

JADE REGENT



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THE BRINEWALL LEGACY

● PART ONE: FIRES OVER BRINESTUMP

In search of fireworks-wielding goblins, the PCs venture into Brinestump Marsh, where they learn of a close friend's family legacy that has lain hidden in the swamp for decades.

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● PART TWO: THE LEGACY'S LURE

Gathering their resources, the PCs and their friend Ameiko Kaijitsu join a Varisian caravan traveling north to the ruined town of Brinewall in search of Ameiko's lost heritage.

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● PART THREE: RUINS OF BRINEWALL

To find the Kaijitsu family legacy, the PCs must face the monstrous inhabitants of the haunted and cursed ruins of Brinewall Castle, under the command of a strange creature from Tian Xia.

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ADVANCEMENT TRACK

“The Brinewall Legacy” uses the medium XP track.

1 The PCs begin this adventure at 1st level.

2 By the time the PCs have finished with Brinestump Marsh, they should be well into 2nd level.

3 The PCs should reach 3rd level before they make a serious attempt to explore Brinewall Castle.

The PCs should be 4th level by the adventure's end.

ADVENTURE BACKGROUND

Hundreds of years ago in the distant land of Minkai, a powerful cabal of evil spirits known as oni emerged from the mysterious Forest of Spirits. Intent on seizing control of a land they felt they deserved to rule, these oni, known as the Five Storms, began a covert war against the five royal families of Minkai, for by obscure but nonetheless binding divine laws, only once all five families had been wiped out or controlled could the Five Storms take control. By 4652 AR, the Five Storms had come close to their goal. Yet when the oni turned their attention to this last family of nobles, the Amatatus, they discovered that the family had fled Minkai over the Crown of the World, the inhospitable northern continent at Golarion's north pole.

When the exiled Amatatus emerged from the Crown of the World and staggered into the Linnorm Kingdom city of Kalsgard, their numbers had been reduced to a small fraction of a once-grand dynasty. Led by the youngest and only surviving son, Amatatsu Tsutoku, the exiles sold their legendary family sword *Suishen* to finance a stealthy integration into an alien society. In order to finalize their hidden exile and throw off further pursuit from the Five Storms, the Amatatus changed their family name to Kaijitsu, and the exiled royals chose new names and switched their order to match Avistan's naming conventions. Thus did Amatatsu Tsutoku become Rokuro Kaijitsu. Using some of the money they'd received from the sale of *Suishen*, the Kaijitus secured a home in the small town of Brinewall and paid to have the only remaining proof of their royal lineage, a minor artifact called the *Amatatsu Seal*, held in a magical *warding box* that blocked divination magic in a secure vault under Brinewall Keep. The Kaijitus became merchants and glassblowers, hoping that the very idea of a royal family changing its name and working as common merchants would be all but unthinkable to the Five Storms. For several years, it looked as if these drastic steps would work.

Eventually, the Kaijitus' artistry and skill at glassblowing attracted the attention of several merchant nobles in Magnimar, who offered the family a small villa if they would relocate to the larger city and join Magnimar's growing aristocracy. Rokuro Kaijitsu accepted the offer, reasoning that belonging to Varisian nobility could only further hide the truth of his family's legacy from the Five Storms. Rokuro left most of the family servants and business concerns (including the *Amatatsu Seal*) safe and secure in Brinewall, but moved himself and his wife to Magnimar. Over the next several years, the Kaijitus had a son named Lonjiku, helped found the town of Sandpoint, and saw their fortunes as minor nobles in a frontier town rise.

It wasn't until Rokuro turned 60 in 4687 that he finally allowed himself to believe that the Five Storms had given up on chasing him. With most of his business concerns now

focused in Magnimar and the recently founded town of Sandpoint, he decided to return to Brinewall and recover the *Amatatsu Seal*. He also brought his son Lonjiku with him, finally ready to reveal to him the family legacy. As father and son arrived in Brinewall, a series of powerful storm hit the Varisian coast. Rokuro loaded his extended family, servants, and all his belongings onto three ships, but the storms prevented their immediate return to Magnimar. Stranded in Brinewall for days, Rokuro agonized on how best to reveal the family legacy to his son, and this hesitation soon stretched Lonjiku's patience beyond its limits.

Long frustrated at his father's silence regarding his ancestry, Lonjiku took matters into his own hands and opened the *warding box* containing the *Amatatsu Seal*—and in so doing, exposed the seal to magical observation. Horrified that this act might have alerted the Five Storms and that oni agents would soon come to Brinewall to finish things off, Rokuro ordered his bodyguard Tsutamu to organize the return to Magnimar with his family and belongings, then to prepare for a new relocation farther south. Once he could be sure that the Five Storms had not noticed the opening of the seal's case, Rokuro would follow later. As the three ships sailed south into the storms, Rokuro returned the *Amatatsu Seal* to its *warding box* in the secure and hidden vaults below Brinewall and alerted Brinewall's commander, a man named Andril Kortun, that dangerous foes might soon strike. But Rokuro never learned of the loss of his ships in the storms off Varisia's Lost Coast, or of his despondent wife's suicide not long after, for the Five Storms struck far more quickly than even he had anticipated.

The Five Storms had lost track of the Amatatus in Kalsgard many years before, but they left a small group of oni and ninja there to keep an eye out for any sign of the missing family. When Five Storm seers back in Minkai noticed the *Amatatsu Seal's* brief flash of power, they sent orders to the Kalsgard group, now known as the Frozen Shadows, to mobilize and investigate. The Frozen Shadows swept into Brinewall, using the storms still pounding the town to great advantage. They devastated the town, setting its buildings on fire, and by the time the castle's troops were organized to launch a counterattack, the Frozen Shadows were already inside the castle walls. They murdered the entire population of Brinewall in less than an hour, so quickly that they didn't discover the hidden vault that held the *Amatatsu Seal*. Rokuro was killed in the battle, but learning that he had sent his family and belongings into the storms to Magnimar, the Frozen Shadows moved farther south in pursuit, leaving Brinewall empty.

But while the Frozen Shadows were numerous enough to overrun Brinewall, they could not do the same to the much larger city of Magnimar. Instead, they infiltrated

GOBLINS OF BRINESTUMP

The story of the Licktoad goblins and their attempts to acquire fireworks forms the plot of *Pathfinder Module: We Be Goblins!*, available in print or as a free PDF at paizo.com. That adventure serves as a prequel for the events in “The Brinewall Legacy” and the rest of the Jade Regent Adventure Path. In addition, *Pathfinder Player Companion: Goblins of Golarion* provides plenty of extra information on goblin society and tactics, including new goblin feats and magic items, if you really want to make the Licktoad goblins come to life!

Magnimar in disguise and learned that Rokuro’s wife had committed suicide upon learning of the loss of her husband’s three ships at sea. Assuming that the *Amatatsu Seal* was on board when the ships sank, the Frozen Shadows returned to Kalsgard with news that the family had finally been wiped out. The Five Storms could finally begin the last stages of their plot to seize control of Minkai. But here, through the whims of fate, the Five Storms made a critical error. For not all of the Kajitsus perished in the storms—Lonjiku Kajitsu survived after spending several weeks adrift in the Varisian Gulf, and eventually returned to Sandpoint to rebuild his family.

These events transpired almost 25 years ago, and the Five Storms have finally reached their plot’s end game. Following the secret assassination of the Minkai emperor just a few years ago, one of the Five Storms now rules Minkai in all but name as the empire’s Jade Regent. When the proper time of mourning has passed, and no true contenders step forth to claim the throne, rule of Minkai will pass to the oni of the Five Storms. But Lonjiku Kajitsu’s legitimate heir, Ameiko, still lives in Sandpoint, and though she remains unaware of her family’s true heritage, she is the only person who can challenge the Jade Regent.

ADVENTURE SUMMARY

When goblins armed with fireworks begin raiding merchant caravans on Varisia’s Lost Coast, the PCs enter the trackless swamps of Brinestump Marsh to put a stop to them. But there are greater dangers growing in the marsh—after defeating the goblins, the PCs learn of a rising undead threat in a nearby cave. Investigating, they defeat the undead and discover a document that indicates a great Kajitsu family legacy lies hidden to the north in Brinewall.

Upon learning of this, the PCs’ good friend Ameiko Kajitsu gathers her resources, and with the PCs’ help, she and several others travel north with a caravan of Varisian wanderers to Brinewall, where a supernatural malaise afflicts Ameiko, rendering her comatose. Speaking in

cryptic clues from her tortured sleep, Ameiko encourages the PCs to seek her family’s legacy in Brinewall. When the PCs do, they find the ruined castle itself firmly in the control of monstrous foes commanded by the turncoat oni Kikonu. By defeating him and discovering the hidden vault below, not only can the PCs solve one of Varisia’s greatest recent mysteries, but they can also learn that Ameiko Kajitsu is destined to rule Minkai.

PART ONE: FIRES OVER BRINESTUMP

This adventure begins in the town of Sandpoint with reports that the Licktoad goblins of Brinestump Marsh have grown unusually aggressive. The reason for this uncharacteristic bravery seems clear—the goblins have somehow managed to arm themselves with what appears to be a considerable supply of fireworks. The problem stems not so much from the additional “firepower” these fireworks provide as from the inflated sense of ego and power that the devices have given the goblins—the fireworks have made them dangerously brave.

Several merchant caravans and travelers have been attacked so far, and according to the victims, the damage caused by horses panicking at the sight and sound of exploding pyrotechnics is almost as destructive as the goblin attacks themselves. With the last few attacks resulting in severe injuries to three unfortunate travelers, the problem has escalated from an annoyance to a threat. However, as none of the attacks have yet inconvenienced Magnimar (only Sandpointers and other Lost Coasters have been hit so far), the city has been slow to react. Unwilling to idly sit by and wait for the goblin problem to escalate to actual deaths on the Lost Coast Road in order to attract Magnimar’s attention, Sandpoint’s leaders have put out the call for goblin exterminators.

But after a time of upheaval a few years back involving goblins, giants, and even a dragon, Sandpoint has since returned to being a relatively sleepy town. It doesn’t take long for life to settle down once things return to normal, and with Varisia’s adventurers now more eager to try their luck at finding their fortunes in legendary Xin-Shalast, there simply aren’t a lot of volunteers to fight goblins around. Always running at a lean enrollment, Sandpoint’s city watch can’t afford to send patrols into the trackless expanse of Brinestump, although they have stepped up their presence along the Lost Coast Road itself. The task of wading into the notorious local wetland falls instead to adventurers—be they concerned locals honestly eager to aid the town or greedy mercenaries looking to make relatively easy coin. A few adventurers have already made the attempt, but nothing has been heard of them in the 3 days since they entered Brinestump Marsh, and just last night, another round of colorful explosions burst over the wetlands south of Sandpoint. The goblins are doubtless readying a new attack!

STARTING THE ADVENTURE

To deal with the goblin threat, Sheriff Belor Hemlock has restored Sandpoint's old "goblin bounty" after several years of inactivity—it was suspended when a group of eager but too-young adventurers were swept out to sea while in pursuit of goblin ears. The town of Sandpoint will pay 10 gp for every relatively fresh goblin ear delivered to the town hall—with an additional reward of 300 gp for the group who can bring in the head of the Licktoads' leader, Chief Gutwad.

If your players are using the *Jade Regent Player's Guide* as an aid to get started in this Adventure Path, they'll start play with established ties not only to Sandpoint, but to each other as well. Since all the PCs should also have ties to Ameiko Kajitsu and the Rusty Dragon, the old cliché of starting the adventure in a tavern seems strangely apt—perhaps they've come to the Rusty Dragon to figure out their plan of attack for dealing with the Licktoad goblins. A complete gazetteer of the town of Sandpoint can be found in *Pathfinder Adventure Path* #1, though that write-up is not necessary to run this adventure. In addition, the "Sandpoint Hinterlands" article that begins on page 62 of this book not only provides some basic information on Sandpoint, but also numerous rumors that can help get the PCs started.

Before the PCs begin, though, they should be given a warning and a bit of advice. Brinestump Marsh may not be as large as the Mushfens farther to the south, but the swamp is dense and tangled. It's easy to get lost in the place. No one's made a really detailed map of Brinestump—there's been no need, since there's not much of value within. But if anyone knows his way around in the marsh, it'd be that old eccentric halfling Walthus Proudstump, the self-appointed "warden" of the swamp. A fishing trail leads from the Lost Coast Road directly to Walthus's shack in the swamp. If the PCs wish to explore the marsh, they could do a lot worse than following that trail to seek out the halfling's advice.

INTO THE MARSH

Brinestump Marsh is a relatively small region, but it's fantastically overgrown with vegetation. Given the frequent stretches of muddy bogs and snaking waterways, moving through the marsh is a tiring and frustrating procedure. The marsh itself is bounded on its southern edge by a cliff that rises an average of 40 feet from the wetlands below to the moors above—characters who take the time to scout out this southern approach can get a relatively good view of the marsh and its major waterways, but spotting details (such as individual buildings) is quite difficult, because of the height of the trees that grow so thickly in the wetland.

Brinestump Marsh extends just over 2 miles at its widest point (measuring from the southwest to the northeast).

The wetland is a tangle of nettles, reeds, and other swamp plants often supplemented by larger vegetation—cypress, eucalyptus, oak, and willow trees mostly. Movement along trails is at 3/4 speed, while movement through the undergrowth is at 1/4 speed. The aptly named Soggy River is the primary waterway that flows through Brinestump. The river averages 20 feet deep, while its smaller creeks average 5 feet deep. A DC 10 Swim check is required to navigate these placid waters.

As the PCs explore, you should take pains to present the swamp as a frightening, oppressive place. Though small on a geographic scale, the marsh is fecund and spooky. Fog often shrouds the place, particularly at dawn and dusk, and animal calls that might be soothing elsewhere take on a strange, almost menacing tone in the dripping wetland. Sudden movement in the underbrush or in the tree canopy above, the splashing of something large wading through the swamp just out of sight, and eerie low growls and bellows from deeper in the swamp should help to keep the PCs on their toes.

One way to keep the PCs nervous is the Soggy River Monster (see area F). You can have the PCs periodically make Perception checks for no reason, but now and then they might find a strangely mutilated animal on the trail, a soggy three-toed footprint slowly filling with water as if whatever made the print only recently passed by, or even a brief glimpse of a pale, human-shaped figure watching from a distant gap in the undergrowth that vanishes before anyone else can see it. If the PCs are brave enough to camp in the open wilds of Brinestump, you can even have the Soggy River Monster attack their camp at night in an attempt to drag one of the characters off to its lair to eat.

A. NEW FISH TRAIL

Despite Brinestump's reputation, many local fishermen swear by the fine fishing in the swamp, using this trail to access the marsh's best fishing holes. This trail also leads to self-appointed swamp "warden" Walthus Proudstump's shack (area G).

B. OLD FISH TRAIL

Decades ago, locals used this trail for fishing in Brinestump—the trail once led all the way to the shore, but now stops at the Licktoad village (area H). Since the goblins moved in, use of the trail has dropped off, and the fishermen now use the New Fish Trail to the north (area A).

C. HIDDEN PATH

Actually the southern extent of the Old Fish Trail, this path becomes difficult to see as it approaches the 40-foot-high cliff bordering the swamp. A faint trail leads from the swamp up along the cliff—it takes a DC 12 Perception check to notice the trail, and a DC 5 Climb check to navigate it.



D. WITCH'S WALK

This trail is mostly worn away, and bears a somewhat dark stigma—locals believe it leads directly to the dismal home of Old Megus the Swamp Witch (area J). Those rumors are correct, but Old Megus has been dead for many months. Anyone who has traveled one of the other trails can make a DC 15 Survival check to note that this trail is more overgrown and hasn't been used for about half a year.

E. BRIDGES

Several swamp bridges cross rivers and creeks along the various trails. These bridges are all soggy wooden affairs with mossy surfaces and a few missing planks. Although they look treacherous, they are safe to cross, but they're also popular places for predators to lurk. Each time the PCs cross a bridge, there's a 20% chance of a random encounter (only check for a random encounter once per day, however). This encounter rate drops to 10% on the New Fish Trail (area A). If an encounter occurs, choose one of the following encounters: 1d6 goblins (*Pathfinder RPG Bestiary* 156), a giant leech (*Bestiary* 187), a constrictor snake (*Bestiary* 255), the Soggy River Monster (see page 11), or another creature of your choice. Be careful of encounters above CR 2 early in the adventure, though—you don't want to kill off the party in their first fight as the result of a random die roll!

F. THE SOGGY RIVER MONSTER (CR 2)

A ten-foot-high mound of branches, logs, and reeds lies amid the trees here, nestled in a narrow, muddy clearing. Flies buzz and swarm around the foul-smelling mound of rotting vegetation.

For the past 3 years, fishermen and farmers have told stories of a pale monster with legs that bend like a dog's, that dresses in rags, and that hunts along the shores of the Soggy River. Sightings of the so-called "Soggy River Monster" are most common near Brinestump Marsh, causing most to believe the creature dwells somewhere in the swamp. The creature has been blamed for at least five disappearances over the past year, although Sandpoint's militia suspects these disappearances are, in fact, simply bored sons and daughters running away from home to seek an exciting life in Magnimar.

The PCs can come across this site as a result of tracking the Soggy River Monster after they spot it elsewhere in the swamp, or they can simply stumble across it while exploring this region of the marsh. The monster's crude lair is crafted out of fallen logs, branches, and mud. From the outside, the lair looks like a mound of vegetation heaped by floodwaters, but a DC 15 Knowledge (nature) or Survival check is enough to note that it is artificial in construction.

Alternatively, a DC 15 Perception check notes the large pile of animal bones heaped among the undergrowth to the south side of the mound, near the mound's entrance.

A narrow opening along the southern side of the 10-foot-diameter mound allows entrance into its cramped, dripping interior. The walls of the place are decorated with nearly two dozen articles of shredded and bloodstained clothing, from smallclothes to jackets—all trophies collected by the sinspawn from its victims. These unfortunates number 11 in all: the five missing locals and six other travelers and indigents who disappeared along the banks of the Soggy River or the Lost Coast Road without anyone noticing over the past few years. The monster's lair also contains a filthy bed of mud and reeds and brown grass, as well as a strange mound of what looks like a stack of nearly a dozen muddy spheres. These are the poorly preserved heads of the monster's 11 victims, packed in mud in a grisly attempt by the thing to preserve the heads as trophies. Although little but bone and scraps of hair remain, these skulls, in combination with the tattered clothes, are enough to provide closure to the poor families who've had sons and daughters go missing.

Creature: The Soggy River Monster is, in fact, a sinspawn that recently escaped from the ancient catacombs below Sandpoint. The monster made its way down the coast, and eventually settled here in Brinestump Marsh. The Soggy River Monster is roughly humanoid in shape, although its legs bend backward like those of a dog, its pallid skin is crisscrossed by a network of visible veins, and its jaws split down the middle into tiny grasping claws. If the PCs haven't caught glimpses of the Soggy River Monster yet, then the lair should be empty the first time the PCs stumble across it. If they've spotted the Soggy River Monster, or if it's attacked and perhaps fled from their camp, then the monster can be encountered here, either rearranging its grisly trophies or messily eating a large wild pig it recently killed. If confronted in its lair, the Soggy River Monster fights to the death.

SOGGY RIVER MONSTER

CR 2

XP 600

Sinspawn (*Pathfinder RPG Bestiary 2* 246)

hp 19

G. WARDEN'S SHACK (CR 2)

A muddy trail leads up to a swampy lagoon. The open ocean is visible just beyond these shallow waters, while an old two-story building, its walls soggy with moss and its roof sagging with age, sits on the lagoon's eastern shore.

Walthus Proudstump, halfling ranger and self-avowed snake wrangler, has lived in the Sandpoint hinterlands

ROOMS IN WALTHUS'S HOUSE

Walthus's home consists of the following areas (see the map on page 14).

G1. Main Room: This living room features a settle and several somewhat damaged potted plants.

G2. Dining Room: A wooden table with a single chair decorates this dining room along with a simple wood-burning stove.

G3. Pantry: Food and water are stored here.

G4. Storage: Several wicker cages containing sparrows, mice, and other live food for the snakes in area **G5** are kept here.

G5. Snake Garden: This garden is open to the sky and walled in with a 10-foot-high brick wall (DC 10 Climb check to scale). Walthus's three remaining snakes live here (see *Creatures*, below).

G6. Supply Room: This room contains tools, hunting supplies, and spare weapons, including three handaxes, a longbow, 40 arrows, and two Small suits of leather armor.

G7. Guest Room: Sheets cover the furniture in this usually unused guest room.

G8. Walthus's Room: This bedroom looks well lived in.

G9. Saferoom: The locked, wooden secret door to this room can be found with a DC 25 Perception check (DC 25 Disable Device check to open). Walthus Proudstump is currently holed up in this chamber. The room contains enough food and water to last for several days.

for nearly 5 years, but none in Sandpoint can rightfully claim to know the near-hermit. Walthus likes to think of himself as retired after a short but excessively dangerous adventuring career in which he and several other halfling slaves abandoned a sinking Chelish merchant ship bound for Nisroch. Walthus chose to flee north along the coast on his own, and by the time he reached Sandpoint he'd had quite enough of adventure. He'd also had enough of city life, and spent nearly all of the money he'd made on his adventurous trek north to purchase an old building, sight unseen, in Brinestump Marsh. The scam artist who sold Walthus the old building walked away from the deal thinking he'd gotten the better of the halfling, but in fact, Walthus knew exactly what he was paying for—isolation and a place to hide from any Chelaxians who come north looking for escaped slaves.

Walthus spends most of his time fishing, patrolling the relatively small "island" his home is located on, and tending to his collection of snakes. The latter factor, more than his reclusive lifestyle or lack of personal hygiene, is the primary reason so few come to visit the halfling. Walthus understands this, and sees it as a welcome side

effect of his love of serpents. But he never anticipated that his beloved snakes would one day save his life.

Creatures: A day before the PCs first visit this location, Walthus's luck in avoiding Brinestump's more dangerous inhabitants ran out when his home was invaded by a faceless stalker. Originally created by ancient aboleths to serve as surface-dwelling spies, today these rugose shapechangers live in small tribal societies, their old links to their aquatic masters all but forgotten. For many decades, a tribe of faceless stalkers has lived in Brinestump, but a combination of inbreeding and malnutrition has seen the tribe all but die out. Only a few undersized specimens remain in the marsh today, like the one that recently stumbled across Walthus's home—a runt named Volorog.

