



# Year of the Open Road



**PATHFINDER  
SOCIETY**

**FLAMES OF REBELLION**

By Michael Sayre



# PATHFINDER SOCIETY

## AUTHOR

Michael Sayre

## DEVELOPMENT LEAD

Linda Zayas-Palmer

## EDITING LEAD

Leo Glass

## EDITORS

Avi Kool

## CONTRIBUTING ARTISTS

Mikhail Palamarchuk, Kelly Perry, Leonardo Santanna, Tom Ventre

## CARTOGRAPHERS

Jason Engle

## COVER ARTIST

Tom Ventre

## ART DIRECTION AND GRAPHIC DESIGN

Tony Barnett and Sonja Morris

## ORGANIZED PLAY LEAD DEVELOPER

Linda Zayas-Palmer

## ORGANIZED PLAY MANAGER

Tonya Woldridge

## CREATIVE DIRECTOR

James Jacobs

## MANAGING DEVELOPER

Adam Daigle

## PUBLISHER

Erik Mona



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## How to Play

*Pathfinder Society Scenario #1–11: Flames of Rebellion* 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](http://PathfinderSociety.club).

## GM Resources

*Flames of Rebellion* makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Lost Omens Character Guide*, as well as the maps *Flip Tiles: Dungeon Starter Set*, *Flip Tiles: Dungeon Perils Expansion*, and *Flip Tiles: Forest Starter Set*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd).

## Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides/>. This scenario does not have any tags.



Paizo Inc.  
7120 185th Ave NE, Ste 120  
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# Flames of Rebellion

By Michael Sayre

## GM SYNOPSIS

This adventure is a near-even mix of dungeon-crawling (including combat and various traps) and social interactions.

## ADVENTURE BACKGROUND

The tales of some of the most accomplished early Pathfinders, like Durvin Gest, are writ large across the pages of the earliest volumes of the Pathfinder Chronicles. But not every successful agent from those early years wanted their ongoing discoveries and exploits to be published for the world to read. Although she was well known and respected by her contemporaries, the tales of Kerinha Napsunar's accomplishments have mostly faded from memory over the last several centuries. A few months ago, a group of Pathfinder agents recovered a record of some of her accomplishments in her first years with the Society. They painted a picture of a politically savvy agent who wasn't afraid to take great risks to save priceless historical artifacts from volatile situations where they were likely to be destroyed. Among other missions, she created a smuggling ring that took religious relics marked for destruction out of Rahadoum and into the Pathfinder Society's vaults. From the information that the Society has recovered so far, it is clear that she eventually traveled to the River Kingdoms to found her own Pathfinder lodge, but the records of what happened to her or to her lodge after that point were lost.

The reasons for the downfall of the River Kingdoms lodge were twofold—hostile surroundings and a lack of promising sites in the nearby area. In *Pathfinder Society Scenario #1–08: Revolution on the Riverside*, the PCs uncovered the history of the lodge and learned about its history, including the fact that after about a decade, Kerinha uprooted the lodge and moved it to Chelaxia, in a region that is now part of the nation of Andoran. The lodge stood for the better part of a century near what is now the town of Sauerton, before that part of the Chelaxian empire was considered less archaeologically promising than other nearby areas, and the lodge fell into disuse.

To preserve its records, the last steward for the lodge attempted to relocate the poorly indexed documents to an alternate location: a Chelaxian watchtower known as Diggen's Rest, built shortly after the Even-Tongued Rebellion to guard against Taldan reprisal. After a century or two without trouble, the site was defunded and decommissioned. It was, however, sturdy enough to serve as a new lodge.

## ADVENTURE SUMMARY

The PCs begin in the Andoran settlement of Sauerton, a small town in the country's remote reaches known primarily for its production of cheap wine. They traveled to the town following a letter from Venture-Captain Brackett, the venture-captain of Andoran's capital, Almas. The letter informs the PCs that the

### WHERE ON GOLARION?

*Flames of Rebellion* takes place primarily in Diggen's Rest, an old watchtower on the border of Andoran and Galt. Once part of old Imperial Chelaxia, Diggen's Rest has been part of Chelaxia, Andoran, Galt, and Taldor over the years, though none of those nations has shown particular interest in the tower in centuries.



Pathfinder Society's recent discoveries have led the Society's leadership to believe that founding Pathfinder Kerinha Napsunar may have left lost records of her discoveries somewhere in northeastern Andoran.

The PCs spend time in Sauerton talking to the locals, including the town's mayor, Thalia Andares. Here, the PCs learn that many of the documents stored in Napsunar's old lodge, which used to stand on what is now the outskirts of Sauerton, were moved deep into the woods to the east by a Pathfinder who had acquired the deed to an old watchtower known as Diggen's Rest.

After completing their investigation of Sauerton, the PCs proceed on a 100-mile journey toward Diggen's Rest that takes about a week's travel on foot. Midway through their journey and just inside the forest's edge, the PCs pass through an old battlefield littered with unburied corpses, which rise up as undead and attack them. After dealing with the undead, the PCs travel on to Diggen's Rest.

The tower of Diggen's Rest is home to an extended family of kobolds, the bearded devil bound there, and the unquiet ghost of one Diggen Thrune. The PCs will have to carefully navigate the kobold's traps and possibly even make a deal with a devil (or a ghost) to retrieve the documents they've come for. After the PCs have completed their exploration and obtained any documents not destroyed by the tower's traps and denizens, they can begin the trek back to Sauerton and from there on to Almas to turn over their findings.



# Flames of Rebellion

## GETTING STARTED

The PCs begin the adventure in Sauerton during the late morning, after a long trek north from the Andoran coast. The PCs have traveled here on orders from Venture-Captain Brackett; give the PCs **Handout #1: Brackett's Request**.

Read or paraphrase the following once the PCs have reviewed Handout #1 and are ready to begin.

The town of Sauerton is primarily comprised of row upon row of neatly kept vineyards, interspersed with old stone villas built in the Chelaxian style. Each plot of grapevines is accompanied by vats for crushing grapes and extruding their juice, along with a large warehouse for storing and aging the wine. The vineyards bustle with the busy hands of numerous workers, though the packed dirt and cobblestone roads have few other travelers during these industrious hours.



**THALIA ANDARES**

The PCs can ask directions from any of the nearby people working the vineyards. The people of Sauerton are open and friendly, happy to pause for a moment, remove their soil-stained gloves, and offer a vigorous handshake. When told that the PCs are looking for **Thalia Andares** (NG female human mayor), the townsfolk cheerfully direct them to a large villa they refer to as “the old Sauer estate”.

As the PCs follow the townsfolk's directions (or naturally move deeper into the sprawling settlement), they reach the old Sauer estate, where Thalia is expecting them. The estate itself has clearly been rebuilt recently, and the vineyards around it are sparse and covered with fresh loam and soil. Read or paraphrase the following when the PCs meet Thalia.

“Hey there, strangers!” The call comes from a human woman in her mid-thirties with long, dark hair and an open, friendly face. “You must be the Pathfinders Brackett told me to expect. I've done a little digging on your behalf but haven't turned up much yet. Why don't you all join me on the veranda for a glass of wine while we talk about your mission here?”

Thalia leads the PCs to the veranda and pours them each a glass of wine, moving on to the next person if they politely refuse. Once everyone has been served the wine (a sour red whose best quality seems to be that there's a plentiful supply of it), Thalia takes a seat on a chaise longue and asks the PCs what she can do to assist them. Thalia ensures that the PCs are given the information regarding the old lodge and Ven Strickmund's winery before they leave.

The PCs' likely inquiries and Thalia's responses to them are as follows.

**What can you tell us about the Pathfinder lodge that used to be here?** “Frankly, not terribly much. The Strickmund winery was built long before I was born, but from what I was able to find in old records about Sauerton, the land the lodge was built on was bought by Ven Strickmund's great-great-grandfather about 100 years ago. Apparently Ven's ancestor was a Pathfinder, so he might be able to tell you more. Be patient, though; Ven likes to talk and takes his time getting to the point. Particularly when he's interrupted before he finishes his thought.”

**Who is Ven Strickmund and where can we find him?** “Ven is one of Sauerton's oldest living residents, and a passable vintner. If anyone in town can tell you anything about what the Pathfinders were doing on that land back when they still owned it, Ven will be the one.”

If the PCs have any further questions, Thalia is happy to chat and entertain them on the veranda for a time before sending them to meet with Ven Strickmund. Once the PCs decide to head to Strickmund's winery, read or paraphrase the following to continue.

A winery rests on the hilltop ahead, surrounded by fields with neatly ordered rows upon rows of grape vines and trellises. The winery is built of dark, well-polished wood, the steps leading to the front door grooved with the passage of many feet.

Ven Strickmund sits in an old wooden rocking chair in the shade provided by the covered deck that serves as the front porch of his winery. The old human man bears a long, gray beard, and his teeth are stained a light magenta color from years of “tasting” the wine he and his family produce. When he sees the PCs, Ven raises one hand in a vigorous wave and calls out to them, “Well, 'ello there friends! Welcome t' Sauerton! Thalia let me know ye were comin'. Grab a chair and sit a spell!”

Ven loves to talk and hates to get to the point. He talks to the PCs about the weather, the most recent harvest, and the political savvy of politicians from across the Inner Sea. When posed a direct question about the lodge that used to sit on the land, Ven launches into a lengthy preamble about Sauerton's storied past (which largely amounts to “We've been making passable wine here since before it was a proper town”). After meandering through his stories, Ven finally gets to matters of interest to the PCs. Read or paraphrase the following.



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"Well, round 'bout a hunnerd years or so ago, my pappy's pappy's pappy bought this here land from a feller from the Pathfinder Society. Got a great deal too, on account of how he was a Pathfinder hisself. My pappy's pappy's pappy's pappy that is, of course the fella sellin' the land was a Pathfinder as well. Anyways, this wasn't a great place for a lodge at the time; too much a goin' on, too many folks riled up about Pathfinders. Your group hasn't always had the best reputation in all parts, though yer allus welcome 'round here. Where was I? Right, right, the old lodge. It was a big t'do at the time, on account of the money from the sale of this here estate being used to buy the deed to Diggen's Rest, an ol' keep 'bout a hunnerd miles east o' here. Folks 'round these parts know the stories 'bout the battles and such fought 'round there back during the empire days, an' suppose'dly there was e'en a ghost or some such. Pathfinders at the time figgered it was a proper place to move their books an' such. Ghosts tend to keep the vis'ters away, y'know? Funny thing is, I don't know as that Pathfinder ever came back through here. Maybe they's still out at Diggen's Rest, maybe they went somewhere else? Yer best bet's probably to go look for yerself. I kin mark it on a map fer ya, or close 'nough, and I'm sure you can get supplies fer the hike here in town."

Ven has little else of value to share with the PCs, though he's happy to talk as long as the PCs will let him, even if it requires him to invite them to stay the evening.

**GM Instructions:** Give the PCs an opportunity to prepare for the journey to Diggen's Rest, slot their boons for the adventure if they have not already done so, and remind them that they each have 1 Hero Point available.

Once the PCs are prepared for their journey, proceed on to area A, an old battlefield in the heart of the Verduran Forest, 60 miles from Sauerton and about 40 miles from Diggen's Rest.

## A. THE HAUNTED WOODS MODERATE

Despite the elven communities and dangerous forest-dwelling predators that call the forest home, the route to Diggen's Rest is strangely free of travelers and beasts. Occult spellcasters, particularly perceptive PCs, and others sensitive to the movements of unquiet spirits feel increasingly uneasy the deeper they travel into the forest along the marked route, and the most sensitive among them begin to have nightmares of a blood-drenched battlefield and the screams of the dying.

