

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF CORRUPTION'S REACH

Scenario #2-15

Levels 3-6

A DIRGE FOR SARKORIS

By Kendra Leigh Speedling



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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A DIRGE FOR SARKORIS

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide* and *Pathfinder Bestiary*

Maps: *Pathfinder Flip-Mat: Ambush Sites Multi-Pack* and *Pathfinder Flip-Mat: Cavernous Lair*

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. This scenario has no tags. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.

SUMMARY

The Pathfinder Society sends the PCs to offer their services to the Farheaven Clan. The Society previously helped the people of the Farheaven Clan reclaim their ancestral homeland in Sarkoris following the closure of the Worldwound, a gateway to the Abyss. The PCs meet with Dolok Darkfur, the clan's patron god, and Nelket, its god caller, who request that the PCs travel to the ruined city of Storasta to recover relics and remains from a barrow nearby.

On the way, the PCs face a demonblight-corrupted dryad and rescue a local druid whose knowledge of rituals can aid in cleansing the barrow of demonic influence. Once the PCs arrive, they must find their way through strange, sentient mists and fight the unquiet dead before entering the barrow. Inside, they investigate the site, recover relics, clear the barrow of threats, and attempt a ritual to cleanse the site before returning to the Farheaven.

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ADVENTURE BACKGROUND

When the Worldwound tore open the land of Sarkoris, many inhabitants fled the region ahead of the demon hordes spewing from the Abyss, scattering Sarkoris's peoples. One of these, the Farheaven Clan, settled in the distant land of Iobaria under the guidance of their patron god, Dolok Darkfur, an extraplanar being taking the form of a bipedal, feathered bear. Unfortunately, the Farheaven's troubles weren't over; several generations later, a terrible plague swept their village. The disease killed dozens and drove Dolok to slay the rest of the sick in a twisted fit of despair, convinced it was the only mercy he could grant after failing to cure the plague.

Several years ago, the Pathfinder Society assisted in bringing Dolok back to his senses and reuniting him with the surviving remnants of the Farheaven Clan, including their leader Nelket, a young woman who apprenticed with the clan's former god caller as a child and now serves as the strongest link between her people and their history. After the closure of the Worldwound, the Pathfinders helped the clan return to their ancestral home in the western region of Sarkoris near the Shudderwood Forest. Since reclaiming their homeland, the Farheaven Clan has had to contend with demonically corrupted terrain, demon stragglers, bandits, and other disturbances while trying to eke out a living and cultivate the blasted wastelands.

In gratitude for the Pathfinder Society's aid, Dolok Darkfur has spent much of the past few years sharing the clan's ancestral knowledge of old Sarkoris's history and traditions. He knows that many traditions have been scattered due to the Worldwound, and he doesn't want them to be lost forever. He has pushed the clan to make contact with other Sarkorian clans in the area, offering the Farheaven's services in defending or reclaiming sacred sites across the Sarkoris Scar.

Several other clans recently asked the Farheaven Clan to assist in removing some relics and revered remains from an ancient burial site just outside the city of Storasta. Demonic energy from the Worldwound still corrupts the barrows and the surrounding city, rendering

WHERE ON GOLARION?

A Dirge for Sarkoris takes place primarily in the northern reaches of the ruined city of Storasta in the Sarkoris Scar, the former region of the Worldwound. For more information on Sarkoris, see pages 32–33 of the *Pathfinder Lost Omens World Guide*.



the site dangerous to explore. Stretched thin by the challenges of day-to-day life in the Scar, the Farheaven Clan has so far been unable to respond. The Pathfinder Society, meanwhile, has dispatched several members to see if there are any sites in the area the Farheaven Clan would allow them to explore.

GETTING STARTED

The adventure begins with the PCs arriving in western Sarkoris to meet with Dolok Darkfur and Nelket of the Farheaven Clan. Give the PCs **Handout #1: Briefing from Venture-Captain Ambrus Valsin** to explain their mission, then read or paraphrase the following.

The village near the Shudderwood's eastern reaches, though small, bustles with activity. Several humans tend fields outside the village, while a few goblins along the path toward the village's center loudly discuss methods of revitalizing soil. A stone shrine with a domed roof and a building bearing the colorful sign of a tavern occupy the center of the village.

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A young human woman and a bipedal bear with vibrant red wings stand in front of the shrine, deep in discussion. They look toward the newcomers. "Hello there," the woman says with a smile. "You don't look like you belong to one of the clans. Given your equipment, I take it you're here representing the Pathfinders? What brings you here today?"

Nelket (NG human god caller) introduces herself as the Farheaven Clan's god caller and **Dolok Darkfur** (NG eidolon) as the clan's patron god. A PC who succeeds at a DC 20 Society or DC 16 Pathfinder Lore check to Recall Knowledge knows that Pathfinder Society

agents helped the Farheaven Clan multiple times over the past several years, first by reuniting the clan with Dolok Darkfur and later by guiding them back to these ancestral lands, helping them to make new allies in the Dragonskull goblins along the way. After exchanging some pleasantries and offering her gratitude to the Pathfinder Society, Nelket invites the PCs into the tavern to discuss their business.

Once the PCs ask how they can help or share details of their mission, Nelket grows thoughtful. Read or paraphrase the following.

"As it happens, there might be a way we can help one another. When the Worldwound opened, the demonic energy emanating from the breach corrupted many of our barrows, the ancient burial sites of the Sarkoris clans. Recently, several of the other clans who've resettled here have asked us to recover the remains and relics from one of these barrows so we can better preserve them. If you could retrieve these things for us, you're certainly free to explore the site along the way and catalog your findings."

Nelket explains that once the remains and relics are returned to the Farheaven Clan, they'll be laid to rest in a new, undefiled burial. Dolok mentions that it may be possible to ritually purify the barrows and asks the PCs to investigate whether they can cleanse the demonic corruption themselves. Regardless of whether the PCs can purify the sites, the Farheaven Clan would prefer the remains and items returned, to have them closer at hand. The Farheaven village is small and doesn't have much to offer besides basic provisions, but Nelket ensures the PCs receive rations and water, if needed, before they set off for Storasta.

Some questions the PCs may have and Nelket's answers are listed below.

Where are these barrows? "They're about a week's travel east of here, just north of Storasta. I can provide you directions and supplies for the journey. Once you arrive, you'll be looking for a particular barrow, an earthen mound reinforced with stone and painted with red symbols."

What are we looking for, exactly? "Any intact remains or items you can find in there. This particular barrow held some notable leaders of various clans, though the details have been lost to time. That's one of the things we're hoping to rediscover, so any information you learn could be valuable in our efforts to preserve our history."



DOLOK DARKFUR

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Why not go yourselves? “The territory around Storasta is still hazardous to travel through, and we’ve been stretched thin trying to tend to things here. Seems there’s always more to do, and never enough time or people to do it all.”

How do you know the Pathfinders/What’s your relation to the Pathfinders? Nelket

gazes into the distance and smiles for a moment before responding, “I first met Pathfinder agents several years ago when they helped reunite Dolok Darkfur with the remains of our clan. They brought him back to his senses after a horrible tragedy, and I returned to studying our old god calling traditions to better serve our clan. A short while after that, they helped us resettle here, in our ancestral lands. They even helped

us make new allies in the Dragonskull goblins, who have proven their worth on many occasions. Since then, Dolok has been working with the Pathfinder Society to preserve our history.”

What can you tell us about Storasta? “Not much, I’m afraid. We stayed well away from the city on our journey back here, and we haven’t dared venture closer since. Things have settled down there since the Worldwound was closed, but it’s still dangerous to venture too far in.”

Dolok can also relay the information in the success entry related to Storasta’s history below, if no PC knows this information.

SOCIETY, DEMON LORE, OR SARKORIS LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check or a DC 18 Demon Lore or Sarkoris Lore check to Recall Knowledge remembers some information about the terrain around Storasta. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember, these checks should be rolled secretly.

Critical Success The PC also knows that creatures afflicted by demonblight often have a strong aversion to good-aligned effects.

Success Storasta, a city ruled by shaman-kings, was the final holdout among Sarkoris’s cities after the Worldwound opened. Its last stand against the demonic incursion was memorialized in the epic *The Song of Sarkoris*. The resulting battle so blighted the city that even the demon hordes largely avoided it, and the fiendish arboreal

regent Carrock took over most of its territory. After the Worldwound’s closure, Storasta fell quiet—though it remains dangerous for those who venture too far in. Strange demonblighted fey, plants, and animals roam the surrounding lands.