Volorog attacked Walthus while the halfling was tending to his snakes in the garden (area G5). The resulting battle was difficult on both sides—while Walthus managed to severely wound Volorog with poison both from his weapons and his pet snakes, the stalker managed to pin the poor halfling and nearly killed him with its blood drain ability before Walthus managed to break away, fleeing upstairs to hide in his saferoom (area G9). Since then, both combatants have spent the last 16 hours in great pain, slowly recovering from the wounds they inflicted on each other.

When the PCs first arrive at the shack, the real Walthus has passed out from the pain in his saferoom, which Volorog hasn't yet found. Volorog thinks Walthus fled into the swamp, and has been watching for his return for the past several hours, afraid to even sleep for fear the halfling will find him helpless and finish him off. The thought of simply abandoning the home has not crossed Volorog's mind—he fought too hard to claim the home as his own, after all, and doesn't want to give it up. The faceless stalker is exhausted, both from being awake for so long and from the poison of Walthus's snakes. Yet if he sees the PCs, he quickly greets them in the guise of Walthus, though his exhaustion and wounds remain apparent even in that form.

Volorog has assumed Walthus's shape, but doesn't really know much about the halfling's personality. He tries to be pleasant with visitors, but tells them that his home is a mess and is thus in no shape to accept visitors. If the PCs press, Volorog relents and invites them into the dining room (area G2). He goes through the motions of fixing them a meal, all the while doing what he can to urge the PCs to move on. If the PCs ask about the goblins, their fireworks, or the swamp, Volorog tries to encourage the PCs to seek out the goblins rather than stay here. The faceless stalker doesn't

know that much about the Licktoads, but he does know that their village is to the southeast, and that it can be reached via the Old Fish Trail (area B). He even makes up stories about how he suspects the goblins are getting ready for an all-out attack on the humans of the area in hopes of instilling a sense of urgency in the PCs so they will leave him alone. If the PCs ask about why he seems to be in pain or is so tired, Volorog claims to have recently run a giant snake off his land, and that he's still suffering a bit from its poison. If he thinks the PCs can help him with his poisoning, he might even try to get them to do so.

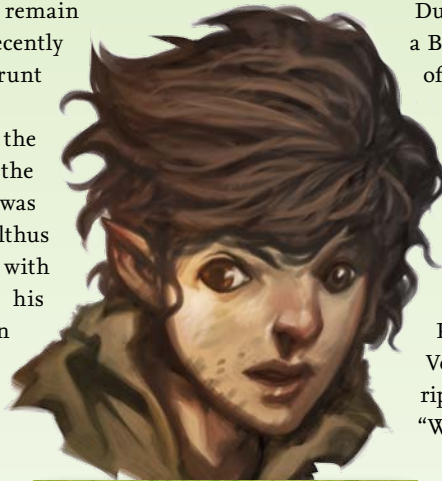
During the conversation, have Volorog make a Bluff check. If the PCs seem suspicious of the disguised faceless stalker, they can make Sense Motive checks against Volorog's Bluff checks to get hints that the "halfling" is hiding something. After the conversation with Volorog continues for a few minutes, make a Disguise check for the faceless stalker and have all of the PCs make Perception checks—anyone who exceeds Volorog's Disguise check notices a strange rippling effect that seems to slither over "Walthus's" face or hand.

Volorog knows he's not really in any sort of shape to fight, but if it seems apparent that his guests are about to see through his ruse, he feels he has

no choice and attacks, hoping to surprise his enemies. Volorog attacks if a PC draws a weapon or casts a spell, if a PC starts searching the house or wanders off on her own even after Volorog firmly asks them to leave his things alone, or if the PCs call him out on the weird rippling effect or for not knowing something Walthus would know. In the unlikely event that the PCs heal him and cure his poison, he cackles in delight and attacks as soon as he's fully healed.

When Volorog attacks, he reverts to his true form (a wrinkled, hunch-backed humanoid creature with mottled brown-and-red flesh and a spherical head with no true face—only a crooked slit from which a rasplike tongue periodically lashes and licks) as a swift action, gaining a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for that round (whether it's a surprise round or a normal round). As he changes, have him make a Bluff check and a Disguise check—the PCs can oppose these with Sense Motive and Perception checks, respectively. Any PC who beats one of Volorog's rolls can act in the surprise round.

Note that while Walthus's snakes are relatively timid and unlikely to attack anyone who doesn't attack them first, three of his pet swamp vipers (the only ones Volorog hasn't yet killed) dwell in the underbrush of area G5.



WALTHUS PROUDSTUMP

THE BRINEWALL LEGACY

SWAMP VIPERS (3) CR 1/2

XP 200 each

Variant viper (*Pathfinder RPG Bestiary* 133)

hp 3 each

SPECIAL ABILITIES

Poison (Ex) Bite—*injury*; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save

VOLOROG CR 2

XP 600

Undersized faceless stalker (*Pathfinder RPG Bestiary* 2 122)

CE Small aberration (shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 9, flat-footed 15 (+2 armor, -2 Dex, +4 natural, +1 size)

hp 18 (5d8+15; normally 37 hp)

Fort +4, **Ref** -1, **Will** +6

DR 5/piercing or slashing

Weakness fatigued

OFFENSE

Speed 20 ft.

Melee slam +5 (1d4+1 plus grab)

Special Attacks blood drain (1 Con), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

TACTICS

During Combat Volorog attacks flat-footed foes in the first round of combat in order to maximize his sneak attack damage. After combat is fully under way, the faceless stalker moves to fight adjacent to walls to prevent foes from flanking him.

Morale If reduced to fewer than 6 hit points, Volorog attempts to flee into the swamp. He won't pursue foes into area **G5**, and if faced with a foe who uses poison or snakes, he attempts to flee immediately, regardless of how many hit points he has.

STATISTICS

Str 12 (normally 14), **Dex** 7 (normally 19), **Con** 16, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 11

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +10, Disguise +14 (+24 when using change shape), Escape Artist +10, Perception +9, Sleight of Hand +3, Stealth +10

Languages Aquan, Common; *tongues*

SQ change shape (Small humanoid, *alter self*), compression, faceless

Gear leather armor

WALTHUS PROUDSTUMP CR 2

XP 600

Male halfling ranger 3

CG Small humanoid (halfling)

Init +3; **Senses** Perception +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size)

hp 15 (3d10+9; normally 30 hp)

Fort +2, **Ref** +8, **Will** +4; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee handaxe +4 (1d4/x3)

Ranged mwk longbow +8 (1d6/x3)

Special Attacks favored enemy (goblinoids +2)

STATISTICS

Str 11, **Dex** 17, **Con** 5 (usually 14), **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 16

Feats Dodge, Endurance, Point-Blank Shot, Rapid Shot

Skills Acrobatics +5, Climb +2, Handle Animal +6, Heal +7,

Knowledge (nature) +6, Perception +9, Stealth +13, Swim +6

Languages Common, Halfling

SQ favored terrain (swamp +2), track +1, wild empathy +3

Gear leather armor, handaxe, masterwork longbow with 20 arrows, *cloak of resistance* +1, 43 gp

Development: If the PCs fight the faceless stalker, the noise of the combat eventually wakes Walthus in area **G9**. He listens to the fight, and once it's over, he risks investigating by opening the secret door and calling out. If he hears anyone other than Volorog reply, he begins sobbing in relief. The halfling can describe to the PCs what happened, and thanks them profusely for saving his life and driving "that monster" off. He even offers the PCs his magical *cloak of resistance* +1 as a reward for their services. In addition, Walthus invites the PCs to stay the night in his home—he'll cook them a meal and will answer any questions they might have. He also offers the use of his home as a safe place, where the PCs can retreat to and rest while they explore the swamp.

Walthus can certainly confirm that the Licktoad goblins have been acting a bit braver than normal of late. He's not sure where they got their fireworks, but he can confirm to the PCs that the Old Fish Trail (area **B**) leads to their village. If you think the PCs could use an ally and ask for his help, Walthus even agrees to accompany them on their exploration of Brinestump.

If the PCs don't uncover what's really going on here and come back later, there's a chance that Walthus is dead. Every day that Volorog is allowed to live here after the PCs' first visit, there's a cumulative 10% chance that the faceless stalker finds and kills Walthus, then buries his body in the swamp. At this point, Volorog continues living as "Walthus" until the truth is found out.

Story Award: If the PCs manage to save Walthus, award them 600 XP, as if they had defeated him in combat.



H. LICKTOAD VILLAGE (CR VARIES)

A filthy village-fort surrounded by a crude wooden palisade sits atop a low hummock of solid ground here. A wooden gate in the north wall of the palisade lies in shambles on the ground. Nearby, a large, algae-filled pool on the northeastern side breaks the palisade and allows a clearer view into the village's interior, which consists of a collection of ramshackle huts connected by wooden walkways, all built on thick wooden stilts.

This crude village is the home of the Licktoad goblins, the smallest of the numerous goblin tribes in the Sandpoint hinterlands. Historically, the tribe's small size has kept them from joining in the time-honored pursuit of raids on human settlements—the majority of the Licktoads' triumphs have normally come from scavenging from the swamp itself, a pursuit that is as dangerous for goblins as for most other explorers of the treacherous wetland.

Recently the Licktoads discovered that one of their own, a goblin named Scribbleface, was engaging in the taboo act of writing. Scandalized, they drove Scribbleface out into the swamp and tore down his home, but in doing so discovered that Scribbleface had been stockpiling fireworks he'd recovered from a site deeper in the swamp. Intrigued, the

Licktoad chieftain, a portly creature named Rendwattle Gutwad, sent four of his best goblins out on a mission to retrace Scribbleface's path and bring back more fireworks. Those goblins succeeded beyond Rendwattle's wildest dreams, returning from the wreck of the *Kaijitsu Star* (area I) with a chest filled with fireworks and with an ivory fan on which a map of Brinestump Marsh had been scrawled. Rendwattle sent his goblin heroes out to explore the sites indicated on this new map—another old shipwreck (area K) and a heretofore-unknown cave (area L). Several days later, the goblin "heroes" returned with several crates of treasure looted from the cave and even more fireworks. So armed with plenty of explosives, the goblins immediately made plans to use the fireworks to start raiding travelers along the Lost Coast Road.

Unfortunately for the Licktoads, though, a bejeweled scroll tube containing an ancient secret lay hidden among the fireworks, and its theft woke an ancient, relentless spirit. Just a few days ago, the undead guardians of the treasures the goblins had looted arrived at the village—a small army of human skeletons led by an undead commander. Chief Gutwad's goblin heroes met the skeletons in battle at the pond at area H2 but were swiftly cut down. Panic spread through the village as the relentless skeletons surged into

the village and marched from door to door, killing goblins in their search for the stolen treasures. It wasn't until Chief Gutwad realized what the skeletons were looking for and ordered his bodyguards to push what remained of all the stolen treasure out of his home and onto the ground below that the skeletons finally stopped their attack. They gathered up the treasures and returned to the cave, leaving the Licktoads devastated and fearful of the night ever since.

When the PCs come to the Licktoad village, they find it in a state of disrepair. The skeleton assault on the village was devastating, but the panicked goblins did more damage to their homes in trying to escape than the skeletons did in their search for the stolen treasures. The surviving goblins threw the bones of the few skeletons they managed to destroy into the pool at area **H2** and burned the bodies of their dead in the pit in area **H3**, and have huddled frightened in their homes ever since.

The Licktoad Village consists of the following areas (see the map on page 14). You can use these brief descriptions to flesh out the PCs' exploration of the village as appropriate. Each of the village's buildings (and the wooden walkways connecting them) stands 5 feet above the muddy ground on wooden stilts.

H1. Palisade: The front gate lies in shambles after several panicked goblins bashed it down in their efforts to flee the village when the skeletons attacked. The remaining goblins haven't bothered to repair it yet. Elsewhere, climbing over the 10-foot-tall palisade requires a DC 10 Climb check.

H2. Pool: Used mostly as a source of water by the goblins, this algae-filled pool is 10 feet deep at its deepest point. A rickety wooden pier projects a few feet into the pool. Although an effective barrier for most enemies, the skeletons that attacked a few nights ago simply walked through it to invade the village.

H3. Pig Pen: Until recently, this pit contained one of the Licktoads' mascots, a hyperactive piglet named Squealy Nord, who finally managed to escape this muddy pit during the skeleton attack and fled into the surrounding swamp. His fate remains unknown. All that remains here now are the mostly cremated bodies of a dozen goblins.

H4. Guard Posts: These three 10-foot-square huts serve as watchtowers. Each has numerous windows affording excellent views of the surrounding area.

H5. Goblin Huts: These six huts each serve as homes for the tribe's goblins. At one point, each of these buildings housed up to half a dozen goblins each, but after the devastating attack by the skeletons, these rooms are mostly empty.

H6. Storage: This large room stores tools, food, and other supplies. The Licktoads being poor organizers, the room's contents look more like a junkyard heap to non-goblins. Nothing of value can be found here.

H7. Slorb's House: This building was once the home of Slorb, a pompous goblin who served as Chief Gutwad's

advisor. Slorb died when the chief pushed him off the walkway during the skeleton attack (Gutwad hoped that offering up Slorb would appease the skeletons—it did, but only for as long as it took the skeletons to kill Slorb). A DC 15 Perception check made while searching this building finds a hidden stash of 23 gp and three skyrocket fireworks (see page 60).

H8. Ruined Building: This charred and demolished building was once the home of the goblin traitor Scribbleface. There is nothing of interest left here.

H9. Chief Gutwad's Throne Room: The double doors to this room are barred from the inside—they can be smashed down with a DC 22 Strength check, or a cunning character can lift the bar from the outside with a sword blade or other narrow tool inserted into the door gap and a DC 12 Disable Device check. The walls of the throne room are decorated with numerous poorly preserved horse and dog heads, along with other trophies like broken weapons, brine-pickled bodies of brutally slaughtered furry animals, and other bits of grisly ephemera. Chief Gutwad's throne—a rickety, 5-foot-tall wooden chair with a ladder built into the side that the goblins call the "Teeter Chair"—sits against the southern wall.

H10. Gutwad's Bedroom: The chieftain's bed is little more than a big, nasty pile of ratty blankets, moss, and foul-smelling animal furs. The walls of this room are decorated in similar motifs to the throne room.

H11. Licktoad Treasury: This room once contained the Licktoads' accumulated treasures, but today the chamber is nearly empty. What little remains is detailed under Treasure on page 17.

H12. Secret Escape Route: The secret doors leading here can be found with DC 20 Perception checks. Of course, the presence of a ladder leading up to the outer door from the ground below serves as an unintentional clue—any creature who climbs up this ladder gains a +8 circumstance bonus on Perception checks made to discover the southern secret door.

Creatures: Before the skeleton attack, the Licktoad tribe numbered over three dozen goblins in all. Today, with over half their number dead or fled, only 16 goblins (including Chief Gutwad) remain in the village, and they're terrified that the skeletons might come back at any moment. When the PCs first arrive at the village, they may think the goblin village is deserted—the goblins stay in hiding until the PCs first enter a building containing goblins. At this time, Chief Gutwad's followers have split into five groups of three goblins each. Each of these cowering groups is a CR 1 encounter, but taken overall, a group of 15 goblins led by their chief would constitute a CR 6 encounter. You should thus not inflict all of the goblins on the PCs at once. Instead, let the PCs explore the village for a bit at first—impress on them the eerie "ghost town" feel of the place, and let tensions build.

As they explore, give the PCs a chance to notice a lone goblin peeking at them through a window in one of the huts, who quickly ducks out of view if spotted.

One of the five groups of goblins hides with Chief Gutwad in area **H9**—place the other four groups in various buildings as you see fit. When the PCs enter one of these buildings, the goblins within shriek and howl, then attack in a blind panic. The first goblins the PCs encounter are shaken for the duration of the fight, but this same panic blinds them to their danger, and they fight to the death.

Once the initial fight is over, the remaining goblins in the village quickly rise to the defense of their homes, howling and shrieking in rage—they've finally realized that the PCs aren't undead, and are preparing to attack. Only 1 round after the first fight, the three goblins in the nearest building to the PCs burst out of their hut and charge forth to attack the PCs. As this fight commences, feel free to have other goblin groups emerge from their houses to join the melee as well, depending on how difficult the PCs are finding the fight. Only the goblins in area **H9** refuse to leave their building.

The Licktoad goblins are all armed with dogslicers (treat as a short sword, but it gains the broken condition on a natural 1 on an attack roll). In addition, each group of three goblins possesses a single Desnan candle firework (see page 60)—the only ranged weapons the goblins have (with the exception of Chief Gutwad, who owns a bow). When a group of goblins first attacks, the one with the Desnan candle lights it and begins firing pyrotechnics at the PCs—his companions hang back to watch the show until the candle expires or the PCs attack them.

As with all goblins, the Licktoads should be presented in combat with equal amounts of foolish bravery and sadistic comedy. If the PCs manage to critically hit a goblin, other goblins might spend their

turn cackling or shrieking at the gory results rather than attacking. A goblin might try a particularly impressive but ill-advised acrobatic tactic, such as attempting to run between a PC's legs to get at someone on the other side (Acrobatics check to move through an occupied square), trying to climb up onto a roof to jump down from above (DC 10 Climb check on the first round to get up on the roof, followed by a DC 15

Acrobatics check to leap down onto a PC—if this Acrobatics check is successful, treat it as a charge attack that leaves the goblin prone at the end of the round), or attempting to grapple, disarm, or trip PCs.

Once the PCs defeat at least seven of the goblins, the surviving goblins panic and flee toward area **H9**, attempting to clamber up to the double doors and hammering on them to be let in. Chief Gutwad won't open the doors under any circumstance, and after 1d4 rounds of hammering, the goblins outside flee into the surrounding swamp unless stopped by the PCs.

Chief Gutwad won't emerge to attack until the food stores inside his home run out—and he's got enough food to last him for a week. It's unlikely that such a siege will come to pass, however, since getting into his "fortress" is a relatively simple task—setting the building on fire is an excellent way to force the chieftain out, for example. Once the PCs finally confront Gutwad, however, the chieftain's cowardice vanishes. The portly goblin shrieks, orders his three goblin guards to attack, then joins the fray himself.

If Chief Gutwad is slain, all the remaining Licktoads flee the village to take their chances in the swamp.



CHIEF RENDWATTLE GUTWAD

GOBLINS (15) CR 1/2

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary* 156)

CHIEF RENDWATTLE GUTWAD CR 2

XP 600

Male goblin ranger 3

CE Small humanoid (goblinoid)

Init +4; Senses

darkvision 60 ft.;

Perception +7

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 size)

hp 27 (3d10+6)

Fort +4, Ref +7, Will +2

OFFENSE

Speed 30 ft.

Melee spear +5 (1d6+1)

Ranged mwk composite longbow +9 (1d6+1/x3)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat Chief Gutwad hangs back for the first few rounds of a fight, using his skyrocketers and arrows to attack. He only has six normal arrows left, and even in his frantic state he won't use his precious *animal bane arrows* except against animal companions the PCs may have. Once out of arrows, he continues the fight with his spear. The chief drinks a *potion of cure light wounds* if he's reduced to fewer than 15 hit points.

Morale Chief Gutwad hates humans only a little more than he hates those who associate with humans. He fights to the death as long as he's faced with human foes (or those he suspects of being human sympathizers).

STATISTICS

Str 13, Dex 18, Con 13, Int 8, Wis 12, Cha 8

Base Atk +3; CMB +3; CMD 18

Feats Dodge, Endurance, Point-Blank Shot, Rapid Shot

Skills Handle Animal +5, Intimidate +5, Perception +7, Ride +13, Stealth +17

Languages Goblin

SQ favored terrain (swamp +2), track +1, wild empathy +2

Combat Gear +1 *animal bane arrows* (5), *potions of cure light wounds* (2), skyrocket fireworks (2; see page 60); **Other Gear** masterwork chain shirt, masterwork composite longbow with 6 arrows, spear, 32 gp

Treasure: Although Chief Gutwad sacrificed all of the treasure his minions looted from the cave along with a fair amount of other valuables, a fraction of treasure remains still in area **H11**, inside a single beautiful red chest. This chest, looted several weeks ago from the wreck of the *Kajitsu Star* (see area **I**), is itself a work of art—if the mud and filth that encrust its lacquered sides and velvet interior are cleaned off, the chest is worth 150 gp. A DC 15 Knowledge (geography) check is enough to recognize the chest and its delicate etchings of cranes and frogs playing along a beach as being of Minkai manufacture.

Inside the chest lies the remaining treasure of the Licktoad tribe: six masterwork shuriken, 329 sp and 112 gp in loose coins, a long hairpin with a red pearl at one end worth 150 gp, and a gold-and-ivory fan depicting a gecko walking amid cherry blossoms. The fan is worth 80 gp, but a crude map has been painted on the reverse side. The map

AFTER THE GOBLINS...

The secrets contained in the Brinestump Caverns have lain quiet for many years, and unless the PCs explore the cave, they'll lie there for many more. As a result, this adventure's plot hinges heavily at the start on the PCs' curiosity and greed. There are several hints in this part of the adventure that should eventually encourage the PCs to seek out the Brinestump Caverns at area **L**, but if you find that your players aren't taking the bait, you can use friendly NPCs to encourage them onward. Perhaps Walthus wants the PCs to accompany him to explore the site so he can satisfy his own curiosity at a heretofore unknown cave. Alternatively, Sandpoint's sheriff or mayor could ask the PCs to continue exploring the swamp—after these latest events, the time has finally come for the swamp to be properly mapped. The mayor or sheriff can offer a payment of 1,000 gp to the PCs for a map of the region and a fair assessment of the threats contained within.

Finally, if no other lures work, you can have the undead who've recently awoken in the Brinestump Caverns become more and more disruptive. After years of lying quiet, the goblins have woken them by stealing their treasure, and now that these skeletons are awake, the evil that compels them to life after death can drive them to start attacking travelers along the Lost Coast Road. In this event, the PCs may be called upon to enter the swamp again, this time to stop an undead menace rather than a tribe of goblins.

is messy, but a DC 15 Knowledge (local) check is enough to decipher it. The map depicts Brinestump Marsh, along with the locations of two shipwrecks and a cave. These are located at areas **I**, **K**, and **L** respectively. It was this crude map, originally drawn by the goblin cannibal Vorka, that led the Licktoads to investigate the Brinestump Caverns, and it can easily do the same for the PCs.

