to operate (one Manipulate action to light the incendiary, and one Strike to throw it). The PCs can also attempt to subdue the ravens, such as with the wild empathy druid ability.

SUBTIER 1-2

RAVEN SWARM

CREATURE 2

Page 20

Initiative Perception +10

SUBTIER 3-4

ENRAGED RAVEN SWARM

CREATURE 4

Page 21

Initiative Perception +10

Discovery Points: With the ravens defeated, the PCs can investigate the area. If the PCs are curious about the swarm, they find that someone has disturbed the ravens' nests, destroying some and stealing the eggs. A PC who succeeds at a DC 15 Survival check notices scuff marks on the trees and partial footprints clearly from bipedal Medium humanoids. If the result of the check is a critical success, the PCs deduce that whoever made the tracks were very tall

and burly, which could very well be orcs. A critical failure identifies the tracks as from some kind of animal.

The river warrants investigation, as it would pose an obstacle to any trade caravan passing through. It flows swiftly but is not too broad. Swimming across is a DC 15 Swim check. To mitigate the danger of drowning or being swept away, clever PCs could tie a rope to the swimmer.

The PCs can attempt the following checks to earn them 1 Discovery Point per check. A critical success earns them two points per check, and a critical failure actually loses them one point, due to writing down misinformation or unknowingly tying some knots wrong. Increase the DCs by 2 in Subtier 3-4.

- Identify local wildlife. A stream attracts many animals, including predators, but could provide a good resting place for a caravan. This is a DC 15 Survival or Nature check.
- Identify local plant life to see if the stream would be a good resting spot for a caravan. Pack animals are often not picky eaters and might accidentally ingest poisonous plants. This is a DC 15 Nature check or a DC 12 Herbalism Lore check.
- Chart the terrain with a DC 12 Cartography Lore or Scribing Lore check, or a DC 15 Crafting check.
- Find the best place to ford the stream. This is a DC 15 Nature or a DC 12 Hills, Mountain or Scouting Lore check. A brave PC could also try to find a fordable spot by trial and error with a DC 17 Acrobatics check.
- If the PCs identify the ford, they can improve it with a DC 15 Athletics check, to move boulders into better positions.
- Select a bridge location with a DC 15 Craft check.
- If the PCs selected a good spot for a bridge, they can try to improvise a bridge themselves rather than leaving it all to the NPC engineering team. A sturdy improvised bridge would need at least two lengths of rope. Making the bridge is a DC 17 Craft check.

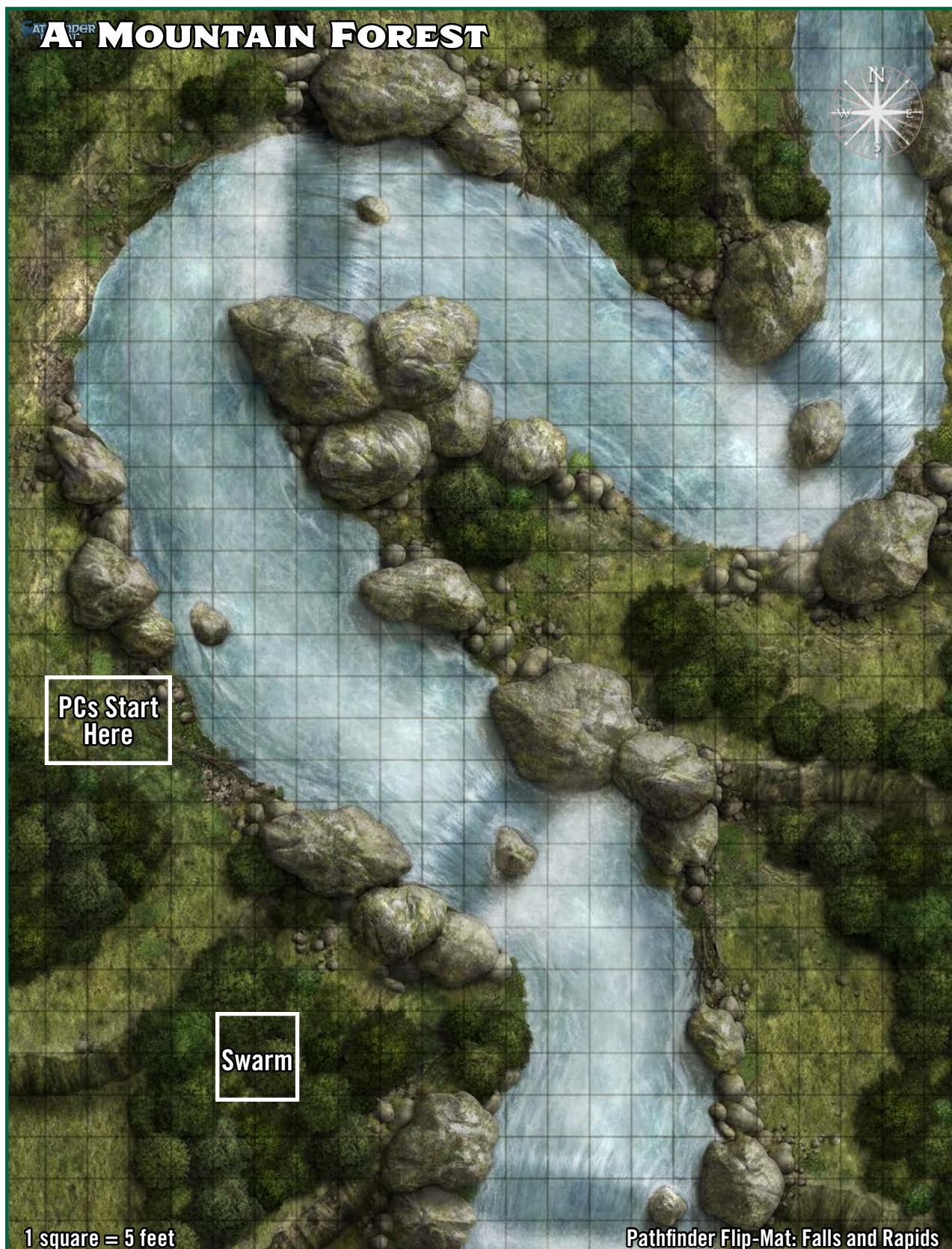
Finding and improving the ford and finding a spot for the bridge and building the bridge are not mutually exclusive. The time the PCs spend on doing both is offset by showing their route is versatile.

Reward: The ravens have collected several shiny items in their remaining nests. Most are worthless, but some of the shiny stones the birds collected are actually raw gemstones. The raw gemstones represent one Treasure Bundle.

SNOW LINE

After several more days of travel, the PCs move out of the mountain forest, cross the tree line, and approach the snow line. Without cover from the trees, the freezing temperatures

Trailblazer's Bounty



Trailblazer's Bounty

can quickly turn deadly. The PCs need winter clothing or the *endure elements* spell to be able to safely traverse the coming terrain. If the PCs lost the winter clothing they were gifted and do not have access to *endure elements*, they are subjected to severe cold (page 518 and 512 of the *Core Rulebook*).