After several days' travel with these premonitions and feelings of dread, the PCs come across an open clearing in the forest. Though the ground is covered with thick moss and tall grass, here and there the ancient hilt of a sword or rusted crown of a decayed helm remains unconquered by the vegetation. Outside of the clearing, the forest is dense and packed with undergrowth; the PCs can potentially navigate the dense woodlands without going through the clearing, but doing so requires them to leave any mounts, wagons, or other vehicles behind. This encounter assumes the PCs arrive at the clearing around midday, with bright lighting from the afternoon sun above the clearing quickly giving way to dim light beneath the boughs of the trees. Areas outside of the clearing are traversable but difficult terrain. If the PCs choose to proceed through the clearing, read or paraphrase the following before continuing.



**FLAMING SKULL SKELETON**



# Flames of Rebellion

## A. THE HAUNTED WOODS



Skeletons Start Here

PCs Start Here

1 square = 5 feet

Pathfinder Flip-Tiles: Forest Starter Set



# Flames of Rebellion

The densely packed woodlands give way to a sprawling pasture. Rising out from the grass and moss covering the ground, the ancient, rusted hilts of old swords stand out in silent testament to some long-past conflict.

The warriors who died on this battlefield were slain during a battle that occurred as part of a failed attempt by local landowners and their allies to secede from the Chelaxian empire. As part of a show of force to suppress any further thoughts of secession from other citizens in the region, the Chelaxian forces in the area forbade anyone from burying the slain insurgents or performing any religious rites on the corpses. Over the many years since, the battlefield has become haunted, the skeletons of the slain animated by the lingering hatred and disquiet of the spirits. This map uses the *Pathfinder Flip-Tiles: Forest Starter Set* with the following tiles, ordered left to right and top to bottom: 37B and 17B, 31B and 26B, 19B and 27B.

**Creatures:** As the PCs cross the field, a group of flaming skull skeletons rise up from the grass and attack. See the scenario's appendixes for more details.

## SUBTIER 1-2

### FLAMING SKULL SKELETON GUARDS (4) CREATURE -1

Page 19; art on page 37

**Initiative** Perception +2

## SUBTIER 3-4

### FLAMING SKULL SKELETAL CHAMPIONS (2) CREATURE 2

Page 27; art on page 37

**Initiative** Perception +8

### FLAMING SKULL SKELETON GUARDS (2) CREATURE -1

Page 27; art on page 37

**Initiative** Perception +2

**Hero Point:** By now, you have likely completed the first hour or more of gameplay. Award a Hero Point to one of the PCs if you have not already done so. This could be the PC who struck the finishing blow on the most skeletons or who performed some particularly heroic or cooperative act. If none of the PCs match these requirements, give a Hero Point to a PC of your choice.

**Signs of Passage:** With the skeletons defeated, the PCs have an opportunity to notice several details about the battlefield. One of the skeletons that attacked is somewhat "fresher" than the rest, wearing clothing and armor closer to modern styles, though still nearly a century out of date, as well as carrying an *archaic wayfinder* and a leather satchel all but destroyed by time. Both the satchel and

an old brass-bound book retain remnants of abjuration magic, though whatever enchantments allowed the items to survive years exposed to the elements seem to be nearly spent. Examining the book reveals it to be a journal written in Osiriani, though much of the information it contained has been water damaged or otherwise obscured. While exports in document restoration at the Pathfinder Society may be able to restore the book with time and care, all the PCs are able to find is a single page of the journal that is still legible. If at least one of the PCs knows Osiriani or has another way to interpret the text, give them **Handout #2: Weathered Journal Page**.

**The Unquiet Dead:** Once the skeletons are defeated, the PCs are in no further danger in the clearing unless they attempt to camp in the clearing overnight. If the PCs make such a foolish decision, the skeletons reanimate at precisely midnight and attack them once more. The only way to permanently lay the skeletons to rest is to erect a shrine to a good deity in the center of the clearing and perform a *consecrate* ritual (likely beyond the capabilities of the PCs and the scope of this adventure).

**Rewards:** The *archaic wayfinder* and journal are worth 2 Treasure Bundles.

## B. DIGGEN'S REST

The following area uses the *Pathfinder Flip-Tiles: Dungeon Starter Set* and *Pathfinder Flip-Tiles: Dungeon Perils Expansion*. The specific tiles used for each area are listed at the beginning of the encounter area entry.

The PCs' journey onward through the forest is relatively uneventful. The undead haunting the old battlefield are a hazard that the elves and other forest residents have learned to stay well clear of (either through instinct or experience). The trail itself is guarded by the occasional waypoint containing old stone markers, enchanted by some long-ago spellcaster with wards designed to protect travelers from beasts and monsters. After about two and a half days of travel since passing the forest clearing in area A, the tower marking Diggen's Rest comes into view. Read or paraphrase the following to proceed.

A lone tower juts upward through the treetops, the crumbled stone walls surrounding the tower indicating that it may have once been part of a larger keep. Spiked wooden barricades force anyone seeking to approach on foot to take a winding and circuitous route forward.

This tower is now home to an extended family of kobolds who have laid traps throughout the various floors and rooms of the tower. In the fifth floor of the tower, a bored bearded devil, worshipped by the kobolds, spends his days lounging and demanding the occasional sacrifice

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from his kobold minions. The tower is built from carved and carefully fitted stone blocks; each block is a 1-foot square with Hardness 14, 28 Hit Points, and a Broken Threshold of 14. The adventure assumes the PCs arrive at the tower around midday. In that case, the interior of the tower is dimly lit by afternoon light leaking in through cracks and windows; if the PCs arrive at the tower in the early morning, evening, or night, the interior of the tower is instead dark. Each floor has 10-foot-high ceilings; the flooring on each floor is made of the same stone blocks as the rest of the tower.

**The Watcher:** A kobold warrior (or a kobold scout, in Subtier 3–4) is stationed at the third-floor window of the keep in area **B4**, facing west and looking down over the spiked barricades. If the PCs openly move through the barricades, the kobold blows a long, discordant note on a cracked horn, alerting the other kobolds in the tower to the PCs' approach. If all of the PCs succeed at a DC 13 Stealth check to Avoid Notice as they sneak up to the tower (DC 18 in Subtier 3–4), the kobolds are unaware of the PCs' presence until they begin combat in area **B1**; reduce the number of kobolds in areas **B1** and **B2** as specified in the encounter's appendixes. These kobolds instead appear in area **B4**, but they are groggy and unready for battle (see the encounter's appendix for more details).

## B1. Entryway Moderate

This entry level room uses the *Dungeon Starter Set* with the following Flip-Tiles, ordered left to right and top to bottom: o4B and o3B, 1oB and o2B, 35A and 37A. The PCs enter this room from the eastern hallway.

Read or paraphrase the following before proceeding.

This long room features a pair of intertwining staircases leading to the next level along the southern wall. Lying in poorly arranged piles against the wall to the north are some loose bags spilling over with lengths of copper wire, various stones and gemstones, cogs, wheels, and other devices, though the room's northwest corner appears to have been recently swept clean.

**Creatures:** A group of kobolds loiters in this room. If the PCs avoided detection by the kobold scout watching over the entrance, reduce the number of kobolds in this room as described in this encounter's appendix and position the remaining kobolds in the center of the room, where they sit playing a strange game with stones and beetles. Otherwise, the kobolds take positions around the room. See the appendixes of this encounter for more details.

**Hazard:** The kobolds have erected a hidden pit trap (or a drowning pit in Subtier 3–4) in the northwest corner of the room (as indicated by the dotted line). Eventually, the

kobolds intended to erect a swinging log trap to knock interlopers into the pit, but for now, the pit is the only trap in the room.

## SUBTIER 1-2

### HIDDEN PIT

**HAZARD 0**

*Pathfinder Core Rulebook* 522; page 20

### KOBOLD WARRIORS (4)

**CREATURE -1**

*Pathfinder Bestiary* 212; page 20; art on page 38

**Initiative** Perception +3

## SUBTIER 3-4

### DROWNING PIT

**HAZARD 3**

Page 28

**Initiative** Stealth +10

### KOBOLD WARRIORS (4)

**CREATURE -1**

*Pathfinder Bestiary* 212; page 28; art on page 38

**Initiative** Perception +3

Once the kobolds have been defeated, the PCs are free to search the room and continue up the stairs to the next floor.

**Rewards:** The kobolds have very little of value of on them, though one kobold carries a *minor healing potion* in her belt pouch (*lesser healing potion* in Subtier 3–4). The potion was stolen off of a ranger the kobolds murdered in the nearby woodlands. The kobold has no idea that it's actually a healing potion, so she does not attempt to drink the potion if wounded in combat.

PCs who interact with the pit trap in the northwest corner of the room (including disabling it or falling into it) discover a pair of +1 *handwraps* (+1 *striking handwraps* in Subtier 3–4) that have been clumsily used to tie together one of the cross-sections of the trap's support beams. These handwraps are worth 2 Treasure Bundles.

## B2. Summoning Hall

**Severe**

This second-floor room uses the *Dungeon Starter Set* and *Dungeon Perils Expansion* with the following Flip-Tiles, ordered left to right and top to bottom: DUo-34A and DUo-14A, DUo-36A and DU1-12A, DUo-31B and DUo-26B.

Read or paraphrase the following before proceeding.

The spiral staircases leading to this room converge, opening up into a barren stone room. To the east, an open doorway leads to a mirrored room that is almost identical to this one, except that it leads into another room that gives off a strange, eldritch glow through the open doorway.



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## BI. ENTRYWAY



PCs Enter Here

1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set



# Flames of Rebellion

## B2. SUMMONING HALL



Kobolds Start Here

PCs Enter Here

1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set & Expansion Set



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**Creatures:** A group of kobolds wait in the southeast room. If the PCs avoided the notice of the kobold scout watching over the tower entryway, the kobolds lounge in the corners of the room idly chatting in Draconic. Otherwise, the kobolds stand ready to unleash a single volley of ranged attacks before scampering away across the rune-covered hallway beyond and gathering around to protect the stairway leading up.

**Hazard:** The entire floor of the northwestern room is covered in summoning runes, etched into the hallway centuries before as part of a complex defense network protecting the tower from invasion. To make the trap more devious, the kobolds' dragon mage has magically illuminated runes on some of the safe stepping spots in a checkerboard pattern while concealing the runes in many of the squares on the floor, including the squares that actually trigger the trap. See the scenario's appendixes for more details. The kobolds all know which squares are safe to traverse and which are not.

## SUBTIER 1-2

### KOBOLD WARRIORS (4) CREATURE -1

*Pathfinder Bestiary* 212; page 21; art on page 38

**Initiative** Perception +3

### MINOR SUMMONING RUNES (2) HAZARD -1

Page 21

## SUBTIER 3-4

### KOBOLD SCOUTS (4) CREATURE 1

*Pathfinder Bestiary* 213; page 30; art on page 39

**Initiative** Perception +8

### SUMMONING RUNES (2) HAZARD 1

*Pathfinder Core Rulebook* 526; page 30

Once the PCs have cleared the trapped hallway and defeated the kobolds, they are free to search the area and continue up the stairs to the next floor.

**Rewards:** The kobolds in this area are higher ranking than those on the first floor. They have a variety of rough gemstones, as well as a smattering of silver and copper coins, contained in their belt pouches. Collectively, these coins and gemstones are worth 2 Treasure Bundles.

**Hero Points:** Upon completing this encounter, you should be approaching or have already passed the end of your second hour of gameplay. Award a Hero Point to one of the PCs if you have not already done so since completing the encounter in area A. This could be the PC who figured out the trick with the runes or performed

some particularly selfless act during the encounter. If none of the PCs match these requirements, give a Hero Point to a random PC of your choice; this should be a different PC than the one awarded a Hero Point following the encounter in area A.

## B3. Library

The library uses the *Dungeon Starter Set* and *Dungeon Perils Expansion* with the following Flip-Tiles, ordered left to right and top to bottom: DU1-17B and DU0-33A, DU1-14B and DU0-32A, DU0-38A and DU0-13A.

