

PATHFINDER

Kingmaker

ADVENTURE PATH

COMPANION GUIDE



PATHFINDER

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CONTENT WARNING

The *Pathfinder Kingmaker Adventure Path*, *Pathfinder Kingmaker Bestiary (5E)*, *Pathfinder Kingmaker Bestiary (First Edition)*, and *Pathfinder Kingmaker Companion Guide* contain typical Pathfinder action and adventure, player options, creatures, and more. They also include content related to child abuse and neglect, graphic depictions of torture and violence, substance abuse, and other themes that are appropriate for more mature audiences. Before you run this adventure or use any of the supplementary sourcebooks, understand that consent from everyone at the table—including the players and the Game Master—is vital to a safe and fun play experience. You should talk with your players before beginning the adventure and modify descriptions or events as appropriate.



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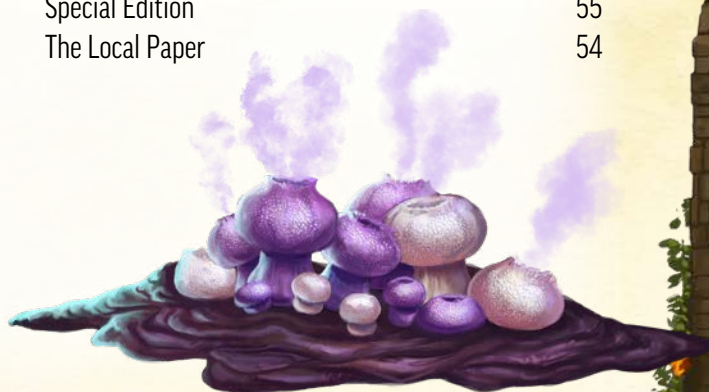
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Kingmaker

ADVENTURE PATH



CHAPTER 1: COMPANIONS

In the *Kingmaker Adventure Path*, a band of adventurers become the unlikely rulers of a brand-new kingdom. Set in the so-called **Stolen Lands of the River Kingdoms**, this campaign presents the players with a vast wilderness to explore—one infested by bandits, monsters, and worse. But not all of those the PCs meet during this campaign are destined to be enemies—some will be allies, some will become friends, and a rare few will become true companions. The timing for each of these characters' first encounters with the PCs varies; in some cases, their introduction is included in the text of the *Adventure Path*, while in others it's left largely to the GM. Companions can also be encountered in the PCs' throne room once they've established their kingdom, leading potential allies to seek out the rulers of this new land to present their cases in person.

USING COMPANIONS

Seven primary companions—the barbarian Amiri, the ranger Ekundayo, the alchemist Jubilost, the bard Linzi, the rogue Nok-Nok, the cleric Tristian, and the fighter Valerie—are presented on the following pages in full detail. Each has two sets of statistics—one for use when the companion first encounters the PCs, and one at a higher level for use during that companion's personal quest. These statistics were built using the rules for character creation, not for NPCs. As such, if your group takes a shine to a companion, that NPC can level up alongside the party as if they were a PC. In such a case, the choices you and your players make for that NPC take precedence over the higher level stats given for a companion.

No statistics are presented for the five secondary companions, as their roles in the *Kingmaker Adventure Path* are limited to downtime activities and kingdom management roles.

BEFRIENDING COMPANIONS

Companions won't necessarily trust the PCs when they first meet. They never start their initial encounter hostile, but they need to be influenced to friendly before they'll be comfortable allying with the PCs. Each companion is presented with a brief influence encounter, the rules for which can be found on pages 151–152 of the *Pathfinder Gamemastery Guide*.

Each companion includes several character options that have the uncommon or rare trait; once the PCs have befriended a companion, these options become available and the PCs gain access to them.

ADVENTURING WITH COMPANIONS

Companions that have joined the PCs don't need to accompany them on every encounter. They can be held back in reserve to guard a campsite, left to perform downtime activities, serve as leaders in the kingdom, and so on. But at times, it may make sense for one

or more companions to accompany the PCs on their adventures. If you allow this, you'll want to adjust encounters to account for the increased number of characters in the party, as detailed on page 489 of the *Core Rulebook*.

PERSONAL QUESTS

The seven primary companions each have a personal quest as part of their storyline. Though some companions provide foreshadowing to the PCs beforehand, each quest formally begins with a specific event timed to coincide with particular developments in the *Kingmaker Adventure Path* and also to a specific character level for the companion. (In order to avoid the party becoming distracted with multiple personal quests at the same time, each quest triggers at a different character level.)

Whether the PCs decide to accompany the companion on their quest is left to the players to decide. However, this book assumes that the PCs join the companion, who takes a full role in the PCs' party through the events and encounters of the short adventure. These companion quests are therefore designed for a party of 5 characters rather than the standard 4, so encounters in these quests are slightly more dangerous than comparable encounters in the *Kingmaker Adventure Path*.

If the PCs choose not to accompany a companion on their personal quest, it's up to you to determine the ramifications. A companion might try to tackle their quest on their own (in which case, that companion's disappearance might serve as an additional hook to lure the PCs into that quest), they might choose to let the quest slide and not pursue it, or they might even abandon the PCs to seek help elsewhere—such as from potential rival settlements like Drelev or Pitax. In such a case, a former companion could well show up as an antagonist working against the PCs later in the campaign!

CHAPTER 1 Companions

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

CHAPTER 2 Camping

CHAPTER 3 Weather



AMIRI

Amiri often claims to wield the power of giants and indicates her oversized sword as proof. Despite her bravado and fearlessness, she has an equally large need to prove her strength and find a place to belong. If the PCs treat her with respect, she comes to see them as her new family and eagerly protects them and their kingdom with all her considerable ferocity.

Amiri's sense of unbelonging and her preoccupation with establishing her physical prowess is a direct result of her childhood. She grew up as a member of the Six Bears following in the Realm of the Mammoth Lords. As with all Mammoth Lord followings, the Six Bears had their own specific traditions and beliefs, but it was the Six Bears' male-dominated gender roles that Amiri found herself clashing against more and more often as she grew older. With little personal experience to draw upon, Amiri continued to break Six Bears tradition and challenge those gender roles,

and eventually a group of particularly intolerant kin arranged for her final initiation to be one they hoped would end in her death.

But Amiri returned from that challenge triumphant, having claimed an immense sword—a frost giant's blade—as her trophy. When she learned that the Six Bears hadn't expected her to return at all—that members of her own following had hoped for her death—she fell into a rage and killed the conspirators. As the Six Bears forbade kin slaying (hence why Amiri was sent on a “suicide mission” rather than directly challenged), Amiri realized that she could never return home and so set her eyes south. She's been wandering ever since, until the day she met the PCs and learned of their plans to start a new kingdom. Amiri never speaks of her childhood save to her most trusted friends—and even then, she often notes that some things are better left unsaid.

Amiri is mostly muscle and bravery, with little patience for academics, intrigue, or indirect approaches, and she abhors cowards. Often hot-tempered and full of impulsive bravado, she's perfectly aware of how strong and tough she is, and she's always ready to prove her bravery and might. No one would be faulted for thinking the boastful, brawny, bull-headed barbarian fears nothing—she hides her insecurities about her past and fear of belonging nowhere well. Her confidence in her own abilities can be, at times, misplaced, but Amiri is not foolhardy. Faced with a situation where brute force won't prevail, her typical response is to seek other methods of success while continuing to build up her skill and power—if the alternate plan doesn't work, at least she has been preparing herself for the forceful tactic all along. Amiri values her oversized sword, and isn't easily persuaded to wield another weapon, although she will if tactics demand it. She dismisses any concern about whether she can wield the bastard sword effectively, letting her results in battle speak for themselves. Once Amiri feels trusted and respected, she is one of the most loyal companions anyone could ask for.

MEETING AMIRI

The PCs first meet Amiri at the very start of the *Kingmaker Adventure Path*—she's one of the adventurers seated at the PCs' table during the feast in Jamandi Aldori's manor in Chapter 1. In that encounter, the PCs have the opportunity to influence Amiri by impressing her, showing off how brave they are, letting her know how capable they are in the wilds, and so on. If the PCs can shift her attitude to helpful, she might join the PCs as an additional adventuring companion from the outset of the campaign.

Amiri won't stand for being belittled or doubted, and, as an advisor, if her counsel is repeatedly ignored, she loses patience with the process and seeks excitement elsewhere. Dealing with Amiri in a firm, forthright manner is something she respects; she can't stand cowardice or duplicity. Otherwise, the way to bolster her friendship is through good drink, friendly competition, impulsive behavior, and asking her to recount tales of beasts she's slain and fights she's won.

Amiri hopes to form a strong bond with the PCs—in effect, to become part of their “following,” to use the Mammoth Lords term for a closely knit group. She doesn't place much stock in authority, but neither will she act against the PCs' goals. She takes great interest in hearing stories of the PCs' clashes against powerful monsters (any creature whose level is 2 or higher than the party level at the time of the fight), to the extent that if she's adventuring with the PCs when

such an encounter occurs, she might ask to fight the creature alone to show off her strength and skill. Of course, if she realizes she's in over her head (typically when she's reduced to half her HP), she begrudgingly calls for help.

AN ICONIC BARBARIAN

Amiri is unique among the companions in this book in that she serves as the Pathfinder RPG's iconic barbarian—you'll see her illustrated throughout numerous Pathfinder products, including in the *Core Rulebook's* section on the barbarian character class. Normally, these iconic characters are meant to be “stand-ins” for your player characters when Paizo products need to illustrate theoretical encounters in which player characters feature. However, in this book, Amiri is also a full-fledged NPC with not only a detailed history, but goals she hopes to achieve alongside the rest of the party. Whether or not you choose to use these stats for Amiri in other adventures or build your own version of them is up to you.

AMIRI

CREATURE 1

UNIQUE CN MEDIUM HUMANOID HUMAN

Female versatile human barbarian (hunter background)

Perception +5 (expert)

Languages Common, Hallit

Skills Acrobatics +5 (trained), Athletics +7 (trained), Intimidation +4 (trained), Nature +3 (trained), Survival +3 (trained), Warfare Lore +3 (trained)

Str +4 (18), **Dex** +2 (14), **Con** +2 (14), **Int** +0 (10), **Wis** +0 (10), **Cha** +1 (12)

Items backpack, Large bastard sword, bedroll, belt pouches (2), chalk (10), +1 dagger (a magic weapon she doesn't use herself but could potentially gift to the PCs—*Kingmaker Adventure Path* page 19), lesser elixir of life, flint and steel, grappling hook, hide armor, javelins (4), rope (50 feet), rations (2 weeks), torches (5), waterskin, 80 sp

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

HP 22

Speed 25 feet

Melee ♦ Large bastard sword +7 (two-hand d12), **Damage** 1d8+4 slashing

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

Rage ♦ (barbarian, concentrate, emotion, mental) *Core Rulebook* 84.

Sudden Charge ♦♦ (barbarian, flourish, open) *Core Rulebook* 88.

Ancestry Feats Natural Ambition

Class Feats Raging Intimidation, Sudden Charge

General Feats Diehard, Incredible Initiative

Skill Feats Intimidating Glare, Survey Wildlife

Class Abilities Anathema, Rage, Giant Instinct

CHAPTER 1 Companions

Amiri
Ekundayo
Jubilost
Linzi
Nok-Nok
Tristian
Valerie
Harrim
Jaethal
Kalikke and
Kanerah
Octavia
Regongar

CHAPTER 2 Camping

CHAPTER 3 Weather

AMIRI

CREATURE 11

UNIQUE CN MEDIUM HUMANOID HUMAN

Female human barbarian (hunter background)

Perception +16 (expert)

Languages Common, Hallit

Skills Acrobatics +17 (trained), Athletics +20 (expert), Intimidation +19 (master), Nature +14 (trained), Survival +18 (master), Warfare Lore +13 (trained)

Str +5 (20), **Dex** +4 (18), **Con** +4 (18), **Int** +0 (10), **Wis** +1 (12), **Cha** +2 (14)

Items backpack, +2 striking wounding *Large bastard sword*, bedroll, belt pouches (2), *boots of bounding*, chalk (10), *greater coyote cloak*, moderate elixirs of life (3), flint and steel, grappling hook, +1 resilient *hide armor*, javelins (4), rope (50 feet), rations (2 weeks), torches (5), waterskin, 80 sp

AC 31; **Fort** +22, **Ref** +20, **Will** +17

HP 195

Attack of Opportunity ↻

Speed 35 feet

Melee ✦ *Large bastard sword* +22 (two-hand d12), **Damage** 2d8+7 slashing plus 1d6 bleed

Ranged ✦ javelin +19 (thrown), **Damage** 1d6+7 piercing

Cleave ↻ *Core Rulebook* 90.

Rage ✦ (barbarian, concentrate, emotion, mental) *Core Rulebook* 84.

Shake It Off ✦ (barbarian, concentrate, rage) *Core Rulebook* 89.

Sudden Charge ✦✦ (barbarian, flourish, open) *Core Rulebook* 88.

Swipe ✦✦ (barbarian, flourish) *Core Rulebook* 89.

Ancestry Feats Clever Improviser, Haughty Obstinacy, Natural Ambition

Class Feats Attack of Opportunity, Cleave, Great Cleave, Raging Intimidation, Shake It Off, Sudden Charge, Swipe

General Feats Diehard, Fast Recovery, Fleet, Incredible Initiative, Toughness

Skill Feats Forager, Intimidating Glare, Intimidating Prowess, Powerful Leap, Survey Wildlife, Terrified Retreat, Titan Wrestler

Class Abilities Anathema, Brutality, Deny Advantage, Juggernaut, Lightning Reflexes, Rage, Giant Instinct, Raging Resistance, Weapon Specialization

INFLUENCING AMIRI

Amiri's first encounter with the PCs takes place during the feast in Chapter 1 at the start of the *Kingmaker Adventure Path*; her influence encounter is on page 19 of that book.

ADVENTURING WITH AMIRI

As Amiri explores the Stolen Lands, her legend grows with her. Already a larger-than-life personality, she begins to accidentally encourage something akin to a cult of personality in the PCs' kingdom. If brought to her attention that a new generation of adventurers are using her exploits and legends as an inspiration for their own adventuring style, she's amused but also perhaps a bit put off by the idea.

The following new skill feats become available to the PCs starting at 4th level, assuming Amiri remains allied with them.



AMIRI

**CHAPTER 1
 Companions**

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

**CHAPTER 2
 Camping**

**CHAPTER 3
 Weather**

TRIUMPHANT BOAST

FEAT 2

RARE GENERAL SKILL

Prerequisites expert in Performance

You relate a loud and impressive tale of your triumph over a formidable foe. When you Perform, choose a single target within 30 feet of you and compare the result of your Performance check to that observer's Will DC. If you're a master in Performance, you can choose up to four targets, and if you're legendary, you can choose any number of targets. If you succeed, any attempt made by you to Demoralize that creature within the next 24 hours gains a +1 circumstance bonus. If your Charisma score is 20 or higher and you're a master in Performance, this bonus increases to +2. Once a creature is boasted at in this manner, it becomes temporarily immune to further Triumphant Boasts for 24 hours.

THAT'S NOT NATURAL!

FEAT 4

RARE GENERAL SKILL

Prerequisites expert in Survival

Your mastery at surviving in the wild has given you a sort of sixth-sense when it comes to noticing creatures that aren't part of the natural order. You gain a +1 circumstance bonus to all initiative checks made at the start of a battle in which at least one of your enemies is an aberration, fey, mutant, or undead, or if one of your enemies is from a plane other than the Material Plane, as long as the battle takes place in a wilderness region. In wilderness regions, you also increase your Perception DC by 1 against these types of creatures for the purposes of resolving their Stealth checks. If you're master in Survival, this circumstance bonus increases to +2.

If you know the *commune with nature* ritual, you can use Survival as a primary or secondary check to resolve that ritual—if you do so, you gain a +2 circumstance bonus.

SAY THAT AGAIN!

FEAT 6

RARE GENERAL SKILL

Trigger An opponent gets a critical failure when attempting to Demoralize you or Lie to you.

Prerequisites expert in Athletics

The world is full of obnoxious weasels who think they can pull one over on you—put them in their place! When an adjacent creature attempts to Lie to you or to Demoralize you and gets a critical failure on the roll, you can use your reaction to make a Shove attempt against that opponent. If combat results, you can roll Intimidation for your initiative check.

TOO ANGRY TO DIE

FEAT 12

RARE GENERAL SKILL

Trigger you stand up from prone after waking up from being unconscious

Prerequisites master in Intimidation

TRAVELING WITH FRIENDS

At the start of Kingmaker, the PCs take part in a feast during which they meet three of the primary companions in this book (Amiri, Linzi, and Valerie) and two of the secondary companions (Harrim and Jaethal). If the PCs befriend several or all of these companions, having them accompany the PCs on their first few adventures into the Stolen Lands isn't ideal, since these first adventures should focus primarily on the PCs, not NPCs.

Instead, the companions the PCs befriend at the feast should form into a secondary adventuring party who you can assume is traveling some distance behind the PCs. These companions can catch up and share the PCs' camp as you wish, and if the PCs get into an encounter that's over their heads, the companion NPCs can show up to provide support.

Once the PCs defeat the Stag Lord and establish their own settlement and kingdom, these companions can then move into that first settlement, at which point you and your players can draw them into adventures on a case-by-case basis as you see fit.

You refuse to yield the battle, even after you've been knocked off your feet and nearly killed. For you, such a brush with death is less something to fear and more a thing to become infuriated by. As you stand up, you roar in defiance and can attempt to Demoralize a foe.

CAMPING WITH AMIRI

Amiri knows several methods to temporarily increase the power of melee weapons. She can perform the following activity when she camps with the PCs.

ENHANCE WEAPONS

CAMPING CONCENTRATE MANIPULATE

Amiri spends her time in camp sharpening the group's weapons, bolstering grips and handles, or festooning blunt weapons with temporary stone weights designed to maximize damage. Each PC chooses one melee weapon. That melee weapon gains a +1 circumstance bonus to damage rolls during the next encounter it's used in; this bonus expires at the end of that encounter or after 24 hours, whichever comes first.

RULING WITH AMIRI

Amiri isn't that interested in ruling a kingdom. That said, her personality and attitude make Warden the most thematically appropriate role for her among the leadership roles. If you assign Amiri to this role using the New Leadership activity (*Kingmaker Adventure Path* 520), the result of that check is improved one degree; as

long as she remains in the role, it's automatically invested (in addition to the four roles you choose to invest).

As Amiri's unintentional cult of personality drives a greater interest in gladiatorial competition, her presence bolsters the kingdom's taste for arena-based blood sport, making the following structure available to build.

GLADIATORIAL ARENA

STRUCTURE 15

EDIFICE FAMOUS INFAMOUS YARD

A gladiatorial arena is a sprawling open-air field surrounded by seating and viewing areas. It also includes extensive underground barracks and training facilities for gladiators to use.

Lots 4; Cost 58 RP, 10 Lumber, 30 Stone

Construction Warfare (master) DC 34

Upgrade From arena

Item Bonus +3 item bonus to Celebrate Holiday, to Hire Adventurers, and to Warfare checks made in order to Quell Unrest

Effects A gladiatorial arena allows a PC in the settlement to retrain combat-themed feats (at the GM's discretion) more efficiently; doing so takes only 4 days rather than a week of downtime.

ADDITIONAL KINGDOM EVENTS

If the PCs have Amiri as a companion, her presence in the kingdom results in two bonus story kingdom events. In addition, the cult of personality she inspires in the kingdom grants a +2 circumstance bonus to all checks made to resolve Monster Activity random kingdom events.

MONSTER HUNT

EVENT +0

BENEFICIAL

Event After the PCs defeat the Beast at the end of Chapter 4, citizens in the kingdom who emulate Amiri revel in the triumph. Unless the PCs intervene, these eager citizens turn the Beast's hide into a massive rug and put it on display in the kingdom's largest tavern. From there, the hunger for monstrous trophies unfortunately continues to grow.

This event takes place at the end of the next Kingdom turn, as numerous eager adventurers who are fans of Amiri join together and scour the wilderness for another monster trophy to add to the tavern's growing collection.

Kingdom Skill Wilderness; **Leader** Warden

Critical Success The eager monster hunters confront and defeat a Huge (or larger) monster in the wilderness. The GM can determine the exact type of monster hunted down (but it shouldn't be a specific creature still awaiting discovery by the PCs in a hex encounter). Trophies from the monster are put on display in a

tavern or other public building in the capital city. Gain one additional Fame or Infamy point (as appropriate) at the start of the next Kingdom turn and reduce Unrest by 1d6.

Success As critical success, but the monster hunters track down and slay a Large monster in the wilderness. Reduce Unrest by 1d4.

Failure The monster hunters fail in their attempt to hunt a creature, but the kingdom was, if only for a short while, distracted by the attempt. Reduce Unrest by 1.

Critical Failure The monster hunters confront a Huge (or larger) monster but fail to defeat it. Worse, the monster follows the surviving hunters back home and attacks the kingdom's capital city! Increase Unrest by 1d4 and one Ruin of the players' choice by 1. The monster then retreats to the wilderness, but it continues to be a danger. A Monster Activity event automatically takes place during the next Kingdom turn as this creature continues to threaten the region.

BARBARIAN IMMIGRANTS

EVENT +2

BENEFICIAL

Event Once the PCs defeat Armag at the end of Chapter 7, the Tiger Lord barbarians scatter back into the surrounding wilderness, but some of them are drawn by Amiri's reputation and look to join the PCs' kingdom. This event occurs during the first Kingdom turn after Armag's defeat.

Kingdom Skill Statecraft; **Leader** Warden

Critical Success A large number of barbarians are welcomed into several settlements. Their presence helps to bolster a sense of security (decrease Unrest by 1d6), and also helps to curtail bandit and monster activity. From this point on, kingdom checks made to resolve the following random events gain a +2 circumstance bonus: Bandit Activity, Monster Activity, and Undead Uprising.

Success As critical success, but decrease Unrest by 1d4 and the circumstance bonus is only +1.

Failure The integration of the barbarians into the kingdom is a bit rougher than expected and doesn't provide additional defense against events. Reduce Unrest by 1.

Critical Failure The barbarians and citizens clash violently. Increase Unrest by 1d4 and one Ruin of the players' choice by 1; the barbarians then scatter back into the wilderness.

THE BLADE'S LEGACY

When Amiri and several others were sent by the elders of her following to scout the hinterlands of their territory for frost giants, they hoped she'd get in over her head and be slaughtered, thus ending her confrontational attitude toward the Six Bears' traditions and expected

gender roles. When Amiri came upon a dead frost giant and took his sword back to the hunting party as proof that giants were indeed encroaching into Six Bears territory, she returned to overhear the hunting party scoffing at her foolishness and thanking the ancestors that the “upstart Soft Chieftain” had been slain on her mission. Amiri flew into a rage, but after she slaughtered her kin, she knew she’d overstepped tradition. Even though the hunters who’d sent her on what they’d hoped was a suicide mission deserved their fate, she could no longer stay in her following. And so she took her bloodstained, oversized sword in hand and fled the Realm of the Mammoth Lords.

Amiri never realized that the frost giant whose body she found on that fateful scouting mission was something more, or that the sword she’d taken had a fraught legacy of its own—but as her adventures in Kingmaker play out, she becomes increasingly aware that something even more sinister than intolerant kinsfolk has been tracking her.

THE FEY LORDS

The weapon Amiri claimed from what she’d assumed was a frost giant who’d fallen to his death from a mountain ledge isn’t just a simple sword—it’s a dormant magical weapon containing the essence of a powerful feytouched frost giant named Kean.

Ages ago, Kean shared rulership over an icy realm in the First World with his brother Fionn. Over the years, Fionn grew weary of his idyllic existence and sought increasingly awful diversions to feed his need for new experiences. When Kean learned that Fionn secretly had been luring some of the realm’s subjects into a hidden chamber only to devour them, he confronted his brother only to be slain. Fionn called upon forbidden magic to bind Kean’s soul into the same weapon he used to murder his brother, hoping to continue to rule the realm with his brother “at his side,” even if that meant binding Kean’s soul into the blade of a weapon. Yet Kean soon learned how to exert influence over Fionn’s court, and in time he persuaded Fionn’s servant to kill his brother with the sword Kean was bound to. It was only then that their own patron, the Eldest known as Shyka, intervened. Frustrated with the bickering of the two feytouched frost giants, Shyka banished both from the First World, denying them the promise of reincarnation that awaited all fey in that realm.

Kean came to Golarion still bound in his brother’s bastard sword, but the banishment rendered the weapon dormant, effectively locking Kean into a dark prison. Fionn arrived without even an inanimate object to house his soul and became a ghost. As fate would have it, the brothers both appeared in the

Realm of the Mammoth Lords. Kean was found by a frost giant who used the sword in battle for many months, while Fionn was cursed to wander the wilds as an undead monster, forced to endure as his soul slowly dwindled in power.

Fionn grew obsessed with his brother, and convinced himself that if he could find the blade he’d bound his Kean into, he could absorb his brother’s soul and reverse his own waning existence—a first step toward what he hoped would be a glorious return to the First World to reclaim what had been “stolen” from him. By hopping from body to body and drawing upon the memories of an ever-growing list of possessed victims, Fionn finally tracked down the giant who had been wielding his brother in battle, only to arrive too late: the giant was dead and the blade had been taken.

Fionn took control of the dead frost giant’s remains, animating them as his latest body, then sought out the sword’s thief. His ability to track spiritual echoes led him to the hunters Amiri had slaughtered, yet here he lost the trail, for Amiri’s rage had overwhelmed the fainter traces of his imprisoned brother’s anguish. Left only with the Six Bears as a final lead, the undead giant sought out Amiri’s kin. He demanded the Six Bears return what had been stolen from him, but the barbarians (who were ignorant of the blade’s fate, since Amiri never returned to them) slew him, forcing him once again out of a body.

Yet to a ghost, such a defeat is only temporary. He returned twice more, each time in a different body Amiri had slain, to attack the Six Bears, and each time they defeated him. But Fionn learned their tactics and whittled away at their numbers. After the third attack, the Six Bears became convinced that Amiri’s vanishing had brought upon them a horrific curse. The barbarians abandoned their territory and fled south, hoping to find a new home where the curse could not follow. Yet follow Fionn did, and today the Six Bears have become convinced that tracking down Amiri is their only option to escape the vengeful spirit. Of course, this plays precisely into Fionn’s desires, and he hopes to claim his brother’s soul soon.

FORESHADOWING

When Amiri joins the PCs, she has no idea that her sword contains the trapped soul of a feytouched giant, or that her kin are being pursued south toward her by that giant’s undead brother. She knows only that she wants to find a new “family” to join, even though she resists saying as much out loud. She pushes herself into combat in an attempt to prove her value to the PCs. If the PCs adventure with her, she should be played as a headstrong and apparently fearless barbarian who often seeks to defeat

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SIX BEARS CAMP
ONE SQUARE = 5 FEET



FIONN'S LAIR
ONE SQUARE = 5 FEET

foes on her own in an attempt to impress her newfound allies. If instead Amiri stays in the background, she'll goad the PCs into seeking out greater and greater challenges, particularly in the form of notorious local monsters to seek out and defeat. The immense boar Tuskgutter (*Kingmaker Adventure Path* 65) is one excellent early example of a “legendary” local she might encourage the PCs to confront.

Now and then, allow the players a chance to interpret Amiri's motivation by letting them Sense Motive against her—if you're not tracking her levels, the DC of this check should be equal to her DC by level (see table 10–5 on page 503 of the *Core Rulebook*). On a success, the PC gets the impression that Amiri's bravado and periodic foolhardiness is covering up some sort of secret or insecurity. On a critical success, the PC realizes that Amiri is trying to earn their respect because of a previous traumatic experience.

A PC can ask Amiri for details of this experience, but doing so puts Amiri on guard. Only a successful DC 30 Diplomacy check to Request information from her can yield any results—attempts with other skills only cause Amiri to grow distant, as detailed below under the critical failure result.

Critical Success Amiri sighs, then tells her story to the PCs. She doesn't glory in the violence of the tale, but neither

does she leave out the fact that she killed several of her kin. If the PCs react to this story with mockery or derision, Amiri permanently abandons the PCs—in this case, she could even show up later in the campaign as an antagonist, perhaps having joined forces with the Tiger Lords (*Kingmaker Adventure Path* 288).

Success Amiri says that she's not quite ready to talk about her past yet. The next attempt to Request this information from her gains a +2 circumstance bonus.

Failure Amiri's response is terse and dismissive, and the result of the next attempt to Request this information from her is worsened one degree.

Critical Failure Amiri's response is violent and insulting. She abandons the PCs, heading out into the wilderness to cool off for 1d8 days. The DC of future attempts to Request this information from her is increased by 2.

Reward: If the PCs manage to convince Amiri to trust them and reveal her story, grant them 20 XP.

THE BROKEN BLADE

Amiri's sword is non-magical—at least, that's what she's always assumed. Even as she continues to use the weapon, its true purpose as a prison for Kean's soul remains obscured.

At some point before proceeding with Blood Calling

(see below), an unexpected event occurs in the PCs' presence: Amiri's sword breaks! If Amiri accompanies the PCs and fights alongside them, this breakage can occur at any point you wish—having it happen when Amiri rolls a critical failure on an attack roll is a logical time for the event to take place. Alternately, the weapon could break the first time Amiri attempts to etch the sword with a rune, the blade cracking before the transfer is complete (if you choose this option, the weapon property rune is not lost—the blade breaks just before the transfer actually takes place). This latter choice is a good option if you're not running Amiri as an additional character in encounters, and it can occur whenever the PCs are themselves going through the process of etching runes on their own weapons. At this point, when the PCs might have an "extra rune" or weapon property that they would otherwise sell off, Amiri approaches the PCs with a request to have that extra bit of magic used to enhance her sword, only to have the blade break in the process.

The broken blade affects Amiri deeply, as she has developed a deep attachment to the sword. Without the skill to repair it herself, she asks the PCs for help. Any PC who examines the sword at this point can attempt a DC 30 Perception check or a DC 25 Arcana or Occultism check. On a success, the PC notices a strange, almost imperceptible magical shimmering along the breakage of the sword's blade.

Kean's spirit remains trapped in the sword even if it's broken, but the magic keeping his soul in place finally becomes visible to examination, "leaking" almost imperceptibly from the blade's shattered edges. Further experimentation reveals that the sword itself resists being broken down into fragments smaller than a few inches across. A few minutes after the PCs examine the broken sword, Amiri and the PCs see the fragments suddenly shimmer and waver, then flow back together, repairing the sword instantly. This further convinces Amiri that her sword is special and worth keeping. From this point onward, the bastard sword accepts magical etchings normally.

Once the PCs see this strange effect in action, they can attempt a DC 30 Arcana, Religion, or Occultism check or a DC 25 Nature check to Identify Magic in Amiri's sword to learn more about the unusual magical energies at play.

Critical Success The PC determines that the sword is some sort of prison that houses a powerful but mysterious intelligence or soul. The nature of the trapped soul is such that it will repair the blade whenever it's broken, but it has no additional effects. The PC also

realizes that a *freedom* ritual can release the soul. (Other methods to contact or free the soul exist, but the method presented later in this adventure should remain unknown to Amiri and the PCs at this time.)

Success As critical success, but the PC doesn't learn how to free the soul.

Failure The PC fails to identify the magic and can't try again for 1 day.

Critical Failure The PC suspects that the bastard sword is some sort of inert artifact, but they have no idea how to "wake it up."

BLOOD CALLING

Rumors of a new band of barbarians in the Stolen Lands begin to spread throughout the region soon after the PCs defeat Vordakai. Time this development so the PCs learn the name of these newcomers—the Six Bears—when they're about to reach 11th level. The aftermath of the attack on Tatzlford at the start of *Kingmaker* Chapter 7 is a perfect time for the PCs to learn of these rumors, perhaps from a captive soldier. If the PCs don't inform Amiri of these rumors, she'll learn of them soon enough, at which point she approaches the PCs with a request: she wants to seek out the Six Bears and confront them. At this point, if the PCs haven't learned of her story, Amiri stoically reveals her history (and reacts as detailed above if the PCs mock her story). She can't help but suspect that the Six Bears have tracked her down, and her time with the PCs has given her the support she needs to go back and confront her old family. Perhaps more disturbing to Amiri are the additional rumors that the Six Bears are being pursued by some kind of "evil spirit."

If the PCs have secured Amiri's trust, she further reveals to them that she's particularly worried about an old friend named Nilak, the one person in the Six Bears who never questioned her and always supported her. In truth, finding out if Nilak is okay is Amiri's primary goal in seeking contact with the

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BROKEN SWORD





Six Bears—she isn't particularly eager to apologize for her actions, nor does she expect the Six Bears to forgive her.

Amiri wants to leave for the Six Bears' campsite immediately. Since this adventure should occur when the PCs are 11th level, Amiri may well suggest that, if they can secure the cooperation of the Six Bears, they might be able to help with the situation at Fort Drelev or even with the Tiger Lords themselves.

THE SIX BEARS CAMP

SEVERE 11

The Six Bears entered the Stolen Lands from the north, settling in a forested clearing at the base of a rocky escarpment. The exact hex in which the camp is located is left to you to determine, but it should be one along the upper edge of the Narlmarches, Hooktongue Slough, or the Tiger Lords zones, in a hex that doesn't contain another encounter, and preferably one that hasn't yet been claimed for the PCs' kingdom.

The rumors reveal the location of the camp, so it should just be a matter of traveling to the site to reunite Amiri with her kin. As the PCs approach the location, the telltale signs of a path through the woods are unmistakable, as is the plume of smoke from a nearby campfire. When the PCs get closer, sounds of battle, cries of anger and pain, and eerie clattering noises and moans become apparent.

The following read-aloud text describes the camp as it appears normally, but the first time the PCs arrive at the location, the Six Bears are already under attack by the undead minions of the "evil spirit" that has been hounding them. Make sure to add additional details on how the undead attackers are acting into the initial description of the camp, based on how the PCs approach and whether or not the undead notice them.

The path through the light forest widens into a clearing, but the entrance from the path has been partially blocked by a barricade of logs and thorny branches. A five-foot-wide gap in the middle has been smashed open, allowing easy access to the clearing beyond, in which nearly a dozen hide tents have been erected. Most of the tents are small, one-person structures, but three larger ones sit to the north, surrounding what appears to be a circular barrier made of ice. North of the camp itself, a forty-foot-high escarpment rises to a rocky bluff above.

Creatures: This is not the first time the Six Bears have been attacked by the evil spirit, but it could well be their last! The barbarians have endured several attacks from the evil spirit since they abandoned the Realm of the Mammoth Lords, and their numbers have been slowly dwindling. Bands of undead monsters have made the last several attacks. The evil spirit Fionn himself has not bothered to personally take part in these battles,

having learned that waves of undead minions do the job just as well. Once all of the Six Bears are defeated, Fionn intends to stride into the camp to interrogate the barbarians' dead bodies, but until then, the ghostly giant remains at his temporary lair several miles north of the camp.

When the PCs arrive, all that remains of the Six Bears are eight barbarians, including Amiri's old friend Nilak, who has now become the leader of the group. The latest attack has left the following on the verge of extinction; Nilak gathered her seven companions to her side near the bonfire and cast *wall of ice* to form a barrier against the enemy (indicated on the map by the dotted circle). As the PCs approach, Six Bears' undead foes are dangerously close to smashing their way through the ice.

Nilak has exhausted most of her spells, and she and all her kin are down to half their maximum Hit Points. The remains of several destroyed undead foes lie scattered around the southern portion of the camp, but the undead that remain active are undamaged—if the PCs don't intervene soon, they'll smash their way through the wall of ice and finish the Six Bears off for good.

If Nilak hears any sounds that suggest help may be on the way, she calls for her companions to be ready to join the fight; her *wall of ice's* duration ends at the end of the first round of combat after the PCs start the fight.

Six mohrgs led by a pair of graveknights are still attacking the remaining Six Bears. All of these undead were originally members of a Taldan expeditionary force who became undead centuries ago after they were executed for treason. Others from this battalion remain at Fionn's side in the swampy island he chose as his lair. While the undead's orders are to slaughter the Six Bears, they gleefully turn their attention to the PCs once they spot them.

GRAVEKNIGHTS (2)

CREATURE 10

Pathfinder Bestiary 191

Initiative Perception +19

MOHRGS (6)

CREATURE 8

Pathfinder Bestiary 2 172

Initiative Perception +17

NILAK

CREATURE 9

UNIQUE CN MEDIUM HUMAN HUMANOID

Female human druid

Perception +19

Languages Common, Hallit, Jotun, Sylvan

Skills Intimidation +18, Nature +15, Occultism +15, Performance +18, Religion +15, Survival +19

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

Items chieftain's necklace worth 50 gp, club, +1 leather armor, +1 striking composite shortbow (5 arrows), rare candles and incense worth 100 gp suitable for use in a *call spirit* ritual

AC 26; **Fort** +17, **Ref** +15, **Will** +19; +1 status to saves vs. poison
HP 160 (currently 80); **Resistances** poison 4

Speed 25 feet

Melee ♦ club +16, **Damage** 1d6+5 bludgeoning

Ranged ♦ composite shortbow +16 (deadly d10, magic, propulsive, range 60 feet), **Damage** 2d6+5 piercing

Primal Prepared Spells DC 28, attack +19; **5th** *heal**, *wall of ice**; **4th** *dispel magic*, *stoneskin**, *weapon storm*; **3rd** *blindness*, *fireball**, *searing light**; **2nd** *flaming sphere*, *heal**, *restoration*; **1st** *heal**, *shillelagh**, *shocking grasp*; **Cantrips (5th)** *disrupt undead*, *electric arc*, *light*, *stabilize*
*Indicates this spell has been already cast during the first encounter.

Druid Order Spells 1 Focus Point, DC 28; **4th** *wild morph*, *wild shape*

Ritual DC 28; *call spirit*

Form Control ♦ (manipulate, metamagic) If Nilak's next action is to cast *wild shape*, *wild shape*'s spell level is 2 lower than normal but she remains transformed for up to 1 hour. She can still Dismiss the form at any time.

Reach Spell ♦ (concentrate, metamagic) If the next action Nilak takes is to Cast a Spell that has a range, increase that spell's range by 30 feet.

Wild Shape Nilak adds the forms *insect form* and *dinosaur form* to her wild shape list.

SIX BEARS BARBARIANS (7) CREATURE 6

CN monster hunters (*Pathfinder Gamemastery Guide* 227)

Initiative Perception +13

HP 108 (currently 54)

SPEAKING WITH NILAK

Once the graveknight and mohrgs are defeated, the Six Bears survivors gather in a defensive circle surrounding Nilak. (If she was defeated in the combat, assume that she's unconscious and wounded 1, not dead.) Even if the PCs fought against the undead, the Six Bears are wary of them, but as soon as they spot Amiri they shift into a confused display that wavers between suspicion, anger, and curiosity—as far as the Six Bears know (thanks to a *talking corpse* spell cast by a now-dead cleric on one of Amiri's victims), the last contact they had with Amiri was when she slaughtered their hunters and then fled the realm.

Amiri herself doesn't quite know how to act at the start of the reunion, and she regards the Six Bears with

suspicion, half expecting them to attack her. The fact that Nilak wears a ceremonial necklace indicating her role as chieftain catches Amiri off guard. When she'd left, the idea of a woman chieftain was alien to the Six Bears. If the PCs don't quickly speak, Amiri says to Nilak, "Well, looks like you're in charge now. Congratulations, I guess?"

If the PCs and Amiri stepped in to rescue the Six Bears from the undead attack, it helps prove their intentions are honorable. (If the PCs didn't help, chances are good that the undead destroy the Six Bears; this adventure



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assumes the PCs successfully prevented this fate.)

In any event, the reunion between Amiri and the Six Bears should play out as tense initially, but the longer they talk, the more at ease the barbarians grow. While Amiri is distraught at learning the Six Bears have dwindled to a fraction of their original size as a result of the evil spirit's constant attacks, the fact that these traumatic clashes have forced them to abandon their traditions of restrictive gender roles is a welcome change. Feel free to roleplay out as much of this reunion with the PCs as you wish, but eventually Amiri has several questions she'd like answers to.

Amiri's Questions

The following questions Amiri poses to Nilak are intended to help frame the final part of her personal quest and give the PCs what they need to know to go forward. If the PCs themselves interject with questions during this time, Nilak can answer them directly as well. Before Nilak agrees to answer the questions, though, she asks Amiri a pointed one of her own: "Why did you kill our brothers? Why did you abandon the Six Bears?" Amiri's reply is short and terse, revealing to Nilak that she gave them what they deserved for sending her out to die. Nilak isn't surprised by this revelation, but she's disappointed to learn the truth about what the Six Bears attempted to do with Amiri.

What are you doing here? "We had to flee our homeland because an evil spirit and his undead minions kept attacking us, no matter how often we defeated them. He's been looking for *you*, Amiri! After he killed Anzrak [the elderly chieftain of the Six Bears at the time Amiri left home years ago], Anzrak's son got it into his head that we needed to travel south, find you, and offer you to the spirit to appease him. Then he died. And then the next chieftain. And the one after. Now I'm in charge. I gave up on their plans to find you; I've just been continuing south in hopes of finding a place where the evil spirit can't follow. But now you've found us. What could that mean?"

What is this evil spirit? "At first, we thought it was a frost giant's ghost, but its eyes glowed in a strange way that made it seem perhaps as if it were something else. I think it's more than a mere ghost. Its undead minions seem to be growing in both power and number. We haven't faced the evil spirit directly since coming to these lands, but we know it's nearby. It sends minions against us every few weeks. We've defeated them every time, but every time we've lost more of our sisters and brothers. During the first few attacks, it spoke to us—"Return the blade Amiri stole,"—but we hadn't seen you since... since you...

since you went missing." (Amiri is startled to learn this and immediately suspects the ghost is the spirit of the frost giant she found dead at the base of the cliff.)

Why does it want this blade? (Amiri produces her bastard sword at this point, and if she hasn't revealed how she found it, she does so now.) "I can't say. The evil spirit never took the time to explain itself... it just attacked us once it learned that we didn't have the blade. If it *is* the ghost of the giant you took the sword from, perhaps it just wants what it owned in life? (If the PCs reveal they've learned a spirit is trapped inside the blade, Nilak informs them she knows how to *call spirits*, and if the PCs can learn the name of the soul trapped within, she can perform the ritual for them; see "Putting Souls to Rest" on page 18.)

Where is the evil spirit now? "I'm not sure. We've fled from it for so long... the idea of confronting it again seems beyond us. I'm sure we could follow the back trail of the undead we just defeated, though—that might lead us to the spirit."

How do you and Amiri know each other? "We grew up together. It sounds silly, but I always thought someday she'd be chieftain, I'd be her advisor, and we'd change the Six Bears forever. That didn't happen. Instead, she killed our brothers and disappeared. I fought my way into every history lesson and stole every moment of singing practice because I thought we'd achieve our dreams together. Now, I'm chieftain anyway, but only after the spirit slaughtered all who came before me."

TRACKING THE DEAD

The Six Bears allow the PCs to stay in their camp, but they're eager to be on the move within a day. If the PCs don't volunteer to track down and confront the evil spirit, Amiri does. It's a relatively straightforward task to backtrack the route the graveknight and mohrgs took to reach the Six Bears campsite, requiring a successful DC 28 Survival check to follow the trail to the north side of the hex the Six Bears camp is located in. If none of the PCs can achieve this, the Six Bears themselves can aid them, but they prefer not to risk more of their own in a dangerous confrontation against the evil spirit.

The trail end at the edge of a shallow pond of stagnant water emerging directly from the wetland. The pond itself is only 500 feet across, and at its center is a single forested isle. Tracking the undead further through the water is impossible, but no other trail emerges from the pond's shores. The pond is ten feet deep for most of its width, but if the PCs approach the island, it won't be long before they realize they've found the evil spirit's lair.

FIONN'S LAIR

SEVERE 11

A swampy island sits at the center of the wide pond, its loamy soil rising only a few feet from the surrounding water. Soggy-looking cypress trees grow around the island's shoreline, while tangled knots of mossy vines hang draped between the tree trunks. A single gap in this verdant curtains allows entry into the island's interior from the south, in which a large, flat-topped slab of granite can be seen looming over a smaller pool.

The swampy ground of the island has ankle-deep mud and tangling weeds, making the bulk of Fionn's island lair difficult terrain. The curtains of vines and moss that grow between the trees are an eerie but natural phenomenon of kudzu-like growths that provide greater cover. A 5-foot section of these vines has Hardness 20 and 40 HP [BT 20] (slashing and fire damage ignores the hardness); once each section reaches its broken threshold, it's reduced to providing standard cover. The opening to the south appears relatively recently hacked away. While the ghost Fionn simply drifted through the vines, his undead minions had to hack their way through; it will be several years before the vines grow back over the gap created.

This location was once used as a base of operations by a small troop of Taldan soldiers who deserted the Second Army of Exploration back in 539 AR. They were confronted and summarily executed here by the army for the dereliction of duty, and the bodies were left sprawled in the mud. Over time, the bodies sank into the mire and rose as undead. These undead are what drew Fionn to the site—initially, there were several bog mummies, mohrgs, and graveknights here, but over the last few attacks on the Six Bears, these undead resources have been nearly expended. A PC who examines the fragmentary armor and bits of gear still worn by any of the undead can attempt a DC 28 Society check or a DC 23 Warfare Lore check to Recall Knowledge and correctly identify the Taldan legacy of these undead monsters.

Creatures: By this point, one graveknight and three mohrgs are all that remains of the undead Taldan deserters who once haunted the area. Fionn wasn't concerned about their dwindling numbers as he fully expected the last band of undead to destroy the Six Bears. When the PCs arrive at the island instead, he's infuriated. He commands his last four minions to rise up and aid him, but if he spots Amiri and her sword, he doesn't attack the party on sight.

Fionn doesn't recognize Amiri (his interrogations of her victims didn't paint a vivid picture of her

appearance), but he does recognize her sword. Once he does, he calls out in Common, "And so finally you come back to me, dear brother Kean. Yet who are these fools who carry you?"

The ghost is willing to speak to the PCs for a short time. Use this opportunity to allow the PCs learn that Kean is the name of the soul trapped in Amiri's sword, and that Fionn hopes to use his brother's soul to reverse his exile. The ghost might say something like, "You are my key to return to the First World, Kean—oblivion shall be your betrayal's final reward!"



FIONN

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- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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FIONN

CREATURE 13

UNIQUE CE LARGE COLD INCORPOREAL SPIRIT UNDEAD

Perception +24; darkvision

Languages Common, Jotun, Sylvan

Skills Deception +27, Intimidation +27, Fey Lore +23, Nature +24, Stealth +26, Survival +24

Str -5, **Dex** +5, **Con** +0, **Int** +4, **Wis** +5, **Cha** +8

Bound to the Mortal Night Unlike most ghosts, Fionn isn't bound to a specific site. Instead, his exile to the Material Plane has bound him to the night itself. He can travel anywhere he wishes, so long as it is night. During the day, he cannot travel further than thirty feet from the location he occupies as the sun rises. He cannot leave the Material Plane at all, and if he suffers an effect that would normally transport him to another plane, he remains on the Material Plane and instead is stunned 3.

AC 32; **Fort** +19, **Ref** +22, **Will** +24

HP 175, negative healing, rejuvenation; **Immunities** cold, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, positive, or Amiri's Large bastard sword; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) The method for putting Fionn to rest is detailed in Putting Souls to Rest below.

Speed fly 30 feet

Melee **◆** ghostly battle axe (finesse, reach 10 feet, sweep) +27, **Damage** 3d8+11 negative plus 2d6 cold

Primal Innate Spells DC 32, attack +22; **7th** *eclipse burst*, *wall of ice*; **6th** *cone of cold*, *dispel magic*, *slow*, *outcast's curse* (at will), *talking corpse*; **Cantrip (7th)** *ray of frost*

Command the Undead **◆** (necromancy) **Frequency** once per round; **Effect** Fionn's orders are difficult for undead to ignore. When Fionn Commands the Undead, two undead allies who are lower level than him and are within 30 feet of him may Stride or Strike.

Fearsome Blizzard **◆◆** (aura, cold, evocation, primal) Fionn exhales a swirling blizzard of snow and ice that chills the soul as surely as it freezes flesh. All living creatures within 60 feet of Fionn must attempt a DC 33 Fortitude save. Fionn can't use Fearsome Blizzard for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 5d8 cold damage.

Failure The creature takes 10d8 cold damage and is frightened 1; the frightened effect has the emotion, fear, and mental traits.

Critical Failure The creature takes 20d8 cold damage, is frightened 2, and is fleeing as long as they remain frightened. The frightened and fleeing effects have the emotion, fear, and mental traits.

Exile's Curse **◆◆** (attack, curse, enchantment, mental, misfortune, primal) Fionn casts *outcast's curse*, extending the spell's range to 30 feet. A creature that fails its save against the spell is also stupefied 1 (stupefied 2 on a critical failure) by the overwhelming sensation and belief

that they have been exiled from all they hold dear. This stupefaction value cannot be reduced below 1 as long as the creature continues to be affected by *outcast's curse*.

GRAVEKNIGHT

CREATURE 10

Pathfinder Bestiary 191

Initiative Perception +19

MOHRGS (3)

CREATURE 8

Pathfinder Bestiary 2 172

Initiative Perception +17

Treasure: Once the PCs have a chance to Search the island, they'll find more evidence left behind by the undead Taldans, particularly in the form of fragmentary weapons the bog mummies and mohrgs dropped as they rose from the mire. Most of these weapons are deteriorated to the point of uselessness, but a few magic weapons have survived the passage of time: a +2 *striking ranseur*, a *bloodletting kukri*, and a +1 *shock flail*. One additional treasure lies buried in the mud on the pool's eastern shore, forgotten for many centuries. A DC 30 Perception check is enough to notice a *golden lions wondrous figurine*.

PUTTING SOULS TO REST

As with all ghosts, Fionn rejuvenates after 2d4 days, appearing at full strength at the site he was previously destroyed. In order to put Fionn permanently to rest, the PCs must release his brother Kean from Amiri's blade—doing so renders Fionn's plan to use Kean's soul to return to the First World impossible and causes the frustrated ghost to accept his fate and resign himself as well to the afterlife. Until this occurs, Fionn seeks out the blade each time he rejuvenates; now that he's seen the blade in person, he's capable of sensing its location at all times.

After defeating Fionn for the first time, the PCs likely return to Nilak who is eager to learn how the PCs fared, though she knows that Fionn will come back within a few days. Assuming the PCs learned the name of Fionn's brother, Nilak is eager to perform a *call spirit* ritual to contact the soul trapped in the sword (which itself functions as the physical connection to the spirit required by the ritual). She invites a PC with skill in Occultism or Religion to join her in the ritual as a secondary caster; if no such PC is available, she suggests that they seek out another NPC to perform the role. Nilak has enough supplies to attempt to *call spirit* twice. It's a DC 31 check to contact Kean, but as long as Amiri is still alive and present (even though she can't take part directly in the ritual), this becomes a DC 26 check. Nilak is certainly humble enough to agree to teach *call spirit* to a character who is more skilled in

Occultism or Religion than her so they can serve as the ritual's primary caster instead. It takes 5 hours for her to teach *call spirit* to a character.

Once a *call spirit* ritual is successful in contacting Kean, the ghostly image of a frost giant similar in appearance to Fionn manifests above the bastard sword. Kean's soul is cooperative and does not attempt a Will save to resist the ritual, nor does he attempt to Lie to the PCs. How he answers depends on the questions the PCs ask. Feel free to reveal some or all of Kean and Fionn's history to the PCs in his answers, but the most important questions the PCs should ask are either "How can we free you from this sword?" or "How can we put your brother's ghost to rest?" The answer to each is linked, for Kean knows that if he is released from his prison in the blade, his brother will be released from undeath as well.

In life, Kean was wise in occult and religious matters, and during the countless years he's spent trapped in the blade, he has come to understand the structure of his prison quite well. He knows that one of the PCs could learn *freedom* to release Kean, but this 8th level ritual will likely be beyond the PCs' capabilities for some time, and Fionn will keep coming for the sword in the meantime. Kean also knows a much faster solution: the magic his brother used to bind him can be undone if the bastard sword is used to kill a willing target who wishes to release him. In the act of death, the slain target's soul can reach out to Kean and pull him free from the blade, releasing him into the afterlife and putting his brother to rest forever.

Amiri is shocked by this revelation, as likely are the PCs. Amiri refuses to perform the act, even if a PC volunteers for such a fate, for it evokes in her the memories of slaughtering her kin so long ago. If no PC volunteers, Nilak herself offer her own life. She explains to Amiri that she sees this as an act of penance for the entire Six Bears following—to offer the life of a chieftain to correct the atrocity inflicted upon Kean and symbolically apologize for the Six Bears' betrayal of Amiri. Amiri's refusal grows to the extent that she stubbornly refuses to let anyone take her sword to perform the act, saying instead, "We defeated this ghost before—we'll just keep doing it as often as he comes back until he gives up!" Such a choice consigns the PCs to a fight against Fionn every few weeks—he won't give up.

Any PC who muses over the act of killing a willing target to allow their soul the chance to guide Kean to freedom can attempt a DC 28 Occultism or Religion check to discover a potential loophole: nothing prevents the willing creature from being restored to life after they help save Kean, and as such a *breath of life* spell can be used to save the self-sacrificing person

from death, as the soul needs only an instant to pull Kean free from the blade. Without the loophole, a PC must critically succeed at a check to Request for Amiri to go along with the plan, but if the use of *breath of life* to revive the slain person is mentioned, Amiri agrees on a regular success as well.

Before the decision is made, though, Amiri poses another option—while she doesn't want to hand Kean over to his sadistic brother's ghost, she volunteers to leave the Stolen Lands and take up the life of a wandering hero. As long as she stays on the move, she argues, Fionn will never be able to catch up with her. This option doesn't rescue Kean and only puts off the inevitable, but if the PCs seem amenable to this choice, Nilak and the Six Bears volunteer to accompany Amiri on her journeys.

If the PCs perform the sacrifice to release Kean, a flash of pale blue light emerges from the bastard sword as the death blow is struck. A brief image of a ghostly giant seems to emerge from the blade, an expression of relief on his features, before the image fades away. The creature struck down by the blade can, of course, be restored to life without fear at this point; both Kean and his brother Fionn move on to their afterlives.

In the aftermath of such a dangerous event, Amiri's bastard sword becomes infused with magic as Kean passes out of it, leaving the blade affected as if it bore a *ghost touch* rune. This effect can be transferred to other weapons as normal for runes.

Story Award: For freeing Kean's soul, grant the PCs 30 XP. If they manage to do so without a permanent death, increase the reward to 60 XP.

CONCLUDING THE ADVENTURE

With Kean freed and Fionn destroyed, the Six Bears are free to resume their lives, likely returning to the Realm of the Mammoth Lords. If Nilak survives, however, she may ask the PCs if her following can remain in the Stolen Lands. If the PCs allow it, Nilak and the Six Bears can play a larger role in Amiri's life and in the future of the campaign as you desire.

Amiri changes as a result of the quest. If she took part in the slaying of a friend in order to release Kean, she may never recover from the guilt, and she certainly feels regret at her actions all the way back to that fateful day when she first picked up the sword. Eventually, this regret may compel her to abandon the party and seek absolution and atonement elsewhere in the world.

If, on the other hand, *breath of life* or other forms of magic were used to dodge death, Amiri's bond with the PCs only grows, and from this point onward she knows that she's found her true family. She remains a loyal and devoted member of the group as long as they will have her.

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Jubilost
Linzi
Nok-Nok
Tristian
Valerie
Harrim
Jaethal
Kalikke and
Kanerah
Octavia
Regongar

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EKUNDAYO

Ekundayo's overwhelming desire to hunt down giants is born of tragedy. He carries the weight of this tragedy in stoic silence. Though not an untrusting person, the ranger rarely speaks; when he does, he's direct and to the point. The only time his dour expression changes is upon learning of an opportunity to hunt and kill giants. To his credit, the prospect brings him no joy. Instead, a grim determination overtakes him as he prepares for the upcoming battle, unconcerned whether he fights alone or is accompanied by allies.

Ekundayo's parents moved from Thuvia to start a new life in Absalom, and it was in this city that Ekundayo was born. His father served as a barrister, and his mother worked as a carpenter. Since Ekundayo preferred manual labor over studying, he gravitated toward his mother's profession. As he grew older, though, he began to take an interest in the arts and took up archery, finding beauty in the sport.