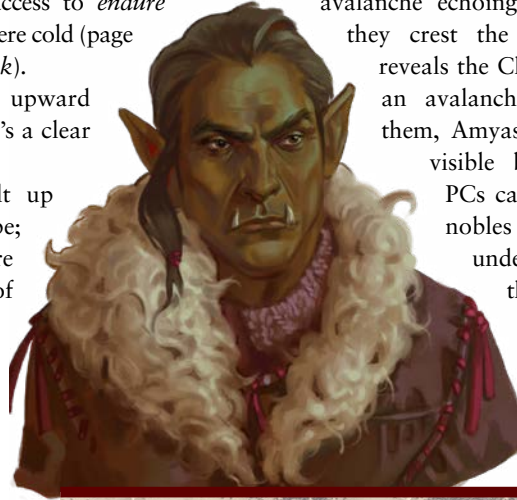
The PCs have been traveling upward and approach a wide valley that's a clear pass over the mountain range.

Hazard: The wind has built up layers of snow on the slope; however, the bottom layers are unstable, as they lie on top of loose scree. When disturbed it might trigger an avalanche. For a group to pass the scree, all characters in the group must attempt a DC 15 Athletics check (DC 19 in Subtier 3–4); companion creatures of size Small and larger must also make checks. Critical successes and failures count double when tallying the group's results. If there are at least as many successes as failures, the group passes safely. Otherwise, they trigger an avalanche. All characters in the avalanche take 1d6 bludgeoning damage per failure (2d6 per failure in high tier) and are shoved back down, so they have to try again. For example, if 3 PCs in a party of 5 fail the check, all the PCs are shoved down and take 3d6 damage. PCs climbing down, like to help out a party member stranded at the bottom of the valley, use the same rules for climbing down as up.

The PCs may decide to split into smaller groups for safety, reducing the risk and severity of avalanches. PCs who are trained in Survival or Mountain Lore know that splitting up might make the route up the slope easier. A PC who succeeds at a DC 15 check using either skill recalls that tethering members of the group together might also make the climb easier. This grants PCs within a group a +1 circumstance bonus, as if they had successfully aided each other. If the PCs manage to cross this obstacle without triggering any avalanches, they earn 3 Discovery Points. Each avalanche reduces the PCs' Discovery Point total by 1, to a minimum of 0.

If the PCs trigger multiple avalanches, eventually all loose rocks end up at the bottom, preventing further avalanches. This happens after they trigger their third avalanche.

PCs that make it to the top can aid other groups still traversing the slope by securing ropes and throwing them down the slope. This gives those groups still climbing the slope a +2 circumstance bonus on their Athletics checks.



BARK

Consequences: If the PCs did not convince the party of young Chelaxians in the foothills (page 5) to abandon their mission, the PCs hear the rumbling sound of an avalanche echoing through the valley shortly after they crest the summit. Investigating the noise reveals the Chelaxian nobles disappearing under an avalanche several hundred yards behind them, Amyas's bright red coat the only thing visible beneath the tumbling rock. The PCs can choose to backtrack to save the nobles or press on. Make sure the players understand that the PCs are aware that the avalanche will likely prove fatal if the nobles are not given aid.

If the PCs backtrack to help them, they dig the group out just in time. The nobles are wounded, but not dead. They are intensely grateful for the PCs rescuing them. Backtracking to help out the other team costs the PCs 3 Discovery Points due to lost time.

The half-orc hermit Bark (see Old Man of the Mountain below) shows up at this point to help the teams to safety. He invites the PCs to visit him at his cabin near the treeline.

OLD MAN OF THE MOUNTAIN

Once across the wide valley and mountain pass, the PCs descend into the trees once more. A druid hermit has been making this part of the mountains his home for many years, and he has a very large and extremely fluffy dog named Wilbert as an animal companion. Wilbert wears a small barrel of alcohol on the thick leather collar around his neck. The PCs encounter Wilbert in the woods first if they don't rescue the Chelaxians at the snow line. As long as the PCs are friendly to Wilbert, the dog leads the PCs back to the hermit's cabin, which is surrounded by old pear trees. If the PCs are unkind or even outright hostile to the dog, Wilbert retreats, leading the PCs astray in the undergrowth and skipping the rest of this encounter.

If the PCs rescued the team of young Chelaxian nobles from an avalanche at the snow line (see above), they meet the hermit, an elderly half-orc who goes by the name Bark, and Wilbert in that area instead, where he comes to the aid of the young nobles.

Bark is wary of the PCs, but also curious what they are doing here. He has also noticed an increase of traffic in the area. Depending on how kind the PCs were to the ravens in area A, he is even willing to cast a few spells for free if the PCs are in dire need of healing. If the PCs

Trailblazer's Bounty

were disinterested in the fate of the wildlife, Bark gladly accepts the bottle of Urgan gin as a trade for spellcasting. If the gin is gone, Bark can provide spellcasting services up to level 2 for the normal price. He shares some of his home-brewed pear schnapps regardless of how the PCs treated the wildlife. The PCs are invited to stay the night.

He warns the PCs that their journey up ahead might become more dangerous. He has an understanding with the orc tribes in the region. They leave him alone, and he leaves them alone. He mutters something about mutually assured destruction. But recently they have been crossing through his territory more often, even hunting and placing traps. This is strange. While the local tribes can be as brutal as any other orc tribe, they have kept this arrangement for many years. Bark was unable to contact the tribe to find out what's going on. He suspects either a dispute between the individual groups over territory, or otherwise a disease in one of the camps. Bark is not opposed to a trade route going through his territory, especially if there is a bit of trade in it for him. But for the caravan to be safe, the PCs would need to either make a pact with the orcs or drive them off. Bark can give directions to one of the smaller scout camps in the region.

B. TREELINE **MODERATE**

Staying exposed above the snow line is dangerous, so the PCs should press on and reach the tree line while descending from the mountain. The overall temperature is still low but no longer poses a risk. Along the PCs' path is a tall cliff that reaches above the surrounding trees. It is immediately clear this cliff would give a great view of the surroundings and assist with scouting the terrain. This encounter takes place on the same day as encounter C.

The cliff is 25 feet tall and requires a DC 15 Athletics check to scale. A skilled climber can easily prepare the way for team members that are less adept at climbing by climbing up first and securing a rope at the top, reducing the DC to 12. The Athletics check increases to DC 18 in Subtier 3–4, as the cliff is slick from moss growing on its surface (reduced to 15 if a PC secures a rope at the top). In Subtier 1–2 there are hardy bushes growing at the bottom of the cliff, which cushion the fall of any PC falling off the cliff. This reduces the fall distance by 10 feet.

Creatures: A herd of wild mountain goats are currently grazing on the top of the cliff. If the PCs hammered pitons in the cliff wall or made several tries with a grappling hook, the herd is on alert. If they are not on alert, the first PC that reaches the top might stay low and unnoticed with a Stealth check. If a goat spots a PC, it starts a threat display by snorting and pawing the ground. A DC 10 Nature check identifies this as territorial behavior. A PC can try to calm the goats down with a Nature check

against the animal's Will DC to appear non-threatening. When the goats aren't on alert, the PCs must succeed at a best out of five skill challenge (get three successes before three failures). When on alert, the goats spook easier. PCs need to succeed at a best out of three skill challenge (get two success before getting two failures). A critical success counts as two successes, and a critical failure as two failures. A goat flees if reduced to 4 hit points. If cornered with no safe way to escape however, the goat continues to fight.