Unlike the rest of the rooms in the tower, the ceiling in this section is 40 feet high, and the area is always well lit by the magical lamps fixed at regular intervals along the columns holding the bookcases and scroll shelves aloft.

Read or paraphrase the following before proceeding.

The winding stairway spills out into a short hallway that leads to a receiving room. Once serving as a reception area for residents of the tower, the room now lies stripped of furnishing. To the north, another staircase leads further up into the tower. To the west, an expansive magical library, with books and scrolls stored on elevated shelves reaching up forty feet high, fills the remainder of the floor.

A library fills the western wing of this floor, its cases and shelves relatively pristine, if liberally coated by a century's worth of accumulated dust.

**The Library:** Five pairs of pillars fill the room, holding aloft three platforms at 10-foot intervals, each laden with numerous shelves of books and scrolls. The ground level of the structure is empty, forcing anyone wishing to ascend and peruse the parchments above to either successfully leap high enough to reach the first 10-foot-high ledge or to activate the levitation magic built into the pillars.

PCs who succeed at a DC 15 Arcana check (DC 18 in Subtier 3-4 because the kobold dragon mage from area B4 intentionally obscured the instructive runes engraved on the pillars) can discern that the runes and markings on the pillars are actually activation instructions. Touching one of the pillars and speaking the word "enlightenment" in Common activates the pillars' magic, instantly levitating the speaking creature to the next higher level of the library structure. Touching a column and speaking the word "accomplished" in Common lowers the speaking creature to the next lower level of the library structure.

**The Ghost of Digger Thorne:** Lurking in this room is the ghost of one Digger Thorne. The ghost is not hostile. Instead, he is quite pleased to see visitors other than the kobolds and is hopeful that the PCs may be able to help him escape this place. He approaches the PCs once one of them either reaches the top platform of the library



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## B3. LIBRARY



PCs Enter  
Here

1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set & Expansion Set



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structure or attempts to ascend the stairs leading to the next level.

Diggen Thrune appears as the translucent apparition of a portly man in his middle years, with an oiled mustache, thinning hair slicked back and tied in a neat knot. He is dressed in attire that was the height of Chelaxian fashion almost seven hundred years ago, with a billowing silk shirt, polished silver breastplate, and black leather boots held together with an excessively complex series of ribbons.

“I say,” the ghost calls out to the PCs, “I don’t suppose any of you fine people happen to have brought along a pot of tea and some decent leaves? It’s been forever and a day since I’ve caught the scent of a decent cup.”

If the PCs attempt to attack or earn the ghost’s ire, he sinks into the floor in disgust, but as long as the PCs are willing to talk, he remains friendly. If paraphrasing his text, be sure to give the PCs all of the key information in the sample quotes listed below.

“It’s been a decidedly long time since anyone civilized made their way here. Last folks were those Pathfinders about a century ago... Shame how that turned out. I did warn them about the devil in the attic you know. And that was before all the kobolds showed up to worship the damned thing. Don’t suppose I can say much though, given as I’m the reason he’s here and he’s the reason I’m still stuck here.”

If the PCs ask Diggen about his connection to the devil, the ghost explains as follows.

“I’m a servant of the empire, you know; I was knighted for my efforts in quelling rebellion in these parts. The empire rewarded me with land on the far side of the country and a responsibility to guard this region. Bit of a barbed deal that. How was I to feed and larder troops to protect a keep on the opposite side of the empire from my holdings? I wasn’t, and that’s the simple truth of the matter. A devil, though? Hah! No food, no morale issues, and you don’t need to worry about paying them until the job is well and truly done. How was I to know that agreeing to be bound to the beast until the empire’s control of the region was reestablished and peace was returned was going to leave me stuck here for all eternity?”

**The Deal:** If the PCs have treated Diggen well up to this point, the ghost offers them a deal.

“Listen here, my friends: I have a bit of a proposition for you. I cannot leave this keep under my own power for as long as the devil is free upstairs, and he can’t be sealed back up in that throne of his by anyone other than me. So here’s my proposal: I’ll seal myself up in one of your *wayfinders* or another magic item of your choice. You head on upstairs and confront that infernal bugger. Best him in combat, and when it seems he’s destroyed, he’ll be weak enough to bind. What matters is that one of you place the item containing me against his throne and speak the proper words, which I

will teach you. That’ll seal the bugger back up in his throne and put him at the service of the keep’s proper owner. Once he’s sealed up, place both of your hands against the object you seal me in and speak the same phrase; I’ll be free to travel on to the afterlife I’ve earned with my service to the empire. Once I’m gone, you’ll be the keep’s proper owners, with your own bound devil to oversee the place. What do you say?”

Diggen is not being entirely honest with the PCs. Though his statements about the PCs becoming the proper owner over a devil-bound keep are true, he knows that trapping Nashaxian won’t break his infernal contract and release his soul. Instead, doing so will allow him to finally venture beyond the walls of the keep and escape the monotony of his prison. He knows that his soul is ultimately bound for Hell, and he hopes to take this additional time to prove himself to improve his status and prestige before facing damnation. Seeing through the wily ghost’s deception is extremely difficult, requiring a successful DC 20 Perception check to Sense Motive (DC 23 in Subtier 3–4). Despite his own duplicitous ways, however, Diggen vastly underestimates the PCs, and his eagerness to escape this place dulls his suspicion that they may go turn against him. In Subtier 1–2, the PCs gain a +3 circumstance bonus on Deception checks to Lie to Diggen about their interest in following his plans.

If the PCs agree to Diggen’s deal, the ghost teaches them the necessary words to bind the devil and enters a magic item of the PCs’ choice; lacking another suitable receptacle, he suggests the *archaic wayfinder* in this room (see Rewards below). If the PCs refuse, the ghost’s true nature is revealed, and he throws up his hands in frustration, saying, “So that’s how it is, eh? Well, I’ll just have to wait for the next group of trespassers to wander in!” He then sinks into the floor and has nothing more to say to the PCs.

## ALL SUBTIERS

### GHOST OF DIGGEN THRUNE

### CREATURE 4

*Pathfinder Bestiary* 167; page 23 (page 32 for subtier 3–4)

**Initiative** Perception +10

**Rewards:** On the third and highest platform, an old leather messenger bag, similar to the nearly destroyed one from area A, lies open on the platform, its contents spilled across the elevated floor. Diggen’s ghost appears between the PCs and the bag if they didn’t meet him near the stairs leading up, and he positions himself to try and block their view of the spilled items until after he’s finished treating with them.

After dealing with Diggen, the PCs can sift through the spilled contents of the bag to find several missives dated nearly a century ago, discussing matters of the day. Of most



# Flames of Rebellion

significance are three items: another *archaic wayfinder*, a deed signed in 4617 AR by a Chelaxian magistrate noting that ownership of the keep known as Diggen's Rest was legally and officially transferred to the Pathfinder Society, and a wax sealed envelope protected by minor abjurations to prevent decay, marked with the date "14th Neth, 4091 AR" and addressed to Gregaro Voth. Give the PCs **Handout #3: Deed to Diggen's Rest**. If the PCs open the sealed envelope, give them **Handout #4: Letter to Gregaro Voth**.

The *archaic wayfinder* and documents are worth 2 Treasure Bundles.

## B4. Barracks

### Severe

This floor uses the *Dungeon Starter Set* and *Dungeon Perils Expansion* with the following Flip-Tiles, ordered left to right and top to bottom: DUo-26B and DUo-12A, DUo-41A and DU1-17A, DUo-318A and DUo-33A.

Read or paraphrase the following before proceeding.

A narrow, twisting passageway, clearly built for defense over convenience, winds its way north from the stairwell. The ancient stones here are solid and free of dust, though a few of the sturdy blocks comprising the floor seem to have shifted or settled during the centuries since the tower was first erected.

Built as both a last line of defense and as a barracks for the keep's soldiers, this floor of the keep has narrow hallways designed to funnel invading forces into deadly kill zones. The kobolds that dwell here now have turned over much of the furniture and formed it into a barricade, further fortifying the area against intrusion and protecting their infernal "god" (the bearded devil in area B5). See the scenario's appendixes for more details about this encounter.

**Creatures:** This is the primary living space for the kobolds occupying Diggen's Rest. The kobolds' locations in this room depend upon if the PCs raised the alarm; if they did not, several unarmed and unarmored kobolds in this room scatter at the first sign of combat.

**Hazard:** The barricade blocking the eastern room is hard to climb, but there is a small tunnel through it. The kobolds can rig this tunnel to collapse by throwing a lever.

## SUBTIER 1-2

### BARRICADE

### HAZARD 3

Page 24

### KOBOLD DRAGON MAGE

### CREATURE 2

*Pathfinder Bestiary* 213; page 25

**Initiative** Perception +5

### KOBOLD WARRIORS (2)

### CREATURE -1

*Pathfinder Bestiary* 212; page 25; art on page 38

**Initiative** Perception +3

## SUBTIER 3-4

### BARRICADE

### HAZARD 5

Page 33

### KOBOLD DRAGON SPELLWEAVER

### CREATURE 4

Page 34

**Initiative** Perception +10

### KOBOLD SCOUT

### CREATURE 1

*Pathfinder Bestiary* 213; page 34; art on page 39

**Initiative** Perception +8

### KOBOLD WARRIORS (3)

### CREATURE -1

*Pathfinder Bestiary* 212; page 34; art on page 38

**Initiative** Perception +3

Once the PCs have cleared the trapped hallway and defeated the kobolds, they are free to search the area and continue up the stairs to the next floor.

**Rewards:** PCs who use *detect magic* to examine the barricade or who succeed at a DC 18 Perception check to Search the barricade (DC 22 in Subtier 3-4) discover that an old desk was used as part as the barricade's construction, and its main drawer is still shut and locked. Note that, as usual, all PCs using the Search exploration tactic can roll this check. Succeeding at a DC 16 Thievery check to pick the lock or a DC 22 Athletics check to force the drawer open allows the PCs to retrieve its contents. In Subtier 1-2 this is a pair of *tracker's goggles*, and in Subtier 3-4 this is a pair of *goggles of night*. The goggles are worth 2 Treasure Bundles.

**Hero Points:** Upon completing this encounter, you should be approaching or have already passed the end of your third hour of gameplay. Award a Hero Point to one of the PCs if you have not already done so since completing the encounter in area B2. This could be a PC who vaulted the barricade to allow the other PCs to safely approach while the kobolds are occupied, a PC who braved the dangerous crawl space, or the PC who struck the killing blow against the dragon mage. If none of the PCs match these requirements, give a Hero Point to a random PC of your choice; this should be a different PC than the ones awarded a Hero Point following the encounters in areas A and B2.