Ekundayo's parents perished from illness when he was just a teenager. Though the City at the Center of the World offered him more possibilities than he could imagine, his parents' deaths cast a pall over the city, so he left Absalom in search of adventure. He spent much of his young adulthood in the wilds of the River Kingdoms, where he learned how to track prey. It was during this time that he met Ntavi, a rash but supportive woman whose family had been slain by giants years before. Over the course of a year, the two formed an almost sibling-like relationship, traveling the River Kingdoms and making a living as bounty hunters. But then Ekundayo met Amanda, a woman whose skill at hunting helped keep her small village of Bristlehill fed, and his lifestyle changed.

Ekundayo and Amanda quickly established a rapport, and Ekundayo found himself returning more frequently to Bristlehill to visit her. As the pair's love

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- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
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blossomed and they talked of marriage, Ekundayo decided to end his itinerant wanderings and remain at Amanda's side. Ntavi was disappointed, and she and Ekundayo's resultant falling out shook the ranger to his core. Ntavi left him for the wilderness, accusing him of having grown soft and of losing his love of the wild. Amanda's support was more than enough to comfort Ekundayo through what amounted to the loss of a sister. Over the months that followed, Ekundayo took up carpentry again, helping to build or repair structures in his new village home. He and Amanda welcomed their daughter Clarissa into the world a year after they were wed.

Then, as it had in Absalom, tragedy again struck Ekundayo in the form of illness. When Amanda became sick, Ekundayo took upon her role as the village hunter. Returning to Bristlehill from a hunt, he spotted smoke rising from the village and several large figures lumbering away, led by a giant wearing distinctive blue hide armor. Ekundayo scrambled to locate survivors but found only horrific carnage: the attackers had slaughtered everyone, including his wife and daughter.

Since that horrific day, Ekundayo has tracked rumors of a hill giant clad in wyvern hide, eventually learning that the monster named Gragglebeard and his violent band of giants had most recently been spotted in the Stolen Lands. As his need for vengeance grew, his urge extended to killing *all* giants. Deep down, Ekundayo knows that killing all the giants in Avistan won't bring back Amanda and Clarissa, but he has convinced himself that no one else should suffer the way he has.

MEETING EKUNDAYO

Ekundayo's introduction to the group should occur at some point before the PCs challenge the Stag Lord in Chapter 3. At this point, Ekun is a 1st-level character, and the PCs' introduction to him should play out as detailed in An Anxious Dog on page 25. This encounter not only determines Ekundayo's initial attitude toward the PCs but also the role he might play later in the campaign; it also sets up Ekundayo's animal companion, a hound he refers to simply as "Dog."

Ekundayo prefers to shoot arrows at foes from a distance, but he's always ready to aid in melee combat if needed. Once Ekundayo forms his bond with Dog, he and the hound work together to focus their attacks on the same target. Ekundayo always attacks giants in preference to other targets, even if other creatures prove more dangerous to him and his companions. He meets suggestions to switch targets with a swift glare (if he bothers to acknowledge such suggestions at all), but if he has been made Helpful, he'll accept the party's requests for targeting foes.

Ekundayo allies himself with others more out of practicality than from any desire for camaraderie. But as long as his companions are at least competent in his eyes, he remains with them. The surest sign of respect from the ranger comes when he tells someone to "call him Ekun" (see Influencing Ekundayo on page 22). He rebukes those who use the nickname without his express permission by succinctly stating they have not earned the honor. It may take a while to completely gain his trust, but upon doing so, an ally may turn him away from his self-destructive path.

EKUNDAYO

CREATURE 1

UNIQUE LG MEDIUM HUMANOID HUMAN

Male skilled human ranger (Artisan background)

Perception +6 (expert)

Languages Common

Skills Acrobatics +7, Athletics +5, Crafting +3 (+4 to woodworking), Giant Lore +3, Guild Lore +3, Hunting Lore +3, Nature +4, Stealth +7, Survival +4

Str +2 (14), **Dex** +4 (18), **Con** +2 (14), **Int** +0 (10), **Wis** +1 (12), **Cha** +0 (10)

Items lesser alchemist's fire (3), backpack, bedroll, explorer's clothing, compass, flint and steel, leather armor, longbow (20 arrows), longsword, rations (1 week), rope (50 feet), torches (3), waterskin, woodworker's artisan tools, basic woodworker's book

AC 18; **Fort** +7, **Ref** +9, **Will** +4

HP 21

Speed 25 feet

Melee **◆** longsword +5 (versatile P), **Damage** 1d8+2 slashing

Ranged **◆** longbow +7 (deadly d10, range 100 feet, volley 30 feet), **Damage** 1d8 piercing

Hunt Prey **◆** (concentrate) *Core Rulebook* 168.

Hunted Shot **◆** (flourish) *Core Rulebook* 171.

Hunter's Edge *Core Rulebook* 168.

Ancestry Feats General Training (Toughness)

Class Feats Hunted Shot

General Feats Toughness

Skill Feats Specialty Crafting (woodworking)

Class Abilities Hunt Prey, Hunter's Edge (precision)

EKUNDAYO

CREATURE 6

UNIQUE LG MEDIUM HUMANOID HUMAN

Male skilled human ranger (Artisan background)

Perception +12 (expert)

Languages Common, Jotun

Skills Acrobatics +13, Athletics +10, Crafting +11 (+12 to woodworking; expert), Giant Lore +9, Guild Lore +9, Hunting Lore +11 (expert), Nature +10, Stealth +12, Survival +13 (expert)

Str +2 (14), **Dex** +4 (19), **Con** +3 (16), **Int** +1 (12), **Wis** +2 (14), **Cha** +0 (10)

Items lesser acid flask (3), lesser alchemist's fire (3), bag of holding type I, bedroll, boots of elvenkind, coyote cloak, explorer's clothing, compass, flint and steel, lesser healing potions (3), leather armor, +1 striking composite longbow (20 arrows), +1 longsword, rations (1 week), rope (50 feet), torches (3), waterskin, woodworker's artisan tools, basic woodworker's book

AC 23; **Fort** +13, **Ref** +14, **Will** +12

HP 92

Speed 25 feet



EKUNDAYO

Melee ♦ *longsword* +13 (versatile P), **Damage** 1d8+2 slashing

Ranged ♦ *composite longbow* +15 (deadly d10, propulsive, range 100 feet, volley 30 feet), **Damage** 2d8+2 piercing

Hunt Prey ♦ (concentrate) *Core Rulebook* 168.

Hunted Shot ♦ (flourish) *Core Rulebook* 171.

Hunter's Edge *Core Rulebook* 168.

Ancestry Feats General Training (Toughness), Natural Ambition (Monster Hunter)

Class Feats Animal Companion, Giant Hunter, Hunted Shot, Mature Animal Companion, Monster Hunter

General Feats Incredible Initiative, Toughness

Skill Feats Magical Crafting, Specialty Crafting (woodworking), Titan Wrestler, Train Animal

Class Abilities Hunt Prey, Hunter's Edge (precision), Iron Will, Trackless Step, Weapon Expertise

DOG

CREATURE 6

UNIQUE N MEDIUM ANIMAL MINION

Perception +12; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +12, Athletics +11, Intimidation +8, Stealth +12, Survival +12 (expert)

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

AC 22; **Fort** +13, **Ref** +14, **Will** +12

HP 60

Speed 40 feet

Melee ♦ *jaws* +12 (finesse), **Damage** 2d8+3 piercing

Support Benefit ♦ *Core Rulebook* 215; Until the start of Ekundayo's next turn, his Strikes that damage creatures Dog threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success).

INFLUENCING EKUNDAYO

Ekundayo's first encounter with the PCs takes place during *An Anxious Dog* (page 25), after which the PCs will have multiple chances to influence him.

His starting attitude is unfriendly, but he can be made indifferent if the PCs handle the encounter well.

EKUNDAYO

CREATURE 1

LG MALE HUMAN RANGER

Male ranger 1

Perception +6

Will +4

Discovery DC 13 Hunting Lore, DC 15 Perception, DC 17 Nature

Influence Skills DC 13 Giant Lore (to show Ekundayo you know much of his favored enemies), DC 15 Survival (to impress Ekundayo with your ability to get along in the wild), DC 17 Crafting (to appeal to Ekundayo's sense of artisanship), DC 19 Diplomacy, DC 21 Deception, DC 23 Intimidation

Influence 2: Ekundayo's attitude improves to indifferent (if it wasn't already). He agrees to take part in encounters with the PCs, fighting at their side.

Influence 4: Ekundayo becomes friendly to the PCs; he shares the knowledge of his inventions and methods of giant hunting with them.

Influence 8: Ekundayo becomes helpful to the PCs, and he volunteers much of his time to help with carpentry projects in the PCs' kingdom. As long as he remains helpful, this reduces the Construction DC of any structure that has a Lumber cost to construct by 2. Additionally, once he's capable of crafting a *hooked rune*, he'll gift the first one he makes to the PCs. Finally, it's at this point he asks the PCs to call him Ekun.

Resistances Until Ekundayo is made friendly, he is wary and suspicious of kindness and doesn't allow much in the way of hope into his heart. Any attempt to Influence him using sympathy or including promises to help him increases the DC by 2. Once his attitude is at least friendly, this penalty is removed.

Weakness Promises to aid him in slaying giants or to spend time tracking down Gragglebeard are a sure way to earn Ekundayo's support. Using these tactics grants a +2 circumstance bonus to Influence checks.

Background Ekundayo has suffered immense tragedies in his life, and when he is first encountered by the PCs, these traumas are clouding his focus and overwhelming his purpose. He doesn't realize it at first, but companionship is just the thing he's looking for to try to rebuild his sense of self. His only remaining link to his past, his old friend Ntavi, could become his salvation or his downfall, depending on the PCs' actions.

Appearance Ekundayo has dark skin and close-cropped hair, and he typically regards the world with an impassive but observant expression.

Personality Of late, Ekundayo has been increasingly somber and introspective, speaking only when needed and then only in short replies. He has lost family and friends too often, a series of tragedies that's made him wary of forming new relationships for fear of losing them as well. He hasn't recently had much cause to laugh or smile, yet when he does, his delight is infectious.

Reward: Grant the PCs 10 XP when they reach 6 Influence with Ekundayo, and a further 30 XP when they reach 8 Influence.

ADVENTURING WITH EKUNDAYO

Ekundayo eventually develops his own methods to pursue his favored enemies—giants. Once he gains the Magical Crafting feat at 4th level, he begins to craft specialized ammunition and runes for weapons. As long as his attitude toward the PCs is at least friendly, he shares these discoveries with them, unlocking the

following ranger class feats and items as soon as his level equals the level of the feat or item.

GIANT HUNTER

FEAT 4

RARE RANGER

You have studied giants and hunt them with efficiency. When you roll initiative and can see a giant, you can Hunt Prey as a free action, designating that enemy as your prey.

You can use this free action even if you haven't identified the giant yet with Recall Knowledge. The benefit doesn't apply against giants disguised as other creatures, and the GM determines whether it applies against a creature disguised as a giant.

THE HARDER THEY FALL

FEAT 8

RARE RANGER

Prerequisite Titan Wrestler

You know how to make a larger creature hurt when it falls to the ground. If you successfully Trip a foe that's larger than you, it takes 1d8 bludgeoning damage (or 2d8 bludgeoning damage on a critical success). If you are master in Athletics, the damage increases to 2d8 bludgeoning (or 4d8 bludgeoning on a critical success).

HAMSTRINGING STRIKE

FEAT 8

RARE RANGER

You slow your foes with a well-aimed attack. Make a Strike against your hunted prey with a -2 penalty. If you hit your prey, the creature takes a -5-foot status penalty to Speed. If you critically hit your prey, the creature takes a -10-foot status penalty to Speed. A creature immune to bleed damage does not take this penalty. The penalty can be removed using any method that removes persistent bleed damage or offers a flat check to do so, such as Administer First Aid.

ROLL WITH IT

FEAT 12

RARE RANGER

Prerequisites Giant Hunter

Trigger Your hunted prey, which must be a giant, hits you with a melee attack.

You can dodge attacks from giants. Attempt a Reflex save using 10 + the giant's attack bonus as the save DC. If the result allows you to Stride as part of the reaction, you may instead Fly or Swim if you have the corresponding movement type.

Critical Success The attack misses you (or if the attack was a critical hit, it becomes a regular hit). You can Stride up to 10 feet as part of the reaction; if you do so, the reaction gains the move trait.

Success The attack deals half damage. You can Stride up to 5 feet as part of the reaction, but you must end this movement adjacent to the triggering giant. If you do so, the reaction gains the move trait.

Critical Failure You fail to avoid the attack and are knocked prone by the blow.

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GIANT SLAYER

FEAT 16

RARE RANGER

Prerequisites Giant Hunter

Your well-placed blows can fell mighty giants. If you critically hit the same giant twice on the same turn, the target must succeed at a Fortitude saving throw or die. Use your class DC for this saving throw.

TRIPLINE ARROW

ITEM 2

RARE CONJURATION CONSUMABLE MAGICAL

Price 6 gp

Ammunition arrow

This arrow unspools a line of wire as it flies at its target. The wire animates as it hits a target and attempts to wrap around its legs before vanishing a moment later. If you can apply the bow's critical specialization effect, you can choose to knock the target prone instead of pinning the target. If you cannot apply the bow's critical specialization effect, you can instead attempt to use the arrow to Trip with the Athletics skill as if the bow had the trip weapon trait. The arrow's unwieldy nature halves its weapon's range increment.

HOOKED

RUNE 5

RARE CONJURATION MAGICAL

Price 140 gp

Usage etched onto a melee weapon

A *hooked weapon* extends hooks when it's used to attack. A *hooked weapon* gains the trip trait. If a *hooked weapon* normally has the trip trait, you can attempt to Trip a foe as a reaction when you critically hit it with the *hooked weapon*.

GIANT-KILLING

RUNE 8+

RARE MAGICAL NECROMANCY

Price 1,200

Usage etched onto a weapon

This weapon features stylized etchings of giants. A giant-killing weapon deals an additional 1d6 mental damage on a successful Strike against a giant. On a critical hit, the giant is also enfeebled 1 until the end of your next turn.

Type giant-killing; **Level** 8; **Price** 450 gp

Type greater giant-killing; **Level** 15; **Price** 6,000 gp

Increase the additional mental damage to 2d6, and mental damage dealt by this weapon ignores the target's mental resistance. On a critical hit, instead of being enfeebled 1, the giant must attempt a DC 34 Fortitude save with the following effects.

Critical Success The giant is enfeebled 1 until the end of your next turn.

Success The giant is enfeebled 2 until the end of your next turn and takes 1d10 additional mental damage.

Failure The giant is enfeebled 2 for the next minute and takes 2d10 additional mental damage.

Critical Failure The giant is enfeebled 4 for the next minute and takes 4d10 additional mental damage.

CAMPING WITH EKUNDAYO

Ekundayo is talented at gathering wild edibles in the Stolen Lands when he's supported by a group's campsite and has a knack at finding precise ingredients, pleasurable spices, and medicinal herbs as he does so. He can perform the following activity when he camps with the PCs.

WILDERNESS SURVIVAL

CAMPING CONCENTRATE MANIPULATE

Ekundayo attempts to bolster efforts to cook campfire meals or treating illness by gathering herbs from the campsite's environs. Any attempts to Cook a Meal (page 110) or Treat Disease gain a +1 item bonus during this camping session. If the party level is 11 or higher, the bonus increases to +2.

RULING WITH EKUNDAYO

Though Ekundayo has recently spent much of his time alone in the wilds tracking the giants who destroyed his town, he's not a loner; he was as comfortable living in Absalom and Bristlehill as he is in the woods. Once his attitude is helpful, he readily agrees to aid the PCs in ruling their kingdom. His personality and interests make him an excellent choice for the leadership role of General or Warden. If you assign Ekundayo to either of these roles using the New Leadership activity, the result of that check is improved one degree; as long as he remains in the role, it's automatically invested (in addition to the four roles you choose to invest).

Ekundayo's life experience—particularly his time spent helping to support Bristlehill through hunting and trapping—has given him a wealth of knowledge in how to augment a kingdom's food supplies from wilderness regions. As long as Ekundayo is at least friendly, his presence in the PCs' kingdom allows for the following Region activity during Step 2 of their Kingdom turn's Activity phase.

SUPPLEMENTARY HUNTING

DOWNTIME REGION

Following Ekundayo's advice, rural-dwelling citizens work to supplement stores of food and resources through hunting and trapping. Attempt a basic Wilderness check to gather excess livestock from the local wildlife, ranches, and farms to generate food commodities.

Critical Success Gain 1d4 Food commodities, 1 Luxury commodity, and 1 bonus Resource Die at the start of your next Kingdom turn.

Success Choose only one of the three options from the above result.

Failure Your hunters and trappers fail to supplement your stores and must spend time resupplying and setting new traps; you cannot attempt Supplementary Hunting on the next Kingdom turn.

Critical Failure As failure, but your hunters and trappers

have accidentally attracted the attention of dangerous wildlife. Either gain 1d4 Unrest or increase a Ruin of your choice by 1.

EXPLORING WITH EKUNDAYO

If Ekundayo travels with the PCs in Exploration Mode, he can provide an additional benefit to the party when he takes the Scout for Giants activity.

SCOUT FOR GIANTS

CONCENTRATE | EXPLORATION

Ekundayo scouts ahead of the group, keeping an eye out for danger while moving at the same speed as the rest of the party. At the start of the next encounter, if any of the enemies are giants, every creature in the party gains a +3 circumstance bonus to their initiative rolls.

A SCORE TO SETTLE

Several bands of giants dwell in the Stolen Lands. The PCs will clash against a few of these, including Hargulka's trolls and Kob Moleg's giants, but after they encounter Ekundayo, another giant warband enters the story: Gragglebeard's Reavers. Gragglebeard made his name among the giants who serve him by defeating a particularly deadly nest of wyverns—whose hides, fangs, and claws now adorn his armor and weapons as an unmistakable testament to his prowess. The village of Bristlehill is but one of dozens of small settlements that the Reavers attacked before finally settling in the southern Stolen Lands. Normally, the giants were brutally efficient at leaving no survivors, but when they missed Ekundayo during the destruction of Bristlehill, they may well have sealed their own fate... provided the PCs can rescue Ekundayo and provide him the support he needs to settle the score!

AN ANXIOUS DOG

MODERATE 3

The PCs first encounter with Ekundayo should take place at some point while they're exploring the Stolen Lands but before they've defeated the Stag Lord in Chapter 3; an ideal time for this encounter might be the first time they explore an otherwise empty hex after reaching 3rd level.

Creatures: As the PCs travel through the Stolen Lands, a mangy dog emerges from the undergrowth to bark and whine at them in an obvious attempt to attract their attention. The dog dances on its paws, turns to take several steps away, then turns back to the PCs and steps forward again to bark and whine, over and over. A character

who succeeds at a DC 15 Nature check realizes the dog wants the PCs to follow him. If any PC approaches the dog, it races off into the undergrowth, but takes care to pause and look back now and then to ensure the PCs are following.

This dog was recently befriended by Ekundayo after he rescued it from a collapsed wagon—the site of a recent attack by a troll named Kargadd who was kicked out of Gragglebeard's Reavers after a foolish attempt to seize power from the hill giant. Ekundayo and his new canine friend tracked Kargadd to this location, but when the ranger attempted to fight the troll, he barely escaped with his life. Now, Ekundayo lies in a nook between some large boulders, dreadfully wounded and hoping that he'll recover before Kargadd finds him and finishes him off. The nameless dog he befriended hopes to lead the PCs back to Ekundayo's hiding spot.

If the PCs don't follow the dog, you can either have them meet Ekundayo in another encounter of your own design or simply assume that the ranger meets a grisly end within the hour after the troll finally tracks him down. On the other hand, if the PCs do follow the dog, he'll lead them to Ekundayo's hiding place within 10 minutes.

The ranger lies between a pair of boulders, with several bloody makeshift bandages patching painful-looking wounds. The fact that he survived a foolish attempt to ambush a troll like Kargadd and managed to escape into hiding here is as much a testament to his resourcefulness and skill as to luck and chance. He's currently unconscious at 0 HP, but isn't dying (he is, though, wounded 1). The anxious



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dog rushes to Ekundayo's side to lick nervously at his face. Left to his own, Ekundayo naturally returns to 1 HP and awakens after another half hour passes, but Kargadd is bound to find him before then if the PCs don't intervene.

When the PCs arrive on the scene, have each of them attempt a DC 15 Perception check. On a success, they hear the sound of something large but distant crashing through the underbrush and periodically bellowing in anger. This is Kargadd, and after a minute, the troll's crashing and bellowing can be heard automatically. It's just a matter of time before Kargadd arrives, but the PCs should have more than enough time to help Ekundayo if they choose to.

Transporting the ranger away from the area is the safest choice: if the PCs act quickly, bundling up Ekundayo and leaving within a minute, they can easily evade Kargadd and make it to safety. If they wait longer, one of the PCs should attempt a DC 20 Survival check. On a success they still evade Kargadd. On a failure, the troll picks up their scent and reaches them in a minute; immediately let the PCs know that the source of the sound is coming directly toward them and allow them a minute to prepare. On a critical failure, give the PCs just 1d4 rounds to prepare before Kargadd attacks.

If the PCs heal Ekundayo, he quickly jumps to his feet and demands the PCs identify themselves. Assuming the PCs don't immediately attack him, Ekundayo takes any response the PCs give him stoically before pointing out that "there's a troll about to attack—we need to kill it!" If the PCs agree to help, he warns them that trolls regenerate ("but we can use fire or acid to kill them") and that they should stay mobile and avoid giving the troll an opportunity to make its claw attacks. ("It'll rend you to pieces if it gets both claws on you!") He'll eagerly fight at the PCs' side in the resulting combat, using his arrows against the troll and remaining ready to throw his alchemist's fire to stop its regeneration as needed. The dog stays at his side to protect him, but at your option it might rush to engage the troll in melee (particularly if doing so takes some of the focus off the PCs).

Ekundayo's initial attitude is unfriendly, as he doesn't know or trust the PCs yet. If the PCs want to convince Ekundayo to abandon the fight and flee the area, they'll need to Coerce him with an Intimidate check in order to get him to abandon his anger.

If a fight takes place against Kargadd, the troll bellows in triumph once it comes upon the group, yelling in Jotun, "Oooh, you find *more* food for Kargadd, little man! Kargadd thanks you, and Kargadd eats you last as prize!" Let the PCs know that while Kargadd is unarmed, he wears a pair of distinctive blue leather bracers, and as the fight begins, the troll drops a large

sack on the ground. The troll then focuses its attacks on the PCs, fighting until slain. The map you create for this encounter should reflect the terrain of the hex in which the encounter takes place. However, it shouldn't be particularly difficult to move around—Kargadd can be a dangerous foe, especially if the players haven't yet faced a troll, so you should ensure the PCs have the option to stay mobile during this fight.

Note that while this encounter expects the PCs to have Ekundayo's aid, since he's wounded and likely lower level than them, the encounter is built with an assumption of 4 PCs rather than 5, as is the case for the other encounters in this book.

EKUNDAYO

CREATURE 1

Page 21

Initiative Perception +6

HP currently 0 (wounded 1)

DOG

CREATURE 1

Riding dog (*Pathfinder Bestiary* 102)

Initiative Perception +7

KARGADD

CREATURE 5

Male troll (*Pathfinder Bestiary* 314)

Initiative Perception +11

Treasure: Kargadd has made quite a few successful lone raids in this part of the Stolen Lands after he was forced out of Gragglebeard's Reavers, and he carries all of the treasure he's managed to steal in a bloodstained sack. This includes several pounds of miscellaneous bits of broken armor and worthless junk, 30 sp, 12 gp, a cold iron kukri, a *hunter's bane talisman*, and a +1 *light hammer*. More importantly, the blue leather bracers he wears can be identified as being made from wyvern hide with a successful DC 21 Dragon Lore check or DC 23 Arcana or Survival check to Recall Knowledge. Ekundayo can point this out automatically, musing as he does that, "All of Gragglebeard's minions wear bits of armor like this, but Gragglebeard is the only Reaver who's allowed to wear a full suit of wyvern hide armor."

SPEAKING WITH EKUNDAYO

Once Ekundayo and the PCs are safe, they can speak to each other. If the PCs helped Ekundayo kill Kargadd, his attitude automatically shifts to indifferent. If he remains unfriendly, he'll still agree to travel with the PCs for the time being, but until he's at least indifferent, he won't join them in combat unless the fight is against giants. When the PCs wish to speak in depth to influence him, each round of the influence encounter takes one hour.

Ekundayo won't reveal more about his hatred of giants or what he knows about Gragglebeard's Reavers until he's made indifferent, at which point he reveals what he knows.

"Gragglebeard is a dangerous hill giant who wears hide armor made from a wyvern. His Reavers are a mostly ogres who admire or fear him; they all wear bits and pieces of wyvern armor, but only Gragglebeard is allowed to wear a full suit of the stuff. The Reavers have been moving through the wilds of the River Kingdoms for years, targeting small, isolated settlements for destruction. They leave none alive so that there's no threat of reprisal. They missed me when they destroyed Bristlehill, and I intend to make them pay for that mistake—and for all the lives they've ended!"

The Reavers' tactics have avoided the spread of too many rumors, but a PC who succeeds at a DC 30 Society check to Recall Knowledge knows this about Gragglebeard's Reavers as well.

Unfortunately for Ekundayo's quest, the Reavers' trail has gone cold with Kargadd. Ekundayo agrees to settle in the PCs' kingdom once it's established; until then he chooses Oleg's Trading Post as a base of operations while he recovers and regroup. Unknown to Ekundayo, Gragglebeard's Reavers have decided to hole up for the time being while the hill giant makes sure there are no other traitors like Kargadd among his followers. For the moment, Ekundayo's personal quest to defeat the giants must wait.

After this initial conversation, the PCs can attempt to influence Ekundayo further, as detailed on page 22.

NAMING EKUNDAYO'S DOG

The anxious dog that Ekundayo rescued becomes his animal companion once he takes this ranger feat at 2nd level, but the ranger prefers not to name the dog. He doesn't reveal his reasons unless his attitude toward the PCs is at least friendly: "Once you name something, the loss you feel when it's inevitably slain makes it not worth naming in the first place. The dog's a tool, not a friend." A PC who successfully Senses Motive against Ekundayo can tell that he's not actually this cold-blooded and mercenary—he's simply afraid that if he allows himself to grow fond of the dog it'll just set him up for further tragedy.

Unless the PCs intervene, Ekundayo's animal companion continues to be nameless; the ranger simply continues to address the animal as "Dog" when needed. If he's friendly with the PCs, though, he agrees to let them name the dog. The final name should be something the players agree on if possible, but once a name has been decided upon, Ekundayo rewards the PCs with the very briefest of smiles.

Reward: Giving Ekundayo's animal companion a name earns the PCs 10 XP, but also grants them a point of Influence with Ekundayo.

A FEAST OF FEASTS

After the PCs establish their kingdom, Ekundayo's reputation of being dour and gloomy spreads, particularly among the other companions. At some point soon after the PCs reach 6th level, one of the PC's companions (preferably Linzi), or perhaps an NPC they've built ties with (such as Oleg or Svetlana), approaches the PCs with a suggestion to throw a feast for Ekundayo in an attempt to cheer him up. If you prefer, you can allow the PCs a chance to Sense Motive with Ekundayo to realize that a feast or some other celebration in his honor might be just the thing to help him overcome his depression.

If the PCs agree to the plan, preparations for the feast can be largely left to an NPC, although the PCs can certainly take part. Planning for the feast starts early in the month, and the celebration plays out near the end of the month—preferably before the events of Chapter 5 begin. Ekundayo remains gloomy and glum, but he does agree to attend the feast after the NPC (or a PC who he's started to form a bond with) informs him of the upcoming event.

The PCs should decide where the feast itself is to take place; the exact location won't impact the events of the feast itself. In the days and hours leading up to the feast, ask each PC what sort of contribution they'd like to make to the festivities, then have each PC roll a DC 22 check using whichever skill you think best fits their contribution. The results of these checks determine how many Victory Points the PCs earn (*Pathfinder Gamemastery Guide* 148). If the PCs achieve at least 5 Victory Points, Ekundayo enjoys the event enough that the PCs earn enough Influence points to place him at the next tier of influence. Feel free to roleplay events at the festival as you wish, but at some point during the feast, Ekundayo has a shock when his old adventuring companion Ntavi shows up.

Ntavi is a muscular woman who possesses a biting wit. She arrives at the festival dressed for a fight, with her longbow and large hammer at the ready and a well-worn suit of chain mail that has, at least, been freshly cleaned. She approaches Ekundayo with a boisterous guffaw, clapping him on the back and offering him a foamy mug of ale as if their parting hadn't been awkward and wasn't so long ago. Ntavi's arrival startles Ekundayo, but it's not long before the two are rebuilding bonds and sharing stories of what they've been up to since parting ways. When Ntavi appears to learn of the attack on Bristlehill (in fact, she already knows all about Ekundayo's recent history),

CHAPTER 1 Companions

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

CHAPTER 2 Camping

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her reaction is to promise everything she can to help Ekundayo achieve his revenge, noting that “vengeance won’t set things right with the past, but it surely sets things right with the present!” Though the logic of her claim may be questionable, it seems to bolster Ekundayo’s confidence and conviction.

Any PC who observes Ntavi interacting with Ekundayo can attempt to Sense Motive on Ntavi with a DC 21 Perception check. A success reveals to the PC that Ntavi seems to have a romantic interest in Ekundayo, and that she’s trying to hide the fact that her apparent sympathy over news of Amanda’s death is

hiding her eagerness to rekindle her old friendship with Ekundayo into something more.

Ekundayo remains oblivious to this, as he continues to focus on revenge against the Reavers. If a PC attempts to join the conversation between the two, Ntavi’s responses to the PCs are clipped. She doesn’t trust the PCs, and she may even suspect some of them of trying to interfere with her relationship with Ekundayo. If the PCs don’t try to intervene, Ntavi eventually brings Ekundayo aside to a private corner of the festival to reveal what she knows about Gragglebeard and convinces the ranger to join her on a final quest for vengeance. Otherwise, a PC who wishes to step in between the two can attempt the following activity. Other PCs can Aid this activity using the same skill check. If Ekundayo is helpful toward the PCs, the result for Interrupting Ntavi is improved one degree.

INTERRUPTING NTAVI

AUDITORY CONCENTRATE EXPLORATION LINGUISTIC MENTAL

A PC interrupts Ntavi’s attempts to curry favor with Ekundayo by convincing him to undertake a dangerous quest for revenge. During this conversation, Ntavi reveals to Ekundayo a shocking bit of information: Gragglebeard’s Reavers are rumored to have come out of hiding, and she thinks she knows where Gragglebeard himself is camping. After roleplaying the PC’s interruption into the conversation, decide whether the PC’s tactic would require a DC 21 Deception, Diplomacy, or Intimidation check (alternately, the player can simply inform the GM which check they wish to attempt).

Critical Success Ntavi reveals her news about Gragglebeard’s campsite, but the PC manages to keep Ekundayo’s attention. The ranger is eager to investigate but wants to do so with the PCs at his side. Ntavi grows silent and observant at this point, realizing that Ekundayo’s loyalty is with the PCs, not her, but she won’t leave the festival.

Success Ntavi stops just shy of revealing what she knows about Gragglebeard, but Ekundayo picks up on the clues and presses her for more details. Frustrated at the realization that Ekundayo’s loyalty is to the PCs, Ntavi cuts ties with the PCs and Ekundayo and leaves the festival.

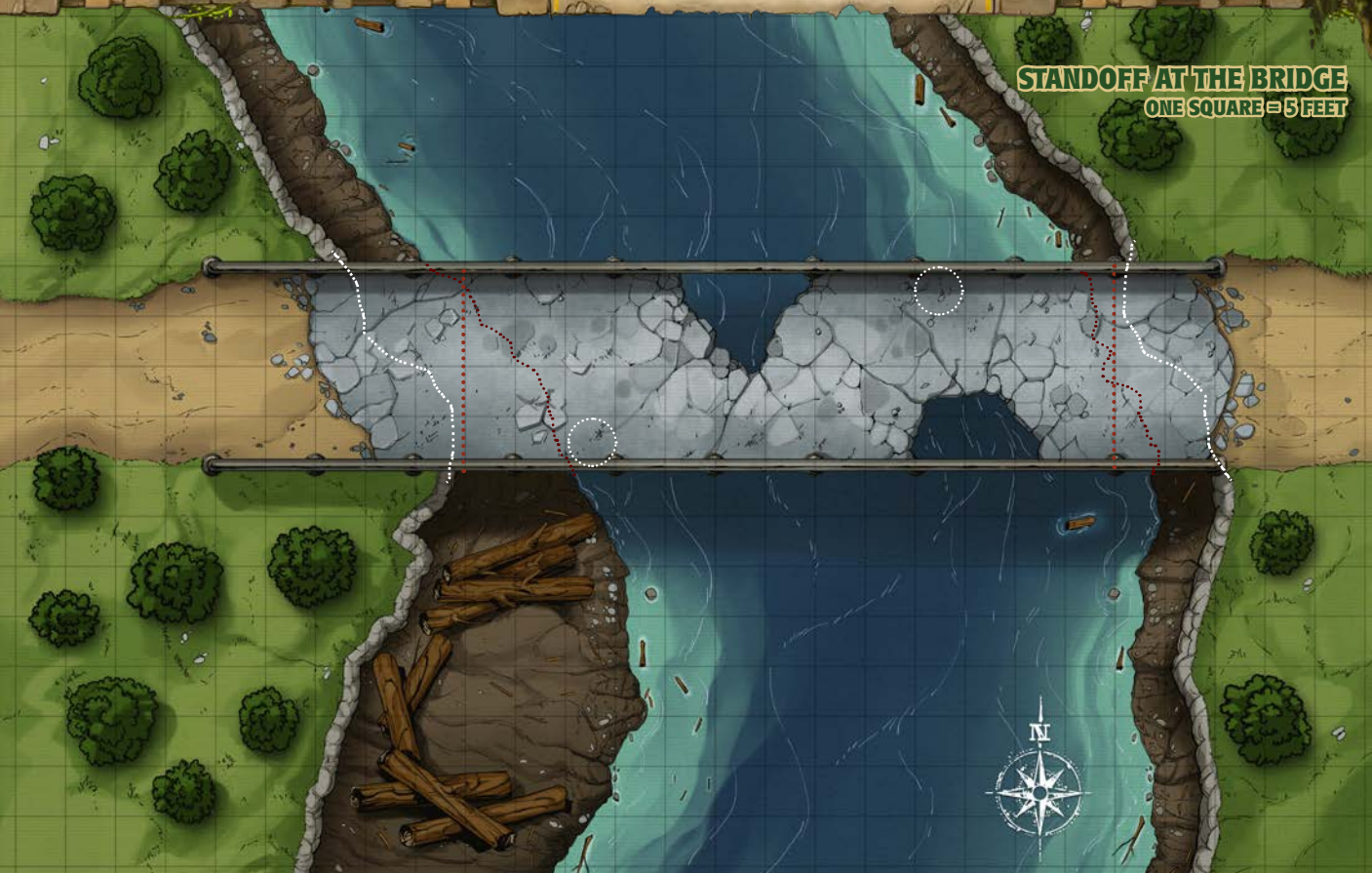
Failure Ntavi manages to intrigue Ekundayo with what she knows about Gragglebeard, but she doesn’t reveal the information. Later in the evening, she approaches Ekundayo in private to recruit him on a foolhardy quest of vengeance.

Critical Failure As failure, but Ntavi attempts to Lie to the PCs about where she suspects Gragglebeard’s campsite is, indicating that the camp is on the southern shore of Lake Silverstep. Later, when she approaches Ekundayo



NTAVI

STANDOFF AT THE BRIDGE
ONE SQUARE = 5 FEET



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- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
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- Jaethal
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- Octavia
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in private, she tells him the truth, hoping that her earlier lie throws the PCs off the trail.

After the Festival: Ntavi hopes to convince Ekundayo to accompany her south to confront Gragglebeard's Reavers—a foolhardy plan, but one that she sees as her best chance to convince Ekundayo to see her as his greatest ally and, in time, her lover. She sees the PCs as competition for Ekundayo's support and, at your discretion, could view one of the PCs as a potential romantic competitor for Ekundayo's heart.

If the PCs kept Ekundayo's loyalty with a critical success when Interrupting Ntavi, she reveals the location of the Reavers' camp and begrudgingly accompanies the PCs and Ekundayo to confront the giants; see Standoff at the Bridge below.

If the PCs kept Ekundayo's loyalty with a success when Interrupting Ntavi, she leaves the festival, dejected and frustrated. Whether or not the PCs seek her out at a later date, she does not take part in Standoff at the Bridge.

If the PCs lose Ekundayo's loyalty, either because they failed or critically failed to Interrupt Ntavi, or because they never attempted the activity in the first place, she convinces Ekundayo to accompany her to the Reavers' camp early the next morning. If any of the PCs are near Ekundayo, you can allow them an

opportunity to intervene if you wish; otherwise they'll wake the next morning to learn that Ekundayo and Ntavi have gone missing. At this point, a successful DC 20 Diplomacy check to Gather Information digs up rumors that the two left town early, heading toward the Sellen Hills. On a critical success, the PCs learn that the pair were headed for the Little Sellen River where it flows away from the Stolen Lands toward Mivon to the south; without this clue, the PCs will need to Track the pair south in order to find them. This is a DC 32 Survival check, unless Ekundayo's attitude toward the PCs is helpful, in which case the ranger leaves numerous clues, hoping the PCs follow and aid him in the coming battle—these clues reduce the difficulty of the Survival check to DC 22.

Reward: If the PCs earn 5 Victory Points in setting up the feast, grant them 30 XP. Otherwise, they earn 10 XP for participating in the celebration. If the PCs manage to prevent Ntavi from convincing Ekundayo to head out and attack the Reavers without proper preparation, they earn another 10 XP.

STANDOFF AT THE BRIDGE

SEVERE 6

Ntavi has been looking to reunite with Ekundayo for many months, and upon learning he has joined with the PCs, she has spent some time on the fringes of their settlements, laying plans. It's during this time that she



started hearing rumors that Gragglebeard's Reavers were on the move. When she approaches Ekundayo at the feast, she knows that Gragglebeard and several of his minions are camped at a ruined bridge that crosses the Little Sellen River. This site is located in the Sellen Hills, at approximately the point where the Little Sellen River flows beyond the southern border of the Stolen Lands.

If Ekundayo and Ntavi leave before the PCs, as long as the PCs set out in pursuit of the pair on the same day they left, they can reach the bridge just in time to join the fight. If, on the other hand, the PCs are the first to arrive on the scene, they'll have more of a chance to observe Gragglebeard and his allies before moving to attack.

An ancient bridge spans the Little Sellen River here, crossing a thirty-foot-deep gorge from the west to the east. In two areas, large portions of the stone bridge have fallen away into the river below, and the two remaining supports holding the bridge up look on the verge of collapse. Below the bridge, on a widened strip of riverbank, several dead trees have been stacked into a crude shelter.

This ancient stone bridge was built centuries ago by Taldan engineers, but as excellent as their construction was, time has not been kind to the structure. It can still support passage, although those who use it must take care to avoid the two gaps in the bridge. If either of the two remaining bridge supports is destroyed, the bridge itself collapses (see Hazard). The white dotted lines show the path of the cliff face under the bridge, while the brown dotted lines show the river banks under the bridge.

The river is fifteen feet deep in the middle.

Creatures: Ntavi's plan to attack Gragglebeard's Reavers with only Ekundayo's aid may be foolhardy, but she timed her attack well: most of the Reavers are out hunting. Gragglebeard and his pet wyvern—a creature he's grooming to be nice and big so he can craft an upgraded suit of armor for himself—remain in camp, along with four ogre followers. Gragglebeard sits in his log-pile hut as he tosses chunks of bear to his wyvern, who splashes in the river just to the east. The ogres stand guard amid the trees up above—two to the southwest and two to the northeast. After noting the growth of the PCs' kingdom to the north, Gragglebeard hopes to establish a fortified headquarters for his Reavers here so he can charge tolls on bridge traffic.

If Ntavi and Ekundayo arrived here first, the PCs should arrive just as the two start their attack. The pair intends to approach along the western bank and hopes to lure Gragglebeard close enough to the bridge above so that Ekundayo can shoot arrows at the weakened supports in an attempt to collapse the

bridge on the giant. If the PCs arrive with both Ntavi and Ekundayo, Ntavi suggests this plan; if the PCs arrive without her, they'll need to come up with a plan of their own.

If the PCs join the fight, Ntavi is frustrated and Ekundayo relieved at their aid, but they'll both work with the PCs to defeat the Reavers; see Concluding the Adventure for possible ramifications.

EKUNDAYO **CREATURE 6**

Page 21
Initiative Perception +12

NTAVI **CREATURE 6**

UNIQUE CN MEDIUM HUMAN HUMANOID
Female human fighter 6
Perception +13
Languages Common
Skills Athletics +14, Acrobatics +15, Crafting +12, Intimidation +13, Society +12, Survival +13
Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +2
Items chain mail, composite longbow (20 arrows), lesser healing potions (2), +1 maul, 10 gp
AC 23; Fort +15, Ref +14, Will +11
HP 105
Attack of Opportunity ↻

Speed 25 feet
Melee ♦ maul +17 (shove), Damage 1d12+7 bludgeoning
Ranged ♦ composite longbow +14 (deadly d10, propulsive, range 100 feet, volley 30 feet), Damage 1d8+7 piercing
Maul Mastery Ntavi has access to the critical specialization effects for hammers.
Furious Power Attack ♦♦ Ntavi makes a melee Strike. This counts as one attack when calculating her multiple attack penalty. If the Strike hits, she deals an extra die of weapon damage.

GRAGGLEBEARD **CREATURE 7**

Male hill giant (Pathfinder Bestiary 170)
Initiative Perception +13

OGRE WARRIORS (4) **CREATURE 3**

Pathfinder Bestiary 252
Initiative Perception +5

WYVERN **CREATURE 6**

Pathfinder Bestiary 133
Initiative Perception +13

Hazard: The white dotted circles on the map show the location of the two stone supports; if either is destroyed, the bridge falls. A DC 20 Engineering Lore or DC 25 Crafting check to Recall Knowledge lets someone note the supports are on the verge of collapse.

COLLAPSING BRIDGE

HAZARD 6

UNIQUE ENVIRONMENTAL


Stealth +25 (or 0 if a PC has analyzed the supports and discovered they are on the verge of collapse)

Description As a pillar collapses, the bridge itself groans and shakes, then crumbles into the river below.

Disable Several weeks of repair can rebuild the supports and remove the danger; at the GM's discretion, spells like *wall of stone* or *wall of force* can be used to augment the supports more quickly, although these spells are likely out of reach of the PCs at this point.

Support AC 21; **Fort** +9; **Ref** +9

Support Hardness 10; **HP** 58 (BT 29), currently at 10 HP each; **Immunities** critical hits, object immunities, precision damage

Collapse  **Trigger** A support is destroyed; **Effect** The bridge collapses. Any creature on the bridge between the red dotted lines falls 30 feet into water or onto land, taking damage as appropriate plus an additional 5d6 bludgeoning damage (DC 24 basic Reflex save) from falling debris; a creature within five feet of the red dotted line can try to Grab an Edge (DC 24 Reflex) to avoid falling.

A creature under the bridge—either directly below it or within ten feet of it—must attempt a DC 24 Reflex save; a creature that's not directly under the bridge improves the result of their saving throw one degree.

Critical Success The creature takes no damage.

Success The creature takes 2d8+9 bludgeoning damage.

Failure The creature takes 4d8+18 bludgeoning damage and is knocked prone.

Critical Failure The creature takes 8d8+18 bludgeoning damage, is knocked prone, and is immobilized by fallen rubble from the collapsed bridge.

Treasure: Gragglebeard keeps a sizable stash of treasure from recent raids in his log shelter. Amid nearly a hundred pounds of broken armor and weapons he's keeping as raw materials to craft new weapons for his Reavers, Gragglebeard's stash consists of 25 sp, 12 gp, a +1 *falchion*, a *fear gem talisman*, a *mentalist's staff*, and a *spellguard shield*.

CONCLUDING THE ADVENTURE

While Gragglebeard's defeat causes his Reavers to disband and heads off a potential threat to the region, it doesn't bring back Ekundayo's lost family. If Ntavi is present at the end of this adventure, she asks Ekundayo to join her; she intends to travel south and hopes to make a new life with him. He'll agree to do so if his attitude toward the PCs isn't at least friendly; otherwise, the PCs will need to successfully Request that he remain with them. At your discretion, if a PC has already established a romance with Ekundayo,

he'll opt to stay with that PC automatically. If Ntavi is forced to realize that Ekundayo's plans don't include her as a lover, she sourly bids Ekundayo farewell and heads south on the spot; whether or not she returns is left to you to decide.

As for Ekundayo, while the defeat of the Reavers leaves him feeling hollow and doesn't give him the satisfaction he hoped for, if the PCs aided him in this final quest and Ntavi doesn't convince him to leave with her, the PCs automatically gain reach 8 points of influence with him. The ranger is thankful for their aid, and with the PCs' support, Ekundayo may someday find happiness once again—and more importantly, learn that happiness is something that can last.



GRAGGLEBEARD

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Amiri
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Jubilost
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Harrim
Jaethal
Kalikke and
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Octavia
Regongar

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JUBILOST

Jubilost Narthrople is a gnome of many words, often spoken in multiple languages, usually delivered with biting observations and veiled insults that few want to hear, even if they might benefit from his well-intentioned but undiplomatic suggestions. Jubilost would like to give off the impression that he's a well-traveled gnome, but when the PCs first meet him, the majority of his travels have been made in his mind's eye while voraciously reading books about cartography, geography, and exploration from the safety of home. The gnome didn't limit his time to reading though; he's authored several book-length essays on a variety of exploration-themed topics—all purely from a theoretical viewpoint.

But when a fellow scholar not much older than him began to show the first signs of the Bleaching, Jubilost realized that reading was a pale excuse for real-world experience, and so he set about preparing for a grand

expedition—the first of what he hoped would be dozens. He chose the Stolen Lands as his initial area to explore in part because of how relatively easy it would be to reach from Taldor (he simply had to pay for passage upriver), but mostly because he'd been intrigued by old accounts from Taldor's Second Army of Exploration—those that noted evidence in the area of a “thinness” between this world and the First World.

Jubilost liquidated his assets and put everything he had into recruiting fellow gnome explorers and purchasing supplies. At first, his trip north was deceptively simple. The first hint of a problem arose when he reached the end of the line at a small village on the Little Sellen River on the eastern border of Mivon. Regular river traffic went no further upstream, so Jubilost and his explorers set out on their own. Outfitted with several draft ponies and a sturdy covered wagon, the explorers headed north

up the river. Their luck held for several days, as they avoided dangerous encounters with local wildlife, monsters, and bandits. Jubilost was delighted at all these opportunities to explore safely, but eventually the group's luck ran out on the Skunk River when the caravan was attacked by a band of kobolds. As the PCs explore the Stolen Lands themselves, they may soon encounter the results of this attack!

MEETING JUBILOST

Jubilost Narthropple heads into the Stolen Lands intent on mapping the region only to become stuck on a river. The first time the PCs encounter him is when they reach area TW2 in the Stolen Lands (*Kingmaker Adventure Path* 72), where he and his fellow explorers are dealing with the disastrous aftermath of an attempt to cross the Skunk River just upstream of the Tuskwater. At your discretion, the PCs could encounter Jubilost earlier than this, or at another location, but it's best if the PCs first encounter him not long after they deal with the Stag Lord at the end of Chapter 3.

JUBILOST NARTHROPPLER CREATURE 1

UNIQUE **CN** **SMALL** **FEY** **GNOME** **HUMANOID**
Male fey-touched gnome alchemist (Scholar background)
Perception +4 (expert); low-light vision
Languages Common, Draconic, Gnomish, Hallit, Jotun, Kelish, Sylvan
Skills Academia Lore +7 (trained), Crafting +7 (trained), First World Lore +7 (trained), Forest Lore +7 (trained), Hill Lore +7 (trained), Nature +4 (trained), River Lore +7 (trained), Society +7 (trained), Survival +4 (trained)
Str -1 (8), **Dex** +2 (14), **Con** +2 (14), **Int** +4 (18), **Wis** +1 (12), **Cha** +1 (12)
Items dagger, crossbow with 10 bolts, alchemist's tools, backpack, bandolier, bedroll, belt pouch, chalk (10), explorer's clothing, formula book, hooded lantern, padded armor, pint of oil (2), rations (1 week), sheath, waterskin, writing set with extra ink and paper, 4 gp, and 2 sp
Infused Items Jubilost generally carries the following infused items (leaving infused reagents handy for Quick Alchemy), which last for 24 hours or until the next time he makes his daily preparations: lesser alchemist's fire (4), and minor elixir of life (2).
AC 16; **Fort** +7, **Ref** +7, **Will** +4
HP 18
Speed 25 feet
Melee **◆** dagger +5 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4-1 piercing
Ranged **◆** lesser alchemist's fire +5 (range increment 30 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 1 fire splash damage
Ranged **◆** crossbow +5 (range 120 feet), **Damage** 1d8 piercing

Primal Innate Spells DC 16; **Cantrip (1st)** *know direction*.
Alchemy *Core Rulebook* 72.

Formula Book Jubilost's formula book contains the formulas for lesser acid flask, lesser alchemist's fire, lesser antidote, lesser bottled lightning, minor elixir of life, lesser feyfoul (page 35), lesser tanglefoot bag, and sunrod.

Quick Alchemy **◆** (manipulate) *Core Rulebook* 72.

Research Field Bomber (*Core Rulebook* 73).

Ancestry Feats Fey Fellowship

Class Feats Far Lobber

Skill Feats Alchemical Crafting, Assurance (Nature)

Class Abilities Alchemy, Formula Book, Research Field

JUBILOST NARTHROPPLER CREATURE 8

UNIQUE **CN** **SMALL** **FEY** **GNOME** **HUMANOID**
Male fey-touched gnome alchemist (Scholar background)
Perception +11 (expert); low-light vision
Languages Aklo, Common, Draconic, Elven, Gnomish, Hallit, Ignan, Jotun, Kelish, Sylvan
Skills Academia Lore +14 (trained), Crafting +18 (master), First World Lore +14 (trained), Forest Lore +14 (trained), Hill Lore +14 (trained), Nature +12 (trained), River Lore +14 (trained), Society +16 (expert), Survival +12 (trained)
Str -1 (8), **Dex** +3 (16), **Con** +3 (16), **Int** +4 (19), **Wis** +2 (14), **Cha** +1 (12)
Items +1 *striking dagger*, +1 *striking crossbow* with 10 bolts, alchemist's tools, *bag of holding type II*, bandolier, bedroll, belt pouch, chalk (10), explorer's clothing, formula book, hooded lantern, +1 *padded armor*, pint of oil (2), rations (1 week), *ring of fire resistance*, sheath, *traveler's any-tool*, waterskin, writing set with extra ink and paper, 4 gp, and 2 sp
Infused Items Jubilost generally carries the following infused items (leaving two infused reagents handy for Quick Alchemy), which last for 24 hours or until the next time he makes his daily preparations: moderate acid flask (12), moderate alchemist's fire (12), and lesser elixir of life (4).
AC 25; **Fort** +15, **Ref** +15, **Will** +14
HP 104; **Resistances** fire 5
Speed 25 feet
Melee **◆** *dagger* +15 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4-1 piercing
Ranged **◆** moderate acid flask +15 (range increment 30 feet), **Damage** 2d6 persistent acid damage and 4 acid splash damage
Ranged **◆** moderate alchemist's fire +15 (range increment 30 feet), **Damage** 2d8 fire plus 2 persistent fire damage and 4 fire splash damage
Ranged **◆** lesser acid flask +14 (range increment 30 feet), **Damage** 1d6 persistent acid damage and 4 acid splash damage
Ranged **◆** lesser alchemist's fire +14 (range increment 30 feet), **Damage** 1d8 fire plus 1 persistent fire damage and 4 fire splash damage

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Ranged ♦ *crossbow* +15 (range 120 feet), **Damage** 2d8 piercing

Primal Innate Spells DC 24, attack +14; **Cantrip (4th)** *know direction, produce flame*.

Alchemy *Core Rulebook 72*.

Formula Book Jubilost's formula book contains the formulas for lesser acid flask, moderate acid flask, lesser alchemist's fire, moderate alchemist's fire, lesser antidote, moderate antidote, moderate antiplague, lesser bomber's eye elixir, lesser bottled lightning, greater darkvision elixir, lesser darkvision elixir, lesser elixir of life, minor elixir of life, lesser feyfoul, moderate feyfoul, giant wasp venom, greater leaper's elixir, silversheen, sunrod, lesser tanglefoot bag, and wyvern poison.

Quick Alchemy ♦ (manipulate) *Core Rulebook 72*.

Quick Bomber ♦ *Core Rulebook 76*.

Research Field Bomber (*Core Rulebook 73*).

Sticky Bomb ♦ (additive 2) *Core Rulebook 79*.



JUBILOST NARTHROPPE

Ancestry Feats Fey Fellowship, First World Magic

Class Feats Calculated Splash, Directional Bombs, Far Lobber, Quick Bomber, Sticky Bomb

General Feats Incredible Initiative, Toughness

Skill Feats Alchemical Crafting, Assurance (Nature), Inventor, Multilingual, Specialty Crafting (alchemy), Unmistakable Lore

Class Abilities Alchemical Weapon Expertise, Alchemy, Field Discovery, Formula Book, Iron Will, Perpetual Infusions (lesser acid flask, lesser alchemist's fire), Research Field

INFLUENCING JUBILOST

Jubilost first encounters the PCs when they find him and his fellow explorers stuck along the Skunk River. If the PCs manage to help his expedition in that encounter, they not only get access to his maps (as described in that encounter) but also adjust his starting attitude from indifferent to friendly. If the PCs don't with Jubilost to travel with them, he returns to the PCs' kingdom (or joins once it's established if the PCs encounter him before they found their kingdom). In any event, his attitude can be influenced by any PC who spends an hour chatting with him before attempting an Influence check.

JUBILOST

CN GNOME HUMANOID

Male alchemist 1

Perception +6

Will +4

Discovery DC 13 Academia Lore, DC 15 Crafting, DC 17 Perception

Influence Skills DC 13 Academia Lore (to keep up with Jubilost in a scholastic debate), DC 15 Crafting (to talk shop about alchemy), DC 17 any non-Academia Lore skill (to impress Jubilost with your knowledge), DC 19 Intimidation, DC 21 Diplomacy, DC 23 Deception

Influence 2: Jubilost's attitude increases to friendly if it wasn't there already. He agrees to take part in encounters with the PCs, fighting at their side.

Influence 4: Jubilost invites the PCs to help make decisions about what infused items he creates every day, and his unique alchemical items and skill feats become available as options for the PCs.

Influence 8: Jubilost becomes helpful to the PCs and sets up shop in a settlement of the PCs' choice in their kingdom; this grants that settlement a free alchemy laboratory structure. Additionally, he gifts each PC with up to 10 gp of assorted alchemical items of their choice.

Resistances Jubilost is impatient with anyone that he believes is slow-witted or uneducated. At the GM's discretion, a character who behaves in such a way (including any PC who attempts to influence him with an Intelligence-based skill and critically fails at the check) suffers a -2 circumstance penalty to future Influence checks against Jubilost.

Weakness Jubilost is particularly delighted to chat with others like him. A gnome or an alchemist gains a +1 circumstance bonus to Influence checks against Jubilost (a total of +2 for a gnome alchemist).

Background Jubilost spent many years in the comfort of civilization reading and writing about exploration and theorizing on the nature of this world's relationship to the First World.

Appearance Jubilost is a limber, sprightly gnome with dark hair and a serious expression on his face. He prefers to dress fastidiously in scholarly fashion, but after weeks of exploring, he has grown a bit bedraggled.

Personality Jubilost never read about a theory he didn't feel his intellect couldn't add a new layer to. He enjoys debate and research more than arriving at actual answers, and often argues a point simply for the joy of argument even when he already agrees with the opposition. His patience with those he deems "uneducated" is short, and he delights in offering such companions thinly veiled compliments that many people have no problem interpreting as the proper insults they actually are.

Reward: Grant the PCs 10 XP when they reach 6 Influence with Jubilost and then 30 XP when they reach 8 Influence.

ADVENTURING WITH JUBILOST

Jubilost provides support in battle with his alchemical bombs and elixirs, but he's just as helpful when he spends time at home. As long as he's a companion, he'll serve as a source for alchemical items of his level or lower for purchase at regular prices, but if made Helpful, he provides these resources to the PCs at cost. His studies also result in the development of two new skill feats; while Jubilost doesn't take these feats himself (ever the theoretician), once the PCs have at least 4 Influence with him, these feats and formulas become available as PC options at the appropriate level.

FEYFOUL

ITEM 1+

RARE ALCHEMICAL CONSUMABLE

Usage held in 1 hand; Bulk L

Activate ◆ Interact

To creatures other than fey, the scent of feyfoul seems to be a faint but non-obnoxious odor of cinnamon, but fey find that the stuff interferes with their ability to manipulate a creature's mind. Jubilost invented feyfoul accidentally while he was attempting to create a cologne that would enhance its wearer's appearance to make them seem more otherworldly, but to anyone that asks, the gnome alchemist quickly claims that he'd always intended to create an alchemical tool that provided protection from fey magic.

A single dose of feyfoul spritzed on a person in the manner of perfume grants the wearer an item bonus to

Will saving throws against mental effects generated by fey creatures.

Type lesser; **Level 1**; **Price** 4 gp

You gain a +1 item bonus, and the duration is 1 minute.

Type moderate; **Level 8**; **Price** 90 gp

You gain a +2 item bonus, and the duration is 1 hour.

Type greater; **Level 14**; **Price** 750 gp

You gain a +3 item bonus, and the duration is 8 hours.

AMBUSH TACTICS

FEAT 4

RARE GENERAL SKILL

Prerequisites trained in Lore about a specific terrain

You've made a study of the best practices for laying ambushes in terrains you've spent time learning about, be it the best way to ambush foes or the best methods of reacting to surprise attacks in those terrains. In any combat during which an enemy rolls Stealth to determine initiative, you can choose to roll initiative using a Lore check that's appropriate for the encounter's terrain, if you're trained in the appropriate Lore skill.

EFFICIENT EXPLORER

FEAT 4

RARE GENERAL SKILL

Prerequisites trained in Lore about a specific terrain

You are more efficient at exploring uncharted territories. As long as you're in a hex that is predominantly a terrain in which you are trained in an associated Lore skill, you grant your group one additional hex exploration activity (*Pathfinder Gamemastery Guide* 172).

CAMPING WITH JUBILOST

Jubilost knows countless little tricks that make camping easier and more efficient. He can perform the following activity when he camps with the PCs.

CAMP MANAGEMENT

CAMPING CONCENTRATE MANIPULATE

Jubilost helps organize Camping activities to be more efficient, allowing the campers to attempt additional Camping activities during the camping session. Jubilost attempts a Survival check against the Zone DC to determine how helpful his management is.

Critical Success Jubilost's advice speeds things along significantly. During the hour immediately following this critical success, each PC may attempt two Camping activities instead of one. This success does not increase the number of activities companions may attempt.

Success As critical success, but only one PC may attempt two Camping activities during the next hour.

Critical Failure Jubilost's advice backfires, resulting in inefficiencies during the rest of the camping session. All checks made to resolve Camping activities take a -2 circumstance penalty for the remainder of this camping session.

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RULING WITH JUBILOST

Once the PCs establish their kingdom, Jubilost eagerly joins the nation. While Jubilost is a knowledgeable explorer, his education also taught him skills needed to manage organizations, including governments. As such, he makes an excellent choice for the leadership role of Treasurer. If you assign Jubilost to this role using the New Leadership activity, the result of that check is improved one degree; as long as he remains in the role, it is automatically invested (in addition to the four roles you choose to invest).

As long as Jubilost serves as Treasurer and is at least friendly toward the PCs, his presence allows the PCs to choose the following Leadership activity during Step 1 of their Kingdom turn's Activity phase.

PROCESS HIDDEN FEES

DOWNTIME | **LEADERSHIP**

With Jubilost's aid, you can process additional taxes, fees, and payments. Attempt a basic Trade check to determine what sorts of additional resources you gather.

Critical Success You gain 2 bonus Resource Dice at the start of your next Kingdom turn.

Success You gain 1 bonus Resource Die at the start of your next Kingdom turn, but the citizens suspect something is going on: if you attempt to Process Hidden Fees on the next Kingdom turn, the result is worsened one degree.

Failure As success, but the citizens catch wind of the fees and grow unhappy. Gain 1 Unrest, and you cannot Process Hidden Fees on your next Kingdom turn.

Critical Failure As failure, but gain 1d6 Unrest.

THE INCONSEQUENT DEBATES

Jubilost's interests continue to evolve as the campaign goes on, shifting in time to that age-old conundrum: why did the gnomes leave the First World in the first place? His interest grows as he studies the contradictory theories. Frustrated at how all of these theories are both believable and flawed, Jubilost stumbles upon a potential solution when he uncovers the research notes of a fellow gnome explorer named Xae.

Xae's interest in gnomish history led her down many of the same rabbit holes delved by Jubilost, but she increasingly hung her hopes on a singular gambit—winning the Inconsequent Debates, a strange contest hosted by powerful agents of the First World. Unfortunately, Xae went missing almost a decade ago while trying to procure an invitation to the Debates, but Jubilost has discovered that her last known location is startlingly local. He's convinced that if he follows in Xae's footsteps, he can finish what she started: securing an invitation to the Inconsequent Debates to learn why gnomes left the First World.

When Jubilost approaches the PCs with his plan, allow them to attempt a DC 28 Nature check or DC 24 First World Lore check to Recall Knowledge of the Inconsequent Debates; otherwise, Jubilost can excitedly inform the PCs about them. Rumored to have been initially founded by the Eldest of the first world as a contest to test mortals and reward them for their participation and victory, the Inconsequent Debates have long been proctored by mercurial and mysterious fey. The location of each Inconsequent Debate changes, as does the timing, and only those invited to attend may take part. These invitations are given out only to those who manage to attract the attention of the Host—the mysterious patron of the Debates. The method for obtaining an invitation changes each time a Debate is held in order to ensure that only the worthiest are invited. As far as Jubilost can tell, there hasn't been an Inconsequential Debate since Xae vanished, so if he can track her down (or at least her research), he's certain he can pick up where she left off and attract the Host's attention.

Jubilost isn't sure that there'll be notes, clues, or anything helpful in Xae last known location, but he has no other leads, so in a display of uncharacteristic humility, he asks the PCs to accompany him on his search. The PCs should be 8th level before embarking on this adventure with Jubilost, preferably just after the events of *Kingmaker* Chapter 5 resolve, but before the Varnhold Vanishing occurs.

According to Jubilost's research, Xae was searching for a shrine to the Eldest somewhere in the Stolen Lands. While Xae was secretive about her mission, Jubilost tells the PCs he has a "satisfyingly solid lead" on the shrine's location: he suspects it's in a small cave in the foothills of the Tors of Levenies, not far from the southeastern shore of Lake Silverstep.

THE SHRINE CAVE

Assuming the PCs agree to help, the next step is to travel to Lake Silverstep and start searching for the cave in question. The target hex for exploration is the one that contains the southernmost "toe" of Lake Silverstep. In order to successfully locate the hidden cave, the PCs must spend a day exploring the hex and then succeed at a DC 24 Hills or Mountains Lore check, a DC 26 Survival check, or a DC 19 Perception check. This leads them to area **A1** of the Shrine Cave.

A1. Mountain Pond

This cliffside pond is marred by swaths of bones and strange spiky scales scattered along the shore. The pond sits beneath a cavern against the side of a hundred-foot-tall cliff. A stream

THE SHRINE CAVE
ONE SQUARE = 5 FEET



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trickles down a shallow falls from the cave mouth's southeast corner to spill into the pool below. Strange markings that could be eroded words or perhaps just claw scratches decorate the stony rim along the upper edge of the cave's shadowy entrance,

The pond is ten feet deep at its deepest point along the cliffside. A PC can clamber up the cliff into the cave itself with a successful DC 20 Athletics check

A character who examines the strange markings on the cave edge realizes they're ancient, eroded words, but marred by more recent claw marks (the peluda who dwells within the cave itself). Anyone who knows Sylvan and succeeds at a DC 25 Perception check can confirm that the runes are prayers to the Eldest, suggesting that this is indeed the location of the ancient shrine Xae was looking for.

A2. Peluda Lair

Moderate 8

More bones and scales litter the cavern floor. To the south, a small creek trickles westward after spilling through a crack in the eastern wall. To the north, a hole in the wall leads into a smaller cavern. Just southeast of this hole, a strange, circular slab of stone is set into the wall. Seven nearly identical symbols are carved into the slab's face in a circular pattern around its circumference.

The cave's ceilings are 15 feet high. The creek is only a few feet deep through much of the cave, increasing to five feet deep to the east where a pool shimmers at area **A2a**; the waterway beyond winds into the mountains without surfacing again.

A2b is the nesting chamber of this area's denizen; see Creature below.

The slab of stone at area **A2c** is a magical door. The seven symbols carved on this door are all depictions of the religious symbol of Shyka—a broken hourglass—but each carving of the symbol shows slight variations in the amount of breakage the hourglass endures. A successful DC 25 Nature or Religion check to Recall Knowledge allows a PC to realize this, as well as to note that only one of the seven symbols is “correct”—the least broken hourglass located at the top of the circle. The stone door itself can be smashed open (Hardness 18, HP 70) or Forced Open with a DC 30 Athletics check, but an easier way to open the door is to simply touch the seven symbols in order from least broken to most broken. A character who studies the door and succeeds at a DC 24 check to Identify Magic figures out this method of opening the door, which causes the stone circle to roll to the right and reveal a tunnel beyond. The door closes automatically 1 minute later; it can be opened from the opposite side in the same manner.

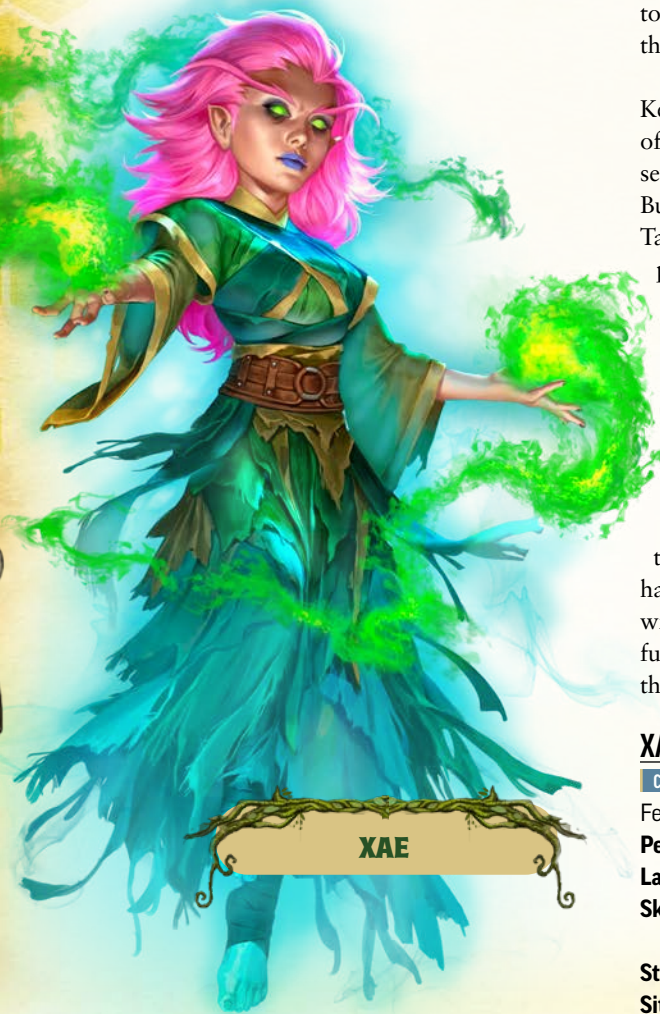
Creature: A sinuous, spiny dragon known as a peluda moved into this cave a year or so ago. The peluda takes swift offense at anyone who dares to enter their lair. They're wary of the door in area **A2c** and avoid it instinctively. The peluda won't pursue foes who flee deeper into the cave toward area **A3** but otherwise fights to the death, chasing victims for up to a mile if they flee into the wild.

PELUDA

CREATURE 10

Pathfinder Bestiary 2 196
Initiative Perception +21

Treasure: The peluda's hoard can be found in their nest in area **A2b**. Amid the bones, scales, and quills is 4,200 cp, 1,120 sp, 104 gp, 150 gp in assorted jewelry and gemstones, a *rod of wonder*, a *wand of vampiric touch*, a suit of +1 *chainmail*, and a +1 *striking Aldori dueling sword*.



XAE

A3. The Hidden Shrine

Severe 8

This hemispherical cave seems to have been shaped by magic rather than natural processes. A pool of crystal clear water shimmers in the middle of the chamber. There are seven alcoves around the cave's edge, each containing a stone statue. No two statues are the same, though each depicts a figure holding a mace that has an hourglass-shaped head, and each figure's feet are surrounded by a small tangle of wildflowers and vines. The skeleton of a gnome, clad in rotting purple robes and clutching a softly glowing staff adorned with carvings of birds, lies at the far side of the pool's edge.

The statues represent different incarnations of Shyka as human, elf, dwarf, gnome, dryad, satyr, and naiad. A character who succeeds at a DC 25 Nature or Religion check to Recall Knowledge will recognize them and recall that these represent just seven of Shyka's countless reincarnations. They'll also realize that the depiction of the broken hourglass as part of a weapon is unusual. A critical success allows the PC to realize this is a hint about the danger represented by the statues.

Creature: Long ago, this chamber was used by Kellid worshippers of Shyka who were nearing the end of their lives. They would come here to pray before the seven incarnations of Shyka and ask for reincarnation. But when the site was discovered by explorers from Taldor, they attempted to harness its supernatural power for their own purposes, and Shyka lashed out and transformed the statues into a deadly hazard that took life rather than transformed it.

The skeleton that of the explorer Xae, who met her fate here when she tried and failed to use the abandoned shrine to contact Shyka to ask for an invitation to the Inconsequent Debates. Tormented by frustration at having failed, and filled with shame at the hubris that compelled her to try to "invite herself" to the Debates, Xae's ghost now haunts this chamber. Her undead spirit has merged with the magic of the seven statues, so they no longer function as a trap but are in fact a dangerous arsenal in the ghost's repertoire.

XAE

CREATURE 11

CN **SMALL** **GHOST** **INCORPOREAL** **SPIRIT** **UNDEAD**

Female gnome ghost (*Pathfinder Bestiary* 166)
Perception +19; darkvision
Languages Common, Gnomish, Sylvan
Skills Dwelling Lore +22, Nature +21, Occultism +22, Stealth +22
Str -5, **Dex** +3, **Con** +2, **Int** +5, **Wis** +2, **Cha** +4
Site Bound

AC 28; Fort +19, Ref +20, Will +19

HP 150, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Speed fly 25 feet

Melee ✦ ghostly hand +21 (agile, finesse, magical), **Damage** 2d10+12 negative

Shyka's Judgment ✦✦ (enchantment, mental, primal) Xae clasps her hands together and cries out in Sylvan for Shyka to judge those who dare intrude upon the shrine—"Aid me, Shyka, so that your shrine will remain undefiled!" The seven statues around the perimeter of the room suddenly animate and hurl spectral versions of their hourglass-headed maces into the room, filling area **A3** with a whirling vortex of pale blue-and-white energy. All living creatures in area **A3** must attempt a DC 30 Will save. Xae cannot call upon Shyka's Judgment for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 6d6 mental damage.

Failure The creature takes 12d6 mental damage and is slowed 1 as their mind struggles with memories that seem to be from past lives that weigh the character's current actions in judgment.

Critical Failure The creature takes 18d6 mental damage and is stunned 1 by their mental struggle with their judgmental past lives. The creature also takes 2d6 persistent mental damage that ends if they leave area **A3**.

Twist Time ✦✦ (primal, transmutation) Xae attempts a ghostly hand strike. If she hits, she inflicts damage as normal, but the target struck must also attempt a DC 30 Fortitude save (the target takes a -2 penalty to this saving throw if the strike was a critical hit).

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round as the rest of reality seems to speed up.

Failure The creature becomes decrepit from unnatural aging. It is slowed 2, and as long as it has the slowed condition, it is enfeebled 2 as well.

Critical Failure As failure, but the creature feels death knocking on the door—it is doomed 1 as long as it remains slowed by Twist Time.

Treasure: Over the years, most of Xae's gear has rotted, rusted, or otherwise decayed, but her *greater animal staff* remains fully functional. A further search of the gnome's remains turns up several pouches in which the PCs can find a set of journals that once chronicled Xae's quest, though much of the text has long since become illegible with mold, along with a *standard primeval mistletoe*.

The most curious treasure of all is a folded piece of paper tucked into one of Xae's pouches (**Handout #1**). Unlike the other non-magical gear on the gnome's

Jubilost!

You and your friends

can come to the

Inconsequent Debates!

The winner gets their
question answered!

Useful knowledge
guaranteed to be

useful! Don't miss out!

Location and time on

reverse!

See you soon!

HANDOUT 1

remains, this piece of paper seems clean, fresh, and untouched by mold or decay. Unfolding it may well provide the PCs with a surprise—it certainly does to Jubilost, for this is his invitation to attend the Inconsequent Debates! The invitation manifests in Xae's gear only if Jubilost is present when the ghost is defeated; otherwise, feel free to have the invitation show up for Jubilost at another, equally unexpected moment.

In any event, as soon as Jubilost accepts this invitation, Xae's ghost is put to rest as she realizes that, while she might not be going to the Debates, another gnome will be attending in her place.

The timing and location of the Inconsequent Debates are left to you to determine, but they should be somewhere in the wilderness at a distance that requires the PCs to leave very soon if they're to make it on time. During the trip, Jubilost agonizes over which question he wants answered, all the while presuming that his winning the Debates is a foregone conclusion.

ARRIVING AT THE DEBATES

The Inconsequent Debates are held in a region where the First World brushes close to this one. If the PCs have already defeated the Cult of the Bloom, the Cradle of Lamashtu cavern (*Kingmaker Adventure Path* page 242) could well make a perfect place for the debates, but you should adjust the location to be one that makes sense for

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your game. Jubilost notes that, traditionally, four groups are invited to take part in the Inconsequent Debates, but just as traditionally, none of the invitees know who the others are until they arrive. The PCs are the last to reach the location. Adjust the following description to match the place where you decide to hold the Inconsequent Debates (for the remainder of this adventure, the assumption is that the debates take place in a hidden glade in the forest). As soon as the PCs arrive, they are subject to the curse (see The Curse below).

Three small campsites have been set up around the outer edge of this lush forest glade. Three signposts stand nearby, beyond which lies a field dotted with brilliant wildflowers. A low, square stage of planks and logs has been constructed at the glade's center, with lines of benches along each of the stage's sides.

Each signpost is a simple picket with a rough board attached bearing hand-painted words in Common. Each board displays one of the three rules for the Inconsequent Debates, as follows:

Rule One: Obey the Host in everything.

Rule Two: Each team consists of five members. All others must remain at the campsites outside of the debate field.

Rule Three: No violence between teams or among team members is allowed.

THE HOST

Many stories about the Inconsequent Debates claim they're hosted by the Eldest, and in this case, the stories are true. The mysterious entity who calls themselves "the Host" is an avatar of Shyka the Many. The Inconsequent Debates are just one of the many diversions Shyka has engaged in over the eons to entertain themselves. The Eldest is intrigued by the unanticipated arrival of the PCs, since Shyka already knows they could well challenge Nyrissa and, beyond her, the Lantern King himself.

As the Host, Shyka appears as a tall, thin elf wearing hooded robes. At times, the figure seems to blur, as if surrounded by the hazy heat of summer. Attempts to determine what Shyka is should fail, and if the PCs attack the Host, the demigod simply shrugs and vanishes, drawing the Inconsequent Debates to an abrupt close. In this event, you'll need to decide how the PCs can continue Jubilost's quest or if it simply remains forever uncompleted.

THE CURSE

Shyka has a whimsical, irreverent side that manifests as a strange but harmless curse affecting anyone entering the Inconsequent Debates, meant to suggest that reality

itself is part of a constant debate. Each team suffers a different whimsical effect from the curse. The effect the curse has on each of the other teams is detailed in their individual entry below, while the effect it has on the PCs' team is left to the GM. Use the effects given for the other contestants as inspiration, but tailor it to suit the PCs' attitudes and histories while not being entirely disruptive to the course of play. Perhaps each debater can speak only in rhymes, or they must include the name of a color (never to be repeated) in each sentence, or they are transformed into a talking animal, beast, or plant. In any event, the Curse's effects automatically end for all participants once the Debates are concluded.

THE TEAMS

Each team has five members. Jubilost will be one of the five debaters for the PCs' team; if there are more than four PCs, they must choose which of them will compete. The PCs may observe or speak to the competition before making this decision. (Alternatively, you can adjust the team size stated in the debate rules to allow all players plus Jubilost to take part.)

Kirkett's Camp

Kirkett (N male kobold ranger 4) is a green-scaled kobold who has been obsessed with dragons his entire life. His obsession is such that even his kin found it a bit much—after listening to him wax fondly on the hygiene habits of green dragons for the thousandth time, they kicked him out of their cave. Kirkett took this development as a sign that he was destined to become a dragon himself. When he arrived at the Debates, he was surprised to learn that he needed four others on his team. Instead of panicking, the kobold used his knack at befriending animals to recruit a thylacine, a raccoon, a squirrel, and a blue jay. Of course, none of them speak, but Kirkett doesn't see that as a disadvantage—he feels he's got the win the contest all on his own.

Kirkett's Question: If Kirkett wins, he intends to ask the Host how he can become a dragon. (Answer: "Try and try again!") Shyka then imparts into Kirkett's mind the knowledge of the *reincarnate* ritual.)

Kirkett's Curse: Every time Kirkett finishes a sentence, he expends the rest of his breath in a monotone of chuckles and giggles.

Sir Allfrey's Camp

Sir Allfrey (LG male aasimar champion 7) is accompanied by four human fighters—all crusaders from Mendev to the northeast. Allfrey wears a suit of full plate armor and has silver hair, a well-groomed beard, and eyes that glow with soft, golden radiance. He and his fellow crusaders are zealots, and they consider participation in the Inconsequent Debates a

mandate from Iomedae, even as they worry that those they left behind might consider them deserters.

Allfrey's Question: Allfrey intends to ask the Host how he can best help defeat the demonic invaders of the Worldwound. (Answer: "Bide your time, and heroes other than you shall prevail.")

Allfrey's Curse: Allfrey must use the word "tentacles" often.

Nyrd Zottenropple's Camp

Nyrd Zottenropple (CN female gnome wizard 8) is accompanied by two brothers and two sisters, each of whom has been transformed into a talking giant frog (see Nyrd's Curse below). Nyrd herself suffers from the Bleaching, and while it hasn't completely run its course yet, she seeks diversion and entertainment where she can. She figured that a contest run by fey should provide plenty of both.

While waiting for the Debates to begin, Nyrd spends her time buried in a well-read copy of a pulpy story about carnivorous plants colonizing Ustalav; she becomes frustrated and annoyed if the PCs interrupt her reading, telling them to "talk to my brothers and sisters." These frogs are, despite their appearance, quite talkative, yet they have very little of import to say other than arguing over which of them makes the more attractive amphibian.

Nyrd's Question: She doesn't expect to win the Debates, but if she does, she asks if there's a cure for the Bleaching. (Answer: "Not for you.")

Nyrd's Curse: A combination of luck and fate helped Nyrd resist the effects of Shyka's curse, but her siblings weren't so lucky. All four were transformed into giant frogs capable of speech.

CHOOSING A QUESTION

If the PCs' team wins the Debates, Jubilost intends to ask the Host why gnomes left the First World. He tells the PCs this, but if his attitude toward them is helpful, he realizes that their friendship and support deserve the same from him, and he agrees to let the PCs ask their own question. Whether the PCs wish to spend time formulating a potential question is up to them.

THE DEBATES BEGIN

Once the debates begin, the Host calls all four teams to approach the stage at the center of the glade. Each team chooses one side of the square stage, facing inward while the Host takes position at the center of the stage and addresses the debaters.

team, we shall prepare by asking questions of each of you. Choose the answer your team feels best fits the question. More than one answer may serve, but some answers hold more weight than others. We shall weigh your answers, awarding more to the weighty ones and less to the light ones. While each team may work together to provide an answer, only one member of each team may speak the team's final answers."

The speakers for each team are Kirkett, Sir Allfrey, Nyrd, and a PC. Each question could have multiple answers, depending on how one views the question. The Host poses three questions to the debaters. The order in which the debaters answer isn't important, though you should describe how the competing speakers from the other teams answer before asking the PCs to speak. The answering PC does so using the following action to earn (or lose) Victory Points.



NYRD ZOTTENROPPLER

CHAPTER 1 Companions

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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ANSWER INCONSEQUENT QUESTION

You provide an answer to one of the Host's questions, but the exact answer provided is less important than how you answer. When you answer, attempt a DC 24 skill check. You can provide the answer in a way you hope will trick the Host into looking upon you favorably (roll Deception), in a way that's respectful or concise (roll Diplomacy), in a way that's forceful and dominant (roll Intimidation), or in a way that's entertaining and enjoyable (roll Performance). Other PCs can Aid you by attempting the same skill check you choose.

Critical Success The Host enjoys your answer immensely and praises it. The PCs earn 2 Victory Points.

Success The Host nods and accepts the answer. The PCs earn 1 Victory Point.

Failure The Host shakes their head but doesn't penalize the PCs.

Critical Failure The Host reacts poorly to the answer and mocks it. The PCs lose 1 Victory Point.

FIRST QUESTION

What can move a mountain?

Kirkett's Answer "Dragons! Dragons can move mountain!"

Sir Allfrey's Answer "Faith. Through faith, the most devout tentacles can accomplish anything."

Nyrd's Answer "A very powerful teleportation spell."

Jubilost's Suggestion "The will." (He bases this answer on knowledge of the First World, where the very geography can change, citing the mountain Ulas, which can move of its own volition.)

SECOND QUESTION

What weakens when owned by many, but then dies if owned by none?

Kirkett's Answer "Ummm... ummmm... is it a dragon?"

Sir Allfrey's Answer "A knight's heart, by my tentacles! It belongs to the self, or a righteous cause or tentacles. Its tentacles cannot be divided."

Nyrd's Answer Nyrd gets too distracted at the eye-rolling antics of her frog-siblings, and cries out "Fools! Quit playing around and concentrate on the debate! The debate! THE DEBATE!" Her attempt to catch the attention of the four frogs is interpreted as her answer by the Host, much to Nyrd's frustration.

Jubilost's Suggestion "Glory." (He explains to the PCs that glory is lessened if too many claim it; one cannot be a hero if everyone is equally heroic, after all.)

THIRD QUESTION

Each of us is born with a monster. Each day we live, it grows. It can torment, bring us joy, or kill without a single wound. What is it?

Kirkett's Answer "Oooh! Easy! It's a dragon!"

Sir Allfrey's Answer "I don't know if this answer is suitable,

but the greatest tentacles is the one that lives inside of us. We grow a tentacles beast in our soul. We feed it with wrath, neglect, and tentacles. Eventually tentacles could break free and kill us. But tentacles must admit—the same beast gives strength to villains. The poison we feed our monsters only nourishes tentacles."

Nyrd's Answer "Curiosity. It's born with us, it grows with us, and it saves us from the Bleaching, but in overabundance, it always leads to death."

Jubilost's Suggestion "Knowledge." (He explains to the PCs that we are born with it, and it grows as we age, and it can do all the things described in the riddle, yet used for evil, knowledge can do worse than kill.)

DETERMINING THE WINNER

If you wish, you can add more questions to the debates; if you do so, make sure to spread out the victory point scale presented below to cover the full range. Once the final question is answered, total the PCs' victory points to determine their standing.

0 or Fewer Victory Points: The PCs lose the Debate. Choose a winner from the other three contestants randomly. The Host then returns the PCs back to their homes with a wave of a hand before revealing to the winner their answer.

1 Victory Point: The Host proclaims that none of the contestants are particularly worthy of winning this Inconsequent Debate and sends everyone home with a wave of their hand.

2 Victory Points: The Host proclaims that the PCs' team has tied with one other team (choose the team that seems to be the favorite of your players or determine one randomly as you wish). The Host sends the two losing teams away with a wave of their hand, answers the other team's question and returns them home, and then proceeds to answer the PCs' question as described below.

3 Victory Points: The Host proclaims that the PCs have won. They send the other three groups home with a wave of their hand, then answer the PCs' question as described below.

4-6 Victory Points: The Host is astounded by the PCs' performance and decides to answer a question from each of them, making sure to let the other teams know before they send them away with a wave.

A QUESTION ANSWERED

If the PCs earn an answer from the Host, allow the group time to decide what question they wish to ask. Of course, Jubilost wants his question answered—"Why did gnomes leave the First World?"—but if his attitude is helpful, he'll begrudgingly set his curiosity aside in honor of the PCs to let them choose the question themselves, after which he'll quietly part

ways with the group. If he's not helpful and the PCs still refuse to ask his question of the Host, his parting of ways will be much angrier; in this case, feel free to have a spurned, angry Jubilost show up later in the Adventure Path, perhaps after allying with Drelev or Irovetti.

If the PCs get to ask their own question (or each their own, if they earned 4 or more victory points), you as Shyka should answer the questions either as briefly or as cryptically as possible. Feel free to use these answers to guide the PCs toward encounters or events you think they'll enjoy or to foreshadow upcoming events in the Adventure Path.

If the PCs ask Jubilost's question, though, the Host favors the group with a brief smirk before replying to the question as follows.

"What you ask is a sad and regretful truth, but you deserve to know. Long ago, a brother among the Eldest sought to create his own cycle of souls by siphoning power from Pharasma. He gifted the people of his court, the gnomes, with the wonders of a mortal existence, but Pharasma was not pleased. This Eldest was plucked from the First World and his gnomes were sent on. Yet you should not view his gift as a stain upon your people. Gnomes carry what is best of the First World in their souls, and as you are no longer bound to this plane, your souls are a rare gift to the rest of reality. So worry not about your past, Jubilost, but be thankful for your future, for it is yours to forge, not the plaything of one of my fickle siblings."

Reward: Once all potential questions are answered, Shyka waves their hand and sends the PCs and Jubilost back home, but not before granting one final boon: Shyka knows of the great destiny that potentially awaits the PCs, and as they send them away, they invests in each PC with a token of their good will. This gift will warn the PCs of a moment of potential disaster an instant before it occurs, allowing the PC to change the event. Each PC is told they possess this power, which can be used only once by each of them before the end of the campaign.

THE HOST'S GIFT

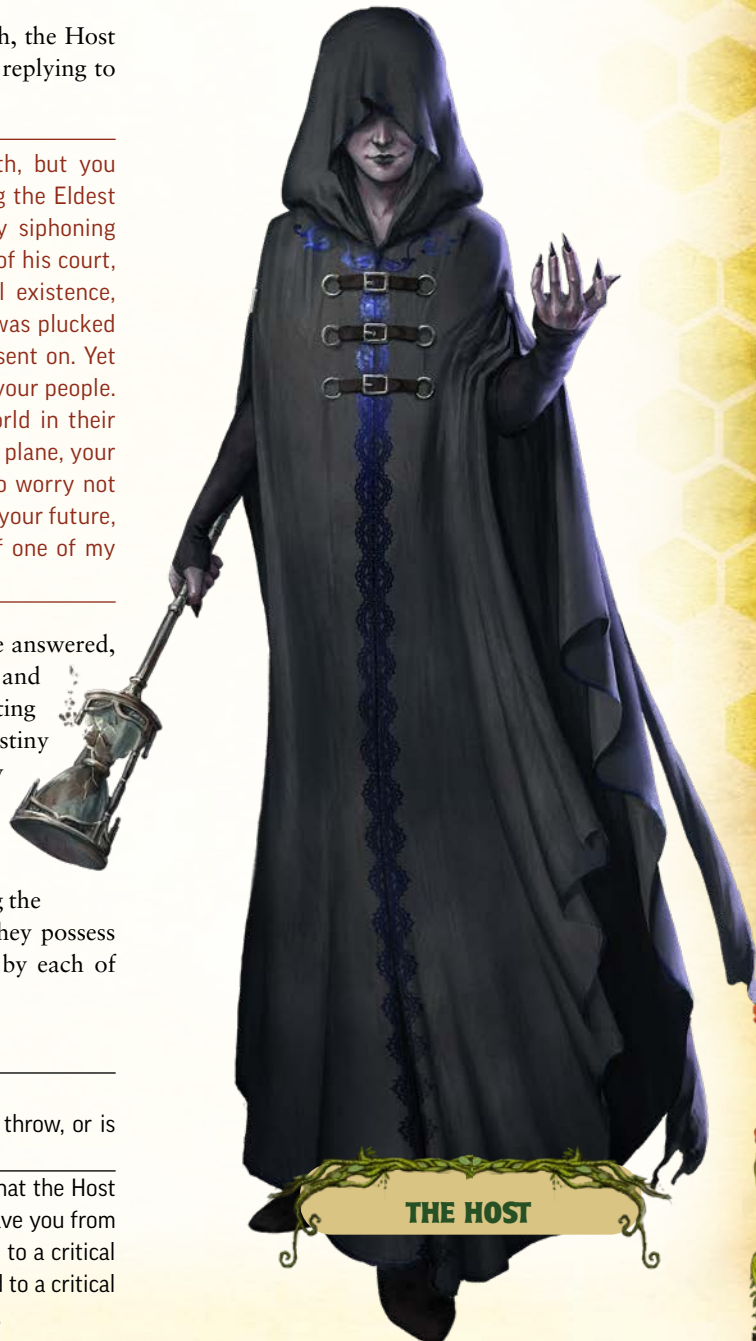
UNIQUE DIVINATION PRIMAL

Trigger the PC fails or critically fails a saving throw, or is critically hit by a Strike

In an instant, you realize this is the moment that the Host warned you about, and time itself adjusts to save you from doom. The triggering critical failure is changed to a critical success, or the triggering critical hit is changed to a critical failure. You can never again use the Host's Gift.

CONCLUDING THE ADVENTURE

Jubilost wrestles for some time with the knowledge of why his people left the First World, starting with disappointment over the fact that it offers no particular insight into how to overcome the Bleaching. With the PCs' continued support, he can turn his attention to new conundrums, but his experiences with the Inconsequent Debates have helped him to learn two awkward truths: sometimes the pursuit of an answer can be more fun than the answer itself, and sometimes it's better not to know the answer at all.



THE HOST

CHAPTER 1 Companions

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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LINZI

The storyteller Linzi left Galt years ago, hoping to perfect her craft in the fabled domain of Pitax. However, it wasn't long before she realized Pitax's reputation as a center of the arts was more propaganda than reality. While she could sense the city's artisans struggling to produce original work, the overwhelming regime of suppression and meddling put in place by King Irovetti made that difficult at best. Instead of learning new stories, Linzi learned the value of resistance and rebellion in Pitax. Inevitably, these themes crept into her artwork, and when a raunchy limerick she wrote about King Irovetti became unexpectedly popular, she was expelled for "impudence toward persons of the highest esteem."

Linzi wasn't daunted. She felt she'd learned all she could in Pitax and headed east with a new goal: to find notable heroes who could serve as inspiration for what she felt would be her masterpiece: a gripping

tale of adventuring triumph in the face of starkest evil. Her journeys eventually took her into the hinterlands of Brevoy, where she caught wind of Lady Jamandi Aldori's call for heroes. Here, Linzi realized, was the opportunity she'd been waiting for!

MEETING LINZI

The PCs meet Linzi during the initial feast at Jamandi Aldori's manor in Chapter 1 of the *Kingmaker Adventure Path*, and the halfling bard is quick to realize that the PCs are her best bet for heroic inspiration. Even as she plays a little "hard to get" while the PCs influence her, she quietly observes how they act during the events surrounding the banquet. Even if she doesn't join them right away as a companion, she'll trail behind them, observing and taking notes.

Linzi's personality is one of mirth, hope, and optimism. Nothing she encountered in revolution-torn

Galt stanchd her joy of life. She turned the oppressive regime in Pitax into opportunity and inspiration, and even if the PCs are initially unwelcoming toward her, she keeps a cheerful attitude in place. While the entire party can serve her as inspiration, she should gravitate toward one PC of your choice as her primary source of ideas—this should be a PC whose attitude, goals, and personality closely match hers, but any PC she suspects is eager to create a new nation where she can foster a bolstering art scene will do.

LINZI

CREATURE 1

UNIQUE CG SMALL HALFLING HUMANOID

Female gutsy halfling bard (Artist background)

Perception +6 (expert); keen eyes

Languages Common, Halfling, Hallit

Skills Acrobatics +6 (trained), Art Lore +4 (trained), Bardic Lore +4 (trained), Crafting +4 (trained), Deception +7 (trained), Diplomacy +7 (trained), Occultism +4 (trained), Performance +7 (trained), Society +4 (trained), Stealth +6 (trained)

Str -1 (8), **Dex** +3 (16), **Con** +1 (12), **Int** +1 (12), **Wis** +1 (12), **Cha** +4 (18)

Items backpack, flint and steel, *jade cat talisman*, journal, lute, *onyx panther talisman*, padded armor, rapier, rations (1 week), shortbow, waterskin, writing set

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

HP 15

Speed 25 feet

Melee ♦ rapier +6 (deadly d8, disarm, finesse), **Damage** 1d6-1 piercing

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

Occult Spontaneous Spells DC 17, attack +7; **1st** *inkshot*, *soothe*, *true strike*; **Cantrips (1st)** *ghost sound*, *light*, *mage hand*, *read aura*, *telekinetic projectile*

Bard Composition Spells 1 Focus Point, DC 17; **1st** *counter performance*; **Cantrips (1st)** *inspire courage*.

Halfling Luck ♦ *Core Rulebook* 52.

Ancestry Feats Halfling Luck

Class Feats Bardic Lore

Skill Feats Specialty Crafting (artistry)

Class Abilities Composition Spells, Muse (enigma), Occult Spellcasting, Spell Repertoire

LINZI

CREATURE 7

UNIQUE CG SMALL HALFLING HUMANOID

Female gutsy halfling bard (Artist background)

Perception +13 (expert); keen eyes

Languages Common, Elven, Gnomish, Halfling, Hallit, Sylvan

Skills Acrobatics +14 (trained), Art Lore +12 (trained), Bardic Lore +12 (trained), Crafting +12 (trained), Deception +16 (expert), Diplomacy +14 (trained), Occultism +12 (trained), Performance +18 (+20 with lute, master), Society +13 (trained), Stealth +14 (trained)

Str -1 (8), **Dex** +4 (18), **Con** +2 (14), **Int** +2 (14), **Wis** +1 (12), **Cha** +4 (19)

Items backpack, *choker of elocution* (Sylvan), flint and steel, *lesser healing potions* (3), *jade cat talisman*, journal, +1 leather armor, *lesser maestro's lute*, *onyx panther talisman*, rapier, rations (1 week), +1 striking shortbow, *wand of invisibility*, waterskin, writing set

AC 25; **Fort** +12, **Ref** +16, **Will** +13

HP 76

Speed 30 feet

Melee ♦ rapier +14 (deadly d8, disarm, finesse), **Damage** 1d6-1 piercing

Ranged ♦ shortbow +15 (deadly d10, range 60 feet), **Damage** 2d6 piercing

Occult Spontaneous Spells DC 26, attack +16; **4th** *dimension door*, *phantom protagonist*; **3rd** *haste*, *paralyze*, *transcribe event*; **2nd** *dispel magic*, *hideous laughter*, *restoration*; **1st** *inkshot*, *ray of enfeeblement*, *soothe*, *true strike*; **Cantrips**



LINZI

CHAPTER 1
Companions

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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(1st) ghost sound, light, mage hand, prestidigitation, read aura, shield, telekinetic projectile

Bard Composition Spells 1 Focus Point, DC 26; **1st** counter performance; **Cantrips (1st)** inspire courage.

Halfling Luck ♦ Core Rulebook 52.

Melodious Spell ♦ (concentrate, manipulate, metamagic) Core Rulebook 101.

Ancestry Feats Halfling Luck, Watchful Halfling

Class Feats Bardic Lore, Cantrip Expansion, Melodious Spell, Steady Spellcasting

General Feats Fleet, Incredible Initiative

Skill Feats Confabulator, Experienced Smuggler, Specialty Crafting (artistry), Virtuoso Performer (strings)

Class Abilities Composition Spells, Expert Spellcaster, Lightning Reflexes, Muse (enigma), Occult Spellcasting, Signature Spells (*dimension door*, *dispel magic*, *paralyze*, *soothe*), Spell Repertoire

INFLUENCING LINZI

Linzi's first encounter with the PCs takes place during the feast in Chapter 1 of the *Kingmaker Adventure Path*, starting on page 21 of that book.

ADVENTURING WITH LINZI

When Linzi first encounters the PCs, she already knows the rare spell *inkshot*. She learns three more rare spells—*phantasmal protagonist*, *transcribe conflict*, and *word of revision* as she becomes powerful enough to cast them (although of course she won't be able to cast or teach *word of revision* when her personal quest begins). As long as her attitude toward the PCs is at least friendly, she happily teaches them these spells.

INKSHOT

SPELL 1

RARE CONJURATION POISON

Traditions occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet

A spray of viscous, toxic ink jets from your fingertip to strike a target creature in the face. Make a spell attack roll against the target. On a hit, you deal 2d6 poison damage, plus you blast the target's eyes, making them dazzled for 1 round as the stinging ink blurs and distorts the creature's vision. On a critical hit, double the poison damage, and the target becomes dazzled for 1 minute by the foul ink.

The ink stain remains for 1 hour before fading, although vigorous cleansing (or magic such as a *prestidigitation* cantrip) can remove the ink before then.

Heightened (+1) Increase the base poison damage by 2d6.

PHANTASMAL PROTAGONIST

SPELL 4

RARE ILLUSION MENTAL

Traditions divine, occult

Cast ♦♦♦ somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You create a phantasmal incarnation of a significant character from a novel, historical work, or religious parable. The phantasm is Medium, regardless of the size of the character as it was described in the inspirational work. When you Cast the Spell, decide what theme the protagonist is, choosing from hero, ally, or villain. The protagonist appears in an unoccupied space within range, and the first time each round that you Sustain the Spell, you can direct the protagonist to Stride or take the action granted by its theme. The phantasmal protagonist has a speed of 25 feet and an AC of 22. Its saving throw modifiers, Perception modifier, and skill modifiers are +12. It has 90 HP.

Hero: The protagonist takes the form of a legendary hero. Its thematic action is to attempt a melee Strike, using your spell attack roll to make the attack and inflicting 4d6+6 mental damage on a hit.

Ally: The protagonist takes the form of a recognizable support character. Its thematic action is to grant an adjacent creature 4d4 temporary Hit Points, which last for 1 round.

Villain: The protagonist takes the form of a notorious villain. Its thematic action is to harry and mock an adjacent target. The target must succeed at a Will save or become flat-footed (slowed 1 on a critical failure) until the end of your next turn.

Heightened (+1) The protagonist's AC, saving throw modifiers, skill modifiers, and Perception modifier increases by 3, and its HP increase by 30. A heroic protagonist's damage increases by 1d6. An ally protagonist's temporary Hit Points granted increases by 1d4.

TRANSCRIBE CONFLICT

SPELL 3

RARE DIVINATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range touch; **Duration** 1 hour

You cause a sheet of paper to appear in your hand, and a moment later a detailed description of a combat you experienced within the last hour is recorded on that sheet of paper in a language that you know of your choice. The description is detailed enough that anyone who spends 1 minute reading the page can attempt to Recall Knowledge about the event as if they had been there, but the primary purpose of the transcribed conflict is to give you additional insight into the fight by allowing you to study the conflict and learn from errors or tactical blunders participants in the battle may have committed.

When you cast this spell, choose a type of foe in the fight you transcribed and attempt to Recall Knowledge about that foe using your spell DC-10 instead of your skill modifier in an appropriate skill to do so. For this action, you can't use any special abilities, reactions, or free actions that trigger when you Recall Knowledge. If you are successful, you not

only learn information about that foe as determined by the GM, but for the remainder of *transcribe conflict*'s duration, you gain a +1 status bonus to Initiative checks in combats where you face that exact kind of foe. For example, if you made the check against a wrath demon, the bonus would apply only to wrath demons, not to other demons. The GM decides if a foe who is disguised grants you this bonus.

Heightened (5th) The bonus to initiative increases to +2 and the duration increases to 8 hours.

Heightened (8th) The bonus to initiative increases to +3 and the duration increases until the next time you do your daily preparations, and the status bonus to Initiative checks applies to any allies who took part in the fight you transcribed as long as they are within 30 feet of you when you cast the spell.

WORD OF REVISION

SPELL 6

RARE DIVINATION FORTUNE

Traditions arcane, occult

Cast verbal; **Trigger** A creature within range fails or critically fails a saving throw or is reduced to 0 Hit Points

Range 60 feet; **Target** 1 creature

As all good writers know, you shouldn't kill off your protagonist before their story is complete. When you utter a *word of revision*, you alter the course of reality the instant it would otherwise have occurred, saving a creature from an unexpected or unwarranted fate. If the triggering creature failed its saving throw, it rerolls the saving throw. If the triggering creature critically failed its saving throw, it instead treats the result of that saving throw as a failure. If the triggering creature was reduced to 0 Hit Points, it remains at 1 Hit Point, and it still suffers any other debilitating effects that were associated with the source of the damage. In the case of a creature critically failing a saving throw or being reduced to 0 Hit Points simultaneously, you choose which of the two events to revise.

Once a creature is affected by a *word of revision*, it's temporarily immune to further *words of revision* for 24 hours, as fate resists allowing even the most important of protagonists from avoiding doom too often!

Heightened (9th) You can target up to 10 creatures within range. All targets must still individually qualify as triggering creatures. For example, if a dragon breathed fire on a group of your allies, only those who failed or critically failed their saving throw or those who were reduced to 0 Hit Points could be affected by this spell.

CAMPING WITH LINZI

When the PCs camp with Linzi, she helps others do better by boosting confidence in their camp duties.

BOLSTER CONFIDENCE

AUDITORY CAMPING CONCENTRATE LINGUISTIC MENTAL

Linzi's enthusiasm inspires everyone around her. Checks on

all other Camping activities while Linzi does so gain a +1 circumstance bonus. If Linzi is master in Performance, this becomes a +2 circumstance bonus.

RULING WITH LINZI

Linzi encourages the PCs to establish a kingdom, constantly talking about how she sees them in various leadership roles and about her grand plans for helping them build a nation in a way that "will make the fools who run Pitax realize how a kingdom is *supposed* to be run!" She makes an excellent choice for the leadership role of Counselor. If you assign Linzi to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Linzi remains in the Counselor role, it's automatically invested (in addition to the four roles you choose to invest) and as long as her attitude toward the PCs is at least friendly, Linzi's presence in the role allows for the following leadership activity during a Kingdom turn's Activity Phase.

SPREAD THE LEGEND

DOWNTIME LEADERSHIP

Linzi works to spread the word of the party's heroics and achievements, both through word of mouth and by distributing chapbooks or one-sheets detailing their exploits. Attempt a basic Arts check to determine the success of Linzi's efforts. If she has secured a printing press for the kingdom after the PCs help with her quest (see To Ask for Forgiveness, below), the Arts check gains a +2 item bonus.

Critical Success Not only do Linzi's stories bring pride and patriotism to the nation, but they also help increase its glory. Reduce Unrest by 1d6, and at the start of the next Kingdom turn, gain one bonus Fame. In addition, if the kingdom experiences a dangerous random event during this turn's Event Phase, reduce that event's level modifier by 1.

Success The rousing and inspiring stories Linzi spreads about the PCs helps to bring the nation together. Reduce Unrest by 1d6.

Failure Linzi avoids spreading unfortunate news, but only just barely. The citizens are only slightly entertained by their leaders' exploits. Reduce Unrest by 1.

Critical Failure Linzi accidentally spreads news of a humiliating or embarrassing nature, causing the people of the kingdom to lose respect for their leaders. Increase Unrest by 1d4.

TO ASK FOR FORGIVENESS

Once the PCs have established their kingdom, Linzi wastes no time pursuing her goals to help build a place that's "better than Pitax." She encourages art and literacy in the kingdom while simultaneously regaling

CHAPTER 1 Companions

Amiri
Ekundayo
Jubilost
Linzi
Nok-Nok
Tristian
Valerie
Harrim
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Kalikke and
Kanerah
Octavia
Regongar

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anyone who might listen with tales (mostly true, though somewhat embellished) about how restrictive things were in Pitax. This provides an excellent opportunity to foreshadow the PCs' eventual visit to Pitax during the adventure path or detail rumors associated with the kingdom they otherwise might not have heard.

But as time goes on, Linzi is forced to admit to herself that there's one thing in particular that the PCs' kingdom lacks that would help bolster her efforts more than anything else: an honest-to-goodness printing press. She doesn't want anything broken or obsolete, so she researches and designs a truly impressive machine

that she hopes will be on par with the giant presses that rumble away in far-off Absalom.

Soon after the PCs establish their kingdom, Linzi gets to work on her plan, which hinges on components sourced from across Avistan. In order to fund the creation and shipping of these parts, though, Linzi skims money here and there from the kingdom's resources, using her considerable charm to keep what she thinks of as "light borrowing" hidden from the PCs. She doesn't do so out of any true sense of maliciousness or criminal intent. In fact, she hopes to surprise the PCs with the completed press and perhaps naively assumes that the glory of a printing press will justify the money she borrowed to get it all set up. She's quite certain the press will "pay for itself within a month!"

Unfortunately, Linzi's plan hits a snag when the most important (and coincidentally final) components for the press go missing en route to the kingdom. As she races behind the scenes to determine what happened to the missing shipment, the storyteller grows more and more distressed, as she knows it'll only be a matter of time before the PCs notice that funds are missing from the treasury.

What Linzi doesn't know is that the caravan fell victim to a trio of hags known as the Jaggedbriar Coven. Now, the crucial parts for the printing press languish in the hags' hidden enclave in the southern Narlmarches.

TREASURY TROUBLE

The PCs' first clue that something is awry appears the first time they spend a day in one of their kingdom's settlements after reaching 7th level. At this point, if a PC is serving in the leadership role of Treasurer, they automatically notice a discrepancy in the treasury. Otherwise, an NPC of your choice (other than Linzi) approaches the PCs with the news that someone has been skimming from the kingdom's funds. By this point, enough money has gone missing that, starting with the next Kingdom turn, the number of Resource Dice rolled is reduced by 1; this penalty will continue until the situation is addressed.

In order to find out more, the PCs must investigate the missing funds. Any character can attempt a DC 25 Diplomacy check, a DC 23 Mercantile Lore check, or a DC 23 Thievery check to Gather Information about the mystery. With a successful roll, the PCs learn that only one person was associated with activity in the treasury on all of the dates over the past several months when the discrepancies seem to have occurred: Linzi.

Alternatively, once the issue has been brought to the PCs' attention, if any of the PCs have a close relationship with Linzi, you can allow them a chance to Sense Motive against Linzi's Deception DC to notice



EOBALD

that she seems particularly evasive and nervous on the subject of the missing funds.

If the PCs fail to learn about Linzi's involvement, the halfling's guilt becomes too much for her to cope with, and after some time has passed, she takes the PCs aside and confesses what she's done. In this case, Eobald may not have survived his captivity, at your discretion.

CONFRONTING LINZI

If the PCs confront Linzi, she immediately breaks down and confesses, while making it clear that she still believes a printing press is worth the trouble. She regrets attempting to do so without the PCs' permission and trying to give the press as a surprise. She now asks the PCs to help her track down what happened to the missing shipment, revealing that it's more than just machine parts at risk. In order to help get the operation off the ground, Linzi hired Eobald, a printing press expert and one of her old teachers from Pitax, to accompany the shipment and teach her what he knows. She fears that whatever happened to the parts happened to him as well.

Linzi reveals that she's done a fair amount of the preliminary work already at tracking down where Eobald and the caravan went missing. She also admits to being somewhat relieved that her "borrowing" (she avoids using words like "embezzlement") is now out in the open so she can directly ask the PCs for their aid. Linzi purchased the final components for the press from a workshop in Taldor, but upon hearing rumors that Eobald wanted out of Pitax, she contacted him and arranged to have the caravan routed through Pitax so that he could be smuggled out of the city. In this way, Linzi hoped to solve two problems at once—getting Eobald to safety in the PCs' kingdom and getting the kingdom an artisan who has experience with printing presses.

According to Linzi, the route that the caravan took from Pitax to the PCs' capital combined river ferries and overland roads with horse-drawn wagons. Linzi had been receiving communications from Eobald via *dream message* spells, but she hasn't heard from him since the caravan entered the Narlmarches several days ago. For the location from which Eobald sent his last message, choose an area within the Narlmarches that the PCs can recognize, such as a hex with a landmark. Linzi urges the PCs to accompany her there to investigate.

TRACKING THE CARAVAN

LOW 7

The PCs can use any resources at their disposal to track down the caravan, of course. Eobald himself remains alive but in dreadful shape, a prisoner of the Jaggedbriar Coven (at least until later in the month,

when they intend to sacrifice him during a sinister rite). If the PCs travel to the last known location of the caravan, though, they can spend the day Searching the hex for clues. The Jaggedbriar hags didn't perform the ambush themselves; they left the task to their ogre minions, and the brutes weren't particularly subtle in their attack. Succeeding at a DC 23 Survival check or a DC 25 Perception check allows the PCs to locate the ambush site; other methods might work as well, such as using *speak with animals* to converse with local wildlife or following clues you provide as the results of divination spells or effects.

Creatures: When the PCs reach the site, they find several dead horses, a smashed-up wagon, and three dead human guards amid a trampled-down area. While the perpetrators of this heinous act are long gone, the carnage has attracted a flock of dangerous scavengers—a half-dozen enormous vultures, each the size of a horse.

Linzi is equal parts shocked and enraged to find these giant birds pecking away at the dead bodies, and initially fears that one of the partially-eaten corpses might be Eobald. If the PCs don't attack the vultures at once, Linzi makes the decision for them, racing ahead with a shriek and waving her hands, hoping to drive the carrion birds off. Of course, to the giant vultures, Linzi looks more like a fresh snack than a dangerous predator, and they attack her at once. A vulture that's reduced to fewer than 10 Hit Points squawks in pain then flies away to seek less dangerous food elsewhere—it doesn't return to this site.

GIANT VULTURES (6)

CREATURE 3

Pathfinder Bestiary 3 289

Initiative Perception +12

Investigating the Carnage: Linzi's initial terror and anger upon reaching the site and finding the giant vultures eating the dead quickly settles into a guilty sense of relief after the battle is over and she can confirm that Eobald isn't among the victims. There's little of value left amid the cargo strewn about the site, and no sign of any printing press parts, but the line of immense footprints leading to and from the ambush site are impossible to miss. Success at a DC 18 Society check to Recall Knowledge confirms the massive tracks were left by ogres. A PC who succeeds at a DC 10 Survival check can track the days-old trail to its destination: the Jaggedbriar Enclave.

JAGGEDBRIAR ENCLAVE

The ruins of this nameless village are all that's left of a disastrous attempt to settle in the Stolen Lands. It now serves as a lair for a triad of hags called the Jaggedbriar

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Jubilost
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Tristian
Valerie
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Octavia
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Coven. Place this location in deep woods a few hours' march from the ambush point, preferably in a location the PCs haven't yet fully explored. (If necessary, you can explain that the remote ruins simply got overlooked on previous explorations.)

The Jaggedbriar hags and their ogre minions arrived in the area only a few weeks ago; the hags themselves are distracted as they perform their latest ritual to recruit yet more aid.

B1. Abandoned Village

Moderate 7

As the PCs approach area **B1**, have them make a DC 18 Perception check to notice the periodic loud guffaws and hoots—noises made by the rowdy ogre minions who dwell amid the ruins. On a success, the PCs can avoid stumbling into the clearing before the ogres notice them.

The following description is of the ruined village itself. Feel free to update the description as needed if the PCs are noticed first by the ogres.

The collapsed wooden buildings of what must have once been a small hamlet can be seen in the middle of this forest clearing. The weeds and shrubs around the ruins have been flattened into a mat of sorts by the passage of heavy feet. Only a single stone structure to the east remains intact, its exterior covered by clinging vines of ivy. The barest hint of a stone door is visible through gaps in the vegetation along the building's front.

A PC who succeeds at a DC 23 Society check to Recall Knowledge can identify the style of the collapsed wooden buildings as being about a decade old, and likely one of the many attempts by explorers to settle the region. The blocky stone building is much older. A PC who rolled a critical success to Recall Knowledge will realize that the stone building is an ancient dwarven construction, likely a bunker meant to mark the above-ground entrance to a larger complex below. There's no evidence of what befell the builders of the village (they all perished to disease) or the earlier dwarves.

Creatures: The coven doesn't expect the PCs, but they do realize someone might come looking for the treasures and captives taken from the caravan, so the eight ogres who dwell here have been instructed to keep an eye out for intruders and capture them alive so that the coven can appraise them for use as new *inveigled* minions or as sacrifices for the demon-conjuring ritual they intend to perform at the end of the month.

The ogres aren't particularly vigilant in their guard duty and have spent the day challenging each other to wrestling matches. Points are kept by stacking

skulls on a stump, but the matches invariably end up knocking the stack over. As the PCs approach, the ogres are engaged in a heated argument over how to keep track of points after having been forced to restart their wrestling tournament for the fourth time. As soon as they spy the PCs, one of the ogres exclaims, "Ohh, I bet *they* can count! Get them like the Grandmas said. Until they take them below, we can use them to keep score!"

The ogres aren't willing to talk, but if the PCs manage to capture one alive and get it to be helpful, the ogre can tell them that they work for the "Three Grandmas" who live in the stone building. The ogre confirms that they robbed the caravan and carried off treasure (gold, jewelry, and "weird machine stuff") and a prisoner into the building days ago. The ogres aren't sure how many days ago this was. They're familiar with the ritual the hags are working on in area **B4**, having themselves been *inveigled* by the hags into serving as guardians, but beyond warning the PCs that the hags are "gonna do some bad magic soon" they don't have any details on the ritual.

OGRE WARRIORS (8)

CREATURE 3

Pathfinder Bestiary 252

Initiative Perception +5

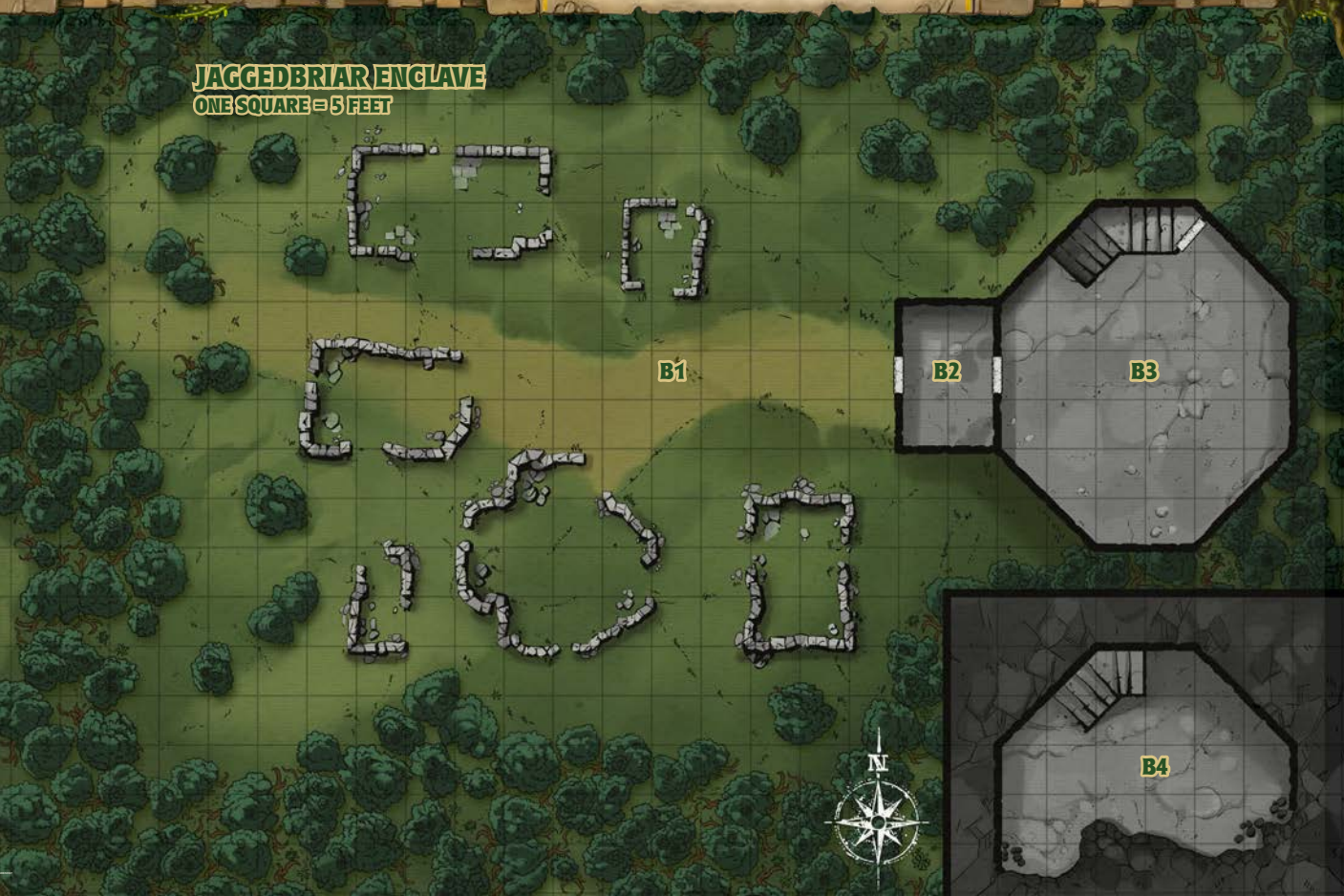
Treasure: The Jaggedbriar hags allow the ogres to keep a small amount of treasure (not that they need to secure their loyalty further as long as they remain *inveigled*). The ogres keep this treasure in a battered chest under a pile of branches, but their poor camouflage does little to prevent even a cursory search of the area from revealing its location.

The chest contains 540 sp, 28 gp, 1 pp, assorted pieces of jewelry worth 60 gp, a *jade bauble talisman*, a fine redwood scroll tube edged with gold accents worth 50 gp that contains a *scroll of hallucinatory terrain*, a pair of *goggles of night*, and a *wand of illusory object* (heightened to 2nd level). The wand is made of brass and looks similar to a writing quill—the distinctive item catches Linzi's eye at once, and she excitedly points out that she'd recognize that wand anywhere—it belonged to Eobald (he often made use of it during lectures, creating illusions to help make a point to his students).

B2. Bunker Entrance

The stone doors on either side of this entrance room are heavy. While not stuck or locked, they still require a DC 12 Athletics check to Force Open. Doing so causes them to grind against the floor, causing a –4 circumstance penalty to any attempt to use Stealth while opening them.

JAGGEDBRIAR ENCLAVE
ONE SQUARE = 5 FEET



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- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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Intricate stone carvings of dwarves standing over a rocky landscape holding their hands up to the sky cover the walls of this room. There are stone doors to the east and west. The wall to the east has been shaped to make its door appear to be a massive portal built into the side of a mountain. On the ceiling, carvings of clouds surround a brightly glowing circle in the center that bathes the room in light.

The carvings on the walls and the glowing sun in the ceiling above symbolize the dwarven Quest for Sky. The light of the sun itself is a *continual flame* spell, placed many centuries ago by the dwarves who built this bunker.

B3. Sky Chamber

Moderate 7

The stone walls of this octagonal chamber are adorned with bas-relief carvings of dwarves taking various actions within a region of forested hills: hunting for food, building villages, forging weapons, carousing, performing weddings, and much more. Like the entrance room, the ceiling is carved with images of clouds surrounding a glowing disc of light. A door to the north provides access to a narrow, closed-off section of the room. The chamber itself is relatively empty, containing a few broken-down remnants of wooden furniture, as if someone had tried to

set this chamber up to serve as some sort of meeting hall only to abandon it, leaving the chairs and benches to fall apart over the years. Several much more recent-looking crates—many of them stained with blood—are stacked near the wall to the east.

As in area B2, the light of the sun on the ceiling above is a *continual flame* spell placed by the dwarves who built this bunker. The door to the north is unlocked; beyond are a flight of stairs that lead down to area B4.

Creature: When the Jaggedbriar hags arrived, they found four lurkers in light already dwelling here, the presence of the glowing sun in this room having long delighted and amused the sinister fey. Unlike the ogres, the lurkers in light serve the Jaggedbriars willingly, more than happy to maintain an alliance with the powerful coven. The hags have promised to teach the fey some of their rituals in return for their help guarding this room. Until then, the creatures have been entertaining themselves by teasing and tormenting the hags' current prisoner, Eobald.

Linzi's former teacher has had a rough time of it since being captured by ogres. After nearly being killed during the initial ambush, Eobald woke in this room to find himself trapped in a cramped cage that appears

to be made out of countless long iron fingernails. This Bonds of Iron cage (*Pathfinder Bestiary* 202) was created by one of the Jaggedbriar hags, and even if Eobald's hands weren't bound tightly behind his back with thick cords of woven hair, he lacks any means of escaping it.

The lurkers in light have been charged with keeping Eobald alive—they feed him, bring him water, and tend to his personal hygiene (if poorly) via *mage hand* and rags. As a result, while he's still alive, Eobald is in awful shape—he's currently at 1 HP and drained 4, and he hasn't been able to get a full night's rest to recover at all, which has prevented him from making any real attempts at escaping. See Rescuing Eobald below for more information.

The lurkers in light move up near the light and Blend with Light to become invisible as soon as

they hear the PCs (likely when the PCs are in area **B2** trying to push open one of the heavy doors, but possibly if the PCs are particularly loud in area **B1**). They wait unseen for the PCs to spread throughout the room, but as soon as anyone tries to talk to Eobald, attempts to free him, or moves toward the door to the north, the lurkers in light all cast *summon fey* to summon unicorns to attack the PCs (the lurkers take particular glee in forcing heroes to fight creatures they might normally consider allies), following that up with *blindness* and *searing light* or throwing motes of light, remaining near the twenty-foot-high ceiling above. They fight until two of them are slain, at which point the remaining two give up and *dimension door* to safety (either outside during the day or into area **B2** at night, since they must arrive at an area with bright light), abandoning their hag allies and fleeing into the woods, never to return.

LURKERS IN LIGHT (4)

CREATURE 5

Pathfinder Bestiary 2 169

Initiative Stealth +14

Rescuing Eobald: If Linzi is with the PCs, Eobald is elated at her presence. If she's not here, he's still hopeful for rescue and begs the PCs to set him free.

Eobald recognizes the cage he's caught in as being one created by an annis hag, but he hasn't been able to break free. In order to physically break him out, the Bonds of Iron must be destroyed (AC 19, Hardness 10, 40 HP). Normally it's a DC 25 check to Escape from these Bonds of Iron, but as long as Eobald's hands remain tied behind his back he needs a DC 30 check to Escape from the cage—technically not impossible for him, but difficult enough that he long ago gave up trying. The fact that the lurkers in light were constantly guarding him made escape seem impossible.

Once he's free, Eobald is eager to get back to civilization. He tells Linzi and the PCs that his caravan was attacked by a group of ogres who killed nearly everyone, and since then he's been tormented by the lurkers in light here. He's heard them talking about "the coven" now and then, and while he's slipped in and out of consciousness, he has fever-dream memories of seeing a trio of awful-looking figures who periodically examined him and instructed the lurkers: "Make sure he stays alive; the ones that we're going to offer him to have little interest in corpses!" Eobald suspects they're a coven of annis hags (which would explain the cage he found himself in), but he isn't sure what they're up to other than that they're down below—he's seen them coming and going from the stairs to the north.



JAGGEDBRIAR HAG

Eobald confirms the crates stacked to the north are from the caravan as well, but when the PCs investigate and find that the printing press parts are missing, his only guess is that the hags took those with them. He has no interest in facing the hags with the PCs and asks to be either escorted to safety or left here while they venture downstairs. Linzi agrees to stay at his side in this case unless the PCs ask her to come with them, in which case she does, albeit a bit worried at whether or not her mentor will be okay while they're away.

Eobald's spellbook was destroyed by the hags, so until he has a chance to rebuild it, he's loath to use any of the last few spells he has prepared.

EOBALD

CREATURE 5

UNIQUE N MEDIUM HUMAN HUMANOID

Male human wizard

Perception +11

Languages Common, Dwarven, Halfling, Hallit, Sylvan

Skills Academia Lore +13, Arcana +13, Crafting +11, Nature +11, Occultism +13, Performance +12, Society +11

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

Items ragged robes

AC 18; **Fort** +11, **Ref** +8, **Will** +13

HP 60 (currently 1), drained 4

Speed 25 feet

Melee ♦ fist +10 (agile, finesse, nonlethal, unarmed),

Damage 1d4 bludgeoning

Wizard Spells Prepared DC 22, attack +14; **3rd** *dream message**, *secret page*; **2nd** *illusory object**, *invisibility**, *mirror image**; **1st** *charm**, *illusory disguise**, *unseen servant**; **Cantrips (3rd)** *electric arc*, *light*, *mage hand*, *prestidigitation*, *read aura*

*Indicates a spell that Eobald has previously cast.

Wizard School Spells 1 Focus Point, DC 22; **3rd** *warped terrain*

Treasure: The bloodstained crates contain a portion of the caravan's goods, including 50 gp in various valuables, but the printing press parts that Linzi hoped would be here are missing from a crate clearly marked "Fragile components—handle with care" in Common.

Reward: If the PCs save Eobald, grant them XP as if they had defeated him in combat.

B4. Collapsed Basement

Severe 7

The southern half of this ten-foot-high chamber is incomplete. The air is stuffy and reeks of foul meat and strange spices, likely from the bubbling cauldron sitting on an iron stand over a low fire in a corner to the north. Smoke from the fire wafts up around the cauldron only to be drawn into the thick, simmering broth. A crude wooden table sits to the southeast of the cauldron, atop which a large pile of

herbs, bones, and machine parts have been heaped. To the southeast, a circle of runes drawn in what appears to be blood decorates the floor.

A PC who succeeds at a DC 23 Engineering Lore or DC 25 Perception check while examining the rubble notes that it isn't from a collapse, but instead appears to be remnants of ancient work to create this chamber in the first place. Many centuries ago, the dwarves who built the site intended this to be the entrance to a large underground complex, but they were forced to abandon their work before they got much farther than halfway done with this room.

A PC who succeeds at a DC 25 Arcana or Religion check to Recall Knowledge will identify the grisly circle of bloody runes on the floor as a ritual circle meant to be used for casting *planar ally* or *planar binding* to summon a demon from the Abyss. On a critical success, the PC notes that while the ritual circle isn't quite complete and thus hasn't been used yet, it seems to be prepared to contact a nameless demon in the service of Mestama, the demon lord of cruelty, deception, and hags.

Creatures: The Jaggedbriar Coven makes its lair in this chamber. The three hags, Eltrid, Irova, and Vikara, are annis hags, but they use their Change Shape ability to appear as Medium versions of themselves while they toil in this room due to its low ceiling being cramped for Large creatures. They only recently arrived in the region, and the raid on Eobald's caravan gave them the raw supplies (including Eobald himself, whom they intend to sacrifice) they need to perform a *planar ally* spell to call up a demonic agent of Mestama. The coven has determined that the end of the month is the best time for this ritual, and they have made all the preparations needed to perform it. They've been spending the last few days practicing the ritual and refining their latest concoction: a stew made of rotted fungus, found bones, and other locally sourced unpleasant ingredients. On their own, the Jaggedbriar hags aren't quite powerful enough to cast a 5th-level *planar ally* ritual, but they hope that by timing the ritual for just the right moment and augmenting it with Eobald's sacrifice they'll be able to pull it off. Whether or not they actually have a chance to do so is something you should decide, but this adventure assumes the PCs defeat the coven and rescue Eobald before they have a chance to try.

Even if the hags know the PCs are nearby, they don't react until they're actually confronted in this chamber. They won't attack at once, but instead seek to interrogate the PCs to find out who they are, how they found this location, and whether or not they might be useful as agents. When combat inevitably ensues, the

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hags seek to incapacitate the PCs and capture them alive so that they can add them to their growing list of *inveigled* minions, but once one of the three are slain, the remaining hags shriek in rage and fight to the death. Once only one hag remains, she uses Change Shape to resume Large size; this doesn't adjust her statistics below other than to adjust her claw Strike's reach back to 10 feet.

JAGGEDBRIAR HAGS (3)

CREATURE 7

UNIQUE CE MEDIUM HAG HUMANOID

Variant annis hags (*Pathfinder Bestiary* 202)

Perception +15; darkvision

Languages Abyssal, Aklo, Common, Jotun

Skills Acrobatics +15, Athletics +17, Deception +17, Occultism +13, Religion +17, Stealth +15

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

Coven As annis hag.

AC 25; **Fort** +15, **Ref** +15, **Will** +17, +1 status to all saves vs. magic

HP 92; **Resistances** physical 5 (except bludgeoning)

Speed 40 feet

Melee ✦ claw +17 (agile, cold iron, magical), **Damage** 2d8+8 slashing plus Grab

Rituals *inveigle*, *planar ally*

Bonds of Iron ✦✦ (attack, conjuration, occult) As annis hag, but DC 25 to Escape.

Change Shape ✦ (concentrate, occult, polymorph, transmutation) As annis hag.

Rend ✦ claw

Treasure: The cauldron to the north is a minor magical item. The 3 bulk cauldron can be commanded to create a perpetual fire under it, with smoke from the fire being drawn into the cauldron and then purified into air so that its contents can be kept simmering perpetually in an underground or enclosed environment. The foul-smelling broth within is a constantly evolving (and foul-tasting) stew for the hags. A PC who samples the stuff must succeed at a DC 23 Fortitude save or become sickened 1. The cauldron is worth 35 gp.

The herbs and bones on the table are components used by the hags to keep their stew going, but next to these are some old books written in Abyssal. These books describe the foul rites and worship of the demon lord Mestama, but they also contain details on two rituals: *inveigle* and *planar ally*.

The machine parts need cleaning and minor repairs, but they're otherwise intact; these are the crucial components for Linzi's printing press. The hags weren't quite sure what the parts were for, but they could tell they were important elements to something. Their plan was to investigate them after they completed their ritual

to contact an agent of Mestama. The parts themselves are 4 bulk in all.

Finally, the costly materials to cast *planar ally* can be found here. These components are worth 180 gp.

CONCLUDING THE ADVENTURE

With Eobald rescued and the critical components of the printing press recovered, Linzi is incredibly relieved and thankful for the PCs' help. If her attitude toward them wasn't already helpful, it certainly is from this point forward. As a result, the PCs unlock a new structure they can build in their kingdom—the printing house. Full details on structures appear in Appendix 2 of the *Kingmaker Adventure Path*.

If Eobald didn't survive this adventure or if the printing press parts were lost, the PCs could still eventually unlock access to the printing house structure if you wish, but it's likely that Linzi herself takes her leave of the group unless she's already formed a strong emotional bond with them. After all, if heroes can't save your friends or help you realize your dreams, are they really worth idolizing as heroes in the first place?

PRINTING HOUSE

STRUCTURE 10

BUILDING EDIFICE

A printing house gives your citizens—and the PCs themselves—a place to create newspapers and books.

Lots 2; **Cost** 48 RP, 14 Lumber, 12 Luxuries

Construction Industry (master) DC 27

Item Bonus +2 item bonus to Improve Lifestyle and Quell Unrest

Effects A PC in a settlement with a printing house gains a +2 item bonus to checks to Gather Information or to Research any topic in a library or similar structure.

PRINTING HOUSE KINGDOM EVENTS

If the PCs build a printing house in at least one settlement, they unlock two beneficial Kingdom events.

Full rules for Kingdom events can be found in the *Kingmaker Adventure Path*, starting on page 553.

THE LOCAL PAPER

EVENT +0

BENEFICIAL

Event This event takes place on the one Kingdom Turn after the turn during which the PCs build their first printing house. Access to the printing press allows for the production of an initially modest weekly flyer that gathers news and presents stories of interest. Over time, this flyer grows in size, potentially becoming something akin to a local newspaper, but only if your printing house can keep up with the demand.

While it doesn't directly impact the effects of this event, you should encourage your players to come up

with a fun name for their kingdom's paper. If they leave it up to Linzi, she decides to go with "The Stolen Times."

Kingdom skill Industry; **Leader** Counselor

Critical Success You gain access to the Read All About It leadership activity. More importantly, your industrious editors prove to be more than up to the task of keeping the presses running, and the people of the kingdom take to the new paper with delight. Reduce Unrest by 1d4, and at the start of your next Kingdom Turn, you gain one additional Fame or Infamy point.

Success You gain access to the Read All About It leadership activity, and while your people enjoy the paper, it's always a grind to hit your deadlines. Reduce Unrest by 1.

Failure You gain access to the Read All About It leadership activity, but the stress of hitting deadlines puts a strain on your editors. Increase Unrest by 1.

Critical Failure You fail to get the local paper off the ground, and your frustrated editors spread word of how you mismanaged the affair. Increase Unrest by 1d4 and Strife by 1.

READ ALL ABOUT IT

DOWNTIME LEADERSHIP

You take advantage of your nation's paper to print an extra edition, a bonus-sized issue, or something to spread news to the citizens of the nation so that they are more prepared for upcoming events or more informed on how to deal with ongoing events. Attempt a basic Scholarship check to determine how helpful the information proves to be.

Critical Success Your kingdom becomes particularly prepared. The next time you attempt a skill check to resolve any event during this Kingdom turn, you gain a +4 circumstance bonus to the roll.

Success The information is helpful, but only against ongoing events. The next time you attempt a skill check to resolve an ongoing event during this Kingdom turn, you gain a +2 circumstance bonus to the roll.

Failure You fail to prepare your people for the worst.

Critical Failure Critical parts of the information you published are false. You take a -2 circumstance penalty to all skill checks made to resolve Kingdom events for the remainder of this Kingdom turn.

SPECIAL EDITION

EVENT +0

BENEFICIAL

Event A famous writer approaches your printing house with an offer to produce a special, limited edition of one of their previously published works, or a brand new edition of a previously unpublished story. This event can occur multiple times at the GM's discretion, but never more than twice a game year.

Kingdom skill Arts; **Leader** Counselor

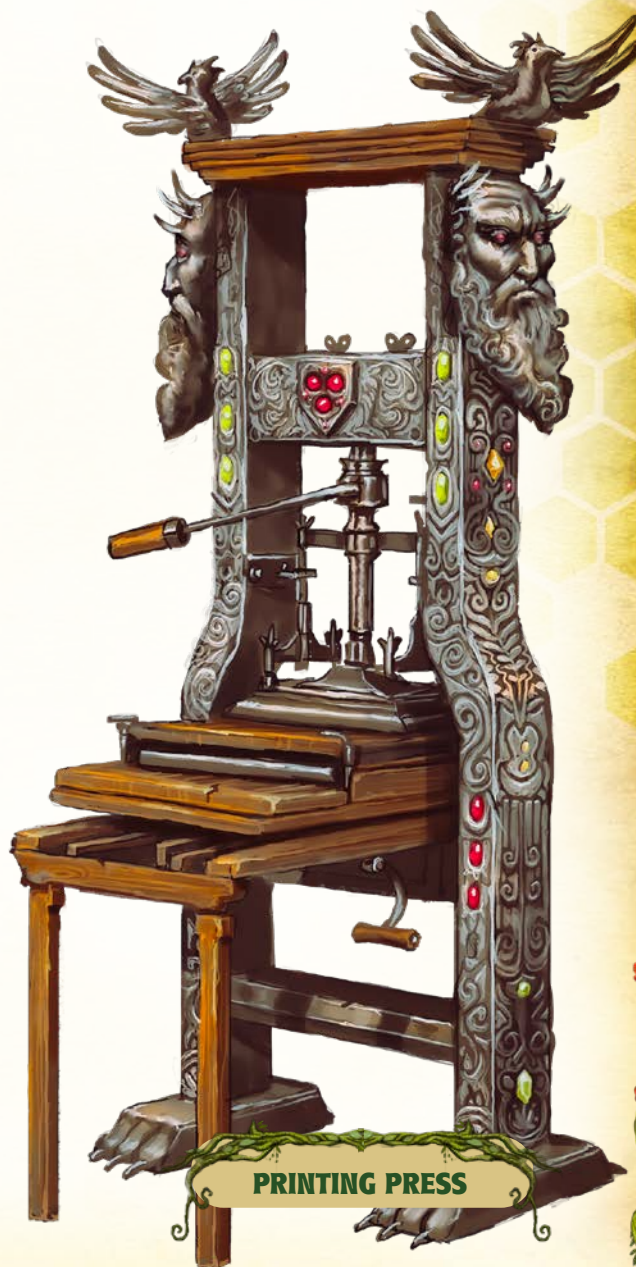
Critical Success The special edition proves to be a rousing

success! At the start of your next Kingdom Turn, you gain two bonus Resource Dice and 1d4 Luxury commodities.

Success The special edition is popular but takes a while to sell out. At the start of your next Kingdom Turn, you gain one bonus Resource Die.

Failure The special edition fails to connect with any readers and provides no significant benefit to your nation as a result.

Critical Failure The special edition is controversial in some way and incites anger in a key portion of your population. Increase one Ruin of your choice by 1.



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NOK-NOK

It's fair to say that many goblins are better known for how they die rather than how they live. They tend to have an unmistakable (though often accidental) hand in their own demises, which range from comically self-destructive to utterly horrific. Goblins who avoid this fate often become adventurers themselves, and it's from these notable exceptions that true goblin legends are born.

Nok-Nok sees himself as just such a legend, although he grudgingly admits that he hasn't quite yet figured out how to get what he wants: to become the fifth goblin hero god and to be worshipped by a legion of fearful devotees. He worships Lamashtu, the mother of monsters, less out of a real sense of awe and faith and more as a potential ally. She created the original four goblin hero gods, after all, so Nok-Nok figures all he has to do is accomplish enough heroics in her name that she won't have a choice but to elevate

him to divinity. Of course, the disconnect between what an actual hero does and the types of devotions Lamashtu requires of her worshippers hasn't quite occurred to Nok-Nok, and if he's not careful after meeting the PCs, he might just find himself becoming less of a worshipper of the demon goddess and more of an actual hero in his own right.

Nok-Nok is the sole survivor of what was once the goblin village of Mudsip, formerly located near the southern boundary of Hooktongue Slough, a few miles from Mivon's sparsely populated northern border. When a ravenous hydra attacked Mudsip, Nok-Nok survived only because earlier that day, he'd gotten stuck in a hollow tree stump outside the village while trying to eat a newt. Nok-Nok eventually freed himself from the stump only to return home to witness a well-fed hydra slithering off into the swamp, leaving an empty Mudsip in its wake.

Nok-Nok took the event as a sign and traveled east—but not before he raided Mudsip’s ruins for its treasures, including a pair of kukris once wielded by the village’s priestess of Lamashtu. Though Nok-Nok didn’t understand the complexities of fighting with kukris, he felt confident he could learn. As he left the Hooktongue region (and its scary hydras), Nok-Nok began to build his own legend, if only in his mind. He all but convinced himself he’d defeated the hydra, and in so doing was given his two kukris by Lamashtu herself in reward for his deed. His haphazard wanderings along the northern Mivon border brought him into contact with other goblins (he failed to impress them with his claims of being Lamashtu’s chosen) and with several groups of bandits (encounters he managed to survive only through luck). Along the way, he sought the signs and omens he believed that Lamashtu placed before him—following the pointing hand of a dead monster’s corpse, heading toward strange croaking sounds from wildlife in the night, or simply spinning in circles until dizzy then staggering forward in the direction Lamashtu chose for him.

His arrival in the Stolen Lands is as much a factor of happenstance as it is planning, yet Nok-Nok is convinced Lamashtu sent him here for a specific purpose: to become a hero.

MEETING NOK-NOK

The PCs should first encounter Nok-Nok while exploring the Stolen Lands before they attempt to take on the Stag Lord in Chapter 3. Nok-Nok quickly recognizes the PCs as “adventuring heroes” and latches on to them. What better way to become a hero worthy of attracting Lamashtu’s favor than as a member of a proper adventuring party?

The best way to have the PCs meet the strange goblin is to simply have him bravely (but not quite arrogantly) wander into their camp with a “friendly” grin on his face shortly after a harrowing fight against a monster. Nok-Nok has nothing but praise for the PCs, particularly whoever dealt the final blow in the fight. He proclaims himself to be a great goblin hero who’s ready to help kill monsters, peppering his greeting with promises that he won’t kill friends. He also requests to be friends with each of the PCs. Alternatively, the PCs could rescue the goblin from the Stag Lord’s fort after discovering him as a prisoner that the bandits were planning to feed to the owlbear that very night.

If the PCs attack Nok-Nok, he flees but doesn’t give up on his dreams to become a great goblin hero; he continues to show up regularly until the PCs either kill him or accept his offer of help. During this time, Nok-Nok could save the PCs from a potential

disastrous encounter that would have otherwise resulted in the PCs being killed or rescue them after they’ve been defeated or captured.

While Nok-Nok sees himself as an equal among the PCs, his antics and actions should have him filling a sidekick role; he’ll do his best to follow the PCs’ lead as they continue to explore the Stolen Lands (though he won’t go out of his way to obey their orders until they’ve accumulated enough influence with him; see *Influencing Nok-Nok* on page 58). While chaotic evil, Nok-Nok has learned that it’s best to put on friendly airs when meeting longshanks, but his violent tendencies, his irreverence toward pretty much anything he encounters, his uncontrollable urge to take what isn’t his, and the way he leaps into combat with cries of “Blood for Lamashtu!” leave no doubt to his personality. As the PCs adventure with him, they can potentially shift him away from his chaotic evil ways, but doing so requires patience. As an option, other NPC companions might complain about Nok-Nok or even threaten to leave the PCs’ company, but try to avoid such extremes if the PCs are genuine in their desire to teach Nok-Nok a better way and redeem him.

NOK-NOK

CREATURE 1

UNIQUE CE SMALL GOBLIN HUMANOID

Male irongut goblin rogue (Criminal background)

Perception +14 (expert); darkvision

Languages Common, Goblin

Skills Acrobatics +7 (trained), Athletics +4 (trained), Deception +5 (trained), Diplomacy +5 (trained), Intimidation +5 (trained), Performance +5 (trained), Religion +2 (trained), Society +3 (trained), Stealth +7 (trained), Survival +2 (trained), Thievery +7 (trained), Underworld Lore +3 (trained)

Str +1 (12), **Dex** +4 (18), **Con** +3 (16), **Int** +0 (10), **Wis** -1 (8), **Cha** +2 (14)

Items cookware, flint and steel, kukris (2), leather armor, rations (1 week), wooden religious symbol, shortbow (20 arrows), thieves’ tools, torches (6), waterskin

AC 18; **Fort** +6, **Ref** +9, **Will** +4

HP 17

Speed 25 feet

Melee ✦ kukri +4 (agile, finesse, trip), **Damage** 1d6+1 slashing

Ranged ✦ shortbow +7 (deadly d10, range 60 feet), **Damage** 1d6 piercing

Twin Feint ✦✦ *Core Rulebook* 183.

Ancestry Feats Very Sneaky

Class Feats Twin Feint

Skill Feats Experienced Smuggler, Pickpocket

Class Abilities Rogue’s Racket (scoundrel), Sneak Attack 1d6, Surprise Attack

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Amiri
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Jubilost
Linzi
Nok-Nok
Tristian
Valerie
Harrim
Jaethal
Kalikke and
Kanerah
Octavia
Regongar

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NOK-NOK

CREATURE 5

UNIQUE CE SMALL GOBLIN HUMANOID

Male iron-goblin rogue (Criminal background)

Perception +18 (expert); darkvision

Languages Common, Goblin

Skills Acrobatics +12 (trained), Athletics +9 (trained), Crafting +9 (expert), Deception +13 (expert), Diplomacy +10 (trained), Intimidation +10 (trained), Religion +6 (trained), Society +7 (trained), Stealth +13 (expert), Survival +6 (trained), Thievery +13 (expert), Underworld Lore +7 (trained)

Str +2 (14), **Dex** +4 (19), **Con** +4 (18), **Int** +0 (10), **Wis** -1 (8), **Cha** +3 (16)

Items black adder venom (2 doses), *bracelet of dashing*, cookware, flint and steel, +1 *striking kukri*, +1 *kukri*, leather armor, rations (1 week), silver religious symbol, composite shortbow (20 arrows), thieves' tools, torches (6), *ventriloquist's ring*, waterskin

AC 22; **Fort** +11, **Ref** +13, **Will** +8

HP 66

Speed 25 feet

Melee ♦ *striking kukri* +12 (agile, finesse, trip), **Damage** 2d6+2 slashing

Melee ♦ *kukri* +12 (agile, finesse, trip), **Damage** 1d6+2 slashing

NOK-NOK



Ranged ♦ composite shortbow +13 (deadly d10, propulsive, range 60 feet), **Damage** 1d6+2 piercing

Goblin Scuttle ↻ *Core Rulebook* 48.

Reactive Pursuit (reaction) *Core Rulebook* 185.

Twin Feint ♦♦ *Core Rulebook* 183.

Ancestry Feats Goblin Scuttle, Very Sneaky

Class Feats Mobility, Reactive Pursuit, Twin Feint

General Feats Weapon Proficiency

Skill Feats Cat Fall, Experienced Smuggler, Pickpocket, Snare Crafting, Student of the Canon, Wary Disarmament

Class Abilities Deny Advantage, Rogue's Racket (scoundrel), Sneak Attack 2d6, Surprise Attack, Weapon Tricks

INFLUENCING NOK-NOK

Once Nok-Nok joins the party, the PCs can work to influence him and, potentially, convince him that it's better to be a hero than a violent follower of Lamashtu. Though this will likely begin when Nok-Nok and the PCs are 2nd- or 3rd-level, the following statistics for Nok-Nok present him as a 5th-level influence encounter, representing the difficult task of swaying Nok-Nok from his evil ways. Nok-Nok's eagerness to learn from the PCs' heroics doesn't make it any easier to redeem him, but it does prevent the goblin from betraying the PCs, no matter how poorly their initial attempts to influence him might go. Even if it takes them a few levels to gain influence with him, he won't harm the PCs (at least, not intentionally).

(Even if the PCs are unable to influence Nok-Nok enough to affect his alignment, some events of the Adventure Path probably will—see the Nok-Nok and Greengripe sidebar on page 60.)

This influence encounter assumes the PCs are trying to redeem Nok-Nok, not encourage his current trajectory. If your PCs are looking to influence Nok-Nok to pursue his chaotic evil plans to become the newest goblin hero-god, you'll need to adjust the following encounter as appropriate for that goal.

In any event, Nok-Nok's initial attitude toward the PCs is indifferent, and he can't be reduced to unfriendly or hostile unless the PCs deliberately attack him, proving to the goblin rogue that they are his enemies, not boon companions. Until he's made friendly, he won't obey PC orders or suggestions in combat (except by accident).

NOK-NOK

CREATURE 5

CE MALE GOBLIN HUMANOID

Male goblin rogue 5

Perception +18

Will +8

Discovery DC 18 Religion, DC 20 Perception, DC 22 Goblin Lore

Influence Skills DC 18 Underworld Lore (to “talk shop” with Nok-Nok about underhanded practices), DC 20 Religion (to use knowledge about Lamashtu to show Nok-Nok that the Demon Queen is not the best deity to follow if one wants to become a hero), DC 22 Intimidation, DC 24 Thievery (to share with Nok-Nok some advice on how to disarm traps or use thieving skills for good rather than evil), DC 26 Diplomacy, DC 28 Deception

Influence 2: The idea of being an actual hero takes root in Nok-Nok’s mind. He only rarely follows PC advice or orders in combat. One PC of your choice becomes Nok-Nok’s primary source of heroic inspiration; this PC gains a +1 circumstance bonus from this point on when Influencing Nok-Nok.

Influence 4: Nok-Nok’s attitude shifts to friendly, and he takes great glee in sharing with the PCs all of his favorite pranks and methods of frustrating his foes. He now willingly follows PC suggestions and orders in combat.

Influence 6: Nok-Nok understands that heroes aren’t cruel. He doesn’t entirely abandon worship of Lamashtu, but he does change alignment to chaotic neutral. If his Influence Point total shifts back to 0, or if the PCs make him hostile, he reverts back to chaotic evil.

Influence 8: Nok-Nok’s attitude shifts to helpful. He can now be trusted to aid with the PC’s kingdom and can even serve in a leadership role.

Influence 12: Nok-Nok finally realizes that being a hero is not about worshipping a demon goddess, but about doing what you can to fight against the very evils that Lamashtu’s cult (and others like it) seek to unleash upon the world. His alignment becomes chaotic good, and as a show of his newfound good will, he reveals to the PCs that he buried his home village’s greatest treasure out in the wilderness at the southern boundary between Hooktongue Slough and the Narlmarches. Choose a specific location in that region; if the PCs follow Nok-Nok’s directions and investigate, they can recover a +1 *shifting dogslicer* buried in a burlap sack, just as the goblin promises.

Resistances Until Nok-Nok becomes chaotic neutral, he has little patience for acts of good or charity. If he witnesses any such acts performed by a PC, that PC takes a -2 circumstance penalty to Influence checks made at Nok-Nok as long as the goblin’s alignment remains evil.

Weakness Nok-Nok identifies with acts of mayhem, irreverence, or whimsy. If he witnesses any particularly chaotic acts performed by a PC, that PC gains a +2 circumstance bonus to Influence checks made at Nok-Nok.

Background Nok-Nok’s history is one forged from cruelty, violence, and fear, yet he bears that history better than most would. Even if his concept of “goblin hero-god” might be warped by what he imagines heroes actually do, his eagerness to build a heroic legacy for himself could be channeled into a force for good—or at least for non-destruction—if only he can find the right heroes to look up to.

Appearance Nok-Nok is a constantly-grinning and often-chattering goblin who rarely sheathes his beloved kukris—“you never know when you’ll have a chance to cut someone, after all!” His time spent aimlessly wandering the countryside has given his gear a patina of filth that Nok-Nok prefers to refer to as “camouflage.”

Personality Nok-Nok’s evil is less a result of true malice and more the result of habit. His sense of humor is cruel, his need to take things that aren’t his is problematic, and his blind devotion to Lamashtu is potentially dangerous, but as long as he’s being watched—or feels like he *might* be watched—by heroes, he tries to be on his best behavior.

CAMPING WITH NOK-NOK

When the PCs camp with Nok-Nok, the goblin’s taunts at the other characters (PCs and NPCs alike) depend on his alignment. As long as he’s chaotic evil, the jokes quickly get insulting and annoying, causing a -1 circumstance penalty to all checks made to resolve camping checks. A PC can convince Nok-Nok to cut out these jokes for a camping session with a successful Coerce attempt (or for the next three camping sessions on a critical success). Unlike normal Coercions, these do not adjust Nok-Nok’s attitude toward the PCs except on a failure or critical failure. Once he’s at least chaotic neutral, his jokes soften and turn to shared enemies rather than allies, and this penalty is removed.

Regardless of his alignment, Nok-Nok can help defend a campsite by setting up traps around the location’s perimeter.

SET TRAPS

CAMPING MANIPULATE

Nok-Nok sets several annoying and frustrating traps around the camp’s perimeter. If the campsite is attacked by enemies during the next 24 hours, the invaders suffer a -1 item penalty to all attack rolls and skill checks on the first round of combat as they navigate the distracting traps. Any enemy whose initiative result is less than Nok-Nok’s Thievery DC is also flat-footed from the traps until the start of their turn on the second round of combat.

RULING WITH NOK-NOK

The idea of ruling a kingdom appeals to Nok-Nok—at least until he realizes how much work it is. Nevertheless, as long as the PCs have at least 8 Influence Points with him, he’ll do a fine job in any leadership role the PCs might assign to him. His knowledge of the criminal side of life makes him particularly well-suited for the leadership role of Emissary; when you assign Nok-Nok this role using the New Leadership activity, the result of that activity’s check is improved one degree. As long as Nok-Nok remains in the Emissary role, it’s

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NOK-NOK AND GREENGRIPLE

In the *Kingmaker Adventure Path*, the most significant interaction with goblins occurs in Chapter 5 when the PCs visit the goblin village of Greengripe (page 235). The Mudsip goblins always thought the Greengripe goblins were “too hoity-toity to associate with, what with their fancy hill that they live on,” so Nok-Nok never interacted with them. Nok-Nok doesn't volunteer any of this to the PCs, but if they ask him, he makes an expression of disgust and proclaims “Those Greengripe goblins aren't worth the trouble. Leave them to their fancy hill—hopefully they'll fall off and break their necks.” Exactly how Nok-Nok interacts with the goblins of Greengripe is left to you, but if he's no longer evil by the time the PCs investigate Greengripe, he'll certainly push the PCs to “save” the goblins from the doppelganger and to defeat the Lamashtu cultists. In fact, the defeat of the Cult of the Bloom could well give Nok-Nok the closure he needs to move on from his worship of Lamashtu; if the PCs haven't influenced him enough to shift alignment by this point, he'll become chaotic neutral or potentially even chaotic good after he's exposed to the true awfulness that the cult is capable of.

automatically invested (in addition to the four roles you choose to invest), and if his attitude toward the PCs is at least friendly, his antics and actions allow for the following Region activity during the kingdom turn's Activity Phase. This activity can be used only if the kingdom has at least the trained proficiency rank in the Intrigue skill.

RECRUIT MONSTERS

DOWNTIME **REGION**

While Nok-Nok is quick to suggest that most of the monsters the party encounters during their adventures deserve killing, he also understands that there can be exceptions. Some can be bribed or allied with, while others can be trusted to act on their instincts—a canny person can capitalize on these instincts or alliances to bolster a kingdom's defenses. Attempt a basic Intrigue check.

Critical Success You manage to locate a monster's lair and take steps to incorporate it into your kingdom's defense. The next time your kingdom suffers a Bandit Activity, Monster Activity, Sacrifices, or Undead Uprising random event, you can use your recruited monster to help resolve the event. Doing so removes the Recruited Monster from your kingdom (you can attempt to recruit a new monster on a future kingdom turn though) but allows you to roll a skill check twice when resolving the Dangerous Hex event, taking the better of the two results as your actual result. This is a fortune effect.

Your kingdom can support 1 Recruited Monster at a time. If your kingdom is master in Intrigue, you can support up to 2 Recruited Monsters at a time, and if your kingdom is legendary in Intrigue, you can support up to 3 Recruited Monsters at a time.

Success You locate a monster's lair but can't recruit it into your kingdom's defense just yet. If you attempt this activity on your next kingdom turn; the result of that check is improved one degree as you continue to build a rapport with the monster.

Failure You fail to locate a monster, or if you were recruiting a monster you didn't succeed at recruiting on the previous turn, that monster moves on and you must start the recruitment procedure from scratch in the future.

Critical Failure You found a monster, but it proves impossible to recruit. Worse, you've attracted its attention. A Monster Activity event occurs during the kingdom's next Event Phase, in addition to any other potential random events.

KINGDOM EVENTS WITH NOK-NOK

While Nok-Nok can serve in a leadership role once the PCs earn enough Influence with him (and help curtail his abrasive attitude and hare-brained ideas), the kingdom's citizens may not be so open-minded. If the PC's kingdom is Infamous, some of the citizens mock the choice but others laud the PCs' bravery—an Infamous kingdom has no issue with Nok-Nok as a leader.

If, on the other hand, the PCs' kingdom is Famous, then the following event occurs during the next kingdom turn's Event Phase after Nok-Nok is assigned to a leadership position.

GOBLIN BACKLASH

EVENT -2

CONTINUOUS **DANGEROUS**

Event Your citizens doubt your wisdom in appointing Nok-Nok and worry that his unsavory personality traits might cause issues for the kingdom overall. If Nok-Nok is still chaotic evil, you take a -2 circumstance penalty in resolving this event.

Kingdom Skill Politics; **Leader** Ruler

Critical Success You convince the citizens that Nok-Nok will do well, and use his appointment to prove that you are seeking to build a diverse kingdom where anyone can find a role in shaping its destiny. The event ends, and your citizens grow more accepting of all people. Word of your kingdom's acceptance of normally shunned elements of society spreads, and from this point on, you gain a +1 circumstance bonus to all New Leadership, Quell Unrest, and Pledge of Fealty checks.

Success You prevent the unrest from growing, but the citizens continue to grumble and grouse about Nok-Nok into the next kingdom turn.

Failure The people rise up, with protests and even a few riots taking place as concerned citizens fan the flames of dissent in the kingdom. Gain 1 Unrest.

Critical Failure As failure, but gain 1d4 Unrest. In addition, an Assassination Attempt event takes place immediately after resolving this event, with Nok-Nok as the target. The assassin itself should be a non-good, previously unnamed NPC citizen in the PC's kingdom. They weren't hired by anyone, instead acting on their own to remove a perceived threat (Nok-Nok) to the kingdom's well-being.

Resolution You can end this continuous event with a critical success on the check. Alternately, if the PCs remove Nok-Nok from his leadership position (including if he's killed), the event ends. If the PCs do this though, and then attempt to install Nok-Nok as a leader at a later date, this event occurs again but its level is increased by 1.

HEROES OR GODS?

Nok-Nok's quest to become the fifth goblin hero-god is never going to succeed in the way he hopes, but with the PCs' support and aid, he can at least become a respected hero of the Stolen Lands, and he might even realize there are better things in life than a slavish devotion to an uncaring demon goddess.

Nok-Nok's personal quest begins when the PCs reach 5th level, preferably during Chapter 4 in a lull between attempts to defeat Hargulka's trolls but before the Beast attacks their capital city. As the adventure plays out, Nok-Nok realizes that the leader of the Tanglethorn goblins is a barghest, and he sees a chance to show Lamashtu just how much of a hero he is by challenging and defeating one of her chosen agents in the world.

When you're ready to start this adventure, the PCs should receive a worrying message from Nok-Nok, who has just heard that the Tanglethorn goblins—a group that once dwelt in the northern Narlmarches but, Nok-Nok believed, were killed off years ago by a rampaging moose—have come back from the dead, and that their new leader is planning to raid Oleg's Trading Post to reassert Tanglethorn dominance over the region. Asked how he knows this, Nok-Nok admits he heard it from a friend of a friend of a friend who heard it from a talkative crow, but then he says that friend's friend's friend has always been able to talk to crows. Whether or not this information is worth investigating is up to your players, but the intelligence is good: the Tanglethorns are indeed plotting an attack on Oleg's Trading Post—and worse, the impetus for this attack is a barghest named Nargloom who hopes to take over the post as a show of power before exacting revenge on the village of Nivakta's Crossing in southern Brevoy.

MORE TROUBLE AT OLEG'S

Creatures: No matter when the PCs hear about the imminent threat to the Trading Post, they arrive at Oleg's just in time. A group of goblins led by a would-be warlord named Lickweed have finally mustered up the courage to mount an attack on the trading post. Use the map of Oleg's Trading Post found on page 164 of the *Kingmaker Adventure Path* to run this encounter.

Oleg, Svetlana, and any other NPCs at the Trading Post have sought shelter in the trading post's main hall as they desperately work out a plan to defend themselves if the goblins manage to get in or, worse, decide to light the post on fire. Their only plan so far is to open the stables and let out the single horse currently housed therein to frighten the goblins away.

The Tanglethorn invasion force consists of eight goblins and a pair of goblin dogs. The group is led by a druid clad in a suit of makeshift (mostly decorative) armor cobbled together from blackberry vines, weeds, and twisted roots. This glorious figure is Lickweed—or “Vengeful Lickweed the Violently Verdant,” as he prefers to be called. After spending weeks spying on the trading post, hoping for some sort of golden opportunity to invade the place and take control of it, Lickweed has grown impatient. Earlier this morning, when visiting traders left on their way to Restov and reduced the tally of frightening horses in the trading post to a (barely manageable) number of one, Lickweed decided that his opportunity had come.

Lickweed has just finished issuing his third (and final) demand to the humans inside the trading post's stockade: “Open the doors and let us in, or else!” The goblin druid assumed that his glorious reputation would be enough to cow the longshanks, but now that they've refused to comply, he's faced with a conundrum: how to get into the stockade and take control without failing and looking the fool in front of his goblin minions? The very notion of returning to his commander, the “vast and mysterious and frightening Nargloom of the Three Eyes,” without conquering the trading post sickens Lickweed's stomach, for he suspects that Nargloom will eat him instead if he fails.

When the PCs arrive at the scene, Lickweed is engaged in a robust argument with the other goblins, who want to simply light the place on fire. “Humans will come running out all scared and screaming if we burn things!” they argue. Lickweed knows better, and further, he worries that if the trading post is too damaged it'll be useless for whatever plans Nargloom has (the barghest hasn't shared with Lickweed what those plans are, so the druid has to rely on his imagination here).

SEVERE 5

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Upon spotting the PCs, though, Lickweed sees an opportunity, and arrogantly addresses them.

“You! You drop your weapons and be our prisoners! If the longshanks in this fort don’t open the gate, we’ll kill the prisoners in the name of Nargloom of the Three Eyes! You hear that in there, longshanks?”

Upon hearing Nargloom’s name, Nok-Nok gasps in surprise—he has heard stories of the barghest as a local legend but assumed that Nargloom had long ago left this world to join Lamashtu’s court. A PC who succeeds at a DC 22 Goblin Lore or DC 25 Religion check also recognizes the name of Nargloom as a barghest who terrorized the village of Nivakta’s Crossing in southern Brevoia a year ago but was thought to have been slain by adventurers.

If the PCs surrender their weapons to Lickweed, he’s a bit surprised, but orders his goblins to gather

the weapons and tie up the PCs. In this case, the Levetoons agree to open the gates to let the goblins in, at which point the goblins are distracted with looting the Trading Post for some time, potentially giving the PCs a chance to escape and attack.

More likely, the PCs attack as soon as Lickweed makes his demands—certainly Nok-Nok does so if the PCs don’t manage to restrain him. As Nok-Nok attacks, he cries out, “You work for Nargloom? I’ll stamp your head and wear your vines when I kill your leader! Nok-Nok’s gonna be the best goblin hero ever! Lamashtu can’t help but notice Nok-Nok then!”

During the fight, a PC who succeeds at a DC 10 Perception check notes that the two goblin dogs have bulbous tumors on their shoulders; after the fight, the PCs automatically discover this. A closer inspection, along with a PC who succeeds at a DC 20 Medicine or Nature check, is enough to confirm that the fleshy lumps aren’t tumors but what appear to be the tiny, partially grown wing stubs. Nok-Nok whistles in awe at this, saying, “I’ve heard rumors of goblin bat-dogs! Maybe

Nargloom figured out how to make them!” A critical success on the check confirms that the wings do indeed seem to be partially completed mutations.



LICKWEED

LICKWEED **CREATURE 4**

UNIQUE CE SMALL GOBLIN HUMANOID

Male goblin druid 4 (*Pathfinder Bestiary* 180)

Perception +12; darkvision

Languages Common, Druidic, Goblin, Sylvan

Skills Acrobatics +10, Intimidation +11, Nature +12, Religion +12, Survival +12

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

Items clothing and crown made of thorny vines and weeds, scythe, wand of glitterdust

AC 20; **Fort** +9, **Ref** +12, **Will** +14, +1 status vs poison

HP 65

Goblin Scuttle As goblin warrior.

Speed 25 feet

Melee ♦ scythe +9 (deadly d10, trip); **Damage** 1d10+1 slashing

Primal Prepared Spells DC 21, attack +12; **2nd** acid arrow, flaming sphere, heal; **1st** burning hands, goblin pox, heal;

Cantrips (2nd) acid splash, electric arc, produce flame, ray of frost, tanglefoot

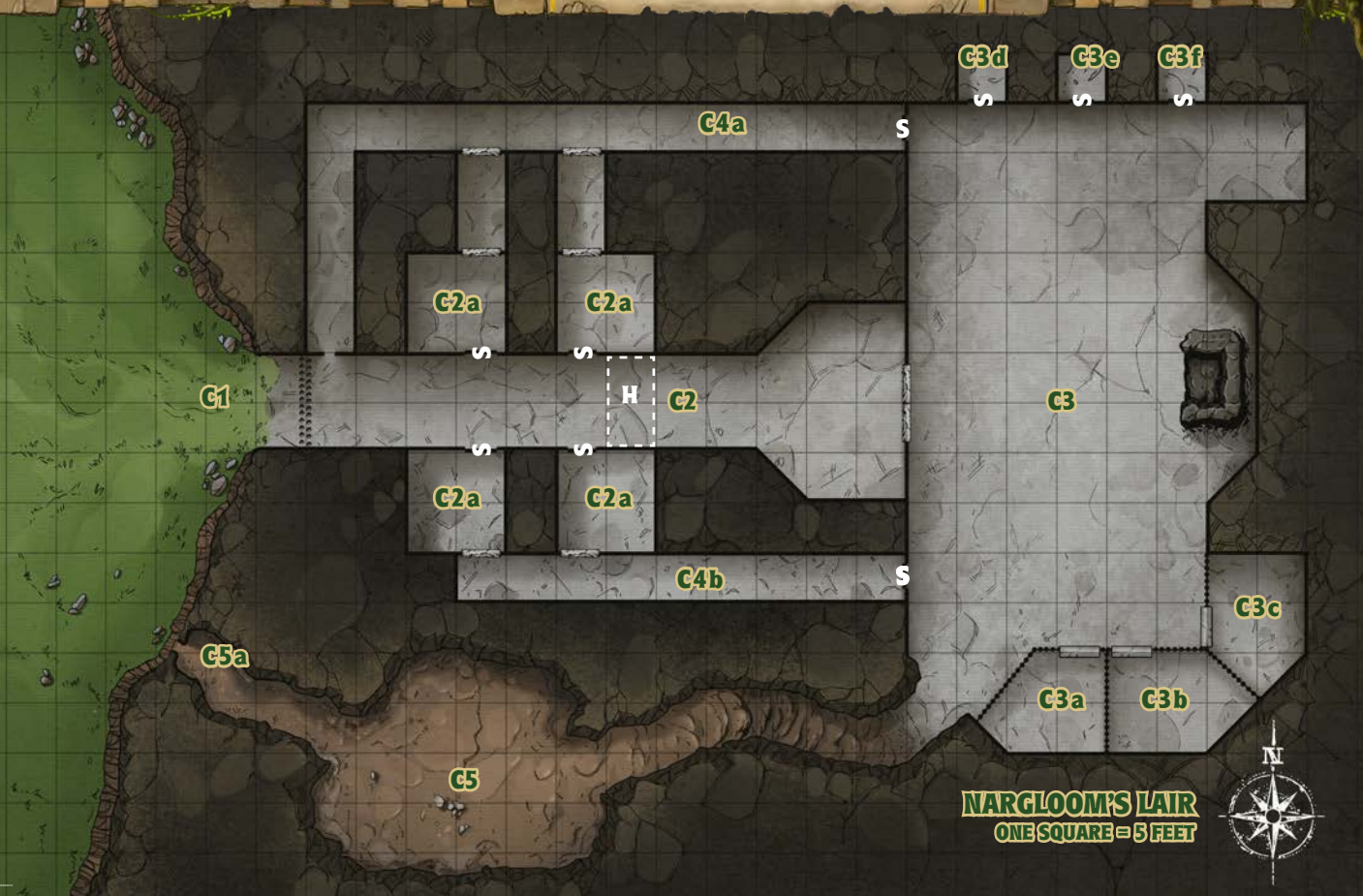
Druid Order Spells 1 Focus Point, DC 21; **2nd** tempest surge

Reach Spell ♦ (concentrate, metamagic) If the next action Lickweed takes is to Cast a Spell that has a range, increase that spell’s range by 30 feet.

GOBLIN COMMANDOS (6) **CREATURE 1**

Pathfinder Bestiary 180

Initiative Perception +5



NARGLOOM'S LAIR
ONE SQUARE = 5 FEET

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- Linzi
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- Tristian
- Valerie
- Harrim
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- Kalikke and Kanerah
- Octavia
- Regongar

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GOBLIN WAR CHANTER

Pathfinder Bestiary 181

Initiative Perception +5

CREATURE 1

GOBLIN DOGS (2)

Pathfinder Bestiary 182

Initiative Perception +6

CREATURE 1

Reward: Oleg and Svetlana provide the PCs a filling meal as a reward, along with a few free potions they recently picked up from a traveling trader: two *moderate healing potions*, a *potion of swimming*, and two *invisibility potions*. If the PCs have helped Svetlana secure access to the local moon radish grove, the Levetons also give the PCs 8 servings of *moon radish soup* (*Kingmaker Adventure Path* 587) as an additional reward for helping them yet again.

SEEKING NARGLOOM

News about Nargloom excites Nok-Nok, and he eagerly explains to the PCs that if he can kill Nargloom “for real this time” then his path to becoming the next goblin hero god is all but guaranteed. He invites the PCs to come along with him on this grand adventure so that they can witness his glorious ascendance firsthand, and perhaps even become his first priests!

Nok-Nok grows stubborn and sullen if the PCs try to dissuade him from his plan or convince him that Lamashtu won’t notice. “Are you saying that barghest killing isn’t heroic?” he asks, stopping just shy of calling the PCs cowards. In the end, Nok-Nok shrugs and says, “Well, we’ll just see who’s right once Nargloom is dead, won’t we?” and makes ready for the trek to Nargloom’s lair to confront the fiend.

This is, of course, complicated by the fact that Nok-Nok isn’t sure where Nargloom’s lair is. If Lickweed or any of his goblins were captured alive, they’re all too eager to give up the location of the lair in return for their lives and freedom, assuming that if the PCs are foolish enough to confront their leader, the barghest will kill them. Alternatively, the goblins themselves left a relatively obvious trail from the lair while traveling to the trading post—a PC must succeed at a DC 15 Survival check to follow the trail back to Nargloom’s lair. Barring these solutions, the PCs can narrow down the location of the lair by succeeding at a DC 20 check to Gather Information at Nivakta’s Crossing (encounter site **BV2**), where several hunters have heard rumors that Nargloom has moved into an old goblin den in the Narlmarches; each attempt to do so takes several hours of canvassing and rumor-mongering.

NARGLOOM'S LAIR

After suffering a humiliating defeat to a band of adventurers a year ago, the barghest Nargloom was left for dead after he fell from the top of a waterfall during a climactic battle. He washed ashore several miles downriver, barely alive, and for the next year he nursed both his wounds and his need for revenge. He fed upon several bandits at this time, and because of this, managed to transform into a greater barghest, mutating a glorious pair of wings and a rudimentary third eye in the process.

Since then, Nargloom reclaimed his old lair at the northern end of the Tors of Levenies, which had gone unnoticed by the adventurers, but not by a clan of weed-worshiping goblins. He killed half the goblins, then gave the others the chance to become his thralls. They accepted, taking on the name of the long-dead Tanglethorn Goblins, and started to train up to serve as the tools of Nargloom's revenge. The barghest planned to slaughter the Leveton and turn Oleg's Trading Post into a grisly warning to the villagers of Nivakta's Crossing that they were next.

Nargloom's lair is located a few miles south of the Crooked Falls in the Rostland Hinterlands. This underground complex was built ages ago as a shrine to Gorum, then abandoned for several centuries before becoming home to a group of goblins. These goblins laid low, subsisting on local wildlife and rarely traveling far from home until Nargloom's arrival transformed them into the latest version of the Tanglethorns.

Once the PCs know the general vicinity of the lair, finding it is a simple task: the entrance is a ten-foot-high arch carved into the base of a cliff. Within, the complex is unlit. Doors are made of stone, and the ceiling height is ten feet unless otherwise noted. Only old carvings on the walls depicting scenes of Gorum's mythology indicate the origins of the complex.

C1. Entrance

A high arched opening at the base of the cliff extends into the darkness here. The vegetation around the entrance is a tangle of thorns and weeds, strewn with bones and bits of detritus.

A search of the area around the entrance reveals nothing of value. The refuse includes bits of broken armor and weaponry amid humanoid bones. A PC who succeeds at a DC 18 Bandit Lore or DC 20 Society check to Recall Knowledge realizes these victims were likely bandits—people whose disappearance wouldn't likely trigger notice in more civilized areas.

When the PCs first arrive, attempt a DC 11 flat check. On a success, one of the redcaps at area C5a is

watching at the peephole there. Upon noticing the PCs, he alerts his companion who in turn alerts Nargloom in area C3. If the PCs are particularly noisy or approach at night with bright lights, the redcaps automatically notice them.

Since the peephole is only three inches in diameter and 20 feet above the ground, noticing it from area C1 is difficult, requiring a successful DC 30 Perception check.

C2. Processional

Moderate 5

The stone floor of this long hallway is littered with bones, bloodstains, and small piles of rubbish. The hall widens at the eastern end before reaching a large stone double door which once bore a depiction of an armored hero fighting a horde of soldiers but has been vandalized to give said hero the head of a goblin.

The secret doors leading to the four rooms labeled C2a can be spotted with a successful DC 22 Perception check.

A hidden iron portcullis is concealed in the ceiling just past the entrance to the complex. A PC who succeeds at a DC 25 Perception check will notice it; DC drops to 20 if a character specifically looks up as they enter the hall.

A peephole into area C4a that's disguised as part of a helmet worn in an old carving of Gorum can be spotted with a successful DC 24 Perception check. If the redcaps have already raised the alarm, one of the bugbear tormentors from area C3 is stationed behind the peephole, ready to drop the portcullis after the goblin bat-dogs are released.

Creatures: This room was originally designed as a place the temple's defenders could ambush intruders, and Nargloom has embraced that purpose by placing one of the four mutant goblin dogs he's managed to breed into each of the secret rooms labeled C2a. The secret doors to all four rooms open automatically once the pressure plate is triggered (see Hazard, below), at which point if the bugbear is stationed at area C4a, he drops the portcullis as well, trapping the PCs in the hall with four hungry flying goblin dogs.

These goblin dogs possess batlike wings and filthy fur hides. The methods by which Nargloom managed to trigger these mutations involved several months of feeding the goblin dogs foul concoctions he brewed using his own blood. In time, he hopes to mutate his goblinoid minions as well, but he hasn't started that project quite yet.

GOBLIN BAT-DOGS (4)

CREATURE 3

RARE N MEDIUM ANIMAL MUTANT

Variant goblin dog (*Pathfinder Bestiary* 182)

Perception +9; low-light vision, scent (imprecise) 30 feet

Skills Athletics +11, Stealth +10

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

AC 18; **Fort** +10, **Ref** +12, **Will** +7

HP 53

Irritating Dander A creature that hits a goblin bat-dog with an unarmed attack, tries to Grapple it, or otherwise touches it is exposed to goblin pox.

Speed 40 feet, fly 40 feet

Melee ✦ jaws +11, **Damage** 1d10+6 piercing plus goblin pox

Goblin Pox (disease) Goblins and goblin dogs (including goblin bat-dogs) are immune to goblin pox. **Saving Throw** DC 20 Fortitude; **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 2 and can't reduce its sickened value below 1 (1 day)

Hazard: A hidden pressure plate runs the width of the hall at the location indicated by the dotted rectangle labeled "H" on the map on page 63. When Nargloom expects visitors (such as goblin minions) this pressure plate is deactivated.

HIDDEN PRESSURE PLATE HAZARD 5

MECHANICAL TRAP

Stealth DC 26

Description A hidden pressure plate causes the secret doors to areas **C2a** to open.

Disable DC 23 Thievery to render the pressure plate nonfunctional, or DC 26 Perception to locate a hidden switch near the doors to area **C3** that deactivates the pressure plate

Open Doors ↻ **Trigger** A creature steps onto the pressure plate; **Effect** The doors to the four **C2a** rooms open, allowing the goblin bat-dogs to roll Stealth for initiative instead of Perception.

C3. Throne Room Severe 5

This large room may have once been some sort of temple, but today it's largely empty, with only vague remnants of the religious carvings on the defaced walls. To the south, several cages with wooden bars contain heaps of filthy straw and dry brush, while to the east, what once must have been a towering stone statue of an armored man has been carved away to form a rough throne. Nearly a dozen bedrolls are strewn about the place, with a few unlit cooking fires between them.

The bedrolls are where the Tanglethorn goblins rest on the occasions they're called back by their leader. The cages to the south (areas **C3a–C3c**) hold prisoners when the Tanglethorns have them, but all three are currently empty. Five secret doors in the walls to the

west and north can each be found with successful DC 22 Perception check. The three that open to areas **C3d–C3f** are locked; these can be opened with a successful DC 22 Thievery check to Pick the Lock or with the key Nargloom hid in the throne.

Creatures: With the Tanglethorns out on a mission, Nargloom has remained here with his two bodyguards: a pair of loyal bugbear tormentors (unless the alarm has been raised, in which case one of the bugbears has moved to area **C4a**). The barghest has been spending his time drafting pages and pages of plans for various methods of vengeance he hopes to take on the village of Nivakta's Crossing. The journal Nargloom is currently working on focuses on his plans to infect the village's water supply with his own blood in hopes of causing the villagers to sicken and mutate. A character who reads this journal or the many others stored in area **C3d** (all of which are written in Abyssal) finds ample proof that Nargloom sent the Tanglethorn goblins out to attack Oleg's Trading Post as a test—if they were successful, the barghest would feel more confident using them in his plans for vengeance against Nivakta's Crossing.



GOBLIN BAT-DOG

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Amiri
Ekundayo
Jubilost
Linzi
Nok-Nok
Tristian
Valerie
Harrim
Jaethal
Kalikke and
Kanerah
Octavia
Regongar

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As soon as the PCs enter the room, Nargloom realizes that they likely defeated Lickweed and the other goblins, and he congratulates them before asking if they'd be interested in working for him. Nargloom is certainly willing to hire the PCs as his pet mercenaries, but Nok-Nok cuts such a potential offer short, even before the PCs can potentially turn it down themselves, by loudly proclaiming, "I, Nok-Nok, shall claim your head, child of Lamashtu, and with your trophy I shall take my place as a god at her side!"

The proclamation elicits a round of uproarious laughter from Nargloom and the bugbears. While the barghest doesn't feel particularly threatened, Nok-Nok's boast does have an unexpected benefit—as a result of their laughter, Nargloom and the bugbears take a -4 penalty to their initiative checks.

Nargloom's batlike wings afford him flight, but his third eye is not quite as helpful. It doesn't particularly augment his vision, but nonetheless he's used it as "proof" to the goblins that he was sent directly by Lamashtu to rule them. Nok-Nok has a similar reaction upon seeing the barghest's third eye, but instead of inspiring fear and worship, it inspires in the goblin a conviction that Lamashtu placed Nargloom on this world specifically as a foe for him to conquer. Once a fight begins, Nok-Nok focuses all his attention on the barghest, ignoring any PC's orders, and he tries his best to cut Nargloom down to enable his own ascension to the status of goblin hero-god. In any event, Nargloom isn't eager to endure a second humiliation at the hands of an adventuring group, so he fights to the death.

NARGLOOM **CREATURE 7**

Male greater barghest (*Pathfinder Bestiary* 37)

Initiative Perception +16

Speed 35 feet, fly 25 feet

BUGBEAR TORMENTORS (2) **CREATURE 3**

Pathfinder Bestiary 47

Initiative Perception +8

Treasure: A PC who succeeds at a DC 20 Perception check while searching the throne finds an iron key hidden in a crack; this key can open Nargloom's three "treasure vaults" beyond the secret doors to the north. While these vaults are more aspirational than functional, there's a fair amount of wealth within.

Area **C3d** contains a crude wooden bookshelf on which sit dozens of journals, each detailing (in Abyssal) one of Nargloom's grisly plots for vengeance against Nivakta's Crossing. While these journals aren't much more than morbid curiosities, if the PCs present

them to Mayor Revanisu of Nivakta's Crossing, he's thankful that the PCs prevented the barghest from seeing through any of these brutal plans. At the start of the next kingdom turn, a shipment of supplies from the village grants the PCs two bonus Resource Dice—thanks from the village for saving them from an unanticipated threat.

Area **C3e** contains a haphazard heap of "valuables" taken from the goblins. Nok-Nok (or a PC succeeding at a DC 20 Goblin Lore or DC 25 Society check to Recall Knowledge) identifies these trinkets as personal belongings once owned by various goblins. Nargloom confiscated them when he first took control of the goblins, promising their return once the Tanglethorns "proved their worthiness" to him. (Of course, Nargloom never intended to return any of them.) A search through the trinkets reveals 40 gp in assorted pieces of jewelry among the rest of the junk.

Area **C3f** is Nargloom's actual treasury, where he's been keeping his own trophies safe. These four items are each mounted on vaguely humanoid figures made from sticks and twigs, lashed together by twine and lengths of dried gutrope. The trophies consist of a cold iron halberd, a *hat of disguise*, a *minor sturdy shield*, and a *lifting belt*.

C4. Secret Passageways **Trivial 4**

Creature: Areas **C4a** and **C4b** provide access to the ambush rooms (area **C2a**) from the throne room (area **C3**). Both halls are normally unoccupied, but if the redcaps have raised the alarm, one of the two bugbear tormentors from area **C3** lies in wait at the end of northern part of area **C4a**, where he can watch through a peephole into area **C2**. Once he hears the pressure plate in area **C2** activate or suspects the PCs have deactivated it, he pulls a lever in the wall here that drops the iron portcullis. The lever can be pulled again to raise the portcullis as an Interact action.

BUGBEAR TORMENTOR **CREATURE 3**

Pathfinder Bestiary 47

Initiative Perception +8

C5. Lookout Cavern **Moderate 5**

The cave smells atrocious, likely as a result of the "murals" painted on the cave walls in a mix of filth and blood. The murals show little bearded men wearing big shoes and red pointed hats using large scythes to brutally butcher various humanoids. The fact that the mural artists have managed to infuse so much detail into these scenes only enhances the awfulness. A pair of nestlike heaps of rags and branches, along with several strangely assembled skeletons cobbled together from mismatched bones, are the room's only other decorations.

Creatures: Two redcap brothers, Brub and Trob, have lived in this cave for years. They brokered a deal with Nargloom when the barghest arrived: they now serve as sentinels and keep an eye on the approach to the lair in exchange for Nargloom ensuring they receive food and, at least once a month, a live bandit to torment. The redcaps have settled into their new lifestyle with delight and spend most of their time decorating their cave with awful murals or using their growing collection of leftover bones to build “new and improved” humans.

Brub and Trob don't feel that actually defending the barghest is part of their deal, but they do their best to defend their room from the PCs if they're confronted here. If one of the two is slain, the other attempts to flee, or if prevented from doing so, tries to convince the PCs that the barghest made them do all the bad things they assume the PCs want to kill them for. Of course, this is just bluster, and if the surviving redcap is set free, he's very likely to nurse a grudge and seek revenge—likely after recruiting more powerful allies. How this potential vengeance might play out is left to you to determine.

REDCAPS (2)

CREATURE 5

Pathfinder Bestiary 278
Initiative Perception +12

Treasure: The redcaps see the bones of their victims as their most treasured possessions, but a search of the remains scattered about the room, along with a successful DC 20 Perception check, turns up a *vanishing coin talisman* that has thus far gone unnoticed by the fey. The talisman is still attached to a scrap of chainmail armor.

CONCLUDING THE ADVENTURE

When Nargloom is slain, whether Nok-Nok delivered the death blow or not, the goblin raises his kukris high and cries out “I'm ready, Lamashtu! Make me a god!” An awkward silence follows, after which Nok-Nok sheepishly puts his kukris away and does his best to act like he was joking. A PC who succeeds at a Sense Motive check against Nok-Nok's Deception DC realizes the goblin is devastated that his plan didn't work.

How Nok-Nok recovers from this disappointment is largely in the PCs' hands. If they continue to support him as an ally, he'll quickly come to realize that he

is, perhaps, already a hero. Certainly, the villagers of Nivakta's Crossing, if they become aware of his role in defeating Nargloom, are thankful. For the next several months, regular gifts of goblin-shaped cookies, stuffed goblins, goblin ear-warmers, and other relatively worthless but still endearing deliveries arrive for Nok-Nok. In time, he'll forget he ever wanted to be a god and learn to enjoy being a hero instead.

If the PCs ignore Nok-Nok or mock him for his failure, he abandons the PCs at the earliest opportunity. In this case, he lapses quickly back into his chaotic evil ways and likely crosses paths with the PCs again, but this time as a villain. The PCs might encounter him as part of the Cult of the Bloom, but he could even wind up working for Drelev or even King Irovetti.



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Companions

- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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TRISTIAN

Tristian has no last name, nor does he have any real memories of his parents. He grew up in a Qadiran orphanage run by a small group of Sarenite priests, and they instilled within him a love of the Dawnflower that helped fill the void left by his missing parents. As he came of age, Tristian left the orphanage to travel the world, eager to spread Sarenrae's blessings and aid those who, like himself, came into this world disadvantaged. As he traveled, Tristian became increasingly concerned with the nature of magical afflictions—particularly curses. In his early years, when his healing abilities were more limited, Tristian realized that an important part of battling curses and other magical afflictions is to understand their sources so that you could determine their potential cures.

Though Tristian has grown up and begun to travel throughout Avistan, he still hasn't fully realized the truth of his own nature. While he feels no need to

seek out his birth parents—he fully considers the priests who ran the orphanage to have fulfilled that role in his life with loving kindness—as time goes on, he has become increasingly curious about his ancestry. As a child, he always assumed that his ability to see better than others was just a mundane gift. Recently, however, he's begun to suspect there might be a supernatural inheritance in his own ancestry. He keeps this curiosity to himself, focusing his efforts on helping others to deflect their curiosity about him. It's as though a small part of him worries that a magical element in his background could be the reason his parents abandoned him. With the PCs' aid, Tristian can eventually learn that his fears are unfounded and that he's an aasimar. Perhaps more importantly, along the way he may well learn that it's not where you came from that matters—it's what you do that really counts.

MEETING TRISTIAN

Tristian's arrival in the Stolen Lands should correspond roughly to the point where the PCs reach Oleg's Trading Post at the start of Chapter 3 of the Adventure Path. His initial focus in the region is to provide what aid he can to areas or people suffering from magical afflictions.

As such, the Temple of the Elk (encounter site **GB6**, *Kingmaker Adventure Path* page 60) is a great location for the PCs to first meet the cleric—they could run into him just before encountering that area's cursed guardian. In this event, Tristian has been watching the site from afar and trying to decide how he can safely investigate it. He'll quickly propose a joint venture with the PCs: he'll hang back, support them with his healing magic, and help them determine what sort of magical affliction is oppressing the old shrine. In return, they can provide the muscle needed to deal with its dangerous guardian. After the encounter, Tristian proposes a continuance of their arrangement—he recognizes the PCs as adventurers, after all, and knows that adventurers often need spiritual support and advice.

Alternatively, part of the nature of a sandbox campaign is the potential for a group to face something a bit too dangerous for them to handle at the time, so you could hold Tristian's introduction in reserve for a moment when the PCs are in over their heads. In order to make it believable that he can help save the group, you may need to raise his level above 1st, but resist raising him above the party's level. Tristian, like all the NPCs in this book, works best as a companion rather than a commander.

Tristian won't need much convincing to stay with the party once he joins them, especially if they express a desire to help those in need or offer to help defeat the evil magical elements that seem so common in the region. However, a group that consistently fails to help those in need or otherwise goes against their own stated intentions may find it harder to retain Tristian's aid. A party who consistently performs evil acts may even encounter Tristian as an enemy at later levels, at your discretion.

TRISTIAN

CREATURE 1

UNIQUE NG MEDIUM AASIMAR HUMAN HUMANOID

Male aasimar human cleric of Sarenrae (Nomad background)

Perception +7 (trained); low-light vision

Languages Aklo, Celestial, Common, Kelish, Sylvan

Skills Diplomacy +5 (trained), Forest Lore +4 (trained), Medicine +7 (trained), Nature +4 (trained), Occultism +4 (trained), Religion +4 (trained), Society +4 (trained), Survival +7 (trained)

Str +0 (10), **Dex** +1 (12), **Con** +1 (12), **Int** +1 (12), **Wis** +4 (18), **Cha** +2 (14)

Items crossbow (20 bolts), explorer's clothing, *minor healing potion*, healer's tools, rations (1 week), religious text of Sarenrae, scimitar, silver religious symbol of Sarenrae, waterskin

AC 14; **Fort** +4, **Ref** +4, **Will** +9

HP 18

Speed 25 feet

Melee ✦ scimitar +3 (forceful, sweep), **Damage** 1d6 slashing

Ranged ✦ crossbow +4 (range 120 feet), **Damage** 1d8 piercing

Divine Prepared Spells DC 17, attack +7; **1st** *heal* (×3), *protection*, *sanctuary*; **Cantrips (1st)** *disrupt undead*, *divine lance*, *forbidding ward*, *shield*, *stabilize*

Cleric Domain Spells 1 Focus Point, DC 17; **1st** *healer's blessing*

Ancestry Feats Angelkin (*Pathfinder Advanced Player's Guide* 35)

Class Feats Domain Initiate (Healing; *Core Rulebook* 121)

Skill Feats Assurance (Survival), Multilingual

Class Abilities Deity (Sarenrae), Divine Spellcasting, Divine Font (heal), Doctrine (cloistered cleric)

TRISTIAN

CREATURE 10

UNIQUE NG MEDIUM AASIMAR HUMAN HUMANOID

Male aasimar human cleric of Sarenrae (Nomad background)

Perception +18 (expert); low-light vision

Languages Aklo, Celestial, Common, Hallit, Kelish, Sylvan

Skills Diplomacy +18 (expert), Forest Lore +14 (trained), Medicine +23 (master), Nature +17 (trained), Occultism +14 (trained), Religion +19 (expert), Society +14 (trained), Survival +17 (trained)

Str +0 (10), **Dex** +2 (14), **Con** +3 (16), **Int** +1 (14), **Wis** +5 (20), **Cha** +4 (18)

Items crossbow (20 bolts), *+1 resilient explorer's clothing*, *greater healer's gloves*, *minor healing potion*, healer's tools, rations (1 week), religious text of Sarenrae, *ring of fire resistance*, *+1 striking disrupting scimitar*, *greater staff of healing*, silver religious symbol of Sarenrae, *wand of heal* (3rd level), waterskin

AC 25; **Fort** +18, **Ref** +15, **Will** +22

HP 128; **Resistances** fire 5

Speed 30 feet

Melee ✦ scimitar +13 (forceful, sweep), **Damage** 2d6 slashing

Ranged ✦ crossbow +14 (range 120 feet), **Damage** 1d8 piercing

Divine Prepared Spells DC 29, attack +19; **5th** *breath of life*, *dispel magic*, *flame strike*, *heal* (×5); **4th** *blazing blade*, *Dawnflower's light*, *remove curse*; **3rd** *neutralize poison*, *remove disease*, *searing light*; **2nd** *calm emotions*,

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restoration, shield other; **1st** protection, sanctuary, spirit link; **Cantrips (1st)** disrupt undead, divine lance, forbidding ward, shield, stabilize

Cleric Domain Spells 3 Focus Points, DC 29, attack +19; **5th** fire ray, healer's blessing, rebuke death

Celestial Wings <>> Pathfinder Advanced Player's Guide 36.

Ancestry Feats Angelkin (Pathfinder Advanced Player's Guide 35), Cooperative Nature, Natural Ambition (Healing Hands)

Class Feats Advanced Domain (Healing), Communal Healing, Domain Initiate (fire), Domain Initiate (Healing), Healing Hands, Selective Energy, Turn Undead

General Feats Fleet, Toughness

Skill Feats Assurance (Survival), Battle Medicine,

Continual Recovery, Multilingual, Robust Recovery, Student of the Canon, Ward Medic

Class Abilities Alertness, Deity (Sarenrae), Divine Spellcasting, Divine Font (heal), Doctrine (cloistered cleric), Resolve

INFLUENCING TRISTIAN

Tristian is an optimist, always eager to assume the best out in those he meets and always ready to help those in trouble to find their way out of whatever dark places they're in. When he first meets the party, if any of the PCs are obviously worshippers of good deities or even if they simply act in a friendly and welcoming manner, he's eager to cooperate—in such a case his starting attitude is friendly. He won't attack foes in fights, but he will use his magic to support and heal the PCs in combat. Still, Tristian has his secrets, and the PCs must spend time with him to gain his full trust; a PC can influence him further by spending an hour in conversation with him.

TRISTIAN

NG AASIMAR HUMAN HUMANOID

Male cleric 1

Perception +7

Will +9

Discovery DC 13 Sarenrae Lore, DC 15 Religion, DC 17 Perception

Influence Skills DC 13 Sarenrae Lore (to share stories of recovery and redemption or to join him in prayer), DC 15 Medicine (to trade information on best practices and traditions in caregiving), DC 17 Religion (to show Tristian the depth of your own faith and beliefs), DC 19 Diplomacy, DC 21 Deception, DC 23 Intimidation

Influence 2: Tristian's attitude increases to friendly if it wasn't there already. In combat, he'll follow PC suggestions and is willing to take more offensive actions to help end fights rather than just provide healing as he likely did in their initial encounter.

Influence 4: Tristian invites the PCs to help decide which spells he prepares each day, and he grants them access to *blazing blade* and *light of the truth* (page 71) as soon as he becomes high enough level to cast them himself.

Influence 8: Tristian's attitude shifts to helpful, and he offers to aid the PCs in bringing civilization to the wilderness of the Stolen Lands. If the PCs agree, his assistance grants them two free structures in settlements of their choice: an orphanage and a shrine. Additionally, he gifts each PC with up to 12 gp of assorted *healing potions* or *scrolls of heal* (their choice).

Resistances Tristian has little patience for cruelty or mean-spirited comments. If he witnesses a PC making



TRISTIAN

mean jokes or exhibiting cruel behavior, that PC suffers a -2 circumstance penalty to all future influence checks against Tristian.

Weakness Tristian feels strong ties to characters who he believes are fellow orphans. If he believes a PC is an orphan, that PC gains a +2 bonus to all checks made to influence him, but if he later discovers the PC was lying about being an orphan, this bonus is not only lost, but the PCs immediately lose 3 Influence points with him.

Background Tristian spent his youth in an orphanage run by Sarenites, an experience that helped him build his sense of caring and patience for others who have been dealt rough hands by fate. During his journey north from Qadira to the Stolen Lands, he has grown more curious about his own supernatural nature, and he hopes it's something to embrace and not fear.

Appearance While Tristian is an aasimar, he doesn't realize this when he first meets the PCs. His appearance is very much that of a human, with the only indication of any supernatural heritage being a unique shine in his eyes at dawn or dusk. (He believes that his low-light vision is merely an unusual ability to see better than others.) Otherwise, he appears as a young male human of Taldan descent with a fair complexion, white-blond hair, and a slim build. Tristian prefers to wear robes or light traveling clothes; he eschews armor entirely unless the PCs ask him to wear it and his attitude toward them is helpful.

Personality Tristian is a quiet, soft-spoken young man who is willing to go to great lengths to help others. He is kind, good-natured, and possesses a curiosity that drives his continuing study of the teachings of Sarenrae and religion in general. He never preaches or forces his beliefs onto others, but he is always eager to speak of Sarenrae's wisdom upon being asked.

Reward: Grant the PCs 10 XP when they reach 6 Influence with Tristian and then 30 XP when they reach 8 Influence.

ADVENTURING WITH TRISTIAN

Tristian's primary focus in combat is to provide healing and recovery first, and direct battle support second, although when facing undead or fiends, he's always ready to join the battle directly in order to do what he can to end the conflict quickly. As he gains levels, he often prepares the following two rare spells, and he can teach them to other PCs who are followers of Sarenrae.

BLAZING BLADE

RARE CONJURATION FIRE GOOD

Traditions divine, primal

Cast ◆◆ somatic, verbal

SPELL 2

NEFARIOUS INFLUENCES

As presented here, Tristian's arrival in the Stolen Lands is governed purely by chance, and his fate is his own to chart. In the *Pathfinder: Kingmaker* video game, though, he was a pawn of Nyriisa herself. At your option, you can have Tristian be the unwitting pawn of the nymph queen, or of some other powerful entity like the Lantern King or one of the other Eldest. In this case, he's been tricked or blackmailed into serving as something of a spy or influencer to the PCs. You should give the PCs a chance for them to learn the truth about who brought him to the Stolen Lands at some point soon after his personal quest resolves; whether the PCs can forgive him after that is left up to them.

But keep in mind that adding this subplot into Tristian's story isn't something every group will appreciate, and it could mean more work for you as you decide where the cleric's true loyalties lie. This subplot certainly complicates his motives and personality in a way you might not be interested in exploring. You know your group best, and so you should use Tristian in whatever manner will work for your game.

Duration 1 minute

A scimitar-shaped beam of fiery light springs from your free hand. While the spell lasts, you can use a single action, which has the attack and concentrate traits, to burn your foes with the *blazing blade*. When you do, make a spell attack roll. On a success, the *blazing blade* deals 1d6 fire damage plus 1d6 good damage plus your spellcasting ability modifier. On a critical success, it deals double the usual damage.

Heightened (4th) The blade's fire damage increases to 2d6. On a critical success, the target takes 1d6 persistent good damage.

Heightened (6th) The blade's fire damage increases to 3d6. On a critical success, the target takes 2d6 persistent good damage.

Heightened (8th) The blade's fire damage increases to 4d6. On a critical success, the target takes 3d6 persistent good damage.

DAWNFLOWER'S LIGHT

SPELL 4

RARE DIVINATION GOOD LIGHT

Traditions divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 unattended, non-magical object of 1 Bulk or less

Duration sustained up to 1 minute

The object glows with soft golden light that lays bare the truth, reveals hidden objects, and shines supernatural light

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Kalikke and
Kanerah
Octavia
Regongar

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TRISTIAN'S ANCESTRY

When he first meets the PCs, Tristian believes himself to be human. He's destined to learn the truth of his ancestry by the end of this section's adventure, but at your discretion, the PCs can help him discover this before then. Normally, a Society check to Recall Knowledge allows one to identify a humanoid creature, but in Tristian's case these checks shouldn't immediately reveal the truth. If a character attempts to Recall Knowledge in this way, a successful DC 30 Society check suggests that there's something more to Tristian's ancestry, while a critical success reveals the truth. Divination spells can potentially alert the PCs to Tristian's nature, if not reveal it outright, as can powerful supernatural NPCs met along the way. If at any point during the campaign there seems to be an appropriately dramatic point for Tristian or the PCs to learn the truth, let them discover it.

on false orders. The object casts bright light in a 60-foot radius (and dim light for the next 60 feet). Within the area of bright light, Perception checks to locate hidden objects (including secret doors but not traps), Will saves to resist visual illusions, and Will saves to resist effects placed by evil creatures that inflict the controlled condition all gain a +2 status bonus. This light suppresses magical darkness of your *Dawnflower's light* spell's level or lower.

Finally, the supernatural light created by this spell is similar to sunlight, and while it can't damage creatures normally harmed by sunlight, it does make them uncomfortable so that they suffer a -2 status penalty to saves versus fear effects while in the area of bright light.

Heightened (7th) The status bonus increases to +3.

Heightened (9th) The status bonus increases to +4.

CAMPING WITH TRISTIAN

When Tristian is present while the party camps, he can spend time praying to Sarenrae to invoke her blessing (if the party isn't particularly open to her worship, he makes sure the PCs are okay with him offering these prayers first). He can perform the following activity when he camps with the PCs.

DAWNFLOWER'S BLESSING

CAMPING | CONCENTRATE

Tristian's prayers to Sarenrae invoke her healing blessing on the party, imparting feelings of comfort and security to everyone who's part of the campsite. When the party rests during this camp, each character regains twice the normal amount of Hit Points from the rest (an amount equal to double their Constitution modifier—minimum 2—multiplied by their level). The effect isn't cumulative with the critical success effect of a basic meal.

RULING WITH TRISTIAN

If the PCs' kingdom is famous, Tristian will join it as soon as the PCs invite him, regardless of the number of Influence Points they've gathered. He will join an infamous kingdom only if the party has managed to accumulate 8 Influence Points with him. Tristian prefers to spend his personal time in the kingdom studying religious texts, spreading the teachings of Sarenrae to willing community members, and providing free care and healing to those who need it. He is an excellent choice for the leadership role of Magister. If you assign Tristian to this role using the New Leadership activity, the result of that activity's check is improved one degree. This role is automatically invested (in addition to the four roles you choose to invest) as long as Tristian remains in it.

As long as Tristian serves as Magister and his attitude is at least friendly, his presence in the PCs' kingdom allows for the following Leadership activity during the Kingdom turn's Activity phase.

PREVENTATIVE MEASURES

DOWNTIME | LEADERSHIP

Tristian helps to organize magical defenses and resources to combat potential upcoming disasters or dangers to the kingdom. Attempt a basic Magic check to determine how effective the magical preparations are.

Critical Success The next time during this Kingdom turn that you attempt a Kingdom skill check to resolve a dangerous event, you gain a +2 circumstance bonus to the check and, unless you roll a critical failure, the result is improved one degree. If you reach the end of this Kingdom turn and haven't had a dangerous event, you may decrease one Ruin of your choice by 1.

Success The next time during this Kingdom turn that you attempt a Kingdom skill check to resolve a dangerous event, you gain a +2 circumstance bonus to the check.

Critical Failure The attempt to put preventative measures in place has resulted in significant waste of resources. You can't use Preventative Measures again on your next Kingdom turn, and when your next Kingdom turn begins, reduce your Resource Dice total by 2.

KINGDOM OF THE CLEANSED

The PCs' clash against the cyclops lich Vordakai and the rescue of Varnhold's citizens at the conclusion of Chapter 6 of the *Kingmaker* Adventure Path marks a significant point in the development of the PCs' kingdom, but not everyone in the region fully welcomes their triumph within the Stolen Lands. While the PCs are dealing with Varnhold and its vanishing, a secret society called the Kingdom of the Cleansed takes root in their capital city. When the PCs

return home, they do so to rumors that they've been cursed by a mysterious "God of the Cleansed."

The Kingdom of the Cleansed is more than a just secret society of rumormongers, though—they're a cult led by an enigmatic figure known to his followers only as the "First Faithful." Those who belong to the Kingdom of the Cleansed are taught that any nation that trusts itself into the hands of a select few are dooming themselves to destruction when those leaders inevitably fail to do their duty. These cultists see anarchy as the cure for society and as punishment for "corrupt" leaders, and they hope to "cleanse" the very concept of law from the land.

It's all a relatively thinly veiled cover for what's essentially a chaos cult. The Kingdom of the Cleansed tends to attract those who are already anarchists and criminals, and they eagerly embrace the group's teachings. The First Faithful himself uses that title as an indication that he was merely the first to learn these underlying "truths" of society, not as a means of placing himself above other members of the Cleansed. Indeed, by keeping his identity hidden and eschewing any obvious leadership benefits, the First Faithful heartens his followers. Each and every one of the Cleansed see themselves as their own "nation," and as such, they see the Kingdom of the Cleansed as something that cannot be usurped or destroyed as long as even one of them lives on.

What very few in the Kingdom of the Cleansed realize that their leader isn't all that he appears to be. He has his own hidden agenda: immortality. Once a man named Ruthgert, his destiny changed the moment he became a devotee of Yhidothrus, the demon lord of aging, time, and worms. Now known as the First Faithful, he hopes to offer the PCs' kingdom as a sacrifice on the altar of anarchy to Yhidothrus and be rewarded with full transformation into an immortal demon. Inflicting an ancient curse on the rulers of the PCs' kingdom is the key to his plotted sacrifice.

DISTURBING RUMORS

This adventure should start after the PCs return home and have had a chance to recover and settle in after defeating Vordakai. It should occur after they've achieved 10th level but before the events of Chapter 7 of the *Kingmaker Adventure Path* begin. At this point, Tristian comes to them with some disturbing news: a new secret society seems to have taken root in the kingdom's capital city.

The cleric informs the PCs that over the past month or two, as he made his rounds through the city to aid the sick and weary, he's heard mention from several who fear that the rulers of the kingdom are doomed. At first, Tristian paid these rumors little attention, but

lately the gossip seem to have been spreading more quickly and have become more specific: the kingdom's current rulers have been afflicted with a debilitating curse, and if the citizens don't shed their connections to society, they will surely perish as awfully as their leaders. Tristian investigated further and determined that the rumors are being spread by a new group who call themselves the Kingdom of the Cleansed.

At this point, the PCs may have already handled at least one subversive cult—the Cult of the Bloom—and Tristian fears that the Kingdom of the Cleansed may be taking inspiration from that cult's tactics. Tristian points out that whatever affliction the Kingdom of the Cleansed intends to inflict on the kingdom's rulers, the party has a chance to deal with the situation before it escalates... provided they act quickly.

COUNTDOWN TO THE CURSE

As soon as Tristian informs the PCs about the Kingdom of the Cleansed, the cult's leader begins to perform the ritual intended to curse the PCs from the safety of his hideout, the Sanctum of the Cleansed. Rather than track the progress of this ritual by time, you should track it more abstractly by reducing the value of a Curse Countdown.

When this adventure begins, the Curse Countdown starts at a score of 20. For each 24 hours that pass with the PCs not making an attempt to defeat the Kingdom of the Cleansed, reduce the Curse Countdown by 1. Each day the PCs do take action against the cult (such as by investigating them, confronting recruiters, traveling to the Sanctum of the Cleansed, or actively exploring the Sanctum), the automatic countdown is paused, but depending on the success of their actions against the cult, other factors may reduce the countdown anyway.

Once the Curse Countdown reaches 0, the ritual is complete and the PCs are immediately affected by the Cleansing Curse, as detailed below. The Cleansing Curse targets them again every 24 hours until the Kingdom of the Cleansed is defeated.

CLEANSING CURSE

CURSE 10

CURSE | MAGICAL | TRANSMUTATION

Your body and mind weaken as you're increasingly afflicted by the ravages of time, aging at an accelerated pace.

Saving Throw DC 27 Fortitude; **Effect** You become clumsy, drained, enfeebled, and stupefied, each with a value of 1. If you critically fail this saving throw, the value of one of these conditions, chosen at random, is instead 2. If you already have any of these conditions, its value instead increases by the given amount. In time, the cleansing curse will cause your death from old age, but this eventuality takes weeks, or even a month or two—if the PCs haven't defeated the

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Octavia
Regongar

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Kingdom of the Cleansed and used the magical pool in area **D7** to remove this affliction by the time two months have passed, the GM should decide if some or all of them perish (perhaps by having them attempt daily DC 27 Fortitude saving throws to avoid death after a period of 2 months have passed).

INVESTIGATING THE CLEANSED

As with the Cult of the Bloom, upon hearing from Tristian of this new cult, the PC's first step should be to begin investigating the Kingdom of the Cleansed. Tristian suggests this if no PC comes up with the idea. Fortunately for the PCs, the fact that they've learned of the cult so early, combined with the fact that the Kingdom of the Cleansed is less widespread than the Cult of the Bloom, means that they won't need to

spend time traveling to research sites to learn more—they can investigate the Kingdom of the Cleansed right here in their capital.

Full rules for researching appear on pages 154–155 of the *Pathfinder Gamemastery Guide*. Each attempt to research the Kingdom of the Cleansed takes 4 hours. A critical failure reduces the Curse Countdown value by 1.

KINGDOM OF THE CLEANSED INVESTIGATION 10

DIVINE **FIEND** **OCCULT**

Capital The PCs investigate the Kingdom of the Cleansed in their capital by gathering information from the populace, exploring suspected cult “hot spots” in society, or researching similar cults.

Research Checks DC 25 Occultism, DC 27 Diplomacy, DC 29 Society

2 Research Points The cultists see themselves as preparing the PCs' nation for its fated transformation into a “Kingdom of the Cleansed,” and they've taken that name for themselves. They've been warning citizens that the rulers of their land have become afflicted with a debilitating curse that will quickly spread to all who pledge fealty once the nation's rulers succumb—the only way to avoid this fate is to become “cleansed” by joining the cult.

4 Research Points What the cultists hope to “cleanse” from the kingdom is the oppression of rule and restriction of law by promoting freedom of choice—and in so doing, break the connection between citizen and leader that allows the curse to spread. Stripping away their rhetoric, it's apparent that the cultists are, in effect, anarchists who hope to see the PCs' kingdom collapse from within. The affliction the cultists warn of is said to cause rapidly accelerated aging until death occurs. No obvious sign of the curse has manifested in the realm's rulers yet, but the cult claim it's only a matter of time, and that when it begins, it will spread swiftly.

6 Research Points The leader of the Kingdom of the Cleansed calls himself the “First Faithful,” and he claims to have been given a vision of the need for cleansing the upcoming affliction by his patron, a mysterious entity he refers to only as the “God of Cleansing.”

8 Research Points The cult has been recruiting new members from the city's citizens, focusing particularly on its marginalized population. At this point, the PCs learn of one particular recruiter, a man named Talbot, who has started to recruit patrons and employees of a local business. Choose the establishment from one of those the PCs have built in their capital city, picking a shop or tavern they haven't done much with if possible. Once the PCs learn of Talbot, they'll be able to undertake the Confront Recruiter exploration activity detailed below.



CULT RECRUITER

10+ Research Points If the PCs fail to learn what they need to know when they Confront a Recruiter, they must earn two additional Research Points to pinpoint another recruiter; each of these is a different person operating in a different part of the city. If the PCs fail too often, you can start to require them to travel to different settlements to Confront Recruiters as the cult grows more evasive.

CONFRONT RECRUITER

CONCENTRATE EXPLORATION

You spend a few hours trying to confront the recruiter in their chosen establishment or somewhere else where they're not ready for you. Attempt a DC 25 Deception check, a DC 27 Diplomacy check, or a DC 29 Intimidation check.

Critical Success Be it via trickery, temptation, or threat, you manage to coax valuable information from the cult recruiter: the location of the Sanctum of the Cleansed. The recruiter hasn't been to sanctum yet—they were promised permission to visit once they recruited a few more new members—so the PCs can't learn anything more than its location.

Success You get closer to the recruiter, and they remain ignorant of your plans. Reduce the DCs for further Confront Recruiter activities by 2.

Failure The recruiter catches wind that someone is looking for them and lays low. You cannot attempt to Confront the Recruiter again for 24 hours.

Critical Failure As failure, but the recruiter realizes he's been made and flees the city. You must earn an additional 2 Research Points to uncover the identity of another recruiter and wait 24 hours before attempting to Confront a Recruiter again. If you managed to reduce the DCs for this activity through previous success, they are reset to the original value. Reduce the Curse Countdown value by 1.

THE SANCTUM OF THE CLEANSED

The Sanctum of the Cleansed should be within two hexes of the PCs' capital. The exact location of the Sanctum can be anywhere in that hex you wish, since the sanctum itself is located underground. The Sanctum map assumes the site is located at the edge of a remote pond or lake, approached by a five-foot-wide ledge that leads up to an opening in the cliff wall, but this entrance can just as easily be nestled at the back of a narrow gulch in the hills, open from a sewer wall, a hidden door in a building's basement, or whatever works best for you.

The complex itself has ancient walls of worked stone. As the cultists are primarily human, the First Faithful has seen to the placement of several *continual flames* throughout the complex. As such, the Sanctum is well-lit beyond area **D2** (which is left unlit to prevent light leaking from the entrance after dark to attract attention).

ALTERNATE INVESTIGATIONS

The PCs may seek other methods to learn about the Kingdom of the Cleansed or to pinpoint the cult's hideout. Powerful magic spells like *read omens* or rituals like *commune* may be available to your group, and if the players utilize such tactics, you should reward them. Rather than lock their progression to the cult hideout to a critical success at the Confronting Recruiters activity, you can allow them to learn of the cult's hideout through magic. Exactly how the PCs find the location of the Sanctum of the Cleansed isn't as important, and if you can reward them with this information as a result of them using their own resources or tactics, the satisfaction for your players at tracking the cult down will be greater.

Ceiling height in the halls is 8 feet, rising to 10 feet in rooms unless otherwise noted. Doors are made of stone.

The sanctum's architecture is ancient, and a PC who succeeds at a DC 25 Society check to Recall Knowledge places it as being at least a thousand years old, crafted in recognizable Kellid style. The complex was originally built by worshippers of Shyka (perhaps even the same worshippers who built the shrine the PCs explore as they aid Jubilost in his quest—see page 32) until it was invaded and conquered by a cult of the demon lord Yhidothrus. After this cult's defeat a decade later, the site remained largely abandoned until the First Faithful discovered it. His exposure to the cleansing pool in area **D7** is what inspired him to found his cult.

Very little in the architecture remains, but the PCs will have opportunities to learn more about the structure as they explore the Sanctum.

Each time the PCs stop to rest and recover after they first enter the Sanctum, reduce the Curse Countdown by 1.

D1. Sanctum Entrance

The exact layout of the approach to the Sanctum of the Cleansed should be adjusted as needed to match where you choose to set the complex in your game. As shown on the map, the sanctum's entrance is built into the side of a cliff overlooking a remote lake or pond. In any event, no guardians lie in wait here, but with a successful DC 25 Survival or DC 27 Perception check, a PC notices that the approach has been well traveled recently by humanoid foot traffic (this is evidence of cultists coming and going from the Sanctum).

D2. Ancient Crypt

Moderate 10

The vaulted ceiling of this crypt looms nearly twenty feet high, the stony arches supporting it carved almost as if to

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resemble the segments of a worm. Five stone sarcophagi have been placed around the room, the carvings on their closed lids scoured and defaced. They're surrounded by eight empty alcoves in which fragments of what once may have been statues lie in heaps. A stone door stands in the wall to the east.

A PC who spends several minutes examining the walls and architecture of this chamber can attempt a DC 25 Perception check; on a success, they are able to make note of individual elements of the room and can attempt a DC 27 Religion check to Recall Knowledge to note that the original decor of this room celebrated the process of reincarnation and was devoted to the Eldest Shyka, but that likely another cult defaced these carvings, reworking them into crude images of worms feasting on dead flesh, suggesting the worship of the demon lord Yhidothrus.

This room has no lighting, but if the PCs enter the area during the day, indirect sunlight provides bright light five feet from southern entrance, and dim light for the rest of the room.

Each sarcophagus can be Forced Open with a successful DC 15 Athletics check. Note that a bodak can automatically achieve this result due to their +15 Athletics check unless they roll a natural 1. Consider simply allowing the bodaks to succeed in order to give them a more dramatic entrance into the room.

Creatures: When members of the Kingdom of the Cleansed sufficiently impress their superiors with their conviction and zeal, they're brought to the Ascension Room (area **D3**) and put through a torturous process to fully cleanse them. Those who survive become Cleansed Cultists and join the others; those who fail instead rise as bodaks. So far, only three prospective cultists have suffered this fate. The first bodak slew two other cultists upon its return before it was destroyed, and since then the cultists have taken to moving the bodies to **D2** when the cleansing ritual fails (including the corpses of the two other cultists slain by the first bodak who were thus doomed to rise as bodaks themselves). Each of these five bodaks bears an hourglass-shaped scar on its forehead, as all were members of the Kingdom of the Cleansed.

The bodaks have been placed in the five sarcophagi in this room, and as long as the chamber remains relatively silent, the undead remain calm and still. If any attempt is made to open a sarcophagus, the bodaks rise as one to attack. They roll Athletics for initiative as they Force Open their sarcophagus lids (note that a roll of 1 indicates that the bodak struggles with their lid and must attempt to Force Open that lid additional times once their turn begins). As long as creatures move through this room quietly and don't

speak above a whisper, the bodaks don't notice their presence (the cultists have become used to doing this when they pass through). At the end of any round in which noise on the level of normal conversation take place, roll a DC 16 flat check. On a success, the bodaks rise at the start of the next round. Shouting, combat, and other loud noises automatically rouse the bodaks (including triggering the alarm at the eastern door; see hazard below).

The bodaks attack at once; they'll pursue PCs deeper into the complex—and attack cultists as well should they encounter them—but will only pursue anyone outside to area **D1** if it's nighttime.

BODAKS (5) CREATURE 8

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Initiative Athletics +15

Hazard: To prevent the bodaks from getting deeper into the complex and causing trouble while simultaneously ensuring they attack unwanted intruders, the cult has installed a magical locking alarm on the eastern door.

LOCKING ALARM HAZARD 10

UNCOMMON MAGICAL TRAP

Stealth DC 27 (master)

Description Any attempt to open the door without first tracing the symbol of Yhidothrus (an hourglass) on the door's face with a fingertip causes a glowing green ward to seal the door shut and raise an alarm.

Disable DC 32 Thievery (expert) to bypass the magical triggers on the door, or *dispel magic* (5th level, counteract DC 29) to counteract the alarm.

AC 25; Fort +24, Ref +16

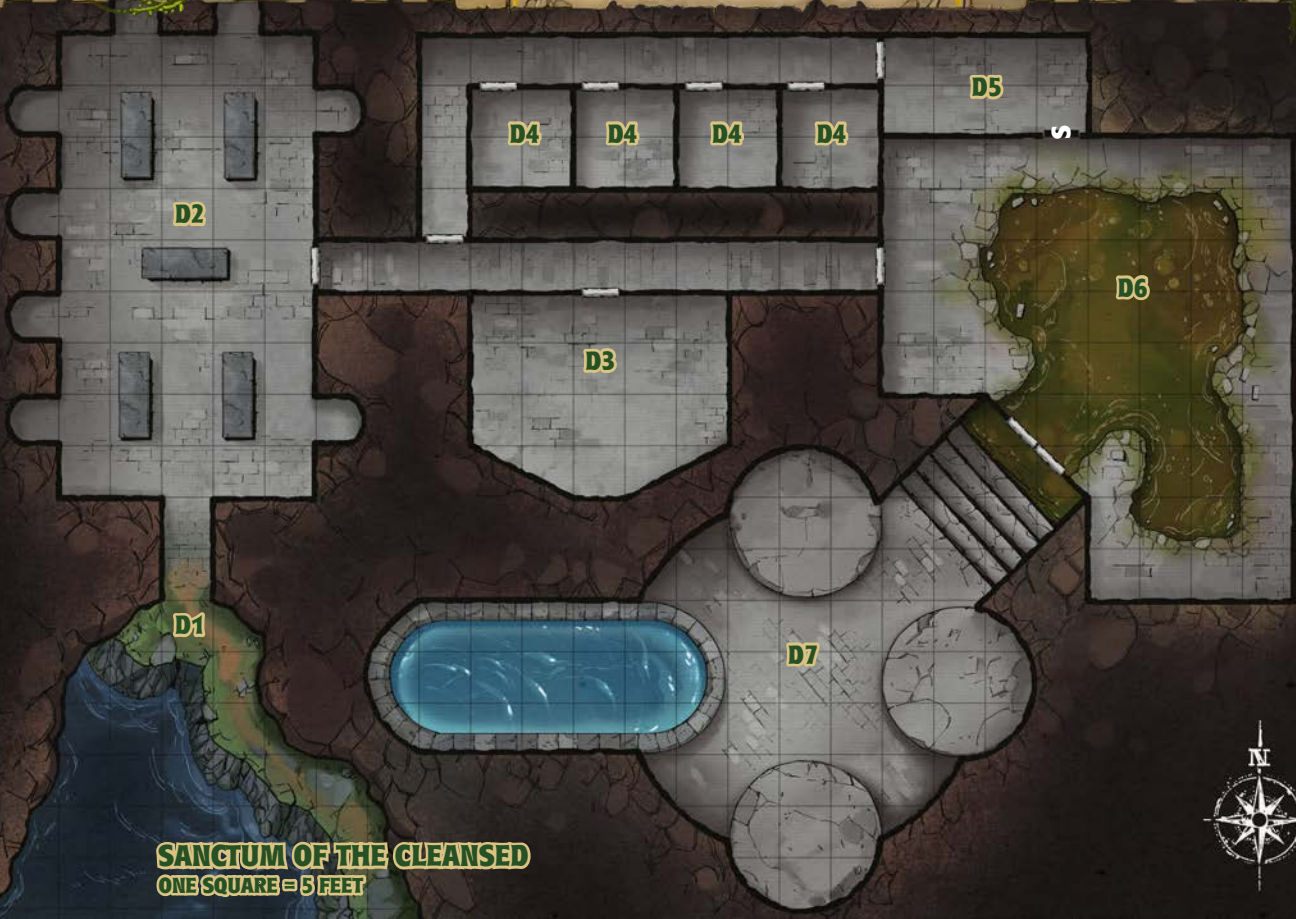
Door Hardness 18, Door HP 70 (BT 35); Immunities critical hits, object immunities, precision damage

Lock and Shriek (abjuration, occult) **Trigger** A creature attempts to open or affect the door; **Effect** The religious symbol of Yhidothrus glows green on the door, sealing it shut while simultaneously shrieking like a tormented soul. This howl is audible in areas **D1-D4** and is loud enough in area **D2** to rouse the bodaks.

While the door remains locked, a DC 32 Athletics check can Force it Open, or a DC 32 Thievery check can Pick the Lock. The lock can also be removed with *dispel magic* (5th level, counteract DC 29).

Once triggered, the alarm continues to shriek and the door remains locked until the hazard is disabled or the door is destroyed or opened. Tracing Yhidothrus's hourglass-shaped religious symbol on either side of the door with a fingertip disables the alarm and the locking ward.

Reset The *locking alarm* resets after 1 minute.



SANGTUM OF THE CLEANSSED
ONE SQUARE = 5 FEET

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- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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D3. Ascension Room Moderate 10

The walls of this room bear carvings of worms eating the dead. To the south, a floor-to-ceiling carving of an hourglass filled with worms instead of sand casts eerie shadows. Its workmanship seems much finer than similar decorations elsewhere. A seven-foot-long rectangular wooden table with leather straps affixed to its four corners has been placed in the center of the room.

The cultists use this room to perform a painful and disturbing rite that indoctrinates promising newcomers into the Kingdom of the Cleansed. The process involves the introduction of a spiritual manifestation of a ravenous worm into the mind of the newcomer, during which they become violently confused. During this rite, a tell-tale hourglass scar manifests on the cultist's forehead. The cultists use the table to restrain the newcomer, then spend several hours focusing their prayers on the newcomer to guide the ravenous worm on a path through memory and emotion, ensuring that the newcomer is really one of them. If this process fails, the result is worse than death—the worm's path through the newcomer's soul leaves room for Abyssal energies to seep in. Anyone subjected to this hours-long ritual who perishes soon rises as a bodak.

Creatures: If the PCs enter this complex during the day, six cultists are in the process of inducting a newcomer into the fold. The cultist-to-be has been strapped to the table and is deep in the excruciating throes of being cleansed. The cultists know about the alarm at area D2, but it has never been triggered before. If the PCs set it off, the sudden sound shocks the cultists here and causes them to stumble over the ritual and lose control over the guidance of the worm within.

Once the PCs enter the room, the cultists attack, though each cultist's first act is to attempt a DC 20 Occultism check to pause the ongoing ritual; this is a two-action concentrate activity. If by the end of the first round the cultists collectively fail to succeed at a minimum of four of these checks, the unfortunate subject strapped to the table shrieks one last time before transforming into a bodak at the start of the next round. If the cultists have been distracted by the alarm, they each suffer a -4 penalty to their check to pause the ritual.

The cultists fight to the death. If captured alive, they refuse to comply with interrogations unless Coerced or mind-controlled, in which case you can use a cultist to give the PCs information about the Sanctum's layout and defenses as you wish. If their latest inductee becomes a bodak, the cultists try to escape into the

hall while fighting the PCs, hoping to lure them into area **D6** to continue the battle. The bodak attempts to Escape from its restraints with a DC 25 Acrobatics check, though even while restrained, the bodak's draining glance is still dangerous. Once free, the bodak attacks the nearest living thing, whether PC or a cultist.

CLEANSSED CULTISTS (6) CREATURE 6

RARE CE MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Athletics +13, Deception +13, Intimidation +13, Occultism +11, Society +11, Stealth +14

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

Items dagger, hourglass worth 10 gp, leather armor, +1 shortsword

AC 24; **Fort** +12, **Ref** +16, **Will** +14

HP 100

Speed 25 feet

Melee ♦ *shortsword* +17 (agile, finesse, versatile S), **Damage** 1d6+5 slashing

Melee ♦ dagger +16 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Release the Inmost Worm ♦♦ (mental, necromancy, occult) The cleansed cultist makes fists with both hands, pressing them to their temples so that their outward pointing thumbs extend to the left and right while they cry out in painful religious rapture. The hourglass-shaped scar on their forehead bulges briefly before a bloody worm is expelled from the center of the scar. This worm shoots through the air to target a single creature within 30 feet, who must then attempt a DC 24 Fortitude save. The cultist can't Release the Inmost Worm again for 1d4 rounds.

Critical Success The target is unaffected.

Success The worm lands on the target and causes agonizing pain before dropping to the floor and fading away. The target takes 3d6 mental damage.

Failure The worm lands on the target and burrows into their flesh, leaving no trace of a hole. The target seems to

age rapidly for a moment, takes 6d6 mental damage, and is stupefied 1 for 1 round before the pain fades and the target returns to its actual age.

Critical Failure As failure, but the target also takes 6d6 persistent mental damage. The target remains stupefied 1 as long as the mental damage persists, during which they appear to be aging rapidly. Once the persistent damage ends, the target's appearance reverts to normal.

Sneak Attack The cleansed cultist deals an extra 2d6 precision damage to flat-footed creatures.

Twin Feint ♦♦ The cultist makes two Strikes, one with their shortsword and one with their dagger, both against the same target. The target is automatically flat-footed against the second attack. Apply the cultist's multiple attack penalty to the Strikes normally.

BODAK CREATURE 8

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Initiative Perception +17

D4. Cultist Quarters

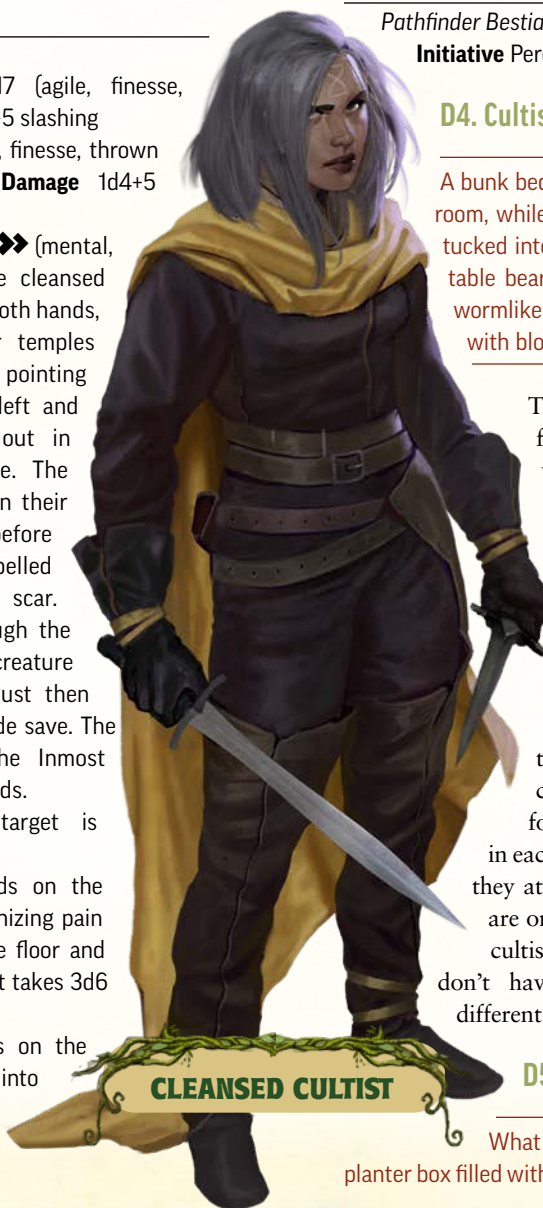
A bunk bed sits against the southern wall of this room, while a small table with a pair of chairs is tucked into the northeast corner. The top of the table bears a hand-carved wooden statue of a wormlike creature, its segmented coils stained with blood.

These chambers serve as places for cultists to sleep, eat, and pray when they're not assisting the First Faithful or performing rites in area **D3**. Cultists stationed here live very sparse lives as a result, but those who rise this far into the Kingdom of the Cleansed don't miss their previous, distraction-filled lives.

These quarters are all empty unless the PCs arrive at night, in which case the six cultists from area **D3** are found in these rooms. Arrange them in each room as you see fit, but regardless, they attack the PCs on sight. (While there are only 8 beds here, there are 9 cleansed cultists in the Sanctum currently. They don't have personal bunks and sleep at different times throughout the day.)

D5. The First Faithful's Room

What appears to be a bed-sized wooden planter box filled with foul-smelling soil sits in the northeast



CLEANSSED CULTIST

corner of this room. Directly south, the wall bears a carving of an immense worm coiling around and burrowing through a planet. A wooden desk with a single long drawer sits to the southwest.

The First Faithful studies and sleeps in this room, but regardless of the time of day when the PCs arrive, he's not here—instead, he's finishing up the ritual to bring down the Cleansing Curse on the PCs in area **D7**.

The carving of Yhidothrus on the southern wall is a secret door to area **D6**; a PC can detect it with a successful DC 30 Perception check.

The planter box is in fact the First Faithful's bed—a layer of worm-infested earth that helps him receive unholy visions from the demonic worm that is his god. A PC who rests in this bed experiences unpleasant nightmares about being buried alive and eaten by worms, but otherwise cannot make use of the soil's eldritch effects.

Hazard: The First Faithful has placed two *glyphs of warding* in this room—one on the secret door, and one on the desk drawer. The password to bypass both glyphs is to speak the word “Yhidothrus” while tracing the shape of an hourglass in the air before the door or desk with your index finger.

GLYPHS OF WARDING (2)

HAZARD 13

MAGICAL TRAP

Stealth DC 34 (trained)

Description An hourglass-shaped glyph flashes with mauve light, then seems to quickly drain its sand away, as if to indicate time has suddenly run out.

Disable DC 34 Thievery (trained) to remove the glyph without triggering it, or *dispel magic* (7th level, counteract DC 34) to counteract the glyph.

Release Spell **Trigger** A creature attempting to open the desk drawer or the secret door to area **D6** triggers the associated glyph; **Effect** The *glyph of warding* targets the creature with a *spirit blast* (save DC 34).

Treasure: Inside the desk drawer is a folded-up *type II bag of holding*. In addition to containing the cult's funds of 430 gp, it holds a *wand of create food* (4th level) that the First Faithful uses to provide food for himself and his cultists, a *mummified bat talisman*, a vial of wyvern poison labeled as “healing potion,” and a greater antidote labeled as “poison.”

Of potentially greater interest to the PCs, though, are the numerous journals in the drawer in which the First Faithful has chronicled most of his plans. A PC who takes several hours to read through these journals (written in Abyssal) can learn about the cult's plots throughout the region, as well as how to use the *incarnation pool* in area **D7** by learning the details of a ritual called *incarnate ancestry* (page 81).

D6. Infested Sinkhole

Moderate 10

This sprawling, thirty-foot-tall chamber may have once been some sort of cathedral, but has fallen into ruin with the passage of centuries. At present, the central section of the room has sunken into a large pool of slimy, polluted water. The foul liquid gathers to the south near a pair of double doors that bear carvings of worm-filled hourglasses.

The secret door to the north can be found with a successful a DC 30 Perception check.

The large pool of water fills a five-foot-deep sinkhole in the middle of this room. Closer inspection of the water reveals it to be infested with writhing worms. A PC who succeeds at a DC 25 Nature check to Recall Knowledge confirms the worms are of no known natural species, while a critical success (or a regular success with a DC 27 Religion check) reveals the worms to be overgrown parasites known as brain worms. Anyone who has read the First Faithful's journals from area **D5** understands that these worms play a key role in the rite to create cleansed cultists.

A character foolish enough to drink the water in this pool is exposed to brain worms (*Pathfinder Gamemastery Guide* 119).

Creatures: While the worms in the foul water are harmless (unless a PC ingests the water and the much smaller worms that infest it), the room's other inhabitants are not. These three demons were conjured by the First Faithful via *planar ally* for counsel, but they linger on as guardians. Two nabasu demons lurk in the shadows to either side of the door to area **D7**, while a single hezrou wallows in the pool itself, blissfully immune to the brain worms. The demons attack the PCs on sight and fight to the death.

HEZROU DEMON

CREATURE 11

Pathfinder Bestiary 2 67

Initiative Perception +21

NABASU DEMONS (2)

CREATURE 8

Pathfinder Bestiary 2 66

Initiative Perception +17

D7. Incarnation Chamber

Severe 10

A wide flight of stairs leads up to a large circular chamber, its domed roof reaching a height of twenty feet. Three circular platforms, each two feet above the chamber floor, sit to the north, south, and east, while a deep pool of water extends to the west. The pool is so clear that the water seems almost invisible, its placid surface barely reflecting the light cast by dozens of glowing spots adorning the dome above.

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Though the cult of Yhidothrus has managed to deface and pollute the decor in the outer chambers of this sanctum, here their attempts to pervert the innermost chamber of the site have continued to fail. The chamber retains its original decoration and ambience from when it was first constructed ages ago by Shyka's faithful. Even uncorrupted, the powers of the western pool remain potent and usable by the cultists. The motes of glowing lights above fill the room with bright light as if lit by dozens of stars.

The pool is sacred to the worship of Shyka. A PC who succeeds at a DC 25 Religion check to Recall Knowledge confirms that it's an *incarnation pool*, a site where bodies can be laid to rest, purified, and encouraged to reincarnate. On its own, the pool is little more than a constantly refreshing body of water, and serves the cult as a source of drinking water. But combined with the *incarnate ancestry* ritual, the pool can be used to reshape one's physical being or even become reborn in the body of a past life. It was through this method that the First Faithful awoke the latent demonic energies in his bloodline to become the monster he is today.

As soon as Tristian sees the *incarnation pool*, he is filled with a longing to taste its waters, but he'll be able to resist the urge until the chamber's current occupants are dealt with.

Creatures: The waters of the *incarnation pool* are infused with temporal energy, magic that bolsters the process of reincarnation and links the chamber to Shyka herself. Yet as with Shyka, the waters do not limit their power to those with good intentions, and the First Faithful has realized that this room, and the energies within the water, can dramatically enhance the effect of the Cleansing Curse he has learned through unholy communions with his god.

When the PCs first arrive in this room, the First Faithful is in the process of leading three of his cultists in a ritual to afflict the PCs with the Cleansing Curse. One of his cultists stands atop each of the three platforms, while the First Faithful himself stands before the *incarnation pool*. If the PCs arrive here before the Curse Countdown reaches 0, the First Faithful shrieks in frustration and rushes to finish the ritual on the spot. If the PCs arrive here after the Curse Countdown reaches 0 and they're already suffering the Cleansing Curse's effects, then the First Faithful is focusing on expanding the curse to afflict other important NPCs in the kingdom. In this case, he pauses the ritual with a sneer and orders his cultists to attack.

If the First Faithful tries to rush the curse, he attempts to refocus the curse's energy on a single PC, preferably the one serving in the Ruler leadership role (see Refocus Curse below). After this, he attempts to stay at range and use his magic while the cultists attempt to engage

the PCs in melee combat. The First Faithful fights to the death; if the PCs capture him alive, whether or not he can be redeemed is left to you to determine.

The First Faithful was once human, but using the *incarnation pool* he tapped into past lives where his family's bloodline was infested with Abyssal influences. As a result, he's in the process of transforming into something both human nor demon. The wormlike lengths that grow from his hands and mouth can reach a shocking distance. When he attacks with them, the damage is from multiple different bites, but they all resolve as one Strike with reach.

THE FIRST FAITHFUL

CREATURE 13

UNIQUE CE MEDIUM FIEND HUMAN HUMANOID

Male fiend-warped human cleric of Yhidothrus 13

Perception +24; darkvision

Languages Abyssal, Common

Skills Deception +27, Intimidation +27, Occultism +23, Religion +28, Society +23

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

Items cultist robes, *major staff of necromancy*

AC 34; **Fort** +24, **Ref** +20, **Will** +26

HP 240; **Immunities** poison; **Resistances** acid 15, all physical 15 (except cold iron); **Weaknesses** good 15

Attack of Opportunity Worm jaws only.

Speed 25 feet

Melee *staff* +21 (two-hand d8), **Damage** 1d4+3 bludgeoning

Melee worm jaws +25 (agile, reach 10 feet), **Damage** 3d8+6 piercing plus 2d8 poison

Divine Prepared Spells DC 34, attack +24; **7th** *finger of death*, *harm* × 5, *heal*; **6th** *dispel magic*, *repulsion*, *vampiric exsanguination*; **5th** *abyssal plague*, *heal*, *shadow blast*; **4th** *air walk*, *divine wrath*, *heal*; **3rd** *blindness*, *dream message*, *vampiric touch*; **2nd** *death knell*, *ghoulish cravings*, *see invisibility*; **1st** *command*, *fear*, *ray of enfeeblement*; **Cantrips (7th)** *detect magic*, *divine lance*, *light*, *message*, *shield*

Rituals *incarnate ancestry*, *planar binding*

Refocus Curse (divine, necromancy) **Frequency** only once; **Effect** The First Faithful stretches out his hands toward a single PC within 60 feet, focusing a swirling beam of phantasmal worms and pale light to strike that PC. This immediately ends the Curse Countdown and saves any other targets from its effects, but the targeted PC must immediately attempt a Will save to resist the curse's effects (page 73). The DC of this save is equal to 27 minus the Curse Countdown's current value.

Release the Inmost Worms (divine, necromancy) As Release the Inmost Worm for Cleansed Cultist (page 78), but when the First Faithful uses this ability he can target two separate creatures within 30 feet, and with a DC 34 Fortitude save to resist.

CLEANSSED CULTISTS (3)

CREATURE 6

Page 78

Initiative Perception +12

CONCLUDING THE ADVENTURE

Once the clash with the First Faithful is over, Tristian reveals to the PCs the strange urge he has to investigate the waters of the pool. As soon as he touches the waters, he immediately realizes the truth of his ancestry, as do the PCs, as the pool transforms his Cooperative Nature ancestry feat into Celestial Wings (*Pathfinder Advanced Player's Guide* 36), leaving no doubt to the fact that he is more than human—Tristian is an aasimar!

The pool itself expends the last of its built-up energy (much of which had already been siphoned away by the cultists) with this final act, but it can still be used by the PCs should they choose to perform the *incarnate ancestry* ritual.

In any event, the curse of the Kingdom of the Cleansed fades away once the First Faithful is slain, leaving the PCs and their kingdom safe from this particular danger from now on.

INCARNATE ANCESTRY RITUAL 5

RARE TRANSMUTATION

Cast 7 days; Secondary Casters 3

Primary Check Nature (expert); Secondary

Checks Arcana, Medicine, Occultism, or Religion

Range 30 feet; Target 1 willing creature

You attempt to reach back through time to make brief contact with one of the many past lives of the willing creature, then transform their current body to incarnate elements of that past life's ancestry into the present. At the GM's option, a creature might not have any past lives to draw from, in which case this ritual fails. A PC should always be able to make full use of this ritual if it's cast on them should the GM chooses to allow this ritual into their game.

While *incarnate ancestry* can be cast anywhere, if cast in the vicinity of a site infused with energies conducive to reincarnation and contacting past lives (such as in area D7 of the Sanctum of the Cleansed), checks made to perform this ritual gain a +4 circumstance bonus.

Critical Success You infuse the creature with elements from a previous incarnation. The character can reselect all ancestry feats, or even select an entirely new ancestry (choosing from those allowed by the GM). The newly incarnated ancestry must still fully support other character build options; you can't choose feats or ancestries that would invalidate class choices. The character is clumsy 1 and stupefied 1 for 10 minutes as they acclimate to their new body.

Success As critical success, but the transformation is disorienting to the creature, who must come to terms with their new body and the strange echoes of memories from the past life that fade in time. The creature becomes clumsy 1 and stupefied 1 for one week; these conditions can't be removed or reduced by any means until the week has passed.

Failure The attempt to *incarnate ancestry* is unsuccessful.

Critical Failure As failure, but the attempt to transform leaves the creature feeling as if their own body were unfamiliar. They become clumsy 1 and stupefied 1 for one week; these conditions can't be removed or reduced by any means until the week has passed.



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- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
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- Octavia
- Regongar

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VALERIE

Due to her flawless, almost supernatural beauty, Valerie has been at the center of everyone's attention ever since she was a child. Born into a noble Brevic family, the young girl soon became a shining star of high society. She quickly had to learn to resist the unwanted advances of countless admirers, and she found that a combination of cold arrogance and impeccable, distant manners created a welcome shield. Her father had chosen a great destiny for Valerie: she was to become a champion of Shelyn. However, the teachings of obedience and humbleness before the goddess of beauty and love appealed to Valerie no more than the adoring pursuit of unwanted courtiers. For many years, she struggled with her desire to respect her father's wishes and leaned into the martial aspect of her training. Yet one cannot force devotion, and it was only a matter of time before Valerie's patience expired and, in a fit of frustration, she railed against the traditions of Shelyn's

teaching, denouncing the concept that beauty and art could ever serve as anything more than hollow praise and delusions of fulfillment.

While this act of rebellion and blasphemy certainly wasn't the worst the faith had seen, it was more than enough for her superiors to cast her out of the church. Having publicly rejected Shelyn's teachings, Valerie left her home and traveled south into the Stolen Lands. Today, none would guess that she grew up as a noble's pampered daughter. Serving at times as a mercenary for the Swordlords and at others as a freelance bounty hunter, and having traded in her immaculately coiffed hair and silk dresses for short tresses and steel armor, she believes she's broken all ties with her past. Yet unknown to Valerie, one person in particular has never been able to recover from what he continues to view as his failure to keep Valerie in the church. This man is Sir Frederico Sinnet, a zealot whose inability to let

Valerie go caused him to be cast out from the church as well. Today, Sir Frederico believes that if he can track Valerie down and bring her back to the fold, he will be reinstated as a champion of Shelyn, yet the increasingly poor choices he's made in service to this short-sighted goal have pushed him ever further from redemption.

MEETING VALERIE

The PCs first meet Valerie at the start of the *Kingmaker Adventure Path*—she's one of the adventurers seated at the PCs' table during the feast in Jamandi Aldori's manor in Chapter 1. In that encounter, the PCs have the opportunity to influence Valerie.

For those who appreciate her military talents, Valerie serves as a reliable defender in every possible challenge. In battle, she prefers fighting with a bastard sword and shield, augmented by the heaviest suit of armor she can afford and her defensive tactics. Although she once rejected the path of a noblewoman's life, she still knows how to behave in aristocratic circles and how to save face in conflict situations. Though she prefers the way of the blade, she can actively participate in diplomatic maneuvers as needed.

VALERIE

CREATURE 1

UNIQUE LN MEDIUM HUMANOID HUMAN
Female versatile human fighter (Martial Disciple background)
Perception +5 (expert)
Languages Common
Skills Acrobatics +4 (trained), Athletics +7 (trained), Crafting +3 (trained), Diplomacy +5 (trained), Intimidation +5 (trained), Religion +3 (trained), Society +3 (trained), Warfare Lore +3 (trained)
Str +4 (18), **Dex** +1 (12), **Con** +2 (14), **Int** +0 (10), **Wis** +0 (10), **Cha** +2 (14)
Items backpack, bastard sword, bedroll, flint and steel, moderate juggernaut mutagen, rations (1 week), scale mail, shortbow (20 arrows), steel shield (Hardness 5, HP 20, BT 10), torches (3), waterskin
AC 17; **Fort** +7, **Ref** +6, **Will** +3
HP 21
Attack of Opportunity \curvearrowright
Reactive Shield \curvearrowright
Shield Block \curvearrowright
Speed 25 feet
Melee \curvearrowright bastard sword +9 (two-hand d12), **Damage** 1d8+4 slashing
Ranged \curvearrowright shortbow +6 (deadly d10, range 60 feet), **Damage** 1d8 piercing
Ancestry Feats Natural Skill (Diplomacy, Society)
Class Feats Reactive Shield
General Feats Shield Block, Toughness
Skill Feats Quick Jump
Class Abilities Attack of Opportunity, Shield Block

VALERIE

CREATURE 9

UNIQUE LN MEDIUM HUMANOID HUMAN
Female versatile human fighter (Martial Disciple background)
Perception +16 (master)
Languages Common
Skills Acrobatics +12 (trained), Athletics +19 (mater), Crafting +11 (trained), Diplomacy +14 (trained), Intimidation +18 (master), Religion +12 (trained), Society +11 (trained), Warfare Lore +11 (trained)
Str +4 (19), **Dex** +1 (12), **Con** +3 (16), **Int** +0 (10), **Wis** +1 (12), **Cha** +3 (16)
Items backpack, +1 wounding striking bastard sword, bedroll, lesser elixirs of life (3), flint and steel, +1 resilient full plate, moderate juggernaut mutagen, rations (1 week), ring of fire resistance, +1 striking composite shortbow (20 arrows), torches (3), lesser sturdy shield (Hardness 10, HP 80, BT 40), waterskin
AC 28; **Fort** +19, **Ref** +15, **Will** +15
HP 134; **Resistances** fire 5
Aggressive Block \curvearrowright *Core Rulebook* 145.
Attack of Opportunity \curvearrowright
Reactive Shield \curvearrowright
Shield Block \curvearrowright
Speed 25 feet
Melee \curvearrowright bastard sword +20 (two-hand d12), **Damage** 2d8+7 slashing
Ranged \curvearrowright composite shortbow +15 (deadly d10, range 60 feet), **Damage** 2d8+2 piercing
Power Attack $\curvearrowright\curvearrowright$ *Core Rulebook* 144.
Ancestry Feats Cooperative Nature, Natural Ambition (Power Attack), Natural Skill (Diplomacy, Society)
Class Feats Aggressive Block, Power Attack, Powerful Shove, Quick Shield Block, Reactive Shield, Shield Warden
General Feats Diehard, Fleet, Shield Block, Toughness
Skill Feats Cat Fall, Intimidating Glare, Intimidating Prowess, Quick Jump, Titan Wrestler
Class Abilities Attack of Opportunity, Battlefield Surveyor, Bravery, Combat Flexibility, Fighter Weapon Mastery (sword), Juggernaut, Shield Block, Weapon Specialization

INFLUENCING VALERIE

Valerie's first encounter with the PCs takes place during the feast in Chapter 1 at the beginning of the *Kingmaker Adventure Path*; her influence encounter is on page 23 of that book.

ADVENTURING WITH VALERIE

Valerie is a capable combatant, but rather than fight with aggression, she battles with defense in mind, seeking to draw attention away from less well-armored allies and to protect them as needed.

As Valerie continues to adventure with the PCs, she can't help but to build up a number of admirers in the PCs' kingdom, devotees drawn both to her beauty

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and to her skill in combat. She doesn't encourage this behavior and firmly rebuffs those who are too persistent without being overly cruel. Nevertheless, at times during the campaign she still receives anonymous gifts from these admirers. Most of these gifts are small and disposable, but three times during the campaign she receives unusual magic items. Valerie doesn't wish to use the items herself, as in all three cases they either don't match her fighting style or are too tied to the worship of Shelyn. At the same time, she understands their value. Instead of discarding the gifts, she offers them to the PCs free of charge. You should time the arrival of these gifts to coincide roughly with the points at which the PCs become equal level to the gift in question.

ADMIRER'S BOUQUET ITEM 7

RARE **ABJURATION** **MAGICAL**

Price 350 gp

Usage held in 1 hand; **Bulk** L

An *admirer's bouquet* appears to be a colorful silken handkerchief that exudes a pleasant floral scent until it's picked up, at which point a dozen vibrantly colored long-stemmed flowers appear in the carrier's hand, the stems wrapped in the silk.

Activate **◆** Interact; **Frequency** once per minute; **Effect** By taking a deep sniff of the pleasant-smelling flowers, you can speed your recovery from nausea and reduce your sickened value by 1.

Activate **↻** Interact; **Frequency** once per hour; **Trigger** an ally with a free hand ends their turn adjacent to you; **Effect** You hand the *admirer's bouquet* to the triggering ally. If they accept the bouquet, they gain a +1 item bonus to saves against emotion and mental effects as long as they continue to carry the *admirer's bouquet*. If they're currently suffering from a debilitating emotion or mental effect as the result of a saving throw made during the previous turn, they can immediately attempt a new saving throw against that effect upon being given the bouquet; if they do so, they gain the *admirer's bouquet's* +1 item bonus to this saving throw. An *admirer's bouquet* can allow for a new saving throw in this way only once per day.

PALETTE OF MASTERSTROKES ITEM 12

RARE **CONJURATION** **MAGICAL**

Price 1,950 gp

Usage held in 1 hand; **Bulk** L

This painter's palette is decorated with an image of Shelyn's religious symbol: a songbird with a colorful curved tail. The feathers on this tail constantly produce a wide range of colorful pigments, granting you a +2 item bonus to Crafting checks made to create paintings. A *palette of masterstrokes* functions as a divine focus for a cleric of Shelyn.

Activate 1 minute (envision, Interact); **Frequency** once per day; **Effect** The *palette of masterstrokes* casts *creation* as a 5th-level divine spell to your specifications.

Activate **◆◆** Interact (illusion, incapacitation); **Frequency** once per hour; **Effect** With a sweeping motion, you swing the *palette of masterstrokes* in your hand. It casts *color spray* as a 4th-level divine spell. The spell DC is 29.

SONGBIRD'S BRUSH ITEM 15

RARE **EVOCATION** **GOOD** **MAGICAL**

Price 6,000 gp

Usage held in 2 hands; **Bulk** 2

The blade of this +2 *greater striking holy glaive* shimmers with a prismatic sheen, as if faintly reflecting a rainbow. A *songbird's brush* sheds bright light in a 20-foot radius (and dim light for the next 40 feet). When wielded in combat, the sound of the blade cutting through the air creates a soft, musical trill as if produced by a songbird. Sacred to the faithful of Shelyn, a *songbird's brush* is so named for the fighting style developed by worshippers of the Eternal Rose, which equates its sweeping swings to painting with a brush. A *songbird's brush* grants a +2 item bonus to Performance checks made to dance or sing as long as the glaive is held in two hands.

Activate **◆◆** Interact; **Frequency** once per day; **Effect** You sweep the *songbird's brush* in an arc before you, casting *prismatic spray* from the glaive. The spell DC is 34. This *prismatic spray* does not affect good-aligned creatures in its area.

Craft Requirements You are a worshipper of Shelyn.

CAMPING WITH VALERIE

While camping, Valerie spends a fair amount of her free time maintaining and repairing her armor and shield, and when she camps with the PCs, she can perform the following activity.

MAINTAIN ARMOR

CAMPING **MANIPULATE**

Valerie spends her time in camp maintaining the group's armor and potentially repairing broken shields. One PC chooses one suit of armor or a broken shield. If the PC chooses a suit of armor, that suit of armor grants the wearer temporary Hit Points equal to half their level during the next encounter it's worn; these temporary Hit Points expire at the end of the encounter or after 24 hours. If the PC chooses a broken shield, Valerie restores the broken shield to full HP. An additional PC can choose a suit of armor or broken shield once the party is 3rd level, and then again every 2 levels thereafter.

RULING WITH VALERIE

Valerie's natural charisma and social skills make her a good candidate for leadership roles. The combination of her significant combat skills and intimidating nature

make her an excellent choice for the role of General. If you assign Valerie to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Valerie remains in the General role, it is automatically invested (in addition to the four roles you choose to invest), and as long as her attitude toward the PCs is at least friendly, Valerie's presence in the role allows for the following Leadership activity during the Kingdom turn's Activity Phase.

WARFARE EXERCISES

DOWNTIME **LEADERSHIP**

Valerie spends time studying the nation's armies, speaking with its commanders, researching historical records of battles, and running simulations in war rooms to help predict the best ways to prepare for upcoming conflicts. Attempt a basic Warfare check to determine the success of these exercises.

Critical Success The exercises reveal a wide range of suggestions for the PCs to use during that month's military exercises. All Army activities taken during this Kingdom turn's Activity Phase gain a +1 circumstance bonus. This bonus increases to +2 at Kingdom level 9 and +3 at Kingdom level 15. In addition, the next time this Kingdom turn that you roll a critical failure on an Army activity, the result is improved to a regular failure instead.

Success The exercises grant a +1 circumstance bonus to your first Army activity taken during the Kingdom turn's Activity Phase. This bonus increases to +2 at Kingdom level 9 and +3 at Kingdom level 15.

Failure The warfare exercises provide no insight this turn.

Critical Failure You accidentally form incorrect assumptions about your military tactics. The next time you roll a failure on an Army activity this Kingdom turn, it becomes a critical failure instead.

an experienced and talented champion. While she excelled at the martial aspects of the training, Valerie always objected to the order's emphasis on beauty as a virtue, believing that true worth comes from actions and competence, not in the appearance of things. Over time her resentment grew, until one day she became frustrated enough to give them voice, blaspheming against the teachings of Shelyn. As a result, she was excommunicated.

After leaving the order, Valerie took to the life of a blade for hire, discarding the religious training she received but putting her skill at arms to good use. She made a good living and acquitted herself well, but her teacher Sir Frederero never forgot about his old student. Rather than accept the idea that the life of a champion of Shelyn simply didn't appeal to Valerie, Sir Frederero considered her rejection of Shelyn a failure of his own teaching.

As his sense of failure continued to nag at him, Sir Frederero sought other ways to atone for his perceived failure. When word reached him of a lost shrine to



VALERIE

FALSE FACES

Valerie was apprenticed at a young age to the Order of the Rose, an order of champions in the service of the goddess Shelyn. Showing promise, she was taken under the wing of Sir Frederero Sinnet,

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Shelyn hidden in the Stolen Lands, the champion took it upon himself to track down the shrine's location and restore it, hoping such an act would make up for him losing Valerie. Unfortunately for Sir Frederero, a green hag named Tulvak had taken up residence in the ruined shrine, and the knight fell victim to her magic. Delighted with her new plaything and eager to toy further with worshippers of Shelyn, Tulvak convinced Sir Frederero to challenge Valerie to a duel.

While Frederero believes he is still serving Shelyn and that Tulvak is a beautiful cleric of the goddess, he has in fact fallen from grace. Tulvak plans to speed along

the ex-champion's descent into blasphemy, hoping to wreck every part of the poor man's life just because she can. If she can manipulate him into killing his ex-student, his fall will be complete.

SIR FREDERO'S CHALLENGE

This adventure begins after Sir Frederero learns that Valerie has joined the PCs' kingdom, at which point he sends her an arrogant message challenging her to a duel at the Shrine of the Golden Grove. This message should arrive when the PCs are 9th level, likely around the time they're investigating the vanishing at Varnhold in Chapter 6 of the Adventure Path. If they wait until they're 10th level to begin this adventure because they don't want to be distracted from dealing with Vordakai, you can easily adjust statistics for creatures encountered in this adventure by applying the elite adjustments (*Pathfinder Bestiary 6*) in such an event.

The message itself is delivered by a raven to the PCs' capital. The citizen who found it took note of the letter being addressed to Valerie and saw to it that she received the message within the hour, at which point the raven (sent to the capital city via *animal messenger* from the shrine at the Golden Grove) was long gone.

Valerie quickly contacts the PCs and shares the unexpected letter with them; the message on the next page as **Handout #2**.

Valerie explains that Frederero was her teacher while she was training to be a champion of Shelyn in Brevoy, until her frustration at their obsession with appearances led to her departure from the church. The emotions of that moment remain strong within her, brought back to the surface by Frederero's arrogant letter. She has already decided to answer his challenge and asks that the party travel with her to meet him. She has researched the location of the old Shrine of the Golden Grove and hopes to leave at once to put this part of her life forever behind her.

If the PCs convince Valerie to ignore the invitation, you can either have her set off on her own later to answer the challenge (in which case you could adjust this adventure into a rescue mission once she goes missing), or you can simply skip this adventure entirely. If you do so, this unclosed chapter in Valerie's life continues to gnaw at her, and in her distraction, she no longer wishes to serve as a leader in the city's kingdom—if the PCs later agree to accompany her on this adventure, this restriction is lifted.

THE GOLDEN GROVE

The Golden Grove was founded centuries ago by a group of Shelynites who were taken by the site's



SIR FREDERO SINNET

VALERIE,

I NEVER EXPECTED TO HEAR YOUR NAME AGAIN, BUT AGAINST MY BETTER JUDGMENT I'VE KEPT AN EAR OUT FOR ANY TIDINGS. AFTER ALL, PERHAPS SHELYN STILL HAD SOME USE FOR THE GIRL WHO SPURNED HER GIFTS? IMAGINE MY SURPRISE WHEN I LEARNED OF YOUR ASSOCIATION WITH THIS NEW KINGDOM SPREADING THROUGH THE STOLEN LANDS! HARDLY THE GLORIOUS DESTINY AS ONE OF SHELYN'S CHAMPIONS YOU SPURNED YEARS AGO, I MUST SAY.

BUT AS CHANCE WOULD HAVE IT, I'VE FOUND FOR YOU ONE FINAL CHANCE FOR REDEMPTION. MY SERVICE TO THE ETERNAL ROSE HAS BROUGHT ME TO THE STOLEN LANDS AS WELL, WHERE I'VE BEEN AIDING OTHER PRIESTS IN THE RESTORATION OF A LOST SHRINE. I DO NOT BELIEVE IT IS CHANCE THAT BROUGHT ME HERE, BUT A PART OF SHELYN'S EVER-GROWING TAPESTRY. SHE WANTS ME TO BRING YOU BACK INTO THE FOLD.

I KNOW YOU WILL NEVER COME TO DISCUSS YOUR BLASPHEMY OR POSSIBLE REPENTANCE, SO INSTEAD I PROPOSE A CHALLENGE. YOU MAY NOT HAVE ATTAINED THE SUBLIME FORM THAT THE LADY GIFTS HER CHOSEN CHAMPIONS WITH, BUT I ADMIT YOU HAVE A CERTAIN BRUTE EFFECTIVENESS THAT HAS SERVED YOU AGAINST LESSEER CHALLENGES. FACE ME IN A DUEL. SHOULD I LOSE, I SWEAR BY SHELYN TO NEVER TROUBLE YOU AGAIN, AND TO ACKNOWLEDGE YOUR STRENGTH IN ARMS, IF NOT YOUR CONVICTION. BUT SHOULD VICTORY FALL YET AGAIN UPON MY SHOULDERS, YOU WILL AGREE TO HEAR ME OUT AND AT LEAST CONSIDER A PATH BACK INTO THE LADY'S GRACES.

I AWAIT YOUR RESPONSE AT THE SHRINE OF THE GOLDEN GROVE. IF I DO NOT HEAR FROM YOU WITHIN A FEW WEEKS' TIME, I WILL BE FORCED TO CONCLUDE YOU ARE RUNNING YET AGAIN FROM YOUR SHAME, AND THAT YOU WILL NEVER BE FREE FROM THE STAIN.

WITH BEAUTY'S REGARD,
SIR FREDERO SINNET

HANDOUT 2

picturesque scenery and chose to build an elegant marble shrine to augment the area's natural beauty. Unfortunately, the remote location in the Stolen Lands spelled the worshippers' doom—they were all killed by monsters within three months of the shrine's completion. The church never bothered to maintain the shrine due to its remote location, and it fell into ruin over the years. Valerie can tell the PCs this much, or they can succeed at a DC 25 Religion or Society check to Recall Knowledge.

The exact location of the Golden Grove Shrine is left to you, but it should be located in a hex the PCs haven't yet explored. If possible, place the shrine in a forest hex; if you place it in a plains or hills hex, the shrine itself should be surrounded by a thick grove of trees to help explain why the site has remained forgotten for so long. The shrine's current occupants, while not true worshippers of Shelyn, have done their best to restore the building's facade and the short path leading up to it, knowing that their trap for unwary pilgrims will be more effective if the shrine appears to be at least somewhat maintained.

An octagonal shrine built of marble stands here, the forest encroaching its vine-shrouded walls. Colorful flowers bloom on these vines, enhancing the structure's beauty. The central section of the shrine rises to a fifty-foot high dome, while a fifteen-foot-high section extends to the west. This extension is surrounded by a marble veranda supported by a colonnade of pillars, while three marble steps lead down to the overgrown ground below. A large carving of a songbird over the double door on the west face is the only part of the structure cleared of vine growth—it seems as if the vines curling around the carving form an intentional frame of flowers and foliage.

Valerie's Duel

If the PCs approach the shrine via stealth, they may be able to explore the place before Sir Frederico challenges them. Depending on how long they remain undetected, the PCs may even uncover some of the shrine's sinister secrets (likely by experiencing the hazard at area E2), at which point Valerie realizes that there's more going on in the shrine than her old teacher's obsession. If the PCs attack Sir Frederico, see area E1 for more details.

Trivial 9

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- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and Kanerah
- Octavia
- Regongar

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Sir Fredero Sinnet has been awaiting Valerie's arrival since he penned the letter to her and entrusted it to one of the false priestesses to deliver via *animal messenger*. He spends this time sparring in the vestibule, praying and meditating, and resting in his camp along the south side of the vestibule. During the eight hours he sleeps (typically from midnight to morning), the false priestesses place multiple *alarm* spells in area **E1** that trigger if anyone enters that area. If they go off, the loud ringing bell automatically awakens Sir Fredero.

Once he recognizes Valerie, he calls out a challenge.

"Valerie, you arrive at last! I worried that you lacked the conviction and bravery to answer my challenge, or that your new companions would prevent you from doing so. Good that you came, though, for is not this a place of beauty? I could understand if its sight alone could compel you to recant your ways and seek absolution, but if you remain obstinate... I am ready to make good on my challenge. Draw your steel to the test against me, and we can exchange pleasantries after your defeat and return to the fold. What say you, Valerie?"

Valerie is ready to duel Sir Fredero, but if her attitude toward the PCs is friendly, she won't do so without their blessing. If she resists the duel, Sir Fredero grows flustered and accuses her of heresy and blasphemy. He gives her one more chance to accept his duel, but if she (or the PCs) continue to deny him, he says, "So be it—we'll let Shelyn judge you instead!" At this point, he attacks, joined by the false priestesses from area **E3**. See area **E1** for more details.

The Duel: Once Valerie accepts Sir Fredero's challenge, he lays out the simple rules. The duel is to be fought between himself and Valerie only and will last until one of the duelists is knocked out or yields. There are no limits to the weapons or tools either participant can use in the duel, but no preparatory spells are allowed on either duelist before the duel begins. The dueling grounds consist of the area surrounding the shrine, but anyone who enters areas **E3** or **E4** automatically loses the duel. If Valerie loses, she must return to Sir Fredero's tutelage and strive to become a champion of Shelyn once more, but if she wins, Sir Fredero promises to let her go and bother her no more. Of course, how things play out after the duel finishes are likely to be quite different (see After the Duel below).

While you can run the duel using regular combat, consider instead using the rules for combat duels presented on pages 166–167 of the *Pathfinder Gamemastery Guide*. If you do so, Sir Fredero uses Intimidation to roll initiative and augments his actions with a Bullying Press reaction as he gets the chance.

Regardless of which rules you use, you should allow one of the players to control Valerie's actions during the duel. Other PCs can attempt to take actions during the duel to aid Valerie or hinder Sir Fredero, but if Sir Fredero notices any such actions, he accuses Valerie and the PCs of cheating. In this case, the duel ends and he calls upon the false priestesses from area **E3** to join him in the fight; see area **E1**.

Sir Fredero yields to Valerie if he's reduced to 10 HP or less. If he's reduced to 0 HP before he can yield, allow him to be reduced to the dying condition rather than being killed outright, so that Valerie and the PCs can rescue him if they wish.

SIR FREDERO SINNET

CREATURE 9

UNIQUE N MEDIUM HUMAN HUMANOID

Male human fallen redeemer champion

Perception +15

Languages Common

Skills Athletics +19, Deception +20, Diplomacy +18, Intimidation +20, Religion +17, Society +18

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

Items +1 full plate, moderate healing potions (3), +1 striking thundering longsword, +1 striking composite shortbow, steel shield

AC 28; **Fort** +21, **Ref** +17, **Will** +15

HP 160

Attack of Opportunity ↻

Quick Block Sir Fredero gains an additional reaction at the start of each of his turns that he can use only to perform a Shield Block.

Shield Block ↻

Stubborn Conviction ♦ **Frequency** once per round; **Trigger** Sir Fredero fails (but doesn't critically fail) a saving throw against a control or emotion effect; **Effect** Sir Fredero rerolls the failed saving throw. He must take the result of this second roll, even if it is worse than the initial failure.

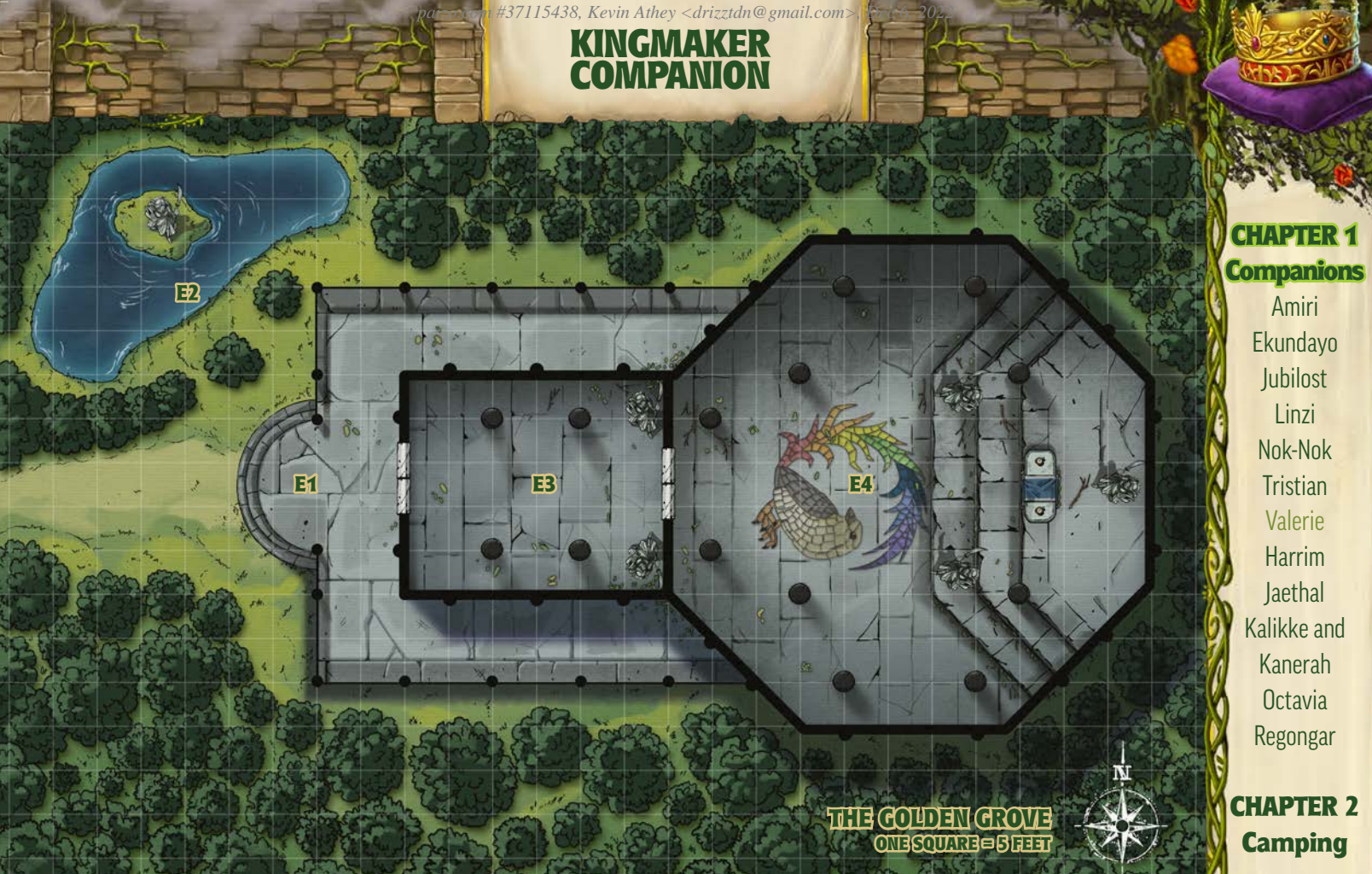
Speed 20 feet

Melee ♦ *longsword* +20 (versatile P), **Damage** 2d8+10 slashing plus 1d6 sonic

Ranged ♦ *composite shortbow* +18 (deadly d10, propulsive, range 60 feet), **Damage** 2d6+10 piercing

After The Duel: Sir Fredero's desire to duel Valerie isn't entirely his own idea—he was convinced to issue the challenge by the green hag Tulvak, whom he believes is an honest (if eccentric) Shelynite priestess he refers to only as "the Prophetess." The green hag hopes to finalize Sir Fredero's fall from grace by tricking him into offering up Valerie as a sacrifice.

If Sir Fredero wins the duel, he gives Valerie a healing potion to restore her to consciousness if necessary, then tells her to accompany him into the shrine itself to receive her absolution from the Prophetess. If the



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- Ekundayo
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PCs don't intervene, he brings Valerie into area **E4** where the green hag convinces him that Valerie must die for her sins—this is the only way she can earn a rightful place beside Shelyn in the afterlife. Trusting the deceptive priestess, Sir Frederico attempts to kill Valerie, after which the hag reveals the truth to him, cackling in delight at his anguish. Sir Frederico can go on from here to become a recurring villain in your game if you wish, likely with the powers of a desecrater champion (*Pathfinder Advanced Player's Guide* 116).

If Valerie wins the duel, she asks the PCs to help save Sir Frederico if he's dying; if the PCs deny this mercy to Sir Frederico, Valerie is disappointed and morose, and leaves the PCs' company soon after this adventure ends, abandoning them. If Sir Frederico is saved, he congratulates Valerie on her win, though a PC who successfully Senses Motive on him can tell his words are tainted by frustration and mockery. In any event, he asks Valerie to accompany him, alone, into the shrine so he can formally apologize to Valerie and promise to leave her alone before the Prophetess. If the PCs allow Valerie to do so on her own, Tulvak attacks her and attempts to kill both her and Sir Frederico before taking the fight to the PCs with her false priestesses. If the PCs persist in accompanying them into the shrine, Sir Frederico reluctantly agrees—in this case, they'll be able to defend both from the green hag. If the PCs make

clear their intention to enter the shrine against Sir Frederico's wishes or without his company, he accedes only if they Request or Coerce him, or can make his attitude toward them helpful (his initial attitude after the duel is indifferent). Otherwise, he'll attempt to prevent their entry into area **E3**, fighting alongside the false priestesses there.

Sir Frederico can be saved or even redeemed if the PCs are merciful and protect him from Tulvak, but no real steps toward this can take place until the green hag is defeated. See Concluding the Adventure for details.

Reward: If Valerie defeats Sir Frederico in the duel, award the PCs XP for Sir Frederico's defeat along with an additional 20 XP.

E1. Vestibule

A marble-tiled vestibule wraps around the western portion of the shrine. Several pillars carved to resemble a beautiful woman in various dancing poses help to support the roof above. Vines coil around the pillars and up the sides of the walls, but the marble tiles themselves seem to have been recently swept clean of leaves. A humble campsite consisting of a campfire and a bedroll sits on the southern section of the walkway, while a closed double door on the structure's west face blocks entry inside.

The campsite to the south is used by Sir Frederico; if the PCs succeed at a DC 21 Perception or DC 19 Survival check while examining the area, they realize he's likely been living here for many months.

The doors into area E3 aren't locked, but they are kept warded with an *alarm* spell cast by one of the false priestesses within.

Sir Frederico spends most of his time in this area. If the PCs allow Valerie to duel Sir Frederico here, events play out as detailed in Valerie's Duel, above. If the PCs confront Sir Frederico by attacking him or attempt to force their way past him into area E3, he accuses Valerie of irredeemable blasphemy and attacks. In this case, the false priestesses in area E3 emerge into the area to aid him in the fight. If this fight lasts longer

than 5 rounds, Tulvak herself exits area E4 to join the fight at the start of round 6.

E2. The Reflecting Pool

The thick foliage of the woods parts at the edges of a serene pool of water, its shores thick with reeds and cattails. The water itself is unusually calm, reflecting the sky above like the surface of a mirror. A marble statue of a beautiful woman playing a small harp stands atop an island at the pool's center, covered in wildflowers.

The statue of Shelyn is recognizable to anyone who succeeds at a DC 10 Religion check to Recall Knowledge, but on a critical success, the PC notes that her expression seems unusually forlorn—she is rarely depicted as being sad in most religious art.

The pool itself is five feet deep.

Hazard: Once meant to be a relaxing and peaceful place for priests to meditate, this pool has become infused with Shelyn's disappointment at what has befallen the shrine. As with all deities, she does not directly intervene in such matters, leaving the restoration of lost shrines like this to her faithful, but her shame at what's become of the site has nevertheless created a haunt-like hazard here.



FALSE PRIESTESS

SHELYN'S SHAME

HAZARD 11

RARE HAUNT

Stealth DC 33 (master) to notice tears beginning to run from the statue's eyes

Description The statue begins to weep, its tears running in rivulets down into the surrounding pool, filling all nearby with overwhelming shame and grief.

Disable DC 29 Religion (master) to offer prayers to Shelyn (a worshipper of Shelyn gains a +2 circumstance bonus to this check), or DC 33 Diplomacy (expert) to offer condolences and comforts to the haunt

Hope or Despair ☞ (divine, emotion, enchantment, mental)

Trigger A Small or larger creature enters the pool or touches the statue; **Effect** The waters of the pool and the statue become infused with divine power.

The triggering creature and all other creatures within 20 feet of that creature must attempt a DC 30 Will save. If the save is attempted by a worshipper of Shelyn, the result is automatically improved one degree.

Critical Success Shelyn sees in the creature a chance to bring the shrine back to glory, and instead of filling them with despair, the haunt fills them with hope. In addition to being filled with an urge to defeat the evil that has infested the shrine, the creature has the urge to restore the shrine. Exact details as to the nature of the evil

infesting the shrine aren't apparent other than to alert the character that there's certainly something dire within the shrine's walls. The creature need not act on these urges, but as long as they pursue either goal, they gain a +1 status bonus to all checks while remaining in the shrine's area. The GM determines whether or not a check counts toward this goal (at the very least, all combat checks made against foes in the rest of the adventure count).

Success The creature is unaffected.

Failure Feelings of sadness and despair well up in the creature's mind. For the next hour, the creature takes a -1 penalty to all saving throws against mental effects; this penalty increases to a -2 penalty against emotion mental effects. This effect has the curse trait.

Critical Failure As failure, but the effects persist as long as the green hag Tulvak remains in control of the shrine.

Shelyn's Thanks **◆ Trigger** the haunt is disabled; **Effect** The creature that disabled the haunt, as well as all allies within 30 feet of that creature, gain the critical success result for Hope or Despair.

E3. Antechamber

Low 9

The walls of this room feature beautiful carvings of landscapes, artists, and birds. At one point it seems the carvings were also painted, but the paint has mostly flaked off over the years, leaving dulled spots of color here and there. Four pillars carved with coiling rose vines support the ceiling fifteen feet above, while a pair of statues, each depicting a beautiful woman holding up a hand on which songbirds have perched, stand astride a large stone double door. Bedrolls, four in all, sit against the north and south walls.

Creatures: The green hag Tulvak has ruined every coven she's been a part of, but that's not to say she prefers solitude. Whenever she starts a new pursuit, she seeks out minions, both to aid her in her plot and to satisfy her need to be feared and respected. When she decided to defile this shrine, she found the place inhabited by a cult of sorcerers who worshipped the Green Mother, the Eldest of carnivorous plants. Tulvak killed several of the sorcerers, then offered the four survivors positions as "false priestesses" whose only job would be to pretend to be worshippers of Shelyn while cultivating the shrine grounds to an extent that the place looked occupied.

Since then, the false priestesses have grown to enjoy their new roles, and they see Tulvak as their leader. They take their job of curating who's allowed into the shrine very seriously and do their best to distract the PCs if Sir Frederico wishes to bring Valerie in to see their leader in area E4. The false priestesses attack at once if

any PC attempts to enter area E4, fighting to the death. They make sure to do so with plenty of screams and shouted threats, so as to alert Tulvak that trouble has drawn near.

FALSE PRIESTESSES (4)

CREATURE 7

RARE NE MEDIUM HUMAN HUMANOID

Female human sorcerer

Perception +15

Languages Common

Skills Deception +17, Nature +17, Religion +15, Stealth +16

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

Items ceremonial robes, +1 glaive

AC 22; **Fort** +13, **Ref** +16, **Will** +15

HP 120

Speed 25 feet

Melee **◆ glaive** +14 (deadly d8, forceful, reach); **Damage** 1d8+6 slashing

Primal Spontaneous Spells DC 25, attack +17; **4th** (3 slots) *dispel magic, heal, hydraulic torrent, suggestion*; **3rd** (4 slots) *blindness, earthbind, enthrall, lightning bolt, slow*; **2nd** (4 slots) *animal messenger, create food, glitterdust, heal, hideous laughter*; **1st** (4 slots) *alarm, charm, fear, grease, heal*; **Cantrips (4th)** *detect magic, electric arc, ghost sound, prestidigitation, produce flame, tanglefoot*

Sorcerer Bloodline Spells 2 Focus Points, DC 25, attack +17; **4th** *faerie dust, fey disappearance*

Reach Spell **◆** (concentrate, metamagic) If the next action the false priestess uses is to Cast a Spell that has a range, increase that spell's range by 30 feet.

Primal Weapon **◆ Frequency** once per turn; **Requirements** the false priestess' most recent action was to cast a non-cantrip spell; **Effect** Until the end of the false priestess's next turn, the priestess deals an extra 1d6 slashing damage with her melee Strikes.

E4. Tulvak's Domain

Severe 9

When reading the text below aloud, only include the second paragraph if Tulvak has had the chance to cast *illusory scene* to enhance the chamber's appearance.

This wide octagonal chamber is almost cathedral-like in scope, its domed ceiling reaching nearly fifty feet. A dozen stone pillars rise up to support the dome while risers from the marble floor lead up to a large pulpit to the east, on which stands a polished marble altar. Three marble statues of the same beautiful woman stand in the room—two to either side of the altar on the lower riser, and a third against the far wall beyond the altar. All hold harps and bear peaceful smiles.

The floor itself is strewn with garlands of fresh wildflowers and thick moss pads meant for worshippers to kneel upon, with roses heaped atop the altar itself, where several

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songbirds perch and sing. The three statues are painted with lifelike color, each clad in rainbow-hued robes, while a twenty-foot-wide image of a rainbow-tailed songbird glows with magical light on the floor in the middle of the room. The place emits a delicate floral scent.

If the *illusory scene* is dispelled, or if a PC sees through it, they can see that the shrine itself is instead strewn with dead leaves, dust, and scattered bones, while the statues are old and crumbling.

A PC who succeeds at a DC 10 Religion check to Recall Knowledge knows this is a sacred place to Shelyn, but whether the character takes it to be an active one or a long-abandoned one depends on the *illusory scene*.

Creatures: The ruler of this site is a green hag named Tulvak, a bitter and cruel creature too antagonistic even to stay in a hag's coven. Tulvak left her previous three covens in shambles after destroying them for her own entertainment, and she has for the past several years preferred to work alone, aided only by minions she's been able to frighten into servitude. Her preferred method of spreading misery is to adopt a pleasing facade, lure in victims, and then destroy them psychologically before killing them; she finds the flavor of meat tainted by betrayal to be particularly delicious.

She's been working on Sir Frederio in this regard for many months, and if she can trick him into offering Valerie up as a sacrifice (or at the very least luring her here in a weakened state for Tulvak to slay), she plans on eating him alive. To aid her in this pursuit, she's not only coerced the sorcerers in area **E3** into her service but also secured the loyalty of a pair of carnivorous plants, drainberry bushes, that she keeps at her side.

If the PCs disrupt her plans and catch her unprepared here, she and her two drainberry bushes attack on sight, but if she has time to prepare, she'll disguise this room with *illusory scene*, cast *invisibility* on each of the drainberry bushes, and use *change shape* to appear as a kindly old human woman. She keeps her *item facade* spell in effect on her *grisly scythe* at all times to give it the appearance of a gleaming holy glaive. These deceptions help her to appear as a humble old priestess, and in this guise she attempts to convince the PCs that she's a benevolent caretaker for the shrine. Her hope is that the PCs think there's nothing untoward going on here, and that she had been working with Sir Frederio to bring the "lost lamb" Valerie back into the fold. Tulvak had hoped to have only Sir Frederio and Valerie to deal with, and if she can't convince the PCs to leave (claiming that she wishes to perform a private atonement for Valerie), she'll attempt to maneuver the group into a

disadvantageous position for her invisible plants to attack once she's ready to spring her trap.

Tulvak starts combat herself if she thinks the PCs are on to her, rolling Deception for initiative and attempting to use Betraying Touch on Valerie or another well-armored PC on the first round of combat if she can. Once Tulvak reveals her true nature, Sir Frederio (if he's present) is overwhelmed with shock and shame and is treated as if frightened 3 for the duration of the combat; this frightened condition doesn't decrease on its own until after the battle is over. The drainberry bushes fight to the death, but Tulvak attempts to flee into the forest if reduced to fewer than 50 HP.

TULVAK

CREATURE 11

UNIQUE CE MEDIUM HAG HUMANOID

Variant female green hag (*Pathfinder Bestiary* 201)

Perception +22; darkvision

Languages Aklo, Common, Jotun; *tongues*

Skills Acrobatics +20, Athletics +22, Deception +24, Nature +22, Occultism +20, Stealth +24

Str +7, **Dex** +5, **Con** +5, **Int** +3, **Wis** +5, **Cha** +5

Items *grisly scythe*

Coven As green hag.

AC 31; **Fort** +22, **Ref** +20, **Will** +22, +1 status to all saves vs. magic

HP 220; **Weakness** cold iron 10

Sound Imitation As green hag.

Speed 25 feet, swim 25 feet

Melee ✦ *scythe* +25 (deadly d10, trip), **Damage** 2d10+13 slashing plus 1d6 bleed

Melee ✦ *claw* +24 (agile, magical), **Damage** 2d8+13 slashing plus enfeebling humors

Occult Innate Spells DC 30, attack +22; **6th** *dominate*; **5th** *illusory scene*, *sending*; **4th** *invisibility*; **2nd** *invisibility* (at will), *item facade*, *tree shape* (at will); **Cantrips (6th)** *acid splash*, *dancing lights*, *ghost sound*, *message*; **Constant (6th)** *pass without trace*, *tongues*, *water breathing*

Betraying Touch ✦ As green hag.

Change Shape ✦ (concentrate, occult, polymorph, transmutation) As green hag.

Enfeebling Humors (necromancy, occult) As green hag, but DC 30 Fortitude save.

Exhale Miasma ✦✦ (necromancy, occult) As green hag.

Unsettling Revelation ⇨ (emotion, fear, mental, visual) **Frequency** once per hour; **Trigger** Tulvak uses Change Shape to assume her natural shape; **Effect** Tulvak's transformation into her true form is particularly revolting and can sicken those who aren't prepared for it. All creatures within 30 feet of Tulvak when she takes this reaction must attempt a DC 30 Will save or become sickened 1 (sickened 2 on a critical failure).

DRAINBERRY BUSHES (2)

Pathfinder Bestiary 2 99

Initiative Perception +16

Treasure: In addition to the *grisly scythe* she carries, Tulvak keeps a stash of treasure in a *type I bag of holding* she has stuffed into a narrow nook behind the easternmost statue. With a successful DC 25 Perception check, a PC notices this stash. The bag contains 250 sp, a *coyote cloak*, a *wand of vampiric touch*, an *immovable rod*, a scroll tube containing a *scroll of chain lightning* and a *scroll of teleport*, and 5 bulk of salted pork.

GRISLY SCYTHE

ITEM 9

RARE MAGICAL NECROMANCY

Price 650 gp

Usage held in 2 hands; **Bulk** 2

While this sinister-looking weapon isn't inherently evil, its unsettling appearance and powers particularly appeal to those who revel in causing pain. A *grisly scythe* has a twisted thorny haft and a blade that appears to be rusted, but it functions as a *+1 striking wounding scythe*.

Activate ☞ command; **Frequency** once per hour; **Trigger** Your attack roll with the *grisly scythe* is a critical success; **Effect** Instead of inflicting slashing damage with the *grisly scythe*, you inflict negative damage. You regain a number of hit points equal to half the negative damage inflicted, and the creature struck becomes sickened 1 from the agony.

CONCLUDING THE ADVENTURE

If the PCs reveal Tulvak for what she is and Sir Frederico survives, he is aghast at how he was manipulated and is grateful to Valerie and the PCs for sparing his life. He quickly promises to leave Valerie alone and apologizes for his actions, but he is eager to flee the region and start a new life in a place where no one knows him. He can be convinced to stay in the region if the PCs can successfully Request that of him with a DC 26 Diplomacy check, at which point he may even be redeemed and regain his status as a champion of Shelyn, at your discretion.

The shrine itself can be left to slip back into obscurity, or the PCs can decide to restore it. Valerie is ambivalent toward this decision, but if the PCs managed to get Sir Frederico to remain in the region he volunteers to help restore the shrine. If the PCs wish to pursue this goal, they must first Claim the Hex the shrine is located in, then Clear the Hex, and then finally spend time and resources to restore the shrine and consecrate it to Shelyn. This last step merely requires a PC worshipper of Shelyn to perform a *consecrate* ritual at the site. If no PC performs this ritual, they can arrange for

an NPC to do so at a cost of 100 gp or a gift of a magical item of equal value.

If the PCs do manage to restore the ruin to a functional shrine to Shelyn, the goddess herself takes note. Each character who took part in this adventure, including Valerie, is granted the goddess's minor boon: once, when that character rolls a failure on a Diplomacy check, they get a critical success instead. (See *Lost Omens: Gods and Magic* for more information on divine boons.)



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HARRIM

Harrim is a dwarf full of contradictions. The well-meaning servant of a god who waits for the destruction of all things, Harrim is, in a word, grumpy. Never blessed with talent for creation, he still takes no joy in demolition. Each night he simply knows everything is a day closer to the inevitable end. He does his very best to help others prepare for the coming oblivion, even though none of them will survive it. Rarely do his efforts earn him praise or gratitude.

In youth, a tendency for fumbling, burning, nicking, cracking, and plain ruining anything he touched earned Harrim little coin, comfort, or friendship. Suffused with doubt and feeling accursed, his faith in Torag broke

along with everything else. When Groetus, the god of the end times, began to whisper strange truths that resonated in his mind, Harrim felt a sense of clarity at long last. As failure is a manifestation of Groetus's will, Harrim felt blessed by this god even as he was shunned among his people. Never truly exiled, he was nonetheless missed by very few when he left home to spread the word of his new god.

Those who downtrodden in a kingdom of tyrants would hear his words and take heart at the certainty of their rulers' end. Somewhat more often, oppressed townships relished a release from the yoke of taxation. But nowhere throughout his travels did Harrim find better evidence of his god's truth than in the Stolen Lands. The Stolen Lands have been broken many times by conquerors who would then be conquered. Traditions lost, cities burned, lives destroyed, cultures buried, over and over... Harrim at last found someplace where he fit, particularly once he heard rumors of dwarven ruins in the region, ruins whose legacy of erosion appealed to the dour dwarf.

Harrim enjoys deep philosophical debates around a campfire and can be a loyal companion to most anyone who engages his faith with respect—or at least allows him to pontificate upon the doom of all creation. For all his strangeness, he shares the common dwarven tactic of putting as much steel between himself and an enemy as possible, and he thus favors hefty solid weapons and the heaviest of armor. Frequently, he puts himself in danger to save others from harm, often reflecting later on the perishable nature of mortals. He uses the power of his faith and magic to assault enemies, and he favors particularly destructive spells. His insights into other faiths can also prove very useful, both while adventuring and in long-term research projects which suit his temperament.

While Harrim's morose nature is unlikely to endear him to many PCs, his comprehension of the inevitable demise of all things can provide an important clue as to the nature of the threats that array themselves against their kingdom. Drawn to such things, he can provide near endless examples of doomed duchies, broken bandit baronies, and collapsed kingdoms lying upon the very ground they trod upon so blithely.



HARRIM

MEETING HARRIM

The PCs first meet Harrim at the beginning of the *Kingmaker Adventure Path*.

With his scarred face, worn armor, and rusted flail, at first glance Harrim looks like a down-on-his-luck mercenary. Unlike many dwarves, Harrim never wears braids or beads in his beard. Instead, he constantly fiddles with it, leaving his facial hair an unruly tangle. When in deep thought, he often twists the ends of his mustache for focus. If irritated by someone who's ignorantly intolerant of Groetus, he squeezes the tangles in his fists before letting go to reclaim his composure. Enraged, he'll tug on his gray whiskers until it seems like he'll tear out a whole fistful.

Upon hearing him mumble incoherently to himself, others might assume that Harrim's mind is dull or broken entirely. The only times he becomes excited is when speaking about his faith or when discussing marvels of dwarven creation over a plate of haggis, despite his antagonistic relationship with the god Torag and most other dwarves.

INFLUENCING HARRIM

Harrim's first encounter with the PCs takes place at the feast in Chapter 1 of the *Kingmaker Adventure Path*; his influence encounter is on page 20 of that book.

ADVENTURING WITH HARRIM

If you wish to build stats for Harrim to adventure with the PCs, he's a chaotic neutral dwarf cleric of Groetus; information on the God of the End Times can be found on page 61 of *Pathfinder Lost Omens: Gods and Magic*. Regardless of whether he accompanies them, once the PCs reach Influence 6 with Harrim, they gain access to the following spell once they reach 5th level.

INFECTIOUS ENNUI

SPELL 3

RARE EMOTION ENCHANTMENT MENTAL

Traditions divine, occult

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained, up to 1 minute

With a wave of your hand and a short invocation, you cause feelings of ennui and impending doom to well up in the mind of the targeted creature, who must attempt a Will save.

Critical Success The target is unaffected.

Success The target is momentarily overwhelmed with ennui. It becomes slowed 1 as it grapples mentally with the pointlessness of existence, but at the end of the target's next turn, the spell effect ends.

Failure The target is slowed 1 and frightened 1 from the sense of ennui, and remains slowed and can't reduce the frightened condition below 1 as long as the spell is sustained. At the start of the target's turn, choose one

creature within 30 feet of the target to attempt a Will save as well; on a failure, that creature is slowed 1 for 1 round; either way, they are then temporarily immune to this casting of *infectious ennui*. (Ennui does not continue to spread from this secondary target.)

Critical Failure As failure, but the primary target is slowed 2 and frightened 2.

Heightened (5th) When a secondary target becomes slowed, it remains slowed as long as the spell is sustained.

CAMPING WITH HARRIM

When Harrim camps with the party, he can spend time praying to Groetus invoking his blessing to perform following activity.

BLEND INTO THE NIGHT

CAMPING CONCENTRATE

Harrim's prayers to Groetus bring an air of gloom and solitude over the party's campsite. While this causes the PCs to experience morose and somewhat unsettling dreams, it doesn't affect the quality of rest. It does, however, help to make the campsite less attractive to predators or wandering monsters. When checking for wandering encounters during the night (including when made as part of camping), the flat check DC for the encounter (page 107) is increased by 2.

RULING WITH HARRIM

Once the PCs reach 8 Influence with Harrim, he'll aid them in ruling their kingdom. He makes an excellent choice for the role of Magister. As long as Harrim serves in that role, it is automatically invested (in addition to the four roles you choose to invest), and if his attitude toward the PCs is at least friendly, his presence as Magister allows for the following leadership activity during a Kingdom turn's Activity phase.

EVANGELIZE THE END

DOWNTIME LEADERSHIP

Harrim spends time preaching the End Times. While his sermons certainly aren't for everyone, his methods avoid deliberately antagonizing those who see hope in the world while simultaneously providing ease and calm to the more desperate among the kingdom's citizens. Attempt a basic Folklore check to determine how effective his sermons are.

Critical Success Harrim's prayers soothe and calm the more criminal-minded citizens for the time being. Reduce Unrest by 1d4, and either reduce Crime by 2 or reduce Corruption or Strife by 1.

Success Harrim's prayers serve to redirect and calm discord. Reduce Unrest by 1d3.

Failure As success, but reduce Unrest by only 1.

Critical Failure Harrim's prayers have unsettled some of your citizens. Increase Unrest by 1d4 and increase Decay by 1.

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JAETHAL

Jaethal is an elf from Kyonin who is not quite... alive. After several centuries navigating the subtle and vicious intrigues of Kyonin, Jaethal's own schemes culminated in heinous crimes. She repeatedly sought to restore vivacity to her life and pursue perfection. Inspired by rituals of the Pallid Princess Urgathoa, goddess of indulgence and undeath, Jaethal harvested her own flesh and blood to bestow a temporarily renewed power and ecstasy over her senses and body.

When the elven court she had once presided over uncovered her terrible deeds, she was exiled. This punishment wasn't enough for some of her outraged former kin, and these vengeful elves hunted her down and killed her, leaving her corpse for scavengers. Yet the blood sacrifice she wrought was not in vain—it was sufficient to gain the favor of Urgathoa and transform her to ageless undeath. Jaethal rose from death and fled further into the River Kingdoms and Brevoy. Losing herself in chaotic lands that held no grip over her tarnished soul, she sought a new purpose and space to weave new intrigues.

MEETING JAETHAL

The PCs first meet Jaethal at the beginning of the *Kingmaker Adventure Path*.

Jaethal is a champion of Urgathoa, and as such she prefers to be in the thick of the battle. She makes an excellent bounty hunter to deal with stubborn threats, and her growing reputation is sometimes formidable enough to convince criminals to turn themselves in. While she may be convinced to use another weapon, she prefers the scythe, as with each cutting sweep of the blade, she imagines herself as Urgathoa's chosen agent at work within the lands of the living.

Jaethal rarely pays heed to what others think of her or her methods. Her biting sarcasm (when she deigns to respond to criticisms) tends to discourage further questioning, but she's not unreasonable or obstinate, merely impatient when others question her motives. Her cruel insights and imposing demeanor can be often helpful but may occasionally leave her allies just as terrified as her enemies.

For all that she doesn't welcome critique, Jaethal is always eager and pleased to provide commentary on many topics, from the best tactics for a battle to mortal foibles in the choosing of a lover. While her wit can cut even deeper than her scythe, her longevity and keen mind often prove her correct. Jaethal, of course, dryly

points this out afterwards—whether her advice was taken or ignored.

INFLUENCING JAETHAL

Jaethal first encounters the PCs takes place during the feast in Chapter 1 of the *Kingmaker Adventure Path*; her influence encounter is on page 20 of that book.

ADVENTURING WITH JAETHAL

If you wish to build stats for Jaethal to adventure with the PCs, she's a neutral evil undead elf devotee of Urgathoa. You can build an approximation of her by creating an elf that has the negative healing ability (she is harmed by positive damage and healed by negative effects) and is a neutral evil champion (see *Pathfinder Advanced Player's Guide* 116) who takes on the cleric archetype once she reaches 2nd level. Whether or not she adventures with the PCs, though, once the PCs reach Influence 8 with her, the following weapon rune unlocks for the PCs after they reach 7th level.

DEATHDRINKING

RUNE 7


RARE | MAGICAL | NECROMANCY

Price 360 gp

Usage etched onto a weapon without a *disrupting* rune

A weapon etched with a *deathdrinking* rune shimmers with dark purple energy. When held by a living creature, the weapon causes twinges of hunger to manifest.

While holding a *deathdrinking weapon*, you gain a +1 item bonus to saving throws against negative damage and death effects. When you critically hit a creature with a *deathdrinking weapon*, you inflict an additional 1d6 points of positive or negative damage to the creature—whichever type of damage would harm the creature. You also gain the following reaction when wielding a *deathdrinking weapon*.

Activate  **envision**; **Frequency** once per day; **Trigger** you kill or destroy a creature with the *deathdrinking* weapon; **Effect** If the creature you killed was living, you gain a +1 item bonus to attack and damage rolls for 10 minutes. If the creature you destroyed was undead, you gain a number of temporary HP equal to twice your level for 10 minutes.

CAMPING WITH JAETHAL

When Jaethal is present while the party camps, she can invoke sinister rituals to call upon the dead to defend the campsite. She can perform the following activity when she camps with the PCs.

UNDEAD GUARDIANS

CAMPING | CONCENTRATE | EVIL

As the party preps the campsite, Jaethal takes an hour to establish contact with the spirits of the dead who linger in the region, be they slain bandits, doomed adventurers, or even just wild animals who succumbed to the laws of nature. If the camp is attacked during the period of rest, these spirits of the dead rise up as undead guardians to defend Jaethal and her allies.

These undead guardians manifest as shrieking ghostlike spirits. While their exact shape is determined by the GM, their effect in battle remains the same. Each round during combat, one PC can choose to be defended by the undead guardians (and gain a +1 status bonus to AC for 1 round) or to have them aid their attacks (and gain a +1 status bonus to all melee Strikes for 1 round).

RULING WITH JAETHAL

Once the PCs reach 6 Influence with Jaethal, she'll be willing to aid them in ruling their kingdom. She makes an excellent choice for the leadership role of Emissary. If you assign Jaethal to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Jaethal remains in the Emissary role, it's automatically invested (in addition to the four roles you choose to invest). Since Jaethal worships the goddess of undeath and is somewhat sinister herself, a Famous kingdom becomes a bit unsettled if you assign her to a leadership role—doing so increases your kingdom's Unrest by 1d3. An Infamous kingdom has no issue with Jaethal in a position of power.

As long as she serves as Emissary and her attitude toward the PCs is at least friendly, her presence in the PCs' kingdom allows for the following Leadership activity during the Kingdom turn's Activity Phase.

DECADENT FEASTS

DOWNTIME | LEADERSHIP

Urgathoa is more than just the goddess of undeath—she's also the goddess of gluttony. And Jaethal is no fool; she understands the fear her goddess inspires in the living and knows that focusing on other aspects of her worship are more likely to result in positive growth for the nation. In order to distract the populace, she arranges for decadent feasts for the people, simultaneously feeding the hungry while camouflaging some of her faith's more sinister aspects. Spend 1d8 Food commodities and 1 Luxury commodity, then attempt a basic Agriculture or Trade check to determine how effective the feasts are.

Critical Success The people rejoice and glut themselves on the repast! Reduce Unrest by 1d6, and the next time this

Kingdom turn you suffer an effect that increases Unrest, do not increase your Unrest.

Success The people enjoy the meal, but no longer than it takes to gulp it down. Reduce Unrest by 1d3.

Failure The meal is appreciated, but the people remain suspicious. Reduce Unrest by 1.

Critical Failure The people are too suspicious of the feast to enjoy it. Worse, rumors that Jaethal is trying to distract the citizens from an evil ritual spread. Increase Unrest by 1d4 and increase Corruption by 1.



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- Linzi
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KALIKKE AND KANERAH

Kalikke and Kanerah began life as separate people—twin tiefling sisters born into poverty in the nation of Qadira to parents who, despite their best efforts, were never quite able to make ends meet. Left increasingly to their own devices, Kalikke and Kanerah became more self-sufficient as a pair, but also more dependent on one another, realizing that they could only rely on each other. As they grew up, both twins discovered similar knacks for supernaturally manipulating elemental energies. The fact that the twins found themselves identifying with opposing elements (Kalikke with water and Kanerah with fire) ironically served to draw them even closer together, with their differing skills working to shore up each others' weaknesses.

When Kalikke and Kanerah came of age, the twins set out on their own. The two offered their services to shady patrons and illicit market merchants. These jobs gave them a taste of the high life, but unfortunately for the sisters, their antics drew the exact wrong sort of attention. When a risky job resulted in them being caught, the twins were separated during a panicked pursuit through the city slums. While Kalikke managed to escape, her sister was not so fortunate. A magistrate eager to blame the city's crimes on someone found a perfect scapegoat in Kanerah and had her executed within a day of her capture.

Kalikke was devastated by the loss of her sister, and as she fled Qadira her mind turned to darker and darker places. It wasn't long before a strange voice in her head that identified itself only as the Forefather offered her a chance to be with her sister again. Ready to pay any price, Kalikke agreed to the deal only to find herself paying a price far too dear. The Forefather did indeed bring Kanerah back from death, but bound her to Kalikke in such a way that Kanerah could only exist when Kalikke did not. The twins were reunited in one body, yet would never be able to spend time with each other again, and when they died, their souls would be bound for the Abyss as payment. For the so-called Forefather was, in truth, a manipulative balor and the source of the tieflings' demonic bloodlines.

Kalikke is the dominant personality of the twins, a good-natured tiefling haunted by her morose secret. When she's particularly distraught and distressed, she transforms into Kanerah, a quick-tempered and violent persona whose actions stop just shy of outright cruelty. As long as the two remain separate, they are cursed to remain a fraction of either's whole.

MEETING KALIKKE/KANERAH

The PCs shouldn't meet one of the tiefling sisters until after they've established their kingdom. At this point, they can either meet Kalikke as a shy woman who approaches the PCs in hopes of being given permission to establish a modest academy or place of learning for those who wish to study the nature of elemental magic, or they can meet Kanerah as a criminal brought before them to face punishment for minor crimes.

Whichever version of this character the PCs meet is determined by the nature of their kingdom—Kalikke first if their kingdom is Famous and Kanerah if their kingdom is Infamous.

INFLUENCING KALIKKE/KANERAH

The cursed tiefling won't immediately be a huge help to the PCs when they first encounter her, either because she's too timid or too rowdy (depending on the version the PCs meet). In either case, her starting attitude when she first meets the PCs is indifferent. As Kalikke she is chaotic good, but as Kanerah she is lawful evil.

KALIKKE/KANERAH

CREATURE 1

CG/LE FEMALE TIEFLING HUMAN KINETICIST

Female kineticist 1

Perception +7

Will +7

Discovery DC 13 Nature, DC 15 Perception, DC 17 Occultism

Influence Skills DC 13 Crafting (to discuss various methods of building and art with Kalikke) or DC 13 Thievery (to share stories of heists and criminal activity with Kanerah), DC 15 Nature (to philosophize on the nature of the elements with her), DC 17 Society (to trade local news and gossip with her), DC 19 Diplomacy, DC 21 Intimidation, DC 23 Deception

Influence 4: Her attitude toward the PCs increases to friendly, and she'll agree to aid them when camping or to take on leadership roles.

Influence 6: The tiefling becomes helpful toward the PCs, and she'll share a special spell she developed with the PCs. She shares *aqueous blast* if the PCs are speaking with Kalikke and *scorching blast* if they are speaking with Kanerah.

Influence 8: The tiefling admits the truth of her cursed nature to the PCs, revealing the sad story of how she came to share one body between two souls. She shares the second spell with the PCs that she didn't at Influence 6, and she can shift back and forth from Kalikke to

Kanerah as the PCs direct. She chooses which of the two sisters are present each day while the party is making their daily preparations, and cannot change again until the next time daily preparations are taken.

Resistances None.

Weakness None.

Background Whether as Kalikke or Kanerah, the tiefling hopes to start a new life in the Stolen Lands, eventually hoping to find a way to separate herself and escape her cursed link to the Forefather.

Appearance In either form, she appears as an orange-skinned tiefling woman with horns and a long tail. As Kalikke, her eyes are blue and soothing; as Kanerah, her eyes are fiery and orange.

Personality As Kalikke, she is soft-spoken and mild-mannered, hesitant to take any action that might cause strife. As Kanerah she is impetuous and rash, never thinking through the repercussions of hastily made decisions.

Reward: Grant the PCs 10 XP when they reach 4 Influence with the twin sisters and then 30 XP when they reach 8 Influence.

ADVENTURING WITH KALIKKE/ KANERAH

The twins are kineticists capable of directly manipulating elemental energies (water in Kalikke's case, and fire in Kanerah's) in battle. If you wish to build stats for them to accompany the PCs on adventures but lack rules for building them as kineticists, one way to do so is to build them as sorcerers with the appropriate elemental bloodline. When they cast spells, they lace the effects with the appropriate element—strive to pick water-themed or fire-themed spells for each as best you can.

Kalikke and Kanerah each know one of the following rare spells (*aqueous blast* for Kalikke, and *scorching blast* for Kanerah).

AQUEOUS BLAST

SPELL 1

RARE | EVOCATION | WATER

Traditions arcane, occult, primal

Cast ◆ somatic

Duration until the end of your turn

You evoke a mass of water into the air around your outstretched fist. For the remainder of your turn, you can blast targets within 30 feet with this water by spending a single action which has the attack and concentrate traits. When you do so, attempt a ranged spell attack roll. If you hit, you inflict 2d8 bludgeoning damage. On a critical hit, the blast knocks the target prone.

Heightened (+1) The damage increases by 1d8.

SCORCHING BLAST

SPELL 1

RARE | EVOCATION | FIRE

Traditions arcane, occult, primal

Cast ◆ somatic

Duration until the end of your turn

You evoke a mass of fire into the air around your outstretched fist. For the remainder of your turn, you can blast targets within 30 feet with this fire by spending a single action which has the attack and concentrate traits. When you do so, attempt a ranged spell attack roll. If you hit, you inflict 2d8 fire damage. On a critical hit, the target takes 1d6 persistent fire damage.

Heightened (+1) The base damage increases by 1d8 and the persistent fire damage on a critical hit increases by 2.



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CAMPING WITH KALIKKE

When Kalikke is present while the party camps in a swamp, river, or lake hex, she can use her mastery over water to bolster the camp's defenses. She can perform the following activity when she camps with the PCs.

WATER HAZARDS

CAMPING | CONCENTRATION

Kalikke infuses water in the environment near the campsite with latent magical qualities that bolster the campsite's defenses. If the campsite is attacked by enemies during

the next 24 hours, the attackers suffer a -2 circumstance penalty to Initiative checks as they're forced to deal with unexpectedly deep puddles, sudden currents in standing water, or thick patches of muddy earth. This penalty increases to -3 once the party reaches 11th level.

CAMPING WITH KANERAH

When Kanerah is present while the party camps, she can use her mastery over fire to enhance the PCs' campfire. She can perform the following activity when she camps with the PCs.

ENHANCE CAMPFIRE

CAMPING | CONCENTRATION

Kanerah expertly controls the campfire's exact temperature, making it easier to prepare meals. All cooking activities that take place for the remainder of the camping session gain a +1 circumstance bonus. This bonus increases to +2 if the PCs are at least 11th level.

RULING WITH KALIKKE

Once the PCs reach 4 Influence with Kalikke, she'll be willing to aid them in ruling their kingdom. Her deliberate demeanor and introspective nature makes her an excellent choice for the leadership role of Counselor. If you assign Kalikke to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Kalikke remains in the Counselor role, it's automatically invested (in addition to the four roles you choose to invest) and as long as her attitude toward the PCs is at least friendly, her presence in the PCs' kingdom allows for the following leadership activity during a Kingdom turn's Activity Phase.

DELIBERATE PLANNING

DOWNTIME | FORTUNE | LEADERSHIP

Kalikke takes time and weighs all options when faced with decisions, regardless of their importance. While this can sometimes lead her to taking too long to make choices, her theoretical analysis can be quite helpful in navigating continuous events. Choose a single continuous event that will affect your kingdom on this turn's Event Phase, then attempt a Scholarship check against that event's DC.

Critical Success Kalikke's aid has been monumentally helpful. When you roll to resolve the continuous event you chose, you can roll twice and choose which result to apply. You gain a +1 status bonus to each roll.

Success Kalikke's suggestions are useful, granting you a +1 status bonus to rolls to resolve the chosen continuous event.

Failure Kalikke's advice isn't helpful, but neither does it hinder your ability to handle the event.

Critical Failure You got too caught up in Kalikke's theoretical



KANERAH

analysis and spent too much time preparing. When you roll to resolve the continuous event you tried to plan for, roll twice and take the worse result.

RULING WITH KANERAH

Once the PCs reach 4 Influence with Kanerah, she'll be willing to aid them in ruling their kingdom. Her rash attitude and quick decision-making makes her an excellent choice for the leadership role of Emissary. If you assign Kanerah to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Kanerah remains in the Emissary role, it's automatically invested (in addition to the four roles you choose to invest) and as long as her attitude toward the PCs is at least friendly, her presence in the PCs' kingdom allows for the following leadership activity during a Kingdom turn's Activity Phase.

FALSE VICTORY

DOWNTIME | **LEADERSHIP**

Kanerah's contacts with the criminal underworld and her knack for dodging punishment and claiming responsibility for victories she had no direct role in can be harnessed to engineer false victories to trick the kingdom's citizens into thinking their leaders are doing more than they actually are to create a safe place to live. Such attempts are not without risks, though, for if things backfire, you can cause problems where none existed in the first place. When setting up a false victory, attempt a basic Intrigue check.

Critical Success At the end of this Kingdom turn's Event Phase, roll again on the random kingdom events table. Rumors of this event being resolved spread throughout your kingdom. You don't gain any of the benefits of resolving this false victory, but instead reduce Unrest by 1d6 and one Ruin of your choice by 1. If you randomly roll that same random kingdom event at any time during the next four Kingdom turns, you can attempt an Intrigue check with a +1 circumstance bonus to resolve it rather than the normal check to resolve it.

Success Vague rumors of the kingdom's leaders attaining victories over vague threats spread through the kingdom. Reduce Unrest by 1d3.

Failure The false event fails to manifest, and rumors of the truth spread throughout the kingdom. Gain 1 Unrest. You cannot attempt False Victory on your next Kingdom turn.

Critical Failure The truth comes out, and the citizens revolt against this attempt to manipulate them. A Public Scandal event takes place during this kingdom's event phase, in addition to any other events that would normally take place. Attempt a DC 11 flat check. On a success, the Public Scandal involves a randomly

determined leader, but on a failure, the blame falls on Kanerah. Regardless of how the Public Scandal plays out, you cannot attempt False Victory again for 6 Kingdom turns.

SEPARATING THE TWINS

Once the PCs reach 8 Influence with either Kalikke or Kanerah, the tiefling reveals to the PCs the strange nature of their dual existence. Both twins have long sought a way to escape this cursed existence, but will only pursue such a quest for separation if they can be assured that both of them will remain alive after the two are separated. As a result, when the tiefling asks the PCs for their help in resolving this situation, she makes sure that they understand that neither is interested in a solution that results in the other sister's death.

If the PCs wish to pursue this goal, you have a few choices. You can design a short adventure of your own making in which the PCs travel with one of the twins to a remote location in the Stolen Lands reputed to have the ability to undo potent curses like this, perhaps using the adventures presented earlier in this book as inspiration or even simply adding this additional goal to a part of the Adventure Path itself. In order to maintain the idea that this curse was placed on the twins by a powerful balor, though, this adventure should be something designed to challenge PCs of no less than 13th level.

Alternately, you can rule that powerful magic is needed to undo the bond the twins share. This could be something as "simple" as *alter reality*, *miracle*, *primal phenomenon*, or *wish*, or through the use of a *freedom* ritual. The securing of this magic could well be an adventure on its own!

Once the tiefling twins have been successfully separated, regardless of the method by which this result was achieved, both of them can function as individual NPC companions at the same time, but it's just a matter of time before the demon that bound them together in the first place realizes they've escaped his machinations. This demon, a brute who calls himself the Forefather, is a balor (*Pathfinder Bestiary* 83). As a level 20 monster, you should time the Forefather's arrival in the kingdom at a point where the PCs have a chance against him in battle, preferably not until they're at least 16th level. Alternately, you could have the Forefather send some of his less powerful agents to attempt to resolve the situation first (in order to set up a less deadly encounter). If the PCs can defeat the Forefather (either in combat or after completing an adventure of your own design in which they face him and his agents), then Kalikke and Kanerah are free to live the rest of their lives in peace and avoid damnation in the Forefather's domain.

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OCTAVIA

Until very recently, Octavia was a prisoner of the Technic League, a now disbanded organization of spellcasters who sought to control and utilize dangerous technology.

During her captivity, Octavia found a companion to help shoulder the burden of captivity: the half-orc magus Regongar. The two have been romantic, but even when their relationship skews more platonic, they remain staunch supporters of each other. After the two of them managed to escape from their cruel captors during a long trip to the east, they fled into the Stolen Lands.

Octavia uses her cheerful optimism to add light to a world she once helped to darken. She's obsessed with beauty, be it in herself or others, and she sees beauty as yet another way to bring a little goodness into a world she knows can be filled with downright evil.

MEETING OCTAVIA

The PCs meet Octavia and Regongar together after completing Part 1 of Chapter 3 of the *Kingmaker Adventure Path*. One good way to play out this encounter is to have the pair stumble across the PCs' campsite, bedraggled and exhausted after having escaped the Technic League only days before.

You could also set up an encounter with the PCs stumbling across a group of Technic League bounty hunters, allowing the PCs to be the mechanism by which Octavia and Regongar escape their clutches.

INFLUENCING OCTAVIA

When the PCs first encounter Octavia, she'll be desperate and frightened, convinced that the Technic League is on her trail. Whether or not they are is up to you, but as long as the PCs are friendly and welcoming to both her and Regongar, influencing Octavia to travel with them is relatively easy. Her initial attitude toward the PCs is indifferent.

OCTAVIA

CREATURE 1

CG FEMALE ELF HUMAN WIZARD

Female half-elf wizard 1

Perception +3

Will +5

Discovery DC 13 Arcana, DC 15 Perception, DC 17 Society

Influence Skills DC 13 Performance (to entertain her with something that distracts her darker thoughts), DC 15 Arcana (to compare notes and discuss magical theory), DC 17 Society (to discuss methods by which civilization



OCTAVIA

can be built to provide safety for everyone), DC 19 Diplomacy, DC 21 Deception, DC 23 Intimidation

Influence 2: Octavia's attitude improves to friendly (if it's not there already), and she'll agree to aid the PCs during camping sessions.

Influence 4: Octavia's attitude improves to helpful, and she'll share her *vision of beauty* spell with them once the party reaches 3rd level.

Influence 6: Octavia now finally feels comfortable enough with the PCs that she agrees to serve in a leadership role in their kingdom.

Resistances As long as Regongar's attitude toward the PCs is hostile or unfriendly, increase DCs to Influence Octavia by 2.

Weakness If a PC includes a compliment on Octavia's appearance during their attempt to Influence her, they gain a +2 circumstance bonus to their Influence check.

Background Octavia spent much of her time captured by the Technic League helping to sort and catalog minor treasures or organize various materials, and she retains an interest in how things work. Her position in the League afforded her ample opportunities to "skim from the top," and she won't hesitate to break a few laws in order to support her friends.

Appearance Octavia is an attractive half-elf woman whose interest in her appearance may seem vain at first glance but is in fact a defense mechanism she uses to help cope with the cruelties of the world.

Personality Octavia is bright and cheerful but hides an inner darkness. Her optimism can sometimes make her seem naive, careless, or like she doesn't understand the gravity of a given situation, but the truth is simply that she trusts the world is a good place if you just give it a chance, and she knows from experience that even during the darkest times there can be moments of beauty and hope.

Reward: Grant the PCs 10 XP when they reach 2 Influence with Octavia and then 30 XP when they reach 6 Influence.

ADVENTURING WITH OCTAVIA

If you wish to build stats for Octavia to adventure with the PCs, she's a chaotic good half elf wizard who takes the rogue multiclass archetype as soon as she reaches 2nd level. She favors flashy spells and those that help to support her rogue training.

Whether or not she adventures with the PCs, though, once they reach Influence 4 with her, she shares the following spell with them at 3rd level.

VISION OF BEAUTY

SPELL 4

RARE EMOTION ILLUSION INCAPACITATION MENTAL

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Duration varies

Saving Throw Will

You create a phantasmal image of the most beautiful creature imaginable to the target at a location somewhere within the spell's range. Only the spell's target can see the beauty, though you can see the vague shape of the illusion as it manifests. The effect of the vision is based on the outcome of the target's Will save.

Critical Success The target is unaffected.

Success The target is intrigued by the vision, becoming stupefied 1 for 1 round.

Failure The target is entranced by the vision, becoming stupefied 1 for 1 round and moving toward the image's location via the most direct route possible for 1 round, bypassing any obvious hazards and enemies in the way. The target is then fascinated by the illusion for 1 round.

Critical Failure As failure, except the target is stupefied 2 and becomes fascinated by the illusion for 1 minute instead of 1 round.

Heightened (+2) You can target an additional creature in range.

CAMPING WITH OCTAVIA

When Octavia is present while the party camps, she can use her magic to create many small magical alarms, similar to those created by an *alarm* spell but less specific and covering a larger area.

SET ALARMS

CAMPING CONCENTRATE

Octavia places magical alarms at key places along the campsite's perimeter in order to catch ambushers before they can spring their attack on sleeping PCs. The first time the campsite is attacked by enemies during the next 24 hours, the alarms trigger and alert the PCs. Sleeping characters do not take the normal -4 status penalty when rolling initiative during such an attack, while characters who are awake gain a +2 circumstance bonus to their initiative check.

RULING WITH OCTAVIA

Once the PCs achieve 6 Influence with Octavia, she'll agree to help them rule their kingdom. She makes an excellent choice for the leadership role of Magister. If you assign Octavia to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Octavia remains in the Magister role, it's automatically invested (in addition to the four roles you choose to invest) and as long as her attitude toward the PCs is at least friendly, Octavia's presence in the Magister role allows the PCs to use a Magic check to attempt any of the following kingdom activities: Celebrate Holiday, Craft Luxuries, Create a Masterpiece, or Rest and Relax.

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REGONGAR

Raised by the Technic League, Regongar has known little but hardship since childhood. Maturing in this environment, he came to embrace certain truths: that no one can truly rely on anyone else, that power is the ultimate measure of a person's worth, and that laws are sad fantasies embraced by the weak to comfort themselves while the strong take what they want. Then he met Octavia and realized that his path need not be walked alone. If there's one person in the world that he trusts, it's her.

MEETING REGONGAR

The PCs meet Regongar and Octavia simultaneously; see Meeting Octavia on page 102 for details.

INFLUENCING REGONGAR

When the PCs first encounter Regongar, he's angry and desperate, convinced that the Technic League is on his trail. Whether or not the League is chasing them is up to you, but as long as the PCs are friendly and welcoming to both him and Octavia, they can attempt to Influence Regongar. His initial attitude toward the PCs is unfriendly, though as long as Octavia remains at least indifferent to the PCs, Regongar accompanies her if she accompanies them.

REGONGAR

CREATURE 1

CE MALE HUMAN MAGUS ORC

Male half-orc magus 1

Perception +2

Will +4

Discovery DC 13 Arcana, DC 15 Perception, DC 17 Intimidation

Influence Skills DC 13 Intimidate (to appear strong and self-confident), DC 15 Warfare Lore (to trade battle stories), DC 17 Arcana (to demonstrate understanding of his magus abilities and not confuse them with other types of magic), DC 19 Deception, DC 21 Diplomacy

Influence 2: His attitude toward the PCs improves to indifferent (if not there already), and he'll consider the PCs his own traveling companions rather than just people who happen to be traveling with Octavia.

Influence 4: Regongar's attitude improves to friendly. He agrees to aid the PCs during camping sessions, and he will follow their advice and orders in battle.

Influence 6: Regongar's attitude improves to helpful, and he'll share the *energy-absorbing armor rune* with the PCs once they reach 11th level.

Influence 8: Regongar now feels comfortable enough with the PCs that he agrees to serve in a leadership role in their kingdom.

Resistances If he sees a PC disrespect or deride Octavia (including witnessing them critically fail at an attempt to Influence her), increase DCs to Influence Regongar by 1. These increases stack but are removed all at once as soon as he's made friendly or Octavia is made helpful.

Weakness A PC who demonstrates a hatred of oppressors while attempting to influence Regongar finds a kindred spirit and gains a +2 circumstance bonus to that Influence check. If the result of this check is a critical failure, though, Regongar begins to suspect he's being pandered to, and he loses this weakness against that PC.

Background Regongar's life has been a story of close calls. His rebellious nature constantly put him in danger of being executed, but his martial prowess is so obvious that his cruel overlords never followed through on these death threats.

Appearance Regongar is a handsome half-orc and, as a result of many years of Octavia's suggestions, he takes time to keep himself well-groomed. When presented with new gear or armor, he does his best to keep fashion and appearance in mind.

Personality Despite being chaotic evil, as long as Octavia remains allied with the PCs, Regongar does his best to keep his violence limited to enemies of the PCs—or at least to non-allies. His cruelty aside, Regongar is brave, decisive, and inexorable, even if he remains quick to assume a challenge or insult to him or Octavia.

Reward: Grant the PCs 10 XP when they reach 4 Influence with Regongar, and then 30 XP when they reach 8 Influence.

ADVENTURING WITH REGONGAR

If you wish to build stats for Regongar to adventure with the PCs, he's a chaotic evil half-orc magus. Whether or not he adventures with the PCs, though, once the PCs reach Influence 6 with him, he shares the formula for the *energy-absorbing armor rune* with them at 11th level.

ENERGY-ABSORBING

RUNE 11+

RARE ABJURATION MAGICAL

Usage etched onto armor

As with *energy-resistant* runes, these runes convey protective forces from the Elemental Planes. You gain

5 resistance to acid, cold, electricity, or fire. The crafter chooses the damage type when creating the rune. Multiple *energy-absorbing runes* can be etched onto a suit of armor; rather than using only the highest-level effect, each must provide resistance to a different type. When an *energy-absorbing rune* provides resistance to damage from a foe's attack or ability, the armor itself appears to become infused with that energy, be it dripping with acid, riming over in frost, crackling with lightning, or flickering with flames. This effect does not inflict damage itself and ends at the start of your next turn, or as soon as you take the following reaction.

Activate ☞ **envision**; **Trigger** Your armor is infused with energy and you take damage from a melee Strike; **Effect** You unleash the infused energy against the triggering melee Strike, inflicting 2d6 damage of that energy type to the creature who made the melee Strike.

Type *energy-absorbing*; **Level** 11; **Price** 1,200 gp

Type *greater energy-absorbing*; **Level** 15; **Price** 6,000 gp

You gain resistance 10 to the specified damage type, and you inflict 4d6 damage when you activate the rune's reaction.

CAMPING WITH REGONGAR

When Regongar is present while the party camps, he bolsters the campsite by erecting frightening territory markers, publicly (and loudly) training with his weapons, and issuing threats.

INTIMIDATING POSTURE

CAMPING | CONCENTRATION | MANIPULATE

The camp's intimidating nature scares off less powerful encounters. If a Low or Trivial random encounter is rolled at any point during the camp, treat it as no encounter instead. The PCs still earn any XP they would have otherwise earned for defeating the encounter in combat when they wake the next day and notice the telltale signs of flight from the skipped encounter.

RULING WITH REGONGAR

Once the PCs achieve 8 Influence with Regongar, he'll agree to help them rule their kingdom. He makes an excellent choice for the leadership role of General. If you assign Regongar to this role using the New Leadership activity, the result of that activity's check is improved one degree. As long as Regongar remains in the General role, it's automatically invested (in addition to the four roles you choose to invest) and as long as his attitude toward the PCs is at least friendly, Regongar's presence in the role allows for the following Leadership activity.

SHOW OF FORCE

DOWNTIME | LEADERSHIP

Using Regongar's advice, a public show of force is performed

in an attempt to curtail criminal activity or subversive activity in the kingdom. Attempt a basic Warfare check to determine how effective the Show of Force is.

Critical Success The kingdom's criminals are cowed by the show of force. Reduce Crime by 2 and reduce one other Ruin of your choice by 1.

Success The kingdom's criminals take note of the show of force. Reduce Crime by 1.

Failure The show of force fails to impress criminals but unsettles the rest of the citizens. Increase Unrest by 1.

Critical Failure The criminals are emboldened by the failed show of force. Increase Unrest by 1d4 and Crime by 1.



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ADVENTURE PATH



CHAPTER 2: CAMPING

As the PCs explore the Stolen Lands, they'll eventually reach a point where the adventuring day is over and it's time to rest—but the closest bed is miles and miles away! In this case, they'll need to make camp and sleep under the stars. At this point, you have a few options as the GM. You can simply assume the PCs know what they're doing and let them rest the night away in peace. You can ask them to attempt a Survival check to Subsist with a DC based on the relative dangers in the area. Or you can use the rules presented in this chapter to make the experience of camping more rewarding, entertaining, and even dangerous!

CAMPSITES

Camping isn't just a matter of lying on the ground wherever and falling asleep. You need to locate a site for the camp, set it up, prepare and eat food, and address any other basic needs, including allowing some time for relaxation before sleep!

The dangers facing campers in the Stolen Lands vary greatly depending on where the camp is set. To quantify these dangers, each zone of the Stolen Lands (as defined in Chapter 2 of the *Kingmaker Adventure Path*) has its own values. The table below lists all 20 zones of the Stolen Lands, organized by level from 0 to 19. The **Zone DC** is the base DC required for success at any skill check involved with securing the campsite or performing most campsite activities; these DCs closely follow the expected DCs by level (as listed on page 503 of the *Core Rulebook*) but some of them have been adjusted upward or downward to account for that zone's additional dangers (or lack thereof). The **Encounter DC** indicates the flat check DC of a random encounter occurring during the camping session. And the number listed under the **Encounter Chart** column lists the *Kingmaker Adventure Path* page number for that zone's random encounter table.

STEP 1: PREPARE A CAMPSITE

In order to locate a safe place to set up a campsite while hexploring the Stolen Lands, the PCs must perform the Prepare Campsite exploration activity. While one PC performs this activity, others can attempt the following Exploration activities: Decipher Writing, Identify Alchemy, Identify Magic, Repair, or Treat Wounds. They can also attempt to Influence an NPC companion or attempt to Aid the PC Preparing the Campsite.

PREPARE CAMPSITE

CONCENTRATE | EXPLORATION | MOVE

You spend 2 hours searching the hex for a safe and secure location to make camp and then setting up the campsite itself by attempting a Survival check against the Zone DC of the region you're located in (see the Camping Zones table below).

MULTIPLE CAMPSITES

While the assumption is that the PCs attempt to prepare only one campsite, there's no reason why multiple PCs can't individually attempt to Prepare a Campsite, then have the group choose to use the most successful site. Of course, doing so also increases the opportunities for critical failures. If the PCs do opt to prepare multiple campsites, inform them that should a critical failure result in an encounter, that PC may end up facing the encounter all on their own. Alternatively, any PC who wasn't Preparing a Campsite can choose to be with the PC who triggered an encounter and can therefore provide support in any resulting combat. Assume that PCs who are Preparing different Campsites are 6d6 × 1,000 feet away from each other.

CAMPING ZONES

Zone	Name	Zone DC	Encounter DC	Page
0	Brevoy	14	12	50
1	Rostland Hinterlands	15	12	51
2	Greenbelt	16	14	58
3	Tuskwater	18	12	69
4	Kamelands	19	12	78
5	Narlmarches	20	14	82
6	Sellen Hills	20	12	84
7	Dunsward	18	12	87
8	Nomen Heights	24	12	90
9	Tors of Levenies	28	16	91
10	Hooktongue	32	14	94
11	Drelev	28	12	103
12	Tiger Lords	28	12	105
13	Rushlight	26	12	108
14	Glenebon Lowlands	30	12	108
15	Pitax	29	12	109
16	Glenebon Uplands	35	12	110
17	Numeria	36	12	112
18	Thousand Voices	43	14	115
19	Branthlend Mountains	41	16	117

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WATCHES AND REST

Group Size	Total Time	Duration of Each Watch
2	16 hours	8 hours
3	12 hours	4 hours
4	10 hours, 40 minutes	2 hours, 40 minutes
5	10 hours	2 hours
6	9 hours, 36 minutes	1 hour, 36 minutes
7	9 hours, 20 minutes	1 hour, 20 minutes
8	9 hours, 9 minutes	1 hour, 9 minutes
9+	9 hours	1 hour

Once a campsite is prepared, you can use the Prepare Campsite activity in this same hex again in the future (but no more than once per 24 hours) to automatically achieve the same degree of success with only an hour of work.

Critical Success You find the perfect spot for a camp. Flat checks to determine encounters at the campsite for the next 24 hours have a DC 2 higher than normal, and the first hour spent performing Camping activities does not incur the usual flat check for random encounters.

Success You find a serviceable spot for a camp and for Camping activities.

Failure Your campsite will work, but it's not the best. Campsite activities that require checks take a -2 penalty.

Critical Failure The campsite is a mess. You can use it to rest and to perform daily preparations, but it isn't good enough to allow for Campsite activities at all. Worse, your attempt to secure a campsite has possibly attracted unwanted attention—attempt a flat check against the zone's Encounter DC. If successful, a random encounter automatically occurs.

STEP 2: CAMPING ACTIVITIES

Once the PCs finish preparing their campsite, they can simply head to bed immediately, consuming rations and skipping straight on to Step 3, or if the check to Prepare the Campsite wasn't a critical failure, they can spend time attempting Camping activities. These activities can help to bolster them for the coming day, strengthen their campsite against possible attacks, build bonds between themselves or their NPC companions, allow time to craft while in the wild, and so on. Camping activities are each undertaken by a single PC, and each takes 2 hours to complete. Multiple PCs can perform their chosen Camping activity simultaneously, but no two PCs may attempt the same Camping activity at the same time. Once any PC has achieved at least a success on a particular Camping activity, that activity cannot be attempted again by any PC until the next camping session. The PCs can take up to four Camping activities each day as long as they aren't fatigued and as long as there's enough time in the day before watches begin.

Other Exploration activities (such as Identify Magic, Repair, or Treat Wounds) can also be performed during

this time; these are not limited to one success per camping session and take the normal amount of time that activity takes to perform. PCs can also attempt to use the Influence or Discover activities to learn more about their NPC companions who are at the camp; each such attempt to Influence or Discover takes an hour and isn't limited to one success per camping session.

Camping activities increase the risk of attracting a random encounter, as someone or something comes to investigate all of the activity. At the end of each hour that anyone in the party undertakes a Camping activity, attempt a flat check against the zone's Encounter DC (see the Camping Zones table on page 107); on a success, a random encounter occurs. (If the check to Prepare the Campsite was a critical success, skip it for the first hour.) Each successive hour you attempt this check, the Encounter DC decreases by 1; once the PCs finish their daily preparations, or once an encounter occurs, the Encounter DC resets to its original value.

STEP 3: EATING

Once all Camping activities have been resolved, the PCs eat their meals. Each PC chooses their own meal, and the party collectively chooses the meals for any companion NPCs camping with them.

If anyone performed the Cook Basic Meal or Cook Special Meal Camping activity, those servings are available meal choices; after all characters have selected their meals, those performing the Cook Meal activities roll checks to determine the effect of the meal they cooked.

Characters may instead choose to consume their own rations, use the Subsist downtime activity for food, or receive magical sustenance (such as a *create food* spell, a *heroes' feast* ritual, a *ring of sustenance*, and so on).

A PC gains the effects of the only first meal they eat at this time; they cannot gain additional effects from additional meals during the same camping session.

STEP 4: RESTING

Once the party has eaten, it's time to rest, as detailed on page 499 of the *Core Rulebook*. The table above summarizes how long the group needs to set aside for rest, assuming rotating watch assignments of equal length. This table reprints and expands on the table on page 500 of the *Core Rulebook*, as the PCs' campsite in a Kingmaker campaign can include a number of NPC companions as well.

During this period, check for random encounters once every 4 hours by attempting a flat check against the zone's Encounter DC (see the Camping Zones table on page 107). Any adjustments made to this DC from additional hours spent pursuing Camping activities persist. After an encounter occurs, the Encounter DC resets to its original value.

STEP 5: DAILY PREPARATIONS

This final step includes time spent to prepare for the adventuring day, as detailed on page 500 of the *Core Rulebook*. You can assume menial tasks like breaking down the campsite are included in this step without impacting how long it takes for the PCs to prepare for the day. Daily preparations take 30 minutes to complete. The zone's Encounter DC returns to its original DC. If the PCs wish to continue camping at this same location, they must use the Prepare Campsite activity again (though it takes only 1 hour to Prepare a Campsite that has been used before).

CAMPING ACTIVITIES

When camping in the wilderness, the PCs may perform a number of different Camping activities; see Step 2: Camping Activities on page 108 for detailed rules. Many of them require checks against the Zone DC for the area the party is camping in; see the Camping Zones table on page 107.

Ingredients

The two cooking activities presented here—Cook Basic Meal and Cook Special Meal—require the use of ingredients in addition to rations, or provisions you gain by Subsisting. Both basic and special meals always use basic ingredients; special meals sometimes also require special ingredients.

Basic ingredients and rations are relatively easy to come by, and generally won't need to be tracked. If the PCs wish to stock up on basic ingredients, they can procure them by attempting the Hunt and Gather Camping activity—even a critical failure finds some, and they can buy rations at the regular price.

Special ingredients are exceptionally rare or dangerous to gather, and so should be tracked as regular consumable items—a single special ingredient is level 3 and Bulk L. Special ingredients are normally acquired only by succeeding at the Hunt and Gather Camping activity; optionally, you may allow the PCs to obtain a number of special ingredients equal to the party's level once per month as part of the perks of ruling a kingdom.

While specific ingredients aren't called out in recipes, at your discretion you can allow the PCs to harvest such ingredients after encounters with appropriate creatures. Since this requires players to track individual ingredients, the additional paperwork may not be to the taste of all groups. To harvest ingredients from a creature, a character must succeed at a Survival check against the standard DC set by the creature's level (*Core Rulebook* 503). A success generates 1 special ingredient usable for that specific recipe (or 2 special ingredients on a critical success). Only one attempt can be made per creature; each attempt takes 10 minutes of work.

CAMPING ACTIVITIES AT OTHER TIMES

You can allow a PC to attempt a Camping activity when they're not at a prepared campsite if you determine that they have the time and resources to attempt the activity (although without a camp, some of these activities might be nonsensical to attempt in the first place). If you allow this, treat Camping activities as Exploration activities; once success is achieved, they cannot be attempted again by the party for 24 hours. Cooking in particular is an activity that players may be eager to pursue at other times, as camp meals can provide helpful benefits to the adventuring day. Make sure to enforce the scarcity of the unusual ingredients many of these meals require if you allow this.

RANDOM ENCOUNTERS

Camping sessions provide multiple opportunities for random encounters, but too many interruptions can overwhelm or bore your players. Keep an eye on how they're doing and adjust the number of encounters to fit their playing style and the pace they enjoy. If you're unsure, try limiting random encounters to once per camping session. You can keep your players on their toes by rolling dice as if you're checking for further encounters, though!

CAMOUFLAGE CAMPSITE

CAMPING | MANIPULATE | SECRET

Requirements trained in Stealth

You spend an hour concealing the camp from potential threats by covering tents with branches, ensuring campfire placement minimizes the spread of scent or smoke, reminding others to avoid making too many loud noises, and so on. Attempt a Stealth check against the Zone DC. You can only attempt to Camouflage Campsite once per camping session, regardless of the activity's result.

Critical Success Your camouflage attempt exceeds expectation. Increase the Encounter DC for your camp by 2. The first time a flat check would result in an encounter during this camping session, instead treat that result as a failure with no encounter.

Success Your work helps hide your camp from detection. Increase the Encounter DC for your camp by 1.

Critical Failure You believe you've done well at your camouflage attempt but have actually forgotten something important or accidentally did something to make the campsite more noticeable. Decrease the Encounter DC for your camp by 2, and flat checks made to determine encounters result in a critical success on a roll of 19 or 20.

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COOK BASIC MEAL

CAMPING | MANIPULATE

You spend 2 hours preparing a meal. Expend 2 basic ingredients per serving you wish to prepare, as well as 1 day's rations, or provisions from Subsisting, per serving.

Once the party finishes all Camping activities and the characters have chosen which meals they wish to eat, attempt a DC 22 Survival check or a DC 18 Cooking Lore check to determine the effectiveness of your basic meal.

Critical Success You prepare a delicious meal. A character who eats this meal recovers Hit Points equal to their Constitution modifier (minimum 1) multiplied by twice their level when they rest during this camping session instead of the normal amount, and they gain a +1 status bonus to all saving throws until they complete their daily preparations, or begin adventuring again.

Success You prepare a meal. A character who eats it gains a +1 status bonus to all saving throws until they complete their daily preparations or begin adventuring again.

Failure Your meal fills bellies, but has no other effects.

Critical Failure Your meal wreaks havoc on digestion. A character who partook of this meal becomes sickened 1 until after they rest and complete their daily preparations.

COOK SPECIAL MEAL

CAMPING | MANIPULATE

Requirements knowledge of the recipe

You spend 2 hours preparing a special meal. Choose a special meal whose recipe the party knows and then expend the basic and special ingredients required for each serving you wish to prepare, as well as 1 day's rations, or provisions from Subsisting, per serving. Special meal recipes are formulas you can purchase at a settlement or discover on your own with the Discover Special Meal activity.

Cook Special Meal can be attempted multiple times during a camping session, but each attempt must use a different recipe.

A character who is sickened can't eat a special meal or gain its benefits.

Once the party finishes all Camping activities and the characters have chosen which meals they wish to eat, attempt a Survival check or a Cooking Lore check to determine the effectiveness of your special meal. The DC of the check required varies by recipe. Unless the special meal's description says otherwise, its effects last until the next time the party prepares a camp or 24 hours, whichever comes first.

Critical Success The character gains the recipe's listed critical success effect.

Success The character gains the recipe's listed success effect.

Failure The character gains no special benefit from the meal, though it still prevents starvation.

Critical Failure The character suffers the recipe's critical failure effect.

DISCOVER SPECIAL MEAL

CAMPING | MANIPULATE

Requirements trained in Cooking Lore

You spend 2 hours attempting to discover a special recipe. Choose a common recipe from those listed starting on page 114; the recipe must be of a level equal to or less than the level of the zone you're camping in. Expend twice the normal amount of ingredients required to prepare 1 serving of the special meal, then attempt that special meal's Cooking Lore check.

Critical Success You discover the special meal and add it to the list of recipes the party knows. In addition, your research was efficient, and you recover half of the ingredients you had to expend to attempt this activity.

Success As critical success, but you do not recover any ingredients.

Failure You fail to discover the special meal and do not recover any ingredients.

Critical Failure As failure, but you also expose yourself to the special meal's critical failure effect while performing an unwise taste test.



COOKING A MEAL

LEARNING FROM COMPANIONS

Activity (page)	Companion	Requirements
Blend into the Night (95)	Harrim	Trained in Religion, worships Groetus
Bolster Confidence (47)	Linzi	Expert in Performance
Camp Management (35)	Jubilost	Expert in Survival
Dawnflower's Blessing (72)	Tristian	Trained in Religion, worships Sarenrae
Enhance Campfire (100)	Kanerah	Expert in Nature
Enhance Weapons (9)	Amiri	Expert in Crafting
Intimidating Posture (105)	Regongar	Expert in Intimidation
Maintain Armor (84)	Valerie	Expert in Craft
Set Alarms (103)	Octavia	Expert in Arcana
Set Traps (59)	Nok-Nok	Expert in Thievery
Undead Guardians (97)	Jaethal	Expert in Religion
Water Hazards (100)	Kalikke	Expert in Nature
Wilderness Survival (24)	Ekundayo	Expert in Survival

HUNT AND GATHER

CAMPING MOVE

Requirements trained in Survival

You spend 2 hours gathering ingredients. This supplements the food from Subsisting with additional ingredients you can use to cook basic or special meals, gaining greater effects than simply eating the rations alone. Attempt a Hunting Lore or Survival check against the Zone DC.

Critical Success You find a number of basic ingredients equal to twice the zone's DC, plus 4 special ingredients. If you're Hunting and Gathering in a zone that's at least level 7, increase the number of special ingredients found to 8; if you're doing so in a zone that's at least level 14, increase it to 12.

Success You find a number of basic ingredients equal to the zone's DC, plus 1d4 special ingredients. If you're Hunting and Gathering in a zone that's at least level 7, increase the number of special ingredients found to 2d4; if you're doing so in a zone that's at least level 14, increase it to 3d4.

Failure You find a number of basic ingredients equal to the zone's DC.

Critical Failure You find 1d4 basic ingredients (maximum equal to the zone's DC). In addition, you've attracted attention. Make an additional flat check to determine if a random encounter occurs at your campsite following this activity.

LEARN FROM A COMPANION

CAMPING CONCENTRATE

Requirements The companion to be learned from must be camping with you, and they must be at least Friendly.

All of the companions in this book are presented with specialized Camping activities. Normally, in order for a PC to be able to attempt one of these specialized activities, that companion must be present in the camp as well, but this activity allows the companion to attempt to teach the

party how to perform the activity on their own. You spend 2 hours with the companion when you attempt to learn from them, then attempt a DC 20 Perception check.

Critical Success You learn the companion's special activity.

Any PC who meets that activity's requirements (see table above) can now perform that activity even when the companion isn't in the camp.

Success You make progress in learning the special activity but require at least one more day to master it. If you attempt to Learn from this Companion the next time you camp, the result of that check is improved by one degree of success from the result rolled.

Failure You fail to learn anything from the companion.

Critical Failure You fail to learn from the companion, who grows frustrated with the party. No further attempts to Learn from this Companion can be attempted during this camping session.

ORGANIZE WATCH

CAMPING

Requirements expert in Perception

You spend 2 hours to take the lead on organizing the camp's watch rotation, optimizing shifts, and scouting the surrounding area to determine which approaches to the camp are most likely to be used by enemies. Attempt a Perception check against the Zone DC.

Critical Success The camp's watch is efficient. Treat the total time required for rest as if the party size were 1 more, and all characters gain a +2 status bonus to Perception checks made during their shift on watch.

Success Characters gain a +1 status bonus to Perception checks made during their shift on watch.

Failure Your attempt to organize the watch doesn't grant any additional benefits.

Critical Failure As failure, but you may have attracted unwanted attention. Attempt a flat check against the zone's Encounter DC to determine if a random encounter occurs.

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PROVIDE AID

CAMPING CONCENTRATE

Requirements The ally is willing to accept your aid on a Camping activity that requires a check for success.

You take 2 hours to aid another character in their Camping activity. When you Provide Aid, attempt a skill check of a type decided by the GM. The typical DC is 20, but the GM might adjust this DC for particularly hard or easy tasks. You can Provide Aid as many times as you want during a camping session, but remember that the circumstance bonuses granted by Provide Aid do not stack.

Critical Success You grant your ally a +2 circumstance bonus to the activity. If you're a master with the check you attempted, the bonus is +3, and if you're legendary, it's +4.

Success You grant your ally a +1 circumstance bonus to the activity's check.

Critical Failure Your ally takes a -1 circumstance penalty to their activity's check.

RELAX

CAMPING

You spend 2 hours listening to campfire stories, chatting, reading, meditating, napping, or otherwise simply relaxing. You gain a +1 circumstance bonus to the next check you

make in order to resolve a Camping activity, provided that check happens during this camping session.

A character that's suffering a status penalty from a critical failure on the Tell Campfire Story activity removes that penalty after spending an hour Relaxing. You can Relax as many times as you want during a camping session.

TELL CAMPFIRE STORY

CAMPING CONCENTRATE EMOTION LINGUISTIC MENTAL

You spend 2 hours telling a rousing story, perhaps one of your previous adventures or something that was in turn told to you around a campfire. The GM might award a +1 circumstance bonus to your check if the story is relevant to your recent or upcoming adventures, or if it reflects one or more characters' personal stories. Attempt a Performance check against a DC equal to that set by your own level, as given on Table 10-5 on page 503 of the *Core Rulebook*.

All allies in your camp can potentially gain benefits from your stories, but those who spend the hour Relaxing gain the greatest benefits. An ally who spends the two hours of your campfire story Hunting and Gathering or is otherwise outside of the camp's immediate area is not affected by your campfire story.

Critical Success You inspire your allies dramatically. For the remainder of the camping session, your allies gain a +2 status bonus to attack rolls, saving throws, and skill checks during combat at the campsite. The bonuses end as soon as daily preparations begin after resting is concluded. If an ally spent the hour Relaxing, they can also choose to reroll a failed roll at any time once during the remainder of the camping session while the status bonus persists; this is a fortune effect.

Success You inspire your allies. As critical success, but the status bonus is +1. An ally who spent the hour Relaxing receives a +2 status bonus but does not receive the reroll effect granted by a critical success.

Failure Your allies are unmoved and receive no benefits.

Critical Failure Your story distracts or unsettles your allies. They each take a -1 status penalty to skill checks until they Relax or until they begin daily preparations.



TELL CAMPFIRE STORY

SPECIAL CAMPSITE MEALS

With the Cook Special Meal activity, a character can prepare servings of a wide range of meals that have longer-lasting and more significant effects than simple nourishment. These special campsite meals must be eaten during the same camping session that they are prepared, as the benefits one gains from them are as much from the morale-boosting effect of enjoying a delicious meal in the wild as they are from the food itself. A character can only be under the effect of one special campsite meal at a time—that of the first one they eat during a camping session. The effects of the meal itself are determined by a skill check rolled by the cook when the meal is eaten, and they apply equally to all characters who eat servings of that particular meal.

FAVORITE MEALS

Each character may designate a favorite meal. Whenever they consume that meal and gain either its success or critical success benefit, they also gain its favorite meal benefit. Unless the meal's description says otherwise, the favorite meal benefit lasts as long as the meal's usual benefit.

PCs may declare a favorite meal after experiencing that meal's success effect twice or its critical success once; they can then gain its favorite meal benefit starting the next time they consume that meal. A character can only ever have one favorite meal. They may change their favorite meal to a new meal, but they must first experience the new meal's critical success effect twice.

Each NPC companion has a favorite meal, listed on the following table. NPC companions never change their favorite meal.

MEAL RECIPES

A wide range of unique and special meals are available to those camping in the Stolen Lands, but before a character can attempt to cook one of them, they must find or purchase the meal's recipe or discover it using the Discover Special Meal activity. You can augment treasures found throughout the Stolen Lands with meal recipes if you wish, dropping them into rewards in the form of scrolls or books, or you can even have them taught by friendly allies.

Common recipes (those without either the uncommon or rare trait) can be purchased in any settlement in the same way other formulas can be purchased. Uncommon recipes are available for purchase in most settlements of Town or larger size. Rare recipes should be given out as quest rewards, discovered (be it via the Discover Special Meal activity or by finding the recipe on a scroll or in a book), taught from rescued or allied NPCs, or

FAVORITE MEALS

Companion	Favorite Meal
Amiri	Monster casserole
Ekundayo	Hunter's roast
Harrim	Haggis
Jaethal	Jeweled rice
Jubilost	Onion soup
Kalikke	Chocolate ice cream
Kanerah	Seasoned wings and thighs
Linzi	Sweet pancakes
Nok-Nok	Baked spider legs
Octavia	Rice-n-nut pudding
Regongar	Succulent sausages
Tristian	Kameberry pie
Valerie	Whiterose oysters

something equivalent. At your discretion, a rare recipe must still be purchased after the PCs discover someone who knows it.

The stat block for the following meals are presented in the following format.

MEAL NAME MEAL [LEVEL]

TRAITS

Recipe Price The price to purchase the meal's recipe.

Ingredients This entry lists the quantity of basic ingredients and special ingredients (if any) required to cook a single serving of the meal.

Preparation A special meal can be cooked with a Survival check or a Cooking Lore check, and its recipe can be discovered with a Cooking Lore check. The DCs to Cook or Discover the Special Meal are presented here.

Requirements If a meal has any other special requirements for its preparation (such as the cook's ability to cast divine spells or a proficiency rank in a specific skill), that requirement is listed here. This entry is omitted if the meal has no additional requirements.

Favorite Meal The additional benefit a character can gain from the meal being their favorite meal is presented here.

A description of the meal, including notes on how it is prepared, is followed by the meal's effects on a Cook Special Meal activity's critical success, success, or critical failure. A special meal that has a failure grants no additional benefits or penalties, but still prevents starvation.

Many special meal effects persist for a full 24 hours, but a character can only benefit from one special meal effect at a time. If the PCs are camping daily, you can rule that existing special meal effects end once the party takes step 3 of camping (Eating), even if technically 24 hours hasn't passed since the last time they gained bonuses from special meals, so that new effects from new meals can take their place going forward.

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- Amiri
- Ekundayo
- Jubilost
- Linzi
- Nok-Nok
- Tristian
- Valerie
- Harrim
- Jaethal
- Kalikke and
- Kanerah
- Octavia
- Regongar

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SPECIAL MEALS

BAKED SPIDER LEGS

MEAL 5

MEAL

Recipe Price 8 gp

Ingredients 4 basic, 1 special

Preparation DC 20 Cooking Lore or DC 22 Survival

Favorite Meal +1 status bonus to Stealth checks.

This dish consists of choice segments of an oversized spider's legs, served with a variety of savory dressings and dipping sauces. You can crack open the exoskeleton to get to the juicy meat within the baked segments or simply fish out the meat from within using a long, thin utensil—an arrow is a classic choice among campers.

Critical Success The meal grants a +1 status bonus to Fortitude saving throws for 24 hours.

Success The meal grants a +1 status bonus to Fortitude saving throws against poison effects for 24 hours.

Critical Failure The meal is toxic and causes a -1 status penalty to Fortitude saving throws for 24 hours. This is a poison effect.

BLACK LINNORM STEW

MEAL 18

RARE MEAL

Recipe Price 1,200 gp

Ingredients 8 basic, 3 special



BAKED SPIDER LEGS



Preparation DC 43 Cooking Lore or DC 45 Survival

Requirements legendary in Arcana or Nature

Favorite Meal +2 status bonus to Perception checks.

This thick stew looks unappetizing, with its tar-like black broth and strangely colored chunks of meat.

Critical Success The meal grants a +3 status bonus to saves against curse and poison effects. In addition, the next time the eater is damaged, they gain fast healing 10; this fast healing lasts until the eater dies, is healed to its maximum hit points, or for 1 minute, whichever comes first, after which the fast healing effect ends.

Success The meal grants a +3 status bonus to saves against curse and poison effects.

Critical Failure The meal imparts a fragment of the linnorm death curse on the eater, who becomes doomed 1 for 24 hours. This is a curse effect.

BROILED TUSKWATER OYSTERS

MEAL 3

UNCOMMON MEAL

Recipe Price 3 gp

Ingredients 2 basic, 1 special

Preparation DC 20 Cooking Lore or DC 22 Survival

Favorite Meal +1 status bonus to saving throws against occult spells

The freshwater oysters that grow in and around the Tuskwater have long been said to help one see into other realities or to understand secrets beyond normal reach.

Critical Success The meal grants a +1 status bonus to Occultism checks made to Identify Magic, Learn a Spell, and Recall Knowledge for 24 hours.

Success The meal grants a +1 status bonus to Occultism checks made to Identify Magic, Learn a Spell, and Recall Knowledge until the eater begins daily preparations.

Critical Failure The poorly prepared oysters cause mild but distracting hallucinations, resulting in a -1 status penalty to Perception checks for 24 hours. This is a poison effect.

CHEESE CROSTATATA

MEAL 5

UNCOMMON MEAL

Recipe Price 8 gp

Ingredients 4 basic

Preparation DC 22 Cooking Lore or DC 24 Survival

Favorite Meal +1 status bonus to Religion checks.

This pie-like meal is filled with a delightful mix of different cheeses and spices, all cooked into a flaky dough crust.

Critical Success The eater gains a +1 status bonus to saving throws against effects that cause the enfeebled condition or fatigue, and during the next 2 days, they can go for up to 20 hours without sleep before becoming fatigued.

Success For the next 24 hours, the eater can go for up to 18 hours without sleep before becoming fatigued.

Critical Failure The heavy meal doesn't sit well. The eater is sickened 1 until they finish a full night's rest.

CHOCOLATE ICE CREAM

MEAL 4

MEAL

Recipe Price 5 gp

Ingredients 2 basic, 1 special

Preparation DC 19 Cooking Lore or DC 21 Survival

Requirements ability to cast a cold spell or create a cold effect via magic

Favorite Meal +1 status bonus to all Lore checks made to Recall Knowledge.

Normally a treat limited to areas where ice is abundant, this version of the recipe utilizes the ability to cast spells that cause cold damage to create a deliciously close approximation of ice cream while camping. When you use the Cook Special Meal activity to create ice cream, you must cast 1 cold spell—typically, *ray of frost* is utilized.

Critical Success The ice cream is perfect. The eater receives a +1 status bonus to Performance checks for 24 hours.

Success As critical success, but the bonus ends when the eater begins daily preparations.

Critical Failure The ice cream is too cold, too sweet, or both. In addition to not gaining any special benefit from the meal, disappointment causes the eater to take a -1 status penalty to saving throws against emotion effects for 24 hours or until the character achieves a critical success on a saving throw against an emotion effect, whichever comes first.

FIRST WORLD MINCE PIE

MEAL 20

RARE APEX MEAL

Recipe Price 3,500 gp

Ingredients 8 basic, 4 special

Preparation DC 45 Cooking Lore or DC 47 Survival

Requirements must be cooked while camping in the First World (including associated demiplanes like Thousand Breaths or the Lantern Kingdom)

Favorite Meal +3 status bonus to skill checks for all skills associated with the random ability score that increases.

This meal is infused with the magical, life-giving energies of the First World itself. The exact ingredients for this meal are never the same, and the cook can never be sure exactly what they might be inspired to put into the pie until they begin cooking, as the choice of ingredients must be somewhat influenced by chance and whimsy. Note that this meal is an apex item, and you can't gain an ability score increase from more than one apex item at a time.

Critical Success Increase a random ability score by 2 or to 18, whichever results in the higher score. This effect persists as long as the eater remains in the First World or an associated demiplane, or until they gain an effect from another special meal, whichever comes first.

Success As critical success, but the effect lasts no longer than 24 hours.

Critical Failure Something in the meal clashes with the eater's body, mind, and soul. When they roll an initiative

check at the start of any combat, attempt a DC 11 flat check. On a failure, they become confused for 1 minute. This effect lasts as long as they remain in the First World (or an associated demiplane) or for 24 hours, whichever comes second. This is a curse effect.

FISH-ON-A-STICK

MEAL 1

MEAL

Recipe Price 1 gp

Ingredients 2 basic

Preparation DC 17 Cooking Lore or DC 19 Survival

Favorite Meal The next time the eater rests within the next 8 hours, they need to sleep only 7 hours before they can begin daily preparations.

Fish-on-a-stick is a simple meal consisting of a fillet of fish (traditionally trout) seasoned with dill and other spices.

Critical Success For 2 days, the eater can go for up to 18 hours without sleep before becoming fatigued.

Success For the next 24 hours, the eater can go for up to 17 hours without sleep before becoming fatigued.

Critical Failure The fish is bad, making it tougher for the eater to get the full restorative effects of sleep. They must sleep 9 hours instead of 8 before they can make daily preparations.

GALT RAGOUT

MEAL 4

UNCOMMON MEAL

Recipe Price 5 gp

Ingredients 4 basic

Preparation DC 20 Cooking Lore or DC 22 Survival

Favorite Meal +1 status bonus to Acrobatics checks to Tumble Through.

This traditional Galtan dish consists of a highly seasoned stew of meat and vegetables.

Critical Success The eater receives a +1 status bonus to saving throws against effects that cause the clumsy condition or fatigue, and during the next 2 days, they can go for up to 18 hours without sleep before becoming fatigued.

Success During the next 24 hours, the eater can go for up to 18 hours without sleep before becoming fatigued.

Critical Failure The spicy meal doesn't sit well. The eater is sickened 1 until they get a full night's rest.

GIANT SCRAMBLED EGG WITH SHAMBLETUS

MEAL 13

UNCOMMON MEAL

Recipe Price 150 gp

Ingredients 6 basic, 2 special

Preparation DC 33 Cooking Lore or DC 35 Survival

Favorite Meal +1 status bonus to damage rolls with melee Strikes with weapons that require 2 hands to use.

This meal is traditionally prepared with roc's eggs, with only a small portion prepared with special herbs and the uncommon mushrooms known as shambletus. The eggs

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that aren't prepared in this way are then served to the servants, while the aristocracy enjoys the main dish. It's only these portions that provide the following benefits—the "leftovers" merely provide nourishment.

Critical Success The meal grants the eater a +2 status bonus to saving throws for 24 hours

Success The meal grants the eater a +1 status bonus to saving throws for 24 hours.

Critical Failure The meal is disappointing. The eater suffers a -2 status penalty to saving throws against emotion effects for 24 hours or until they critically succeed at such a saving throw, whichever comes first.

GRILLED SILVER EEL MEAL 6

UNCOMMON MEAL

Recipe Price 13 gp

Ingredients 4 basic, 1 special

Preparation DC 24 Cooking Lore or DC 26 Survival

Favorite Meal The meal grants the following action usable once during the next 24 hours.

Activate envision; **Frequency** once per meal; **Effect** Your Speed increases by 5 feet for 1 minute.

When a silver eel is grilled with certain spices, its meat can help to bolster your deceptive ability, as well as your ability to slip past enemies in combat.

Critical Success The meal grants the eater a +1 status bonus to Lie and to Tumble Through for 24 hours.

Success The meal grants the eater a +1 status bonus to Tumble Through for 24 hours.

Critical Failure The eel doesn't sit well, and the distracting stomach cramps and shortness of breath make it more difficult to move. The eater's Speed is reduced by 5 feet until they complete their daily preparations. This is a poison effect.

HAGGIS MEAL 1

MEAL

Recipe Price 1 gp

Ingredients 2 basic

Preparation DC 15 Cooking Lore or DC 17 Survival

Favorite Meal +1 status bonus to Will saves against fear effects for 24 hours.

This dish consists of a combination of grains, onions, spices, and organ meats boiled in an animal's stomach.

Critical Success The meal bolsters the eater against illness, granting a +1 status bonus to saving throws against effects that cause disease or the sickened condition for 24 hours.

Success The meal bolsters the eater against nausea, granting a +1 status bonus to effects that cause the sickened condition for 24 hours.

Critical Failure The meal makes the eater quite ill. They become sickened 1 until they get a full night's rest. This is a poison effect.

HEARTY MEAL

MEAL 0

MEAL

Recipe Price – (this recipe is available automatically)

Ingredients 4 basic

Preparation DC 14 Cooking Lore or DC 16 Survival

Favorite Meal The eater recovers an additional amount of Hit Points equal to their level when they rest.

By taking extra time to prepare a meal, adding extra spices, and supplementing the meal with additional ingredients, you can turn a regular meal into a hearty one. Unlike other special meals, anyone can attempt to cook a hearty meal—no recipe is required.

Critical Success The meal grants the eater a +1 status bonus to the next 3 saving throws they attempt during the next 24 hours.

Success The meal grants the eater a +1 status bonus to the next saving throw they attempt during the next 24 hours.

Critical Failure The hearty meal leaves the eater overstuffed. They suffer a -1 status penalty to initiative checks until they rest and begin their daily preparations.

HEARTY PURPLE SOUP

MEAL 16

RARE MEAL

Recipe Price 500 gp

Ingredients 6 basic, 3 special

Preparation DC 40 Cooking Lore or DC 42 Survival

Requirements legendary in Nature

Favorite Meal The bonus against poison and disease effects increases to +4.

Purple worm meat is not particularly flavorful. Yet when one takes a dose of the worm's poison and distills it in a way that reduces its toxicity, the hearty purple soup that results can be a significant panacea against poisons and diseases.

Critical Success The meal grants immunity to diseases and poisons of level 15 or lower. In addition, the meal grants a +3 status bonus to saving throws against poison and disease effects. Any saving throws attempted against cave worm poison or any poison of level 15 or lower are rolled twice, using the higher result as the actual result; this is a fortune effect.

Success As critical success, except that the fortune effect only applies to cave worm poison, not to other poisons of level 15 or lower.

Critical Failure Instead of protecting from poison, the soup is poison itself. The eater becomes enfeebled 3; every 24 hours, this enfeebled condition diminishes by 1. This is a poison effect.

HUNTER'S ROAST

MEAL 6

MEAL

Recipe Price 13 gp

Ingredients 4 basic

Preparation DC 22 Cooking Lore or DC 24 Survival

Favorite Meal +1 status bonus to Nature checks.

A classic meal of meat, mushrooms, and root vegetables, this roast meal is served amid helpings of thick gravy.

Critical Success The eater gains a number of temporary Hit Points equal to their level, lasting up to 24 hours.

Success As critical success, but the temporary Hit Points last only until the eater begins their daily preparations.

Critical Failure The hunter's roast is more than unpalatable—it's poisonous! The eater takes 2d6 poison damage and is sickened 1 until they get a full night's rest. This is a poison effect.

JWELED RICE MEAL 0

MEAL

Recipe Price 5 sp

Ingredients 1 basic

Preparation DC 14 Cooking Lore or DC 16 Survival

Favorite Meal +1 status bonus to Acrobatics checks to Escape for 24 hours.

This light but nutritious meal won't slow you down and is particularly favored by those with delicate stomachs.

Critical Success Twice during the next 24 hours when the eater takes the Step action, they carefully move 10 feet instead of five feet.

Success As critical success but the eater can Step 10 feet only once during the next 24 hours.

Critical Failure The meal was a bit too light; you must eat another meal to stave off starvation.

KAMEBERRY PIE MEAL 10

MEAL

Recipe Price 50 gp

Ingredients 3 basic, 2 special

Preparation DC 27 Cooking Lore or DC 29 Survival

Requirements master in Religion

Favorite Meal +1 status bonus to Religion checks for 24 hours.

Kameberry pie is a tart confection valued by many who claim that its sourness can help provide insights.

Critical Success The meal restores 6d8 Hit Points when it's eaten and an additional 6d8 Hit Points when the eater wakes from a night of rest.

Success The meal restores 3d8 Hit Points when it's eaten and an additional 3d8 Hit Points when the eater wakes from a night of rest.

Critical Failure The meal is either far too sweet or far too sour. Worse, the unpleasant flavors linger for 8 hours and are distracting enough to cause the eater to become stupefied 1 for that time.

MASTODON STEAK MEAL 14

UNCOMMON MEAL

Recipe Price 225 gp

Ingredients 4 basic, 3 special

Preparation DC 34 Cooking Lore or DC 36 Survival

Favorite Meal +1 status bonus to Fortitude saves for the next 24 hours.

Prepared correctly, mastodon steaks are said to impart the eater with an echo of the megafauna's strength.

Critical Success The meal restores 7d8 Hit Points and reduces the eater's clumsy, drained, enfeebled, and stupefied conditions by 2.

Success The meal restores 4d8 Hit Points and reduces one of the eater's clumsy, drained, enfeebled, or stupefied conditions by 2 (if the eater suffers from more than one, determine which one is reduced randomly).

Critical Failure The meal seems to take forever to digest. The eater becomes clumsy 2. This condition is reduced to clumsy 1 after the eater gets a night's rest and does their daily preparations, and is removed entirely after 24 hours. This is a poison effect.

MONSTER CASSEROLE MEAL 11

MEAL

Recipe Price 70 gp

Ingredients 7 basic, 2 special

Preparation DC 28 Cooking Lore or DC 30 Survival

Favorite Meal +1 status bonus to Athletics checks for the next 24 hours.

The exact ingredients of a monster casserole vary according to taste, but always include eggs, cheese, and meat.



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Critical Success The meal grants a +2 status bonus to damage rolls from melee Strikes against aberrations, beasts, and dragons for the next 24 hours.

Success The meal grants a +2 status bonus to damage rolls from melee Strikes against aberrations, beasts, and dragons for the remainder of the camping session.

Critical Failure The meal is unsettling to both the belly and the mind. The eater suffers a -2 status penalty to saving throws against fear effects for the next 24 hours or until they achieve a critical success on such a saving throw, whichever comes first.

ONION SOUP

MEAL 8

MEAL

Recipe Price 25 gp

Ingredients 2 basic, 1 special

Preparation DC 24 Cooking Lore or DC 26 Survival

Favorite Meal +1 status bonus to Arcana checks.

A deceptively simple meal, the inclusion of gourmet cheeses in onion soup can elevate it to something extraordinary.

Critical Success The meal grants a +1 status bonus to Will saves for 24 hours.

Success The meal grants a +1 status bonus to Will saves for the remainder of the camping session.

Critical Failure The meal results in an obnoxious case of lingering halitosis, causing a -1 status penalty to Charisma-based skill checks for the next 24 hours. This is a poison effect.

OWLBEAR OMELET

MEAL 7

UNCOMMON MEAL

Recipe Price 18 gp

Ingredients 4 basic, 1 special

Preparation DC 25 Cooking Lore or DC 27 Survival

Favorite Meal +1 status bonus to Nature checks.

An owlbear omelet can technically be made from any sort of egg, but many consider such meals made with anything other than genuine owlbear eggs to be a farce.

Critical Success The meal grants a +1 status bonus to one-handed melee Strike damage rolls for 24 hours.

Success The meal grants a +1 status bonus to one-handed melee Strike damage rolls for the remainder of the camping session.

Critical Failure The owlbear omelet continues to fight like a monster, even in the eater's belly. They suffer a -1 status penalty to melee Strikes for the next 24 hours. This is a poison effect.

RICE-N-NUT PUDDING

MEAL 2

MEAL

Recipe Price 2 gp

Ingredients 2 basic, 1 special

Preparation DC 16 Cooking Lore or DC 18 Survival

Requirements trained in Arcana

Favorite Meal Once during the next 24 hours, when the eater Refocuses to regain Focus Points, the restoration of magic infuses and invigorates them, restoring a number of Hit Points equal to 1d8 plus their level.

A properly cooked serving of rice-n-nut pudding requires a bit of understanding of the nature of arcane magic, since drawing upon this knowledge while the meal simmers not only improves the taste but adds a bit of extra focus for spellcasters of any tradition.

Critical Success The meal grants a +1 status bonus to Arcana checks made to Identify Magic and to Learn a Spell for the next 24 hours.

Success The meal grants a +1 status bonus to Arcana checks made to Identify Magic and to Learn a spell for the remainder of the camping session.

Critical Failure The meal is filling, but its magical influence accidentally makes the eater more susceptible to certain magical effects which are drawn to the eater like iron filings to a magnet. The eater suffers a -1 status penalty to Reflex saves against spells for the next 24 hours. This is a curse effect.

SEASONED WINGS AND THIGHS

MEAL 12

MEAL


Recipe Price 100 gp

Ingredients 4 basic, 2 special

Preparation DC 30 Cooking Lore or DC 32 Survival

Requirements ability to cast a fire spell or create a fire effect

Favorite Meal The eater gains the following reaction, which they can use once during the next 24 hours.

Ignite Magic  (evocation, fire, primal) **Frequency** once per day; **Trigger** a creature rolls a critical failure against a single-target spell you cast on it; **Effect** You cause the magic affecting the target to ignite into flames. The creature takes 2d6 persistent fire damage in addition to the normal effects of critically failing.

While the exact level of spice in this meal depends on the cook, many pride in making the wings and thighs almost unpalatably spicy. Part of the tradition of cooking this meal involves roasting the meat with magical fire (*produce flame* is typically used), and the process infuses the resulting meal with some of that burning magic.

Critical Success The meal grants the eater resistance to fire 10 for the remainder of the camping session and resistance to fire 5 for the next 24 hours.

Success The meal grants the eater resistance to fire 10 for the remainder of the camping session.

Critical Failure The wings and thighs are too hot! The eater is forced to spit them out and gains no nourishment from the meal. Additionally, they are sickened 2 until they get a full night's rest, and they cannot reduce this condition's value naturally, but it's a poison effect.

SHEPHERD'S PIE

MEAL 2

UNCOMMON MEAL

Recipe Price 2 gp

Ingredients 4 basic

Preparation DC 18 Cooking Lore or DC 20 Survival

Favorite Meal For the next 24 hours, the eater's healing ability is enhanced. Whenever they recover Hit Points with a healing effect, they restore 1 additional Hit Point. If an effect would heal them more than once, such as fast healing, the additional Hit Point applies only the first time they're healed

This simple but filling meal provides ample amounts of physical nutrition and mental comfort.

Critical Success The meal augments physical recovery.

When the eater recovers Hit Points from resting during this camping session, they recover an additional 4d6 Hit Points. If the eater was drained, they reduce their drained condition by 2 points rather than by 1.

Success The meal augments the body's ability to recover.

When the eater recovers Hit Points from resting during this camping session, they recover an additional 2d6 Hit Points.

Critical Failure The meal doesn't sit well. When the eater rests during this camping session, they regain only half the amount of Hit Points from resting that they normally would have.

SMOKED TROUT AND HYDRA PATE

MEAL 8

UNCOMMON MEAL

Recipe Price 25 gp

Ingredients 6 basic, 2 special

Preparation DC 26 Cooking Lore or DC 28 Survival

Favorite Meal +1 status bonus to Athletics checks for 24 hours.

Many prefer to spread smoked trout and hydra pate on bread or crackers or use it as a dip for vegetables.

Critical Success For the next 24 hours, the eater treats light armor they're at least trained in as if the armor had the comfort trait and gain a +1 status bonus to Fortitude saves.

Success As success, but the benefits persist only until the end of this camping session.

Critical Failure The meal was prepared poorly, and as such the eater gains no nutritional value from it. Worse, the aches and pains they endure cause them to become enfeebled 1 until they've had a full night of rest. This is a poison effect.

SUCCULENT SAUSAGES

MEAL 3

MEAL

Recipe Price 3 gp

Ingredients 3 basic, 1 special

Preparation DC 18 Cooking Lore or DC 20 Survival

Favorite Meal The eater gains the following reaction, which they can use once during the next 24 hours.

Careful Casting ♦ **Frequency** once per day; **Trigger** a reaction disrupts your spell; **Effect** You focus on your spellcasting in order to keep your spell from slipping away. Attempt a DC 15 flat check. On a success, the spell is not disrupted, and you cast it successfully.

These savory sausages are grilled with onions.

Critical Success The meal helps the eater recover from burns, bleeding, and other persistent damage, reducing the DC of flat checks made to end persistent damage by 4 for the next 24 hours.

Success As critical success, but the effects last only until the eater begins their daily preparations.

Critical Failure The sausages leave the eater feeling bloated and uncomfortable. They become clumsy 1 until they get a full night's rest. This is a poison effect.

SWEET PANCAKES

MEAL 7

MEAL

Recipe Price 18 gp

Ingredients 2 basic, 2 special

Preparation DC 23 Cooking Lore or DC 25 Survival

Favorite Meal When combat begins, the eater enjoys a quick boost of speed—on their first turn in each combat during the next 24 hours, they increase their Speed by 5 feet.

These filling pancakes are delicious, even without toppings.

Critical Success The meal grants a +1 status bonus to Reflex saves for 24 hours.

Success The meal grants a +1 status bonus to Reflex saves for the remainder of the camping session.

Critical Failure The pancakes are simply too sweet! Jitters cause the eater to suffer a -1 status penalty to Reflex saves for 24 hours; this is a poison effect.

WHITEROSE OYSTERS

MEAL 9

MEAL

Recipe Price 35 gp

Ingredients 3 basic, 2 special

Preparation DC 26 Cooking Lore or DC 28 Survival

Favorite Meal The meal infuses the eater's impressions with additional power, spreading the benefits of the meal to other uses of Diplomacy and Intimidation. The eater gains a +2 status bonus to Intimidation checks to Demoralize for the remainder of the camping session and a +2 status bonus to Diplomacy checks to Make an Impression for 24 hours.

First inspired by a cook's visit to Whiterose Winery many years ago, this meal has become a favorite of many nobles.

Critical Success The meal grants a +2 status bonus to Diplomacy checks to Request and Intimidation checks to Coerce for the next 24 hours.

Success As critical success, but the effects last for the remainder of the camping session.

Critical Failure The oysters weren't prepared properly. The eater becomes drained 1.

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ADVENTURE PATH



CHAPTER 3: WEATHER

While those who explore the wilderness of the Stolen Lands regularly face the dangers of bandits, wild animals, and monsters, environmental hazards—be they natural or supernatural—lie in wait to challenge those who dare the wilds.

STOLEN LANDS WEATHER

It's easy to dismiss the impact of weather from the comfort of one's own home, but to wilderness explorers, severe weather can be life-threatening.

PREDICTING THE WEATHER

If you wish to include more robust weather in your game, consider introducing the following skill feat.

PREDICT WEATHER

FEAT 2

UNCOMMON GENERAL SECRET SKILL

Prerequisites trained in Survival

By observing often subtle indicators in the environment, you may try to predict the day's weather. Spend 10 minutes outdoors then attempt a DC 20 Survival check. (This check is reduced to DC 15 if you have a commanding view of the region, but increases to 30 if conditions are poor, such as attempting to predict weather with impaired visibility).

Once you make an attempt to Predict the Weather, you cannot attempt to do so again for 24 hours.

Critical Success You accurately predict the day's precipitation, temperature, and wind. You learn if a weather event will occur in the region within the next 24 hours, and if so, what the event is and approximately when it will occur. You gain a +2 circumstance bonus to Survival checks made to prepare for this weather event.

Success You accurately predict the day's precipitation, temperature, and wind. You learn if a weather event will occur in the region during the next 24 hours, but not what that event will be or when it will take place. You gain a +1 circumstance bonus to Survival checks made to prepare for this weather event.

Critical Failure You come to a dramatically wrong conclusion. The GM provides information to you as though you had received a critical success, including the specifics of a weather event that will not occur that day (instead, a different event—or no event—may occur).

PRECIPITATION

Precipitation in the Stolen Lands comes largely in the form of rainfall, although snow does occur during the winter. The chance of light precipitation on any given day in the Stolen Lands varies according to the season. As the PCs make their daily preparations, check to see

PREPARING DAILY WEATHER

At the start of the day, while the PCs make their daily preparations, take a moment to determine the day's weather as follows.

Step 1—Precipitation: Determine if there will be light precipitation; see Precipitation below.

Step 2—Temperature: If it's winter, determine if the day is particularly cold; see Temperature below.

Step 3—Weather Events: Determine if the day will have significant weather events; see Weather Events on page 122.

if light precipitation will occur that day by attempting a flat check. The DC of this check is 20 during summer, 15 during spring or autumn, and 8 during winter. On a success, the bulk of the day is rainy (or snowy if it's cold enough; see Temperature below). Light precipitation reduces the time it takes for characters to become fatigued from overland travel to only 4 hours and imposes a –1 circumstance penalty to visual Perception checks. (This flat check determines only whether there's light rain or snow. Heavier precipitation, including heavy downpours, blizzards, and hailstorms, occurs as weather events; details can be found on page 122.)

TEMPERATURE

Temperatures in the Stolen Lands tend to be mild in the spring and autumn. Summer days can be hot, but only very rarely fall into Mild Heat as detailed on Table 10–13 on page 518 of the *Core Rulebook*. For most of these seasons, temperatures remain in the Normal category and don't particularly impact game play.

Winter days, on the other hand, can get cold, and snowfall isn't unheard of (although full-on blizzards are rare). As the PCs make their daily preparations, check to see if the day falls into the category of Mild Cold by attempting a DC 18 flat check (during the months of Kuthona or Calistril) or a DC 16 flat check (during the month of Abadius). On a success, the day ahead is particularly chilly, resulting in characters growing fatigued after only 4 hours of daily activity rather than the normal 8 hours, and if there's light precipitation (see Precipitation above), it includes snow.

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RANDOM WEATHER EVENTS

d20 Roll	Weather Event	Level
1-3	Fog	0
4-7	Heavy downpour	0
8-9	Cold snap	1
10-12	Windstorm	1
13	Hailstorm, severe	2
14	Blizzard	6
15	Supernatural storm	6+
16	Flash flood	7
17	Wildfire	4 or 10
18	Subsidence	5 or 12
19	Thunderstorm	7 or 13
20	Tornado	12 or 17

WEATHER EVENTS

When determining the weather as the PCs make their daily preparations, attempt a DC 17 flat check to determine if a weather event will occur. On a success, determine the event that occurs by rolling a d20 on the Random Weather Events table above, then decide when during the day the event will occur.

If you roll a natural 20 on the flat check to determine if a weather event occurs, there's a chance a secondary event takes place as well—roll the DC 17 flat check again to find out if the day's going to bring a double event. If it does, don't roll on the table for the secondary event—instead, choose one that's thematically linked to the first event. Likewise, it's best to choose the timing for the secondary event so that it plays out as either foreshadowing to the primary event, a simultaneous complication to it, or an “aftershock” to keep the players on their toes.

Each weather event has a hazard level associated with it. If you roll a hazard that's more than 4 levels higher than the party's level, reroll the event.

WEATHER EXPERIENCE

Characters usually gain Experience Points for experiencing a weather event in the course of their regular adventures, whether they prepare for it, avoid it, or simply endure its effects. A character who shelters in a structure that provides total protection from a weather event gains no experience from it, though. The XP values for weather events are equal to those earned for overcoming simple hazards (*Core Rulebook* 521).

WEATHER EVENT NAME HAZARD [LEVEL]

TRAITS

Survival This entry lists the Survival DC for a character in the zone to realize the weather event is starting within an hour or less. Any character who meets the proficiency rank listed in parentheses can automatically attempt this Survival check to receive this warning about the upcoming event. Characters who fail to meet this requirement can

attempt this Survival check before the event begins only if they're performing the Investigate or Scout exploration activities or are on watch during resting periods. Success on the check allows the character to warn the rest of the party in time for everyone to attempt to prepare for the event. A critical success on the check grants everyone a +4 circumstance bonus to their checks to prepare. Failure indicates that the event takes place without the PCs having a chance to prepare—in this case, proceed immediately with the weather's effects.

Requirements This entry lists any conditions, such as terrain or season, that are required for the event to take place. If you roll an event that doesn't meet the requirements, then no weather event occurs instead. This entry is omitted if the event can take place anywhere in the Stolen Lands at any time.

Description This explains what the event looks like and might include special rules.

Prepare The party can only attempt to prepare for the weather if they realize the upcoming danger. The DCs of any skill checks required to prepare for the hazard are here. In some cases, preparation allows the PCs to avoid the event entirely, while in others, it merely reduces the event's effects. With success on the check, the party has time to seek shelter from the event. Shelter grants full protection from the event unless otherwise detailed in the text of the weather event itself. Just as PCs earn experience points for hazards detected and disarmed, they earn full experience points for weather events that they manage to shelter from while traveling in the wild. If no shelter is immediately apparent, the party can attempt a Survival check (using the same DC as the previous Survival check in this entry) to quickly build a shelter capable of protecting against the event. At the GM's option, the PCs can avoid the event through powerful magic capable of altering weather or by quickly traveling out of the zone via flight, teleportation, or other forms of exceptionally swift travel. This entry is omitted when preparation offers no advantage against the weather event.

Routine This section describes what the weather event does, how long it lasts, and what the PCs can do to deal with the event. The duration of the event is listed in parentheses. A duration with a “+” listed indicates the event can continue; once its duration ends, attempt a DC 11 flat check. On a success, the event's duration continues, repeating its routine for the same period of time. Continue attempting the DC 11 flat check at the end of each interval until you roll a failure and the event ends.

Action If the event takes any actions during its routine, they are detailed here.

Escalation Some weather events can escalate to a higher level, in which case adjustments to the baseline hazard for those higher level versions are given here. The hazard level of the escalation is listed in parentheses.

SPECIFIC WEATHER EVENTS

A weather event is a type of hazard that plays out in exploration mode rather than encounter mode.

BLIZZARD

HAZARD 6

WEATHER

Survival DC 25 (expert)

Requirements A blizzard can occur only during winter.

Description A combination of heavy snowfall and wind reduces visibility and temperature significantly.

Prepare DC 21 Survival (trained) to notice escalations in the weather or 25 DC Nature (expert) to correctly interpret the behavior of local wildlife.

Routine (8+ hours) For the blizzard's duration, visibility is reduced to such an extent that visual Perception checks have a -4 circumstance penalty. Windstorm conditions (page 125) apply during a blizzard, and the regional temperature drops to severe cold. Once a blizzard starts, an unsheltered character takes 2d6 cold damage every hour. During a blizzard, a DC 25 Survival check is enough to find or create shelter to avoid additional cold damage from exposure, but each attempt to do so takes 1 hour. Once a blizzard ends, travel through the zone is treated as difficult terrain for a number of days equal to the number of flat checks that were required to end the blizzard.

COLD SNAP

HAZARD 1

WEATHER

Survival DC 16 (trained)

Requirements A cold snap can occur at any time except during the summer.

Description The temperature drops noticeably, becoming unusually cold for this time of year.

Prepare DC 19 Nature (trained) or DC 16 Survival (trained) to realize there's an imminent shift in weather.

Routine (24+ hours) The temperature drops down to an unusually low level. During spring and autumn, the temperature shifts to mild cold. During winter, the temperature shifts to severe cold, during which unsheltered PCs take 1d6 cold damage per hour. If a blizzard takes place during a cold snap, the blizzard's temperature drops to extreme cold, during which unsheltered PCs take 2d6 cold damage every 10 minutes.

FLASH FLOOD

HAZARD 7

WEATHER

Survival DC 27 (expert)

Requirements The PCs are in a hex that contains hills, mountains, or a river.

Description Heavy rainfall upriver or deeper in the mountains causes a sudden rush of water to come cascading downstream or along an otherwise dry riverbed.

Prepare DC 21 Survival (trained) to move to high ground before the flash flood hits.

Routine (1+ hours) The rushing waters of the flood surge through the area with shocking speed. The PCs roll initiative with Perception or Survival checks; determine the flash flood's initiative by rolling 1d20+17. On a PC's turn, they can attempt to move out of the flood's path. This could be as simple as taking Strides to get out of the way, or this could be complicated by having to succeed at a DC 25 Athletics check to climb to safety. You can also complicate escape by having the width of the flood area be more significant, to an extent that even three Strides might not be enough to escape. On the flash flood's turn, it attempts to Sweep Away any PCs who haven't escaped its path. A character who is swept away can escape the flood by succeeding at a DC 25 Athletics check as a three-round Interact action to swim to shore or cling to an outcropping, tree, or other solid object; otherwise, the PC will continue to be Swept Away round after round. Once the flood ends, the waters of the river left behind remain deep for several more hours or, at your discretion, even days.

Sweep Away >>> The flash flood sweeps away characters who haven't escaped its path. Each character is carried 200 feet downriver (they can avoid this by succeeding at a DC 30 Athletics check to Swim) and takes 6d6 bludgeoning damage (DC 25 basic Reflex save).

FOG

HAZARD 0

WEATHER

Survival DC 16

Description Thick fog rolls in to obscure the landscape.

Routine (2+ hours) As long as the dense fog persists, visual Perception checks have a -2 circumstance penalty. Fog causes creatures that are further than 15 feet away to be concealed, and it limits maximum visibility to 500 feet.

HAILSTORM, SEVERE

HAZARD 2

WEATHER

Survival DC 18 (trained)

Description Pellets of frozen ice rain down on the region.

Prepare DC 18 Survival (trained) or DC 21 Perception to realize that small showers of hail that have been dropping in the region will soon give way to severe hail.

Routine (1+ hours) During a severe hailstorm, periodic flurries of hail measuring an inch or more in diameter buffet the area. Any character who doesn't have shelter during a severe hailstorm takes 2d6 bludgeoning damage (DC 18 basic Reflex save) over the course of the hour. A severe hailstorm also limits vision in the same manner as heavy downpour (see below).

HEAVY DOWNPOUR

HAZARD 0

WEATHER

Survival DC 16

Description The clouds above darken, and a significant amount of precipitation unloads over the region.

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SUPERNATURAL STORM

Routine (24+ hours) Rain or snow continues to fall all day, making those caught out in the elements cold and wet. As long as the heavy downpour lasts, visual Perception checks take a -1 circumstance penalty, causes creatures that are further than 100 feet away to be concealed, and cuts off all visibility at half a mile or more.

During a heavy downpour, other storms tend to be even more severe. The DC of skill checks made to survive, prepare, or endure the routine of a blizzard, severe hailstorm, supernatural storm, thunderstorm, or windstorm increase by +2 during heavy downpour.

Rivers tend to rise during heavy downpours. Shallow points to cross rivers become too deep to ford and remain so for 1d4 days after the event.

SUBSIDENCE HAZARD 5+

WEATHER

Survival DC 22 (expert)

Description With little warning, the ground itself suddenly gives way, be it a caused by a small avalanche, rockslide, mudslide, or the sudden opening of a sinkhole.

Prepare DC 22 Perception to take a less dangerous path through the region.

Routine A subsidence has no duration. Those who aren't prepared when it occurs attempt a DC 22 Reflex save.

Critical Success The character avoids the unexpected subsidence entirely.

Success The character takes 4d6 bludgeoning damage from the subsidence.

Failure The character takes 8d6 bludgeoning damage from the subsidence. If the subsidence is a sinkhole, the character ends up at the bottom of a hole 1d6 × 5 feet down and can clamber out with a successful DC 22 Athletics check. If the subsidence is a mudslide, rockslide, or avalanche, the character is knocked prone and swept 200 feet away.

Critical Failure The character takes 16d6 bludgeoning damage from the subsidence and is buried. Buried PCs are at risk of suffocation; see page 518 of the *Core Rulebook* for details on how a buried creature can be rescued.

Major Subsidence (12th) Increase DCs associated with the subsidence to 32, and bludgeoning damage increases to 8d6 for a successful save, 16d6 for a failed save, and 32d6 for a critical failure.

SUPERNATURAL STORM HAZARD 6+

PRIMAL WEATHER

Survival DC 25 (expert)

Description What starts out as a heavy downpour or a windstorm takes a turn for the outlandish, as something strange begins raining down from the heavens above: bolts of fire, acid rain, or even something like a rain of frogs or shards of stained glass.

Prepare DC 25 Nature (trained) or DC 25 Survival (trained) to find shelter in the region.

Routine (1+ hours) Supernatural storms are the result of the growing influence of the First World over the region. When they occur, characters who aren't in shelter take 4d8+18 points of damage each hour (DC 25 basic Reflex save). The type of damage depends on the type of storm, as chosen by you. For example, acid rain would cause acid damage, while a rain of frogs would cause bludgeoning damage.

Escalated Storm (Level +1) Supernatural storms can scale upward in level as you need to continue challenging the PCs. Use the tables for building hazards on pages 75-76 of the *Pathfinder Gamemastery Guide* to set the escalated storm's DCs—it uses the high DCs for Survival and Prepare from Table 2-13 on page 75 of that book, and the damage value is the Simple Dmg value from Table 2-16 on page 76.

THUNDERSTORM HAZARD 7+

WEATHER

Survival DC 27 (expert)

Description Dark clouds announce their arrival with distant peals of thunder and flashes of lightning.

Prepare DC 23 Survival (trained) to minimize chances of being struck by lightning.

Routine (8+ hours) A thunderstorm functions as a heavy downpour (page 123) during its duration, but with the added danger of being struck by lightning. If the PCs prepare for a thunderstorm, they can avoid lightning strikes and still travel by taking the Defend exploration activity (taking care to move carefully, staying low, and avoiding trees and the like rather than raising shields). A PC who travels without taking this activity or doesn't seek shelter must attempt a DC 6 flat check each hour; on a failure, that PC is struck by lightning and takes 8d8 electricity damage (DC 25 basic Reflex save).

Severe Thunderstorm (13th) A severe thunderstorm's Survival DC increases to 37 and its Prepare DC to 32. A PC at risk of being struck by lightning must attempt a DC 10 flat check 1d4 times each hour and is struck by lightning on each failure for 14d8 electricity damage (DC 33 basic Reflex save).

TORNADO

HAZARD 12+

WEATHER

Survival DC 27 (expert)

Requirements The PCs are in a hex that contains no significant hills or mountains.

Description Strangely colored or ominously shaped clouds often presage the arrival of a distinctive funnel cloud's arrival in the region.

Prepare DC 35 Survival (master) to know how best to prepare for the tornado if no existing shelters are available.

Routine (1+ hours) When a tornado touches down, the funnel cloud can wreak amazing damage. While the area affected by a tornado is relatively limited, predicting where the tornado will travel during its brief, destructive lifetime is difficult. Underground chambers can provide shelter from tornadoes, but characters who seek shelter above ground are still in danger. Each hour that a tornado persists in the area, attempt a DC 16 flat check (for each PC sheltering above ground) or a DC 6 flat check (for each PC who isn't sheltered at all). On a success, that PC is exposed to the tornado's winds or its hurled debris and must attempt a DC 32 Reflex save.

Critical Success The character avoids the tornado and its debris.

Success The character takes 4d6 bludgeoning and 4d6 piercing damage from hurled debris, but they avoid further damage from that particular tornado for the remainder of the hour.

Failure The character takes 8d6 bludgeoning and 8d6 piercing damage from hurled debris, and they must save against the tornado's effects again on the following round.

Critical Failure As failure, but the character is also lifted into the air and hurled 120 feet in a random direction,

taking an additional 60 points of bludgeoning damage from the fall.

Tornado Swarm (17th) The most devastating of these storms involve multiple tornadoes touching down at once. In a tornado swarm, the Survival DC increases to 34, the Prepare DC to 43, and the save DC against the tornado's effects to 38. Additionally, each hour that the tornado swarm persists in the area, make four flat checks for each PC, potentially exposing a PC to many more tornado saving throws in an hour.

WILDFIRE

HAZARD 4+

WEATHER

Survival DC 22 (trained)

Description A fire spreads through the region, be it one accidentally started by a poorly maintained campfire, deliberate arson, a lightning strike, or from a supernatural source like a creature's fiery breath or a fire spell being cast by a bandit in the region. Wildfires cannot occur during heavy downpours or blizzards, and if such an event starts in the area, it brings an existing wildfire to an end.

Prepare DC 18 Survival (trained) or DC 25 Perception to notice plumes of smoke or the tang of smoke in the air.

Routine (1+ hour) An unsheltered character must succeed at a DC 21 Reflex save or take 6d6 fire damage (12d6 fire damage on a critical failure). If the character has sheltered in a temporary shelter or a flammable building, attempt a DC 16 flat check each hour the fire persists; on a failure, the fire consumes the shelter.

Severe Wildfire (10th) A severe wildfire has a duration of 8+ hours. Unsheltered characters must succeed at a DC 29 Reflex save or take 12d6 fire damage (24d6 fire damage on a critical failure), and it's a DC 11 flat check for the temporary or flammable shelter to avoid burning. The heavy smoke in the area is thick enough to function as fog (page 123).

WINDSTORM

HAZARD 1

WEATHER

Survival DC 19 (expert)

Description High winds wreak havoc and disrupt travel, and they may even cause damage as trees or other objects are blown over.

Prepare DC 19 Nature (expert) or DC 16 Survival to know how and where to find shelter from the upcoming storm.

Routine (24+ hours) As long as the windstorm persists, the effects of wind on movement (page 517 of the *Core Rulebook*) are in effect. Overland travel in a windstorm is treated as if moving through difficult terrain. Once every 8 hours, attempt a DC 18 flat check; on a success, a randomly chosen PC who isn't sheltered is struck by debris.

Debris Strike ♦ The targeted PC takes 2d6 bludgeoning damage (DC 16 basic Reflex save).

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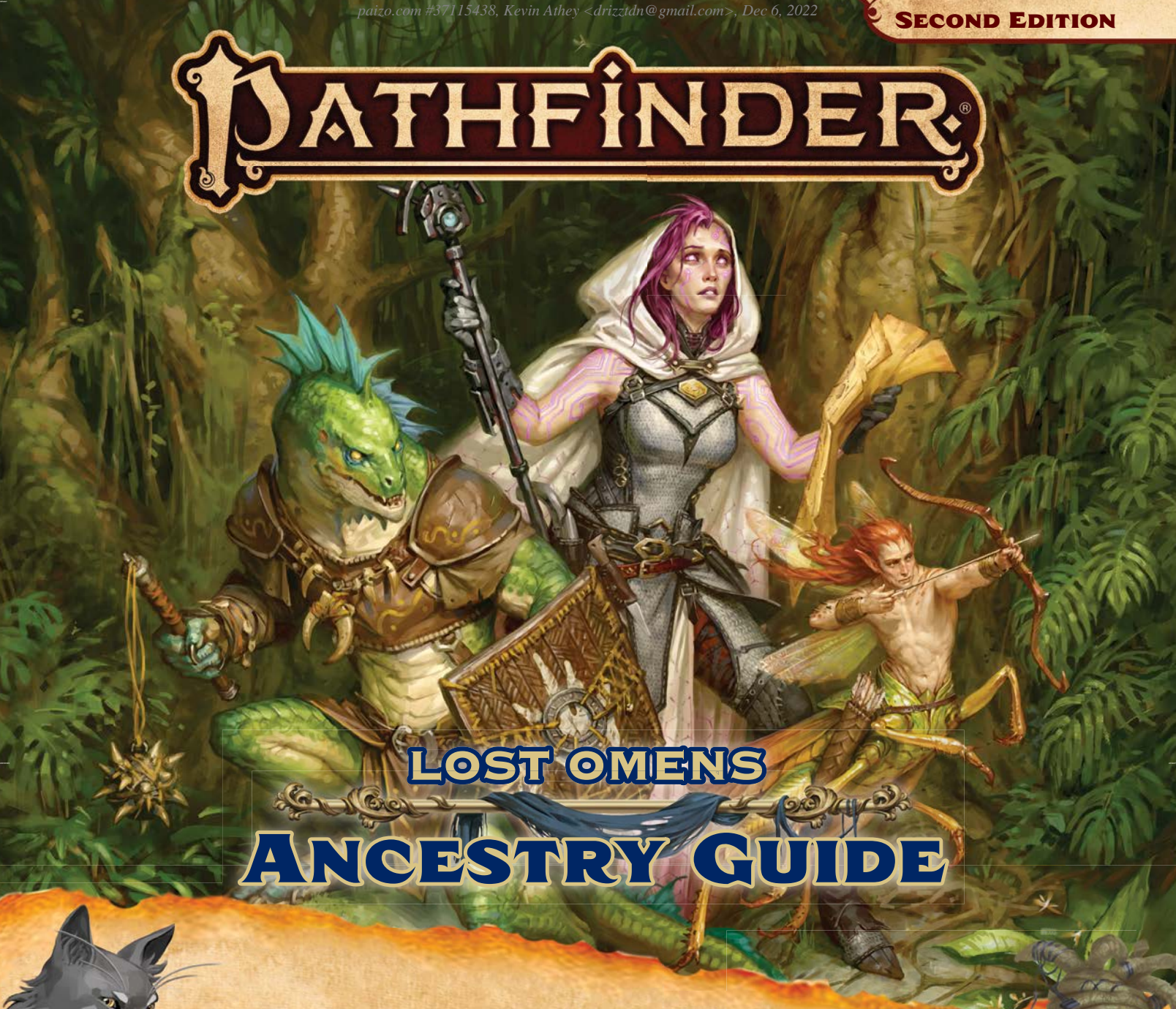
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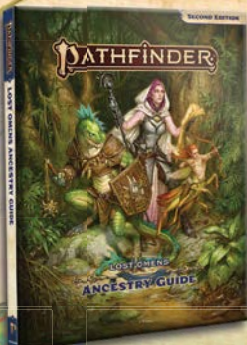
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