SUBTIER 1–2

MOUNTAIN GOATS (3)

CREATURE 0

Page 22

Initiative Perception +4

SUBTIER 3–4

TOUGH MOUNTAIN GOATS (4)

CREATURE 1

Page 23

Initiative Perception +5

Discovery Points: With the goats either defeated or calmed, the PCs can get a good look at their surroundings. Successes at the following checks earn the PCs 1 Discovery Point per check. Increase the DCs by 2 in Subtier 3–4.

- Learn how to handle the goats, turning a hazard into a resource. This is a DC 15 Nature check. This check cannot be made if the PCs fought and killed the herd. If they subdued or allowed the herd to flee instead, the check can be made if half or more of the herd survived.
- Chart the view with a DC 12 Cartography or Scribing Lore check, or a DC 14 Crafting check.
- Recognize valuable terrain resources such as climbing spots and streams with a DC 15 Nature or a DC 12 Mountain or Scouting Lore check.
- Identify grazing areas and places medicinal plants and mosses might grow. This is a DC 15 Nature check or a DC 12 Herbalism Lore check.
- Spot a potential meltwater hazard that's obvious when seen from the high vantage point. This is either a DC 15 Perception or Nature check, or a DC 12 Mountain or Scouting Lore check.
- Identify the cliff overhang as a good resting spot for travelers. This is a DC 15 Survival or a DC 15 Perception check.
- If a PC identifies the cliff as a good resting spot, they can clear an area at the base of the cliff so it provides better shelter by succeeding at a DC 12 Craft check or DC 15 Athletics check.

Trailblazer's Bounty



Trailblazer's Bounty

C. THE PROWLING BEAST SEVERE (OPTIONAL ENCOUNTER)

The orcs have been displaced by an ogre. The ogre is not a picky eater, but he leaves quite a mess behind. He has left carcasses half eaten, which has attracted a warg. The warg is a nasty creature that has been living an easy life off the ogre's spoils. This encounter with the warg is an optional encounter. Skip this encounter if there are 90 minutes or less left to play. This is also a severe combat encounter. If PCs have been struggling up until this point, you might consider skipping this encounter even if there is enough time for it.

The valley opens up, flattening out at first, then deepening, forming a large bowl. The terrain becomes more marshy, with trees and shrubs stunted by the damp. Animal musk hangs in the air.

Creatures: The warg Odvar has been keeping an eye on the PCs, interested in what they are doing here. He has made a good living for himself recently, even attracting some wolf underlings. But if he can get an even more lazy life with some bullying or negotiating, he doesn't pass up that opportunity.

As the PCs approach the clearing, Odvar makes himself known. He asks what the PCs are doing here, all alone in the mountains. If he learns about a potential caravan route, he offers himself as a potential "employee," helping guide and protect the caravan. All he wants in payment is a plump halfling or two, a price he says is not too steep for a Chelaxian.

If the PCs try to bargain, Odvar is also willing to be paid in gnomes. If the PCs continue to negotiate, Odvar keeps adjusting his terms, but every payment he demands will be something evil. The PCs should get the feeling that while Odvar might pose as a noble being, he is evil to his core. Continued negotiations amuse Odvar, who has gotten very confident after his months of easy living. If the PCs threaten him, he attacks.

If the PCs want to make a deal with Odvar, the GM should warn them that anything they promise would need to be upheld by those traveling the route, and that using lives as a bargaining point is evil.

If the PCs still make the deal, they receive 1 Infamy.

In his overconfidence, Odvar fights to the death. The wolves continue to fight as long as Odvar lives. If Odvar is slain, they flee once reduced to one third of their HP.

SUBTIER 1-2

MANGY WOLVES (2)

Page 24

Initiative Perception +5

CREATURE -1

WARG

Page 24, art on page 33

Initiative Perception +8

CREATURE 2

SUBTIER 3-4

WOLVES (3)

Page 25

Initiative Perception +7

CREATURE 1

DIRE WARG

Page 25

Initiative Perception +12

CREATURE 4

Treasure: Other travelers have fallen prey to the warg. A partially eaten corpse lies nearby. Most of its gear is shredded, except for four remaining lesser elixirs of life.

D. BETWEEN AN ORC AND A HARD PLACE

The ogre took up residence in the orcs' cave, eating their winter stores and killing their scouts. The orc camp is exactly where Bark said it would be and is about a day's travel from Bark's cabin.

With their numbers reduced and several survivors heavily wounded, the orcs watch the PCs approach with caution. As long as the PCs approach peacefully, no weapons drawn, the orcs allow them into their camp.

This happens on the same day as encounter C.