## B5. Throne Room

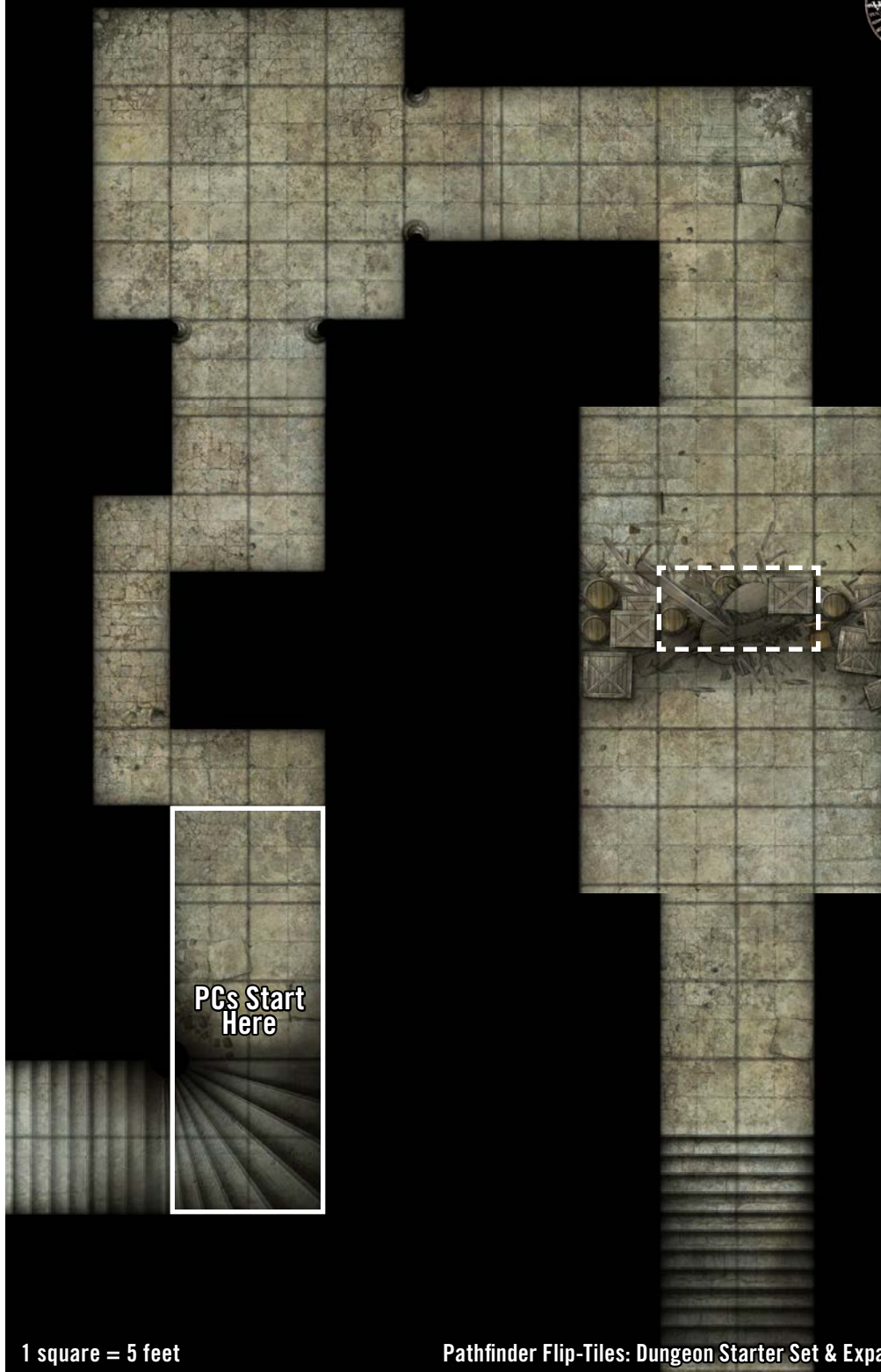
### Moderate

This windowless throne room sits at the pinnacle of the tower. This floor uses the *Dungeon Starter Set* and *Dungeon*



# Flames of Rebellion

## B4. BARRACKS



1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set & Expansion Set



# Flames of Rebellion

*Perils Expansion* with the following Flip-Tiles, ordered top to bottom: DU1–23B, DU1–06A, and DU0–34A.

Read or paraphrase the following before proceeding.

Upon reaching the final landing of Diggen's Rest, a long hallway stretches up to a dusty stone throne on a raised onyx dais. Simmering patches of flame burn ceaselessly beneath three square grates on the floor, giving off shimmering waves of heat despite the surrounding stone remaining unmarred and cool to the touch.

**Creatures:** The barbazu Nashaxian spends his days trapped on the uppermost floor of Diggen's Rest. At first happy for any excuse to escape the Hells and wreak some havoc on the Material Plane, the devil has grown bored from his centuries of confinement. After so long with little more

than the occasional kobold sacrifice to play with, Nashaxian is actually pleasantly surprised by the appearance of the PCs. When the PCs first arrive, Nashaxian lounges on the throne, his glaive lying on the dais directly in front of him. If the PCs attack Nashaxian, see the encounter's appendix for more details on his tactics.

While Nashaxian has every intention of devouring the PCs once he's gotten some entertainment out of them, he's initially much more interested in finally having people to talk to. When the PCs reach the top of the stairs, Nashaxian calls out to them.

"Welcome, friends, to my humble abode. I trust the attendants were hospitable?"

So long as the PCs continue to engage him in conversation, Nashaxian is content to enjoy the conversation for a while longer, though he occasionally becomes distracted and loses his train of thought as he imagines increasingly brutal ways of killing or torturing the PCs once the conversation is over.

Below are some questions the PCs might ask Nashaxian and his answers.

**What's the arrangement between you and Diggen Thrune?** "Is that old ghost still lingering in the lower halls? Hah! That'll teach him. He thought he could 'borrow' some infernal muscle for a few months and slip away with possession of his soul. It's good to know he's as stuck here as I am. Until the empire of Cheliah reclaims possession of these lands and restores peace to the region, I'm stuck in this tower and bound to this throne. And as long as I'm stuck here, he can't leave under his own power. Say... You wouldn't happen to have him with you, would you? He's certainly foolish enough to think he can get one over on me, even after all his prior failures."

**What do you want Diggen for?** "I've become quite bored gnawing on kobold souls. Since Diggen and I are bound together for the foreseeable future, it would be nice if we were up here with me so we can... chat."

**What's the deal with the throne?** "My prize and my prison!

Whoever sits upon this throne may use my power to protect this keep and the surrounding territory. Don't get any ideas, though; the one who currently sits upon this throne is *me*." After this declaration,

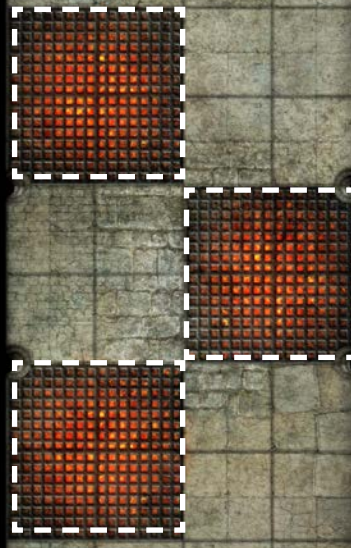


**NASHAXIAN**



# Flames of Rebellion

## B5. THRONE ROOM



PCs Start  
Here

1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set & Expansion Set



# Flames of Rebellion

Nashaxian's eyes flare and the simmering flames in the hallway build. This display of power is painfully hot for any PC without fire resistance who is standing above one of the grates, but it doesn't deal damage.

If the PCs give Nashaxian the magic item containing Diggen Thrune's ghost, the devil is so pleased that he grants the PCs safe passage from the tower. If the PCs refuse to turn Diggen over, or if they don't actually have possession of Diggen's ghost, Nashaxian quickly grows bored of talking and attacks.

**Hazards:** Nashaxian can cause one of the three grate-covered flames in the center of the room to surge as a reaction, as described in his creature entry. As long as Nashaxian sits on the throne, any creature other than the devil who moves adjacent to it takes 1d4 fire damage when they first move adjacent and at the start of every turn they begin adjacent to the throne (1d6+2 fire damage in Subtier 3–4).

## SUBTIER 1–2

### NASHAXIAN THE BORED

### CREATURE 3

Page 26; art on page 40

**Initiative** Perception +9

## SUBTIER 3–4

### NASHAXIAN THE ANGERED

### CREATURE 5

Page 35; art on page 40

**Initiative** Perception +13

**Binding the Devil:** Nashaxian can't truly be destroyed as long as his contract with Diggen Thrune stands. However, the PCs can seal him within the throne by performing the brief rite described by Diggen Thrune on page 13. Diggen's ghost has spent decades preparing for this situation, so the PCs' role is relatively simple. As long as at least one of the PCs is trained in Arcana or Religion, they succeed. If the PCs successfully seal Nashaxian in the throne, all PCs gain the Devil's Keep boon on their Chronicle sheets.

**Devil Unbound:** The PCs may choose not to perform

Diggen's rite. In this case, Nashaxian reforms in the keep 1 week later. By that time, even if the PCs did not deliberately drive them away, all of the surviving kobolds have abandoned the keep, leaving Nashaxian to rage that even these inferior followers are no longer under his command.

## CONCLUSION

With the devil Nashaxian dealt with, the PCs are free to gather up the various documents they have discovered and begin the long journey back to report on their findings. If the PCs released Diggen from the magic item they sealed him in, the ghost thanks them for their service before seemingly evaporating into nothingness. If they kept him sealed instead, they meet with Zarta Dralneen when they ultimately return to the Grand Lodge. Zarta takes a keen interest in the ghost and provides the PCs with an identical item to the one in which Diggen is sealed, taking Diggen's makeshift prison into her custody so she can study the trapped spirit; grant the PCs the boon Diggen the Liar on their Chronicle sheet.

## Reporting Notes

If the PCs freed Diggen's ghost, check box A on the reporting sheet. If the PCs turned over Diggen's captive ghost to the devil Nashaxian, check box B on the reporting sheet. If the PCs had possession of the deed to Diggen's Rest when they completed the adventure, check box C. If the PCs defeated Nashaxian but did not bind him to the throne, check box D. Multiple boxes may apply.

## Primary Objectives

The PCs fulfill their primary objective if they recover Handouts #3 and #4. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

## Secondary Objectives

The PCs fulfill their secondary objective if they either seal Nashaxian within his throne or complete the adventure with Diggen Thrune still sealed within a magic item. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.



# Flames of Rebellion

## APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text. Some encounters require swapping out creatures to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(o)” to indicate that they should not be added to the encounter unless summoned or otherwise specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendixes to select the appropriate creatures.

### Encounter A: The Haunted Woods (Subtier 1-2)

When the PCs emerge into a clearing in the woods, restless dead stand ready to attack them.

**Creatures:** The flaming skull skeleton guards attack the PCs mindlessly, without using any particularly advanced or clever tactics. Each skeleton attacks the nearest PC and begins combat by using their Screaming Skull ability, if possible. They fight until destroyed.

### SCALING ENCOUNTER A: THE HAUNTED WOODS

To adjust for the PCs' overall strength, use the following challenge point adjustment.

**10–15 Challenge Points:** Add 1 flaming skull skeleton guard to the encounter for every 2 Challenge Points above 8.

### FLAMING SKULL SKELETON GUARDS (4) CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeleton guard (*Pathfinder Bestiary* 298)

**Perception** +2; darkvision

**Skills** Acrobatics +6, Athletics +2

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

**Items** shortbow (20 arrows)

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

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

**Speed** 25 feet

**Melee** ♦ jaws +6 (agile, finesse), **Damage** 1d4 piercing plus 1d4 fire

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

**Screaming Skull** ♦♦ (auditory, emotion, fear, mental) The skeleton removes its skull and throws it, making a jaws Strike with a range of 20 feet. It then attempts to Demoralize each foe within 10 feet of the target. The head bounces, rolls, or even flies back, returning to the skeleton at the start of its next turn. The skeleton is blinded until then.



# Flames of Rebellion

## Encounter B1: Entryway (Subtier 1-2)

When the PCs enter Diggen's Rest, they arrive in this large receiving chamber, which the kobolds now use as a storeroom.

**Creatures:** If the PCs avoided detection by the kobold sentry watching over the entrance, reduce the number of kobolds in this room by 1 and position the remaining kobolds in the center of the room, where they sit playing a strange game with stones and beetles. Otherwise, the kobolds take positions around the room, with one kobold guarding the entrance of each stairway and one positioned in the northeast corner of the room.

**Hazards:** The kobolds have erected a hidden pit trap in the northwest corner of the room. Eventually the kobolds intend to erect a swinging log trap to knock interlopers into the pit, but for now the pit is the only trap in the room (barring the additional pit for challenge point scaling).