Critical Failure The demonblighted creatures common around Storasta can’t bear the light of the sun, which burns and weakens them.

OCCULTISM OR RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Occultism or Religion check to Recall Knowledge knows some facts about purification rituals and the spirits that protect the burial grounds of old Sarkoris. A failure grants no information, and a

critical success grants the additional information in the critical success entry. Remember, these checks should be rolled secretly.

Critical Success The PC knows that many of the barrows hold spiritual remnants of those buried there. These remnants are not true undead, but they can exert their influence on the area, such as by guiding visitors to what they seek within the barrow, or hindering those they view as intruders.

Success Burial sites infused with ambient corruption such as that of the former Worldwound can often be purified with a brief ritual, invoking those buried there to lend their aid in protecting the site.

Critical Failure The barrows of old Sarkoris are often filled with traps to keep out grave robbers.

HERO POINTS

As the PCs begin their journey to Storasta, remind them that they each have 1 Hero Point available.

JOURNEY TO STORASTA

The journey to Storasta, a distance of roughly 160 miles, takes eight days. The terrain is primarily open wilderness, and few have yet dared to resettle along the route. It’s easy to see why, as blasted tree trunks, unnaturally colored creeks, and cliffs streaked with red and black residues serve as visible reminders that, though the Worldwound is gone, this area is far from reclaimed. There is little sign of wildlife. Despite the rugged and inhospitable terrain, the journey is uneventful until the PCs near the city.



NELKET

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A. BLIGHTED AMUSEMENTS SEVERE LEVELS 5–6

On the seventh day of travel, as the PCs near Storasta, read or paraphrase the following.

The sluggish, strangely orange-colored river that the trail has followed for the past several days takes a turn into a ravine, with cliffs rising on either side. In the distance, the midday sun silhouettes the blackened husks of buildings jut above the cliffs. The air smells oddly metallic, and ashes occasionally drift by on the wind.

A sharp burst of laughter splits the air, followed by a taunting voice. “Oh, just jump down, already! We’ll give you a quicker end than starving to death up there!”

Use the map on page 7 for this area. The PCs begin this encounter at the north end of the map, on the stream’s west side.

Creatures: The Worldwound’s stain remains in much of Sarkoris, including in its warped, demonblighted monstrosities. An affliction most commonly borne by animals, fey, and plants, the demonblight turns even the most benign creatures into cruel mockeries of their former selves. Several of these, a demonblighted dryad named Iverri and her leshy entourage, have been stalking and tormenting a local explorer, **Evaika** (NG female human druid). Evaika scrambled up the cliff face to escape them, but she lost her footing on the way up, injuring her leg. Out of magic and trapped on the remains of a small ledge 20 feet up the cliff face, Evaika has so far avoided giving into despair, but as the hours pass, she’s grown increasingly desperate. Rather than going after her, Iverri has been content to mock her, enjoying the prospect of the woman slowly starving to death.

Upon the PCs’ arrival, Iverri and her leshys turn their attention to them, eager for new victims. Iverri attacks with her spells and thorn spike while the leshys engage the PCs in melee.

Evaika stays quiet during the battle, afraid of the dryad’s notice, but once the fight is over, she calls out for help (see **Rescuing Evaika** below).

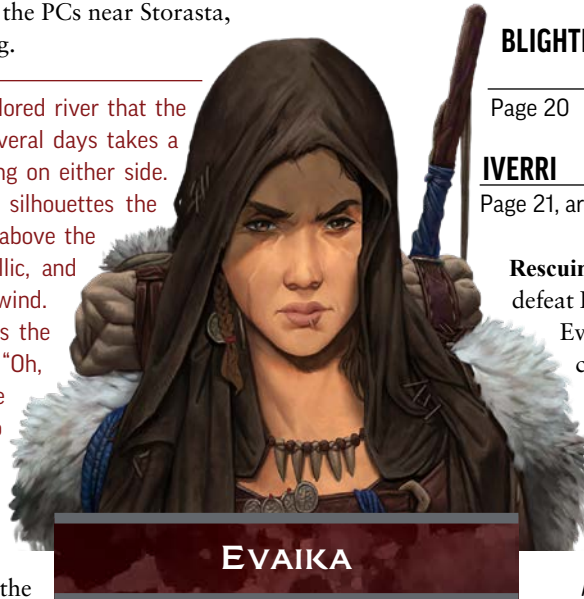
LEVELS 3–4

BLIGHTED LEAF LESHYS (3) CREATURE 1

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IVERRI CREATURE 4

Page 16, art on page 25



BLIGHTED FUNGUS LESHYS (3) CREATURE 3

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IVERRI CREATURE 6

Page 21, art on page 25

Rescuing Evaika: After the PCs defeat Iverri and the leshys, they hear Evaika calling for help from the cliff face nearby. If they wish to aid Evaika, a PC can attempt a DC 18 Athletics check (DC 20 for Levels 5–6) to Climb the cliff and carry her down. Alternatively, she is within range of a two-action *heal* spell and can climb down herself if the PCs tend her injuries.

One *heal* spell, regardless of level, heals her enough to climb down. Finally, a PC who succeeds at a DC 18 Survival check (DC 20 for Levels 5–6) finds an easier route up the cliff face, allowing them to circle around the top of the plateau and pull Evaika up with a rope or similar method. *Levitate* or similar magic can also help save Evaika without requiring a skill check.

Evaika is a devout adherent of the Green Faith who has been exploring the region and cleansing natural sites of the demonic blight. She’s grateful for the rescue, and if the PCs speak with her, she mentions legends of “strange mists” around their destination. If she learns of their mission, or that they’re Pathfinders, she’s eager to discuss exploration tips before moving on. If a PC achieves a critical success on a DC 16 Diplomacy check (DC 18 for Levels 5–6) to Make an Impression, or succeeds at a DC 16 Nature, Survival, or appropriate Lore check (DC 18 for Levels 5–6) to trade exploration tips, Evaika shares her techniques of spiritual purification. The PCs can later use this information when attempting to purify the barrows (see area C6).

Rewards: As thanks for saving her, Evaika gives the PCs her *coyote cloak* (or *primeval mistletoe* for Levels 5–6).

THE MISTS

The PCs reach the barrows they seek after another day’s journey. The barrows are located near the fork between the Upper Alatusa River and the Lower Alatusa River, just north of the West Yards of Storasta. Unnatural mist blankets the entire area, but the mists at the barrows themselves contain spiritual remnants of those buried

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within as a result of the many rituals conducted here. The remnants are not true undead, and their presence has no impact on the souls themselves. They were once a source of guidance for those visiting the barrows, to direct visitors as well as provide a sense of spiritual peace, but the energies from the Worldwound warped them. The mists aren't corrupted enough to be hostile, but their confused state after many years of corruption and isolation makes their "guidance" somewhat peculiar.

Once the PCs arrive, read or paraphrase the following.

Barely visible through the roiling mists ahead are long earthen mounds, shored up with stone ribbing and heaped as tall as the withered tree trunks surrounding them. The further silhouettes fade in and out of the gloom, but the wind's occasional dispersal and shifting of the mists gives the uncanny impression that the mounds are moving. Every so often, the mist seems to coalesce into the shapes of faces, which vanish as quickly as they appear.

Ahead, a narrow trail paved in stone winds further into the barrow-mounds, disappearing into the mist. A weathered signpost stands beside it, the words once carved upon it faded to illegibility.

In order to locate the relics and remains the Farheaven Clan seeks, the PCs first need to find the right barrow. The corrupted mists make this no easy task.

As the PCs begin to explore the barrows, describe the mists suddenly thickening around them. As this occurs, each PC loses sight of their companions. If they call out to one another, they can faintly make out voices, but no visual cues remain to locate the rest of the party. Any attempt to attack the mists has no effect—though the

PCs should realize this before expending any limited resources—and attempts to leave the mists only make the PCs more lost amidst the barrows. After a moment, subtle whispers begin to rustle through the mists, finally coalescing into words.

The mists ask each PC the same three questions in turn, allowing each of them to answer the first question before moving on to the next PC, and so on. If the PCs answer well, the mists grant them a benefit. The eerie mists may startle the PCs, but they don't threaten directly. If a PC is reluctant to answer, the mists whisper some reassurances that they are trying to provide direction. If the PC refuses a second time, they fail the check associated with that question, but the mists still ask them any subsequent questions. The DC for all skill checks in this challenge is 16 (DC 18 for Levels 5–6). Any outcomes that result in a bonus, penalty, or condition begin their durations when the PCs exit the mists following the final question.

QUESTION 1: WHAT IS YOUR GREATEST STRENGTH?

The mists seek to understand each PC's valuation of their strengths (a corruption of their former role of providing spiritual encouragement), and there is no correct answer. The check a PC attempts depends on their answer, though at the GM's discretion, other skills could apply. For example, a PC expressing pride in their pickpocketing abilities could roll Thievery.

Body: If a PC provides an answer related to physical prowess or achievements, such as their physical combat



IVERRI

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capabilities or nimble moves on the battlefield, they attempt an Acrobatics or Athletics check.

Head: If a PC provides an answer related to mental or intellectual achievements, such as their studies or knowledge of a certain topic, they attempt a check to Recall Knowledge with the appropriate skill (such as Arcana or a relevant Lore skill).

Heart: If a PC provides an answer related to their bonds with others or own inner beliefs, such as their family and friendships, moral compass, or faith, they attempt a Diplomacy or Intimidation check.

Critical Success As success, but the PC is quickened 1 for 1 minute.

Success The mists swirl around the PC, guiding them forward. The PC is quickened 1 for 1 round and can use the extra action to Stride.

Critical Failure The mists bear down on the PC, who becomes fatigued.

QUESTION 2: WHAT IS YOUR GREATEST FEAR?

This question is a permutation of the mists' original purpose of comforting visitors in their grief. As the mists ask the question of each PC, allow them to answer before describing the mists briefly coalescing into that fear (or a symbol of it, in the case of more metaphysical fears). The PC must attempt a Deception check (to convince themselves they aren't afraid), an Intimidation check (to scare the fear's manifestation away), or a Stealth check (to evade the manifestation).

Critical Success As success, but the status bonus to saving throws increases to +2.

Success The PC is briefly infused with guiding energies from the barrows' spirits, granting them a +1 status bonus to saving throws. This lasts for 1 minute.

Critical Failure The PC is unnerved by the visions in the mists and is frightened 1 for 1 minute.

QUESTION 3: WHAT DO YOU SEEK HERE?

Allow each PC to describe what they hope to find at the barrows before asking all of them to attempt a Survival check. Use the highest roll as the PCs' result. For each additional PC who succeeds at this check, add 1 to this result. For each additional PC who critically succeeds, add 2 to this result.

Critical Success As success, but the mists are particularly impressed and also give the PCs a *barkskin* potion.

Success The PC who rolled the highest on the check notices three *holy waters* lying on the ground nearby, revealed by the swirl and shift of the mists.

Failure Though not impressed, the mists take pity on the PCs; the PC who rolled the highest on the check finds one *holy water* on the ground nearby.

Critical Failure The mists decide the PCs are unworthy of their gifts.

Development: Regardless of their results, after the PCs answer all three questions, the mists dissipate around them, and they find themselves standing in front of a barrow with their companions. This leads directly into encounter **B** below; any benefit or hindrance the PCs received from the mists should be active when the encounter starts.

B. BARROW APPROACH MODERATE

After the mists clear, read or paraphrase the following.

Ahead looms a tall barrow streaked with red-painted symbols. The mists shift away from it, creating a curtain that blocks the surrounding mounds from view. The path forks here, one path leading up to the barrow's stone-lined entrance while the others branch off into the mists. An eerie, keening whistle floats through the air as the wind blows across the entrance to the barrow.

The PCs should recognize the barrow from Nelket's description. The mound is 20 feet tall, with a stone arch over the entrance. Use the map on page 10 for this area.

Creatures: Several undead from nearby barrows, stirred by the site's corruption, wander in front of the entrance. When the mist clears, they turn to attack the PCs. The vengeful undead rush into melee and fight until destroyed.

LEVELS 3–4

GHOULS (2) CREATURE 1

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PLAGUE ZOMBIES (2) CREATURE 1

Page 17

LEVELS 5–6

ELITE GHASTS (2) CREATURE 3

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DEMONPLAGUE ZOMBIES (2) CREATURE 3

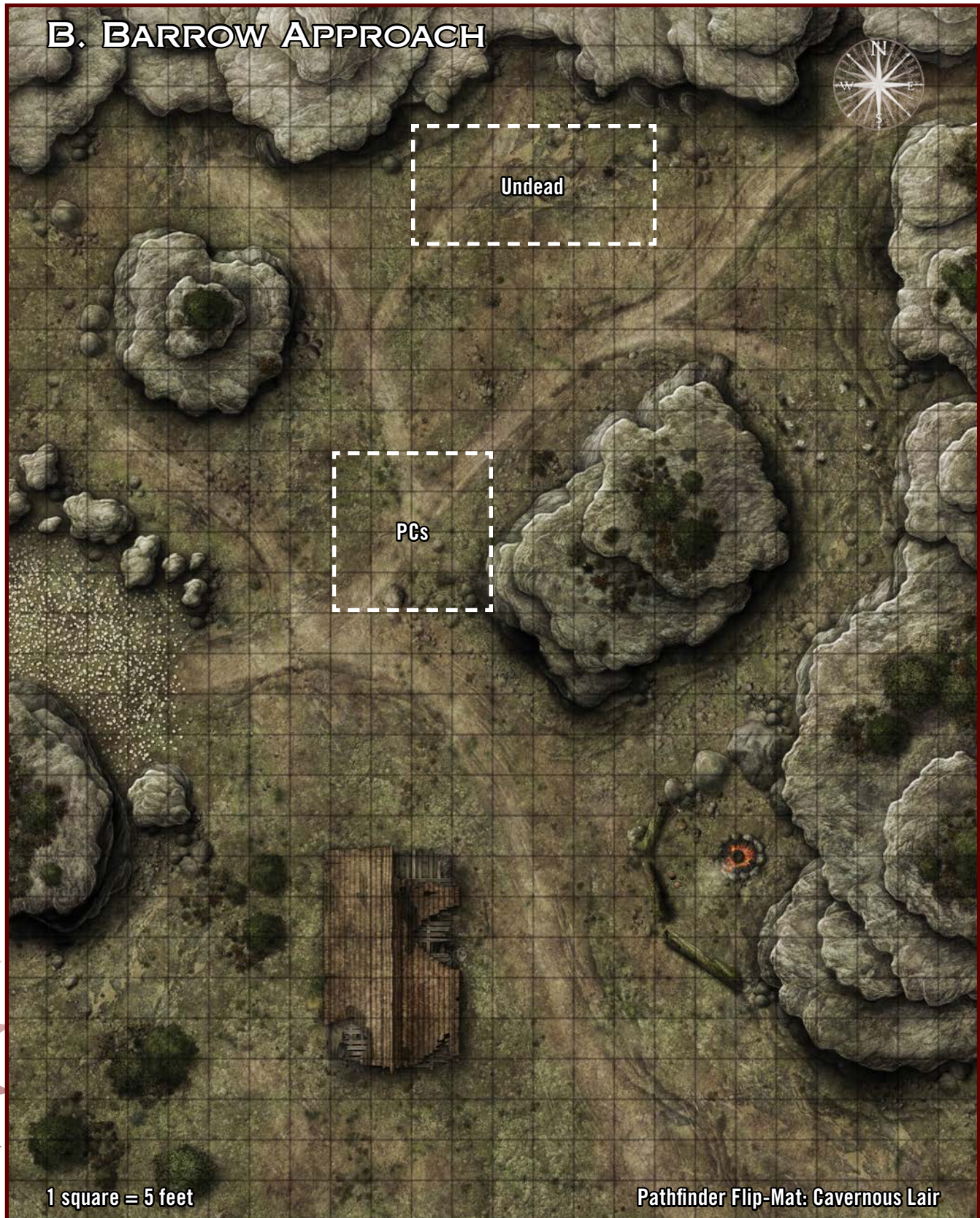
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C. THE BARROWS

The ceilings in the barrow are 15 feet high. The barrow is unlit with the exception of area **C1**, where light from the outside provides dim illumination. The walls are a mix of natural and roughly hewn stone. Use the map on page 12 for this area.

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B. BARROW APPROACH



1 square = 5 feet

Pathfinder Flip-Mat: Cavernous Lair

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C1. BARROW ENTRY

LOW

Beyond the archway is a narrow chamber hollowed from the earth, with stone ribs reinforcing its walls. A long rock formation stretches to the ceiling in the middle of the room, its painted decorations now faded and streaked with dust. Two short sets of steps to the northeast and northwest lead deeper into the barrow, and another sloping path branches off to the east. The air smells of rot and decay.

The haunt in this chamber triggers as soon as the PCs try to move out of area C1 and deeper into the barrow.

Hazard: Though the barrows are on the outskirts of the city, the residual energy of Storasta's last defenders is present even here. Raging at the corruption of its land, the haunt lashes out at what it perceives as demonic intruders.

LEVELS 3–4

STORASTA'S LAST STAND

HAZARD 4

Page 18

LEVELS 5–6

STORASTA'S LAST STAND

HAZARD 6

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C2. WITCH'S BARROW

A stone pillar covered in painted symbols marks the center of this circular cavern. A staff swirling with mist protrudes from a jagged hole in the floor at the pillar's base.

This barrow is the resting site of Aisvira, a famed witch-leader of the early Farheaven Clan. As a young woman, Aisvira awakened an entire copse of trees to defend the Farheaven against its enemies. A PC who succeeds at a DC 20 Occultism or Society check to Decipher Writing identifies Aisvira and her history from the pillar's epitaph.

The hole contains Aisvira's remains and her staff, embedded into the middle of her worn sarcophagus. Although the staff's power has faded, its latent magic fused it in place, pinning the remains in as well. To recover these items, a PC must succeed at a DC 18 Occultism or Religion check (DC 20 for Levels 5–6) to safely disperse the resonant magical energies, or a DC 18 Thievery check (DC 20 for Levels 5–6) to gently work the staff and remains loose without damaging them. A failure on this check unleashes a magical backlash of energy, dealing 2d6 force damage (4d6 force damage for Levels 5–6) to the PC attempting the check. On a critical failure, the fragile staff and remains are destroyed.

C3. RUINED BARROW

A crater mars the floor of this small cave, cracks spiderwebbing out from its epicenter and up the walls. The stone ribs along the walls are blackened and twisted, and the earthen portions of the floor and walls seethe with a foul-smelling miasma. Countless shards of shattered bone are barely visible scattered across the floor.

This barrow was once the resting site of a famed diplomat from a long-dead clan, but the demonic corruption in the area has warped the remains here. Though the interred bones have been destroyed, a PC can attempt a DC 18 Arcana or Religion check (DC 20 for Levels 5–6) to Decipher the Writing of the intact inscriptions on the walls. On a success, the PC notes fragmented mentions of a "protective ward" that shielded the barrows from outside corruptions, which could be reactivated with the right ritual. Although the PCs may be wary of the lingering Abyssal energies here, they're much weakened and pose no threat.

C4. SELWA'S BARROW

The path from the wider barrow branches off to the east, ending in a cavern. An intact stone altar sits directly across from the entryway, elaborately carved with runes and sigils. More symbols are carved on the walls below a mural that depicts scenes of a man performing great feats of strength. The faint rustle of the wind outside is audible through several cracks in the ceiling.

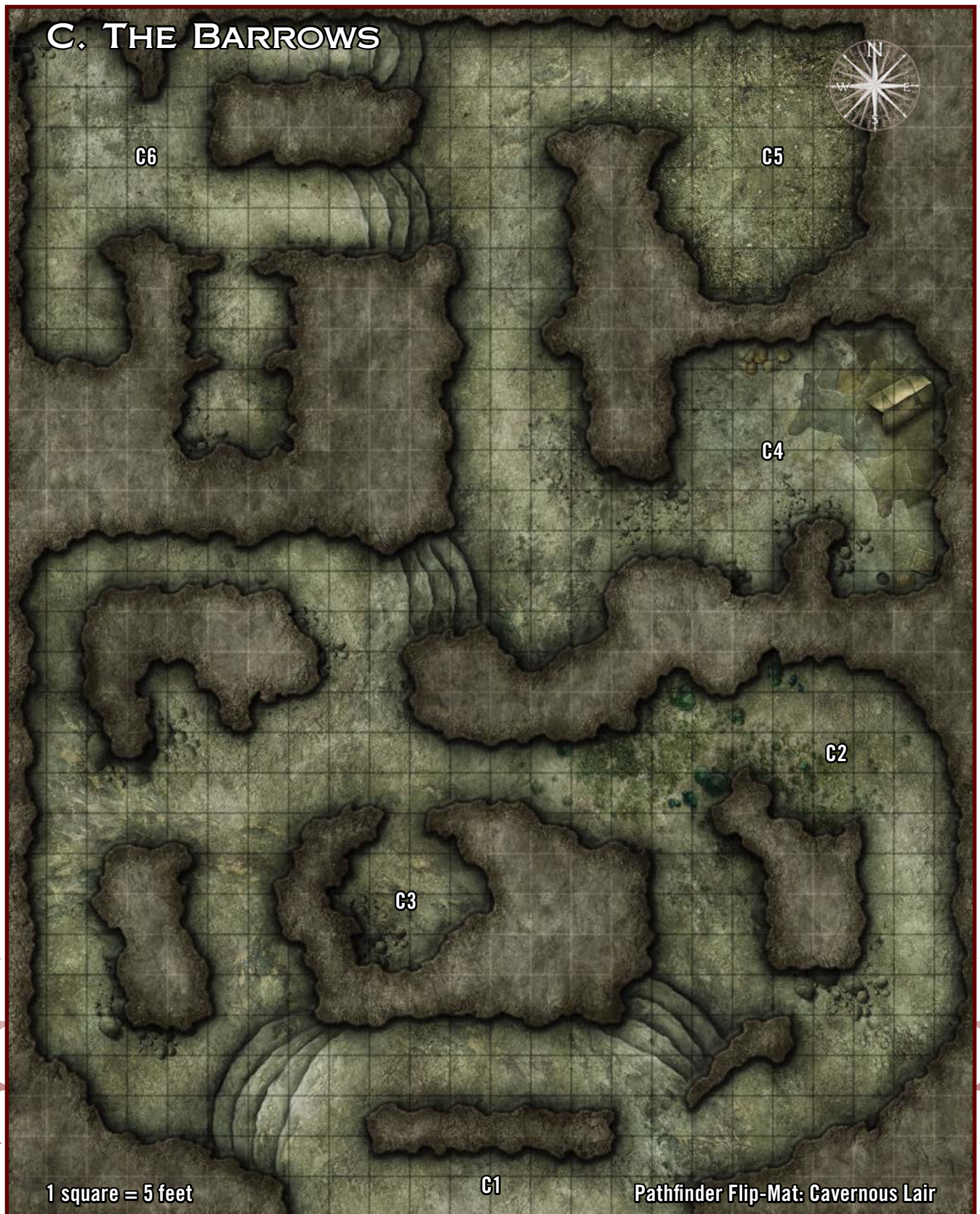
This barrow is the resting site of Selwa, an ancient warrior of the Dreamweft Clan. He was most notable for having wrestled a red dragon into submission, winning the dragon's respect with his prowess. Though his soul has moved on, his stubbornness to continue defending his clan, even after death, left the remnant of a spirit behind. The remnant isn't a true undead and is too insubstantial to harm living creatures or be harmed by them, but it can communicate and interact with its surroundings in a limited fashion.

As the PCs enter and begin to inspect the area, read or paraphrase the following.

A mist curls over the stone altar, coalescing into a wispy figure of a muscular male human with indistinct features. The spear in his hand seems to flicker back and forth between corporeality and incorporeality. The figure's eyes glow white, then he speaks.

"Who disturbs the rest of our hallowed dead? Speak, and tell me if you are friend or foe."

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Selwa's remains, already ancient for centuries before the Worldwound opened, have long since crumbled to dust. His spear, however, is intact, preserved by the spiritual remnant here. Selwa's remnant is reluctant to give up the spear, even if the PCs ask, but he knows his own capabilities and takes no hostile action. If the PCs attack Selwa, he disappears, rematerializing after 1 minute to scold them for their behavior; in this case, all skill checks to obtain the spear from him take a –1 penalty. If the PCs persist in attacking him, he doesn't reappear a second time.

While Selwa holds the spear, it can't be taken from him by force, as he can phase it back into insubstantiality when he wishes. To recover the spear, a PC must succeed at an Athletics check (to demonstrate their worthiness), a Deception or Diplomacy check (to convince Selwa into giving them the spear), or a Religion check (to set the residual spiritual energy to rest, leaving the spear behind). The DC for all of these checks is 18 (DC 20 for Levels 5–6). Should a PC fail a check, the PCs can attempt again using either the same skill or another, but each failure gives a cumulative –1 circumstance penalty to subsequent checks. On a critical failure, Selwa is offended by the PCs' presence and fades back into his torpor, taking the spear with him and not emerging again as long as the PCs remain within the barrow.

On a success, Selwa gives the PCs his blessing to take the spear and relays his history as detailed above. If the successful check was a Religion check, his spirit is fully laid to rest and the spear remains. If a PC critically succeeds at a check to obtain the spear, he tells them it can be used as a focus for a ritual to purify the area of demonic energies due to its strong connection to the site, though he doesn't know the details of any such rituals.

C5. FURY'S BARROW

SEVERE

Colorful paintings of a human woman fighting hordes of monsters decorate the walls of this cavern. Intricate carved symbols caption the paintings. Attached to the wall between two cobwebbed sconces is a golden amulet with a red jewel at its center, recognizable from the surrounding paintings. An unpleasant scent wafts from a hole at the far end of the room, while a path to the west leads out into the rest of the barrow.

This barrow holds the remains of Tiyaka, a mighty berserker of the Goldmoon Clan. The paintings depict her battle with a host of malevolent fey, in which Tiyaka held back the invaders long enough for help to arrive from allied clans. The necklace on the wall was her lucky amulet, and it's easily recoverable. A PC who succeeds

at a DC 20 Society check to Decipher Writing can learn Tiyaka's history from the paintings' descriptions. After Tiyaka's undead form is destroyed (see Development on page 14), the PCs can gather the remains.

Creatures: The demonic corruption has reanimated Tiyaka's remains as a powerful form of wight and caused a planar breach that drew in several quasits. Though the breach has closed, the quasits remain. Abyssal energies bind the creatures to this place; they fight to the death but don't pursue foes beyond the entrance to the barrows.



RAGEWIGHT

A DIRGE FOR SARKORIS

LEVELS 3–4

QUASITS (3)

CREATURE 1

Page 19

RAGEWIGHT

CREATURE 4

Page 19, art on page 26

LEVELS 5–6

BARROW QUASITS (3)

CREATURE 3

Page 24

RAGEWIGHT

CREATURE 6

Page 24, art on page 26

C6. SEER'S BARROW

Two flights of stone steps, set into the earth, descend to either side of this cavern. A narrow passage branches off to the south before ending at a small shrine. In the room to the west is a stone altar painted with faded green and blue symbols.

This is the resting place of Irrei, a famed oracle whose prophecies guided the Oldwind Clan to peace and prosperity centuries ago; the altar is dedicated to her. A PC who succeeds at a DC 20 Religion or Society check to Decipher Writing learns about Irrei from the inscriptions on the altar.

Irrei's remains and jewelry are tucked in a hidden compartment in the altar. A PC who succeeds at a DC 18 Perception, Nature, or Survival check (DC 20 for Levels 5–6) realizes the altar is unusually clear of plant and fungus growth and locates the hidden compartment.

The PCs can also attempt an hour-long ritual here to cleanse the barrows of their lingering demonic energy. Any PC trained in Occultism or Religion recognizes the altar as an appropriate site for the ritual. While only the primary check is required, another PC can attempt a secondary check using Occultism or Religion, with a DC of 18. At the end of the ritual, the primary caster must attempt a DC 22 Occultism or Religion check (DC 24 for Levels 5–6). With a successful check, the PCs purify the barrows.

Discoveries that the PCs have made throughout the adventure can make the ritual easier. For each of the following insights and actions, decrease the DC by 1.

- Learn Evaika's advice
- Successfully Decipher the Writing in area C3
- Use Selwa's spear as a focus

Additionally, if the PCs learned Evaika's advice, they can use Nature for their primary or secondary check,

while if they possess Selwa's spear and use it as a focus, they can use Athletics for their secondary check; each of these added skills also allows another PC to participate as a secondary caster.

If the PCs fail, the lingering demonic energy remains, further enveloping the barrows and preventing additional ritual attempts.

Development: If the PCs succeed in conducting the ritual, the air shimmers with a golden light as the wards take effect. As the PCs emerge from the barrow, the mists give off a more reassuring air, curling around them like a blanket. Whether they complete the ritual or not, the PCs are free to return to the Farheaven village.

CONCLUSION

Once the PCs make the uneventful return journey to the Farheaven Clan village, Nelket and Dolok Darkfur happily accept any remains and relics they were able to recover from the barrows, along with any information on those buried there. If the PCs also successfully purified the site, the two are especially pleased. In either case, they appreciate the assistance and promise to continue calling on the Pathfinder Society to explore such sites in the future, also offering their aid should the Pathfinder Society request it. They bid the PCs a fond farewell, welcoming them to visit the village at any time.

Rewards: While the Farheaven Clan takes possession of the relics the PCs recovered, Nelket offers a *wand of widening (burning hands)* as a token of the clan's favor. For Levels 5–6, it is a *wand of widening (burning hands)*; 2nd level). She gives them additional rewards depending on how many of the relics and remains they were able to recover: 5 gp (10 gp for Levels 5–6) worth of Sarkorian jewelry for each individual barrow they recovered items from, and a carved bone figurine of a bear worth 10 gp (20 gp for Levels 5–6) if they purified the barrows.

REPORTING NOTES

If the PCs rescued Evaika, check box **A**. If they successfully purified the barrows, check box **B**.

PRIMARY OBJECTIVE

The PCs fulfill their primary objective if they recover the relics and remains in at least three of the four areas (**C2**, **C4**, **C5**, and **C6**). Doing so earns each PC 2 Reputation for their chosen faction.

SECONDARY OBJECTIVE

The PCs fulfill their secondary objective if they succeed in their attempt to purify the barrows from demonic influences. Doing so earns each PC 2 Reputation for their chosen faction.

A DIRGE FOR SARKORIS

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A. BLIGHTED AMUSEMENTS (LEVELS 3-4)

BLIGHTED LEAF LESHYS (3)

CREATURE 1

UNCOMMON CE SMALL LESHY PLANT

Perception +5; low-light vision

Languages Common, Sylvan; *speak with plants* (trees only)

Skills Acrobatics +6, Nature +5, Stealth +6

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

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

HP 20; **Weaknesses** fire 2, good 2

Blightburst (disease) When a blighted leaf leshy dies, a burst of rotted compost explodes from its body, dealing 1d6 slashing and 1d6 poison damage to each creature in a 30-foot emanation. This area then fills with blighted saplings, becoming difficult terrain until the saplings wither 24 hours later.

Speed 25 feet

Melee ♦ leaf razor +7 (agile, finesse), **Damage** 1d8+1 piercing

Ranged ♦ seedpod +7 (range increment 30 feet), **Damage** 1d8 bludgeoning plus sickening blow

Primal Innate Spells DC 15; 4th *speak with plants*

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The blighted leaf leshy transforms into a Small gnarled, rotted tree. This ability otherwise uses the effects of *tree shape*.

Sickening Blow When a blighted leaf leshy hits with its seedpod Strike, the target must attempt a DC 17 Fortitude save.

Critical Success The target is unaffected and temporarily immune for 24 hours.

Success The target is unaffected.

Failure The target is sickened 1.

Critical Failure The target is sickened 2.

SCALING ENCOUNTER A

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

10-11 Challenge Points: Replace one blighted leaf leshy with a blighted fungus leshy and increase each leshy's Hit Points by 5.

12-13 Challenge Points: Replace all three blighted leaf leshys with blighted fungus leshys.

14-15 Challenge Points: Replace all three blighted leaf leshys with blighted fungus leshys and increase each leshy's Hit Points by 10.

16-18 Challenge Points (5+ players): Replace all three blighted leaf leshys with blighted fungus leshys and increase each leshy's Hit Points by 10. Iverri is Quickened 1 from Abyssal energies and can use the extra action to Stride or Strike.

A DIRGE FOR SARKORIS

IVERRI

CREATURE 4

UNIQUE CE MEDIUM FEY NYMPH PLANT

Perception +12; low-light vision; *speaks with plants*

Languages Common, Elven, Sylvan

Skills Acrobatics +10, Athletics +6, Deception +11, Intimidation +13, Nature +11, Stealth +11, Survival +13

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

AC 20; **Fort** +8, **Ref** +13, **Will** +11; +1 status to all saves vs. magic

HP 74; **Weaknesses** cold iron 5, good 5

Blight Dependent Instead of being bonded to a specific tree, Iverri is bonded to blighted areas formerly ravaged by the Abyss. If she does not remain within 300 feet of at least one blighted tree, she becomes sickened 1 and is unable to recover. She must attempt a DC 20 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, she becomes drained 1, with this value increasing by 1 every additional 24 hours.

Speed 25 feet

Melee ✦ branch +14 (finesse, magical), **Damage** 2d8+2 bludgeoning

Ranged ✦ thorn spike +14 (magical), **Damage** 2d6 piercing plus 1d6 poison

Primal Innate Spells DC 22, attack +14; **5th** *tree stride* (×2); **4th** *suggestion* (×2); **3rd** *sudden blight* (Pathfinder Advanced Player's Guide 226); **2nd** *entangle* (at will), *fungal infestation* (×3, (Advanced Player's Guide 220), *tree shape* (at will); **Cantrips** (2nd) *tanglefoot*; **Constant** (4th) *speaks with plants*

Parasitic Bond ✦ (curse, disease) **Frequency** once per day; **Requirements** Iverri's last action was a successful thorn spike Strike that damaged the target; **Effect** Iverri transforms the thorns into burrowing maggots, infusing the target with a fell curse to bind it to her. The target must attempt a DC 22 Will save to resist the curse; on a failure, this binding lasts until the end of Iverri's next turn. While the binding is active, Iverri takes only half damage from all effects that deal Hit Point damage, and the target takes the remainder of the damage. When the target takes damage from the bond, it doesn't apply any resistances, weaknesses, or other abilities it has to that damage.

BLIGHTED FUNGUS LESHY (O)

CREATURE 3

UNCOMMON CE SMALL FUNGUS LESHY

Perception +7; darkvision

Languages Common, Sylvan; *speaks with plants* (fungi only)

Skills Athletics +8, Nature +8, Stealth +10

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

AC 20; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Immunities** disease, poison; **Weaknesses** fire 5, good 5

Blightburst (disease) When a blighted fungus leshy dies, a burst of rotted compost explodes from its body, dealing 3d6 slashing and 1d6 poison damage to each creature in a 30-foot emanation. This area then fills with blighted fungi, becoming difficult terrain until the fungi wither 24 hours later.

Speed 25 feet

Melee ✦ fist +11 (agile, finesse), **Damage** 1d8+3 bludgeoning

Ranged ✦ spore pod +11 (range increment 30 feet), **Damage** 1d8+3 bludgeoning plus spores

Primal Innate Spells DC 18; **4th** *speaks with plants*

Change Shape ✦ (concentrate, polymorph, primal, transmutation) The blighted fungus leshy transforms into a Small, sickly-looking giant mushroom or patch of fungi. This ability otherwise uses the effects of *tree shape*.

Spore Cloud ✦✦ (poison) A blighted fungus leshy can unleash a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. Each creature must succeed at a DC 18 Fortitude save or take 2 persistent poison damage. On a failure, a creature has its vision range reduced to 20 feet (10 feet on a critical failure) as long as the persistent damage continues.

Spores A creature damaged by a blighted fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

A DIRGE FOR SARKORIS

B. BARROW APPROACH (LEVELS 3-4)

GHOULS (2)

CREATURE 1

CE MEDIUM GHOUL UNDEAD

Perception +7; darkvision

Languages Common, Necril

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

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

AC 16; **Fort** +4, **Ref** +9, **Will** +5

HP 20, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoulish fever and paralysis

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** The ghoulish is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoulish devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoulish Fever (disease) **Saving Throw** Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoulish the next midnight.

Paralysis (incapacitation, necromancy, occult) Any living, non-elf creature hit by a ghoulish's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghoulish jumps up to half its Speed. This movement doesn't trigger reactions.

SCALING ENCOUNTER B

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

10-11 Challenge Points: Add an additional plague zombie to the encounter.

12-13 Challenge Points: Add an additional plague zombie to the encounter and increase each ghoulish's Hit Points by 10.

14-15 Challenge Points: Add an additional plague zombie and an additional ghoulish to the encounter. Increase each ghoulish's Hit Points by 10.

16-18 Challenge Points (5+ players): Add an additional plague zombie and an additional ghoulish to the encounter. Increase each ghoulish's Hit Points by 10 and each zombie's Hit Points by 20. Increase all of the zombies' attack modifiers and damage bonuses by 2.

PLAGUE ZOMBIES (2)

CREATURE 1

CE MEDIUM GHOUL MINDLESS UNDEAD

Perception +3; darkvision

Skills Athletics +7

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

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

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Jaws ♦ (attack); **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage. A creature damaged by this attack is exposed to zombie rot.

Zombie Rot (disease, necromancy) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately.

A DIRGE FOR SARKORIS

C1. BARROW ENTRY (LEVELS 3-4)

STORASTA'S LAST STAND

HAZARD 4

COMPLEX **HAUNT**

Stealth +14 (trained)

Description A ghostly host of god callers and their eidolons manifests to defend the barrow against intruders, and the strains of a battle song fill the air.

Disable DC 22 Deception to appear to be a defender of Storasta, DC 22 Diplomacy to demonstrate benign intentions, or DC 20 Occultism or Religion to ward off the malevolent spiritual energies. Two successful checks are required to disable the haunt, and each attempt requires two actions.

Hold the Line  (illusion, mental, occult) **Trigger** One or more living creatures attempts to move past the entryway further into the barrow; **Effect** Each creature in the area feels their own form warping into that of a hideous demon and must attempt a DC 21 Will save.

Critical Success The creature is unaffected by the onslaught of illusions.

Success The creature is stupefied 1.

Failure The creature is stupefied 2 and believes that it is infused with demonic energy, making it susceptible to good damage (even if it is not of evil alignment) for as long as it remains within the haunt's area.

Critical Failure As failure, but the creature also gains weakness 5 to cold iron for the next 24 hours.

Routine (1 action; illusion, mental, occult) The haunt attacks what it believes is a demonic incursion, dealing 1d8+3 mental damage and 1d8 good damage to each living creature in the area (DC 21 basic Will save).

Reset The haunt dissipates 1 minute after all living creatures leave area **C1**. Its spiritual energies re-form after 24 hours.

A DIRGE FOR SARKORIS

C5. FURY'S BARROW (LEVELS 3-4)

QUASITS (3)

CREATURE 1

CE **TINY** **DEMON** **FIEND**

Perception +7; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +7, Arcana +4, Deception +7, Intimidation +5, Religion +5, Stealth +7

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

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 25; **Weaknesses** cold iron 3, good 3

Virtue Aversion A quasit's link to a mortal soul gives it life, but also presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ♦ **claw** +9 (agile, evil, finesse, magical, poison),

Damage 1d6-1 slashing plus 1d4 evil and quasit venom

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

Abyssal Healing ♦ (concentrate, divine, healing, necromancy)

Frequency once per round; **Effect** The quasit restores 1d6 Hit Points to itself.

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

Bat echolocation 40 feet; Speed 15 feet, fly 30 feet;

Melee fangs +7, **Damage** 1d4-1 piercing; **Melee** wing +7 (agile), **Damage** 1d4-1 bludgeoning

Centipede Speed 10 feet, climb 10 feet; **Melee** mandibles +7 (poison), **Damage** 1 piercing plus 1d4 poison

Toad scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +7, **Damage** 1 bludgeoning

Wolf size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +7, **Damage** 1d10-1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** as stage 1; **Stage 3** 1d6 poison and slowed 1 (1 round)

SCALING ENCOUNTER C5

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

10-11 Challenge Points: Add an additional quasit to the encounter. Increase each quasit's Hit Points by 10.

12-13 Challenge Points: Add an additional quasit to the encounter. Apply the elite adjustment to the quasits.

14-15 Challenge Points: Add an additional quasit to the encounter. Apply the elite adjustment to the quasits and increase the ragewight's Hit Points by 10.

16-18 Challenge Points (5+ players): Add two additional quasits to the encounter. Apply the elite adjustment to the quasits and increase the ragewight's Hit Points by 10.

RAGEWIGHT

CREATURE 4

UNCOMMON **CE** **SMALL** **UNDEAD** **WIGHT**

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +13, Intimidation +11, Stealth +8

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

AC 20; **Fort** +13, **Ref** +8, **Will** +11

HP 72, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Furious Grab ⤴ **Trigger** A creature uses a move action to leave a square adjacent to the ragewight; **Effect** The ragewight attempts an Athletics check to Grapple the target.

Speed 25 feet

Melee claw +13, **Damage** 2d4+5 cold iron slashing plus drain life

Drain Life (divine, necromancy) When the ragewight damages a living creature with its claw Strike, the ragewight gains 3 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt to the creature by the ragewight increases the amount of drain by 1 on a failed save, to a maximum of drained 4.

Rage ♦ The ragewight goes into a frenzy, gaining 8 temporary Hit Points. Its Strikes deal 2 additional damage, and it takes a -1 penalty to AC. This lasts for 1 minute.

Wight Spawn (divine, necromancy) A living humanoid slain by a ragewight's claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the ragewight that killed it. It doesn't have the drain life or wight spawn abilities and is clumsy 2 for as long as it is a spawned wight. If the creator of the wight spawn dies, the wight spawn becomes a full-fledged, autonomous wight; it regains its free will, gains the drain life and wight spawn abilities, and is no longer clumsy.

A DIRGE FOR SARKORIS

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A. BLIGHTED AMUSEMENTS (LEVELS 5-6)

BLIGHTED FUNGUS LESHYS (3)

CREATURE 3

UNCOMMON CE SMALL FUNGUS LESHY

Perception +7; darkvision

Languages Common, Sylvan; *speaks with plants* (fungi only)

Skills Athletics +8, Nature +8, Stealth +10

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

AC 20; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Immunities** disease, poison; **Weaknesses** fire 5, good 5

Blightburst (disease) When a blighted fungus leshy dies, a burst of rotted compost explodes from its body, dealing 3d6 slashing and 1d6 poison damage to each creature in a 30-foot emanation. This area then fills with blighted fungi, becoming difficult terrain until the fungi wither 24 hours later.

Speed 25 feet

Melee ♦ fist +11 (agile, finesse), **Damage** 1d8+3 bludgeoning

Ranged ♦ spore pod +11 (range increment 30 feet), **Damage** 1d8+3 bludgeoning plus spores

Primal Innate Spells DC 18; 4th *speaks with plants*

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The blighted fungus leshy transforms into a Small, sickly-looking giant mushroom or patch of fungi. This ability otherwise uses the effects of *tree shape*.

Spore Cloud ♦♦ (poison) A blighted fungus leshy can unleash a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. Each creature must succeed at a DC 18 Fortitude save or take 2 persistent poison damage. On a failure, a creature has its vision range reduced to 20 feet (10 feet on a critical failure) as long as the persistent damage continues.

Spores A creature damaged by a blighted fungus leshy’s spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase each blighted fungus leshy’s Hit Points by 10.

23-27 Challenge Points: Add an additional blighted fungus leshy to the encounter and apply the elite adjustment to all four leshys.

28-32 Challenge Points: Add an additional blighted fungus leshy to the encounter, apply the elite adjustment to all four leshys, and increase each leshy’s Hit Points by 10. Iverri is Quickened 1 from Abyssal energies and can use the extra action to Stride or Strike.

33+ Challenge Points: Add an additional blighted fungus leshy to the encounter, apply the elite adjustment to all four leshys, and increase each leshy’s Hit Points by 20. Iverri is Quickened 1 from Abyssal energies and can use the extra action to Stride or Strike.

A DIRGE FOR SARKORIS

IVERRI

CREATURE 6

UNIQUE CE MEDIUM FEY NYMPH PLANT

Perception +15; low-light vision

Languages Common, Elven, Sylvan; *speaks with plants*

Skills Acrobatics +13, Athletics +10, Deception +13, Intimidation +15, Nature +13, Stealth +13, Survival +15

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

AC 23; **Fort** +11, **Ref** +15, **Will** +13; +1 status to all saves vs. magic

HP 116; **Weaknesses** cold iron 8, good 8

Blight Dependent Instead of being bonded to a specific tree, Iverri is bonded to blighted areas formerly ravaged by the Abyss. If she does not remain within 300 feet of at least one blighted tree, she becomes sickened 1 and is unable to recover. She must attempt a DC 25 Fortitude save every hour or increase the sickened value by 1 (to a maximum of sickened 4). After 24 hours, she becomes drained 1, with this value increasing by 1 every additional 24 hours.

Speed 25 feet

Melee ♦ branch +17 (finesse, magical), **Damage** 2d10+5 bludgeoning

Ranged ♦ thorn spike +17 (magical), **Damage** 2d6 piercing plus 2d6 poison

Primal Innate Spells DC 25, attack +17; **5th** *tree stride* (×2); **4th** *suggestion* (×2); **3rd** *sudden blight* (*Pathfinder Advanced Player's Guide* 226), *wall of thorns*; **2nd** *entangle* (at will), *fungus infestation* (at will, *Pathfinder Advanced Player's Guide* 220), *tree shape* (at will); **Cantrips (3rd)** *tanglefoot*; **Constant (4th)** *speaks with plants*

Parasitic Bond ♦ (curse, disease) **Frequency** once per day; **Requirements** Iverri's last action was a success with a thorn spike Strike that damaged the target; **Effect** Iverri transforms the thorns into a burrowing maggot, infusing the target with a fell curse to bind it to her. The target must attempt a DC 22 Will save to resist the curse. If the target fails, this binding lasts until the end of Iverri's next turn. While the binding is active, Iverri takes only half damage from all effects that deal Hit Point damage, and the target takes the remainder of the damage. When the target takes damage from the bond, they do not apply any resistances, weaknesses, or other abilities they have to that damage.

A DIRGE FOR SARKORIS

B. BARROW APPROACH (LEVELS 5-6)

ELITE GHOSTS (2)

CREATURE 3

UNCOMMON CE MEDIUM GHOUL UNDEAD

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +12, Athletics +9, Stealth +12, Survival +10

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

AC 20; **Fort** +8, **Ref** +12, **Will** +10

HP 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1; on a critical failure, the creature is also slowed 1 as long as it's sickened. While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghost fever and paralysis

Melee ♦ claw +13 (agile, finesse), **Damage** 1d4+7 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** The ghost is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghost devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghost Fever (disease) **Saving Throw** Fortitude DC 18; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghost the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature hit by a ghost's attack must succeed at a DC 18 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghost jumps up to half its Speed. This movement doesn't trigger reactions.

SCALING ENCOUNTER B

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

19-22 Challenge Points: Add an additional demonplague zombie to the encounter.

23-27 Challenge Points: Add an additional demonplague zombie to the encounter and increase each zombie's Hit Points by 20.

28-32 Challenge Points: Add an additional elite ghost to the encounter and increase each ghost's Hit Points by 10. Increase the attack bonus and damage for each demonplague zombie's fist Strike by 2.

33+ Challenge Points: Add an additional elite ghost and an additional demonplague zombie to the encounter. Increase the Hit Points of all ghosts and zombies by 20.

DEMONPLAGUE ZOMBIES (2)

CREATURE 3

UNCOMMON CE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +5; darkvision

Skills Athletics +10

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

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

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

HP 82, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +12, **Damage** 1d12+5 bludgeoning plus Grab and demonplague

Jaws ♦ (attack) **Requirements** The demonplague zombie has a creature grabbed or restrained; **Effect** The demonplague zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +12 that deals 2d8+5 piercing damage. A creature damaged by this attack is exposed to demonplague.

Demonplague (disease, necromancy) An infected creature can't cure conditions given by demonplague until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** stupefied 1 (1 day); **Stage 2** stupefied 2 (1 day); **Stage 3** fatigued and stupefied 2 (1 day); **Stage 4** fatigued and stupefied 3 (1 day); **Stage 5** dead, rising as a demonplague zombie immediately

A DIRGE FOR SARKORIS

C1. BARROW ENTRY (LEVELS 5–6)

STORASTA'S LAST STAND

HAZARD 6

COMPLEX HAUNT

Stealth +17 (expert)

Description A ghostly host of god callers and their eidolons manifests to defend the barrow against intruders, and the strains of a battle song fill the air.

Disable DC 25 Deception to appear to be a defender of Storasta, DC 25 Diplomacy to demonstrate benign intentions, or DC 22 Occultism or Religion to ward off the malevolent spiritual energies. Two successful checks are required to disable the haunt, and each attempt requires two actions.

Hold the Line ☞ (illusion, mental, occult) **Trigger** One or more living creatures attempts to move past the entryway further into the barrow; **Effect** Each creature in the area feels their own form warping into that of a hideous demon and must attempt a DC 24 Will save.

Critical Success The creature is unaffected by the onslaught of illusions.

Success The creature is stupefied 1.

Failure The creature is stupefied 2 and believes that it is infused with demonic energy, making it susceptible to good damage (even if it is not of evil alignment) for as long as it remains within the haunt's area.

Critical Failure As failure, but the creature also gains weakness 5 to cold iron for the next 24 hours.

Routine (◆; illusion, mental, occult) The haunt attacks what it believes is a demonic incursion, dealing 1d8+9 mental damage and 1d8 good damage to each living creature in the area (DC 24 basic Will save).

Reset The haunt dissipates 1 minute after all living creatures leave **C1**. Its spiritual energies re-form after 24 hours.

A DIRGE FOR SARKORIS

C5. FURY'S BARROW (LEVELS 5-6)

BARROW QUASITS (3)

CREATURE 3

UNCOMMON CE TINY DEMON FIEND

Perception +9; darkvision

Languages Abyssal, Common; telepathy (touch)

Skills Acrobatics +10, Arcana +6, Deception +9, Intimidation +7, Religion +7, Stealth +10

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

Abyssal Knowledge When a quasit offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

AC 20; **Fort** +6, **Ref** +12, **Will** +9

HP 54; **Weaknesses** cold iron 5, good 5

Virtue Aversion A quasit's link to a mortal soul gives it life, but also presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ♦ claw +12 (agile, evil, finesse, magical, poison),

Damage 1d8 slashing plus 2d4 evil and quasit venom

Divine Innate Spells DC 20; **4th** *read omens*; **2nd** *detect alignment* (at will; good only), *invisibility* (at will, self only); **1st** *fear*; **Cantrips (2nd)** *detect magic*

Abyssal Healing ♦ (concentrate, divine, healing, necromancy)

Frequency once per round; **Effect** The quasit restores 1d6 Hit Points to itself.

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

Bat echolocation 40 feet; Speed 15 feet, fly 30 feet;

Melee fangs +10, **Damage** 1d8 piercing; **Melee** wing +10 (agile), **Damage** 1d6 bludgeoning

Centipede Speed 10 feet, climb 10 feet; **Melee** mandibles +10 (poison), **Damage** 2 piercing plus 1d6 poison

Toad scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +10, **Damage** 2 bludgeoning

Wolf size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +10, **Damage** 2d6 piercing plus Knockdown

Barrow Quasit Venom (poison) **Saving Throw** DC 20 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 2d6 poison (1 round);

Stage 2 as stage 1; **Stage 3** 2d6 poison and slowed 1 (1 round)

SCALING ENCOUNTER C5

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

19-22 Challenge Points: Add an additional barrow quasit to the encounter. Increase each quasit's Hit Points by 10.

23-27 Challenge Points: Add an additional barrow quasit to the encounter. Apply the elite adjustment to the quasits.

28-32 Challenge Points: Add two additional barrow quasits to the encounter. Apply the elite adjustment to the quasits.

33+ Challenge Points: Add two additional barrow quasits to the encounter. Apply the elite adjustment to the quasits and the ragewight.

RAGEWIGHT

CREATURE 6

UNCOMMON CE MEDIUM UNDEAD WIGHT

Perception +15; darkvision

Languages Common, Necril

Skills Athletics +15, Intimidation +13, Stealth +12

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

AC 23; **Fort** +16, **Ref** +11, **Will** +15

HP 115, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Furious Grab ⤵ **Trigger** A creature uses a move action to leave a square adjacent to the ragewight; **Effect** The wight attempts an Athletics check to Grapple the target.

Speed 25 feet

Melee claw +17, **Damage** 2d6+5 cold iron slashing plus drain life

Drain Life (divine, necromancy) When the ragewight damages a living creature with its claw Strike, the ragewight gains 3 temporary Hit Points and the creature must succeed at a DC 21 Fortitude save or become drained 1. Further damage dealt to the creature by the ragewight increases the amount of drain by 1 on a failed save, to a maximum of drained 4.

Rage ♦ The ragewight goes into a frenzy, gaining 10 temporary Hit Points. Its Strikes deal 2 additional damage, and it takes a -1 penalty to AC. This lasts for 1 minute.

Wight Spawn (divine, necromancy) A living humanoid slain by a ragewight's claw Strike rises as a wight after 1d4 rounds. This wight spawn is under the command of the ragewight that killed it. It doesn't have the drain life or spawn wight abilities and is clumsy 2 for as long as it is a wight spawn. If the creator of the wight spawn dies, the wight spawn becomes a full-fledged, autonomous wight; it regains its free will, gains the drain life and spawn wight abilities, and is no longer clumsy.

A DIRGE FOR SARKORIS

APPENDIX 3: GAME AIDS



DOLOK DARKFUR

EVAIKA



NELKET

IVERRI



A DIRGE FOR SARKORIS

APPENDIX 3: GAME AIDS



RAGEWIGHT

A DIRGE FOR SARKORIS

HANDOUT 1: BRIEFING FROM VENTURE-CAPTAIN AMBRUS VALSIN

Greetings, Pathfinders,

The Pathfinder Society has been working with one of the clans now resettled in the Sarkoris Scar, the Farheaven Clan, to preserve the history and cultures of old Sarkoris. The Worldwound's opening destroyed many of the clans and forced others to flee, scattering their knowledge and traditions. We have the opportunity to study abandoned sites of cultural and religious importance—provided the clans give their blessing, of course.

Your task is to travel to the Farheaven village in western Sarkoris and ask if there are sites that they would allow us to explore. Once you've arrived, find Nelket, their leader, or Dolok Darkfur, their patron god. Nelket is a talented young woman whom we've worked with several times in the past, and Dolok has been instrumental in preserving knowledge long lost to mortal Sarkorian memory. I'm not certain what they will ask of you in return, but assist them if you can. Once you've investigated any sites they might indicate, report back with your findings.

Be cautious. The Worldwound may be gone, but demonic stragglers and other dangers remain in the blighted land.

Regards,

Venture-Captain Ambrus Valsin

A DIRGE FOR SARKORIS

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

- ☐☐ **Journey to Storasta**, page 5: 1 Treasure Bundle for defeating Iverri and her companions and 1 Treasure Bundle for rescuing Evaika
- ☐☐ **Barrow Approach**, page 9: 2 Treasure Bundles for defeating the undead outside the barrow
- ☐ **Conclusion**, page 14: 1 Treasure Bundle for returning Aisvira's staff and remains from area **C2**
- ☐ **Conclusion**, page 14: 1 Treasure Bundle for returning Selwa's spear from area **C4**
- ☐ **Conclusion**, page 14: 1 Treasure Bundle for returning Tiyyaka's amulet and remains from area **C5**
- ☐ **Conclusion**, page 14: 1 Treasure Bundle for returning Irrei's remains and jewelry from area **C6**
- ☐☐ **Conclusion**, page 14: 2 Treasure Bundles for purifying the barrows

A DIRGE FOR SARKORIS



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D	
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned?	☐ Yes ☐ No ☐ N/A

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy ☐

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy ☐

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Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy ☐

A DIRGE FOR SARKORIS

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Scenario #2-15: A Dirge for Sarkoris

		2	
Character Name		Organized Play #	Character #
Adventure Summary			
The Pathfinder Society sent you to Sarkoris to lend aid to its allies, the Farheaven Clan. The clan's leaders, Nelket and Dolok Darkfur, sent you to recover relics and remains from a barrow corrupted by the Worldwound's demonic energies. On your way to the site, you encountered a corrupted dryad and ☐ rescued the druid she was tormenting. You defeated the corrupted undead on patrol outside the barrow, then ventured inside to recover the relics. You attempted a ritual to cleanse the barrow of demonic influence: the ritual ☐ succeeded/ ☐ failed, and you returned to the Farheavens to deliver what you recovered from the burial site.			
Boons		Rewards	
Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.		XP Gained	
		GP Gained	
Reputation Gained			
Items		Purchases	
		Items Sold / Conditions Gained	
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box	
		Items Bought / Conditions Cleared	
		TOTAL COST OF ITEMS BOUGHT	
Notes		Downtime	
FOR GM ONLY			
EVENT		EVENT CODE	DATE
			GM Organized Play #