D. Orc Camp

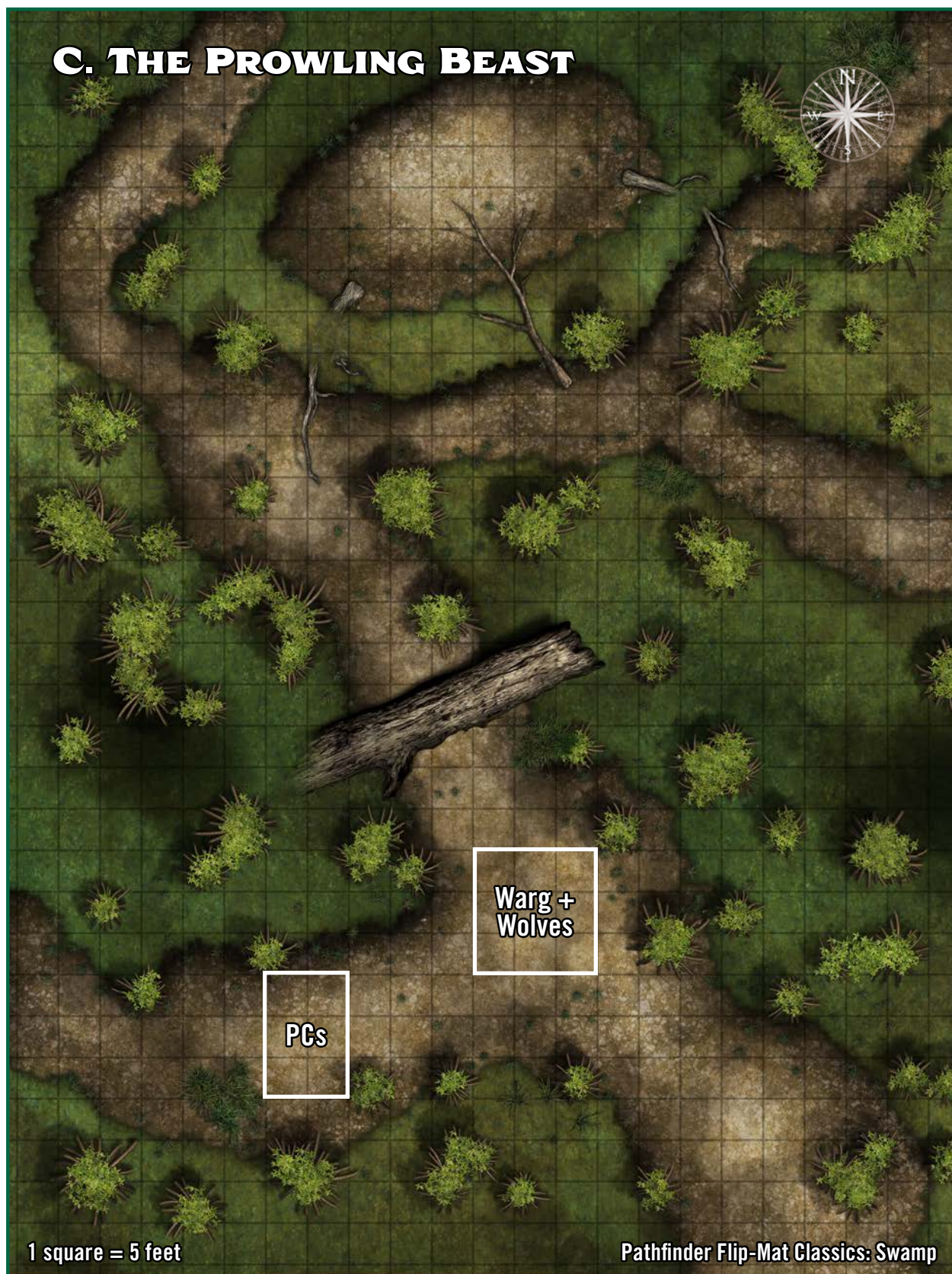
Moderate

Between the walls of a ruined building stand a few hastily erected tents. Muddy footpaths run between the tents while carefully tended campfires emit only faint smoke.

Creatures: Grakcha, a heavily scarred woman with a broken tusk, is the leader of this orc band and approaches the PCs with confidence, asking in Common what their business is here. The other orcs gather warily behind her. The PCs can engage in some tense negotiations with Grakcha. While the orcs are interested in a trade route they can profit from, they are on edge. They have been hunted by the ogre and are in a weakened position. Grakcha's starting attitude is unfriendly. If the PCs still have the bottle of Urglin gin, gifting it to Grakcha, or offering to share a drink, helps improve her attitude, especially if the PCs can drink as well as orcs can. A PC can attempt a DC 15 Fortitude save to drink heavily (DC 18 in Subtier 3-4). This gives the all PCs who drink a +2 circumstance bonus on all Diplomacy checks. Speaking Orcish gives a +2 circumstance bonus on all Diplomacy checks as well. If the PCs succeed in making Grakcha at least friendly, she tells them how she and her band were

Trailblazer's Bounty

C. THE PROWLING BEAST



Trailblazer's Bounty



Trailblazer's Bounty

displaced by an angry ogre. The ogre invaded the cave the orcs call home, and her band is currently in no shape to take it back. If the PCs kill the ogre, she promises that she will both let the trade caravans pass and set up some trade herself.

However, if the PCs fail in the negotiations and make Grakcha hostile, Grakcha not only feels insulted, but is also convinced the PCs are here to murder her and her family. The orcs then attack the PCs.

SUBTIER 1-2

WOUNDED ORC BRUTES (2) CREATURE -1

Page 26

Initiative Perception +5

ORC WARRIOR CREATURE 1

Page 26

Initiative Perception +6

SUBTIER 3-4

ORC WARRIORS (3) CREATURE 1

Page 27

Initiative Perception +6

ORC ALCHEMIST CREATURE 1

Page 27

Initiative Perception +6

Discovery Points: If the PCs fight or make peace with the orcs, they have made the area relatively safe for a trade caravan. This earns the PCs 3 Discovery Points. However, the ogre remains in the area, and the PCs may want to defeat it as a final measure of securing the route.

Reward: If the PCs are successful in their negotiations, the orcs give them some of their gear to help against the ogre. The orcs give them two *minor healing potions*, a lesser tanglefoot bag, and a *crying angel pendant* talisman. In Subtier 3-4 the PCs also receive a *vine arrow*. This represents 3 Treasure Bundles.

If the PCs fight the orcs instead, the camp can be searched for these same valuable items, representing the same 3 Treasure Bundles. PCs who do not search the camp but do loot the orc's bodies following combat gain 2 Treasure Bundles worth of goods, though they do not locate the *crying angel pendant*.

E. CAVE

The ogre is a formidable foe, so the orcs have retreated a day's travel from their old cave. Their directions, however, are clear. Close to the cave are several well-traveled paths

that the PCs can follow.

The ogre has made the orcs' cave a foul place. Just outside the cave entrance are several animal carcasses, which have attracted large swarms of black flies. The stench is only just bearable. The ceilings in the cave chambers are 15 feet high, and 10 feet in the corridors. The light is dim throughout. Any rooms not numbered contain broken furniture, smashed household items, and filth.

E1. Cave Entrance

The smell in this low-ceilinged chamber is nearly suffocating. The stench of rotten meat wafts in from outside, and the smell of excrement comes in through the tunnel to the north. Shelves and racks that once held equipment now lie smashed on the ground. Other tunnels exit to the west and south.

The ogre has made a mess of the entranceway to the cave complex. Most of the equipment has been smashed, but PCs searching through the rubble who succeed at a DC 15 Perception check (DC 18 in Subtier 3-4) find an *onyx panther* talisman. This represents one Treasure Bundle.

E2. Latrine

This room was once a storeroom, apparently for leftover crates and bales, but has been recently and regularly used as a latrine. Tunnels exit to the south and west.

The smell in the room is horrifying, and any PC entering the room must succeed at a DC 15 Fortitude check or become sickened 1 for 5 minutes. Retching to reduce the condition is noisy. The ogre can make a Perception check if a PC retches. If he notices the sounds, he is alerted to the PCs presence. Continuing noise will cause the ogre to leave area **E4** and come to investigate. As he is not very smart, the ogre might also shout to ask who is there.

E3. Bedroom

This chamber has been turned into a makeshift bedroom. Beds have been pulled from elsewhere in the cave and pushed together to form one large misshapen sleeping place. The beds have collapsed and now lean haphazardly against each other. The blankets and pillows are filthy, and flies buzz about. Tunnels exit to the north and south.

Reward: The previous use of the room is now unclear. The ogre sleeps here and uses the bedding to hide the valuables he found in other parts of the cave. The bedding is very foul and is crawling with fleas. While it is unsavory, a PC who succeeds at a DC 15 Perception check while searching through the bedding finds a pile of copper and silver coins of Chelaxian, Isgeri, Druman, and Molthuni denominations. This represents one Treasure Bundle

Trailblazer's Bounty

E4. Dining Room

Severe

A massive pile of refuse lies in the middle of this room. Animal parts and partially eaten fruit and vegetables make up most of the pile, and flies lazily buzz around the perimeter. Tunnels exit in all four directions.

Currently distracted with his latest meal, a boar carcass, the ogre sits with his back to the refuse pile, casually leaning on it. The ogre doesn't pay much attention to his surroundings, and if the PCs have been quiet, they can potentially surprise him.

Creatures: The refuse heaps the ogre created have attracted several giant shrews. The shrews are omnivores and have come to realize the ogre is the one providing them with an easy meal. So far the shrews have left the ogre in peace. The shrews are too small to provide a good meal, so the ogre has not bothered with chasing them. The shrews, territorial by nature, attack when the ogre is attacked. If the ogre wanders out of the room, they do not follow and instead start gorging themselves on the boar carcass.