### HIDDEN PIT

### HAZARD 0

MECHANICAL TRAP

*Pathfinder Core Rulebook 522*

**Stealth** DC 18 (or 0 if the trapdoor is disabled or broken)

**Description** A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep.

**Disable** Thievery DC 12 to remove the trapdoor

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

**Trapdoor Hardness** 3; **Trapdoor HP** 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

**Pitfall** ➤ **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling (*Core Rulebook 472*).

**Reset** Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

## SCALING ENCOUNTER B1: ENTRYWAY

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add 1 kobold warrior to the encounter.

**12-13 Challenge Points:** Add 1 kobold warrior to the encounter and add 1 additional hidden pit to the encounter in front of the eastern stairway, with the kobold guarding the stairway, standing next to the trap.

**14-15 Challenge Points:** Add 2 kobold warriors to the encounter and add 1 additional hidden pit to the encounter in front of the eastern stairway, with one of the warriors guarding the stairway, standing next to the trap.

## KOBOLD WARRIORS (4)

## CREATURE -1

E SMALL HUMANOID KOBOLD

*Pathfinder Bestiary 212*

**Perception** +3; darkvision

**Languages** Draconic

**Skills** Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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

**Items** leather armor, sling (20 bullets), spear

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3

**HP** 8

**Speed** 25 feet

**Melee** ➤ spear +3, **Damage** 1d6+1 piercing

**Ranged** ➤ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged** ➤ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing  
**Hurried Retreat** ➤ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.



# Flames of Rebellion

## Encounter B2: Summoning Hall (Subtier 1–2)

The kobold dragon mage (see area B4) has converted this old summoning hall into a trap for unwary travelers.

**Creatures:** A group of kobolds wait in the southeast room. If the PCs avoided the notice of the kobold sentry watching over the tower entryway, remove one of the kobold warriors from the room; the remaining 3 lounge in the corners of the room idly chatting in Draconic. Otherwise, the kobolds stand ready to unleash a single volley of ranged attacks before scampering away across the rune-covered hallway beyond and gathering around to protect the stairway leading up. The hazards below can summon a bloodseeker and a mitflit into the encounter. Each summoned creature attacks whoever triggered their trap and fights until destroyed. Once the PCs defeat all but one of the kobolds, the last kobold flees.

**Hazards:** The floor of this room is covered in summoning runes, etched into the hallway centuries before as part of a complex defense network protecting the tower from invasion. To make the trap more devious, the dragon mage magically highlighted runes on some of the safe spots in a checkerboard pattern to bait outsiders into stumbling into dangerous spaces. The kobolds know where the trigger squares are and avoid stepping on them. One of the traps is triggered by stepping on any of the squares directly above the each of the four yellow runes (marked T1 on the map) and summons a bloodseeker when triggered. The other is triggered by stepping on any of the squares directly above each of the four blue runes (marked T2 on the map) and summons a mitflit when triggered.

### KOBOLD WARRIORS (4)

### CREATURE -1

E SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 212

**Perception** +3; darkvision

**Languages** Draconic

**Skills** Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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

**Items** leather armor, sling (20 bullets), spear

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3

**HP** 8

**Speed** 25 feet

**Melee** ♦ spear +3, **Damage** 1d6+1 piercing

**Ranged** ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged** ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat** ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

## SCALING ENCOUNTER B2: SUMMONING HALL

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**Subtier 1–2 (10–11 Challenge Points):** Replace 1 of the kobold warriors with a kobold scout. Increase the Stealth bonus and disable DCs of the summoning runes by 1.

**Subtier 1–2 (12–13 Challenge Points):** Replace 3 of the kobold warriors with kobold scouts; remove 1 scout if the PCs avoided notice from the sentry.

**Subtier 1–2 (14–15 Challenge Points):** Replace all 4 of the kobold warriors with kobold scouts; remove 1 scout if the PCs avoided notice from the sentry. Increase the Stealth bonus and disable DCs of the summoning runes by 1.

## MINOR SUMMONING RUNES (2)

## HAZARD -1

COMPLEX MECHANICAL TRAP

**Stealth** +5 (trained)

**Description** A cloud of invisible magical sensors covers four squares on the map. One of these hazards is in the squares directly above each of the four yellow runes on the map, and the other is in the squares directly above each of the four blue runes on the map.

**Disable** Acrobatics DC 13 to approach without triggering the trap followed by Thievery DC 15 (trained) to erase the rune, or *dispel magic* (1st level; counteract DC 13) to counteract the rune

**Summon Monster** ⤿ (arcane, conjuration, summon) **Trigger** A creature enters the cloud of magical sensors; **Effect** This trap summons a specific level -1 creature, determined when the trap is created. The squares above the blue runes summon a mitflit, while the squares above the yellow runes summon a bloodseeker. The creature rolls initiative and remains for 2d4 rounds, after which the spell ends and the creature disappears. The creature also disappears if someone disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.



# Flames of Rebellion

## BLOODSEEKERS (0)

## CREATURE -1

**N** **TINY** **ANIMAL**

*Pathfinder Bestiary* 42

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

**Skills** Acrobatics +6, Stealth +6

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

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

**HP** 6

**Speed** 10 feet, fly 30 feet

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

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

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

## MITFLITS (0)

## CREATURE -1

**LE** **SMALL** **FEY** **GREMLIN**

*Pathfinder Bestiary* 192

**Perception** +4; darkvision, scent (imprecise) 30 feet

**Languages** Undercommon

**Skills** Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

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

**Self-Loathing** (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

**Vermin Empathy** Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

**Items** dart (10), shortsword

**AC** 15; **Fort** +2, **Ref** +7, **Will** +4

**HP** 10; **Weaknesses** cold iron 2

**Speed** 20 feet, climb 20 feet

**Melee** ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

**Ranged** ♦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

**Primal Innate Spells** DC 16; **2nd** *Speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation*

**Vengeful Anger** (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

## KOBOLD SCOUTS (0)

## CREATURE 1

**LE** **SMALL** **HUMANOID** **KOBOLD**

*Pathfinder Bestiary* 213

**Perception** +8; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Speed** 25 feet

**Melee** ♦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Hurried Retreat** ♦ **Requirements** The kobold scout is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.



# Flames of Rebellion

## Encounter B3: The Library (Subtier 1-2)

When the PCs attempt to exit this area to move to area **B4**, or when one of the PCs reaches the third platform of the library structure, they are confronted by the ghost of Diggen Thrune.

**Creatures:** Diggen attempts to bargain and parlay with the party as described on page 13. He does not attack the PCs; if they are hostile toward him or refuse to participate in his plans, he simply sinks into the floor and ignores them. His statistics are provided below for GM reference; because this is not a combat encounter, no scaling is provided.

### GHOST OF DIGGEN THRUNE

### CREATURE 4

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

*Pathfinder Bestiary* 167

**Perception** +10; darkvision

**Languages** Common

**Skills** Dwelling Lore +10 (applies to Diggen's Rest), Deception +10, Stealth +12

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

#### Site Bound

**AC** 20; **Fort** +8, **Ref** +11, **Will** +8

**HP** 30, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Object Habitation** Diggen Thrune can occupy a magical object. Diggen can't be targeted or harmed while occupying an object, but he can only exit the object with the assistance of a mortal in possession of the object.

**Rejuvenation** (divine, necromancy) Setting Diggen free from his contractual obligations with Nashaxian allows him to move on to the afterlife.

**Speed** fly 25 feet

**Melee** ♦ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

**Frightful Moan** ♦ (auditory, divine, emotion, enchantment, fear, mental) Diggen Thrune laments his fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.



# Flames of Rebellion

## Encounter B4: The Barracks (Subtier 1-2)

The kobolds use this room to rest, crouching behind a trapped barricade made of scraps.

**Creatures:** In the event that the PCs raised the alarm, the kobolds begin in the northwesternmost room, ranged weapons (and ranged spells in the case of the kobold dragon mage) ready to pelt the PCs with attacks as they come through the narrow hallway. After unleashing their first volley, the kobolds fall back into the room with the barricade, squeezing through a kobold-sized crawl space in the center of the barricade before throwing a lever to rig it to collapse (see the Hazard below).

If the PCs avoided detection by the kobold sentry watching the path leading to the tower, the kobolds are instead resting piled in nests in the southern area of the room containing the barricade. In addition to the kobolds listed on the following page, there is a pair of unarmed and unarmored kobolds that are groggy and unprepared for a fight. These are the same two kobolds that have been removed from the encounters in areas **B1** and **B2**, and they flee at the first sign of battle.

If the PCs defeat the dragon mage and over half of the other kobolds in this room, the remaining kobolds surrender.

**The Barricade:** The barricade is 5 feet wide and 5 feet high in the center, and 10 feet wide and 5 feet high next to the room's walls. A Small or smaller creature can stand atop the squares of the barricade next to the walls and attack creatures in adjacent squares. The northern side of the barricade is coated in slimy ooze, requiring a DC 20 Athletics check to Climb. Approaching from the south, the barricade is simply greater difficult terrain and requires no check to scale. Until the hazard triggers, there is a crawl space in the center two squares of the barricade. Small PCs can move through this crawl space at full Speed, but Medium PCs must Crawl to pass through it. If the PCs attempt to hack their way through the barricade, they find it sturdy but not entirely impassible. Each 5-foot square section of the barricade has Hardness 10, 40 HP, and BT 20. Barricade squares provide greater cover when broken and standard cover when destroyed, and the DC of the Athletics check to climb destroyed squares from the north side decreases to 16.

**Hazards:** The barricade is built with a lever on the southern side that activates the collapsing barricade hazard below. When the hazard activates, the two-square section of the barricade above the hazard is automatically destroyed, with the effects described above.

## SCALING ENCOUNTER B4: THE BARRACKS

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add 1 kobold warrior to the encounter, who does not retreat behind the barrier.

**12-13 Challenge Points:** Add 3 kobold warriors to the encounter, who do not retreat behind the barrier.

**14-15 Challenge Points:** Add 4 kobold warriors to the encounter, who do not retreat behind the barrier.

## COLLAPSING BARRICADE

## HAZARD 3

MECHANICAL TRAP


**Stealth** DC 20 (trained)

**Description** A tunnel through this steep barricade is rigged to collapse. If a kobold spends one action to throw a lever, the tunnel collapses on the next creature to pass through it.

**Disable** Thievery DC 18 (trained) to carefully trigger the collapse without entering the tunnel or DC 22 (trained) to brace the tunnel so it is safe to pass through.

**AC** 21; **Fort** +12, **Ref** +6

**Hardness** 10; **HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage

**Collapse**  **Trigger** A creature crawls into the tunnel in the collapsing barricade after the trap is activated with the lever; **Effect** The barricade collapses on the creature, who must attempt a DC 22 Reflex save.

**Critical Success** The creature takes no damage and escapes the barricade, emerging into a safe space on either side of it.

**Success** The creature takes 1d6+2 bludgeoning damage from collapsing debris and 1d6+2 slashing damage from broken glass before emerging on the opposite side of the barricade from the one they entered.

**Failure** The creature takes 2d6+4 bludgeoning damage from collapsing debris and 2d6+4 slashing damage from broken glass before emerging on the opposite side of the barricade from the one they entered.

**Critical Failure** As a failure, and the creature is immobilized beneath the barricade until they or another creature succeed at a DC 22 Athletics check to pull them free. They can still be targeted, touched, and otherwise interacted with by creatures on either side of the barrier.



# Flames of Rebellion

## KOBOLD DRAGON MAGE

## CREATURE 2

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +5; darkvision

**Languages** Common, Draconic

**Skills** Arcana +6, Deception +8, Diplomacy +8, Dragon Lore +10, Intimidation +8, Stealth +7

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

**Items** staff

**AC** 17; **Fort** +4, **Ref** +7, **Will** +7

**HP** 25; **Resistances** poison 5, fire 5

**Speed** 25 feet

**Melee** ♦ claw +7 (agile, finesse), **Damage** 1d6-1 slashing

**Melee** ♦ staff +3 (two-hand d8), **Damage** 1d4-1 bludgeoning

**Arcane Spontaneous Spells** DC 20; **1st** (4 slots) *fear*, *illusory object*, *magic missile*; **Cantrips (1st)** *detect magic*, *electric arc*, *ghost sound*, *mage hand*, *tanglefoot*

**Illusory Retreat** ♦♦♦ (arcane, illusion, manipulate, move)

**Frequency** once per hour; **Requirements** The kobold dragon mage is adjacent to at least one enemy; **Effect** The dragon mage creates an illusion of itself in its square and then becomes invisible (with the effects of a 2nd-level *invisibility* spell) for 1d4 rounds. The dragon mage can move up to half its Speed, but it must end its movement in a space that's not adjacent to any enemies. This is a 1st-level spell that requires a somatic component.

**Sneak Attack** The dragon mage deals an extra 1d6 precision damage to flat-footed creatures.

## KOBOLD WARRIORS (3)

## CREATURE -1

E SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 212

**Perception** +3; darkvision

**Languages** Draconic

**Skills** Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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

**Items** leather armor, sling (20 bullets), spear

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3

**HP** 8

**Speed** 25 feet

**Melee** ♦ spear +3, **Damage** 1d6+1 piercing

**Ranged** ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged** ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat** ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.



# Flames of Rebellion

## Encounter B5: Throne Room (Subtier 1-2)

The bound devil Nashaxian has long been trapped in this sweltering room. The temperature hovers around 105° F, hot enough to deal 1d6 fire damage per hour to creatures that linger here.

**Creatures:** Nashaxian speaks with the PCs when they first enter the room, but combat with the devil is likely. When combat begins, Nashaxian uses an action to pick up his glaive; if the PCs attempt to hang back and pepper him with ranged attacks, he uses *dimension door* to transport himself within reach of the most lightly armored member of the party, prioritizing any PC he's already seen casting spells, and prioritizing divine spellcasters over arcane, primal, or occult spellcasters. If the PCs move toward the throne without Nashaxian's express permission, he warns them once, then attacks if they persist in moving forward. Because he is unable to leave this room, Nashaxian fights to the death.

**Hazards:** Nashaxian can cause the flames beneath one of the 10-foot-by-10-foot square grates on the floor to surge up to the ceiling as a reaction, as described in his creature entry. Additionally, as long as Nashaxian sits on the throne, any creature other than the devil who moves adjacent to it takes 1d4 fire damage when they first move adjacent and at the start of every turn they begin adjacent to the throne.

### NASHAXIAN THE BORED

### CREATURE 3

LE MEDIUM DEVIL FIEND

Variant barbaz (Pathfinder Bestiary 88)

**Perception** +9; greater darkvision

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet

**Skills** Acrobatics +7, Athletics +10, Intimidation +6, Religion +7, Stealth +7

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

**Items** glaive

**AC** 19; **Fort** +11, **Ref** +9, **Will** +9; +1 status to all saves vs. magic

**HP** 35; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 3 (except silver), poison 5

**Infernal Detonations** ➤ **Trigger** A creature Nashaxian can see steps on one of the 10-foot-by-10-foot patches of flame in the throne room hallway; **Effect** The creature and any other creatures above that patch take 1d4 fire damage.

## SCALING ENCOUNTER B5: THRONE ROOM

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Increase Nashaxian's Hit Points by 5 and increase his AC by 1.

**12-13 Challenge Points:** Increase Nashaxian's Hit Points by 5 and increase his AC, saves, attack rolls, and damage rolls by 1.

**14-15 Challenge Points:** Increase Nashaxian's Hit Points by 10 and increase his AC, saves, attack rolls, and damage rolls by 2.

**Speed** 35 feet

**Melee** ➤ glaive +11 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+5 slashing plus 1d6 evil and infernal wound

**Melee** ➤ claw +11 (agile, evil, magical), **Damage** 1d6+5 slashing plus 1d4 evil

**Melee** ➤ beard +12 (magical), **Damage** 1d4+5 piercing plus Avernus fever

**Divine Innate Spells** DC 17; **4th** *dimension door* (at will)

**Rituals** DC 17; **1st** *infernal pact*

**Avernus Fever** (disease) **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

**Infernal Wound** (divine, necromancy) Nashaxian's glaive Strike also deals 1d4 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 15. The DC is reduced to 10 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 3. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 18 counteract check or the magic fails to heal the creature.

**Wriggling Beard** ➤ **Frequency** once per round; **Effect** Nashaxian makes a beard Strike. This Strike ignores his multiple attack penalty and doesn't count toward that penalty.



# Flames of Rebellion

## APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario, including any variations described in the text. Some encounters require swapping out creatures to scale for different party sizes. The appendixes for these encounters have the alternative creatures marked “(o)” to indicate that they should not be added to the encounter unless summoned or otherwise specified. These additional creatures are not listed with the abbreviated stat blocks in each encounter in the main body of the scenario, as the base encounters are designed for four players. Follow the instructions in the Scaling Encounter sidebars in the appendixes to select the appropriate creatures.

### Encounter A: The Haunted Woods (Subtier 3-4)

When the PCs emerge into a clearing in the woods, restless dead stand ready to attack them.

**Creatures:** The flaming skull skeletons attack the PCs mindlessly, without using any particularly advanced or clever tactics. Each skeleton attacks the nearest PC and begins combat by using their Screaming Skull ability, if possible. They fight until destroyed.

#### FLAMING SKULL SKELETAL CHAMPIONS (2) CREATURE 2

NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeletal champion (*Pathfinder Bestiary* 298)

**Perception** +8; darkvision

**Languages** Common, Necril

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

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

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

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

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

**Attack of Opportunity** ⚡

**Shield Block** ⚡

**Speed** 25 feet

**Melee** ⚔ longsword +9 (versatile P), **Damage** 1d8+3 slashing

**Melee** ⚔ burning jaws +10 (agile, finesse), **Damage** 1d4+3 slashing plus 1d4 fire

**Melee** ⚔ lance +9 (deadly d8, jousting d6, reach 10 feet), **Damage** 1d8+4 piercing

**Screaming Skull** ⚡⚡ (auditory, emotion, fear, mental) The skeleton removes its skull and throws it, making a jaws Strike with a range of 20 feet. It then attempts to Demoralize each foe within 10 feet of the target. The head bounces, rolls, or even flies back, returning to the skeleton at the start of its next turn. The skeleton is blinded until then.

### SCALING ENCOUNTER A: THE HAUNTED WOODS

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Replace one flaming skull skeleton guard with a flaming skull skeletal champion.

**23-27 Challenge Points:** Replace both flaming skull skeleton guards with flaming skull skeletal champions.

**28-32 Challenge Points:** Add two flaming skull skeletal champions to the encounter.

**33+ Challenge Points:** Replace the two flaming skull skeletal guards with three flaming skull skeletal champions.

#### FLAMING SKULL SKELETON GUARDS (2) CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Variant skeleton guard (*Pathfinder Bestiary* 298)

**Perception** +2; darkvision

**Skills** Acrobatics +6, Athletics +2

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

**Items** shortbow (20 arrows)

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

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

**Speed** 25 feet

**Melee** ⚔ jaws +6 (agile, finesse), **Damage** 1d4 piercing plus 1d4 fire

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

**Screaming Skull** ⚡⚡ (auditory, emotion, fear, mental)

The skeleton removes its skull and throws it, making a jaws Strike with a range of 20 feet. It then attempts to Demoralize each foe within 10 feet of the target. The head bounces, rolls, or even flies back, returning to the skeleton at the start of its next turn. The skeleton is blinded until then.



# Flames of Rebellion

## Encounter B1: Entryway (Subtier 3–4)

When the PCs enter Diggen's Rest, they arrive in this large receiving chamber, which the kobolds now use as a storeroom.

**Creatures:** If the PCs avoided detection by the kobold scout watching over the entrance, reduce the number of kobold warriors in this room by 2 and position the remaining kobolds in the center of the room, where they sit playing a strange game with stones and beetles. Otherwise, the kobolds take positions around the room, with one kobold guarding the entrance of each stairway and one positioned in the northeast corner of the room.

**Hazards:** The kobolds have erected a drowning pit trap in the northwest corner of the room. Eventually the kobolds intend to erect a swinging log trap to knock interlopers into the pit, but for now the pit is the only trap in the room (barring the additional pit for challenge point scaling).

### DROWNING PIT

### HAZARD 3

COMPLEX MECHANICAL TRAP

*Pathfinder Core Rulebook* 526


**Stealth** +10 (trained); DC 22 (expert) to notice the waterspouts once the pit opens


**Description** A trapdoor covers a 10-foot-square pit that's 30 feet deep and has 5 feet of water at the bottom. Four waterspouts in the walls connect to hidden water tanks. Each waterspout extends out of a different wall, 6 inches from the top of the pit.

**Disable** Thievery DC 18 (trained) to seal each waterspout, Thievery DC 22 (trained) to open the trapdoor, or Athletics DC 22 to Force Open the trapdoor

**AC** 19; **Fort** +8, **Ref** +5

**Trapdoor Hardness** 15; **Trapdoor HP** 60 (BT 30); **Spout Hardness** 8; **Spout HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

**Pitfall**  **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes damage from the fall, reduced by 5 feet for falling into the water (typically 12 bludgeoning damage). A creature can Grab an Edge to avoid falling (*Core Rulebook* 472). The trapdoor then slams shut, and the hazard rolls initiative.

**Routine**  The trap loses 1 action each turn for each disabled waterspout. On each of the trap's actions, a spout pours water, increasing the depth of the water by 5 feet.

Once the pit is full of water, the pit stops using actions, but creatures in the pit begin drowning (*Core Rulebook* 478).

**Reset** The trap can be reset if the door is manually reengaged and the water tanks refilled; it can be reset without draining the pit but doing so renders it less effective.

## SCALING ENCOUNTER B1: ENTRYWAY

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add 1 kobold scout to the encounter.

**23–27 Challenge Points:** Replace 2 of the kobold warriors with kobold scouts.

**28–32 Challenge Points:** Replace 3 of the kobold warriors with kobold scouts. Instead of removing 2 kobold warriors from the room if the PCs evaded detection, remove 1 kobold scout.

**33+ Challenge Points:** Replace all 4 of the kobold warriors with kobold scouts. Instead of removing 2 kobold warriors from the room if the PCs evaded detection, remove 1 kobold scout.

## KOBOLD WARRIORS (4)

## CREATURE -1

E SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 212

**Perception** +3; darkvision

**Languages** Draconic

**Skills** Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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


**Items** leather armor, sling (20 bullets), spear


**AC** 16; **Fort** +4, **Ref** +7, **Will** +3


**HP** 8

**Speed** 25 feet

**Melee**  spear +3, **Damage** 1d6+1 piercing

**Ranged**  sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged**  spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat**  **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.



# Flames of Rebellion

## KOBOLD SCOUTS (0)

## CREATURE 1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +8; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Speed** 25 feet

**Melee** ♦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Hurried Retreat** ♦ **Requirements** The kobold scout is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.



# Flames of Rebellion

## Encounter B2: Summoning Hall (Subtier 3–4)

The kobold dragon spellweaver (see area B4) has converted this old summoning hall into a trap for unwary travelers.

**Creatures:** A group of kobolds wait in the southeast room. If the PCs avoided the notice of the kobold sentry watching over the tower entryway, remove one of the kobold warriors from the room; the remaining kobolds lounge in the corners of the room idly chatting in Draconic. Otherwise, the kobolds stand ready to unleash a single volley of ranged attacks before scampering away across the rune-covered hallway beyond and gathering around to protect the stairway leading up. The hazards below can summon a fire mephit and an imp into the encounter. Each summoned creature attacks whoever triggered their trap and fights until destroyed. Once the PCs defeat all but one of the kobolds, the last kobold flees.