Development: After the goblins are defeated, a closer investigation can reveal clues as to recent events in the village. A DC 15 Perception check and 10 minutes of investigation confirm that a deadly and violent battle recently took place in the village. If the PCs manage to capture any of the goblins alive and interrogate them, the goblins are only too eager to recount the harrowing skeleton attack, along with the events that led up to the attack. The goblins believe (correctly, as it happens) that the skeletons owned the treasures the goblins liberated from the cave to the southwest, and wish that they'd never messed with the cursed treasure in the first place—they're eager for the PCs to let them go, and they hope that wild tales of all the treasure the skeletons took back with them will convince the PCs to do just that.

Further clues can be found just south of the village, for the amount of treasure the skeletons took with them back to the cave was significant. They left a relatively obvious trail as they returned—while the trail disappears where it crosses waterways, a DC 12 Survival check is good enough to pick it up on the opposite side. Note that every day that passes after this adventure begins increases the DC to follow this trail by 1. The trail is indicated by the dotted line on the map of Brinestump Marsh on page 10—PCs who wish to follow the trail must make a new Survival check every 1,200 feet. If the trail is lost, an hour of searching is required to find it again.

Story Award: If the PCs break up the Licktoad tribe by defeating Chief Gutwad and causing any surviving goblins to flee into the swamp, award them 800 XP, along with full XP awards for any goblins who escaped and then fled into Brinestump.

I. KAIJITSU STAR

This is the location of one of the two Kajitsu ships that wrecked on the shore during the storm 24 years ago. The *Kajitsu Star* was the smallest ship in the fleet, and having been driven into the swamp by the storm surge, it has better endured the elements. For a time, this shipwreck served as the home of a notorious goblin cannibal named Vorka; this avid explorer of Brinestump had found clues in the wreck indicating the possibility that other ships with similar treasures could be found elsewhere in the swamp.

The *Kajitsu Star* is the primary adventure site of *Pathfinder Module: We Be Goblins!*, which you can use to fill in details for this shipwreck if you wish. However, this adventure assumes that the goblins have already looted the *Kajitsu Star*, killed Vorka, and set the wreck on fire. If you're not expanding this site into an additional encounter area for your game, describe this site merely as a recently burnt-out hulk of a shipwreck, with nothing of interest remaining save for fragments bearing its name: *Kajitsu Star*.

J. OLD MEGUS'S SHACK (CR 3)

A sagging one-story shack sits in this clearing, its walls dingy with age and encrusted with lichen and fungus. A partially collapsed shed sits just to the northeast, while small pouches, twisted knots of feathers, and dangling wind chimes made of bones hang from branches and roof edge alike.

Rumors of an old swamp witch living in Brinestump Marsh have existed for decades—since the foundation of Sandpoint itself. And the rumors were true until a few years ago, when Brinestump's so-called "Swamp Witch," Old Megus, finally fell victim to her own magic. During her long life, Megus only rarely left her home in the swamps. Whispers of her sinister experiments were mostly wild conjecture, based on her rare visits to Sandpoint for certain

supplies she couldn't procure from the wild. The nature of the supplies she purchased—glass flasks, strange alchemical reagents, and disturbing books delivered to Sandpoint from faraway places as strange as Nex and Irrisen—did little to soften her reputation as a fearful witch, nor did periodic glimpses of the strange ratlike creature she kept hidden in the folds of her robes. Far from a kindly soul, Old Megus was fascinated by creatures that transform during their lives—tadpoles to frogs, caterpillars to butterflies, and so on. Much of her life was spent attempting to trigger such transformations in other creatures, and in the end, it was an attempt to transform herself that spelled her doom.

Today, Megus's home is well on its way to being reclaimed by the swamp. All of the doors are swollen shut with moisture, requiring DC 14 Strength checks to force open. Nothing larger than a cat has been inside the building for months, and the floorboards are already starting to warp and decay, eaten away by the fungus and the damp. Simply moving through the shack causes alarming creaks and groans. Each round that a creature of Small or larger size takes violent action in here (such as attempting an Acrobatics check, trying to break open a door, or attacking a foe), there's a 20% chance the floorboards give way, causing the creature to fall prone unless it makes a DC 12 Reflex save.

At your discretion, once the PCs have broken a total of 10 parts of the shack (such as by bashing down doors, breaking through the floor, or smashing holes in walls), the entire building begins to collapse. Large bits of wall plaster and portions of the roof begin falling for 1d4+1 rounds, after which the entire building crumbles. Any creatures still inside must make a DC 15 Reflex save to avoid taking 2d6 points of damage from the crumbling, soggy timbers and becoming partially buried (requiring 3d6 rounds of struggle to eventually escape).

A 50-foot-long trail winds from the back of the house (at area **J3b**) down to the water, where a rickety pier still harbors a well-made rowboat that can seat four. This rowboat remains seaworthy, and can be used to navigate the swamp's waterways with ease.

As the PCs explore Old Megus's shack, allow them to make DC 15 Perception checks to note what seems like a large number of rat tracks in the dirt and mold on the floor. Whoever gets the highest result on the Perception check notices something disturbing—many of the so-called "rat tracks" look just like tiny little human handprints.

Creatures: Apart from the three dire rats dwelling in the storage shed (area **J1**), only one creature now lives in Old Megus's shack: Skitterfoot, a hideous creature known as a ratling and the witch's onetime familiar. With the face and front hands of a wrinkled old man but the body of a rat, Skitterfoot has lived alone in the shack since his mistress's death. He doesn't miss Megus at all—the woman was a cruel mistress, after all.

Skitterfoot now thinks of the shack as his home. The ratling does not suffer intruders, and once he notices the PCs (automatically within 1d3 rounds of their entering the shack, unless they've taken steps to be particularly stealthy), Skitterfoot scurries out to the storage shed (area J1) to speak with the dire rats that live there. The dire rats fear Skitterfoot, and quickly obey his commands to go into the main building to attack the PCs. While the PCs fight the dire rats, Skitterfoot goes to area J5, seeks out the stash of scrolls there, and casts *false life* on himself. He then seeks the PCs out, using his spell-like abilities to attack.

Skitterfoot hides inside the house's walls, and can move throughout the shack with great speed, traversing the walls quickly and efficiently. While moving inside a wall (including beneath the floorboards or in the rafters), the ratling has total cover and total concealment from attacks, and uses his burrow speed to move about. The ratling must come out of the house's structure to attack, of course, but does so with hit-and-run tactics, waiting for an unsuspecting PC to come within 5 feet before stealthily emerging to make a sneak attack. If reduced to fewer than 6 hit points, Skitterfoot retreats to area J5 to use one of the healing scrolls, but otherwise he fights to the death to defend his home.

DIRE RATS (3) CR 1/3
XP 135 each
 hp 5 each (*Pathfinder RPG Bestiary* 232)

SKITTERFOOT CR 2
XP 600
 Male ratling (see page 86)
 hp 31 (19 without *false life*)

Treasure: While neglect has ruined most of Old Megus's treasure, Skitterfoot has stashed away a few of the witch's magical supplies in a relatively dry nook in the laboratory (area J5) that can be discovered with a DC 20 Perception check. The stash contains 33 gp, a masterwork dagger in a steel scabbard worth 15 gp, and a scroll tube containing two *scrolls of cure light wounds*, two *scrolls of false life*, and a *scroll of water walk* (all of these scrolls function at caster level 7th).

In addition, this stash of treasure contains perhaps an even greater boon for the PCs: a detailed map of Brinestump Marsh. Having lived there for so many years, Old Megus was perhaps the greatest living expert on the swamplands. The map is curled with the scrolls in the tube, and shows every significant location in the marsh, with the exception of the lair of the Soggy River Monster (area F). The map even indicates the hidden path at area C and the shipwrecks at areas I and K. The cave network at area L is shown merely as a cave entrance, and bear a skull-shaped rune of warning and a note indicating that Megus hadn't explored the caverns because she didn't think it was worth the risk.

ROOMS IN MEGUS'S SHACK

Old Megus's shack consists of the following areas (see the map on page 14).

J1. Storage Shed: Once used to store supplies, this building has mostly collapsed. Three dire rats nest here now—they are aggressive and attack any who enter their lair (see Creatures below).

J2. Entry: Sheets of fungus grow along the walls and floor of this room, and on the numerous gourds, twigs, and bones hanging from the ceiling on sinew and string. The door to the north leads to a small closet.

J3. Living Room: More fungus and mold grows on the sagging benches, broken table, and narrow cupboards here. An old brick stove sits against the west wall. Area J3a is a lavatory, while area J3b leads to a back door.

J4. Bedroom: A large bed, its sheets thick with mold and puddles of water from the leaky roof, slumps in the corner of this room. Numerous ruined books lie stacked nearby, their contents destroyed by the damp.

J5. Laboratory: Once an alchemical laboratory, the equipment in this room has fallen into decay. Ancient chemical spills create weird stains and colorful crystalline growths amid the partially collapsed workbenches. Old Megus's skeleton, still dressed in tattered clothes, also lies among the workbenches. An examination of the witch's remains quickly reveals that some hideous transformation or deformity has disfigured her skeleton—the skull seems half melted and weirdly elongated in the face, one arm looks more like a bird's talon, and the ribs have grown long spurs of bone that protrude both into and out of the rib cage. It was this last deformity, brought on by Megus's final experiment, that killed her.

K. KAIJITSU'S BLOSSOM (CR 1)

What appears at first to be a strange tangle of branches is in fact the moss-covered ribs of a wrecked ship. The ruined ship lies on its side, split down the middle and mostly sunken into the mud and murky water.

Little remains of this once-large ship today, but a search of the wreck reveals it to be of a similar style to the wrecked ship at area I. A successful DC 15 Perception check discovers a verdigris-encrusted nameplate that reads *Kaijitsu's Blossom*. The ship is in even worse shape than her sister ship, the *Kaijitsu Star*, but the *Kaijitsu's Blossom* was the larger and more important of the two ships.

Creatures: While most of the survivors of the *Kaijitsu's Blossom* fled to the cave to the south (area L), seeking shelter from the storm that wrecked the ship, some were

abandoned here to their fate. Three skeletons rise from the swampy murk soon after the PCs begin exploring the wreck—if possible, just after the ship's corroded nameplate is found. As the undead skeletons rise from the mud, they draw rusty but still quite functional wakizashi (*Pathfinder RPG Ultimate Combat* 134; treat as short swords if you don't have access to that book) from their rib cages with a rattle, and attack, fighting until destroyed.

HUMAN SKELETONS (3)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

L. BRINESTUMP CAVERNS (CR VARIES)

A fifty-foot-high cliff rises along the marsh's southern border, its face a thick tangle of jutting rocks and bright green vines and nettles. A curtain of these thick nettle vines partially conceals a cave opening at the base of the cliff.

When the Kajitsu fleet ran into trouble on their hasty return from Brinewall 24 years ago, two of the ships were driven toward shore while the third was swept out to sea. The crew of the two ships that ran aground (the *Kajitsu's Blossom* and *Kajitsu Star*) sheltered in their wrecked, half-flooded ships for several hours before meeting very different fates. As the storm worsened, those who had survived the wreck of the smaller *Kajitsu Star* drowned. Recognizing this exact danger, the survivors of the *Kajitsu's Blossom* decided to gather the greatest treasures from their ship's hold and risk an overland flight. Staggering away from the shore through the storm-lashed swamp, they came to this cave entrance.

The leader of this group, a grizzled samurai who had accompanied the royal family over the Crown of the World and had changed his name to Tsutamu to hide his link to the Amatsus, initially saw the cave as a lifesaver. Yet soon after his people took shelter within, they discovered to their horror that the cave was the lair of a tribe of faceless stalkers. The crew was devastated by the faceless stalkers' attack, but Tsutamu was overcome by a righteous anger. Even as the rest of the survivors were slain, he managed to kill all of the faceless stalkers. Yet, as the fight ended and his rage gave way to shame at having so failed his employer and his comrades, Tsutamu took his own life in the dark cave, and his corpse and restless spirit have remained within for decades.

When a group of goblins came to the cave just a few weeks ago, they found several human skeletons along with several crates of incredible treasures. The looting of these treasures drove Tsutamu's wrathful spirit to return to his corpse, and he rose not long after as a skeletal champion. Such was his anger at this final desecration and shame that the remains of the slaughtered soldiers rose as well, a skeletal army bound to his anger.

Today, these caverns serve as the lair of the fallen samurai and his undead soldiers—compelled only by their shame and anger, they remember little of their lives before. They want only to guard their treasures until destroyed. If left to fester for much longer, the wrath fueling Tsutamu and his soldiers will eventually compel the skeletons to begin stalking larger and larger surrounding areas, eventually making them a threat to the Lost Coast Road and, if not stopped, a danger to Sandpoint as well.

The Brinestump Caverns are presented in abbreviated format below (see the map on page 14). The small cave complex extends well over a hundred feet beneath the cliff. The caverns sit mostly level, just 10 feet or so above sea level. With the exception of a few verminous denizens, the primary dangers in the caverns are the undead guardians, but the PCs won't rouse the skeletons' wrath until they press too far into the caverns. Present the exploration of these caverns as a creepy, claustrophobic event—the ceilings rarely rise more than 7 feet in height, and moisture constantly drips down from above to make slippery puddles and rivulets in the floor. While movement through the caverns isn't particularly difficult, the slippery floor does increase the DC of all Acrobatics checks made inside by +2.

L1. Entrance: The curtain of nettles that partially obscures the cave entrance can be dangerous if touched. If the PCs don't take steps to hack down or burn away the hanging vines before they enter (or take care to push the vines aside with a DC 12 Reflex save), they suffer painful stings from the nettles. Anyone who touches the nettles must make a DC 12 Fortitude save or be sickened for 24 hours.

L2. Spider Nest (CR 1): This cavern is the den of a giant wolf spider—the hairy, red-backed creature is busy feeding on the carcass of a giant gecko it dragged back into the cave, but it immediately leaps to attack if its meal is interrupted by intruders.

GIANT SPIDER

CR 1

XP 400

hp 16 (*Pathfinder RPG Bestiary* 258)

L3. Cavern Pool: These brackish waters remain behind from periodic storms and floods, slowly seeping into the rock. The water here is 3 feet deep at its deepest point, but the rock floor beneath the water is slippery. Crossing the pool or wading in it requires a DC 14 Acrobatics check to avoid falling prone.

L4. Island Lure (CR 1): A number of glittering crystals protrude from an island surrounded by a 5-foot-deep pool of dark water here. The crystals are just rock crystals (worth 20 gp total if harvested), but a giant amoeba lurks beneath the waters. The watery-looking ooze surges up from the water to attack anyone who approaches within 5 feet of the pool's edge.

GIANT AMOEBA

CR 1

XP 400

hp 15 (*Pathfinder RPG Bestiary* 2 24)

L5. Cavern of Shame (CR 3): Six human skeletons lie on the ground, scattered throughout this large cavern (two of them lie underwater, where they can only be spotted with a DC 15 Perception check before they rise). The skeletons remain quiet as long as the PCs simply explore the cave. A PC can attempt to destroy one of these skeletons by delivering a coup de grace while it lies on the ground, but the remaining skeletons immediately animate and rise to attack after the attempt. These skeletons are unarmed, attacking with just their claws. If Tsutamu (see area L6) is destroyed, these skeletons are immediately destroyed as well. The skeletons' broken armor can be identified as Tien in style with a DC 15 Knowledge (geography) or Knowledge (local) check.

HUMAN SKELETONS (6)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

L6. Treasury (CR 3): The skeletal champion samurai Tsutamu sits motionless atop a large jade and cherry wood chest here. He does not move, even to assist his skeletal minions in area L5, until the PCs approach within 10 feet of the center of this area, at which point he animates and attacks. If the skeletons in area L5 have not yet risen, they also do so at this time. This combat should be resolved not as one huge fight, but as a series of smaller fights against the lesser skeletons, finally culminating in a fight against Tsutamu himself. Tsutamu is a samurai, an alternate class for the cavalier base class. The cavalier is presented in the *Pathfinder RPG Advanced Player's Guide*.

TSUTAMU

CR 3

XP 800

Male human variant skeletal champion samurai 2 (*Pathfinder RPG Bestiary* 252, *Pathfinder RPG Ultimate Combat* 18)

LE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)

hp 30 (4 HD; 2d8+2d10+10)

Fort +5, Ref +2, Will +5

Defensive Abilities channel resistance +4, self reliant; DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 20 ft.

Melee *Whispering Shrike* +8 (1d6+5/18–20), claw +2 (1d4+2)

Special Attacks challenge (+2 damage, 1/day), command skeletons

TACTICS

During Combat When Tsutamu attacks, he issues a challenge to one of his foes (preferably another samurai or cavalier) as a swift action, allowing his melee attacks to deal +2 points of damage to that foe for as long as the foe lives. While challenging a foe, Tsutamu takes a –2 penalty to his Armor Class against opponents other than his challenged target.

Faced with multiple enemies, Tsutamu commands his skeletons to attack opponents other than his target.

Morale Tsutamu fights until destroyed.

STATISTICS

Str 19, Dex 14, Con —, Int 8, Wis 10, Cha 14

Base Atk +3; CMB +7; CMD 19

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Diplomacy +9, Intimidate +9, Perception +7, Sense Motive +5

Languages Common, Tien

SQ mount (currently none), order (ronin), resolve 1/day

Gear broken masterwork chainmail, *Whispering Shrike* (+1 *wakizashi*; see page 61), bronze key on necklace (opens chest in area L6)

SPECIAL ABILITIES

Command Skeletons (Su) Tsutamu has a unique bond to the skeletons found in Brinestump Marsh. He can command their actions as a free action via telepathy as long as they're within line of sight. If Tsutamu is destroyed, the other skeletons immediately collapse to the ground as well, for it is the samurai's will that keeps them animated.

Order (Ex) Tsutamu's order is ronin. Whenever Tsutamu is the target of a challenge by another samurai or cavalier and he issues a challenge against that character in return, he receives a +1 bonus on attack rolls made against the target of his challenge and a +1 dodge bonus to AC against attacks made by the target of his challenge.



TSUTAMU

Resolve (Ex) Once per day, whenever Tsutamu is required to make a Fortitude or Will save, he can take an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

Self Reliant (Ex) Whenever Tsutamu fails a Will save against an effect with a duration greater than 1 round, he can attempt another saving throw at the end of the second round of the effect. If he makes this saving throw, it has the same effect as if he had made the original save.

Treasure: The skeletons have stored the whole cause of their obsession in this cavern, locked away inside a large jade and cherry wood chest. The chest weighs just over 50 pounds with all of its contents, and is worth 250 gp if undamaged. It can be unlocked with a DC 30 Disable Device check or with the key that hangs on Tsutamu's neck.

Once the chest is opened, it's obvious that many objects (mostly fireworks and potions) have been removed from numerous slots in the chest's velvet-lined interior—the handiwork of the Licktoad goblins. However, the chest still holds five *potions of cure light wounds*, two *potions of cure moderate wounds*, three *potions of lesser restoration*, a *ring of climbing*, a *wand of identify* with 19 charges, a masterwork chain shirt, a masterwork cold iron wakizashi, 11 Desnan candles, and four skyrockets (see page 60), in addition to 3,820 sp, 421 gp, and various pieces of fine jewelry worth 560 gp total.

Yet perhaps the most important piece of treasure in the entire cavern is hidden in a secret compartment in the pommel of Tsutamu's sword, *Whispering Shrike*, which can be found with a DC 20 Perception check. A miniature mithral scroll tube worth 100 gp rests inside. While this scroll tube is too small to store a magical scroll, it does hold a letter—Rokuro Kaijitsu's last letter to his son Lonjiku—that indicates a powerful Kaijitsu secret might still lie hidden in the ruins of Brinewall.

ROKURO'S LETTER

Written on fine paper in black ink, the words of this letter are inscribed in Tien. If none of the PCs can read Tien, they know that their friend Ameiko Kaijitsu can certainly translate the letter. A translation of the note is reproduced on page 23. Even if the PCs can't immediately read the letter, a DC 15 Perception check is enough to note a faint watermark on the paper that bears the image of a castle and the word "Brinewall." A DC 20 Knowledge (history or local) check confirms that the paper itself was likely made in the now-deserted settlement of Brinewall, far to the north.

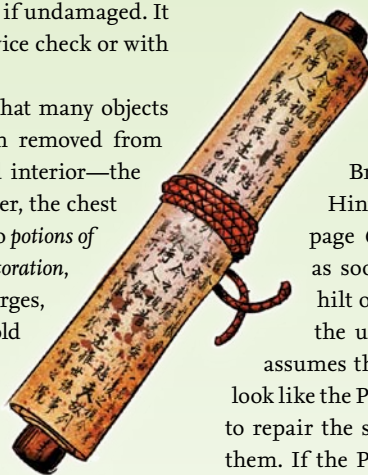
After reading the letter, several clues can be explained further with successful Knowledge checks—those checks marked with an asterisk can be automatically explained by Ameiko.

Brinewall: A DC 14 Knowledge (history) check recalls that an unknown scourge destroyed the colony of Brinewall on the first day of Sarenith in 4687, just a few days after the date on the letter.

Kortun: A DC 18 Knowledge (history) check reveals that Brinewall's last commander at the time the colony was destroyed was a man named Andril Kortun.

Rokuro Kaijitsu*: A DC 15 Knowledge (nobility) check is enough to know that Rokuro Kaijitsu was Ameiko's grandfather, which would make the letter's unnamed and intended recipient her father, the now-deceased Lonjiku Kaijitsu.

Tsutamu*: A DC 25 Knowledge (nobility) check reveals that Tsutamu was Rokuro Kaijitsu's devoted bodyguard.



CONCLUDING PART ONE

While the PCs can continue exploring Brinestump Marsh and the Sandpoint Hinterlands if they wish (see the article on page 62 for further details), Part One concludes as soon as they discover the letter hidden in the hilt of *Whispering Shrike*, the wakizashi wielded by the undead Tsutamu. The rest of this adventure assumes that the PCs find Rokuro's letter. If it doesn't look like the PCs will discover the note, whomever they hire to repair the sword's hilt finds the note and returns it to them. If the PCs sell the sword, the buyer finds the note and gives it back to them. Only if the PCs completely ignore the valuable treasure should you alter things—perhaps allowing them to find the note in some other spot among the treasures. In a worst-case scenario, someone is certain to find the note at some point, be it in a week or a month, and passes the note along to Ameiko—destiny, in this event, should have a way of working things out so that she eventually ends up with the letter her father never received.

Technically, the scroll belongs to the Kaijitsu family, as does all of the treasure in the chest found in the Brinestump Caverns, but if the PCs give the letter to their friend and ally, Ameiko, she graciously allows them to keep all of the contents of the treasure chest save the scroll itself. Once Ameiko gains the scroll, proceed to Part Two. Because of the PCs' links with Ameiko (see the *Jade Regent Player's Guide*), they will likely feel compelled to inform Ameiko of their discovery, but there's always a chance that they won't, for whatever reason. In this case, you should try to encourage them to inform Ameiko anyway—but if the PCs instead wish to travel to Brinewall on their own to solve the mystery without telling her, let them. Be aware that such an undertaking will be all the more dangerous without the support of a caravan nearby, though!

Story Award: Award the PCs 1,200 XP for giving the scroll to Ameiko.

My son, my heir. You know now that I have kept secrets from you. You were always a perceptive son, and while you may not understand my reasons for secrecy, I hope that you realize it was necessary. Know that I was not angry with you for opening the warding box—I was angry with myself for withholding the truth from you and forcing you to seek out what I should have given to you. The words I spoke to you were from anger with myself, and it shames me to think of them now. I write this note as an apology, and to beg you to leave these secrets to history.

The next few days will be the most important I have faced in many years. If our family's enemies have, as I hope, forgotten us, I shall reunite with you and your wife, and your mother and I shall reveal the truth to you. But if they still seek the contents of the warding box, I fear that I may not speak to you again. The box holds our family's greatest treasure, so I have returned it to Kortun's care, and it shall remain hidden in the secret third vault under Brinewall Castle—obscured from our enemies, I hope and pray. I will not grant our foes the satisfaction of killing me themselves—if it comes to it, let my death, by my own hand, be my final act to protect you, so that our enemies believe our line ended.

I have instructed Tsutamu to keep this letter from you, delivering it to you only should I fail to return as I hope to. If I can, I will reveal all to you myself. If I cannot, this final missive from a father to a son must suffice as an apology in place of an explanation, and you must destroy this letter, flee to the south, and never return to Brinewall. If our enemies find what I have hidden, there will be nothing here for you. If they do not, they will lie in wait forever for your return.

I hope to see you again soon, my son. But my heart tells me I will not. I am sorry to have failed you. But I am proud of you, and I know you will survive this old man's shame. You are strong, and you must remain so. For if you are reading this and I am gone, know that our enemies will never stop searching for us, and that is why I cannot reveal the truth to you until I know there is no chance of them finding us again.

Rokuro Kaijitsu
Sunday, 29 Desnus, 4687

PLAYER HANDOUT

PART TWO: THE LEGACY'S LURE

Once Ameiko reads Rokuro's letter, she becomes fascinated to the point of obsession over it. She never had what one could call a "stable" relationship with her father, but the revelation that members of her family may have once lived in Brinewall—and might even have been there when whatever doom came to that colony struck—is almost as intriguing to her as the wonder of what strange legacy might be hidden in the "warding box" mentioned in the note.

The opportunity to track down a family secret and go on an adventure is too much for Ameiko to ignore, but after her previous experiences as an adventurer, she knows better than to go it alone. Impressed with how her friends, the PCs, managed to recover the treasure from the swamp in the first place, she all but begs them to accompany her north to Brinewall to seek this hidden family legacy.

How much work Ameiko needs to do to convince the PCs to accompany her depends on your players, of course, but if they're using the *Jade Regent Player's Guide*, they should have several built-in reasons to accompany her—especially upon learning that she plans on recruiting three more allies to join her—the elf ranger Shalelu Andosana, the

Varisian caravan master Sandru Vhiski, and Koya Mvashti, the Varisian cleric of Desna. By recruiting Sandru and his caravan, Ameiko hopes to find safety in numbers—a trip to Brinewall isn't an idle journey, after all. All three of these NPCs eagerly accept Ameiko's offer to join her on the adventure—something that should further encourage the PCs to come along.

If the PCs are still hesitant, though, have Ameiko (or whichever of the four NPCs the PCs are closest to) encourage them with tales of treasure, fame, and excitement. If the PCs still refuse, Ameiko sadly leaves them behind. A few weeks later, word that the caravan has apparently gone missing should compel the PCs to travel north to investigate, in which case they can rescue Ameiko and her allies from the Brinewall dungeons (see area V8 on page 45).

ORGANIZING THE CARAVAN

At this point in the campaign, four NPCs become key members of the storyline. Make sure you're familiar with these four NPCs before proceeding—Ameiko, Koya, Sandru, and Shalelu are presented in detail on pages 52–59. The PCs should already know these four characters—indeed, they should be close allies, depending upon the

nature of the Campaign Traits they chose from the *Jade Regent Player's Guide*.

Before Sandru's caravan leaves Sandpoint, though, a few last-minute bits of preparation are required. Provisions and supplies must be purchased, and additional travelers such as guards, drivers, cooks, wainwrights, and the like need to be hired. The PCs can certainly fill some of these roles, but if the caravan is to be successful, numerous improvements to the three wagons Sandru already owns should be addressed. If the PCs suggest taking a boat to Brinewall instead, Ameiko points out that not only would that be more expensive (considering she's already got allies who own a caravan), but they're unlikely to find anyone willing to set sail for the notorious ruin anyway.

Rules for building, maintaining, and adventuring with caravans can be found in the *Jade Regent Player's Guide*. In large part, you can leave the decisions as to how to prepare for the journey up to the PCs. To prepare for the journey, Ameiko offers 2,000 gp in financing to purchase supplies, new wagons, and enhancements to wagons, and to pay for additional traveler wages. Anything the PCs wish to donate to the cause is welcome, but is not required to ensure their positions on the journey.

If you're not using the *Jade Regent Player's Guide* or the caravan rules presented therein, you can simply assume that the PCs' journey north to Brinewall occurs without incident and proceed with Part Three of the adventure.

THE JOURNEY NORTH

Once Sandru's caravan is prepared and ready to go, Ameiko leaves her manor in southern Sandpoint in the care of her house staff and makes sure that her employees are ready to handle running business at the Rusty Dragon. The other three NPCs have no real responsibilities in town, but the PCs might. They should see to them before they leave, for the journey may well take weeks to resolve, especially since so little is known about the current state of affairs in the ruins of Brinewall.

The journey to Brinewall takes the caravan from Sandpoint up along the Lost Coast Road, passes through the villages of Galduria and Wolf's Ear, cuts through the northeastern reach of Churlwood, and eventually reaches the northern town of Roderic's Cove. Unless the PCs pressure him to choose otherwise, Sandru prefers to avoid Riddleport entirely, following an old track north of Roderic's Cove that skirts the southern Stony Mountains, then winds up into the Velashu Uplands, following the river northwest to a low pass in the mountains and then due north into the Nolands and, eventually, to Brinewall.

The farther north this route goes, the more disused the roads become. By the time the caravan winds through the Velashu Uplands, the road is little more than a track. With the loss of Brinewall as a viable port, most trade between

Varisia and the Lands of the Linnorm Kings has been via the sea route, but the trail the caravan follows isn't completely abandoned. Sandru is quick to point out that several Varisian caravans take the route yearly, although he does admit that they generally make a wide detour around Brinewall, which is believed by most to be haunted, cursed, or both. Overall, the journey from Sandpoint to Brinewall covers about 500 miles—unless the PCs upgrade Sandru's caravan, it'll take them about 16 days to reach their destination. If the caravan remains on the roads and tracks, its travel speed is not impacted at all by the terrain it travels through. See page 81 for possible encounters the PCs can run into while traveling to Brinewall.

PART THREE: RUINS OF BRINEWALL

The colony of Brinewall was founded over 250 years ago in 4442. Construction on Brinewall Castle began soon thereafter, but funding problems and several disasters along the way slowed construction to a crawl. The worst disaster to strike occurred when the castle's partially completed eastern wall collapsed into a cavern network below. Hideous demon-worshipping creatures known as dire corbies emerged from the now-exposed cavern complex to attack the colony, and final construction on castle was not completed until 4469.

After Magnimar was founded in 4608, Brinewall finally began to come into its own—trade picked up, and several important and powerful merchants, among them the Kaijitsus, took an interest in helping the town grow. But Brinewall never saw the success that visited Korvosa, Magnimar, and Riddleport, and finally fell to an enemy more swift and efficient in dealing death than the dire corbies, Nolanders, and Linnorm Kingdoms raiders combined. The oni of the Five Storms, working with allied ninja of the Frozen Shadows guild, swept in and slaughtered the entire population of the small village during a terrible storm. They then overran the castle itself and finished the task of slaying every resident within. The final battles took place in the castle donjon, where both commander Andril Kortun and Rokuro Kaijitsu were among the last to fall. The oni chose to make examples of these two, using dark magic to transform them into undead before they left Brinewall to its fate.

Today, the Five Storms and the Frozen Shadows have all but forgotten Brinewall, and believe that their swift attack and the storm that apparently destroyed the remaining Amatatsu fleet had finished the job. They returned to Kalsgard in the Lands of the Linnorm Kings to continue their watch there. Only one of their number stayed behind in Brinewall—a yamabushi tengu named Kikonu. Intrigued by the strange birdlike men that he found dwelling in caverns under Brinewall castle, Kikonu left the Five Storms and moved into the depopulated castle

THE BRINEWALL LEGACY



to become a leader of sorts over the dire corbies. Over time, other violent creatures have come to Brinewall, and while they don't always work well together, Kikonu has accepted them all as new members of his extended family. That Kikonu's presence has somewhat ameliorated the dire corbies' natural xenophobia is impressive, for while the dire corbies generally avoid interactions with the ettercap, harpy, troglodytes, ogrekin, and other creatures they share their home with, neither do they seek conflict with them. The oni enjoys his role as ruler of this small "kingdom" of monsters, but also knows that until his it is large enough to defend itself from an invading army, his greatest defense is secrecy. His minions dwell within the castle walls, under orders to avoid the ruined village down the hill save for periodic foraging trips or stealthy patrols. Kikonu keeps an eye on all intruders, and does his best to maintain the myth that Brinewall is haunted or cursed using illusions and other tools at his disposal, but should anyone attempt to infiltrate his domain atop the hill—Brinewall Castle—he and his minions rise up in a righteous fury to defend their home.

AMEIKO'S COMA

When Lonjiku Kaijitsu opened the *warding box* that kept the *Amatatsu Seal* hidden so many years ago, a portion of the family's ancient spirit—a kami—escaped from confinement. This kami serves as the guardian spirit of the *Amatatsu Seal* itself, but when Lonjiku's father closed the *warding box*, the kami was prevented from returning to the seal. Cut off from the seal, the kami could not form a physical body of its own, and was helpless to do anything but watch as the oni overran Brinewall. The kami did what it could to influence events to prevent the oni from discovering the secret vault wherein the *Amatatsu Seal* was hidden, and while its powers were limited, it was these influences that likely prevented the Five Storms from not only finding the seal, but from further pursuing the Kaijitsu family as well.

For the next 24 years, the kami waited hopefully for a member of the *Amatatsu* family to return to the region, but being separated from the object it was supposed to guard took its toll on the kami's mind. Today, the spirit is a chaotic fragment of what it once was, and until it can be

returned to the *Amatatsu Seal* it is little more than a potent force of spiritual energy. But with Ameiko's arrival in the region, the kami sees a chance to return the *Amatatsu Seal* to its rightful owners.

As the PCs' caravan approaches Brinewall, impress upon them the oppressive feeling of the place. The track they've been following all this time passes about half a mile east of Brinewall, continuing north and crossing the Steam River into the Nolands over a weathered wood-and-stone bridge. An old signpost about a hundred yards south of this bridge reads "To Brinewall," and points down an overgrown trail that winds through a forest. This track quickly fades away entirely into the undergrowth, and further progress toward the ruined village must be made on foot.

Unfortunately for Ameiko, however, exploration of Brinewall is not in the cards. As the PCs near Brinewall, Ameiko grows more and more listless and sickly. She tries to hide her condition, figuring she's simply exhausted from the long journey or that she ate something that disagrees with her, but as the PCs reach the end of the road and prepare to explore Brinewall, a DC 15 Perception check allows a PC to note how pale and shaky she looks. A few moments later, she collapses to the ground, unconscious.

Ameiko's growing listlessness is a physical reaction to the kami's initial attempts to communicate with her. Increasingly frustrated, the kami finally breaks several ancient divine laws prohibiting the merging of kami with sentient creatures and attempts to possess Ameiko, but the result is only partially successful. Unsure of how to function in a human body, the kami becomes trapped in Ameiko, causing her to fall into a coma. As long as the kami remains inside her, Ameiko remains unconscious. The spirit protects her from further harm during this time (she doesn't starve, grow thirsty, or even age), but it doesn't let her wake. So desperate is the kami to get Ameiko reunited with the *Amatatsu Seal* that if she's taken farther away from Brinewall, her body begins shaking as if undergoing a fit. Eventually she begins screaming in her sleep and thrashing with increasing violence. These fits immediately cease if Ameiko is allowed to remain motionless and isn't taken farther away from Brinewall.

The magic required to expel the kami from Ameiko (such as *dispel law*) is likely beyond the PCs' reach at this point. A DC 20 Heal check is enough to diagnose that Ameiko is in some sort of magically induced coma, while an examination with *detect law* reveals that some potent lawful spiritual force has invaded her—a DC 25 Knowledge (planes) check identifies the spirit as a kami, a spirit normally associated with the protection of an animal, object, or location. Why it merged with a living human is a question that no Knowledge check can reveal.

Regardless of what the PCs learn, Sandru, Koya, and Shalelu agree that whatever is causing Ameiko's coma

likely has something to do with the Kajitsu legacy hidden somewhere in Brinewall. Although she's unconscious, Ameiko seems to be sleeping peacefully. For now, the three other NPCs are content to remain at the caravan to guard and protect Ameiko while the PCs head into Brinewall to attempt to solve the mystery of what's afflicting their friend. The NPCs won't want to leave Ameiko behind, but if you feel that the PCs could use a bit of help exploring Brinewall, one of the NPCs could accompany them as you see fit.

While in Ameiko's body, the kami can periodically communicate with the PCs, and does so to encourage them to seek out the *Amatatsu Seal*. The kami communicates by making Ameiko talk in her sleep. The first time this occurs, she speaks in Tien. If no one can understand her, future communication attempts are in Common. Exactly what "Ameiko" whispers in her sleep is up to you, but it should be brief, cryptic hints and phrases rather than exact directions. The kami possessing her is somewhat insane from its long separation from the seal, after all. Some possible hints could include the following:

"One treasure beyond two seals in the third vault..."

"Beware the birds who wish to fly but cannot..."

"A key you seek lies in the grip of the ten-handed one—his fear is your greatest ally..."

"Beware the cuckolded cuckoo—it is in his shattered silent love you should seek aid..."

"Grandfather waits in the dark, but he knows not who he was..."

BRINEWALL VILLAGE

With the exception of the lagoon (area O), the cemetery (area Q), and the ruined lighthouse (area R), Brinewall Village itself is largely deserted—yet the PCs shouldn't know this when they first explore the place. The woodlands surrounding the village are particularly dense with undergrowth—these areas are treated as difficult terrain for creatures moving through them. Descriptions of the village's primary locations follow below (see the map on page 27).

M. Waterfront: A naturally deep harbor has formed where the waters of the Steam River flow into Bunyip Bay to the west. Two ruined piers extend into the only relatively shallow portion of the harbor here, and once served all of Brinewall as moorings for visiting ships. While both piers are now mostly collapsed, the westernmost one has what appears to be a relatively recent visitor: a Linnorm Kingdoms longship is tied to the pier. The longship seems relatively new, but the vessel is partially destroyed and half-sunken. A search of the ship reveals significant damage to the ship in the form of tremendous claw marks and what appear to be scorch marks from a powerful electrical attack. The longship belonged to a group of raiders who came to Brinewall 2 weeks ago to



loot the place, but a sea drake that had been dwelling in the harbor attacked them as they disembarked. The drake slew all but one of the raiders, who finally managed to kill the beast in the lagoon after it emerged from the water and flew after her. The sole survivor is a stubborn woman named Kelda Oxgutter. Even after the terrible fight against the sea drake, she continued to explore the area, only to be captured by the denizens of Brinewall Castle. She can be found now in area V8.

N. Ruined Buildings: Among the ruined buildings that once composed Brinewall Village, the PCs can find barracks, a smithy, several homes, a glassworks (with several architectural designs similar to those of the larger glassworks in Sandpoint owned by Ameiko Kaijitsu), a trading post, and a stable. The two largest ruins are located in the eastern part of town, and consist of a town hall to the north and an almost completely collapsed temple of Desna to the south, near the entrance to the cemetery.

O. Lagoon (CR 3): Once used mostly for fishing, this algae-choked lagoon is only 10 feet deep at its deepest point. On the lagoon's northwestern shore, the rotting carcass of a sea drake lies half submerged in the water. Larger than a horse, this bright green aquatic reptile has finned, winglike arms and a draconic visage—no Heal check is necessary to determine it was slain by several

violent strikes with an edged weapon. While no clues await discovery here, two reefclaws dwelling in the lagoon periodically feed upon the drake's carcass. These aquatic aberrations attack any creatures attempting to search the dead drake, fighting to the death. They pursue fleeing foes, even onto land, for 1d3 rounds before returning to feed on the carcass.

REEFLAWS (2) CR 1

XP 400 each

hp 13 each (Pathfinder RPG Bestiary 2 234)

P. Cemetery Gates: A rickety wooden fence surrounds the clearing beyond, but the gates here are made of iron and flanked on either side by statues of a beautiful woman with butterfly wings. A DC 10 Knowledge (religion) check identifies the statues as depicting the goddess Desna.

Q. Cemetery: This clearing consists of a low hill containing nearly two dozen graves. A stone crypt sits atop the hill to the east. The entire graveyard is unusually well tended—the grass appears to be weeded and the gravestones are quite clean. The crypt contains only one body, that of Admiral Mercatio Kiameleu, Brinewall's founder. What appears to be a gravestone set apart from the rest of the graves near the northern edge of the

cemetery is in fact a small, well-tended shrine to Desna that consists of a marble statue of the deity holding aloft a small copper bowl. Although worth 25 gp, as long as the bowl is left in place, any water poured into it automatically becomes holy water. The bowl can perform this minor miracle once per day. When the PCs first arrive, the rainwater in the bowl has already been blessed in this manner. The bowl can hold 3 flasks' worth of holy water at a time, and is currently full. The lyrakien Spivey (see below) lives in this graveyard.

R. Lighthouse: This stone lighthouse is now little more than an empty shell after its roof caved in many years ago. A DC 15 Perception check made while searching the rubble around the structure locates a partially crushed strongbox containing 93 gp and a single rusty key. Left behind by the long-dead lighthouse tender, this is a skeleton key that can open all of the locks on the ground and upper floors of Brinewall Castle. Unless repaired with a *make whole* or *mending* spell, though, the key breaks after opening 1d6 locked doors.

S. Hidden Entrances: Two secret entrances to the tunnels under Brinewall Castle lie hidden outside the castle. Locating either entrance from the outside requires a DC 22 Perception check made by anyone searching within 20 feet of the area. Winding tunnels beyond each secret door lead through several empty caverns before joining the tunnels under the castle. The entrance marked **S1** on the cliff below the castle leads to area **V6**, while the entrance at **S2** in the woods to the east leads to area **V10a**.

T. Brinewall Castle: The large castle that once protected Brinewall Village is described in more detail on page 29.

SPIVEY

Brinewall's oldest resident—a tiny, butterfly-winged azata—came to the region nearly 10 years ago and has been lurking in the area ever since. This azata is a lyrakien cleric of Desna named Spivey, long stranded on the Material Plane after her mistress was slain by a “hungry plant” (actually a giant flytrap). After several months of aimless wandering, Spivey came upon the ruins of the church of Desna here and took it as a sign. She originally tried to rebuild the temple, but gave up when she started attracting the wrong kind of attention from the denizens of the castle. Instead, she's taken to living in the cemetery, where she does her best to keep the graveyard clean and free of undead and other desecrations. The inhabitants of the castle aren't really sure what Spivey is—she's quick to stay hidden when they come looking for her—but many of them have tasted her magic, and thinking she's a ghost haunting the graveyard, they leave her alone.

The PCs are the first friendly faces Spivey's seen in a long, long time, but she's not naive. She won't immediately reveal herself to the PCs. Where and how she first notices

the PCs is left up to you, but it most likely happens either when they explore the cemetery or after they get in a fight with the reefclaws in the lagoon. Spivey hides as she watches and follows the PCs. Since she can't use magic to hide, you should periodically give the PCs chances to notice the tiny cleric watching them from the undergrowth, but her size and skill at hiding make spotting her unlikely. Only once she's sure the PCs could be friends (likely after she sees them returning from Brinewall Castle after several fights there, or as soon as she notices any clerics or worshipers of Desna among them) does she decide to approach them, but even then she hesitates, waiting until the PCs obviously need her help. You can have Spivey swoop in to provide emergency healing or perhaps cast a key spell to defeat or distract an enemy, as needed.

Once Spivey contacts the PCs, she's eager to find out what they're doing in Brinewall. She encourages the PCs to try to clean out the castle, and while she won't accompany them (unless you think they could use the help), she does explain how the holy water font in the cemetery works, and offers them use of the cemetery as a place to rest in between forays into the castle, promising them free healing whenever they need it. Spivey is reluctant to abandon the area as long as the dire corbies and other monsters dwell in Brinewall Castle, but if the PCs clean the place out and manage to convince her with a DC 20 Diplomacy check, she'll accompany them on their journey (giving her the *phylactery of faithfulness* from the despoiled shrine in area **U15** automatically befriends her in this manner). In this case, Spivey can fill the role of guard, healer, or spellcaster in the caravan, but doesn't count against the traveler total, nor does she increase the caravan's consumption score.

SPIVEY

CR 5

XP 1,600

Female lyrakien cleric of Desna 3 (*Pathfinder RPG Bestiary 2* 38)
CG Tiny outsider (azata, chaotic, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, low-light vision; **Perception** +14

DEFENSE

AC 20, touch 17, flat-footed 15 (+3 armor, +5 Dex, +2 size)

hp 41 (6 HD; 3d10+3d8+12)

Fort +6, **Ref** +9, **Will** +11

DR 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 80 ft. (perfect)

Melee mwk starknife +11 (1d2–1/x3) and mwk starknife +11 (1d2–1/x3) or

mwk starknife +13 (1d2–1/x3)

Ranged mwk starknife +13 (1d2–1/x3)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks channel positive energy
8/day (DC 16, 2d6), starlight blast

Cleric Spell-Like Abilities (CL 3rd;
concentration +8)
8/day—liberty's blessing*

Lyrakien Spell-Like Abilities (CL 3rd;
concentration +8)
Constant—*detect evil*, *detect magic*, *freedom of movement*
At will—*dancing lights*, *daze* (DC 15), *summon instrument*, *ventriloquism* (DC 16)
1/day—*cure light wounds*, *lesser confusion* (DC 16), *silent image* (DC 16)
1/week—*commune* (6 questions, CL 12th)

Spells Prepared (CL 3rd; concentration +8)
2nd—*lesser restoration*, *remove paralysis*^D, *spiritual weapon*
1st—*command* (DC 16), *divine favor*, *magic stone*, *remove fear*, *sanctuary*^D (DC 16)
o (at will)—*detect magic*, *mending*, *read magic*, *stabilize*

D Domain spell; **Domains** Liberation (Freedom subdomain*), Travel

TACTICS

During Combat Spivey avoids melee combat if she can, preferring to stay at the edge of a battle and use *command*, *daze*, *lesser confusion*, *magic stone*, and *spiritual weapon*. She casts *sanctuary* to come help heal allies in melee if it looks like they are in trouble, and resorts to hurling her starknives only as a last resort.

Morale Spivey flees any combat if she's reduced to fewer than 8 hit points, unless a fellow worshiper of Desna is still in danger, in which case she stays behind to help her ally at all costs.

STATISTICS

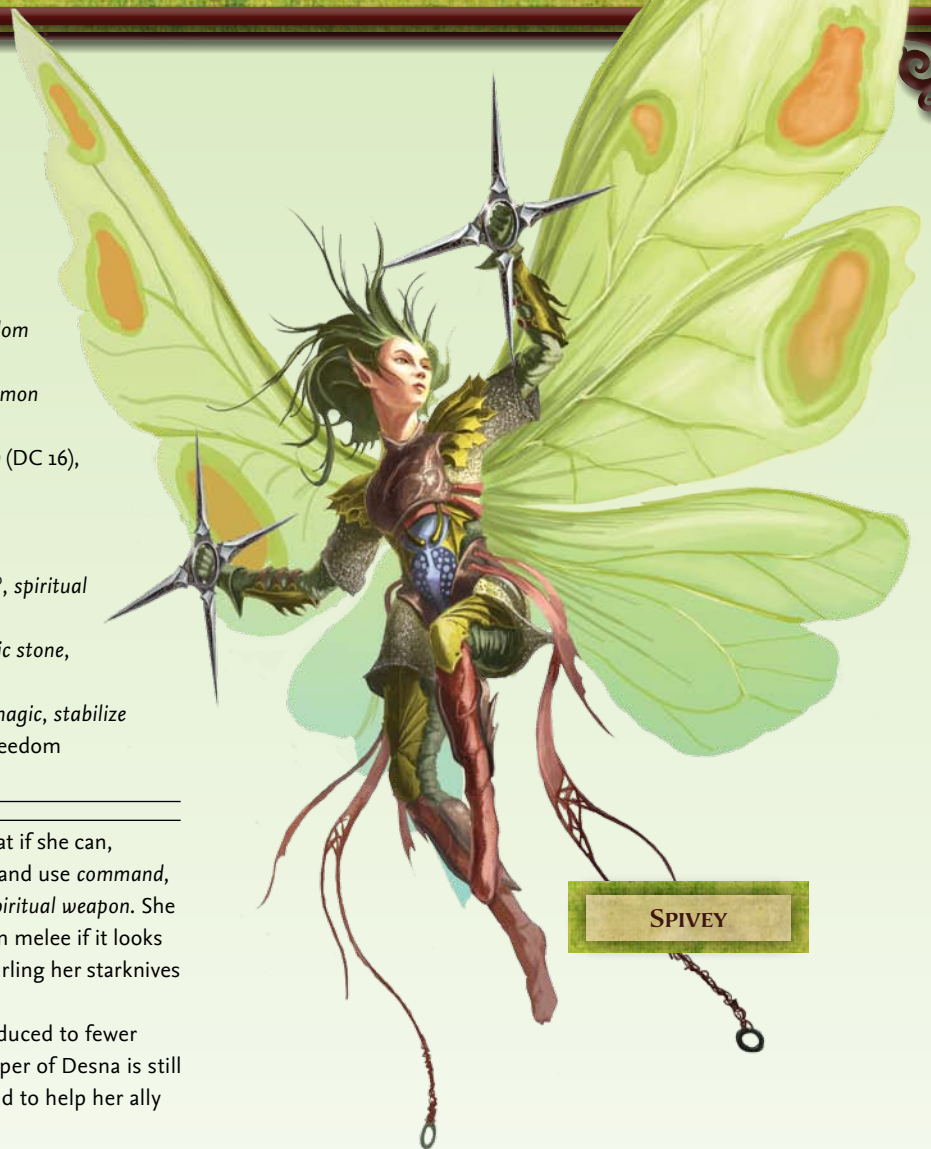
Str 9, **Dex** 20, **Con** 15, **Int** 12, **Wis** 20, **Cha** 20
Base Atk +5; **CMB** +8; **CMD** 17
Feats Scribe Scroll, Two-Weapon Fighting, Weapon Finesse
Skills Fly +26, Heal +11, Knowledge (religion) +10, Perception +14, Spellcraft +10, Stealth +22
Languages Celestial, Draconic; truespeech
SQ agile feet (8/day), traveler's friend
Combat Gear scrolls of *cure moderate wounds* (2), scrolls of *lesser restoration* (3), scroll of *remove disease*; **Other Gear** masterwork studded leather, masterwork starknives (3)

* See the *Advanced Player's Guide*.

Story Award: If the PCs manage to recruit Spivey into their caravan, award them 1,600 XP as if they had defeated her in combat.

BRINEWALL CASTLE

Brinewall Castle is a large and intimidating structure. Although only two stories tall (with the exception of one



SPIVEY

three-story tower and the dungeons beneath it), the squat castle looks all the larger for its position atop the bluff west of the village, looming over the surrounding region with a commanding presence. The castle is built of gray stone, though close inspection reveals numerous different types of stone were used in its construction (as parts of the castle were rebuilt several times).

Brinewall Castle is divided into four different areas: the ground floor (area T), the upper floors (area U), the dungeon (area V), and the vaults beneath the castle (area W). The castle's curtain wall is 15 feet high—it's a DC 20 Climb check to scale it (or any other exterior wall). The numerous arrowslits can be squeezed through with a DC 30 Escape Artist check (Small creatures gain a +8 bonus on this check). While the castle walls allow its denizens a commanding view of the castle approach, no creatures guard the walls when the PCs first come to the castle. Inside, ceiling height averages 10 feet, and rooms are unlit



unless otherwise indicated (although arrowslits provide dim light in those rooms that feature them). Doors in the castle are of good wooden construction (hardness 5, hp 15) and are unlocked, unless otherwise noted.

Solving the Brinewall Mystery: In seven areas in the castle, clues to the mystery of what happened to Brinewall can be discovered, presented in the text as “Brinewall Clues.” If the PCs uncover all of these clues, they’ll gather enough information to piece together a relatively accurate description of Brinewall’s doom. When the PCs achieve this task, award them 1,600 XP for unraveling one of Varisia’s most talked-about recent mysteries.

BRINEWALL’S SCHEDULE

Most of Brinewall Castle’s residents tend to stay in the areas they’re detailed as inhabiting in the following descriptions, but this doesn’t hold true for the castle’s most numerous denizens: the dire corbies. There are 12 of these monsters living in Brinewall in all, not counting their priestess Nevakali, who is always encountered in the shrine at area U15. Originally dwelling in the caverns below, these creatures now live fully on the aboveground levels, leaving the dungeons to a small band of troglodytes and other monsters. The following encounter areas present the dire corbies as they’re normally spread throughout

the castle, but at certain times, these monsters gather for dinner or go out into the woods to hunt.

Hunting Parties: Once every other day, the two dire corbies from area T1 and a third from area U1 leave their posts at noon to go hunt in the southern woods. They return at dusk with large burlap bags filled with slaughtered forest creatures to feed their kin for the next 2 days.

Dinnertime: Every evening at sunset, all 12 dire corbies gather in the feasting hall (area U8) to eat. These feasts last for an hour.

Bedtime: After their evening meal, the dire corbies retire to their sleeping quarters (area U14a), unless the PCs have invaded the castle in the past 4 days. In this event, the dire corbies sleep in shifts at night—six of them sleep in area U14a while the other six patrol the walls.

T1. GATEHOUSE (CR 3)

This stone structure has a floor of packed dirt and numerous wooden support beams for the stone ceiling above. Two rusted iron gates allow access through the gatehouse, while to the north, a pair of wooden ladders climb to the roof above.

Both of the gates are kept closed and locked at all times. The levers that unlock and open the gates are inside the

gatehouse, but the gates themselves are in poor condition after years of no maintenance (hardness 10, hp 30, Break DC 22).

Creatures: Two dire corbies stand guard in this chamber. These hideous creatures look like muscular humanoids with ravenlike heads and covered with black feathers. They do not wear armor or wield weapons, for their thick muscles, talons, and sharp beaks are armor and weapons enough. These two dire corbies are supposedly watching the approach and are in charge of opening and closing the gates when patrols come and go from the castle, but when the PCs first approach, there's a 50% chance that the creatures are sleeping instead. If they notice the PCs approaching, the dire corbies begin making deep, raspy cries of alarm, but don't attack unless the PCs manage to break into the gatehouse (in which case they fight to the death).

DIRE CORBIES (2) CR 1

XP 400 each

NE Medium monstrous humanoid (*Misfit Monsters Redeemed* 21)

Init +1; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 15 each (2d10+4)

Fort +2, **Ref** +4, **Will** +3

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +3 (1d4+1)

Special Attacks leap, rend (2 claws, 1d4+1)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Blind-Fight

Skills Acrobatics +10, Climb +13, Perception +6, Stealth +5

Languages Aklo

SPECIAL ABILITIES

Leap (Ex) A dire corby can perform a special kind of pounce attack by jumping into combat. When a dire corby charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can make a full attack against foes in reach.

T2. TOWER GUARDPOST

This cramped room contains several old crates and barrels covered with thick layers of dust.

Once used to store arrows, torches, and other supplies, these cramped rooms are all abandoned now. Ladders and trap doors in the ceiling of each tower lead up to the guard towers above (area U2).

Brinewall Clue: A DC 15 Perception check made while searching any of these areas reveals ancient clues like spilled arrows, old bloodstains, dropped (and long since ruined) longbows, and the like, indicating that some massive battle took place here long ago.

T3. COURTYARD

This barren courtyard of hard-packed earth contains clumps of tough-looking weeds, furrows in the ground as if made by taloned feet, and chalky white mounds of dung the size of human heads.

The castle's central courtyard is quite open. Anyone passing through it is automatically noticed by the three dire corbies on the gatehouse roof or castle walls (area U1) unless extreme measures like *invisibility* (or sneaking along the walls with Stealth checks after dark) are employed. The dire corbies sound the alarm but don't immediately descend to attack, instead watching with glee as the inhabitant of area T4 opens the stable doors to let his pet out to feed. As this battle begins, they quickly run from the gatehouse roof to area U3 to try to get the old catapult ready to attack the PCs—see that area's description for details on how this works out for all involved. The secret door leading into the main keep can be discovered with a DC 25 Perception check.

T4. STABLE (CR 4)

The walls of this wooden stable are gray with age and sag ominously, yet the building seems relatively sound. An old forge sits to the south, while five empty horse stalls stand to the north.

Creatures: This building is now the home of a particularly emaciated ettercap named Flatbelly and his pet giant hunting spider. Flatbelly has a loose alliance with the dire corbies—they provide him with periodic offerings of deer or other creatures caught in the woods in return for the promise to guard the courtyard. If the alarm is raised, Flatbelly sends his giant spider out to attack intruders. If the spider is slain, the ettercap shrieks in rage and scuttles out to attack the murderers. If confronted inside, however, Flatbelly and his spider attack together.

FLATBELLY CR 3

XP 800

Male ettercap (*Pathfinder RPG Bestiary* 129)

hp 30

GIANT HUNTING SPIDER CR 1

XP 400

hp 16 (*Pathfinder RPG Bestiary* 258)

T5. CLOISTER (CR 3)

This smaller courtyard contains what may have once been a fine garden, but neglect has seen the death of the flowers that once grew here. Several broken benches complete the sense of loss. An area in the middle of the old cloister has been cleared of debris, and is marred by numerous bloodstains.

The secret door to the north, leading to area **T13**, can be found with a DC 20 Perception check.

Creatures: Two malformed humanoids are currently wrestling in the circular area they've cleared in the middle of this cloister. Each is a towering specimen, a muscular humanlike figure nearly 7 feet tall and riddled with deformities as well as numerous bruises and wounds. These are the ogrekin brothers of the brute Muthildah in area **T11**, and distant cousins of the ogre Slugwort in area **V8**. When the PCs first arrive, these two are in the middle of a violent but (in theory) nonlethal wrestling match. The ogrekin enjoy these matches perhaps a bit too much—they're both wounded and fatigued from their exertions. If a fight breaks out in the courtyard (area **T3**), the ogrekin come to watch, but they don't intervene—they're frightened by giant spiders, alive or dead. If the PCs attempt to enter their cloister, though, they attack at once. As soon as one is slain, the other retreats to area **T11**, jabbering and hollering for help from his older sister.

WOUNDED OGREKIN (2)

CR 1

XP 400 each

hp 12 each (normally 25; *Pathfinder RPG Bestiary 2* 204)

Weaknesses fatigued

Development: If the ogrekin are not defeated when the PCs first explore this area, they're rested and perhaps healed the next time the PCs visit, and return to being CR 2 menaces.

T6. THRONE ROOM (CR 7)

Rotting, faded banners hang from the walls of this long hall, depicting a stylized castle sitting on a seaside cliff. Thick stone pillars support the ceiling, while at the far end of the hall sits an old wooden throne, its back carved to resemble the towers of a castle wrapped in the coils of a serpentine dragon.

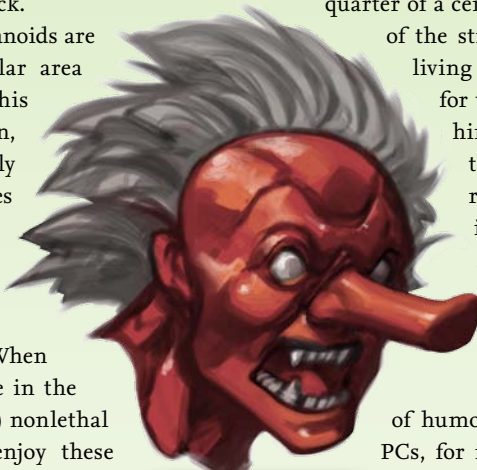
The door to the north leading to area **T17** is locked and made of iron (hardness 10, hp 60, Break DC 28, Disable

Device DC 30). None of the castle's current inhabitants have been able to get through this door, so they enter the donjon beyond via the upper floor when necessary. The stairs to the east lead up to area **U8**. The secret door to the northwest into area **T8** can be found with a DC 20 Perception check.

Creatures: During the day, the self-styled lord of Brinewall, a yamabushi tengu named Kikonu, can be found in this room. Once a member of the Five Storms, Kikonu abandoned his allegiance to that group almost a quarter of a century ago in order to become the ruler of the strangely intriguing birdmen he found living here. Kikonu has long had an affinity for tengus, but the dire corbies are new to him, and he has yet to grow tired of ruling them. He doesn't share the dire corbies' religious beliefs or their bloodlust, but is amused by both and keeps a group of four dire corbies at his side at all times for his entertainment.

Although Kikonu and the four dire corbies constitute a CR 7 encounter, his overconfidence and twisted sense of humor are a significant advantage for the PCs, for it will take some time for the oni to even consider the PCs a threat. The first time the PCs come to the castle, Kikonu is enjoying his power by directing four dire corbies to perform a play he wrote about a flock of ravens who woke up one day to discover they were trapped in flightless human bodies. The dire corbies aren't very good at acting, however, but Kikonu finds that more delightful than anything else. When he hears the alarms, he doesn't bother calling an end to the play—instead, he keeps things going until the PCs enter.

Kikonu is in his humanoid form—appearing as a wild eyed Tian man with a bristly goatee, deep red skin, and a prodigious nose. He idly toys with a strange weapon—a combination sickle and weighted chain called a kusarigama—and when the PCs enter he cackles in delight and invites them to be seated as his “latest masterpiece” concludes. Whether or not the PCs comply, Kikonu orders the four dire corbies to attack the PCs, then capers and dances and cackles in glee as the battle progresses. Kikonu himself doesn't attack at first, beyond using *ventriloquism* to make the dire corbies appear to spout strange lines like, “You took my wings, you flying things!” or “Bring me their eyes and sorrowful sighs!” A few rounds after combat begins, Kikonu shifts into his true form, but once the four dire corbies are slain or the PCs attack him, he shrieks, “That's not in the play! You're ruining it all, you hideous apes!” He then uses *dimension door* to flee the room, traveling up to area **U7** to rage and curse about the interruption to his play—see that area for his further actions.



KIKONU

DIRE CORBIES (4) **CR 1**

XP 400 each
hp 15 each (see page 31)

KIKONU **CR 5**

XP 1,600
 Male yamabushi tengu (see page 88)
hp 1,600

Treasure: Kikonu wields a unique magical kusarigama named *Dancing Wasp* (see page 60). In addition, the oni carries a small leather pouch at his side containing several vials of ink, five shiny pearls worth 100 gp each, and a darkwood-and-silver disc decorated with an intricate etching of Brinewall under the noonday sun. This disc radiates faint transmutation magic, and unknown to Kikonu, is one of two crests required to access Brinewall Castle's subterranean vaults (area **W1**).

T7. BRIEFING ROOM (CR 3)

A large table lies in shambles in the middle of this room, while crumbled suits of armor bearing decorations of dragons twisting around castle towers lie in heaps along the walls. A flight of stairs winds up along a curved wall to the north. The air in this room feels stuffy and carries an eye-watering reptilian stink.

The stairs to the north lead up to area **U13**, while a door to the south opens onto a stairway leading down to area **V1**.

Creatures: Once used as a briefing room for the castle's guards, this room and others nearby serve as dens for a small squad of troglodytes that came up through the caverns below via the tunnel at area **V6**. The troglodytes here are supposed to be guarding the stairs leading down to their den, but they're distracted by squabbles over their latest meal—a blood-gorged and not-long-dead giant tick. The troglodytes have a –5 penalty on Perception checks to notice the PCs enter, but once they see the PCs, the troglodytes howl and attack. The din of the troglodytes fighting with the PCs doesn't sound much different than the troglodytes fighting over a delicious giant tick, so the two troglodytes sleeping in the next room (area **T8**) don't wake and come investigate unless the battle here lasts more than 4 rounds.

TROGLODYTES (2) **CR 1**

XP 400 each
hp 13 each (*Pathfinder RPG Bestiary* 267)

Brinewall Clue: Although the room is in disarray, a DC 20 Perception check is enough to recognize a number of documents, maps, and troop lists that date back to the night Brinewall was attacked. This room has sheltered the documents somewhat, but they're still damaged. All

that can be pieced together from the documents here is the fact that the guards believed that the citizens of the village below were rioting, and that several of the buildings had caught on fire. They were preparing to mount an expedition to investigate and bring order, but there is no indication of their success or failure.

T8. EAST BARRACKS (CR 3)

Several ruined beds lie in various states of disrepair in this room, their moldy mattresses piled into a filthy heap against the northern wall.

The secret door to the northeast, leading into area **T6**, can be found with a DC 20 Perception check.

Creatures: A second pair of lazy troglodytes are sleeping here in the lap of luxury—on stolen, half rotted, 24-year-old mattresses. They wake if a fight in area **T7** takes more than 4 rounds, or soon after the PCs enter the room.

TROGLODYTES (2) **CR 1**

XP 400 each
hp 13 each (*Pathfinder RPG Bestiary* 267)

Treasure: The troglodytes have stashed their greatest treasure, a bejeweled silk gown set with pearls worth 450 gp that is in remarkably clean condition, under their almost-as-precious mattresses.

T9. WEST BARRACKS (CR 2)

A large number of ruined bunks have been heaped into a nest-shaped mound in the center of this room.

Creature: The troglodytes' pet, an enormous cave lizard, lives in this chamber. The lizard is relatively foul tempered as it's halfway through shedding its skin. The loose skin hanging from its face not only makes the thing look particularly ferocious, but also obscures its vision. The lizard is not quite blind, but all creatures it faces effectively gain partial concealment, so the lizard suffers a 20% miss chance on its attacks. This doesn't stop it from attacking foes that stumble into the room—troglodyte, human, or anything else.

MONITOR LIZARD **CR 2**

XP 600
hp 22 (*Pathfinder RPG Bestiary* 194)

T10. WASHROOM

This room was used as a washroom and latrine for the keep. The denizens of the castle have not discovered the secret door just outside this room that leads out to the courtyard. It can be located with a DC 25 Perception check.

T11. KENNEL (CR 3)

Four stone pillars support the roof of this large hall. What appear to have once been wooden cages lie in shambles throughout the room. A heap of rags and furs in the middle of the room seems to be some sort of makeshift bed, while a large heap of partially eaten birds, squirrels, and wild turnips mounded nearby reeks with the stink of compost.

Creature: This chamber once served the castle as a kennel, but today the only animals here are dead ones, brought by the two ogrekin in area **T5** eager to keep their perpetually hungry big sister well fed. Muthildah came to Brinewall nearly a decade ago, followed by her slow-witted brothers, after she was driven out of her shack by thugs from Riddleport. When she arrived, Muthildah offered the dire corbies a bag of gold as “rent.” The offer caught the monsters off guard, and they accepted. Kikonu has since made it clear that the dire corbies aren’t allowed to rent out rooms in the castle, but the oni decided to let the ogrekin stay once he realized how strong these allies would be.

Muthildah eats constantly, but she remains lanky and gangling. Her legs bend in three joints like a dog’s legs, giving her increased speed. Her large milky eyes are particularly sensitive to light, and she prefers not to leave this dimly lit room as a result. She attacks anyone other than her brothers who disturbs her.

MUTHILDAH	CR 3
XP 800	
Female human ogrekin ranger 3 (<i>Pathfinder RPG Bestiary 2</i> 204)	
CE Medium humanoid (giant)	
Init +2; Senses low-light vision; Perception +7	
DEFENSE	
AC 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +3 natural)	
hp 36 (3d10+15)	
Fort +7, Ref +5, Will +4	
Weaknesses light sensitivity	
OFFENSE	
Speed 40 ft.	
Melee +1 <i>flail</i> +6 (1d8+6) and spiked gauntlet +4 (1d4+2)	
Special Attacks favored enemy (elves +2)	
TACTICS	
During Combat Muthildah shrieks in anger if anyone other than her brothers disrupts her nearly constant banquet—especially if she sees any particularly delicious elves.	
Muthildah likes elf ears in particular, and attacks elves in preference to all other foes.	
Morale Muthildah fights to the death.	
STATISTICS	
Str 20, Dex 15, Con 19, Int 8, Wis 12, Cha 6	
Base Atk +3; CMB +8; CMD 20	

Feats Endurance, Improved Iron Will, Iron Will, Two-Weapon Fighting, Weapon Focus (flail)

Skills Climb +11, Handle Animal +4, Intimidate +4, Perception +7, Stealth +8, Survival +7

Languages Common

SQ deformities (doglegs [+10 base speed], light sensitive), favored terrain (underground +2), track +1, wild empathy +1

Gear leather armor, +1 *flail*, spiked gauntlet, 77 gp

T12. BALLROOM

This large circular room features a ring of pillars that support a balcony just over fifteen feet above. A flight of stairs winds up to the balcony along the southern wall. Faded paintings of dancing elves decorate the walls, spattered here and there with ancient bloodstains.

The stairs along the south wall lead to the ballroom balcony above (area **U7**), while the stairway behind the door to the west leads down to area **V4**.

Development: If the PCs come here after encountering Kikonu in area **T6**, the yamabushi tengu is likely up on the balcony above the ballroom. See area **U7** for Kikonu’s actions if the PCs encounter him here.

Brinewall Clue: A DC 15 Perception check made while searching this ballroom reveals not only that a terrible battle took place here long ago, but also that at least one of the aggressors in the fight possessed prodigious strength, judging from the deep gouges in the walls near the largest bloodstains (the gouges appear to have been created by an enormous axe or similar weapon in several places).

T13. VESTIBULE

This short hallway connects the castle to the guard post to the east. The secret doors in the north and south walls can be found with DC 20 Perception checks.

T14. STOREROOMS

Treasure: These two rooms were used as storerooms during Brinewall’s heyday. The northern storeroom is unremarkable, but a DC 20 Perception check made while searching the southern storeroom reveals a case of 20 masterwork cold iron arrows and a single +1 *flaming burst arrow* wrapped in red silk.

T15. BUTTERSNIPS’S PARLOR (CR 3)

It’s impossible to tell what this room may have originally been used for, as the walls and floor are decorated with countless preserved animals and creatures, ranging from small birds and forest creatures to fearsome predators. Several of the displays look uncomfortably fresh or humanoid in shape.

Creature: Once a watchpost, this chamber is now the lair of one of Kikonu's favorite allies—a 2-1/2-foot-tall horror named Buttersnips. Appearing as a dainty elflike creature with long twitching antennae and wearing a brightly colored dress made from butterfly wings and preserved wildflower petals, Buttersnips is a quickling. While she might not appear to be a sadist, she is—most of the taxidermic trophies she's decorated her home with were alive throughout most of the preservation process. Indeed, the demented quickling is rather proud of how long she can keep her subjects alive before they expire—she almost sees this as a service to them, so her victims get a chance to see how wonderful they'll be on display before they expire. Her great hope is to someday stitch a pair of humans together, face to face, to create what she wistfully refers to as her "great unrealized reflective masterpiece."

Buttersnips moved into this building not long after the Five Storms depopulated the castle. The quickling has since become one of Kikonu's most valued allies, if only because the oni doesn't want to become the maniacal quickling's enemy. Buttersnips carries 5 doses of Medium spider venom and prefers to poison a single target (preferably the most attractive target possible) with multiple hits, then attempts to kill off any of that target's allies so that by the time the poison does its job and renders her victim helpless, she can begin her taxidermy without interruptions.

BUTTERSNIPS **CR 3**
XP 800
 Female quickling (*Pathfinder RPG Bestiary 2* 227)
hp 18

Treasure: In addition to her five vials of poison, Buttersnips has further decorated several of her elf and human taxidermic displays with jewelry—rings, necklaces, anklets, and bracelets worth 220 gp in all.

T16. INNER COURTYARD (CR 3)

This courtyard may have once been a delightful garden, but now it's a tangle of weeds surrounding a pool of water choked with thick, slimy green algae.

The secret door to the south, leading to area **T13**, can be found with a DC 20 Perception check.

Creature: This 10-foot-deep pond has become the home of a giant toe-biter. The enormous aquatic insect would have died of starvation not long after its birth, but Kikonu has taken a liking to it and makes sure that the dire corbies keep the thing well-fed with creatures caught in the woods and thrown into the pond every few days. If any of the PCs are captured, being thrown into this pond after being stripped of their gear is a very real possibility.

GIANT TOE-BITER **CR 3**
XP 800
 Belostomatid (see page 82)
hp 800

T17. HAUNTED DONJON (CR 4)

Old tapestries depicting a seaside castle hang askew on the walls of this circular room and a thick layer of dust cakes the floor. The air is musty and weirdly cold. Old bloodstains splatter the walls, along with numerous brutal gashes and slashes to the stone itself. Two doors hang askew on hinges in a passageway to the south, while to the north, a third door lies in fragments on the floor, opening onto a flight of stairs leading down into darkness. A second staircase leads upward against the north wall.

The last few defenders of Brinewall made their stand here—the final two survivors fled to the vault below, but were eventually slain as well. The stairs up lead to area **U16**, while the other stairs lead down to Brinewall's vaults (area **W1**). Any significant noise in this chamber brings the denizen of area **T19** to investigate in 1d3 rounds.

Haunt: This room still carries echoes of the final horrific moments and overwhelming despair of the soldiers who fell here. The slaughtered spirits remain as a haunt, a traplike manifestation of despair and horror. This haunt is particularly focused near the stairs leading down to the vault, where the last few soldiers died. Haunts are presented in detail in the *Pathfinder RPG GameMastery Guide*.

SLAUGHTERED SOLDIERS **CR 4**
XP 1,200

NE persistent haunt (10-foot-radius around entrance to stairs leading down to area **W1**)

Caster Level 4th

Notice Perception DC 15 (to notice the bloodstains on the walls growing fresh and runny)

hp 18; Trigger touch (any attempt to enter stairwell leading down); **Reset** 1 hour

Effect Ghostly soldiers seemingly made of blood emerge shrieking from the bloody swaths on the walls in the haunt's area of effect, only to be hewn apart by unseen blows, spattering all creatures in the area with the blood. All creatures in this area take 1d6 points of negative energy damage and become frightened for 1 round. A DC 13 Will save reduces the negative energy damage to 1 point and negates the fear effect, but a new save must be made each round that a victim remains in the haunt's area of effect for as long as the haunt persists. Creatures fleeing this haunt in fear cannot flee downstairs; they must flee upstairs or out of the donjon if possible.

Destruction The death of Kikonu, the sole remaining oni from the slaughter, puts this haunt to rest.

T18. CAPTAIN'S OFFICE

The officer's desk and the chairs that once decorated this room lie in shambles on the floor. A flight of stairs leads up to the southeast. The battered door to this room hangs askew, revealing a short hallway beyond.

The stairs lead up to the narrow hallway leading to the secret exit at area U6. Any significant noise in this chamber brings the denizen of area T19 to investigate in 1d3 rounds.

Brinewall Clue: A DC 15 Perception check reveals several scattered and hastily written notes among the desk's shambles, one of which is part of a letter mentioning an attack on Brinewall Castle. The letter describes the attack as a night assault by men dressed in dark robes. The letter is unfinished and contains no further information.

T19. CAPTAIN'S QUARTERS (CR 3)

Trophy displays for armor and weapons, along with a large bed, an ornate writing desk, and a leather chair, lie in shambles in this chamber, smashed to ruins. A thick layer of dust clings to everything in the room.

Creature: After he was slaughtered, the onetime commander of the garrison, Andril Kortun, was one of two victims animated by the oni to serve as an undead mockery and guardian—the other was Rokuro Kajitsu himself (see area W1 below). In a grim parody of his duties while he was alive, Andril was placed on guard in this chamber by the oni, ready to defend the donjon from intruders.

Andril is now a wight—a nearly skeletal mockery of the commander he was in life. He wears a dragon helm and the bloodstained remnants of a destroyed suit of half-plate (the ruined armor neither increases his Armor Class nor impedes his movement), and while his sword hangs at his belt, he does not draw the weapon in battle, seeking instead to claw and gouge flesh with his terrible, blackened claws. Andril fights until destroyed. He pursues foes throughout the donjon area but not into the castle beyond.

ANDRIL KORTUN

CR 3

XP 800

Male wight (*Pathfinder RPG Bestiary* 276)

hp 26

Treasure: Andril's dragon helm is a work of art worth 250 gp, and can be identified with a DC 20 Knowledge (history) check as the traditional helm worn by Brinewall's commanding officer. The sword that hangs at his belt is a +1 longsword.

U1. GATEHOUSE ROOF (CR 4)

The top of the gatehouse roof is a large open area of flat stone surrounded by low stone battlements.

The small towers to the north contain trap doors in the floors leading to the gatehouse below (area T1).

Creatures: Three dire corbies stand guard here—at any one time, two of the creatures are walking lazy patrols along the walls to areas U3 and U5. Very little approaches



ANDRIL KORTUN



the castle these days, so the first time the PCs approach, the dire corbies aren't being very attentive and take a –5 penalty on Perception checks to notice intruders. The dire corbies have no ranged weapons, and when they see intruders, they quickly relocate to area U3, eager to try out the old catapult on anyone who makes it into the courtyard below. If attacked with ranged weapons, the creatures take full cover behind the battlements and slowly make their way down to the gatehouse below, joining the dire corbies there and opening the southern gate to storm out and attack the PCs.

DIRE CORBIES (3) CR 1
 XP 400 each
 hp 15 each (see page 31)

Development: After the first time the PCs visit the castle, the dire corbies stationed here are each armed with a heavy crossbow and 10 bolts taken from the armory (area V2).

U2. GUARD TOWERS

Each of these guard towers features a trap door in the floor that leads down to the corresponding tower guardpost below (area T2).

U3. CATAPULT STATION

An ancient-looking catapult sits atop the stone roof of this flat-topped building. Moss grows on the catapult's ropes and on the four round boulders sitting nearby.

The strong wooden doors into the keep to the east are kept locked (hardness 5, hp 20, Break DC 25, Disable Device DC 30).

Development: The catapult here is about as sound as it looks, but this doesn't keep the dire corbies from racing to try it out if the PCs manage to get into the courtyard. It's easiest to assume that the dire corbies reach the catapult, get it loaded, and are ready to fire it as soon as the PCs finish fighting against Flatbelly and his spider (see area T4).

When the dire corbies actually fire the catapult, however, things don't go quite as planned. The combination of the catapult's poor condition and the zeal with which they crank it causes the arm to smash through the catapult's guard. The boulder loaded into the catapult has a 50% chance of simply flying off harmlessly into the woods to the south; otherwise, it slams into the ground near one randomly determined PC. That PC must make a DC 14 Reflex save or take 2d6 points of damage from the glancing blow. At the same time, the

catapult tears itself apart in an explosion of snapping ropes and wooden splinters deal 2d4 points of damage to all of the dire corbies. Dissuaded by their failure, the dire corbies clamber down the wall to finish their attack on the PCs the old-fashioned corby way—with beaks and talons.

U4. LOCKED DOORS

The strong wooden double doors at these locations are kept locked (hardness 5, hp 20, Break DC 25, Disable Device DC 30).

U5. SOLARIUM (CR 3)

This chamber may have once had a beautiful roof of glass, but little remains today save for a few precariously leaning wooden timbers hanging above a swath of crumbled stone and ruined furniture. The roof covering the southern half of the room has been crudely repaired with thick sheets of canvas and furs that have been stretched and fastened over the frames, creating a dark, almost cavelike, nesting area.

Creature: The dire corbies created the jury-rigged covered area at their priestess Nevakali's command, as a nest for her mobat ally. During the day, the horse-sized black bat sleeps here, hanging upside down from the wooden frame, but it quickly rouses to attack any non-dire corby traversing this part of the wall.

The mobat is intelligent, and while it cannot speak, it understands Aklo and treats Nevakali as a good friend. At night, the mobat flies out to hunt in the woods surrounding the castle.

MOBAT

CR 3

XP 800

hp 34 (*Pathfinder RPG Bestiary* 2 42)

U6. SECRET EXIT

The secret doors located here allowed for easy escape from the donjon—except in the case of the final attack on Brinewall, when the invaders came from this floor and worked their way downward. The secret doors are difficult to find, requiring a DC 30 Perception check to locate, but no mechanism for opening them exists on the outside. A DC 30 Disable Device check is needed to open them from the castle wall. Inside, the doors can be opened normally to exit the donjon. Beyond the doors, stairs lead down to area **T19**.

U7. BALLROOM BALCONY

A ten-foot wide balcony winds around an ancient ballroom below. A rickety-looking railing runs along the balcony's edge.

The railing is as untrustworthy as it looks; anyone leaning against it crashes through, falling 15 feet into the ballroom below. The stairs along the southern wall lead down to area **T12**.

Creature: If Kikonu retreats to this area after the PCs disrupt the performance of his latest play in area **T6**, the unhinged oni spends 1d6 minutes stomping around the balcony here, shrieking and cursing the PCs for interrupting the performance. If the PCs encounter



KIKONU

him here or in the ballroom below before he calms down, he shrieks in rage and scuttles around the edge of the balcony, firing *rays of enfeeblement* and *scorching rays* down at them for 1d4 rounds until he curses again. At this point (or after he cools down on his own) he retreats to area **V1** (via *dimension door* if the PCs are attacking him) and rouses the troglodytes there to hunt down the PCs. Kikonu's next round of tactics is detailed in that room.

KIKONU **CR 5**

XP 1,600

Male yamabushi tengu (see page 88)

hp 1,600

U8. FEASTING HALL (CR 4 OR 8)

This chamber reeks of rotten food and bird droppings. A long dining table sits in the middle of the room, heaped with partially eaten animal carcasses and several thick eggshells.

The stairs to the southeast lead down to area **T6**.

Creatures: Although dire corbies aren't particularly interested in cleanliness, their lord Kikonu is. Every day, three dire corbies must scour the castle of filth, keeping the place relatively clean. While this duty rankles the dire corbies, they've learned that the alternative to cleaning—being sent to "play" with Buttersnips in area **T15**—is even worse. This room is traditionally the filthiest, so the three dire corbies assigned to cleaning for the day are likely to be found here, but the PCs can encounter them anywhere else in the castle if you wish, save for areas where other creatures dwell or the donjon itself (where the dire corbies fear to tread).

DIRE CORBIES (3) **CR 1**

XP 400 each

hp 15 each (see page 31)

Development: All of the dire corbies gather in this room to feed every evening at sunset—squabbling and bickering over the choicest cuts of wild animals the day's hunt produced (supplemented by any eggs the females among them have laid—the dire corbies are disturbingly fond of their own eggs). If the PCs enter this room within an hour of sunset, they'll find all of the dire corbies in the castle (save for Nevakali, their priestess) gathered here. At full strength, these 12 dire corbies constitute a CR 8 encounter—fortunately for the PCs, however, the creatures are noisy and distracted by their hideous meal, and take a -10 penalty on Perception checks to notice intruders.

U9. WASHROOM

This small chamber serves as both a washroom and a lavatory for the castle's upper floor—although since

the dire corbies are relatively filthy creatures and tend to relieve themselves wherever they wish, this room is unusually clean.

U10. SERVANTS' QUARTERS

The door to this room is stuck shut. It hasn't been opened in years, but a DC 16 Strength check is enough to bash it open.

Filaments of white, fibrous mold grow all along the walls and across the bunk beds in this room, giving the room a foul, musty stink. Here and there, thicker mounds of fungus grow in nauseating colors.

The fungus in this room has been growing since Brinewall fell. Fortunately, the fungus is harmless (if nasty looking). The three large mounds of fungus cover the soggy bones of long-dead servants.

Brinewall Clue: The fungus-covered corpses of the servants here are among the few existing remains of the castle's original doomed inhabitants. Although only a few bones are left, an investigation of them (once the mold's cleared away) reveals limbs and heads severed by sharp slashing weapons, and no sign of skulls (these were taken as trophies).

U11. SERVANTS' QUARTERS

Several bunk beds lean precariously against the walls in this cramped chamber.

Treasure: Unlike area **U10**, there are neither fungi nor mortal remains to be found in this room. Nevertheless, a DC 20 Perception check reveals a cleverly hidden niche in the eastern wall behind a loose brick, where a servant long ago stashed several stolen pieces of fine silverware. The silverware hidden here is worth 100 gp in all.

U12. STOREROOM (CR 4)

The denizens of Brinewall avoid this room, and the door is stuck closed, requiring DC 16 Strength check to smash open. If an attempt to break open the door fails, a DC 12 Perception check hears the sounds of a young child sobbing in the room beyond.

Although this storeroom may have once been well organized, the fallen crates and broken barrels that fill the room now present a tangle of debris.

Creature: When the Five Storms attacked Brinewall, most of the castle's inhabitants, young and old alike, rose to its defense. In the case of a young boy named Tolo, however, fate had another doom in store. When the attack came, Tolo's parents tried to escape the castle only to be cut

down by ninja. Terrified, Tolo fled into this storeroom to hide, but as he clambered into the room, his panic brought a stack of old braziers and firewood down onto him. The child was buried under the falling logs and died a horrible, lonely death while listening to the murders of Brinewall's residents all around him.

Several months later, Tolo's spirit rose as a tragic undead creature: an attic whisperer. The undead child remains bound to this chamber, content to play with several "toys" crafted from his body's bones and bits of wood and rubble gathered from the room itself, but anytime a creature attempts to enter, he breaks down into mournful sobbing. The supernatural power of the attic whisperer's aura of sobs frightens the dire corbies terribly, and they stay clear of this room as a result.

If the PCs enter the room, the attic whisperer's distress turns to cold, cruel vengeance as it attacks the intruders, manifesting as a skeletal human child with a wolf's skull for a head. The distressing undead creature fights until destroyed, but does not pursue foes beyond the boundaries of this room.

ATTIC WHISPERER

CR 4

XP 1,200

hp 45 (*Pathfinder RPG Bestiary* 2 34)

Brinewall Clue: A DC 12 Perception check is all that's required to find poor Tolo's skeleton, still pinned to the floor beneath a stack of old firewood and a heavy iron brazier. The child had tried to distract himself from the sounds of battle outside by scribbling drawings on the wall with charcoal—these images depict crude representations of ninja with throwing stars, frightening bird-headed men, and lumbering magical ogres wielding axes—images made all the more frightening by their childlike quality.

U13. STUDY

This chamber's furniture—couches, drawing tables, and empty bookshelves—lie in disarray, with the exception of one writing desk and chair in the center of the room, its surface heaped with pages of parchment and paper.

Kikonu spends most of his evenings in this chamber, scribbling new pages for his endlessly evolving dramatic masterpiece. The pages on the desk are covered with dense scribbles and revisions in messy Tien writing—a DC 25 Linguistics check made by someone able to read that language is enough to reveal that the pages seem to be for a nonsensical play about a family of crows that turn into bitter, insane humans.

The stairs along the north wall lead down to area T7, while a similar stairway to the south leads up to area U17.

Development: After dark, there's a 75% chance of encountering Kikonu in this chamber—otherwise, he can be found in his bedroom (area U14b). If he's encountered here, the oni is enraged at the distraction but spends only a single round in combat before using *dimension door* to relocate to area U7 to collect his thoughts and plan his next step against the intruders.

U14. BEDROOM WING

This wing of the castle contains several chambers once used as bedrooms and guest quarters—most of these rooms are in relatively good repair, as the dire corbies nest in them. During the day, these rooms remain empty. At night, the dozen dire corbies in the castle spread out among the rooms labeled U14a, while the castle's master bedroom, area U14b, is reserved for Kikonu himself. The yamabushi tengu is only present in this room at night 25% of the time—if he's not here, he can be found in area U13.

U15. DESPOILED SHRINE (CR 4)

Dozens of paintings of a towering humanoid figure with four wings, a bird's head, and a scorpion's tail decorate the walls of this room, seemingly painted in blood. Old pews sit in a line facing the eastern wall, where a hideously defaced statue of a winged woman stands.

This room was once a shrine to Desna, but the dire corbies' priest, a cultist of Pazuzu named Nevakali, has done her best to redecorate the room as an appropriate temple to her demonic patron. The statue of Desna has been particularly despoiled—her wings hacked down the middle to give the impression of having four wings instead of two, her head removed and replaced with a crude carving of a leering bird's head, and a long, barbed tail made of braided dried nettles hanging from her posterior.

Creature: Nevakali dresses in filthy robes caked with blood—filth that often mats her feathers and smears her beak and talons as well. She rarely leaves this chamber. While the dire corbies themselves respect her, they also fear her. They only enter this room when they need healing, but if they're having particular trouble against the PCs, they may come here to beg Nevakali for help. The violent priestess is likely to murder the dire corby asking for help, but she'll seek out the PCs thereafter.

NEVAKALI

CR 4

XP 1,200

Female dire corby cleric of Pazuzu 3 (see page 31)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)

hp 42 (5 HD; 2d10+3d8+18)

Fort +5, **Ref** +6, **Will** +8

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee mwk longsword +6 (1d8/19–20), claw –1 (1d4)

Special Attacks channel negative energy 3/day (DC 11, 2d6), leap, rend (2 claws, 1d4)

Domain Spell-Like Abilities (CL 3rd; concentration +5) 5/day—copycat (3 rounds), lightning arc (1d6+1 electricity)

Spells Prepared (CL 3rd; concentration +5)

2nd—*darkness*, *invisibility*^D, *sound burst* (DC 14)

1st—*cause fear* (DC 13), *cure light wounds*, *magic stone*, *obscuring mist*^D

o (at will)—*detect magic*, *guidance*, *mending*, *resistance*

D Domain spell; **Domains** Air, Trickery

TACTICS

During Combat Nevakali begins combat by casting *sound burst* to try to stun the PCs, then casts *darkness* to give herself an area to lurk in while she casts *magic stone* or uses other ranged spells on the PCs. If reduced to fewer than 20 hit points, she casts *invisibility* on herself and flees to area **U5** to recruit the aid of her mobat ally, returning to this room with the giant bat to finish the fight after she uses her scrolls and spells to heal herself back to full hit points.

Morale Nevakali fights to the death.

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 16

Feats Combat Casting, Toughness, Weapon Focus (longsword)

Skills Acrobatics +14, Climb +11, Knowledge (religion) +4, Linguistics +5, Perception +12

Languages Abyssal, Aklo, Common

Combat Gear scrolls of *cure moderate wounds* (2), scroll of *dispel magic*, wand of *inflict moderate wounds* (12 charges); **Other Gear** studded leather, masterwork longsword, silver unholy symbol of Pazuzu worth 100 gp

Treasure: Nevakali did an excellent job despoiling the temple, but not a thorough one. Area **U15a** is a small cell once used by the priest who tended the shrine, and the dire corby didn't bother to defile this small room. As a result, she never found the footlocker tucked under the cramped room's bed, but the PCs can find it with a DC 20 Perception check. The locker contains a small stash of magic that has lain here forgotten for 24 years, including four +2 *evil outsider bane arrows*, a scroll of *cure moderate wounds*, a scroll of *remove disease*, a scroll of *restoration*, and a *phylactery of faithfulness*.

U16. HAUNTED GUARD POST (CR 2)

Judging from the blood and gouges marring the walls, a terrific battle once took place in this guard room.

The two side rooms (areas **U16a**) were once armories, but these chambers now stand empty. The stairs to the north lead down to area **T17**.

Haunt: As with the donjon below, this chamber is infused with the tormented spiritual energy of the soldiers who fought and died here—although the haunt here is somewhat less dangerous than the one on the floor below.

SHRIEKING WALLS

CR 2

XP 600

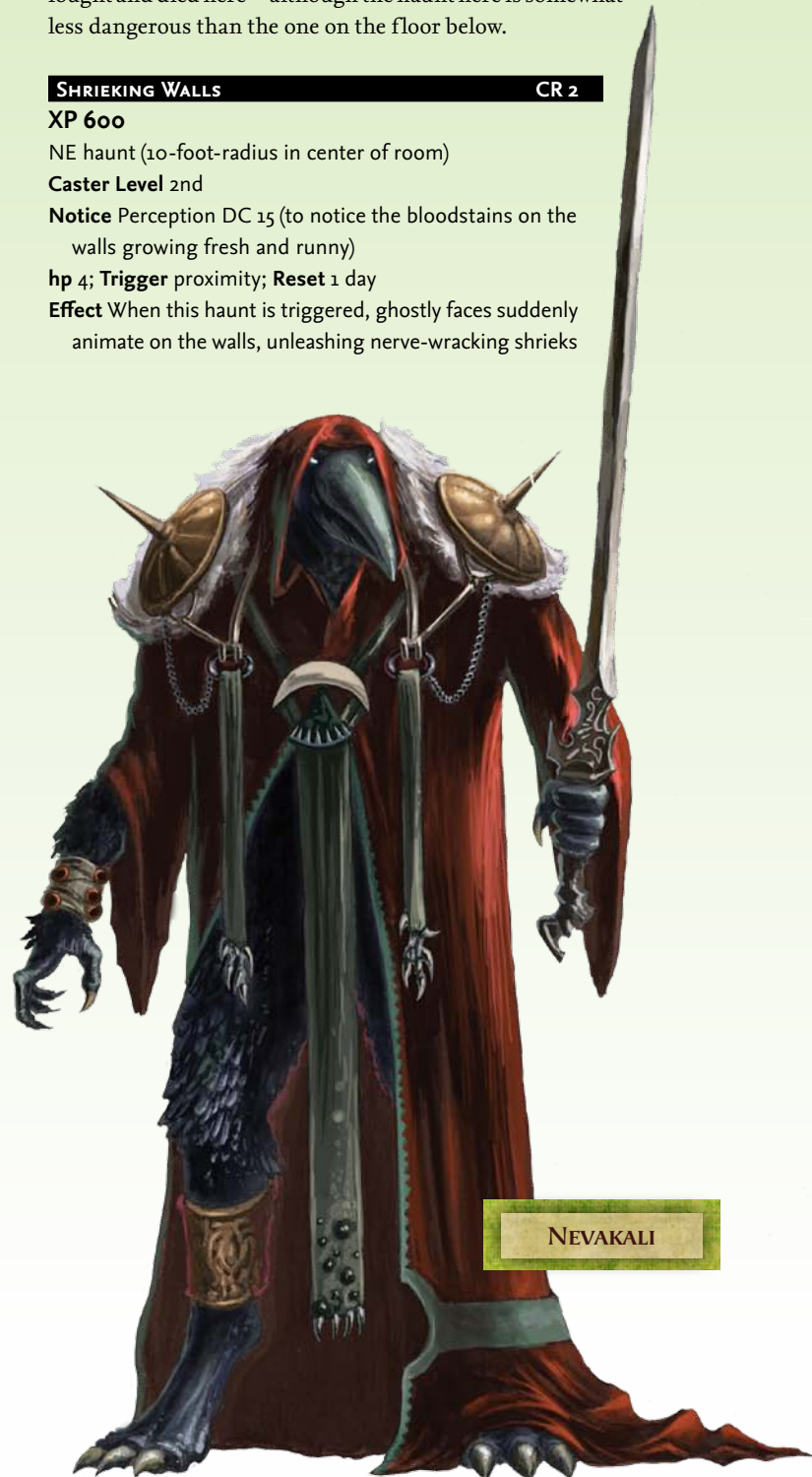
NE haunt (10-foot-radius in center of room)

Caster Level 2nd

Notice Perception DC 15 (to notice the bloodstains on the walls growing fresh and runny)

hp 4; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, ghostly faces suddenly animate on the walls, unleashing nerve-wracking shrieks



of terror and horror. All creatures in the area of the haunt are affected as if by a *scare* spell (save DC 13).

Destruction The death of Kikonu, the sole remaining oni from the slaughter, puts this haunt to rest.

U17. TOWER LIBRARY (CR 5)

The walls of this semicircular room are lined with bookshelves, although the majority of the books lie in disorganized piles on the floor. A large, filthy nest of grass, branches, and strips of cloth is tucked in the northeastern corner of the room, while a wooden door sits in the wall to the northwest and a flight of stairs leads down to the south.

The northern door is unlocked and ajar so that it can be moved through as a move action. The balcony out front (area **U17a**) overlooks the cliffs beneath the castle—a character who falls from this edge can land on a narrow ledge 20 feet below with a DC 15 Reflex save; otherwise it's a 70-foot fall into the deep water below. The stairs lead down to area **U13**.

Creature: Once the castle library, this chamber is now the home of an unusual harpy named Zaiobe. As long as she can remember, Zaiobe has been mute. She has vague memories of a demonic wind snatching her voice away after she found a strange statue of a four-winged demon in a high cave in the western Kodar Mountains 2 years ago, and no memories at all before then. Since that time, Zaiobe has been developing strange new magical powers, and has followed a twisted urge to fly south, to seek out other statues and sites sacred to the four-winged demon. She knows now that this demon is Pazuzu, and she's come to believe he stole her voice to compel her to accomplish a mission, but she's still unclear on what that mission is. Upon finding the small cult of Pazuzu at Brinewall several months ago, however, she offered her services—although mute, she was able to speak with Kikonu via a limited form of telepathy—and secured a place among his followers.

It wasn't long before she and Kikonu became lovers, and not long after that before they had the first of many powerful arguments and disagreements. Their latest spat threatens to be their greatest yet, for when Kikonu discovered that he could speak in Zaiobe's voice when he used his steal voice ability on her, the harpy grew enraged and shot Kikonu through the arm with a flaming arrow. Kikonu took the shot in stride, so amused was he at being able to use her voice when she could not. The two haven't communicated since. Zaiobe's nearly made the decision to leave Brinewall and continue her journey south to seek out an even stronger vision of her demonic ally, a being called the Red Bishop (see page 66), but for now the combination of depression and inertia has kept her here.

When she first meets the PCs, Zaiobe sees them as tools she can use to get her revenge on Kikonu. She initially

adopts as nonthreatening a stance as she can, and tries to convince one of the PCs (preferably one who looks shifty, not one who looks like a champion of law or good) to let her touch him so she can communicate telepathically. If a PC allows this, she explains that she wants the PCs' aid in killing her lover; in return, she'll leave the PCs alone and won't contest their presence in Brinewall. If the PCs agree, Zaiobe can be a handy ally—she'll even consent to casting a few healing spells on the PCs if asked. She suggests the PCs pick a place in the castle (preferably outside) where they can lay an ambush for Kikonu. When the PCs are in position, she'll telepathically contact him, claiming to want to patch things up and reestablish their romance. In this case, Kikonu automatically believes her and comes into the ambush, where Zaiobe and the PCs can join forces to attack him. Faced with this betrayal, Kikonu focuses his attacks on Zaiobe and fights to the death as long as she lives. No matter which of the two wins the battle, the survivor turns on the PCs once the other is dead—Kikonu out of wrath, and Zaiobe out of greed (she hopes to kill them and claim all their delightful-looking gear).

If, on the other hand, the PCs don't wish to ally with Zaiobe, she shrugs and exits the library onto the balcony, taking to the air to attack the PCs.

ZAIOBE CR 5

XP 1,600

Female harpy oracle 2 (*Pathfinder RPG Bestiary 172*, *Pathfinder RPG Advanced Player's Guide 42*)

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

hp 58 (9 HD; 7d10+2d8+11)

Fort +3, **Ref** +8, **Will** +8

Resist electricity 5

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +9 (1d6+1)

Ranged +1 composite longbow +12/+7 (1d8+2/x3)

Oracle Spells Known (CL 2nd; concentration +7)

1st (6/day)—*alter winds**, *cause fear* (DC 16), *cure light wounds*, *entropic shield*

o (at will)—*detect magic*, *guidance*, *mending*, *spark**, *stabilize*

Mystery wind

TACTICS

During Combat Zaiobe avoids melee combat, casting *entropic shield* on herself on the first round of combat after using flight to put some distance between herself and her enemies. She saves *cause fear* to drive away anyone who manages to stay in melee with her, relying primarily on her longbow to take down foes. She's saving her *flaming arrows* for Kikonu—she suspects the next time they interact, he'll

push her over the edge, after all—but if brought below 25 hit points, she uses the arrows on her most dangerous foe at that time instead. She casts *cure light wounds* on herself whenever she drops below 20 hit points.

Morale Zaiobe fights to the death, confident that her mysterious connection to Pazuzu will protect her until proven otherwise.

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 10, **Cha** 21

Base Atk +8; **CMB** +9; **CMD** 22

Feats Deadly Aim, Improved Initiative, Martial Weapon Proficiency (longbow), Point-Blank Shot, Precise Shot

Skills Acrobatics +12 (+8 jump), Fly +13, Knowledge (religion) +4, Perception +12, Stealth +13

Languages Common (cannot speak); telepathy (touch), *telepathic bond* (with Kikonu)

SQ oracle's curse (mute), revelation (spark skin)

Combat Gear +1 flaming arrows (5), *potions of cure moderate wounds* (2); **Other Gear** chain shirt, +1 composite longbow with 20 arrows

SPECIAL ABILITIES

Mute (Ex) Zaiobe's oracle curse renders her mute—she can't speak, use verbal spell components, or use her captivating song as a result. This same curse, though, grants her the ability to cast all spells as if using the Silent Spell metamagic feat without modifying that spell's actual level. In addition, Zaiobe can communicate telepathically with any creature she is in physical contact with. She can also maintain a *telepathic bond* with one specific creature at a time by taking a full-round action to link her mind to that creature during telepathic communication. Currently, she shares this link with Kikonu, even though, ironically, the two are not speaking. Zaiobe can change the target of her *telepathic link* once per day.

* See the *Advanced Player's Guide*.

Development: If hard pressed, Kikonu attempts to make amends with Zaiobe via the *telepathic link* they share—see Development in area **V1** for details on how this could work out for the oni.

V1. MESS HALL (CR 4)

Long benches in various states of disrepair and several battered and filthy wooden tables stand between stone pillars in this room. The air here stinks of reptiles.

The door in the northwest wall opens onto a stairway leading up to area **T7**.

Creatures: Once the mess hall for the castle's guards, this room is now the home of several troglodytes who came to Brinewall several years ago. At first, the troglodytes and



ZAIOBE

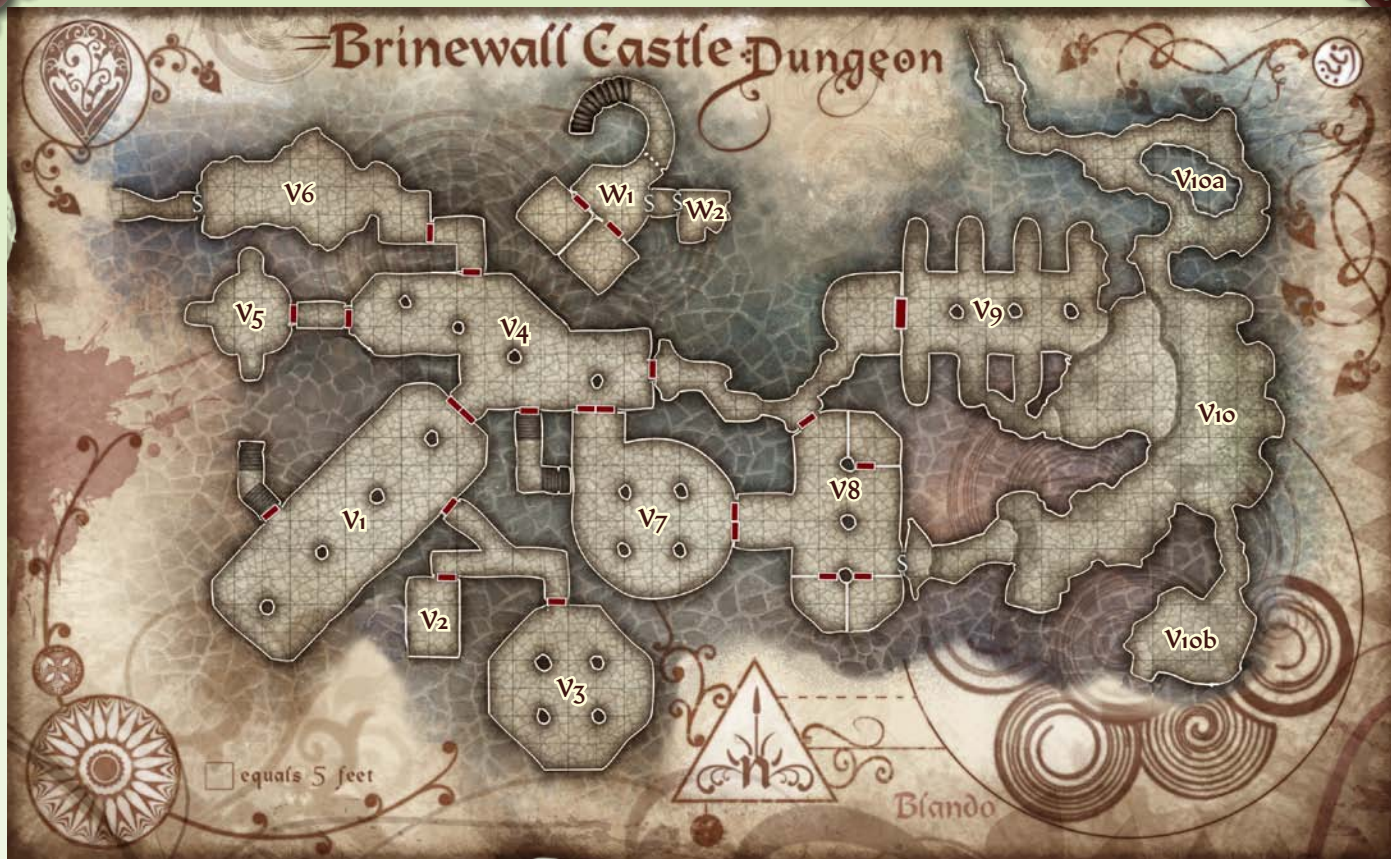
the dire corbies didn't get along, but Kikonu eventually convinced the two to begrudgingly accept each other through a masterful mix of diplomacy and intimidation. Four troglodytes are currently in the room, guarding the armory (area **V2**) and killing time until either Kikonu or their commander in area **V3** has a task for them. Upon seeing intruders, the troglodytes begin a semiorganized retreat to area **V3** so they can fight alongside their boss.

TROGLODYTES (4)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)



Development: Depending upon developments in the castle above, the yamabushi tengu Kikonu may end up retreating to this room. In this case, Kikonu sends one troglodyte to fetch their commander from area V3, and once all the troglodytes are gathered, Kikonu charges them with the task of heading upstairs to hunt down and slay the PCs. The troglodytes fear Kikonu's magic and make haste to obey—how and where the PCs encounter the troglodyte death squad is up to you (with their leader, they're a CR 6 encounter), but the troglodytes aren't subtle—the PCs should have at least a few rounds to prepare when they hear (or smell) the troglodytes approaching. As the troglodytes head off, Kikonu finally attempts to contact his estranged harpy lover Zaiobe (in area U17) via their *telepathic link*, asking her to seek out the PCs as well and promising her all sorts of rewards in return. Zaiobe agrees, and asks Kikonu to meet her at the catapult station on the roof (area U3). In fact, she goes to find the PCs to recruit them to help her kill her lover, as detailed in area U17.

V2. ARMORY

This room appears to be an armory, yet the majority of the armor stands, weapons racks, and shelves stand empty.

Treasure: Most of the weapons stored here were used (or lost, or destroyed) during the final battle for Brinewall 24 years ago, but a few items remain here, including a suit of half-plate armor, a masterwork heavy steel shield, four heavy crossbows, 40 crossbow bolts, and a case containing 10 flasks of alchemist's fire.

V3. ARENA (CR 4)

The fifteen-foot-high ceiling of this hexagonal room is supported by four stone pillars. The middle of the room sags in a bowl-like depression, leaving a five-foot-wide ring of level ground around the room's perimeter. Remnants of a low wooden railing mark the edge of the depression, but most of the fence has collapsed. A large chair sits in the center of the room next to a table heaped with doubtful-looking cuts of rancid meat.

Creatures: This room was used as a sort of arena for sparring matches and sport fighting among the castle guards, who enjoyed boxing and wrestling as both a training exercise and entertainment. Since the troglodytes took over this wing of the dungeon, though, they've given this room over to their leader, a particularly muscular troglodyte named Orbakhag. This monster spends much of his time lounging on the homemade throne his subjects

have provided him, feasting on the choicest cuts of meat and dallying with his latest consorts or watching the two fight for his amusement, as he is currently doing when the PCs enter the room. When confronted, Orbakhag and his two consorts attack at once, fighting to the death. While his consorts are typical troglodytes, Orbakhag is an advanced specimen who fights with a +1 *cold iron morningstar*.

ORBAKHAG **CR 2**

XP 600
Advanced troglodyte (*Pathfinder RPG Bestiary* 267, 294)

hp 17
Melee +1 *cold iron morningstar* +5 (1d8+4), claw –1 (1d4+1), bite –1 (1d4+1)

TROGLODYTES (2) **CR 1**

XP 400 each
hp 13 each (*Pathfinder RPG Bestiary* 267)

Treasure: In addition to his magical morningstar, Orbakhag carries 2 *potions of cure light wounds*.

V4. KITCHEN

Stone pillars support the ceiling over this large kitchen—although the fire pits, tables, and pantries here look like they haven't been used in decades. Thick layers of dust cover everything in the room.

The current denizens of Brinewall have little interest in cooked food, and thus this chamber, once one of the castle's busiest rooms, has lain dormant since the castle's fall. The room serves as little more than a crossroads now, as the paths of dire corby and troglodyte prints between areas V1, V6, and V7 attest.

The strong wooden door in the east wall is locked (hardness 5, hp 20, Break DC 25, Disable Device DC 30). It was via the tunnel beyond this door that the initial dire corby invasion of the castle occurred during Brinewall's earliest days. The single door to the south opens onto a stairway leading up to area T12.

V5. LAUNDRY (CR 4)

The door leading into this long-disused laundry room is swollen shut (hardness 5, hp 15, Break DC 16). If successfully broken open, the door gives way with sudden ease. The character who bashed in the door must make a DC 15 Reflex save to avoid falling prone in the 5-foot square directly inside the room.

This foul-smelling chamber drips with moisture—it runs down the walls in rivulets amid thick tangles of nasty-looking fungus. Three washing bins in the walls are completely clogged with

heaps of even more repulsive molds and mushrooms, some of which have grown to prodigious size, like the large mound of green mold sprouting dozens of purple-capped mushrooms in the center of the room.

Creature: Most of the fungus growing in this room is harmless, but the mound in the center of the room is more dangerous—this patch is actually a deadly fungus called a phycomid. A combination of sickly green mold and purple-capped mushrooms, this fungus reacts quickly to intruders by firing pellets of acid from its stalks. If the door is broken open, this ravenous fungus pursues foes (albeit slowly) throughout the dungeon. Canny PCs can take advantage of this to lure the fungus into attacking other creatures in the castle.

PHYCOMID **CR 4**

XP 1,200
hp 39 (*Pathfinder RPG Bestiary* 2 210)

V6. ESCAPE CAVERN

A tangle of stalactites and stalagmites fills this low-ceilinged cavern, with only a five-foot-wide path running along the southern wall being clear of obstruction.

The floor of the cavern beyond the clear path along the south wall is considered difficult terrain. The path itself ends at a locked secret door (hardness 8, hp 60, Break DC 28, Disable Device DC 30) that can be discovered with a DC 20 Perception check. Beyond the door, a passageway winds down through the rock until it ends at a second, equally difficult to locate and equally locked secret door. Past this second door is a cavern that's partially flooded at high tide but that leads out to a narrow beach at the base of the cliffs 60 feet below the castle (area S1).

V7. CISTERN

A pool of dark water lies in the center of this domed room, surrounded by four stone pillars.

This room contains the castle's primary water supply, although the water itself tastes a bit brackish. It is otherwise empty.

V8. DUNGEON (CR 4)

Not quite a torture chamber, this dungeon features three cells made of iron bars—one to the north and two to the south. A filthy, nestlike bed lies in the middle of the room, heaped around a central stone pillar next to what can only be a half-eaten giant centipede the size of a horse.

The iron doors to the three cells are kept locked (hardness 10, hp 60, Break DC 28, Disable Device DC 30). The secret door in the east wall can be discovered with a DC 25 Perception check.

Creatures: This dungeon is the home of a particularly muscular but relatively dim-witted ogre named Slugwort, a distant relative of the ogrekin who live in the castle above and now a loyal (if somewhat simpleminded) minion of Kikonu, whom Slugwort calls “little birdface,” much to Kikonu’s delight.

Slugwort killed his brothers and father over an argument about the outcome of a game of skulltuck gone wrong. But after a night alone in the family cave, Slugwort came to believe his home was haunted and left to seek out kin elsewhere. All he had to go on was his father’s claim that his “better looking kids” all went to live at Brinewall. He was overjoyed to find the ogrekin here, even if Muthildah and her brothers were less than delighted to see him. Kikonu took to Slugwort immediately, though, and offered him a job as a jailer—until then, the yamabushi tengu had left dire corbies in charge of the prison whenever he caught victims, but an ogre seemed to be a much more intimidating jailor to the oni. Slugwort agreed, and takes his role as the oni’s turnkey very seriously. As much as temptation might prod him, he’s yet to harm any of the prisoners kept here without Kikonu’s permission.

Currently, Slugwort has only one prisoner, a feisty and stubborn Ulfen woman named Kelda Oygutter (see Development, below). If any of the PCs (or any of the NPCs accompanying the caravan) have been captured, they are held in the cells here as well.

Slugwort reacts with dull shock when the PCs enter. It takes him a round to process the fact that they’re not supposed to be here, making him flat-footed for the first round of combat. He yells phrases like “You’s not allowed in here. ’Cept if you’re here for to be going in a cage? You want in cage?” Unless the PCs let Slugwort lock them up and confiscate their gear, the ogre fights to the death.

SLUGWORT

CR 4

XP 1,200

Advanced ogre (*Pathfinder RPG Bestiary* 220, 294)

hp 38

Treasure: Slugwort carries little treasure—his greatclub (an uprooted sapling whose roots are caked with numerous layers of gravel and tar) is his favorite possession. He carries a small, ratty pouch made out of a cow’s stomach in which he keeps his collection of shiny river rocks, a few dead turtles for munching, the key to the three cells, 77 gp, a filthy masterwork dagger for pimple care, and his lucky rock (which is, unknown to Slugwort, an *earth elemental gem*). The southwestern cage holds a small pile of armor and weapons—Kelda’s gear.

Development: Kelda Oygutter is the only survivor of a raiding party that came to loot Brinewall of its treasures. She remained convinced of her chances for success even after her shield-brothers died in a battle against a sea drake because she’d come across a partial and early plan for Brinewall castle that showed the location of a secret entrance. She hoped to use this entrance as a direct route to Brinewall’s treasury, but unfortunately for her, the entrance led instead to the lair of the most dangerous creature dwelling in the caverns below the castle. She was quickly captured and turned over to Kikonu by the denizen of area V10. The oni has imprisoned her in the northern cage here while he decides what to do with her.

Kelda is ashamed of having been captured. If the PCs defeat Slugwort, she stands in her cell, dressed in rags but silently defiant as she glowers at the PCs. She won’t ask to be let out, but if the PCs offer, she nods to them in thanks. Normally a woman of few words, she’s particularly close-mouthed about how and why she became imprisoned. If the PCs can befriend her with a DC 20 Diplomacy check (they get a +8 bonus on this check if they return her gear to her), she explains why she came to Brinewall and how she got caught. She’s lost interest in Brinewall’s treasure, and wants only to leave. If the PCs tell her about their caravan and offer her a place there to recover from her ordeal, she agrees to serve them as a driver, guard, or scout for a few months, free of charge. Eventually, Kelda wants to return to the Lands of the Linnorm Kings, and tells the PCs that if they wish to accompany her back to her home in Kalsgard, she’ll see that they’re properly rewarded for their service to her. Details on this reward can be found in the next adventure in the Jade Regent Adventure Path, “Night of Frozen Shadows.”

Once she’s reequipped, Kelda’s stats (while raging) are as follows.

KELDA OYGUTTER

CR 2

XP 600

Female human barbarian 3

CN Medium humanoid (human)

Init +1; Senses Perception +7

DEFENSE

AC 17, touch 9, flat-footed 16 (+6 armor, +1 Dex, –2 rage, +2 shield)

hp 3 (normally 40; HD 3d12+15)

Fort +8, Ref +4, Will +4

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 45 ft.

Melee mwk longsword +8 (1d8+4/19–20)

Ranged javelin +4 (1d6+4)

Special Attacks rage (11 rounds/day), rage powers (swift foot +5 feet)

TACTICS

Base Statistics When not raging, Kelda’s statistics are AC 19,

touch 11, flat-footed 18; **hp** 34; **Fort** +6, **Will** +2; **Speed** 40 ft.; **Melee** mwk longsword +6 (1d8+2/19–20); **Ranged** javelin +4 (1d6+2); **Str** 15, **Con** 16; **CMB** +5.

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 16

Feats Cleave, Lightning Reflexes, Power Attack

Skills Handle Animal +6, Intimidate +6, Perception +7, Profession (sailor) +4, Survival +7

Languages Common, Skald

SQ fast movement

Gear +1 *scale mail*, heavy steel shield, javelins (4), masterwork longsword, 97 gp

Story Award: If the PCs rescue Kelda, award them 800 XP.

V9. CRYPT

An intricate iron screen blocks further progress into this large chamber, although a wooden door painted with the image of a tall, beautiful blue-skinned woman sitting on a throne stands in the middle of the screen.

Beyond, the room stretches dozens of feet to the east, supported by stone pillars and with deep funerary alcoves to the north and south. The far end of the room seems to have partially collapsed into a large cavern in which faintly glowing motes of light swirl and dance in the air.

The door through the iron screen is locked (hardness 5, hp 15, Break DC 18, Disable Device DC 30). A DC 10 Knowledge (religion) check identifies the blue woman painted on the door as a representation of the goddess Pharasma.

The crypt beyond once contained the dead bodies of most of the previous commanders of Brinewall (although its first is buried in the cemetery at area Q), but the oni stole all of the bodies and their

treasure from the crypt long ago, leaving nothing but empty, despoiled sarcophagi in the niches. **Development:** If the PCs are particularly noisy or obvious as they approach this area, they attract the attention of the creature in area V10, who reacts by using its ability to create *minor images* to cause an image of Pharasma, surrounded by a nimbus of faint blue light, to manifest at the far edge of the room, floating in the air just above the first drop-off into area V10. Speaking Varisian, Nindinzego claims to be a manifestation of Pharasma, telling the PCs that if they discard their weapons and enter the crypt peacefully, she will reward them with potent boons. Of course, if the PCs fall for this ruse, the half-fiend decapus simply waits for them to near the illusion before rising up into view and attacking.

V10. PAZUZU'S SANCTUM (CR 6)

The floor of this vast cavern descends in two twenty-foot drops into a large, eerie grotto. The walls drip with moisture and bear strange and disturbing cave paintings of towering four-winged humanoid shapes.

Tiny motes of glowing light drift and bob in the air, giving the place an almost nauseating feeling, as if the cavern is viewed through a dreamlike haze.

The glowing motes of light are small airborne clusters of phosphorescent spores—they're eerie but harmless, and fill the cave with dim light. A DC 15 Climb check is required to navigate any of the 20-foot-high ledges that descend into the cavern itself.

The tunnels to the north at area V10a wind through a number of old caverns and chambers that once served as the main nest for the dire corbies. Deeper tunnels once led into the Darklands, but they have long since collapsed, and the only way out of this network now is via the secret exit to the east of Brinewall Castle (area S2).

Creature: Although the dire corby priest Nevakali might appear to be the unholy spiritual leader of the Pazuzu-worshipping monsters, this is not the case. The true power behind the small cult is an ancient monstrosity that, for many long years, lay imprisoned in this cavern inside a



KELDA OXGUTTER

strange leathery egg sac. When the dire corbies discovered the egg, they tried to tear it open and eat the delicious goo within. What emerged from the egg, though, was a hideous Abyssal nightmare: a half-fiend decapus. With a slimy mollusklike body complete with 10 tentacles (two of which ended in savage claws), a monstrous face, and large leathery wings, this creature was one of dozens of an otherwise extinct brood of abominations that once dwelt in the ancient Thassilonian realm of Cyrusian. Specially bred as weapons of war to be used against the elven nation of Celwynvian, this last strange scion of Pazuzu knows nothing of its heritage, only that the strange whispers and visions its unseen master grants it are impossible to ignore.

Named Nindinzezo, this monster spared no time in oppressing the dire corbies—it ate a dozen of their kind before they became little more than slaves to its desires. By the time the builders of Brinewall broke into the dire corby caverns, Nindinzezo had ruled the tribe for nearly 5 decades. It was Nindinzezo who urged the dire corbies to attack the castle, and years later when the oni Kikonu came, it was Nindinzezo who commanded the dire corbies to move up into the castle—for strange visions granted to it by its demonic sire have shown it that what strengthens Kikonu’s goals strengthens Pazuzu’s plans for Varisia. What those plans are, not even Nindinzezo can say.

Nindinzezo’s plans rarely extend farther than seeking to fulfill his previous round of demonic visions, and these latest visions have warned it of a band of humanoids that will appear before it and perhaps slay it. The half-fiend is both distressed about the nature of these visions and eager to prove them false, so when the PCs appear in its den, it becomes nearly overwhelmed with a combination of grim fatalism and violent conviction. Nindinzezo uses its illusion abilities to distract and baffle the PCs first (as detailed in area **V9**), but once it has a chance, it launches its attack, bellowing in a strange voice that seems almost to be composed of a dozen different voices in Abyssal, shouting vile epithets and eager challenges at the creatures its visions have shown it might just be its doom.

NINDINZEZO CR 6

XP 2,400

Advanced half-fiend decapus (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Bestiary* 277)

CE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 76 (8d8+40)

Fort +6, **Ref** +5, **Will** +9; –4 vs. fear effects

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

Weaknesses sense of doom

OFFENSE

Speed 10 ft., climb 30 ft., fly 20 ft. (good)

Melee bite +10 (1d6+4), 2 claws +10 (1d4+4), tentacles +10 (2d4+4 plus grab)

Special Attacks constrict (2d4+6), smite good 1/day

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*minor image* (DC 14)

3/day—*darkness*, *poison* (DC 16)

1/day—*desecrate*, *unholy blight* (DC 16)

TACTICS

During Combat Nindinzezo is a powerful melee combatant, but its sense of doom prevents it from immediately swooping in to fight foes in melee. Instead, it hovers near the ceiling so it can use *unholy blight* and its *wand of scorching ray* for the first few rounds of combat, flying in to cast *poison* on the most heavily-armored foe. It retreats into the air to use its wand for 1d3 rounds after each time its sense of doom activates.

Morale If reduced to 7 or fewer hit points, Nindinzezo spends its next turn shrieking into the air, “*Father! Help! Faaathhhhherrrr! Pazuzu!*” If the creature survives this round, it continues to fight thereafter to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 19, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 23 (can’t be tripped)

Feats Combat Casting, Improved Initiative, Iron Will, Toughness

Skills Acrobatics +14, Bluff +13, Climb +23, Fly +18, Knowledge (religion) +13, Perception +16, Stealth +14, Use Magic Device +13

Languages Abyssal, Aklo, Varisian

SQ sound mimicry (voices), tentacles

Combat Gear *wand of scorching ray* (30 charges); **Other Gear** *circlet of persuasion*

SPECIAL ABILITY

Sense of Doom (Ex) The sense of doom that fills Nindinzezo’s alien mind causes it to take a –4 penalty on saving throws against fear effects. In addition, each time it rolls a natural 1 on an attack roll or saving throw, and each time it takes a critical hit, it becomes shaken for the following round, taking a –2 penalty on all d20 rolls for that duration.

Treasure: Nindinzezo spent most of the last 10,000 years or so in a state of stasis inside of an eldritch egg in the small cavern to the south (area **V10b**). Remnants of that leathery time capsule lie strewn across the floor there, still weirdly moist and pulsing. But a small hoard of treasure consisting of offerings to the fiend from its loyal dire corby followers sits on a flat rock at the far end of the room. This hoard consists of a +1 *light fortification light steel shield* bearing the image of Castle Brinewall, a +1 *returning starknife*, a *pearl of power* (1st level), a *ring of the ram* with 10 charges remaining, a *wayfinder* (*Inner Sea World Guide* 299), 1,320 gp, and 800 gp in jewelry and gems.

Two additional items of interest lie amid these treasures as well. The first of these is a darkwood-and-silver disc decorated with an intricate etching of Brinewall under the midnight moon. This disc radiates faint transmutation magic and is one of two crests needed to access Brinewall Castle's vaults (area **W1**). Kikonu gave Nindinzeo this disc as proof of his friendship, telling the fiend that it was one of two keys needed to access the vault.

The second item is a stone statuette of Pazuzu depicting the demon lord as a bird-headed, four winged humanoid with his right arm raised. The statuette is an insidious cursed item. When carried by a worshiper of Pazuzu, it fills its owner with confidence and grants a +4 enhancement bonus to the carrier's Charisma score. When carried by any other creature, however, the statuette functions as a *stone of weight* that also bars the character from being able to use fly speeds, even those magically granted. Worse, every night, there's a 10% chance that the stone fills its owner's dreams with terrible nightmares of being eaten alive by birds. These nightmares prevent the user from gaining the benefits of a full night of rest and deal 1 point of Wisdom damage.



STATUETTE OF PAZUZU

W1. BRINEWALL VAULT (CR 5)

The stairs from area **T17** lead down to an iron portcullis (hardness 10, hp 60, Break DC 28) barring passage into the room beyond—the bars themselves are sunken deep into the floor and ceiling, with no obvious method of passing into the chamber beyond. A DC 20 Perception check is enough to note two 5-inch-diameter circular depressions in the walls to the left and right of the portcullis, faintly inscribed with an image of the sun (to the left) and the moon (to the right). Placing the two Brinewall crests (found in areas **T6** and **V10b**) into the proper slots causes the iron bars of the portcullis to slowly grind down into the ground. The bars remain retracted until the crests are removed and placed in the opposing slots.

Once the PCs have opened the portcullis, read or paraphrase the following.

The walls of this room are of smooth stone, spattered with ancient bloodstains and deep, violent gouges. Deep drifts of dust lie on the floor, while immense stone doors hang open to the southwest, revealing empty vaults beyond.

During Brinewall Castle's height, the two vaults to the southwest were filled with treasure, but after the Five

Storms slew Brinewall's last two defenders here, they looted the place. It was only through sheer fortune that the oni, perhaps blinded by bloodlust and greed, failed to notice the cleverly hidden secret door to the east. The PCs can discover this door (as well as the second one 5 feet beyond the first) with a DC 30 Perception check.

Creature: While the oni took Brinewall's commander, Andril Kortun, back upstairs to area **T19** and transformed him into a wight, they chose to despoil their greatest enemy here where he fell. Rokuro Kaijitsu's body is long gone, but his spirit remains bound to this vault in the form of an insane and enraged wraith. When the PCs lower the portcullis into this room, the dust on the floor swirls into the air, coalescing into an ominous shadowy form that takes on the ghostly image of an old but handsome Tian man. The spirit adopts a defensive pose, his katana held before him menacingly, but does not attack until anyone enters the room or attacks him first. At this point, he howls in rage, raises his sword, and flies through the air to attack in turn. Although Rokuro's wraith attacks with a sword, this attack resolves as a wraith's typical incorporeal touch, save that it drains Charisma from those it strikes, not Constitution.

When Rokuro's wraith first manifests, have every character who can see it and who knows Ameiko Kaijitsu make a DC 25 Perception check. PCs who have visited Ameiko's home may have actually seen portraits of old Rokuro in her home—these characters receive a +8 bonus on their Perception checks. If you're using the *Jade Regent Player's Guide*, you can assume that any PC who chose Ameiko as the associated NPC for their Campaign Trait gains this +8 bonus. On a successful check, a character recognizes the family resemblance—and if they've seen Rokuro's portrait (or have read his letter from area **L6** and make the leap of logic), they recognize this tormented spirit for who he really is.

If anyone calls out to the spirit and uses any of the following words in his presence: "Rokuro," "Kaijitsu," "Lonjiku," or "Amatatsu," the wraith's eyes bulge and he freezes motionless. He lowers his sword, then says in a mournful voice in Common: "I... know... this... naaaaaammmmmeeeeeee..." A moment later, he raises his arms and cries out in anguish, then turns to face the PCs, tears of dust running down his incorporeal cheeks. He says, "Take the Seal away from here—take it to my child—it is no longer safe—and I am no longer worthy of guarding it..." The wraith points toward the hidden secret

ALL IN THE FAMILY

It's possible that one of the PCs is playing one of Ameiko's younger siblings, depending on the Campaign Trait they chose. In this case, Rokuro makes a DC 20 Perception check each round. If he's successful, he recognizes that PC as his grandchild. This triggers his destruction as if a PC had used a name to remind him of his past, only instead of saying, "I know this name," his first words are directed at the PC in question: "I know you, my grandson/granddaughter..."

NPC RELATIONSHIPS

If you're using the relationship rules presented in the *Jade Regent Player's Guide*, the PCs have the opportunity during this adventure to further increase their Relationship Scores with the significant NPCs traveling with them. The PCs can increase their Relationship Scores with the following NPCs by the listed amount for taking the following actions or completing the following tasks:

- Ameiko Kaijitsu:** giving Ameiko Rokuro's letter (area L6): +1; giving Ameiko the *Amatatsu Seal* (area W2): +1
- Koya Mvashti:** cleansing Desna's shrine (area U15): +2
- Sandru Vhiski:** adding at least two wagons to Sandru's caravan: +1
- Shalelu Andosana:** killing at least 10 goblins: +1

door to area W2 as it does this, then with another agonized cry, flies apart into dust and is destroyed.

Once Rokuro points out the location of the secret door, Perception checks made to locate it gain a +10 circumstance bonus.

ROKURO KAIJITSU

CR 5

XP 1,600

Variant wraith (*Pathfinder RPG Bestiary* 281)

hp 47

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Cha drain)

Story Award: If the PCs defeat Rokuro by making him remember a name, award them XP as if they had defeated him in combat.

W2. SECRET VAULT

This chamber appears to be only half-excavated—the eastern portion of the room remains a rough cavern wall. Three identical darkwood chests bound with bronze sit against the base of this rough wall.

Treasure: This chamber contains the final goal the PCs seek, the treasure that not only do they need to wake their friend Ameiko, but also that is destined to send them across the world to seek their true destiny in a distant land.

The three darkwood chests are locked, and the keys are long lost. A DC 30 Disable Device check is required to open the left and right chests, but destiny, fate, or perhaps the echoes of the kami who once guarded what lies within cause the central chest to pop open at the first touch.

The central chest contains the *Amatatsu Seal*, still sitting safely inside its *warding box* (see page 61 for details on these two items). The contents of the other two chests are left to you to customize. The treasures within should be magical items, not monetary objects—these magic items were stored in this secret vault by long-dead allies of Brinewall's commander, just as Rokuro paid to store the *Amatatsu Seal* here. These magic items should cost no more than 9,000 gp—unless, that is, you're feeling particularly generous! Note that the PCs should feel almost like they were destined to find this treasure. Destiny, as a theme, plays a strong role in the Jade Regent Adventure Path, and you want the PCs thinking that they're on the right track when they recover the *Amatatsu Seal*! Then again, if you feel the PCs have found enough magic, then the other chests can just be empty.

VISIONS OF JADE

The *Amatatsu Seal* is a potent artifact, one capable of altering destiny and changing the course of nations. When the PCs first open the *warding box* that contains it, the *Amatatsu Seal* immediately marks each character as an agent of the family, turning them into *Amatatsu* scions, as detailed on page 60. In addition, the PCs momentarily black out and experience a rapid series of visions.

In the visions, the PCs see an army of terrible fiends—with burning skin, glaring eyes, and sharp tusks, wearing strange armor and wielding exotic weapons—emerge in a storm from a vast forest, then descend upon a nation populated by Tian people. This vision is swiftly followed by another: a young man dressed in royal robes stands over a simple well, a friend at his side. Suddenly, the friend grows nearly three times in size and is sheathed in a frightening suit of jade armor. The jade warrior draws a sword and strikes down his royal friend, then holds the bloody sword aloft in triumph. A third vision follows, this time of a young Tian man handing a beautiful sword to a richly dressed Ulfen man in exchange for a bag of gold. Finally, this vision fades, and the PCs see their friend Ameiko waking from her deep sleep, but she is dressed in the finery of an empress. She rises from sleep not in a humble Varisian caravan, but from a resting spot within the arms of a jade throne.

These visions pass in the span of a few heartbeats, and after they do, they impart knowledge to the PCs' minds. The PCs know that the land they saw invaded by fiends



was Minkai, that the man they saw murdered by the jade warrior was Emperor Shigure of Minkai. They know that Ameiko Kaijitsu's true family name is Amatatsu, one of the five royal families of Minkai—indeed, the last surviving royal family. The PCs recognize the young Tian man with the sword as Ameiko's grandfather, Rokuro Kaijitsu, formerly Amatatsu Tsutoku, selling the family's legendary sword *Suishen* to the Ulfen merchant Fynn Snaevald in the city of Kalsgard to finance his family's flight and exile. They also know that *Suishen* is intelligent, and can impart much more knowledge of the Amatatsu family's legacy if recovered. Further, they know that Ameiko herself is the heir of her line. Finally, the PCs know all of the powers and abilities of both the *Amatatsu Seal* and its *warding box*—including the danger of leaving the *warding box* open, which would allow the oni of the Five Storms to once more track the *Amatatsu Seal*.

Back at the caravan, Ameiko experiences these same visions, and as they pass, she wakes with a gasp as the kami possessing her returns in a flash back to the *Amatatsu Seal*. She quickly recovers from the ordeal, and like the PCs, may

be a bit overwhelmed at what the visions revealed, but by the time “Night of Frozen Shadows” begins, she is eager to travel to Minkai to seize her birthright and save an empire.

CONCLUDING THE ADVENTURE

Although this adventure's plot is technically concluded as soon as the PCs claim the *Amatatsu Seal*, they are free to continue exploring Brinewall Castle as they wish. Once Ameiko is restored, she and some of the other NPCs can even accompany the PCs to aid in “mopping up” the remaining encounters in the castle.

The visions granted by the *Amatatsu Seal* should leave the PCs with a very clear indication of where they should go next—the city of Kalsgard, in the Lands of the Linnorm Kings, to recover the Amatatsu family heirloom *Suishen*. Unfortunately, though, the PCs have played their hand, even if unintentionally. With the activation of the *Amatatsu Seal*, the oni of the Five Storms know that their old enemies are rising again, and it won't be long before the PCs face powerful new enemies from the distant land that they and their allies are destined to one day rule!