The ogre uses the refuse heap in the middle as a makeshift throne. Once he detects the PCs, he starts pelting them with refuse, confident in his supremacy. He will continue to do so as long as he is not engaged in combat. If engaged with ranged attacks, he will shift to throwing javelins until he runs out. He then switches to melee. The ogre, unable to comprehend that something smaller than himself could beat him, fights to the death.

SUBTIER 1-2

GIANT SHREWS (2)

CREATURE -1

Page 28

Initiative Perception +5

OGRE

CREATURE 2

Page 28

Initiative Perception +5

SUBTIER 3-4

TOUGH GIANT SHREWS (2)

CREATURE 1

Page 28

Initiative Perception +5

OGRE GLUTTON

CREATURE 4

Page 29, art on page 34

Initiative Perception +6

Discovery Points: With the ogre and shrews defeated, the threat to the orcs, and therefore the caravan route, is eliminated. The PCs earn 3 Discovery Points for defeating

the ogre. When the PCs return to the orc camp, the orcs are happy that they can return to their home. The PCs receive a lot of heavy congratulatory pats on the back, and the orcs invite them to spend the night to have a good feast. If the PCs accept, the orcs scrounge up several bottles of strong alcohol, and the group sings rowdy songs deep into the night. Grakcha promises she and her band will leave any caravan coming through their territory in peace. She'll swear this on her ancestors, a promise she cannot break without dooming herself and her band.

Reward: The ogre's gear represents one Treasure bundle. A PC that searches through the refuse heap finds the bodies of the orcs that were slain before. The metal in their gear has started to rust and the leather to rot. Two other bodies also lie in the pile. They are half eaten, but most likely human. One of the bodies still wears a pair of gold earrings set with gems, the other a set of silver bracelets. These represent two Treasure Bundles.

CONCLUSION

With either the orcs or the ogre defeated, the remainder of the PCs trip to Molthune, and its capital Canorate, is uneventful. If the PCs chose to help the Chelaxian nobles when they first encountered them or rescued them from the avalanche, they encounter them again in Canorate a few days after their arrival. The nobles are extremely grateful for the help the PCs gave them, and they realized that without their help, they might have died on the mountain. They reward the PCs with an *animal staff* (*verdant staff* in Subtier 3-4). If the PCs did not help the young nobles either when they met them in area A or at the snow line, cross the staff off of their Chronicle sheet instead.

Primary Objective

The PCs fulfill their primary objective if they make it across the mountains and to Canorate with 11 Discovery points. This represents documenting the route. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objective

The PCs fulfill their secondary objective if they earn 23 Discovery Points. It takes the Chelaxian officials quite a bit of time to go through the best submissions and sending teams of their own to travel the routes. But in the end the Pathfinder's route is deemed the best. They each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Faction Notes

The Horizon Hunters pride themselves on being explorers, discovering unknown wonders, and being celebrated for



Trailblazer's Bounty

their accomplishments. They also hold an unwritten code of the wilderness, and leaving the team of Chelaxian youngsters to die in the avalanche when the PCs could have saved them brings shame to the whole faction. The

PCs earn 1 Reputation by earning 25 Discovery Points and helping out the young nobles, either when they met them in area A or at the snow line.

Trailblazer's Bounty

APPENDIX I: HANDOUTS

HANDOUT 1: LETTER FROM CALISRO BENARRY

The Menador Mountains are a real interesting place. And by interesting, I also mean dangerous. The peaks rise high, and they are the hunting grounds of several orc tribes. To help you out, I have included some cold weather gear for each of you, a medicine kit, and a complimentary bottle of Urglin gin, a drink strong enough to bring most humans to their knees with just one cup. It's versatile. You can use it to make friends, clean wounds, or blow something up if you set fire to it.

Now go out there and make us Horizon Hunters proud. And jealous!

Trailblazer's Bounty

SCALING ENCOUNTER A

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

Subtier 1-2 (5 PCs): Increase the raven swarm's Hit Points by 6.

Subtier 1-2 (6 PCs): Add one raven swarm to the encounter, but reduce both swarms' HP to 15. The swarms cannot share a space.

Subtier 1-2 (7 PCs): Apply the adjustments for 6 PCs, but do not reduce the HP of the swarms.

APPENDIX 2: ENCOUNTERS

ENCOUNTER A (SUBTIER 1-2)

The stream is the nesting ground of a flock of ravens. The raven's nests were recently disturbed, making the birds aggressive. When the PCs get close to the stream, the ravens swarm and attack the PCs.

If the PCs have trouble fighting the swarm, prompt the PC carrying the bottle of Urglin gin (as long as they

still have it; page 4) with the information that they can turn it into a makeshift splash weapon by shoving a rag into the neck of the bottle and lighting it on fire. This requires the PC to spend one action and make a DC 15 Crafting check. The bottle functions as an inefficient lesser alchemist's fire, requiring two actions to operate (one Manipulate action to light the incendiary, and one Strike to throw it).

RAVEN SWARM

CREATURE 2

N	LARGE	ANIMAL	SWARM
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Perception +10; low-light vision

Skills Acrobatics +8, Athletics +5, Stealth +8

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

AC 16; **Fort** +7, **Ref** +10, **Will** +7

HP 19; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet

Swarming Claws ♦ Each enemy in the raven swarm's space takes 1d6 piercing damage (DC 17 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

Trailblazer's Bounty

ENCOUNTER A (SUBTIER 3-4)

The stream is the nesting ground of a flock of ravens. The raven's nests were recently disturbed, making the birds aggressive. When the PCs get close to the stream, the ravens swarm and attack the PCs.

If the PCs have trouble fighting the swarm, prompt the PC carrying the bottle of Urglin gin (as long as they still have it; page 4) with the information that they can turn it into a makeshift splash weapon by shoving a rag into the neck of the bottle and lighting it on fire. This requires the PC to spend one action and make a DC 15 Crafting check. The bottle functions as an inefficient lesser alchemist's fire, requiring two actions to operate (one Manipulate action to light the incendiary, and one Strike to throw it).

ENRAGED RAVEN SWARM

CREATURE 4

N **LARGE** **ANIMAL** **SWARM**

Perception +10; low-light vision

Skills Acrobatics +12, Athletics +5, Stealth +8

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

AC 18; **Fort** +10, **Ref** +12, **Will** +8

SCALING ENCOUNTER A

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

Subtier 3-4 (5 PCs): Increase the enraged raven swarm's Hit Points by 12.

Subtier 3-4 (6 PCs): Add one raven swarm to the encounter, but reduce both swarms' HP to 40. The swarms cannot share a space.

Subtier 3-4 (7 PCs): Apply the adjustments for 6 PCs, but do not reduce the HP of the swarms.

HP 45; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3

Speed 10 feet, fly 40 feet

Swarming Claws ♦ Each enemy in the raven swarm's space takes 2d8 piercing damage (DC 21 basic Reflex save). Creatures that fail this save also take 3 persistent bleed damage.

Trailblazer's Bounty

SCALING ENCOUNTER B

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

Subtier 1-2: For each additional PC present beyond four, add one mountain goat.