**Hazards:** The floor of this room is covered in summoning runes, etched into the hallway centuries before as part of a complex defense network protecting the tower from invasion. To make the trap more devious, the kobold's mage has magically highlighted runes on some of the safe spots in a checkerboard pattern to help obscure the spots that trigger the trap from outsiders. The kobolds know where the trigger squares are and avoid stepping on them. One of the traps is triggered by stepping on any of the squares directly above the each of the four yellow runes (marked T1 on the map) and summons a fire mephit when triggered. The other is triggered by stepping on any of the squares directly above each of the four blue runes (marked T2 on the map) and summons an imp when triggered.

## KOBOLD SCOUTS (3)

## CREATURE 1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +8; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Speed** 25 feet

**Melee** ♦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Hurried Retreat** ♦ **Requirements** The kobold scout is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.

## SCALING ENCOUNTER B2: SUMMONING HALL

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**Subtier 3–4 (19–22 Challenge Points):** Add 1 kobold scout to the encounter.

**Subtier 3–4 (23–30 Challenge Points):** Add 1 additional kobold scout to the encounter and increase the DCs to detect and disable the summoning runes by 1.

**Subtier 3–4 (31–42 Challenge Points):** Use the 23–30 Challenge Point adjustment plus 1 additional kobold scout for every 4 Challenge Points over 30.

## SUMMONING RUNES (2)

## HAZARD 1

COMPLEX MECHANICAL TRAP

*Pathfinder Core Rulebook* 526

**Stealth** +7 (trained)

**Description** A cloud of invisible magical sensors covers four squares on the map. One of these hazards is in the squares directly above the each of the four yellow runes on the map, and the other is in the squares directly above each of the four blue runes on the map.

**Disable** Acrobatics DC 15 to approach without triggering the trap followed by Thievery DC 17 (trained) to erase the rune, or *dispel magic* (1st level; counteract DC 15) to counteract the rune

**Summon Monster** ➤ (arcane, conjuration, summon) **Trigger** A creature enters the cloud of magical sensors; **Effect** This trap summons a specific level 1 creature, determined when the trap is created. The squares above the yellow runes summon a fire mephit, while the squares above the blue runes summon an imp. The creature rolls initiative and remains for 2d6 rounds, after which the spell ends and the creature disappears. The creature also disappears if someone disables the trap before the duration expires. The summoned creature can use 3 actions each round and can use reactions, unlike most summoned creatures.

**Reset** The trap resets each day at dawn.

# Flames of Rebellion

## FIRE MEPHIT (0)

## CREATURE 1

N SMALL ELEMENTAL FIRE

*Pathfinder Bestiary* 151

**Perception** +3; darkvision, smoke vision

**Languages** Ignan

**Skills** Acrobatics +7, Deception +7

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

**Smoke Vision** The fire mephit ignores the concealed condition from smoke.

**AC** 17; **Fort** +3, **Ref** +9, **Will** +7

**HP** 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

**Speed** 20 feet, fly 25 feet

**Melee** ♦ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire

**Arcane Innate Spells** DC 15; **Cantrips (1st)** *daze*, *light*

**Breath Weapon** ♦♦ (arcane, fire) The fire mephit breathes flames in a 15-foot cone that deals 2d4 fire and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephit can't use Breath Weapon again for 1d4 rounds.

## IMP

## CREATURE 1

LE TINY DEVIL FIEND

*Pathfinder Bestiary* 87

**Perception** +7; greater darkvision

**Languages** Common, Infernal; telepathy (touch)

**Skills** Acrobatics +7, Athletics +6, Deception +7, Religion +5

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

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 15; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

**Speed** 20 feet, fly 30 feet

**Melee** ♦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*, *detect alignment* (at will, good only); **Constant (1st)** *detect magic*

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation)

- **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10-1 piercing
- **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6-1 piercing plus 1d4 poison
- **Rat** scent (imprecise) 30 feet; **Speed** 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing
- **Raven** **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

**Diabolic Healing** ♦ (concentrate, divine, healing, necromancy) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Imp Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

**Infernal Temptation** ♦ (concentrate, divine, enchantment, evil, fortune) **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by *wish* or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.



# Flames of Rebellion

## Encounter B3: The Library (Subtier 3–4)

When the PCs attempt to exit this area to move to area **B4**, or when one of the PCs reaches the third platform of the library structure, they are confronted by the ghost of Diggen Thrune.

**Creatures:** Diggen attempts to bargain and parlay with the party as described on page 13. He does not attack the PCs; if they are hostile toward him or refuse to participate in his plans, he simply sinks into the floor and ignores them. His statistics are provided below for GM reference; because this is not a combat encounter, no scaling is provided.

### GHOST OF DIGGEN THRUNE

### CREATURE 4

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

*Pathfinder Bestiary* 167

**Perception** +10; darkvision

**Languages** Common

**Skills** Dwelling Lore +10 (applies to Diggen's Rest), Deception +13, Stealth +12

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

**Site Bound** Diggen Thrune's ghost cannot leave the keep while Nashaxian still watches it. If Nashaxian is rendered unable to watch over him (such as if the PCs bind the devil to the keep), then Diggen can leave the keep. Still, his soul cannot pass on to the afterlife until he fulfills the terms of his contract (see rejuvenation below).

**AC** 20; **Fort** +8, **Ref** +11, **Will** +8

**HP** 30, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

**Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Object Habitation** Diggen Thrune can occupy a magical object. Diggen can't be targeted or harmed while occupying an object, but he can only exit the object with the assistance of a mortal in possession of the object.

**Rejuvenation** (divine, necromancy) Setting Diggen free from his contractual obligations with Nashaxian allows him to move on to the afterlife.

**Speed** fly 25 feet

**Melee** ♦ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

**Frightful Moan** ♦ (auditory, divine, emotion, enchantment, fear, mental) Diggen Thrune laments his fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

# Flames of Rebellion

## Encounter B4: The Barracks (Subtier 3–4)

The kobolds use this room to rest, crouching behind a trapped barricade made of scraps.

**Creatures:** In the event that the PCs raised the alarm, the kobolds begin in the northwesternmost room, ranged weapons (and ranged spells in the case of the kobold dragon spellweaver) ready to pelt the PCs with attacks as they come through the narrow hallway. After unleashing their first volley, the kobolds fall back into the room with the barricade, squeezing through a kobold-sized crawl space in the center of the barricade before throwing a lever to rig it to collapse (see the Hazard below).

If the PCs avoided detection by the kobold sentry watching the path leading to the tower, the kobolds are instead resting piled in nests in the southern area of the room containing the barricade. In addition to the kobolds listed on the following page, there is a pair of unarmed and unarmored kobolds that are groggy and unprepared for a fight. These are the same two kobolds that have been removed from the encounters in areas **B1** and **B2**, and they flee at the first sign of battle.

If the PCs defeat the dragon spellweaver and over half of the other kobolds in this room, the remaining kobolds surrender.

**The Barricade:** The barricade is 5 feet wide and 5 feet high in the center, and 10 feet wide and 5 feet high next to the room's walls. A Small or smaller creature can stand atop the squares of the barricade next to the walls and attack creatures in adjacent squares. The northern side of the barricade is coated in slimy ooze, requiring a DC 22 Athletics check to Climb. Approaching from the south, the barricade is simply greater difficult terrain and requires no check to scale. Until the hazard triggers, there is a crawl space in the center two squares of the barricade. Small PCs can move through this crawl space at full Speed, but Medium PCs must Crawl to pass through it. If the PCs attempt to hack their way through the barricade, they find it sturdy but not entirely impassible. Each 5-foot square section of the barricade has Hardness 12, 50 HP, and BT 25. Barricade squares provide greater cover when broken and standard cover when destroyed, and the DC of the Athletics check to climb destroyed squares from the north side decreases to 20.

**Hazards:** The barricade is built with a lever on the southern side that activates the collapsing barricade hazard below. When the hazard activates, the two-square section of the barricade above the hazard is automatically destroyed, with the effects described above.

## SCALING ENCOUNTER B4: THE BARRACKS

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** The kobolds in this room are 2 kobold warriors, 3 kobold scouts, and 2 kobold dragon spellweavers.

**23–27 Challenge Points:** The kobolds in this room are 5 kobold scouts and 1 kobold dragon spellweaver.

**28–32 Challenge Points:** The kobolds in this room are 4 kobold scouts and 2 kobold dragon spellweavers.

**33+ Challenge Points:** The kobolds in this room are 5 kobold scouts and 2 kobold dragon spellweavers.

## COLLAPSING BARRICADE

## HAZARD 5

**MECHANICAL** **TRAP**


**Stealth** DC 23 (trained)

**Description** A tunnel through this steep barricade is rigged to collapse. If a kobold spends one action to throw a lever, the tunnel collapses on the next creature to pass through it.

**Disable** Thievery DC 25 (trained) to carefully trigger the collapse without entering the tunnel

**AC** 24; **Fort** +15, **Ref** +9

**Hardness** 12; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

**Collapse**  **Trigger** A creature crawls into the tunnel in the collapsing barricade after the trap is activated with the lever; **Effect** The barricade collapses on the creature, who must attempt a DC 25 Reflex save.

**Critical Success** The creature takes no damage and escapes the barricade, emerging into a safe space on either side of it.

**Success** The creature takes 1d8+3 bludgeoning damage from collapsing debris and 1d8+3 slashing damage from broken glass before emerging on the opposite side of the barricade from the one they entered.

**Failure** The creature takes 2d8+7 bludgeoning damage from collapsing debris and 2d8+7 slashing damage from broken glass before emerging on the opposite side of the barricade from the one they entered.

**Critical Failure** As a failure, and the creature is immobilized beneath the barricade until they or another creature succeed at a DC 22 Athletics check to pull them free. They can still be targeted, touched, and otherwise interacted with by creatures on either side of the barrier.



# Flames of Rebellion

## KOBOLD DRAGON SPELLWEAVER

CREATURE 4

LE SMALL HUMANOID KOBOLD

**Perception** +10; darkvision

**Languages** Common, Draconic

**Skills** Arcana +8, Deception +10, Diplomacy +10, Dragon Lore +12, Intimidation +10, Stealth +10

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

**Items** staff

**AC** 20; **Fort** +8, **Ref** +12, **Will** +12

**HP** 52; **Resistances** poison 5, fire 5

**Speed** 25 feet

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

**Melee** ♦ staff +5 (two-hand d8), **Damage** 1d4-1 bludgeoning

**Arcane Spontaneous Spells** DC 21, attack +13; **2nd** (4 slots) *acid arrow*, *flaming sphere*, *telekinetic maneuver* **1st** (4 slots) *fear*, *illusory object*, *magic missile*; **Cantrips (2nd)** *detect magic*, *electric arc*, *ghost sound*, *mage hand*, *tanglefoot*

**Illusory Retreat** ♦♦♦ (arcane, illusion, manipulate, move)

**Frequency** once per hour; **Requirements** The dragon spellweaver is adjacent to at least one enemy; **Effect** The dragon spellweaver creates an illusion of itself in its square and then becomes invisible (with the effects of a 2nd-level *invisibility* spell) for 1d4+2 rounds. The dragon spellweaver can move up to half its Speed, but it must end its movement in a space that's not adjacent to any enemies. This is a 2nd-level spell that requires a somatic component.

**Sneak Attack** The dragon spellweaver deals an extra 1d6 precision damage to flat-footed creatures.

## KOBOLD SCOUT

CREATURE 1

LE SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 213

**Perception** +8; darkvision

**Languages** Common, Draconic

**Skills** Acrobatics +7, Crafting +3 (+5 traps), Nature +6, Stealth +7, Survival +6

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

**Items** crossbow (20 bolts), leather armor, shortsword, snare kit

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Speed** 25 feet

**Melee** ♦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Hurried Retreat** ♦ **Requirements** The kobold scout is adjacent to at least one enemy; **Effect** The kobold scout Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 precision damage to flat-footed creatures.

## KOBOLD WARRIORS (3)

CREATURE -1

E SMALL HUMANOID KOBOLD

*Pathfinder Bestiary* 212

**Perception** +3; darkvision

**Languages** Draconic

**Skills** Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

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

**Items** leather armor, sling (20 bullets), spear

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3

**HP** 8

**Speed** 25 feet

**Melee** ♦ spear +3, **Damage** 1d6+1 piercing

**Ranged** ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

**Ranged** ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat** ♦ **Requirements** The kobold warrior is adjacent to at least one enemy; **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

# Flames of Rebellion

## Encounter B5: Throne Room (Subtier 3–4)

The bound devil Nashaxian has long been trapped in this sweltering room. The temperature hovers around 110° F, hot enough to deal 2d6 fire damage per hour to creatures that linger here.

**Creatures:** Nashaxian speaks with the PCs when they first enter the room, but combat with the devil is likely. When combat begins, Nashaxian uses an action to pick up his glaive; if the PCs attempt to hang back and pepper him with ranged attacks, he uses one of his *dimension door* spells to transport himself within reach of the most lightly armored member of the party, prioritizing any PC he has already seen casting spells, and prioritizing divine spellcasters over arcane, primal, or occult spellcasters. If the PCs move toward the throne without Nashaxian's express permission, he warns them once, then attacks if they persist in moving forward. Because he is unable to leave this room, Nashaxian fights to the death.

**Hazards:** Nashaxian can cause the flames beneath one of the 10-foot-by-10-foot square grates on the floor to surge up to the ceiling as a reaction, as described in his creature entry. Additionally, as long as Nashaxian sits on the throne, any creature other than the devil who moves adjacent to it takes 1d6+2 fire damage when they first move adjacent and at the start of every turn they begin adjacent to the throne.

## NASHAXIAN THE ANGERED

## CREATURE 5

LE MEDIUM DEVIL FIEND

Variant barbaz (Pathfinder Bestiary 88)

**Perception** +13; greater darkvision

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 feet

**Skills** Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

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

**Items** glaive

**AC** 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

**HP** 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

**Infernal Detonations** **Trigger** A creature Nashaxian can see steps on one of the 10-foot-by-10-foot patches of flame in the throne room hallway; **Effect** The creature and any other creatures above that patch take 1d6+2 fire damage.

**Speed** 35 feet

**Melee** **◆** glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

**Melee** **◆** claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

**Melee** **◆** beard +15 (magical), **Damage** 1d6+7 piercing plus Avernus fever

## SCALING ENCOUNTER B5: THRONE ROOM

To adjust for the PCs' overall strength, use the following challenge point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Increase Nashaxian's Hit Points by 10; increase his AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2; and increase the damage of his strikes by 2.

**23–27 Challenge Points:** Apply the 19–22 Challenge Points adjustment. Additionally, Nashaxian can use his Infernal Detonation when any creature enters a square above any of the patches of flame (not just when they step on a grate).

**28–32 Challenge Points:** Apply the 23–27 Challenge Points adjustment. Additionally, when Nashaxian uses his Infernal Detonation, it affects creatures above all three of the patches of flame simultaneously.

**33+ Challenge Points:** Increase Nashaxian's Hit Points by 30; increase his AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 3; and increase the damage of his strikes by 3. Apply the augmentations to his Infernal Detonation ability listed in the adjustments for 23–27 and 28–32 Challenge Points.

**Divine Innate Spells** DC 19; **5th** *dimension door*; **4th** *dimension door* (at will)

**Rituals** DC 19; **1st** *infernal pact*

**Avernus Fever** (disease) **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

**Infernal Wound** (divine, necromancy) Nashaxian's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

**Reposition** **◆ Trigger** Nashaxian hits a creature with a glaive Strike; **Effect** Nashaxian moves the creature 5 feet in any direction. The destination square must be within reach of Nashaxian's glaive. This movement doesn't trigger reactions.

**Wriggling Beard** **◆ Frequency** once per round; **Effect** Nashaxian makes a beard Strike. This Strike ignores his multiple attack penalty and doesn't count toward that penalty.



# Flames of Rebellion

## APPENDIX 3: ART



**THALIA ANDARES**

# Flames of Rebellion



**FLAMING SKULL SKELETON**



# Flames of Rebellion



**KOBOLD WARRIOR**

# Flames of Rebellion



**KOBOLD SCOUT**



# Flames of Rebellion



**NASHAXIAN**



# Flames of Rebellion



**KERINHA NAPSUNAR**



# Flames of Rebellion

## APPENDIX 4: HANDOUTS

### Handout #1: Brackett's Request

To my illustrious associates,

I hope this missive finds you in good health. Recent news from out of the River Kingdoms has made the Society aware of important histories that may have been resting directly under our noses for the past several centuries. One of the founding Pathfinders, a woman named Kerinha Napsunar, whose exploits in the Chronicles have often had curious gaps and omissions, appears to have once had a temporary lodge in or near what is today the town of Sauerton. I implore you to travel there and speak to the locals. See if you can track down any documents or records of Napsunar's time in the area or the purpose of her lodge.

You should find an ally in Sauerton in the form of the town's mayor, Thalia Andares. Several years ago, the Society assisted Thalia in navigating a difficult situation with her father, and she has remained a trusted and reliable ally ever since. Her knowledge of the town and its families should quicken your investigations immensely.

If you discover that the lodge still stands or any of its contents have been preserved, please do your best to obtain any documents or possessions of the Society that remain. Once you have obtained whatever evidence there is to obtain, please report back to me here in Almas.

Yours most sincerely,

Venture-Captain Brackett

### Handout #2: Weathered Journal Page

*But despite my frequent letters to the imperial governor, I fear my request will go unheard. Diggen Thune and his ilk are considered heroes in the capital thanks to their efforts in "protecting the empire's borders and quelling rebellion," while I'm seen as little more than a foreign agitator, despite my accomplishments and discoveries, several of which have benefitted the empire. These tactics the imperial forces are using will have detrimental effects. Many of these so-called rebels were simply farmers and landowners asking for fair representation, or at least some pretense of imperial protection in return for the tithes and taxes they pay. This heavy-handed tyranny goes too far by several measures, and if the empire does not lighten its touch and work to fulfill its responsibilities to its people, it may not last long enough to suffer the long-term effects of foolish choices like leaving the rebels unburied and unshriven or provoking the elven communities who call the nearby forests home.*

*Perhaps I can convince Durwin to get involved; he'll see the sense in my warnings, and they've been publishing his last adventure in a string of serials across the empire. I'd ask Selmius, but I'm afraid the old fool has more dignity than sense when it comes to dealing with politicians. Gregaro would surely understand my worries, but with his heritage and the prejudices running rampant across the empire these days, I fear his word would carry even less weight than my own. There must be something*

# Flames of Rebellion

## Handout #3: Deed to Diggen's Rest

To all servants of the empire,  
Let it be known that the bearer of this deed is the rightful owner of the property known as Diggen's Rest and the adjacent property, constituting a parcel of 40 square acres. By the authority granted me under imperial decree as a humble and loyal servant of the empire, may its days stretch unending, this deed supplants all previous claims of ownership.

Title and holdings to the property known as Diggen's Rest transferred to the organization known as the Pathfinder Society this 10th day of Arodus, 4615 AR.

Signed and sealed,  
Magistrate Arinnia Arvanxi

## Handout #4: Letter to Gregaro Voth

*My dearest friend,*

*It has been too long since we last traveled together! I know that Durwin worries the creature we met at the sealed gate may seek us out with ill intent if ever our keys are gathered together in one place, but I miss your kind face and humble smile. How fair things on the southern continent? Did your friends at the Magaambya have any insights into the nature of the keys or the door? Selmius, pompous buffoon that he is, has traveled to some island that he believes holds answers, but as you and I both know, that one is a scholar and by no means a diplomat. I fear for his safety far more than I hold out hope he will uncover anything. I worry that my time here in Cheliax will soon be coming to an end. I have no taste for the empire's tactics in quelling those seeking more freedom and better representation, and I fear my reputation may proceed me in the eyes of too many aristocrats looking for "rebels" to crucify. I intend to return home for a time, and from there on to Quantum. Perhaps the arcanists there will have some answers that will allow us to discharge this burdensome pact and travel together once more.*

*Your friend always,*

*Kerinha*



# Flames of Rebellion

## GM REFERENCES

### TREASURE TABLE

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

### Chronicle Sheet

If the PCs bind Nashaxian to the keep after defeating him, grant the PCs the boon Devil's Keep on their Chronicle sheets. If they PCs keep Diggen trapped within the item and turn over Diggen's makeshift prison into Zarta Dralneen's custody so she can study the trapped spirit, grant the PCs the boon Diggen the Liar on their Chronicle sheets. Check the boxes in the Adventure Summary section of the Chronicle sheet that match the PCs' decisions on Diggen and Nashaxian.

### TREASURE BUNDLES:

- ☐ ☐ Area A, Page 7: 2 Treasure Bundles
- ☐ ☐ Area B1, Page 8: 2 Treasure Bundles
- ☐ ☐ Area B2, Page 11: 2 Treasure Bundles
- ☐ ☐ Area B3, Page 13: 2 Treasure Bundles
- ☐ ☐ Area B4, Page 14: 2 Treasure Bundles



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

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

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

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

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

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

# Flames of Rebellion

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# Pathfinder Society Scenario #1-11: Flames of Rebellion

Character Chronicle #

Herolab Code

C8W8

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

## Adventure Summary

What seemed like a relatively simple journey to a country township turned into a long trek through skeleton-infested woodlands to a tower filled with kobolds, traps, ghosts, and devils. Hopefully you took away more than you left behind. Certainly, you steered the fate of the long-imprisoned ghost of Digger Thurne, who (☐ remains imprisoned in the keep/ ☐ seems to have moved on to the afterlife/ ☐ is in the hands of Zarta Draldeen for study). When faced with a choice of whether to bind the devil Nashaxian to an aging keep and take command of it for yourself, you (☐ seized the opportunity/ ☐ decided not to dabble in infernal matters).

## Boons

**Devil's Keep** (Advanced) You are the rightful master of the infernal keep known as Digger's Rest. Once per adventure, you can use the following reaction.

**Infernal Detonations** **Trigger** A creature within 30 feet of you targets you or an ally with an attack; **Effect** The creature takes fire damage equal to 1d6 + your level (basic Reflex save). The DC of the Reflex save is equal to your spell DC or your class DC, whichever is higher.

**Digger the Liar** You refused to release the ghost of Digger Thurne and instead turned the captive spirit over to Zarta Draldeen at the Grand Lodge. This boon will have a special effect in a future scenario.

SUBTIER 1-2	<b>Items</b>	<b>Purchases</b>
	+1 handwraps of mighty blows (level 2; 35 gp) archaic wayfinder (Lost Omens World Guide; level 2; 30 gp) tracker's goggles (level 3; 60 gp)	<b>Items Sold / Conditions Gained</b>          <b>TOTAL VALUE OF ITEMS SOLD</b> Add 1/2 this value to the "Items Sold" Box <input type="text"/>
SUBTIER 3-4	+1 striking handwraps of mighty blows (level 4; 100 gp) archaic wayfinder (Lost Omens World Guide; level 2; 30 gp) goggles of night (level 5; 150 gp)	<b>Items Bought / Conditions Cleared</b>          <b>TOTAL COST OF ITEMS BOUGHT</b> <input type="text"/>

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #