

D&D PATHFINDER[®]



SOMEWHERE BELOW

By Kim Frandsen

Bounty: 12

Level: 1

Sanctioned for use with:



AUTHOR

Kim Frandsen

DEVELOPMENT LEAD

Mike Kimmel

ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

DESIGN LEAD

Mark Seifter

EDITING LEAD

K. Tessa Newton

EDITOR

Janica Carter and K. Tessa Newton

COVER ARTIST

Sebastian Rodriguez

INTERIOR ARTIST

Sebastian Rodriguez

CARTOGRAPHER

Jason Engle

GRAPHIC DESIGN

Tony Barnett

DEVELOPMENT MANAGER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona

HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6



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

paizo.com

SOMEWHERE BELOW

TABLE OF CONTENTS

Adventure	3
Appendix: Game Aids	10
Organized Play	11

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat Classics: Twisted Caverns*

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

SUMMARY

When seeking shelter from a storm, the PCs find a note from an explorer who is likely stranded in the caves below and in need of immediate assistance. While rescuing her and helping her to recover her lost notes, the PCs run afoul of dangerous cave-dwelling creatures and subterranean hazards. When they try to leave, the anguished souls of those who perished in the caves long ago lash out at them, attempting to bar their path.

SOMEWHERE BELOW

By Kim Frandsen

ADVENTURE BACKGROUND

In the 8,000 years since orc armies conquered the dwarven Sky Citadel of Koldukar, the people of Belkzen's unofficial capital, Urgir, have plundered countless dwarven artifacts. More artifacts likely remain in ancient dwarven outposts hidden throughout the region. Under the looming threat of the recently freed undead overlord known as the Whispering Tyrant, whose undead armies threaten Belkzen's borders, the leaders of the orc holds have gained a new appreciation for ingenuity, diplomacy, and resourcefulness. Explorers, artisans, and others are finding for the first time that they can gain as much prestige and influence as warriors—but, as always, competition is fierce. Many believe that the discovery of dwarven artifacts or unexplored ruins is a way to quickly elevate one's station.

One of the people seeking these relics is a librarian and historian, Lorekeeper Unzgrin, who has made it her life's work to scour the foothills around Urgir for other ruins. A few weeks ago, Unzgrin discovered evidence that some of the dwarves fleeing Koldukar sought refuge in a cave system near the Flood Road, Belkzen's longest thoroughfare. Thinking the caves might hold some deeper secret, Unzgrin set out to stake her claim, but she became trapped and unable to escape. Two days have passed. Thankfully, before her descent, she left a note at the cave opening requesting assistance if she took too long to return to the surface.

GETTING STARTED

The adventure assumes the PCs have been traveling on the Flood Road near Urgir, and that an unexpected storm—a rainstorm in the wet season, or a dust storm otherwise—drove them to seek shelter in a nearby cave. Inside, they find the remains of a campfire that is 2 days old, as well as some simple traveling gear such as a bedroll and cooking pot. A small note is stuck into a crevice in the cave wall, where it stands out against the dark stone. The crevice is near a narrow tunnel that leads deeper into the caves. The note is written in Common and Orcish, and is dated 2 days before.

WHERE ON GOLARION?

This adventure takes place near Urgir, the unofficial capital of Belkzen, a region held by numerous disparate orc communities and warbands. The city of Urgir is built upon the ruins of the dwarven Sky Citadel of Koldukar, and many dwarven ruins remain undiscovered in the surrounding area. More information about Belkzen can be found on pages 38–40 of *Pathfinder Lost Omens World Guide*.



Read or paraphrase the following.

If you find this, I am caught somewhere below.

I am Lorekeeper Unzgrin, and I've gone below to explore what I believe are the ruins of an ancient dwarven outpost. I trust that there is no danger, but if you find this note, and more than a day has passed, then I am likely in trouble. I offer a reward in gold for any assistance in exploring the caves—and for my immediate rescue, should I be in danger.

—Lorekeeper Unzgrin of Urgir

Lorekeeper **Unzgrin** (LN female orc historian) relied on her darkvision to navigate the caverns, leaving a pair of torches with some flint and steel near her campsite in case any potential rescuers require a light source. It is readily apparent that her campsite has been abandoned for more than one day, indicating she is likely in danger somewhere in the caves below.

SOMEWHERE BELOW

A. CAVERNS

Although Unzgrin is correct that a small group of dwarves fled into various caves in the area following the fall of Koldukar, there are no ruins to be found here—only a few dangerous cave inhabitants, natural hazards, and the dwarves' haunted burial site.

Use the map on page 5 for encounters in this area.

A passage ranging from 3 to 10 feet wide leads into the caverns below. The cave walls are a mix of natural stone and clay. The ceilings range from 10 feet high in the narrow tunnels to 20 feet high in the largest caverns. There are no natural lights in the caves, leaving them in darkness.

The PCs can enter the caves from the tunnel on the southern or western edge of the map. The GM can randomly determine which entrance to use, or select one. Both passages eventually lead back to the cave where the PCs discovered Unzgrin's note.

Exploring the Caves: The PCs do not need to explore the cave tunnels and rooms in a specific order, so they might enter these areas in an order different than that in which they appear on the following pages. While they can take multiple different paths, they are likely to face each of the following at some point during the adventure: Unzgrin in area **A3**; one or more shriekers in the areas marked **A2** (either because they stumble upon them by mistake or because they need to find Unzgrin's backpack, located in one of these rooms); the cave-dwelling creatures in area **A1** (either because the PCs go to area **A1** or because the creatures emerge in response to loud noises); and a dangerous haunt that threatens them when they attempt to leave (see **Event: Buried Below**).

Tracking Unzgrin: Dust and debris make tracking Unzgrin easier than it otherwise would be on the bare stone floor. A PC who succeeds at a DC 15 Survival check to Track finds a booted humanoid's tracks leading from the cave entrance to area **A2**. From there, the tracks lead through the passages to the northeast, then to area **A3**.

A1. LAIR

LOW

Bones and other detritus litter the floor of this small chamber. Thick webs cling to the walls and ceiling.

A PC who succeeds at a DC 15 Crafting check, DC 12 Nature check, or a relevant DC 10 Lore check to Recall Knowledge determines that the bones belonged to small mammals, likely rats, and the webs were created by dream spiders.

Creatures: This room was recently the den of several dream spiders (including the one that died attacking

SCALING ENCOUNTER A1

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

Five PCs: If the PCs are fighting giant centipedes or giant rats, add 5 Hit Points to each opponent. If the PCs are fighting dream spiders, add 8 Hit Points to each opponent.

Six PCs: If the PCs are fighting giant centipedes or giant rats, apply the elite adjustment to the creatures. If the PCs are fighting dream spiders, add one additional dream spider.

Unzgrin in area **A3**), but the spiders may or may not be the current occupants. Various cave-dwelling creatures frequently fight over this space, which is relatively safe from larger threats. Whatever creatures are here, they attack anyone they sense passing by the cave and fight vigorously to defend their home, even pursuing PCs out of the room. The creatures here also move to attack the PCs if they hear a shrieker (area **A2**) or a conversation in area **A3**.

To generate this encounter, randomly determine which creatures the PCs face using the following table:

AREA A1 CREATURES

d6	Creatures
1-2	3 giant centipedes
2-3	3 giant rats
3-4	2 dream spiders

OPTION 1

GIANT CENTIPEDES (3)

CREATURE -1

N **MEDIUM** **ANIMAL**

Pathfinder Bestiary 61

Perception +6; darkvision

Skills Acrobatics +6, Athletics +2, Stealth +6

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

AC 15; **Fort** +7, **Ref** +6, **Will** +2

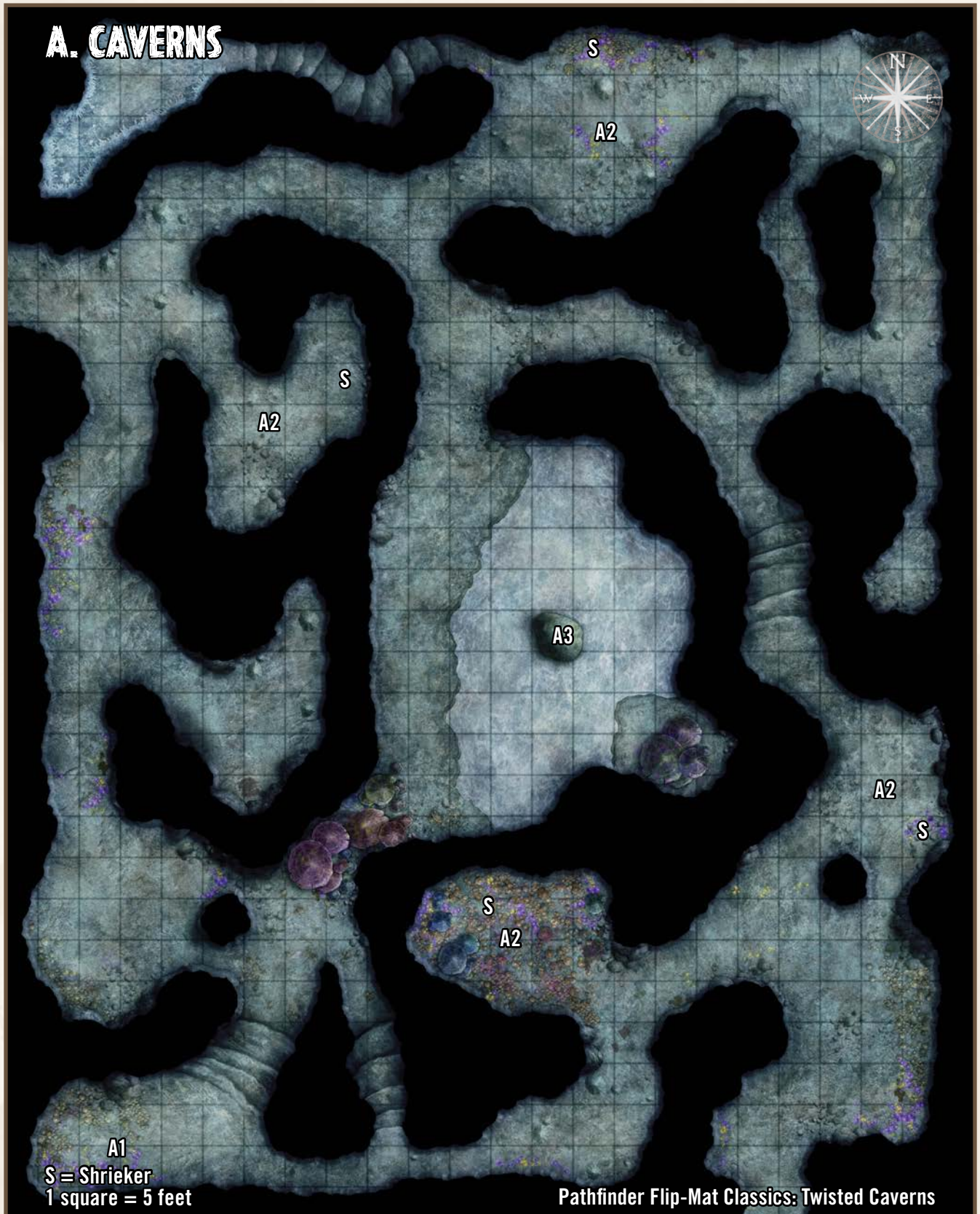
HP 8

Speed 30 feet, climb 30 feet

Melee ♦ mandibles +6 (finesse), **Damage** 1d4-1 piercing plus giant centipede venom

Giant Centipede Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round); **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

SOMEWHERE BELOW



SOMEWHERE BELOW

OPTION 2

GIANT RATS (3) CREATURE -1

N **SMALL** **ANIMAL**

Pathfinder Bestiary 276

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

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

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

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

HP 8

Speed 30 feet, climb 10 feet

Melee **◆** jaws +7 (agile, finesse), **Damage** 1d6+1 piercing plus filth fever

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

OPTION 3

DREAM SPIDERS (2) CREATURE 0

N **SMALL** **ANIMAL**

Pathfinder Bestiary 2 249

Perception +6; darkvision, web sense

Skills Acrobatics +5, Athletics +2, Stealth +7

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

Web Sense The dream spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 16; **Fort** +5, **Ref** +7, **Will** +4

HP 15

Speed 25 feet, climb 25 feet

Melee **◆** fang +7 (finesse), **Damage** 1d6 piercing plus dream spider venom

Ranged **◆** web +7 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 16).

Development: Once the PCs defeat these creatures, no other threats emerge from area A to investigate loud noises.

A2. SHRIEKER CAVE TRIVIAL

Overgrown moss and fungus cover the walls and floor of this cave.

These four small caves (each marked **A2** on the map) each contain some amount of moss and fungus, as well as a shrieker (see **Hazard**, below). One of these caves contains Unzgrin's backpack (see **Rewards**, below).

Hazard: This fungus-covered chamber contains a shrieker. If the shrieker emits its shriek, the noise alerts the creatures in area **A1**. Assuming the PCs have not already dealt with them, the creatures immediately come to investigate and attack the PCs, though they leave the shrieker alone.



UNZGRIN

SHRIEKER

HAZARD -1

ENVIRONMENTAL **FUNGUS**

Stealth DC 12

Description This human-sized purple mushroom emits a piercing shriek when disturbed.

Disable DC 18 Survival to carefully approach and cut the mushroom's air sac without triggering the shrieker

AC 12; **Fort** +8, **Ref** +2

HP 9; **Immunities** critical hits, object immunities, precision damage

Shriek **↻ Trigger** A creature or light source approaches within 10 feet of the shrieker, or the shrieker takes damage; **Effect** The shrieker emits a deafening screech that deals 1d6 sonic damage to creatures within 30 feet (DC 16 basic Fortitude save; creatures that critically fail this saving throw are deafened for 1 minute).

Reset 1 minute

Rewards: Not recognizing the source of the earsplitting noise, Unzgrin fled from the shriekers, got lost, and was set upon by dream spiders at the underground pool (area **A3**). As she fled, she dropped her backpack in one of the shrieker caves. Randomly determine in which shrieker cave her backpack is located by rolling 1d4.

In whichever cave the PCs find the backpack, it is right at the base of the shrieker in that cave. Some moss has already started growing on it. It contains a journal filled with sketches of various objects, a series of progressively more challenging Dwarven writing exercises, and theories about possible locations of ancient ruins. It also contains two *minor healing potions* and 1 week of rations.

SOMEWHERE BELOW

A3. UNDERGROUND POOL

The pool in this damp chamber is only a few inches deep. The sound of dripping water echoes throughout the cave. Thick webbing covers a large boulder protruding from the floor at the center of the pool. The desiccated husks of dozens of insects and arachnids, and the bones of a few small mammals, lie in the water. One recently dead spider with an intricate pattern on its abdomen lies near the boulder, a dagger embedded deep in its thorax.

As the only source of water in the caverns, this chamber is a frequent battleground for the various cave-dwelling creatures that rely on it.

Creatures: Unzgrin is trapped in the webbing—the result of a dream spider’s web attack. She is unconscious, but before she succumbed to the spider’s venom, she managed to slay it. She is 1 day away from taking damage

from thirst and starvation, having been stuck here for 2 days. A fair amount of blood has pooled around her from her injuries.

Waking Unzgrin is a simple matter of healing her Hit Point damage, such as with magical healing or a successful DC 15 Medicine check to Treat Wounds. She also wakes up after about 1 hour if the PCs free her from the web and keep her out of harm’s way. If the PCs heal her, Unzgrin awakens and addresses them.

“What... what happened? Who are you?” she asks as she rubs the back of her head, and then moves her hand to look at the blood that is caked in her hair. “Oh... The last I remember is heading into a cavern system, looking for signs of ancient ruins. I found a cave... there was a loud shriek... and a spider...”

Unzgrin introduces herself and asks for some water, then explains that she is exploring the caves to see if she can find any sign of the dwarves who fled here thousands of years ago after the fall of Koldukar. After this long, she knows that any bodies would likely be gone, but she hopes that she might find historic relics they left behind, or perhaps another ancient ruin of some kind to which they had fled. She believed she was on the cusp of an important breakthrough in understanding the history of the dwarves of Koldukar. In her eagerness to discover something significant, she admits she was reckless.

Development: If the PCs have not found Unzgrin’s backpack already and returned it to her, Unzgrin asks the PCs for their assistance in recovering the journal from her backpack. She knows she dropped it somewhere in the caves, but she doesn’t remember exactly where. The backpack contains notes that are quite valuable to her, some *healing potions*, and a reminder to herself of where she stashed her extra supplies—including the PCs’ promised monetary reward. If the PCs agree to help recover the backpack, she offers the potions as a reward in addition to the promised gold, as well as the eternal thanks of the Urgir Society of History (of which she is the only, and founding, member).

If the PCs have the backpack with them already, she thanks them for recovering it, stating she intends to take note of everything that has happened to her, return to Belkzen for supplies, and perhaps hire a guide for her next cave adventure.

If hostile creatures remain in area A1, the conversation here draws their attention, and they come to investigate after a few minutes—likely interrupting Unzgrin as she regales the PCs with obscure historical facts.



DWARVEN BURIAL SITE

SOMEWHERE BELOW

If the PCs carry Unzgrin from the caves without waking her up (assuming they successfully bypass the hazard during **Event: Buried Below**, below), she wakes up on her own after about an hour. If they have already recovered her backpack, the PCs have completed their mission, and she leads them to the cave with their reward. If they have not recovered her backpack, she asks them to help find it.

EVENT: BURIED BELOW MODERATE

This event takes place when the PCs attempt to leave the caves using either of the two possible exit tunnels.

Unzgrin was right: several dwarves fled to these caves after the fall of Koldukar. After an earthquake left them stranded, the dwarves were without the tools needed to dig themselves out. They died in the arms of their loved ones, starving, thirsting, and running out of air. Their remains turned to dust long ago, but their despair lingers. When anyone tries to leave the caves, the stranded spirits take the form of a pile of dust and bones, and then lash out with grasping hands at anyone nearby.

Hazard: A spectral pile of dust, broken shards of pottery, and bones materializes from the ground, blocking any exit the PCs choose to take from the caves. GMs should place the hazard in a 10-foot-by-10-foot space on the edge of the map, blocking whichever exit tunnel the PCs attempt to use (see the map on page 5).

If she is with the PCs and conscious, Unzgrin exclaims that these must be the remains she was searching for. She frowns, stating she does not remember them being here the last time she passed this way. In truth, the dust is merely a spectral remnant of the deceased dwarves, but the spectral and skeletal hands that emerge from it to attack the living are a tangible threat. The number of crawling hands is listed as (0) below to indicate that none of them are in the room at the beginning of the encounter, though several appear when the hazard uses its Summon Crawling Hands reaction.

HANDS OF SLOW DEATH

HAZARD 1

RARE COMPLEX HAUNT

Stealth +7 (trained)

Description A pile of dust and bone meal, several inches deep and 10 feet across on each side, blocks the tunnel to the surface. It is suffused with the despair of the slowly dying, and summons vengeful skeletal hands to hunt down anyone who dares attempt to leave the area.

Disable Religion DC 15 (trained) to speak the proper burial rites, Occultism DC 15 (trained) to exorcise the lingering souls, or Intimidation DC 17 to scare the fearful souls away. These actions have the verbal trait. Each check to disable the hazard requires 2 actions, and two total successes are required to disable the haunt.

SCALING ENCOUNTER A4

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

Five PCs: The haunt summons one additional crawling hand with its reaction.

Six PCs: The haunt summons two additional crawling hands with its reaction.

Summon Crawling Hands ⤴ (conjuration, occult, summon);

Trigger A creature comes within 30 feet of the remains;

Effect The haunt summons three crawling hands (see below), which emerge from the pile of dust to attack nearby creatures. The hands roll initiative and remain for 7 rounds, after which the summoning spell ends and the hands disappear. The hands also disappear if someone disables the trap before the duration expires. The summoned hands can use 3 actions each round and can use reactions, unlike most summoned creatures.

Routine ⬠ Spectral hands grasp at creatures in the area. Each creature within 30 feet of the dust pile takes 1d4 negative damage (DC 17 basic Will save; creatures that critically fail this saving throw are slowed 1 for 1 round).

Reset The haunt deactivates if no creatures remain within 30 feet but resets immediately thereafter unless disabled. If the haunt is disabled, it resets after 24 hours.

CRAWLING HANDS (0)

CREATURE -1

NE TINY UNDEAD

Pathfinder Bestiary 2 56

Perception +5; **lifesense** 30 feet, **tremorsense** (imprecise) 30 feet

Languages Common (can't speak any language)

Skills Athletics +5, Stealth +6, Survival +2

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

AC 12; **Fort** +2, **Ref** +5, **Will** +2

HP 8, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

Melee ⬠ claw +7 (agile, finesse), **Damage** 1d4+1 slashing plus Grab

Grip Throat A Medium or smaller creature that is grabbed by a crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and to damage rolls when it Strikes its quarry.

SOMEWHERE BELOW

Development: With the hazard bypassed or disabled and any crawling hands it summoned are gone, the PCs can escort Unzgrin safely to the surface.

CONCLUSION

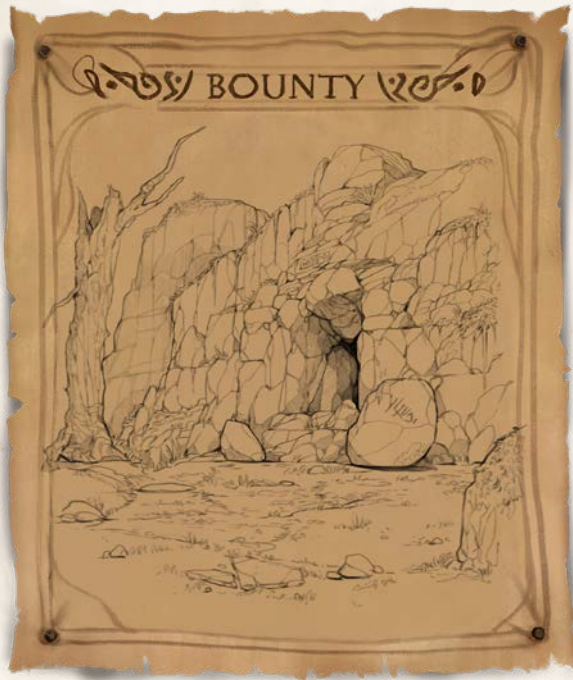
Once the PCs have helped Unzgrin out of the cave and recovered her backpack, she briefly looks over her notes, and then asks the PCs to accompany her to another nearby cave where she stashed a few belongings, including the PCs' reward. As she gives the PCs the promised reward of 4 gp each, she thanks them and says, "I'm a bit disappointed in my findings, to tell you the truth. I'd hoped to find something more insightful: perhaps some ancient artifacts or ruins. I also hadn't expected to run into as much trouble as I did, and I have you to thank for getting me out of there alive." Unzgrin plans to travel to Urgir to team up with some other explorers rather than setting off to explore any more caves by herself. She suggests that if the PCs are interested in joining her instead, it would save her the trip to the city, and she just so happens to have a lead on another nearby cave.

OBJECTIVE

The PCs fulfill their primary objective if they rescue Lorekeeper Unzgrin and recover her backpack. Pathfinder Society GMs, see Organized Play (page 11) for determining appropriate rewards.

SOMEWHERE BELOW

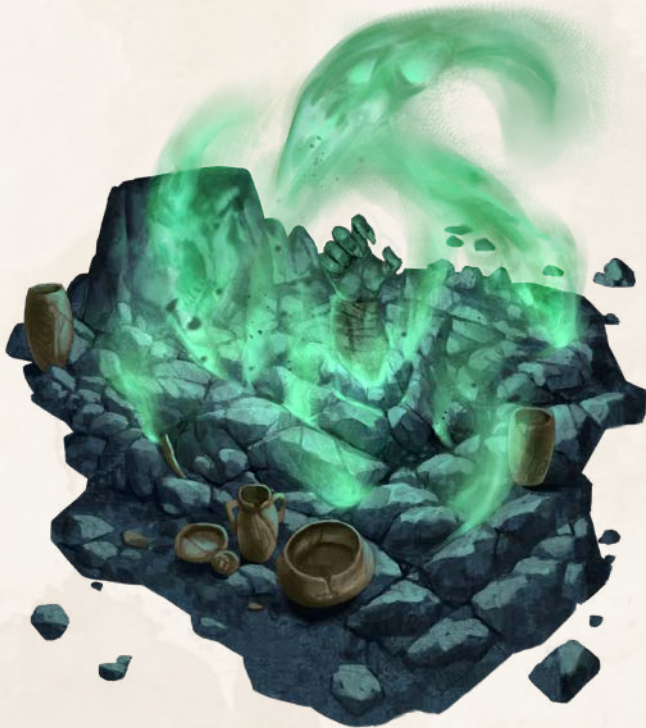
APPENDIX: GAME AIDS



Cave Bounty
Dwarven Burial Site



Unzgrin



Pathfinder Bounty

SOMEWHERE BELOW

ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this adventure for Pathfinder Society credit earn a Chronicle Sheet. If the PCs rescue Lorekeeper Unzgrin and recover her backpack, they earn 4 gp each. Bounties do not grant Downtime.

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

SOMEWHERE BELOW



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
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	Reputation Earned: _____

Character Name: _____		Faction: _____		Reputation Earned: _____
Org Play #: _____ -2	Level _____	<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: _____		Faction: _____		Reputation Earned: _____
Org Play #: _____ -2	Level _____	<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: _____		Faction: _____		Reputation Earned: _____
Org Play #: _____ -2	Level _____	<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: _____		Faction: _____		Reputation Earned: _____
Org Play #: _____ -2	Level _____	<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: _____		Faction: _____		Reputation Earned: _____
Org Play #: _____ -2	Level _____	<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: _____		Faction: _____		Reputation Earned: _____
Org Play #: _____ -2	Level _____	<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

SOMEWHERE BELOW

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Bounty #12: Somewhere Below © 2021, Paizo Inc.; Author: Kim Frandsen.

PAIZO INC.

Creative Director • James Jacobs

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sarah E. Robinson

Director of Game Development • Adam Daigle

Development Managers • Jason Keeley, Ron Lundeen, and Linda Zayas-Palmer

Developers • Eleanor Ferron, Thurston Hillman, Luis Loza, Patrick Renie, and Jason Tondro

Starfinder Lead Designer • Joe Pasini

Starfinder Senior Developer • John Compton

Organized Play Line Developers • Jenny Jarzabski and Mike Kimmel

Design Manager • Mark Seifter

Pathfinder Lead Designer • Logan Bonner

Designers • James Case and Michael Sayre

Managing Editor • Leo Glass

Senior Editors • Avi Kool and Lu Pellazar

Editors • Addley C. Fannin, Patrick Hurley, Ianara Natividad, and K. Tessa Newton

Managing Art Director • Sonja Morris

Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick

Senior Graphic Designer • Emily Crowell

Graphic Designer • Tony Barnett

Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens

President • Jeffrey Alvarez

Chief Creative Officer • Erik Mona

Chief Financial Officer • David Reuland

Chief Technical Officer • Vic Wertz

Director of Project Management • Glenn Elliott

Project Coordinator • Lee Rucker

Director of Sales • Pierce Watters

Sales Manager • Cosmo Eisele

Vice President of Marketing & Licensing • Jim Butler

Director of Licensing • John Feil

Marketing Coordinator • Leah Beckleman

Marketing and Media Manager • Aaron Shanks

Organized Play Manager • Tonya Woldridge

Organized Play Associate • Alex Speidel

Accountant • William Jorenby

Accounting & AP Specialist • Eric Powell

Finance Operations Specialist • B. Scott Keim

Director of Technology • Rei Ko

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineers • Erik Keith and Levi Steadman

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Lagervall

Webstore Coordinator • Katina Davis

Customer Service & Community Manager • Sara Marie

Customer Service Lead • Diego Valdez

Customer Service Team • Raychael Allor, Heather Fantasia, Keith Greer, Logan Harper, and Austin Phillips

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Mika Hawkins, James Mafi, and Loren Walton

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Bounty #12: Somewhere Below © 2021, Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc..



Bounty #12: Somewhere Below

Character Chronicle #

Chronicle Code

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

Adventure Summary

While sheltering in a cave from a storm, you found a note from an explorer who was stranded somewhere in the caves below, in need of immediate assistance. While rescuing her and helping her to recover her lost notes, you fought off dangerous cave-dwelling creatures and faced some alarmingly loud mushrooms. When you tried to leave, the anguished souls of those who perished in the caves long ago attacked you in an effort to ensure you never left the caves alive.

Items	Purchases											
<div style="border: 1px solid black; height: 100%;"></div>	Items Sold / Conditions Gained											
	<table style="width:100%; border-collapse: collapse;"> <tr><td style="border-bottom: 1px solid black; width: 80%;"></td><td style="border-bottom: 1px solid black; width: 20%;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> </table>											
TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the "Items Sold" Box</small>	<input style="width: 80px; height: 20px;" type="text"/>											
	Items Bought / Conditions Cleared											
	<table style="width:100%; border-collapse: collapse;"> <tr><td style="border-bottom: 1px solid black; width: 80%;"></td><td style="border-bottom: 1px solid black; width: 20%;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> <tr><td style="border-bottom: 1px solid black;"></td><td style="border-bottom: 1px solid black;"></td></tr> </table>											
	TOTAL COST OF ITEMS BOUGHT	<input style="width: 80px; height: 20px;" type="text"/>										
Notes		REWARDS										
		Starting XP										
		XP Gained										
		Final XP										
		Starting GP										
		GP Gained										
		Items Sold										
		GP Spent										
		Total GP										

FOR GM ONLY

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
-------	------------	------	-------------------------	---------------------