ENCOUNTER B (SUBTIER 1-2)

The cliff is 25 feet tall and requires a DC 15 Athletics check to scale. A skilled climber can easily prepare the way for team members that are less adept at climbing by climbing up first and securing a rope at the top, reducing the DC to 12. There are hardy bushes growing at the bottom of the cliff, which cushion the fall of any PC falling off the cliff. This reduces the fall distance by 10 feet.

Creatures: A herd of wild mountain goats are currently grazing on the top of the cliff. If the PCs hammered pitons in the cliff wall or made several tries with a grappling hook, the herd is on alert. If they are not on alert, the first PC that reaches the top might stay low and unnoticed with a Stealth check. If a goat spots a PC, it starts a threat display by snorting and pawing the ground. A DC 10 Nature check identifies this as territorial behavior. A

PC can try to calm the goats down with a Nature check against the animal's Will DC to appear non-threatening. When the goats aren't on alert, the PCs must succeed at a best out of five skill challenge (get three successes before three failures). When on alert, the goats spook easier. PCs need to succeed at a best out of three skill challenge (get two success before getting two failures). A critical success counts as two successes, and a critical failure as two failures. A goat flees if reduced to 4 hit points. If cornered with no safe way to escape however, the goat continues to fight.

MOUNTAIN GOATS (3)

CREATURE 0

N MEDIUM ANIMAL

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

Skills Acrobatics +4, Athletics +7

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

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

HP 16

Speed 35 feet

Melee ♦ horn +5, **Damage** 1d4+3 bludgeoning and Push

Powerful Charge ♦♦ The mountain goat Strides up to double its Speed in a straight line and then makes a horn attack. If the mountain goat moved at least 20 feet, its Push increases to 10 feet on a hit.

Trailblazer's Bounty

ENCOUNTER B (SUBTIER 3-4)

The cliff is 25 feet tall and requires a DC 18 Athletics check to scale due to slick moss covering the cliff face. A skilled climber can easily prepare the way for team members that are less adept at climbing by climbing up first and securing a rope at the top, reducing the DC to 15.

Creatures: A herd of wild mountain goats are currently grazing on the top of the cliff. If the PCs hammered pitons in the cliff wall or made several tries with a grappling hook, the herd is on alert. If they are not on alert, the first PC that reaches the top might stay low and unnoticed with a Stealth check. If a goat spots a PC, it starts a threat display by snorting and pawing the ground. A DC 10 Nature check identifies this as territorial behavior. A PC can try to calm the goats down with a Nature check against the animal's Will DC to appear non-threatening. When the goats aren't on alert, the PCs must succeed at a best out of five skill challenge (get three successes before three failures). When on alert, the goats spook easier. PCs need to succeed at a best out of three skill challenge (get two success before getting two failures). A critical success counts as two successes, and a critical failure as two failures. A goat flees if reduced to 4 hit points. If cornered with no safe way to escape however, the goat continues to fight.

SCALING ENCOUNTER B

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

Subtier 3-4: For each additional PC present beyond four, add one tough mountain goat.

TOUGH MOUNTAIN GOATS (4)

CREATURE 1

N MEDIUM ANIMAL

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

Skills Acrobatics +7, Athletics +7

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

AC 16; **Fort** +8, **Ref** +7, **Will** +5

HP 20

Speed 35 feet

Melee ♦ horn +7, **Damage** 1d4+4 bludgeoning and Push

Powerful Charge ♦♦ The mountain goat Strides up to double its Speed in a straight line and then makes a horn attack. If the mountain goat moved at least 20 feet, its Push increases to 10 feet on a hit.

Trailblazer's Bounty

SCALING ENCOUNTER C

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

Subtier 1-2: For each additional PC present beyond four, add one mangy wolf.

ENCOUNTER C (SUBTIER 1-2)

The warg in this area is a nasty creature that has been living an easy life off the spoils of the ogre in area E. This encounter with the warg is an optional encounter. Skip this encounter if there are 90 minutes or less left to play. This is also a severe combat encounter. If PCs have been struggling up until this point, strongly consider skipping this encounter even if there is enough time for it.

The valley opens up, flattening out at first, then deepening, forming a large bowl. The terrain becomes more marshy, with trees and shrubs stunted by the damp. Animal musk hangs in the air.

Creatures: The warg Odvar has been keeping an eye on the PCs, interested in what they are doing here. He has made a good living for himself recently, even attracting some wolf underlings. But if he can get an even more lazy life with some bullying or negotiating, he doesn't pass up that opportunity.

As the PCs approach the clearing, Odvar makes himself known. He asks what the PCs are doing here, all alone in the mountains. If he learns about a potential caravan route, he offers himself as a potential "employee," helping guide and protect the caravan. All he wants in payment is a plump halfling or two, a price he says is not too steep for a Chelaxian.

If the PCs try to bargain, Odvar is also willing to be paid in gnomes. If the PCs continue to negotiate, Odvar keeps adjusting his terms, but every payment he demands will be something evil. The PCs should get the feeling that while Odvar might pose as a noble being, he is evil to his core. Continued negotiations amuse Odvar, who has gotten very confident after his months of easy living. If the PCs threaten him, he attacks.

If the PCs want to make a deal with Odvar, the GM should warn them that anything they promise would need to be upheld by those traveling the route, and that using lives as a bargaining point is evil.

If the PCs still make the deal, they receive 1 Infamy.

In his overconfidence, Odvar fights to the death. The wolves continue to fight as long as Odvar lives. If Odvar is slain, they flee once reduced to one third of their HP.

MANGY WOLVES (2)

CREATURE -1

N MEDIUM ANIMAL

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

Skills Acrobatics +4, Stealth +4

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

AC 15; **Fort** +4, **Ref** +6, **Will** +3

HP 8

Speed 35 feet

Melee **✦** jaws +6 (finesse), **Damage** 1d6+1 piercing plus fleas

Fleas A creature bitten by a mangy wolf is sickened 1 for 1 minute unless it succeeds at a DC 14 Fortitude save. Spending an Interact action to scratch away the fleas removes the condition.

WARG

CREATURE 2

NE MEDIUM BEAST

Perception +8; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin, Orcish

Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Stealth +7, Survival +8

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

AC 17; **Fort** +11, **Ref** +9, **Will** +6

HP 36

Avenging Bite **↻ Trigger** A creature within reach of the warg's jaws attacks one of the warg's allies; **Effect** The warg makes a jaws Strike against the triggering creature.

Speed 40 feet

Melee **✦** jaws +11, **Damage** 1d8+4 piercing plus Grab

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

Swallow Whole **✦** (attack); Small, 1d6+2 bludgeoning, Rupture 9

Trailblazer's Bounty

ENCOUNTER C (SUBTIER 3–4)

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Creatures: The warg Odvar has been keeping an eye on the PCs, interested in what they are doing here. He has made a good living for himself recently, even attracting some wolf underlings. But if he can get an even more lazy life with some bullying or negotiating, he doesn't pass up that opportunity.

As the PCs approach the clearing, Odvar makes himself known. He asks what the PCs are doing here, all alone in the mountains. If he learns about a potential caravan route, he offers himself as a potential “employee,” helping guide and protect the caravan. All he wants in payment is a plump halfling or two, a price he says is not too steep for a Chelaxian.

If the PCs try to bargain, Odvar is also willing to be paid in gnomes. If the PCs continue to negotiate, Odvar keeps adjusting his terms, but every payment he demands will be something evil. The PCs should get the feeling that while Odvar might pose as a noble being, he is evil to his core. Continued negotiations amuse Odvar, who has gotten very confident after his months of easy living. If the PCs threaten him, he attacks.

If the PCs want to make a deal with Odvar, the GM should warn them that anything they promise would need to be upheld by those traveling the route, and that using lives as a bargaining point is evil.

If the PCs still make the deal, they receive 1 Infamy.

In his overconfidence, Odvar fights to the death. The wolves continue to fight as long as Odvar lives. If Odvar is slain, they flee once reduced to one third of their HP.

SCALING ENCOUNTER C

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

Subtier 3–4: For each additional PC present beyond four, add one wolf.

WOLVES (3)

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.

DIRE WARG

CREATURE 4

NE LARGE BEAST

Perception +12; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin, Orcish

Skills Acrobatics +10, Athletics +12, Deception +8, Intimidation +8, Stealth +10, Survival +12

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

AC 21; **Fort** +12, **Ref** +10, **Will** +8

HP 60

Avenging Bite ⤵ **Trigger** A creature within reach of the warg's jaws attacks one of the warg's allies; **Effect** The warg makes a jaws Strike against the triggering creature.

Speed 40 feet

Melee ♦ jaws +13, **Damage** 1d10+5 piercing plus Grab

Pack Attack The warg's Strikes deal 1d6 extra damage to creatures within the reach of at least two of the warg's allies.

Swallow Whole ♦ (attack); Small, 1d6+4 bludgeoning, Rupture 10

Trailblazer's Bounty

SCALING ENCOUNTER D

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

Subtier 1-2: For each additional PC present beyond four, add one more wounded orc brute.

ENCOUNTER D (SUBTIER 1-2)

Between the walls of a ruined building stand a few hastily erected tents. Muddy footpaths run between the tents while carefully tended campfires emit only faint smoke.

Creatures: Grakcha, a heavily scarred woman with a broken tusk, is the leader of this orc band and approaches the PCs with confidence, asking in Common what their business is here. The other orcs gather warily behind her. The PCs can engage in some tense negotiations with Grakcha. While the orcs are interested in a trade route from which they can profit, they are on edge. They have been hunted by the ogre and are in a weakened position. Grakcha's starting attitude is unfriendly. If the PCs are still in possession of the bottle of Urglin gin, gifting it to Grakcha, or offering to share a drink, helps improve her attitude, especially if the PCs can drink as well as orcs can. A PC can attempt a DC 15 Fortitude save to drink heavily (DC 18 in Subtier 3-4). This gives the all PCs who drink a +2 circumstance bonus on all Diplomacy checks. Speaking Orcish gives a +2 circumstance bonus on all Diplomacy checks as well. If the PCs succeed in making Grakcha at least friendly, she tells them how she and her band were displaced by an angry ogre. The ogre invaded the cave the orcs call home, and her band is currently in no shape to take it back. If the PCs kill the ogre, she promises that she will both let the trade caravans pass and set up some trade herself.

However, if the PCs fail in the negotiations and make Grakcha hostile, Grakcha not only feels insulted, but is

also convinced the PCs are here to murder her and her family. The orcs then attack the PCs.

WOUNDED ORC BRUTES (3)

CREATURE -1

CE MEDIUM HUMANOID ORC

Perception +5; darkvision

Languages Orc

Skills Athletics +5, Intimidation +2

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

Items shoddy breastplate, javelin (3), orc knuckle dagger (2)

AC 15; **Fort** +6, **Ref** +4, **Will** +2

HP 8

Ferocity ⤴

Speed 25 feet

Melee ⬥ orc knuckle dagger +7 (agile, disarm), **Damage** 1d6+3 piercing

Melee ⬥ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ⬥ javelin +4 (thrown 30 feet), **Damage** 1d6+3 piercing

ORC WARRIOR

CREATURE 1

CE MEDIUM HUMANOID ORC

Perception +6; darkvision

Languages Orc, Common

Skills Athletics +7, Intimidation +4, Survival +4

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

Items breastplate, javelin (4), orc necksplitter, shortsword (2)

AC 18; **Fort** +8, **Ref** +7, **Will** +4

HP 23

Attack of Opportunity ⤴

Ferocity ⤴

Speed 25 feet

Melee ⬥ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing

Melee ⬥ shortsword +7 (agile, versatile P), **Damage** 1d6+4 slashing

Melee ⬥ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ⬥ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

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ENCOUNTER D (SUBTIER 3-4)

Between the walls of a ruined building stand a few hastily erected tents. Muddy footpaths run between the tents while carefully tended campfires emit only faint smoke.

Creatures: Grakcha, a heavily scarred woman with a broken tusk, is the leader of this orc band and approaches the PCs with confidence, asking in Common what their business is here. The other orcs gather warily behind her. The PCs can engage in some tense negotiations with Grakcha. While the orcs are interested in a trade route from which they can profit, they are on edge. They have been hunted by the ogre and are in a weakened position. Grakcha's starting attitude is unfriendly. If the PCs are still in possession of the bottle of Urglin gin, gifting it to Grakcha, or offering to share a drink, helps improve her attitude, especially if the PCs can drink as well as orcs can. A PC can attempt a DC 15 Fortitude save to drink heavily (DC 18 in Subtier 3-4). This gives the all PCs who drink a +2 circumstance bonus on all Diplomacy checks. Speaking Orcish gives a +2 circumstance bonus on all Diplomacy checks as well. If the PCs succeed in making Grakcha at least friendly, she tells them how she and her band were displaced by an angry ogre. The ogre invaded the cave the orcs call home, and her band is currently in no shape to take it back. If the PCs kill the ogre, she promises that she will both let the trade caravans pass and set up some trade herself.

However, if the PCs fail in the negotiations and make Grakcha hostile, Grakcha not only feels insulted, but is also convinced the PCs are here to murder her and her family. The orcs then attack the PCs.

ORC WARRIORS (3)

CREATURE 1

CE MEDIUM HUMANOID ORC

Perception +6; darkvision

Languages Orc

Skills Athletics +7, Intimidation +4, Survival +4

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

Items breastplate, javelin (4), orc necksplitter, shortsword (2)

AC 18; **Fort** +8, **Ref** +7, **Will** +4

HP 23

SCALING ENCOUNTER D

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

Subtier 3-4: For each additional PC present beyond four, add one more orc warrior.

Attack of Opportunity

Ferocity

Speed 25 feet

Melee ♦ orc necksplitter +7 (forceful, sweep), **Damage** 1d8+4 slashing

Melee ♦ shortsword +7 (agile, versatile P), **Damage** 1d6+4 slashing

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

Ranged ♦ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

ORC ALCHEMIST

CREATURE 1

CE MEDIUM HUMANOID ORC

Perception +6; darkvision

Languages Orc, Common

Skills Acrobatics +6, Athletics +5, Crafting +8, Stealth +6

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

Items lesser acid flask (2), lesser alchemist's fire (2), lesser bottled lightning (2), minor elixir of life (2), orc knuckle dagger

AC 17; **Fort** +8, **Ref** +8, **Will** +3

HP 20

Ferocity

Speed 25 feet

Melee ♦ orc knuckle dagger +6 (agile, disarm), **Damage** 1d6+1 piercing

Melee ♦ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ♦ alchemical bomb +7 (range increment 20 feet, splash), **Damage** varies by bomb

Trailblazer's Bounty

SCALING ENCOUNTER E4

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

Subtier 1-2: For each additional PC present beyond four add one shrew.

ENCOUNTER E4 (SUBTIER 1-2)

A massive pile of refuse lies in the middle of this room. Animal parts and partially eaten fruit and vegetables make up most of the pile, and flies lazily buzz around the perimeter. Tunnels exit in all four directions.

Currently distracted with his latest meal, a boar carcass, the ogre sits with his back to the refuse pile, casually leaning on it. The ogre doesn't pay much attention to his surroundings, and if the PCs have been quiet, they can potentially surprise him.

Creatures: The refuse heaps the ogre created have attracted several giant shrews. The shrews are omnivores and have come to realize the ogre is the one providing them with an easy meal. So far the shrews have left the ogre in peace. The shrews are too small to provide a good meal, so the ogre has not bothered with chasing them. The shrews, territorial by nature, attack when the ogre is attacked. If the ogre wanders out of the room, they do not follow and instead start gorging themselves on the boar carcass.

The ogre uses the refuse heap in the middle as a makeshift throne. Once he detects the PCs, he starts pelting them with refuse, confident in his supremacy. He continues to do so as long as he is not engaged in melee. If engaged with ranged attacks, he shifts to

throwing javelins until he runs out. He then switches to melee. The ogre, unable to comprehend that something smaller than himself could beat him, fights to the death.

GIANT SHREWS (2)

CREATURE -1

N **SMALL** **ANIMAL**

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

Skills Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

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

AC 15; **Fort** +6, **Ref** +7, **Will** +3

HP 8

Speed 30 feet, climb 10 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d4+1 piercing plus shrew venom

Shrew Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison (1 round)

OGRE

CREATURE 2

CE **LARGE** **GIANT** **HUMANOID**

Perception +5; darkvision

Languages Jotun

Skills Athletics +10, Intimidate +7

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

Items hide armor, javelins (6), ogre hook

AC 16; **Fort** +10, **Ref** +5, **Will** +4

HP 35

Speed 25 feet

Melee ♦ battle axe +11 (reach 10 feet, sweep), **Damage** 1d8+5 slashing

Ranged ♦ javelin +5 (thrown 30 feet), **Damage** 1d6+5 piercing

Ranged ♦ refuse +5 (thrown 20 feet), **Damage** 1d4+5 bludgeoning

Trailblazer's Bounty

ENCOUNTER E4 (SUBTIER 3-4)

A massive pile of refuse lies in the middle of this room. Animal parts and partially eaten fruit and vegetables make up most of the pile, and flies lazily buzz around the perimeter. Tunnels exit in all four directions.

Currently distracted with his latest meal, a boar carcass, the ogre sits with his back to the refuse pile, casually leaning on it. The ogre doesn't pay much attention to his surroundings, and if the PCs have been quiet, they can potentially surprise him.

Creatures: The refuse heaps the ogre created have attracted several giant shrews. The shrews are omnivores and have come to realize the ogre is the one providing them with an easy meal. So far the shrews have left the ogre in peace. The shrews are too small to provide a good meal, so the ogre has not bothered with chasing them. The shrews, territorial by nature, attack when the ogre is attacked. If the ogre wanders out of the room, they do not follow and instead start gorging themselves on the boar carcass.

The ogre uses the refuse heap in the middle as a makeshift throne. Once he detects the PCs, he starts pelting them with refuse, confident in his supremacy. He continues to do so as long as he is not engaged in melee. If engaged with ranged attacks, he shifts to throwing javelins until he runs out. He then switches to melee. The ogre, unable to comprehend that something smaller than himself could beat him, fights to the death.

TOUGH GIANT SHREWS (2)

CREATURE 1

N **SMALL** **ANIMAL**

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

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

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

AC 16; **Fort** +8, **Ref** +9, **Will** +5

HP 20

Speed 30 feet, climb 10 feet

Melee ♦ jaws +8 (agile, finesse), **Damage** 1d6+3 piercing plus shrew venom

SCALING ENCOUNTER E4

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

Subtier 3-4: For each additional PC present beyond four, add one tough giant shrew.

Shrew Venom (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1

OGRE GLUTTON

CREATURE 4

CE **LARGE** **GIANT** **HUMANOID**

Perception +6; darkvision

Languages Jotun

Skills Athletics +12, Intimidate +10, Survival +6

Str +6, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2

Items leather armor, javelins (6), greataxe

AC 18; **Fort** +14, **Ref** +7, **Will** +6

HP 70

Speed 30 feet

Melee ♦ greataxe +14 (reach 10 feet, sweep), **Damage** 1d12+8 slashing

Melee ♦ jaws +14, **Damage** 1d8+8 piercing plus Grab and glutton's feast

Ranged ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+6 piercing

Ranged ♦ refuse +6 (thrown 20 feet), **Damage** 1d4+6 bludgeoning

Glutton's Feast If the ogre glutton damages a living creature with their jaws Strike, they gain 1d4 temporary Hit Points for 1 minute.

Glutton's Rush ♦♦ The ogre glutton Strides twice and makes a jaws Strike. If they damage a living creature with this Strike, the temporary Hit Points they receive from glutton's feast is increased to 2d4.

Swallow Whole ♦ (attack) Small, 2d4+4 bludgeoning, Rupture 14

Trailblazer's Bounty



KARLA WESVER

Trailblazer's Bounty



AMYAS CHARTHAGNION

Trailblazer's Bounty



BARK

Trailblazer's Bounty



WARG

Trailblazer's Bounty



OGRE GLUTTON

Trailblazer's Bounty



Trailblazer's Bounty

GM RESOURCES

TREASURE TABLE

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

CHRONICLE SHEET

PCs who complete the primary objective of this scenario gain the Experienced Mountaineer *boon* on their Chronicle sheet. PCs who do not assist the Chelaxian nobles do not gain the *animal staff* (*verdant staff* in Subtier 3-4) for completing this scenario.

On page 15, PCs who choose to fight the orcs but do not search the camp lose 1 Treasure Bundle and do not find the *crying angel pendant*.



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	
			<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead
			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

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

Trailblazer's Bounty

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N8H2

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

Adventure Summary

The mountainous passes between Isger and Molthune were daunting and treacherous. Avalanches and fearsome mountain goats were, in many ways, the least dangerous of the threats you faced, though each was deadly and draining in their own right. Though the unmarked trails are far from claimed, perhaps your efforts will aid the trade between Isger and Molthune, strengthening the region against the looming threats plaguing the Inner Sea.

Boons

Experienced Mountaineer (General): The trek from Isger to Molthune taught you tricks for navigating treacherously steep terrain. While this boon is slotted, you treat mountainous terrain and other steep slopes as difficult terrain, rather than as greater difficult terrain.

SUBTIER 1-2

SUBTIER 3-4

REWARDS

Items

animal staff (level 4; 90 gp)*verdant staff* (level 6; 225 gp)

Purchases

Items Sold / Conditions Gained

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

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

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

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

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

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #