

PATHFINDER®

ADVENTURE PATH™



RUINS OF
AZLANT

THE
LOST OUTPOST

by Jim Groves

RUINS OF AZLANT REGION



PATHFINDER ADVENTURE PATH

Development Leads • Adam Daigle and Mark Moreland
Authors • Adam Daigle, Jim Groves, Isabelle Lee, Luis Loza, and Greg A. Vaughan
Cover Artist • Setiawan Lie
Interior Artists • David Franco Campos, Valeria Lutfullina, Nikolai Ostertag, Mirco Paganessi, Roberto Pitturru, and Maichol Quinto
Page Border Design • Francesca Baerald
Cartographer • Robert Lazzaretti
Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Creative Design Director • Sarah E. Robinson
Executive Editor • James L. Sutter
Senior Developer • Robert G. McCreary
Organized Play Lead Developer • John Compton
Developers • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Jason Keeley, Lyz Liddell, Elisa Mader, Brad Matteson, Adrian Ng, Joe Pasini, Lacy Pellazar, and Josh Vogt
Lead Designer • Jason Bulmahn
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge
Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Outreach Coordinator • Dan Tharp
Director of Licensing • Michael Kenway
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Director of Technology • Dean Ludwig
Senior Software Developer • Gary Teter
Community & Digital Content Director • Chris Lambertz
Webstore Coordinator • Rick Kunz
Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, and Erik Keith

ON THE COVER



An idyllic island retreat turns into a scene of horror as terrible fish monsters known as skum assault the fledgling colony in this month's action-packed cover art by Setiawan Lie.



THE LOST OUTPOST

Foreword by Adam Daigle	2
The Lost Outpost by Jim Groves	4
NPC Gallery by Jim Groves	56
People of Talmador's Bounty by Jim Groves	60
Ecology of the Alghollthu by Greg A. Vaughan	70
Bestiary by Jim Groves, Isabelle Lee, and Luis Loza	78
Campaign Outline by Adam Daigle	90

REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 5</i>	B5	<i>Ultimate Magic</i>	UM



Paizo Inc.

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

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

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

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

Pathfinder Adventure Path #121: The Lost Outpost © 2017, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc., Curse of the Crimson Throne, Ironfang Invasion, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Pathfinder, the Pathfinder logo, Starfinder logo, Starfinder Adventure Path, and Starfinder Society are trademarks of Paizo Inc.

Printed in China.



≡ EXPLORING TERRA INCOGNITA

Howdy, intrepid Pathfinder readers! Today you launch yourself into the ancient lost continent of Azlant, an empire that saw wonders beyond what has ever been realized in the Inner Sea region. Longtime readers know Azlant as a lost empire, a place of marvels and might snuffed out by the cataclysmic coming of Earthfall, which plunged the world into darkness for countless centuries. The powerful empire and its advances in science and magic now lie in ruin, mostly on the floor of the Arcadian Ocean, but remnants of the continent exist to this day as proud islands—the tops of mountains and lands too stubborn to sink below the waves. Daring adventurers have uncovered some of the secrets that the Azlanti empire died clutching by dodging the elves of the Mordant Spire, who seek to keep explorers away from this region lest they tinker with dangerous magical forces beyond their understanding.

Foremost among these discoveries are wonders of magic and machine: clockwork beings, orbiting *ioun stones*, and the reverse-engineered *wayfinders* used by the Pathfinder Society.

Now, more of those secrets are ready to be revealed.

Welcome to the middle of nowhere! While I was lead developer for the adventures for *Strange Aeons*, it was James Jacobs who outlined that Adventure Path. The *Ruins of Azlant* Adventure Path is the first one that I have outlined, assigned to authors, and run as lead developer. (Oh, wow! I just realized that this marks the 10-year anniversary of me receiving “Burnt Offerings” in the mail as a Charter Subscriber—5 years before I’d end up working here at Paizo.)

In planning this Adventure Path, I gathered a great team of authors—two of whom are making their Adventure Path adventure debut. After reviewing the

outline, the authors and I worked out the details of the individual adventures through a private project-management platform where we bounced a ton of ideas off each other, since all the authors had access to each other's outlines and thoughts. Because of this, we were able to weave together stories that touched and supported one another throughout the campaign. I'm very proud of the work that everyone involved put into this Adventure Path, and I hope that you enjoy the exciting story of exploration that we put together.

NAMES ARE HARD

In addition to the NPCs mentioned in this book, there are dozens of unnamed colonists—far too many to detail in these pages. That's where you come in! If you need statistics for these NPCs, you can look to *Pathfinder RPG GameMastery Guide* or *Pathfinder RPG NPC Codex* (or other similar books) for stat blocks to represent many of the other colonists. Feel free to customize the statistics by switching up feats, gear, and skills or by adding or removing class levels. You can (and should) do this for the already-named NPCs as well to tailor this Adventure Path experience to your players.

Sometimes building stat blocks is easy, but naming things is hard. If you need to add a little personality to these unnamed colonists, check out the list below for a bit more help in fleshing out Talmandor's Bounty. Each of these NPCs can also provide the PCs with certain benefits and advantages if the PCs make friends with them. Likewise, NPCs who are treated poorly by the PCs might subtly work against them or thwart their plans, whether by messing with them during a mission or simply holding out on information because they feel wronged. Make sure to have fun with the extras in the cast of Ruins of Azlant to really make this campaign your own.

Antwyn Malros: Leatherworker Antwyn is meticulously clean and organized, but wants to learn how to fight and improve his physical stature.

Carethet Maluis: A portly civil servant who is always well put together, Carethet ran for office back in Andoran but suffered a humiliating defeat. He now wants to put all of that firmly in the past and start anew.

Frel Tanboor: This skilled, one-eyed trapper is romantically involved with at least two other colonists.

Gaega Murani: Raised in a small village in the Andoren countryside, the unusually tall carpenter joined the expedition to make enough money to allow her kids to have a better life.

Helbret Koors: Always found picking his teeth nervously, this dark-haired man owned a tavern that burned down before he joined the expedition.

Hondren Ghellen: This rail-thin cook is frightened of insects and complains about them frequently. He wants

AUTHOR SHOUT-OUT

The adventure writer taking on the first volume of Ruins of Azlant is fan-favorite Jim Groves. I first met Jim through Wolfgang Baur's Open Design projects. We were both eager new freelancers looking to get our ideas out there to the masses. Working on collaborative projects like Open Design was an amazing experience and a great way to see other people's ideas and observe how they worked with one another. Jim always has cool ideas and is passionate about not only his own take but also the ideas of his fellow contributors. He brought the same passion and spirit of collaboration to this team, and I'm extremely happy that he was able to take on this project. If you like what you read in this adventure, check out more of Jim's work in dozens of other books from Paizo and other RPG companies.

to carry on a family tradition of starting a new generation in a foreign land.

Kalcora Weems: This halfling escaped from slavery in Cheliox and ended up in Almas. Her habit of haggling over everything seems to stem from a desire for entertainment more than out of frugality.

Kulena Sprads: This thatcher, whose straw-colored braids go down to her waist, is sensitive to criticism but often gives people treats and small gifts.

Machi Valenth: Left at the altar a month before the expedition left Almas, this tattooed laborer wants to learn a new trade while in Talmandor's Bounty.

Palodina Orbonth: This rope maker with a large nose is a reformed criminal fresh out of jail and ready to make a new start on Ancorato.

Sanch Celan: This bespectacled glassblower always gives people nicknames and refers to others with terms of endearment.

Tesswyn Nalbocht: Barely an adult, the orphaned Tesswyn is terrible at keeping secrets.

Tipps Kreggan: This very hairy miner constantly refers to himself in the third person and joined the expedition to impress his father.

Ylatina Xo: Short, stubby Ylatina hails from a faraway land and is constantly asking about others' cultural customs while readily sharing her own.



Adam Daigle
Developer
adam.daigle@paizo.com

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE



THE LOST OUTPOST

PART 1: THE VANISHED6

Arriving on the shores of their new island home, the heroes discover the first group of colonists has mysteriously disappeared, leaving their homes and possessions behind.

PART 2:24 SETTLEMENT AMID THE STRANGE

As the newest group of settlers reestablishes the colony of Talmandor's Bounty, the heroes must protect them and explore the mysterious island of Ancorato.

PART 3: MENACE RELEASED4φ

The adventurers locate an ancient Azlanti prison that has resisted the ravages of time. While it is not entirely deserted, its prisoner has escaped, leaving few clues as to whom—or what—the prison once held.

ADVANCEMENT TRACK

"The Lost Outpost" is designed for four characters and uses the medium XP track.



The PCs begin this adventure at 1st level.



The PCs should reach 2nd level at the end of Part 1.



The PCs should reach 3rd level by the end of Part 2.

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



ADVENTURE BACKGROUND

After almost 500 years since first making landfall there, the nation of Andoran is attempting to colonize one of the islands in the Arcadian Ocean. What the investors and the Andoren government don't realize is that their designated site was once a pair of sprawling Azlanti cities separated by a wide river, both of which are now almost completely submerged. With the colonization efforts, dangerous and powerful secrets once lost are now being loosed upon the world!

Precious little is actually known of the Azlanti Empire, and even less about their relationship to the alghollthus (the assembled races of aboleths, veiled masters, and similar creatures). Even the empire's best and brightest minds were completely unaware of the alghollthus until a relatively short time prior to Earthfall, let alone the millennia in which the creatures manipulated the course of humanity's evolution and civilization. And yet, it was the chance discovery of the alghollthus and their subtle manipulations that led to Earthfall.

The term "veiled master" originates in Azlanti folklore and conspiracy theory. It was attributed to an anonymous council (which some tales claim was composed of powerful wizards) that was thought to manipulate sociopolitical events as a means to secretly control the world. For example, if a bank loan was denied without cause, a satirical playwright murdered, or an architectural project collapsed, it was said "the veiled masters were against it." Only in the final days of the empire was the term associated with aquatic spymasters, and even then only between high-ranking elites in the empire.

Azlant was mired in a culture of espionage conducted by nations and races both known and unknown, each jockeying to steal new discoveries and innovations. It became the practice of highly placed arcane scientists to alternate absolute secrecy with clever misdirection, and thus the Spindle Solution was founded. The Spindle Solution was publicly understood to be an Azlanti humanitarian project concerned with the improvement of the human condition through the development and creation of *ioun stones*. This perception was further reinforced as the Spindle Solution did in fact perform such research and development, and came up with wondrous uses for these magical gemstones that benefited thousands of Azlanti at the height of the empire.

Secretly, though, the Spindle Solution was only one branch of the Ioun Imperative, an organization that served as the Azlanti empire's intelligence agency. The Ioun Imperative had a mandate from the emperor to create potent weapons to defend and advance Azlant's interests throughout the world—particularly to aid in

the long war between the Azlanti and their serpentfolk rivals. A cunning and powerful wizard named Jazradan was appointed as the group's director, and a secret facility known as the Compass was established for the purposes of research and development, and as a secure location for coordinating Azlant's magical response to threats against the empire. The epitome of Azlanti hubris, Grand Arcanist Jazradan saw it as his responsibility to ensure that Azlant had no equal in arcane military might, and thus steered the organization toward the creation of what could only be described as doomsday weapons.

Although the majority of Azlanti society was unaware of the Spindle Solution's activities at the behest of the Ioun Imperative, the group attracted the attention of a veiled master named Ochymua. Ochymua was the head of the alghollthus' ongoing monitoring of the Ioun Imperative, and it recognized the threat that the Spindle Solution's clandestine work posed to the alghollthus should their connection to the Azlanti people ever be uncovered. Cautious of the group's true activities, Ochymua took human form and set about infiltrating the group.

Ochymua successfully penetrated one of the Spindle Solution's research facilities, and quickly grew alarmed by the weapons under development. Furthermore, it miscalculated how advanced and thorough the facility's security protocols were—particularly that the Spindle Solution members in this facility all benefited from the resonant power of a *clear spindle ioun stone* that provided protection against mental control. Ochymua was caught off guard by its inability to dominate the Spindle Solution scientists, and its surprise allowed it to be discovered and captured alive.

Grand Arcanist Jazradan had no idea who or what he had caught, initially thinking it was a disguised elf from Mierani come to spy on the empire. The alghollthu spymaster remained in human form and resisted all attempts at interrogation so as not to expose itself and potentially the truth of the alghollthus' influence on the first great human empire. Frustrated by his inability to break the spy or glean even the slightest bit of information, Jazradan placed Ochymua in temporal stasis, safely cutting off the spy from the rest of the world while Jazradan sought another approach, possibly transferring his prisoner to the City of the Faceless on the moon. While Ochymua never betrayed its kind, the damage had already been done—the Azlanti leadership now knew of powerful spies in their midst, and in short order, the empire's top minds learned that this secret conspiracy of powerful entities ran throughout their civilization. Though the Azlanti didn't know the alghollthus' true forms, they now knew of their existence, and soon after began to realize they were

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE



victims of millennia of social and genetic manipulation. The alghollthus' grand experiment was contaminated.

Millennia later, Azlant is in ruins. Scattered islands are all that remain above water, and thousands of years have worn away any obvious traces of civilization and created new ecologies. The nation of Andoran settled one such island of this shattered continent 468 years ago, establishing the Sun Temple Colony. Contact with that colony mysteriously ended just over 200 years after its founding (see *Pathfinder Campaign Setting: Lost Kingdoms* for more details). Centuries later, Andoran seeks once again to establish a thriving colony in the Arcadian Ocean. Three years ago, that nation dispatched dozens of ships to survey islands approximately 300 miles south of the old Sun Temple Colony to determine their suitability for building a new colony. The survey was successful, and last year the Andoren government, in conjunction with a group of wealthy private investors, started outfitting a new colony to be named Talmandor's Bounty on the island of Ancorato (named after the ship captain who discovered it). The first group of colonists sailed aboard the *Liberty's Herald* and arrived on Ancorato 10 weeks later. These settlers began their work, constructing homes and community buildings and planting crops. Meanwhile, the *Liberty's Herald* sailed back to Andoran, and another ship was scheduled to arrive 6 months later with supplies and additional colonists.

Horror struck in the interim. While exploring the island, one colonist discovered the ruins of a partially buried complex where Ochymua somehow still remained in stasis. This would-be adventurer failed to comprehend the significance of her find and inadvertently released the veiled master, who found that 10,000 years had passed it by in the blink of an eye. Ochymua seized control of its liberator and began to scour her mind to understand what had transpired since its imprisonment.

After its release, Ochymua established telepathic contact with an omnipath who had kept the veiled master in its telepathic mesh for all this time. Ochymua reached out through the mental network to assess the state of alghollthu society. Although alien by human standards, alghollthu culture is neither static nor immutable, and Ochymua discovered it had little in common, either socially or politically, with its modern day peers. Seething at its perceived sense of loss, Ochymua elected to pursue its own agenda rather than attempting to acclimate itself. The veiled master surmised that if its own prison site survived Earthfall, the Ioun Imperative's military bunker might have as well, along with its weapons of mass destruction.

Ochymua made contact with an aboleth nearby named Onthooth who had taken up lair in a ruined temple of Amaznen. Ochymua agreed to trade the colonists in Talmandor's Bounty to Onthooth in exchange for

information. Approximately a month ago, faceless stalkers under the leadership of the treacherous ugothol Thanaldhu slowly replaced the colony's leader and other key community members in order to abduct the settlers for transport to Onthooth's lair. While the faceless stalkers took pains to hide every trace of their deeds, lest they forewarn future arrivals, they nevertheless left some clues behind. Meanwhile, Ochymua reserved a pair of dominated and slimed colonists to guard its former prison and alert it when new colonists arrive, before departing in search of the lost military base.

Today, the player characters arrive on the shores of Ancorato on the *Peregrine*, only to discover empty homes and abandoned possessions with virtually no sign of violence. Here, they must establish a new home, while not so far away Ochymua and Jazradan are on course for a second confrontation. Their first confrontation precipitated the fall of the world, and it is up to the PCs to prevent the devastation a second confrontation would unleash.

PART I: THE VANISHED

The PCs begin the adventure on the deck of the *Peregrine* with the colony of Talmandor's Bounty within sight, but some groups may wish to expand their characters' backgrounds before this opening scene. The following sections provide some optional background for Game Masters who wish to use it.

FORMATION AND ORGANIZATION OF THE COLONY

The colony of Talmandor's Bounty is first and foremost a financial venture. The desire to spread freedom and democracy across Golarion is definitely part of the settlement's mandate; nevertheless, the resources necessary to settle an island far from the mainland are not inconsiderable. Talmandor's Bounty has two primary sponsors: the Andoren government, and a newly formed finance company named the Bountiful Venture Company. The Bountiful Venture Company is co-owned by House Naran and House Vaylen, two of the three merchant houses running Andoran's major banks. Managing the colony through a company in this way protects the assets of both houses' banks should the endeavor prove unprofitable and the Bountiful Venture Company go bankrupt. If the company were to go bankrupt, the colony's business assets revert to the Republic of Andoran, subject to the People's Council.

The Venture Company also provides both merchant houses a relative degree of anonymity. The Bountiful

Venture Company wishes to export natural resources, such as agricultural staples, lumber, mined ore (especially lucrative skymetals), and recovered artifacts, relics, and other antiquities. House Naran, however, also provides banking services for the Andoran-based Lumber Consortium, and its investment in a colonial lumber operation could be a significant conflict of interest—hence the need for anonymity. Were the Lumber Consortium to become aware of the relationship between House Naran and the Bountiful Venture Company, that conflict of interest would be exposed. You can inform the PCs of these facts if it contributes to their background, or allow them to uncover it before the adventure begins with a successful DC 15 Knowledge (local) check.

The individual colonists each have their own motivations for joining the colony, but certain incentives and potential rewards appeal to just about anyone. If the Bountiful Venture Company successfully exports goods from Ancorato, each settler in the first few groups of colonists is entitled to a small share of the profits. This occurs only after the initial costs of the settlement are recouped, which may take years. Additionally, these early settlers receive a land grant once the colony becomes self-sufficient. These benefits serve to make early settlers feel invested in the venture while motivating them to work hard to quickly build an infrastructure for future settlers and industry. Colony leaders Rayland Arkley (from the first group to arrive on the *Liberty's Herald*) and Ramona Avandth (on the *Peregrine*) are promised marginally larger shares. These rewards speak only to the colonist's long-term motivations and don't play a direct role in this Adventure Path, although they could certainly play a role in any adventures you might want to introduce beyond the end of the campaign.

The adventure does not assume why the PCs have joined the colony, although some suggestions are provided in the *Ruins of Azlant Player's Guide* (available as a free PDF download from paizo.com). Whether the PCs are actual colonists, explorers, or settlement guards, their backgrounds can be tailored to each player's tastes. The group should, however, recognize Ramona Avandth as the acting leader of the colony. If necessary, explain that Ramona's role is to facilitate the adventure and not impinge on their character's agency during the course of events in the upcoming adventures.

THE PEREGRINE AND COLONY SUPPLIES

The *Peregrine* is a three-masted sailing ship with a spritsail on the bow. The vessel is 100 feet long and 25 feet across at its widest point. There are three decks and the ship can accommodate a cargo volume of 180 tons. Two ship's boats, used to ferry passengers and cargo ashore, are stacked on top of each other on the top deck.

Each ship's boat is 10 feet by 20 feet, and is capable of transporting eight Medium creatures without squeezing.

The *Peregrine's* cargo manifest is not listed in detail and should be handled in an abstract manner, particularly if the items are mundane and common in nature. The *Liberty's Herald* brought numerous tools, such as wood axes, shovels, saws, barrels of nails, and an anvil—everything necessary for multiple work crews to perform carpentry, farming, masonry, and smithing work. Foodstuffs, including grains, hardy vegetables, preserves, and salted meats, were also transported to help the colonists in their first few months while they planted crops, assessed the lay of the land, and located reliable game. The *Liberty's Herald* also left one of its ship's boats at the colony so the first group of colonists could move around the island by water. The *Peregrine* also carries supplies and materials, but as it was anticipated that the tools from the first ship are still available, its cargo contains much more food and a small herd of goats.

If the PCs require basic tools like hammers, rope, and iron spikes, they should be available within reason. Though the supply of materials is not inexhaustible, as long as the PCs don't take advantage of their fellow settlers, these items are loaned out to them for the purpose of helping the entire colony. Specialized equipment like alchemical weapons, rarer adventuring equipment, and magic items are typically not available except where specifically described, although individual PCs can certainly bring those items along with them as part of their starting equipment.

ROUGHING IT

"The Lost Outpost" poses a rare challenge to PCs. There is no societal infrastructure to support them in their endeavors on the island beyond their fellow settlers. There are no taverns, inns, or merchants, nor anyone to buy their treasure and sell them equipment upgrades. After 6 weeks (and before the start of the next adventure), the *Peregrine* returns to the colony (or another vessel if the crew of the *Peregrine* has cause to decline). Captain Jacob Markosi accepts any treasures the PCs wish to sell, and agrees to purchase any equipment and magic items they want from Almas to be delivered on the next return trip. You are encouraged to make the nonplayer characters reliable and assume the crew of the ship is able to locate most items in Almas, as requested. This can even include new spells transcribed into spellbooks from city-based arcane casters.

In later adventures in this campaign, the PCs encounter settlements of native creatures that might wish to trade, and in *Pathfinder Adventure Path #124: City in the Deep*, the PCs visit an undersea city. These locations open up additional trading opportunities later in the campaign, but the PCs should be aware in advance that

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED


NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLTHU

BESTIARY

CAMPAIGN OUTLINE



freely buying and selling equipment won't be logistically possible during much of this Adventure Path.

If you wish to make things easier on the PCs, consider asking your players for a list of equipment they might need or want as their characters rise in level. You can take this list and seed these items into the adventure as suits the story, replacing listed treasure if need be. This could become important to certain characters or classes that are more reliant on particular pieces of equipment than others.

Finally, some of PCs' fellow colonists have basic crafting feats, such as Brew Potion and Scribe Scroll, and skills such as Craft (alchemy). These NPCs may require the heroes to go on side quests to locate materials for their crafted goods, but this is a mechanism to introduce consumables the PCs may want for their adventures. Feel free to adjust and modify some of the other colonists to suit the needs of your party by replacing or adding Craft skills.

LAND HO!

When the group is ready to begin the adventure, read or paraphrase the following text.

After six long weeks, this morning the crew of the *Peregrine* sighted land to the west. A few hours later, the *Peregrine* sails into a natural bay with a sandy beach within rowing distance for the ship's boats. As the crew begins to untie one of the smaller boats to lower it into the water, the sailors pass a spyglass among themselves and finally hand it back to the captain. Captain Jacob Markosi peers at the island for a moment before grunting and handing the spyglass to expedition leader Ramona Avandth. "You should see this," he says quietly.

Ramona accepts the spyglass and peers toward the shore. When she lowers the scope, she is clearly distressed but trying to hide her worry. She approaches and motions toward the far side of the deck, away from where most of the other colonists have congregated. "Can I have a word with you?" she asks.

"We have a problem," Ramona says bluntly, once she and PCs have some relative privacy. She offers the spyglass to the party and explains, "Something is wrong. Nobody's in sight. There's no smoke from cook fires or the smithy. Some of the buildings look burned out." If the PCs look through the spyglass, they can confirm these observations for themselves. Ramona continues, her voice low. "Sailors can't keep their mouths shut. Soon all the other colonists are going to hear about this—if they can't see for themselves already—and things could become... tense."

Ramona asks the PCs to go ashore and check out the settlement. She explains that she is going to ask

Captain Markosi to sail north along the island's coast to a secondary landing site determined by the expedition's surveyors as an alternative spot to found a colony. The site was later designated as an emergency extraction point should any danger befall the first wave of colonists. After the PCs have a chance to check out Talmandor's Bounty, the ship will rendezvous with them at this secondary location, whereupon Ramona will make a final determination on where the rest of the colonists should disembark. Assuming the PCs agree, she asks the crew to ready one of the ship's boats to transport the PCs to shore, where a deserted dock is visible.

Observant players may note that there are soldiers among the colonists and question why they're not deployed instead, or why they don't accompany the party. Ramona explains that she doesn't want any possible tensions aboard the ship to escalate past her ability to control, and she wants the soldiers on board with her to help keep the peace if necessary. Should the PCs suggest they abandon the colonization efforts, she confides that returning home is not an option, as the ship lacks sufficient food and supplies for both the sailors aboard the *Peregrine* and the hopeful settlers to make it back to Almas. The colonists must disembark somewhere on the island. If the PCs balk at going, Ramona respectfully asks them again as the colony's leader, but also offers them four *potions of cure light wounds* to offset any risks.

WELCOMING COMMITTEE (CR 1)

The bay's waters are calm, with only a gentle rocking of the ship's boat. The shore is approximately three hundred feet to the east, where a lonely dock is built off a sandy beach.

This encounter uses very simplified rules for navigating to shore. The ship's boat has a maximum speed of 30 feet per round and requires two characters to row. In this instance, vehicle acceleration is not used, and due to the simplicity of the boat and relative calm of the water, no skill checks are required to propel the boat while out of combat.

Creatures: Two grindylows from the Shellcracker tribe watched the *Peregrine* enter the bay from below the water's surface. These goblin-octopus hybrids recall the original colonists who arrived months earlier, but never had the courage to raid them due to the colonist's numbers and more dangerous predators nearby. Not wishing to be deprived a second time, the grindylows attack somewhat



A. TALMANDOR'S BOUNTY

0 40 FEET



THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY


PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE





recklessly once the small boat is approximately 250 feet away from the main ship and near the shore. The attack takes place over a sandbar where the depth of the water is only 5 feet deep. For the purposes of this encounter, they surface adjacent to the ship's boat and may attack adjacent squares by stabbing with their spears or reaching with tentacles. The sides of the ship's boat prevent the grindylows from making bite attacks unless an enemy is in the water, or if the grindylow climbs into the boat (which requires a move action on its part).

Fighting the grindylows from inside the boat is challenging. PCs who remain seated take a -2 penalty on attack rolls. A character can negate this penalty by standing up and attacking, but anyone standing in the boat must attempt a DC 10 Acrobatics check each round in which they attack. Success means they remain standing until they attack again (or another effect threatens their balance, such as a trip attack by way of the grindylow's tentacles). A PC who fails must attempt a DC 10 Reflex save. If successful, the PC immediately sits back down as a free action (standing back up is a move action, as normal), but a PC who fails this save falls overboard into an adjacent square. PCs fighting in the water follow the normal rules for aquatic combat.

The seawater is murky from the vantage point of the boat's passengers. This permits the grindylows to attempt opposed Stealth checks against the PCs, which they exploit to obtain a surprise round if possible. The creatures flee if reduced to 1 hit point; otherwise, they fight to the death.

Once the battle begins, the sailors and passengers aboard the *Peregrine* observe the PCs' struggle and are not indifferent. There are shouts of concern and even cries for the captain to sail closer in order to help them. A few colonists might shoot a few arrows toward the creatures, but stop once it becomes clear they might hit the PCs instead. These reactions are intended to create drama and tension, and convey to the PCs that their shipmates care about their welfare, but they do not actually alter the fight. Once the grindylows are defeated, a rousing cheer comes from the deck of the *Peregrine*.

GRINDYLOWS (2) **CR 1/2**
XP 200 each
hp 5 each (*Pathfinder RPG Bestiary 2 148*)

A. TALMANDOR'S BOUNTY

As the PCs approach the abandoned village, read or paraphrase the following text. This serves as an overall description and describes certain building features that are common throughout the settlement.

A well-worn path in the grass rises up a slope toward a cluster of buildings to the east. The buildings are arranged in a rough triangle, with each point ending in a wooden circular enclosure

with rectangular notches cut intermittently, like battlements. These round enclosures are clearly meant to be three points of a wooden palisade fence, which would enclose this first group of buildings once completed. The palisade fence, however, is complete only along the southeastern side of the triangle and is obviously unfinished elsewhere. The grass around the settlement looks like it was cropped at one point, and many paths exist between locations in the settlement, but in less well-trafficked spots, the grass has started to regrow.

All the buildings are constructed of either rough timber or mud bricks set in a wooden frame, and have pitched thatch roofs. Many have open window frames, but only a few have actual shutters or even a canvas curtain for privacy. Doors are basic, wooden affairs, too simple for locks, and some buildings lack them entirely. The construction is new, quite rough and unfinished.

The entire settlement is dead quiet. You should emphasize the abandoned nature of the colony throughout this part of the adventure in order to convey a sense of ominous silence and stillness.

Throughout the colony, building walls are either wooden (hardness 5, 60 hp, break DC 20), a step down from masonry walls (hardness 8, 60 hp, break DC 25), or mud brick walls (hardness 8, hp 60, break DC 30). All doors except where noted are simple wooden doors (hardness 5, 10 hp, break DC 15). There are no locks except where noted, but many of the buildings' doors can be barred from within.

A1. THE LONELY DOCK (CR 1)

A solitary dock extends from the beach into the bay. The construction is solid and looks recent, suitable for tying off a small boat, although no watercraft are visible. The beach inclines to the east before giving way to grass and trees. Further on in that direction, buildings and a palisade wall stand on the rise.

PCs who study the beach and succeed at a DC 10 Perception check may notice there are no tracks in the sand leading from the dock to the colony. Alternatively, you may wish to just point this out to create a sense of tension and unease.

If the PCs look into the water at the western end of the dock and succeed at a DC 12 Perception check, they can spot a canoe on the seafloor at a depth of 10 feet. The craft is damaged, but this is not evident until it is dragged to the surface. Similarly, a wicker basket and a fishing pole can be spotted from the dock's other side.

If the canoe is pulled up from beneath the dock, a hole in the bottom hull is evident. The canoe's construction is recent and it was likely built on this island. PCs who succeed at a DC 15 Perception check or DC 10 Craft

(woodworking) or Profession (sailor) check notice a hole that was created from inside the canoe, not the bottom, and was punctured by a tool or weapon. The canoe may be repaired with a successful DC 15 Craft (woodworking) or Craft (ships) check once the PCs have some tools and building supplies. Alternatively, spells that can repair objects, like *make whole*, can repair the canoe once the PCs reach higher levels.

Creature: A fuath gremlin makes its home underneath the capsized canoe. Unless the PCs are very loud while on the dock, the gremlin doesn't notice their arrival. However, it certainly notices the PCs if they disturb its home. The startled gremlin attacks any PC in the water, while trying to remain beneath the dock and out of direct sunlight. It flees if reduced to 3 hit points or fewer.

FUATH **CR 1**
XP 400
hp 7 (*Pathfinder RPG Bestiary 3 142*)

Development: If the fuath is driven from its lair, it swims out to the depths of the bay and waits until it fully recovers its health. It then enters the settlement at night and attempts to wreak mischief on an unsuspecting target, such as by ruining supplies and provisions or murdering a sleeping victim. The gremlin uses its *sleep* spell-like ability to bypass guards or keep a potential victim unconscious while it approaches. Another potential, macabre attack is to use the fuath's congeal water ability on a sleeping victim.

If the PCs do not investigate the canoe or the dock, they might easily bypass this encounter. Eventually the fuath becomes aware of the colonists and infiltrates Talmandor's Bounty. It selects and attacks an unsuspecting settler in search of murder, mayhem, and something sparkly to steal.

A2. PAVILION TENTS

Seven canvas pavilion tents were set up here, all of which are large enough to shelter two to three people each. All but two tents have collapsed due to wind, rain, and lack of maintenance. The two that remain standing lean haphazardly and do not appear to have been entered for a long time. Grass has begun to grow around them.

Six of these tents served as temporary shelters for those waiting to have a house built, and one was reserved for work crews constructing the palisade. The tents are salvageable, though one had some small animal nesting in it for a time and reeks of musk. Oddly enough, many of the tents still have common mundane personal items in their folds, such as clothing, mementos, cooking pots,

WHERE'S THE COLONY'S BOAT?

The PCs likely have some idea of the resources that would be waiting for them in Talmandor's Bounty, so one of them might try to find the colony's boat. The first wave of colonists who arrived on *Liberty's Herald* were left with a ship's boat, but it's nowhere to be found on the beach or docks.

It is clearly missing—along with the colonists—and its disappearance serves as a plot element in future adventures. A group of faceless stalkers used the ship's boat to transport kidnapped colonists to another nearby island as part of a deal between their aboleth master and the veiled master Ochymua. It was one of these faceless stalkers who sabotaged the canoe here, to prevent colonists who were growing suspicious from sneaking away from the settlement without leaving a trail that could be followed.

The PCs are not expected to figure everything out right away, but it's useful for you to have context to the mysteries they encounter. If the PCs puzzle out on their own that the original ship's boat is missing and that the canoe was sabotaged, reward their detective work with a story award of 400 XP.

and waterskins. Some of these items are ruined, but much of the mundane gear can be cleaned or repaired.

Treasure: The PCs can find four *potions of cure light wounds* and a *quick runner's shirt*^{UE} scattered among the tents in different bundles of personal possessions.

A3. PROVISIONS BUILDING (CR 2)

This rectangular building is constructed of mud brick walls. The building has a simple door facing east, but unlike all other buildings in the colony, it lacks any windows. A heady smell of dried plants, herbs, and dried meat lingers in the air.

The door lacks a means to bar it from within. Inside, the ground has been dug out to a depth of 3 feet so that the floor is lower than the ground outside. A short flight of steps set with flat stones leads into this darkened area, lit only by any ambient light coming through the door. The building lacks interior walls except for a few short partitions, and four stout posts support the roof. The temperature is cool and the smell of rotted vegetables and meat is strong. Strings of garlic hang suspended from ceiling crossbeams alongside chunks of salted meat and bone. Debris and refuse is strewn across the floor between stacks of crates, boxes, and barrels against the walls.

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



This building is where the first colonists stored those provisions brought over on the *Liberty's Herald*, intended to supplement their diet until their crops matured. Much of it was salted meats, fish, and hardy root vegetables. If the PCs succeed at a DC 12 Perception check, they can notice that some of the barrels and containers have remained sealed. PCs who examine the untouched barrels and containers observe a sort of paste has been liberally applied to the outside. A successful DC 12 Knowledge (nature) check is required to identify this as mash of bay leaves, garlic, and catnip, all of which are natural pest repellents. Inside these containers are unspoiled preserved foodstuffs, which serve the passengers of the *Peregrine* well.

Creature: Cockroaches infested this area and began to multiply, forming a cockroach swarm. The swarm is sensitive to light and is quiescent until the heroes properly enter the building and let the sunlight in. The PCs must succeed at a Perception check opposed by the cockroach swarm's Stealth check to notice the insects in the gloom.

The swarm may pose a difficult early challenge for the PCs, but there are a few ways to mitigate this. The swarm is reluctant to stray too far from the building in bright daylight and instinctively chooses not to pursue the PCs very far, opting instead to return to the darkened safety of the provisions building. Additionally, there is some equipment in the tool house (area A4) that could help the PCs in this encounter.

A simpler, but less optimal solution is to burn the building down. If it looks like the PCs might go this route, you should point out (or allow the PCs to attempt a DC 10 Wisdom check to realize) that the damaged building will need to be rebuilt or repaired, which is another complication the new colonists do not need. Furthermore, setting the place ablaze would destroy the stored foodstuffs.

COCKROACH SWARM **CR 2**

XP 600

hp 26 (*Pathfinder RPG Bestiary 2 58*)

Treasure: Once the swarm has been cleared out and the PCs conduct a thorough search of the shelves (Perception DC 15), they can find a teakwood box that is approximately 12 inches by 2-1/2 inches by 1-1/2 inches. The box itself is worth 30 gp and contains a *wand of goodberry* with 49 charges remaining. The wand was donated to the expedition, but upon arrival it was determined no one could reliably activate it. It was stored here in the hope that someone aboard the next ship could make use of the item.

Story Award: If the PCs retrieve the unspoiled containers of food, award them a story award of 200 XP.

A4. TOOL HOUSE

This mud wall building has a door facing east and one shuttered window. Above the door is a plain wooden sign that reads, "Tool House."

The contents of this building are useful but unremarkable. Hanging on the wall from hooks and nails are an assortment of tools, such as hammers, handsaws, hatchets, machetes, trowels, and the like. Various other implements, such as makeshift ladders, barrels of tar, and shovels are stacked or otherwise arrayed about the room. Absent are tools and implements that would pertain to or be exclusively used for blacksmithing (these are in the Smithy in area A5).

Any PC with at least 1 rank in Survival (or a Wisdom score of 12 or higher) realizes that there is no way the original colonists could relocate successfully without taking these tools. In fact, these materials are vital to the survival of the colonists who arrived on the *Peregrine*—while the second wave of colonists brought some of their own tools, they made plans around these resources being available when they arrive.

Treasure: A wooden box with the words "Emergency Only" carved on the lid sits on a shelf. The box has a simple lock that requires a successful DC 15 Disable Device check to open (the key is missing and can't be located in the colony). Inside are two vials of alchemist's fire and a neatly folded swarmsuit^{UE}. The vials are cushioned in the box, but if the box is broken open instead of unlocked, they each have a 25% chance of breaking. This automatically destroys the swarmsuit, and one broken vial ignites the other—the creature that breaks the box is automatically considered the target of both vials.

A5. SMITHY (CR 2)

This L-shaped building is constructed of mud bricks on a wooden frame. The western portion is of the structure is enclosed by four walls. This section has a single open window on the south side, with a canvas curtain hung across the opening. The single entrance is a wooden door, standing slightly ajar, on the southern end of the eastern face of the building. A ten-foot extension connects to the building on the east side. This extension has only a northern wall and is otherwise just a roof sheltering the space below, which is open to the outside. Underneath this cover is a forge with an exhaust flue directly above it, a worktable covered in metal scraps, a small tub of black water, and a partially sheltered anvil.

This building serves as the smithy for Talmandor's Bounty and is a critical location for the newly arrived colonists. The actual anvil and forge are outside

the smithy under the shade of a roof extension. The outdoor worktable is covered with a few blacksmithing tools and pieces of metalwork, such as weapons, tools, or farming implements abandoned halfway through being forged or repaired. If necessary, these metal objects can serve as improvised weapons for Medium and Small creatures. The water in the tub is filthy with soot, ash, and charcoal residue. A PC who examines the forge and succeeds at a DC 20 Survival check or a DC 10 Craft or Profession check with a skill that relates to metalworking determines that the forge was last lit about a week ago. This is noteworthy because the rest of the colony appears to have been abandoned for a month.

The southern window has no shutters and is large enough for a Small creature to move through easily without having to squeeze. The canvas drape can be pulled away or lifted with a move action, or as part of a move action when moving through the window.

Inside the smithy building, the space is divided between personal living quarters and an indoor tool storage and work area. A pungent animal smell lingers in the air and a tussled pile of blankets on the wooden cot is soiled. The room is in a state of disarray, with tools such as tin snips, pliers, and files carelessly strewn all over. A few Medium weapons and pieces of armor are strewn among the debris.

Creatures: Three monkey goblins lurk inside the smithy proper. Provided the characters enter the colony by daylight, the creatures are quiet, as they are fairly nocturnal. Two monkey goblins doze, while the third is awake and listening for the sounds of other creatures moving about the colony. They belong to the Ghosthater tribe, so named because their tribal coming-of-age ritual requires monkey goblin adolescents to face down the projection of Jazradan at area L and show no fear. The tribe scouted out the settlement after the original colonists departed, and the smithy represents a great resource for the goblins, as the forge gives them the ability to produce and repair metal weapons suitable to their size. The tribe has not relocated to the village yet, but these three monkey goblins remain posted to secure this location against other island natives.

The monkey goblins do not automatically surprise the PCs or vice versa. If the PCs explore quietly and keep their voices low, the sole awake goblin may not hear them until someone enters the building. If the PCs are boisterous or careless in their exploration, they might be overheard. If so, all three monkey goblins are wide awake and prepare an ambush. One may even peek out of the window and circle around the smithy to sandwich the PCs between it and its allies inside.



GHOSTHATER GOBLIN

Monkey goblins are less cowardly than regular goblins. They flee only as a last resort and are unlikely to barter for their lives. If any successfully escape, a contingent of their tribe might return and attack the new colonists in retaliation as an optional additional encounter. If captured alive and interrogated, they might be able to tell the PCs a little about the island's other native inhabitants as you see fit. They know about the "ghost" in area L, but they don't understand its words and otherwise don't know much about Ancorato's major secrets.

GHOSTHATER GOBLINS (3) **CR 1/2**
XP 200 each
 Monkey goblin fighter 1 (*Pathfinder RPG Bestiary* 6 138)
 CE Small humanoid (goblinoid)
Init +3; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 shield, +1 size)
hp 13 each (1d10+3)
Fort +4, **Ref** +3, **Will** +0; +2 vs. fear

OFFENSE

Speed 20 ft., climb 30 ft.

THE LOST OUTPOST

FOREWORD

PART 1: THE VANISHED

PART 2: SETTLEMENT AMID THE STRANGE

PART 3: MENACE RELEASED

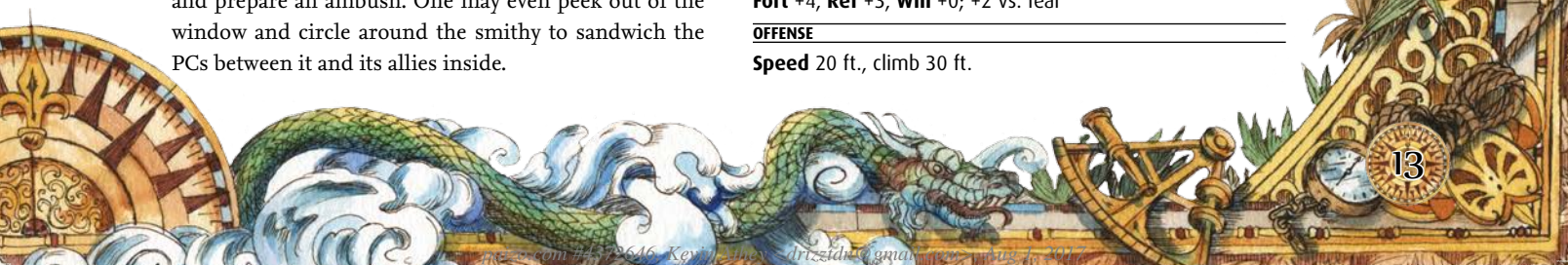
NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLTHU

BESTIARY

CAMPAIGN OUTLINE





Melee shortspear +4 (1d4+2) or dagger +4 (1d3+2/19–20)

Ranged dagger +5 (1d3+2/19–20) or shortspear +5 (1d4+2)

TACTICS

Before Combat If the monkey goblins become aware of the PCs before the heroes become aware of them, they attempt to stage an ambush.

During Combat The monkey goblins engage in melee with their shortspears and make ranged attacks with their daggers. They throw their shortspears as a last resort. If fighting conditions in the smithy become too crowded, some or all of them climb out the window and up onto the roof (to gain a height advantage), or circle around the building to attack from outside.

Morale Normally, monkey goblins are too fierce and reckless to flee; however, if one or more of them are killed, and those that remain are reduced to 4 hit points or fewer, they retreat to fight again another day.

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +4 (+0 to jump), Climb +9, Craft (weapons) +2, Stealth +12; **Racial Modifiers** +2 Acrobatics, +2 Stealth

Languages Goblin

SQ prehensile tail

Gear buckler, daggers (3), shortspear

SPECIAL ABILITIES

Prehensile Tail (Ex) All monkey goblins have long, flexible tails that they can use to carry objects. They cannot wield weapons with their tails, but the tails do allow them to retrieve small objects stowed on their persons as a swift action.

Treasure: A few pieces of equipment of exceptional craftsmanship can be found among the mess the monkey goblins have created. Among them are two masterwork machetes (see page 69), a masterwork chain shirt, and a +1 *darkwood* buckler, which appears to have had a new arm strap affixed recently. The PCs can also salvage 40 metal arrowheads from the debris. While these are not useful in their current state, a character with Craft (bows) could make complete arrows from these at no additional material cost (as the other materials are easy to obtain on Ancorato).

A6. CHAPEL (CR 2)

This large building is durably built in a log cabin-style construction with a thatched pitched roof and three gables. Its several open windows are uncovered, and the sole entrance on the east side of the building is bereft of a door. A small porch covered by a gable shelters this door, though

the porch has not been swept and dirt and dust have started to accumulate, while one end of the gable is starting to sag from neglect.

Once the PCs enter the building, read or paraphrase the following.

The interior of this building suggests a modest place of worship—not quite a temple but more than a mere shrine. A table near the center of the west wall appears to serve as an altar, draped in a white but dusty cloth. Behind the table, a large wood carving of a humanoid figure with a stag’s head leans against the wall. Two rows of benches face the altar, although some have been knocked over and two piles of ashes are visible in the aisle between them. Scattered throughout the room are assorted objects related to public worship, such as a chalice and a ceremonial rod. An ornately carved longbow hangs on the wall near the altar, as if on display.

Against the north wall is a smaller shrine. Nearby is a wooden statue roughly three feet tall that depicts a male half-human and half-avian creature. One carved wing hangs partially broken from the statue.

The wood carving behind the altar represents the deity Erastil, and can be identified as such with a successful DC 10 Knowledge (religion) check. The other wooden statue near the smaller shrine can be identified as the agathion patron of Andoran, Talmandor, with a successful DC 15 Knowledge (religion) or DC 15 Knowledge (planes) check. PCs who already actively worship or revere these entities can identify the statues without a Knowledge check.

Typically, shrines to Erastil are simple affairs, but Father Adran Felton wanted to establish a devout congregation and welcoming chapel for the fledgling colony. His intention was that this building would serve as a community center as well as a place of worship. As the colony was named after one of Andoran’s celestial patrons, Father Felton included a shrine to Talmandor in the chapel as sign of good luck for the colony’s prosperity.

PCs should immediately realize that there was a struggle in this area and it was never straightened up afterward. Time has made the tracks on the floor unidentifiable, but a PC who succeeds at a DC 15 Survival check can locate a trail of dried blood leading from the altar to the front entrance. A PC who succeeds at this check by 5 or more also determines that no creature has entered this place in the last few weeks, or possibly a month. (The monkey goblins in area A5 know full well the chapel is haunted, and the entity here has the ability to actively affect them—unlike the “ghost” in area L that serves as a rite of passage.) A smell of rotting flesh lingers near the altar, but there

is nothing obvious, even a large bloodstain, that could suggest the source of this smell.

If the PCs remove the dusty white cloth covering the altar, it becomes evident that it is not a table on four legs but is constructed more like a large box with religious carvings on the front face. A careful examination of the back accompanied by a successful DC 15 Perception check allows the PCs to locate a secret sliding panel. Opening the panel leads to the discovery of Silas Weatherbee's dead body. Upon opening the box, any PCs adjacent to it must succeed at a DC 10 Fortitude save or be sickened for 1d4 rounds as the strong smell of a rotting corpse fills the dusty air. Depending on when the poltergeist attacks, this may or may not affect the combat. A PC examining the body and succeeding at a DC 10 Heal check can tell the man died of a few stab wounds, but the body is not significantly mutilated.

If the PCs examine the piles of ashes, both can be determined to have been books. The leather cover of one of the books is still intact and bears the title *Parables of Erastil*, which a PC can identify as the common text of worshipers of Erastil with a successful DC 10 Knowledge (religion) check. The other book's cover is burned beyond recognition, but an Andoren character thumbing through fragments of the unburned pages within can identify the text as a copy of *On Government*, a political treatise written in a poetic style. With a successful DC 12 Knowledge (history) or Knowledge (local) check, a PC further identifies it as a book that played a part in Andoran's People's Revolt and sparked the Red Revolution in Galt, allegedly inspired by conversations with Talmandor himself. Andoran natives receive a +2 circumstance bonus on these checks.

Creature: The chapel is haunted by a poltergeist: the undying spirit of Silas Weatherbee, a farmer among the first group of colonists. A man of faith, he routinely assisted Father Adran Felton in prayer services and maintaining the chapel. Silas was among the last colonists to be abducted by faceless stalkers and observed strange behavior from his neighbors as they were dominated weeks before he died. He confronted Rayland Arkley, who had been replaced by the faceless stalker Thanaldhu, and was injured in the confrontation. Thanks to sheer luck and an unexpected distraction, Silas escaped and ran unseen into the chapel. There, he hid inside the altar where Father Felton stored his religious paraphernalia. Thanaldhu searched the chapel for his runaway prey, but departed

empty-handed. Silas, however, remained hidden until he passed out, succumbed to his wounds, and died within the altar. His disappearance was a mystery even to the aberrant invaders.

Now a poltergeist, Silas attacks intruders by hurling objects, such as the statue of Talmandor, the large woodcut of Erastil, the silver chalice and rod, and even the wooden benches. This encounter may prove difficult for 1st-level characters. Note that Silas can roam only up to 120 feet from his body, so the PCs can retreat if necessary. In addition, Eamon (see page 64) and Kurvis (see page 65), the priests among the *Peregrine's* colonists,



SILAS WEATHERBEE

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE


3:

BOUNTY

TOLOGY

BESTIARY

CAMPAIGN
OUTLINE



can assist the PCs in temporarily defeating the restless spirit once the pair reaches the colony.

SILAS WEATHERBEE**CR 2****XP 600**Male poltergeist (*Pathfinder RPG Bestiary 2* 211)**hp** 16

Development: If Silas's body is discovered and laid to rest, his spirit goes quiet for 2d4 days, but then the hauntings resume—likely to the horror of the new settlers. He can be permanently laid to rest only if the PCs determine why Rayland Arkley, his friend and leader, tried to kill him. The truthful answer is that Rayland didn't, as Rayland was being impersonated by a faceless stalker, but simply guessing at an answer won't comfort Silas's spirit. The PCs must discover the truth and relate it with certainty and conviction to the poltergeist.

Silas can speak to the PCs if you desire, or alternatively he becomes a rapping spirit haunt (*Pathfinder RPG Occult Adventures* 230) until he fully rejuvenates. As a haunt, he becomes temporarily harmless (for the most part) and another means of communication can be established. Silas maintains just enough substance to produce knocks and loud bumps. The PCs can attempt communication with him by working out a code to convey messages at the rate of 1d10 words per minute with a successful DC 10 Linguistics check. It is possible to neutralize Silas in this form, but doing so does not alter the number of days until he rejuvenates back into a poltergeist.

SILAS THE RAPPING SPIRIT**CR 1****XP 400**

LE persistent haunt (5-ft. radius)

Caster Level 1st**Notice** Perception DC 10 (to hear faint knockings on walls, floor, and furniture)**hp** 4; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day**Effect** When this haunt is triggered, a chorus of agitated raps and blows rings out from nearby hard surfaces, particularly the altar, as Silas tries to communicate with the PCs. All who hear the supernatural knocks are affected by *cause fear* (Will DC 11 negates).**Destruction** Silas must hear the truth about why Rayland Arkley tried to kill him.

Optionally, Silas might agree to temporarily stop his violent behavior toward the colonists if the PCs convince him of their good intentions with a successful DC 15 Diplomacy check. Such an agreement earns them a few weeks of respite from the poltergeist, but he ultimately relapses unless his spirit is laid to rest.

Treasure: The longbow is a +1 *holy reliquary composite longbow* (+2 Str) which can be used as a holy symbol of Erastil (see page 148 of *Pathfinder RPG Ultimate Magic* for more information on reliquary arms). Without a cleric to use it as a holy symbol, the longbow has no special effect on Silas; however, the spirit never attempts to move it telekinetically. The silver chalice, rod, and other religious articles are worth 300 gp, but they belong to the church (they do not count toward the allotted treasure in this adventure).

Story Award: If the PCs determine what Silas requires to calm his restless spirit, award them a 200 XP story award. If they discover what became of Rayland Arkley (and his innocence in Silas's murder), award the PCs another 600 XP for finally laying his spirit to rest.

A7. LARGE HOME

This long, rectangular building appears to be a home, though larger than many beyond the palisade to the south. It has three windows, all covered with wooden shutters, and a single door facing northwest, which is unbarred and slightly ajar.

Once the PCs enter, read or paraphrase the following.

Simple wooden furniture is in disarray throughout this residence. Tables and chairs are knocked over and pushed aside, though none appear willfully broken. Articles of clothing and household items are scattered across the floor as if they were examined briefly and discarded. A large pallet bed is visible in a separate room through an open interior door. A third room with no windows is next to the bedroom but is completely empty.

Although the home has been ransacked, there is no evidence of foul play or personal violence. A casual search reveals any number of common domestic items, such as boots, spare cloaks hung on pegs, cookware, and plates and mugs—sundries that one might find in any dwelling. A PC searching the main room with a successful DC 15 Perception check finds a gold wedding band left sitting on a windowsill (see *Treasure* on page 17). “My dearest Livvy” is engraved on the ring's interior. There are no other direct clues as to who lived here, but there is only one “Livvy” listed on the town charter in area **A9**. Though the PCs might not be able to determine this yet, this home belonged to Father Adran Felton and his wife Livvy, and was built next to the chapel so that he'd have easy access to the colony's place of worship. Father Felton was entrusted to watch over the colony's only kegs of beer that were transported from Almas aboard *Liberty's Herald*.

If the PCs search the empty room and make a successful DC 15 Perception check, they discover

a few large circles on the floor where no dust has accumulated. The bare circles correspond to the size of an average wooden barrel, if set upright on end. No barrels can be found in the house, although there is a clear path to the door.

Finally, a PC searching the bedroom with a successful DC 12 Perception check spots a small metal chest shoved far under the bed and against the wall. The chest is not trapped but requires a successful DC 25 Disable Device check to unlock. See Treasure below for the contents.

Due to wind, rain, and the passage of time, only the most significant or fresh tracks are still visible in Talmandor's Bounty. Just outside this building, any PC who succeeds at a DC 10 Perception check spots a strange set of tracks that appear to be about a week old. A successful DC 5 Survival check is required to follow this odd set of tracks as they lead northeast and then south through the gate in the palisade fence. One trail is 3-1/2 feet wide, heavy and flat, and corresponds to no natural creature. The other is a set of odd, starfish-shaped footprints running down the center of the flattened trail. A PC who succeeds at this Survival check by 5 or more can surmise that something large and heavy was rolled away from the house, and that the footprints belong to whoever or whatever was pushing the object. If the PCs discover the dust rings inside the house, they receive a +5 bonus on these Perception and Survival checks. The tracks lead due south down the road between houses. Another DC 15 Survival check must be attempted at the four-way intersection; if successful, the PCs can follow the trail due south, east at the end of the street, and up the low rise to the Levin Farm (area A18). A choker now occupying the farm removed the barrels a few days ago and transported them to its lair, away from some of the other creatures that now inhabit the colony.

Treasure: The small chest contains five bags, each of which holds 5 pounds of powdered silver (worth 25 gp each), four blocks of incense (worth 25 gp each), and a pouch with 100 gp worth of diamond dust. These are expensive material components for *bless water*, *augury*, and *restoration*, respectively. They also serve as a clue as to the house's original residents. The gold wedding band is worth 125 gp, and if it's sent back on the *Peregrine* with express instructions to deliver it to Adran and Livvy Felton's next of kin, the PCs receive a 250 gp reward on the next ship to make the journey from Almas.

A8. GATE

The south side of the palisade fence is the only finished side. A large gate set in the fence can be barred from within. The gate is open, however, and the large wooden bar leans against the fence. Beyond the gate is an unpaved road where homes have been built or are in various stages of construction.

A9. GOVERNOR'S HOUSE

The name "Arkley" is carved into a wooden sign nailed next to the doorframe of this log cabin. A single, closed door faces northwest, and the structure has two wooden-shuttered windows. The architecture is otherwise the same as many of the other buildings.

The PCs should recognize the name Arkley, or specifically Rayland Arkley, as the leader of the first group of colonists who arrived on the *Liberty's Herald*. The only door is shut and latched, but not barred. The inside of the house stands in contrast to most of the other buildings in the settlement in that it is relatively organized and tidy. It contains plain wooden furniture, with simple amenities such as wall racks for weapons and armor, a modest dining table and chairs, and a sitting chair with a makeshift cushion and footstool. A separate bedroom features a wooden bed frame and pallet mattress, a boot rack, and a large unlocked chest of folded clothes and other personal items. The entire house is a study in normalcy, though PCs who succeed at a DC 10 Survival check find just enough dust to ascertain that the house has not been entered for 3-4 weeks.

PCs who perform a careful search and succeed at a DC 18 Perception check have cause to glance upward, and spot the corner of a sheet of folded parchment resting on top of a crossbeam, 9 feet above the floor. If the PCs find a way to retrieve it (a chair or a hand up by an ally suffices), they discover that the parchment is actually four sheets that have been folded together and tightly creased. When unfolded, it proves to be the Talmandor's Bounty colony charter. This legal document declares the island and the colony to be under the protection of the nation of Andoran, outlines the colony's relationship to the Bountiful Venture Company, and enumerates the rights and responsibilities of all colonists. It bears the sealed signature of three members of the People's Council, representatives of the Bountiful Venture Company, and every colonist that came aboard the *Liberty's Herald*. The PCs should know these facts as part of the debriefing and disclosures given to all colonists, and in fact likely signed a similar document themselves before joining the colony. The document is important for historical and legal reasons but is not intrinsically valuable in itself; a duplicate charter remains in Almas.

This document should have been stored in the Government House (area A10), where it would be safe and Rayland Arkley would have access to it anytime he wanted. The charter's presence here might puzzle some of the PCs, and in fact it ended up here by means of sinister subterfuge. The charter also doubles as a passenger manifest for the *Liberty's Herald*, and the faceless stalker Thanaldu kept the charter here as a checklist of

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED


NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



the colonists while posing as the colony leader Rayland Arkley so he and the other faceless stalkers could keep track of who had been captured and who still remained on Ancorato. Once done with the town, Thanaldhu had no further use for the list and abandoned it. If you want to give the players a small clue, consider having the document have small check marks listed alongside the names of the colonists, but not the colony's officials. Characters with access to the psychometry occult skill unlock (*Pathfinder RPG Occult Adventures* 196) might be able to get an impression from the document as to who possessed the document last; this would reveal Rayland Arkley instead of the faceless stalker Thanaldhu.

Treasure: PCs who succeed at a DC 15 Perception check to search the house (this can be the same check used to locate the charter) find a silver pocket watch in the cushions of one of the chairs. Such timepieces are rare in the Inner Sea region, and this one also functions as a compass. Study of the symbols on the watch's face indicates it is of original Azlanti design, and it is amazingly still in working order. This device belonged to Thanaldhu, who misplaced it while pretending to be Rayland. It is worth 775 gp to a collector.

Additionally, tucked under the mattress in the bedroom is a traveling spellbook. Twenty-nine pages have been used, with 21 blank pages remaining. The book contains 10 0-level spells, eight 1st-level spells, and eight 2nd-level spells. The actual spells are left undeclared for you to determine, with one exception: the book definitely contains the cantrip *arcane mark*. Otherwise, the book is intended to allow you to grant arcane spellcasters new spells even while so far away from civilization. The book is worth 920 gp. Inside the front cover is an *arcane mark* that reads, "Hendrake." If the PCs cross-reference this name with the charter, they find one of the colonists was named Una Hendrake. Additionally, a spell component pouch is tied to a brass ring bound into the spine of the book.

A PC who succeeds at a DC 10 Knowledge (local) check recalls from the information presented when joining the colony that Rayland Arkley was a former military man, not a spellcaster. Thanaldhu confiscated the book from one of his abductees and left it here with the intention of coming back to retrieve it.

A10. GOVERNMENT HOUSE (CR 1/2)

This wooden-framed, mud brick structure is currently the colony's only two-story building, as well as one of the largest structures. It has the appearance of a rural courthouse or city

hall rather than that of a residence. The front features a small porch supported by rough log pillars, with double wooden doors facing west. Numerous window frames with shutters, some of them open, wrap around the building on both floors.

The roof is not thatched, but has wooden shakes instead.

The construction suggests this building was intended to be a source of community pride, but it still has a rough, unfinished appearance due to lack of paint and coarse materials. A few small shrubs have been planted around it.

The doors are unsecured, although they can be barred from within. When the PCs enter, read or paraphrase the following aloud.



CLOCKWORK SPY

Through the main doors is a foyer opening to a large chamber that occupies most of the main floor.

This room is open to the second floor, and two flights of stairs lead to a gallery that overlooks this space, supported by columns on the main level. At the rear of the chamber against the east wall is a raised desk, like a podium. Tables and chairs are arrayed in front of it like a courtroom. The gallery above has simple wooden chairs so that citizens can observe whatever business is conducted here. Doors at the north and south ends of the main floor lead to what appears to be separate offices.

This main chamber is intended for community meetings and future government and legal proceedings. The building has not been used recently, as evidenced by a light layer of dust throughout. This main chamber contains little of interest except the clockwork spy described below.

The makeshift offices have simple wooden tables, chairs, and writing equipment including stationery, ink, and quills. The northern office also has a locked wooden coffer that requires a successful DC 20 Disable Device check to open (the key is not present). Inside are multiple journals and logbooks. The logbooks record various types of events, such as the sea journey to Ancorato, daily work details for construction and farming, a master tool inventory, records of the daily weather, and so on. This information is mostly pedestrian in nature, but might serve as the basis of a future almanac. All of the books date back to approximately 1 month ago, whereupon the entries become sporadic and stop altogether a week later. If the PCs discovered the charter in area **A9**, this is where it normally would have been stored.

One logbook details daily events in the colony since landfall, and it's the one book that contains something of particular interest. A PC who succeeds at a DC 12

Perception check while carefully examining the colony logbook notices that it is missing three to four pages after the last entry, as evidenced by a razor-sharp incision along the binding where the pages were carefully cut out. If subjected to *detect magic*, the book radiates a faint aura of universal magic. This aura originates from two invisible *arcane marks* inscribed on the inside of the back cover. The arcane marks are normal words and spell “plum tree.” This is a reference to area A17.

Creature: A clockwork spy monitors the main chamber of the building from the second-floor gallery, peering down through the railing and shifting position when necessary while it records what the PCs say. The clockwork spy is programmed to attempt escape if the PCs’ actions suggest it has been spotted. In this event, the clockwork spy runs to the closest window, climbs partially up the wall, and opens the shutters with the intention of flying away. Though there is no map provided for this location, assume that it takes the clockwork spy 3 rounds to reach the window, and it flies away on the fourth round. A determined PC moving at full speed can intercept it 1–2 rounds before it takes flight.

This elegant construct is the product of sophisticated craftsmanship; it belongs to Jazradan, and has an extra feature that standard clockwork spies lack: it can extract its own key from inside its body and wind itself. This key cannot be discovered until the clockwork spy is captured, restrained, and a PC performs a successful DC 25 Disable Device check.

CLOCKWORK SPY CR 1/2
XP 200
hp 5 (*Pathfinder RPG Bestiary* 3 58)

Treasure: The clockwork spy is worth 1,250 gp if captured and reprogrammed.

Development: If the PCs capture the clockwork spy and find its key, a successful DC 25 Disable Device check allows one of them to unwind and then reprogram it. The internal mechanism that allows the clockwork spy to wind itself can be removed, but this requires a separate DC 25 Disable Device check, and failure means that the clockwork spy is reduced to 0 hit points and its self-destruct mechanism activates. Success means the spy can no longer wind itself, but the PCs have a working key that they control rather than the clockwork spy being able to wind itself.

If they unwind the construct, the PCs can also review its current orders: to maintain position, keep itself wound, await the arrival of humanoids other than monkey goblins, record any conversation, and return to a predetermined location for further instructions. The clockwork’s recording gem is blank, except for whatever it may have recorded of the PCs conversations.

If the PCs follow the clockwork spy to the location it was last programmed to return to, it leads them partially across the island to area L, where it presents itself to the permanent projected illusion of Jazradan and awaits further orders.

Story Award: If the PCs manage to capture the clockwork spy without destroying it, award them an additional 200 XP. If they think to follow it to its destination (whether immediately or later), award them an additional 200 XP.

A11. BARRACKS (CR 1)

These two long, rectangular buildings are constructed entirely from planks on a wooden frame, with a pitched thatched roof. Each building has two doorframes on the side of the buildings opposite the palisade, but lacks doors. Four window frames open into either side of the long walls, a few of which have no cover and others only a canvas draped across the inside. A partial view of the interior is possible from the doorways. Inside, the floors are hard-packed earth, and along the walls are wooden bunk beds. Many of the pallet beds are covered with blankets that now gather dust. Those beds have sacks or tied bundles of clothes sitting at their feet.

These buildings were among the first built in the colony, intended to provide shelter while the community erected public buildings and then started construction on private homes. The barracks were still in partial use by settlers waiting for the completion of their private homes when the faceless stalkers arrived and began their stealthy abductions. The bundles and bags contain clothes and mundane possessions that belonged to the first colonists. The PCs could possibly find some desired piece of inexpensive gear among the left-behind possessions, but most of it holds only practical or sentimental value.

Creature: An ankheg nymph has tunneled underneath the walls of the northwestern barracks and surfaced through the earthen floor of that building in search of food. An ankheg nymph is an immature ankheg between its larval and adult stages in life. PCs wishing to identify it must make a successful DC 8 Knowledge (arcana) check. PCs who successfully identify the creature realize that there must be an egg-laying adult somewhere close by, as well as other ankheg nymphs.

The creature has no intelligence to speak of; it attacks the PCs immediately and fights to the death. It is low enough to the ground that it can scuttle underneath the lower bunk of the bunk beds without any impediment to its movement, and can freely attack the feet of any creature adjacent to a bunk bed, while the lower bunk provides it with cover. The bunk beds are solidly

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED


NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



constructed, but can be pushed or pulled out of the way with a successful DC 13 Strength check.

Creatures with a burrow speed normally don't leave a tunnel behind that other creatures can traverse, and the ankheg nymph is no exception. It is possible for a Tiny creature (like a familiar) to enter the shallow hole where the nymph burst through the floor and determine it came from a northern or northeastern direction. A PC who succeeds at a DC 15 Survival check can also make that same determination.

ANKHEG NYMPH**CR 1****XP 400**

N Small magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +8**DEFENSE****AC** 14, **touch** 12, **flat-footed** 13 (+1 Dex, +2 natural, +1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +4, **Will** +1**OFFENSE****Speed** 20 ft., burrow 15 ft.**Melee** bite +4 (2d4+1 plus 1d4 acid and grab)**Special Attacks** grab (Medium), spit acid**STATISTICS****Str** 13, **Dex** 12, **Con** 14, **Int** 1, **Wis** 12, **Cha** 5**Base Atk** +2; **CMB** +2 (+6 grapple); **CMD** 13 (21 vs. trip)**Feats** Skill Focus (Perception)**Skills** Climb +5, **Perception** +8**SPECIAL ABILITIES**

Spit Acid (Ex) Once every 6 hours, an ankheg nymph can spit a 15-foot line of acid. Creatures struck by this acid take 2d4 points of acid damage (Reflex DC 13 half). Additionally, in the 6 hours following the ankheg nymph's use of this ability, its bite attack doesn't deal any additional acid damage. As a result, an ankheg nymph doesn't use this ability unless it's desperate or frustrated, such as when reduced to fewer than half its hit points or when it can't successfully grab an opponent. The save DC is Constitution-based.

Treasure: A PC who thoroughly searches the original colonist's possessions and succeeds at a DC 12 Perception check locates a *lesser talisman of good fortune*^{OA} along with 321 sp and 87 gp. Few colonists brought coinage with them to the island, knowing there would be nowhere to spend it. The coins found here constitute loose change and the paltry savings of two dozen people. If a PC succeeds at the check by 5 or more, she also discovers a *wand of color spray* with 12 charges remaining, hidden inside a small tear in one of the mattresses. It bears the initials "U. H."

A12. COLONY SQUARE

At the center of the colony, in front of the Government House, is a public well. It is one of two in Talmandor's

Bounty, the other being located at the Levin Farm (area A18). The well water is clean and potable, and the rope and bucket are still intact.

Just southwest of the well is a wooden scaffold with a set of steps. It looks suitable for use as a platform to address a large crowd, though it would take minimal effort to convert it into a gallows. North of the scaffold is the remnant of a well-used community fire pit surrounded by stones, large enough for a reasonably sized bonfire. Most of the ashes in the central fire pit have been rained on repeatedly and are now mixed in with the soil. It is clear that no fire has been lit here for weeks.

A13. PITTED LAND (CR 3)

North of the colony, but well within sight, is a small field. Inundating the meadow is a series of large holes dug in at an angle. Piles of dirt surround each hole. A large copse of trees grows due east of this location.

There are two dozen or more holes in this area. If the PCs start a detailed search of the field, they discover fragments of leathery eggshells in a few of the holes, sized for a Small creature—and one hole that contains a human skeleton bereft of clothing or equipment. A PC who succeeds at a DC 18 Perception check notices that burrowing tunnels connect some of the holes. A successful DC 20 Perception check or DC 15 Heal check is required to notice the bones are pitted, as if exposed to acid.

Creature: During the month the first colonists were taken from Talmandor's Bounty, an adult ankheg came upon this field and claimed it as her territory. The adult has remained here, but pushed her young out of the immediate area to find their own foraging areas. The ankheg lairs in a larger cavity she dug out beneath the meadow and can easily break out to the surface through the existing holes. The ankheg surfaces to investigate and attack if she senses movement through her tremorsense. The ankheg fights to the death and pursues the PCs if they flee, but only as far as the colony, whereupon she returns to the meadow. This monster may prove difficult for the PCs on their first inspection of the colony, but slaying the ankheg can be postponed until the colony is repopulated.

ANKHEG**CR 3****XP 800****hp** 28 (*Pathfinder RPG Bestiary* 15)

Treasure: A finger on one of the skeleton's hands still wears a copper-colored ring engraved with arcane symbols. It is a *ring of protection* +1, undamaged by the ankheg's acid.

Development: The skeleton here belonged to a colonist named Edwin Fox. If the PCs somehow have the ability to communicate with the dead (such as *Speak with Dead*), they can learn that Edwin knows only that “people were acting strange, like they were in a cult.” Edwin fled to the meadow to hide after hearing cries in the night, the result of infighting between dominated colonists and those who were yet unaffected. The newly arrived ankheg sensed his presence and made a meal of him, its acid picking his bones clean. Due to the timing of his death, he can’t tell the PCs about the faceless stalkers, because they hadn’t arrived in Talmandor’s Bounty yet.

A14. MAIN STREET

Rows of small cottages line the crossroads of two streets formed by months of regular foot traffic. The scene is silent and still. The houses are recently built, but there is no sign of life or activity. Many of these simple homes have no proper shutters, and in some cases even lack doors. Nearby, once-cut grass has begun to regrow undisturbed. Gardens and plots of farmland behind some houses have begun to grow wild as weeds threaten to choke out the vegetables and herbs.

The colonist’s houses all tell a similar story: the occupants are missing and show no sign that they packed their belongings. Except where noted, there are no signs of violence. The PCs can discover a few useful mundane items as the GM decides, such as a compass, a sewing kit, cookware and the like, but nothing of great value remains here except where designated. Non-dangerous pests may occupy some homes, but the buildings can easily be cleaned out and repurposed.

A15. INFESTED PATCHES (CR 3)

In addition to the small garden plots near the constructed houses, Talmandor’s Bounty has five large vegetable patches. Larger sections of farmland have already been surveyed and marked off just east of the settlement with plans for expansion. Two of these large plots are infested with ankheg nymphs.

Creatures: The ankheg nymphs were attracted by the loose soil and abundant variety of plants. The crops have gone wild and need weeding and other attention, but the presence of the nymphs is not noticeable until the PCs move among through the rows. PCs who walk through the areas and succeed at a DC 12 Perception or Survival check notice evidence of the nymphs, as if the plots were overrun with massive moles. If the PCs have encountered ankhegs (nymphs or adult) already, they can confirm their presence here with successful DC 8 Knowledge (arcana) or Survival checks. The nymphs burrow toward PCs coming within range of their tremorsense and burst from the ground to attack.

After Dulin went on the “fishing expedition,” I thought it was smart to change the drop point, lest they drag it out of him. Rayland is becoming bolder and cockier now that more people have resumed supporting him. Don’t tell him anything, no matter how convincing he seems. If necessary, talk to Eliza, she’s on our side and it’s clear that Rayland resents her for usurping his authority. Some of us plan on taking the canoe since those bastards conveniently took the boat and finding somewhere to hole up until the supply ship comes. We can’t all go at once, so wait for the quarter moon and go down to the docks a few hours past nightfall. Barnabus will pick you up. Don’t get followed!

-Una

HANDOUT

ANKHEG NYMPHS (2)

CR 1

XP 400 each

hp 15 each (see page 20)

Development: If the PCs don’t explore the entire colony and discover these ankheg nymphs before returning with the settlers in Part 2, the creatures remain and may attack the colonists.

A16. UNDISTURBED GARDEN (CR 2)

These particular vegetable patches suffer no ravages from ankheg nymph. Other than simple neglect, they appear undisturbed.

Creature: This plot is actually inhabited by a blood maize plant, which has assumed the shape of the surrounding vegetables to await birds, rodents, and other warm-blooded prey. The blood maize’s presence is difficult to discern and it typically tries to surprise its prey. A PC who succeeds at a DC 15 Perception check notices small animal skeletons and a partially buried skull of a monkey goblin, and can act on the surprise round as the maize moves to strike.

BLOOD MAIZE

CR 2

XP 600

hp 19 (see page 84)

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED


NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLTHU

BESTIARY

CAMPAIGN OUTLINE



Development: The PCs may not bother to check the fields, but the blood maize must be cleared out before these vegetable patches can be worked again (and it is far easier to exterminate this pest rather than plow new ground from scratch). If so, these encounters are still waiting for when the PCs return with the rest of the colonists—only there may be injuries or even fatalities when unsuspecting farmers attempt to put the crops back in order.

A17. PLUM TREE

Standing near an evergreen tree is a fruit-bearing tree with spiny branches and reddish-purple, apple-shaped plums. A few plums have fallen to the ground to spoil in the heat and birds have pecked at others. Nevertheless, there are still many fruits still fit to pick and eat.

The tree is completely ordinary and the fruit is safe to eat, which a PC can confirm with a successful DC 12 Knowledge (nature) check. It is the only plum tree in the vicinity of the colony, which makes it a worthwhile landmark.

Any PC who succeeds at a DC 17 Perception or Survival check notices a spot on the ground, next to a fist sized stone, where the earth has been disturbed. Digging a few inches beneath the soil yields a small, flat, leather pouch like a wallet. A PC can tell that the pouch has been buried for a few weeks with a successful DC 14 Survival check, but it is not significantly deteriorated. Inside is a note (see the handout on page 21). If the PCs found the clue in area A10 and suspect there is something interesting about the plum tree, they gain a +2 bonus on their checks to find the pouch.

There are not enough clues in this adventure for the PCs to form a complete picture of what occurred in the colony before the *Peregrine* arrived. Powerful NPCs, some of whom are revealed in the next adventure, have been careful to leave little evidence of their involvement. Clues like this note should convey that something mysterious happened to the 100 original colonists and imply that they were betrayed from within their own group, but without a sense of how or why. Some colonists started to sense the wrongness of the situation and planned to escape, but if the PCs found the sabotaged canoe in area A1, they may guess that these colonists weren't successful.

Story Award: If the PCs discovered this note after first finding the secret message in area A10, award them 800 XP.

A18. LEVIN FARM (CR 1)

Atop a sloping hill stands a solitary cottage built apart from the rest of the colony. A stone well has been built not far from the house's front door. A large stone near the entrance is painted with the words "Levin Farm." Just south of the cottage is a tilled vegetable patch that grows wild from neglect.

The strange tracks described in area A7 terminate in this area. From the outside, it seems there is nothing unusual about the house. It has a thatched roof, a single entrance with a working door, and a few shuttered windows. A PC who checks the crops and succeeds at a DC 10 Survival check notices some of the plants were casually trampled recently by some Small or Medium humanoid, but the tracks are not distinct enough to be specifically identified.

DRUNK CHOKER

The interior of the house is comparable to the other private homes in Talmandor's Bounty. It contains only simple wooden furniture and an assortment of common household and personal items. Unlike the other residences, this house is in disarray, with chairs and tables flipped over, blankets torn to shreds, and produce such as corn and melons gnawed upon and then discarded to rot on the floor.

The house has two bedrooms. Two barrels have been rolled into the larger bedroom; one stands on end by a window. That barrel is empty, but the other remains sealed. Both barrels are marked as containing ale.

Creature: A choker has claimed the larger bedroom as its lair, storing the barrels of ale there. The pathetic creature is drunk and has been for some time. A small colony of the creatures dwells in subterranean caves underneath the hill in area G. When the colonists dug the well here at the Levin farm, they broke through to a natural underground cavern near the choker lair. This brave one swam into the well and crawled out near this house. It became curious about the abandoned settlement and explored the grounds. After finding the ale in area A7, it rolled the barrels back here, closer to its real home, in order to avoid the monkey goblins roaming the surface.

When the PCs arrive at the farm, the choker is reeling in the large bedroom, but this is subject to change based upon the PCs' actions. If the PCs set off the squeaky floorboards (see Hazard below), the choker is automatically alerted to their presence. The choker can attempt a Perception check to overhear them even if the PCs bypass the creaking floors, especially if they are loud and boisterous, but keep in mind its penalty on skill checks (see below).

If the choker hears them exploring the house, it climbs out the bedroom window and clings to the exterior of the house to one side of the window, while allowing the shutter to remain open. If it hears the PCs in the large bedroom, it makes a thudding noise on the outside wall to simulate something dropping to the ground. If a PC approaches the window, the choker attacks with the intention of strangling the PC. The unfortunate PC does not have cover from this first attack but does against subsequent attacks. The choker receives cover from all attacks the PCs make through the window, though this cover granted by the window does not impact the choker's ability to maintain a grapple. If PCs exit the house and run around the exterior to attack the choker, it releases any victim to defend itself. It attempts to flee if reduced to 4 or fewer hit points.

The drunken choker has the sickened condition for the duration of this encounter (–2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

DRUNK CHOKER

CR 2

XP 400

Choker (*Pathfinder RPG Bestiary* 45)

hp 16

Weaknesses sickened

Hazard: If the PCs enter the farmhouse through the front door, allow the PC who enters first to attempt a DC 12 Perception check. A successful PC notices that one of the boards is warped at an odd angle and has the potential to squeak or otherwise make noise. Noticing the board allows the PC to sidestep the squeaky board. If the PC doesn't notice the board and steps on it, she has a chance to negate the sound with a successful DC 13 Reflex save as she lightly lifts her foot. If the PC fails both checks, the drunken choker inside is immediately alerted to their presence.

Treasure: If the PCs cast *detect magic* near the front entrance, or if they pull up the squeaky floorboard (Strength DC 15) or eventually repair it, they discover concealed underneath it a +1 *longsword* with a grip wrapped in green leather and gold wire, glowing with a pale emerald light as per the spell *light*. The workmanship and engravings on the blade and hilt are not similar to any made in the Inner Sea region; a PC who succeeds at a DC 15 Appraise or Knowledge (history) check knows the weapon to be Azlanti in origin. Farmer Levin discovered this weapon buried on his land as he was prepping one of the larger vegetable plots. He concealed his find from the rest of the colony with the intention of selling it when the supply ship arrived; however, loosening the floorboard to hide the sword caused the board to squeak afterward.

PART 2: SETTLEMENT AMID THE STRANGE

There is no specific transition from Part 1 into Part 2 of this adventure. Ramona's request was for the PCs to explore the colony and get a sense of the situation. Once they're done, they're to head north to the alternative landing site and rendezvous with the *Peregrine*. Essentially, Part 1 is completed when the PCs stop exploring the colony and journey north. Any encounters left unresolved are likely to still occur when all of the colonists disembark later and start to move into the existing settlement. This means it's possible some NPCs may become imperiled if the PCs haven't sufficiently cleared out the various threats. See Return to Talmandor's Bounty on page 32 for details.

From their exploration of Talmandor's Bounty, the PCs should have a sense that the infrastructure of the settlement is completely salvageable. Almost all of the

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED


NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



LOCAL FLORA AND WEATHER

Most of the plant life on the island consists of evergreens. Pines and live oaks make up the majority of trees in the inland forests, with palm trees appearing near the coast. Small evergreen shrubs cover the ground along with short palmettos. The plentiful number of pines and live oaks was crucial to the selection of this island as a colony, as palm wood can be used for constructing log cabins, but otherwise is not ideal for building. The pines and moss-covered oaks share space with magnolias and pecan trees, and mango and papaya trees provide fruit to many of the island's inhabitants.

Ancorato has a humid subtropical climate. The weather on Ancorato is warm to hot in the spring and summer months with cool, rainy winters. Rainfall is plentiful, which minimizes the need for elaborate irrigation of crops. Light showers wash over the island on many afternoons, rarely lasting over an hour. Insects are common, but the site of Talmandor's Bounty is not particularly swampy, which reduces the risk of disease.

buildings remain structurally sound. The first wave of colonists started construction of a defensive wall and dug two wells, and the plots of farmland need only a little attention and effort to still yield food this year. While the settlement has its share of recent invaders, it should be obvious that it has been abandoned for approximately a month. A large group of colonists moving back in will do much to deter future incursions. Ledgers from the first wave of colonists have little to no mention of the kinds of attacks that the PCs encountered, giving additional weight to the idea of strength in numbers. Furthermore, any effort to relocate the colony would cost so much time that the colonists would face a dangerously lean winter in the months ahead, and many likely wouldn't survive.

Several references in Part 1 have been made to the prior activities of Ochymua and the faceless stalkers that took the remainder of the colonists. This information is intended to provide the GM with context and background for what happened to those unfortunate settlers—specifically, that the first colonists never knew the threat that walked among them until it was too late. Bear in mind that those creatures left precious little evidence of their activities; all the PCs really know is at some point the colonists appeared to turn against each other and evidently abandoned the colony, leaving their settlement and belongings in poor order. The faceless stalkers have no further role in the background of this

adventure, and ideally the PCs will have forgotten any suspicions about the creatures before they return in the following adventure.

JOURNEY TO THE SECOND LANDING

When Captain Ancorato discovered the island in early 4715 AR, he and his crew identified three potential landing sites. One is where Talmandor's Bounty was established, chosen for its large bay, relatively placid waters, and gently sloping rise on which to build the fortifications. The second site is northwest of the colony and within a 1-day journey. The third landing is in a sheltered cove on the far northeastern side of the island.

The second landing site is where the *Peregrine* sailed after dropping off the PCs at Talmandor's Bounty, and where the PCs were told to meet back up with the rest of the colonists. The distance is only about 9 miles, but it's a 6-hour hike due to the lack of trails or paths (other than deer or boar trails). Despite the wilderness, the trip is not particularly arduous, as it skirts the coastline and the vegetation isn't as dense as it becomes farther inland. Saltmarshes keep the PCs from directly following the coast and force them inland on their trip.

A few encounters take place en route to the second landing, which you can supplement if necessary by adding a few random encounters (see page 79). The PCs might think to take their ship's boat to the second landing site. While this is not completely implausible, PCs who do so find no clues as to where the first colonists went at either location or between the two.

B. AGGRESSIVE INHABITANTS (CR 3)

This encounter assumes the PCs are moving through a lightly wooded area.

Creatures: Boars are very common on the island. They serve as an excellent source of game, but they're also dangerous animals. Any PC searching the surrounding area as the party travels can notice evidence of boars with a successful a DC 15 Survival check. As the PCs are upwind of the animals, the boars not only hear them approach but also detect them with their scent ability. Assume the boars succeed at their Perception checks to notice the PCs unless the party is intentionally being careful and quiet. The boars remain still and behind cover until they can charge or otherwise surprise the PCs. If the PCs are being intentionally diligent and mindful of their surroundings, you can grant them each an opposed Perception check to notice the boars before they attack. These aggressive creatures fight to the death.

HUNGRY BOARS (2)

CR 1

XP 400 each

Young boars (*Pathfinder RPG Bestiary* 295, 36)

hp 14 each

C. PUPPETMASTER (CR 3)

This encounter can take place along the western shoreline or inland. If inland, designate a lightly wooded area with a stream or creek running southwest to the sea.

Creatures: Not all of the first colonists were dominated by Ochymua or abducted by faceless stalkers: a few perished from causes both natural and unnatural. One such victim was Raila Lyonhart, a logger who never returned to the colony at the end of her work detail. Raila was attacked by an incutilis while drinking from a stream a few days before the very first colonists began to go missing. The amphibious horror drove its tendrils into Raila's brain and made her its unliving slave. By now, Raila's body has begun to rot, and the incutilis's strange bodily secretions can't forestall this deterioration forever. It lurks near water to await another creature to dominate, preferably another humanoid. It may even direct its slave to submerge herself in shallow water to wait for the PCs to draw close.

The incutilis typically remains close to water when it attacks, whether on a beach or an inland stream or a river. A body of water is an excellent place to knock a PC into in order to gain an advantage, and it is the best means the incutilis has to escape if the combat goes poorly. It usually attempts to flee if its own body is reduced to 6 hit points or fewer.

If the incutilis successfully escapes, it might later seek out the PCs and plan a raid on the settlement with others of its kind who desire their own puppet slaves.

INCUTILIS CR 2
XP 600
hp 18 (*Pathfinder RPG Bestiary* 4 157)

RAILA LYONHART CR 1/2
XP 200
Zombie (*Pathfinder RPG Bestiary* 288)
hp 12

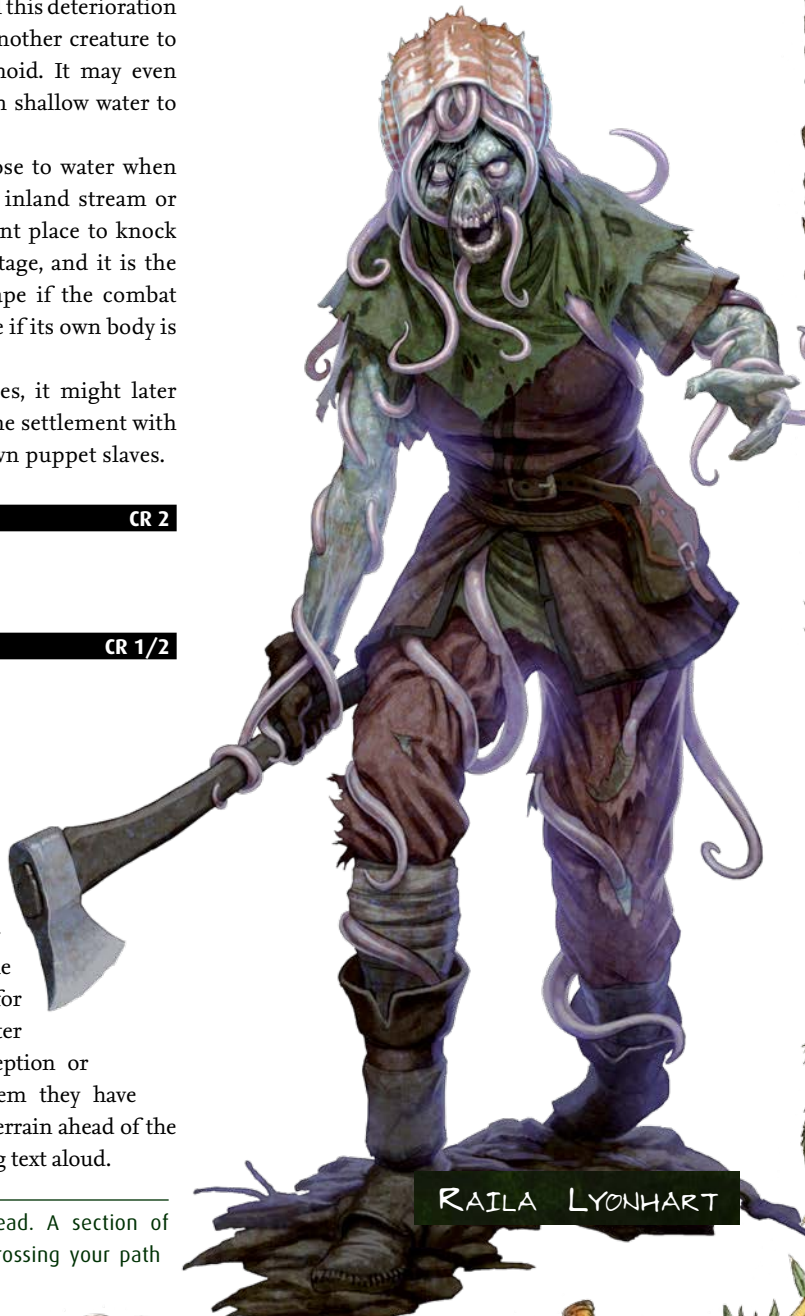
D. THE STRANGE TRAIL

This occurrence foreshadows a future encounter and hints at Ancorato's many mysteries. This encounter can be inserted whenever you like, but it's best done early after the PCs depart from Talmandor's Bounty for the first time. Determine the character or characters with the highest Perception or Survival skill bonus and inform them they have discovered something odd about the terrain ahead of the party. Read or paraphrase the following text aloud.

An unusual swath of ground lies ahead. A section of ground approximately ten feet wide crossing your path

looks as if it is grooved, covered with minute depressions and trampled grass. A first impression suggests a path left by hundreds of thousands of insects marching in a tight formation, but none of the plants appear to be eaten or damaged. Where the strange trail intersects with obstacles, it either splits and goes around the obstacle like water, or veers to avoid it entirely.

If the PCs attempt Perception checks, reveal the following details to them depending on the results of their checks. The listed details are progressive, and the PCs discover all information with a DC equal to or less than the result of their check.



RAILA LYONHART

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



THERE'S NO BETTER TIME TO LEARN

The fight with the echeneises and parts of the grindyflow caves both involve aquatic combat, and both include a modest risk of drowning. These might be the first of such encounters, but they won't be the last. The Ruins of Azlant Adventure Path has a greater number of aquatic encounters than most Adventure Paths, including several with water-breathing villains. These early encounters are meant to prepare the PCs for this recurring experience. The Swim skill, water-based magic items, and aquatic spells prove invaluable in the chapters to come. This adventure isn't difficult to survive without some of the aforementioned help, but if the PCs don't have spells like *touch of the sea* and *water breathing* in their repertoire, they should consider placing orders for scrolls, weapons, and armor that favor undersea adventuring—especially if they can't swim.

10+: The trail is not perfectly uniform in width, but it is consistently about 10 feet wide with some minor variances, usually where the terrain is uneven.

15+: Close examination reveals tiny pointed impressions, like the trail was formed by hundreds of stabs from small spikes.

20+: The trail was created by hundreds of creatures or objects, rolled or rolling across the ground. Each is heavy enough to leave a slight impression but not enough to flatten the ground.

A warden jack swarm left this trail (see area O on page 43). The construct swarm is a malfunctioning security system that roves the island randomly. This chance encounter with its trail foreshadows its appearance later in the adventure. These trails may appear again, or some of the other colonists might tell the PCs about seeing one or more of the trails. These colonists might even tell of hearing a distant clinking sound after such a trail is discovered. Regardless of how many times they encounter these trails, the PCs should not encounter the warden jack swarm until specifically directed.

Story Award: If the PCs are curious about the trail and spend time investigating it, and one of them gets a result of at least 20 on the Perception check to learn the information listed above, award them 400 XP.

E. RENDEZVOUS WITH THE PEREGRINE

When the party arrives at the second landing site, read or paraphrase the following.

The island shoreline arcs to the northwest until it hooks sharply south like a bird's beak to form a small cape. Anchored offshore is the *Peregrine*. Pulled up on the shore is a ship's boat, evidence of a landing party.

Ramona, accompanied by a few sailors and colonial soldiers, waits near the second ship's boat. When the PCs arrive on the beach, Ramona rises to her feet quickly to greet them.

"You're here, that's a relief. We had some... unexpected problems. I'll tell you about it, but first I'd like to hear your report on the colony. What did you discover?"

Ramona listens thoughtfully as the PCs explain the status of Talmandor's Bounty. If their assessment becomes very bleak, you should have Ramona redirect a few questions toward what is salvageable about the situation. For example, she might ask, "Are the buildings mostly intact? Did they plant crops? Were you able to chase off any dangerous creatures? Are there tools and equipment still there?" Since the colonists aboard the *Peregrine* are not well supplied to return to Almas, Ramona does not hesitate to steer away from that line of thinking. When the PCs conclude their report, Ramona decides that although the situation is not ideal, the best course is to have the colonists disembark at Talmandor's Bounty. "That is, if the ship can actually get there," she says glumly.

At that, Ramona changes the subject to a strange phenomenon affecting the *Peregrine*. She explains that after the PCs were dropped off, the *Peregrine* sailed almost all the way to where it is anchored now, quickly and without incident. When the ship approached the cape, however, its momentum dropped to a snail's pace, despite the fact that its sails were full of wind. The anchor wasn't lowered, they weren't dragging the keel through a sandbar, and no giant monster was sighted with the ship in its clutches. At least one sailor swam underneath the ship, but didn't report anything unusual.

Ramona indicates that both the ship's crew and the passengers are on edge. She believes that if whatever curse has befallen the ship were to be lifted, the nervous colonists might relax. She asks the PCs if they would check out the underside of the ship's hull and find the cause of the mysterious problem. If the PCs balk at the idea, she makes a proposition. If the PCs agree to act as "troubleshooters" for the colony, Ramona agrees to find them a house to move into immediately. Furthermore, she will excuse them from daily farming tasks and some of the more menial jobs for the colony. This keeps the party's focus on adventure, though PCs who enjoy devoting effort to help the colony flourish should be allowed and encouraged to make those personal investments.

The following two encounters can be run in any order, although liberating the ship makes dealing with the nervous colonists slightly easier.

THE PEREGRINE'S PLIGHT (CR 3)

The PCs are given use of the *Peregrine's* remaining ship's boat (since theirs is presumably still at the dock in Talmandor's Bounty) in order to get to the sailing ship. The PCs can board the *Peregrine* and start their investigation there. A search of the vessel's decks, holds, and cabins yields no useful information. The ship itself radiates a faint transmutation aura under a casting of *detect magic*. If the PCs question Captain Markosi, First Mate Naerath, or Navigator Swain about the ship's behavior, the sailors can clarify that the ship isn't stuck. It is moving very slowly, in defiance of the physics of wind in their sails. The *Peregrine's* maximum speed is 160 feet (sail or current), but since it came within sight of the cape, it has gone no faster than 40 feet. An attempt to row the ship failed to increase this speed. The crew can confirm that one sailor swam underneath the ship and reported nothing unusual, but they also point out that it's a big ship.

Be sure to consult the rules for underwater combat on pages 432–433 of the *Pathfinder RPG Core Rulebook* before starting this encounter or the Shellcracker Caves encounter (area F).

Creatures: The culprits behind the ship's odd behavior are a pair of magical fishlike creatures called echeneises. Echeneises have a supernatural ability that allows them to sap the speed and momentum from other creatures and objects. They are colorful, but thin and only 3 feet long, and the sailor who checked the *Peregrine's* outer hull didn't know what to search for and simply overlooked them. The *Peregrine* is 100 feet long and 25 feet wide at its widest point. The echeneises should be relatively close to each other so the heroes are not divided and can support each other if necessary. The creatures ignore the PCs unless they are attacked or knocked off the hull, whereupon they retaliate. They bite their enemies to sap their speed, and deal damage to their opponents if they maintain the grapple on subsequent rounds. They use their free tail slap attack to ward off their target's allies. The echeneises flee if reduced to 5 hit points or fewer, and use any speed they sapped to expedite their escape. If the encounter proves difficult, the GM may have them depart sooner.

ECHENEISES (2)

CR 1

XP 400 each

hp 19 each (*Pathfinder RPG Bestiary* 5 103)

Development: The echeneises are loosely allied with a gang of grindylows who have a lair nearby. The

Shellcracker Gang roams the coastal waters of the western side of Ancorato, and is the same gang to which the two grindylows in the first encounter belonged. The two species sometimes work in concert against a larger aquatic foe, and the grindylows allow the echeneises to scavenge freely. As soon as the PCs are about to defeat the echeneises, the PC with the highest Perception score happens to notice that a lone grindylow bobs just below the surface of the water observing the fight before it uses its jet ability to quickly depart (see area F3). Echeneises that flee might head in the same direction to the grindylow caves to seek shelter.

After the PCs drive off the echeneises, Ramona questions them about the source of the problem. When she (or another colonist or member of the ship's crew) learns that the PC spotted a grindylow, Ramona grimly states that Talmandor's Bounty might continue to have trouble with the gang if they aren't driven off for good. A sailor aboard the *Peregrine* notes that she spotted a partially submerged sea cave while the PCs contended with the echeneises. At this revelation, Ramona suggests that it might be worthwhile to explore it and deal with the grindylows on the colony's terms instead of waiting for a surprise raid. This conversation can take place as soon as the PCs return to the ship, or after they resolve tensions with the other colonists in the following encounter.

Once the *Peregrine* is free to move normally again, the PCs receive a rousing cheer from the colonists and sailors. This is a temporary cessation of the tensions on the ship.

SHIPBOARD STRAIN

When the PCs arrive aboard the *Peregrine*, the tension is so palpable it can be cut with a knife.

Creatures: The PCs need only mingle with their fellow passengers to overhear whispered conversations that the expedition should be 'scrubbed' and everyone sail back to Almas. The ship's officers and crew look sullen and apprehensive. Ramona is trying to be supportive and diplomatic with the colonists and crew, but as tensions rise, it appears that she needs a bit of help from the PCs.

A confrontation is coming, but the PCs can diffuse it in two different ways. One method treats this as a social roleplaying encounter, while the other allows the party to rely upon force to maintain order.

The peaceful resolution to this encounter uses a modified and simplified version of the influence rules from *Pathfinder RPG Ultimate Intrigue*, but that resource isn't required for this encounter. All necessary rules are included below. This modified use of the influence system is intended to engage more PCs and generate more roleplaying, while still drawing upon the skill system for objective results.

The PCs must identify four individuals who, through their words and actions, are agitating their

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE



fellow passengers. If the PCs acquire the cooperation or acquiescence of at least three of them, the anxiety drains out of the rest of the passengers; Ramona can then lead them to disembark at Talmandor's Bounty and the *Peregrine* can return to Almas without incident.

Ramona assists the PCs by identifying the primary instigators so they don't have to spend time doing so. The PCs can attempt a discovery check involving each of these NPCs to learn what skills can be used to influence that NPC. A PC who succeeds at an NPC's influence check persuades that NPC to reconsider his or her feelings and cooperate with the colony's leadership. Persuading at least three agitators in this way defuses the situation. The PCs have enough time to each attempt two checks (whether discovery checks, checks to influence an NPC, or aiding another PC on an influence check) before the tension flares into violence. If you want a more straightforward approach, you can skip the discovery check and just require the PCs to attempt the appropriate influence checks.

When a PC chooses to attempt a discovery check, the GM should tell the player the possible skill checks for the NPC in question. These are often skills that relate to the specific NPC, such as fields of interest, but are not necessarily subjects a PC must talk about to strike up a conversation. For example, a PC wouldn't have to talk about matters only concerning Knowledge (nature) to gain further insight into Faedwyr Trundlebrook, but success at the check grants insight into Faedwyr's thought process because the PC's knowledge of natural things allows her to relate to Faedwyr directly.

These checks must be performed individually, as they are based on each PC's individual assessment. Success at the discovery check means the PC learns the best way to relate to that NPC and his or her concerns; this allows the PC to know what check to attempt in order to influence that NPC. Otherwise, the PCs must guess which skill to use to influence the NPC, and using the wrong skill to influence an NPC automatically counts as a failure.

Once the PCs are ready to influence one of the NPCs, they can each attempt one check to influence that NPC's behavior. Unlike the discovery checks, PCs can use aid another on this check, but no more than two other PCs can assist on an influence check; an NPC becomes overwhelmed and feels as though the PCs are ganging up on her if too many people approach at once. If a PC fails the influence check by 10 or more, that PC can't attempt to influence the NPC for the rest of the encounter.

The following four individuals are the ones primarily responsible for riling up some of the other colonists.



Antona Sedgewick (N female human warrior 2): *Discovery Check* Sense Motive DC 16; *Influence Check* Diplomacy or Intimidate DC 16. Antona is one of the colony's soldiers who, over the course of the ocean voyage, developed a crush on Ramona. Her advances were rebuffed, and now Antona vindictively wants to see Ramona fail as the colony's leader. If pulled aside and threatened or reasoned with for putting the whole colony in jeopardy, Antona ceases to undermine Ramona's authority and reconsiders her behavior up to this point.

Faedwyr Trundlebrook (NG male human commoner 1/expert 1): *Discovery Check* Knowledge (nature) DC 16; *Influence Check* Strength DC 16 (or see below). Faedwyr is a farmer who is timid about the idea of a spooky and deserted settlement. He needs his confidence in the colony's protectors bolstered. A demonstration of Strength or an impressive round of nonlethal combat reassures him that the colony is in good hands. As a last resort, even a successful DC 16 Diplomacy check from a PC with a base attack bonus of 2 or higher suffices.

Harcourt Carrolby (see page 65): *Discovery Check* Knowledge (local or nobility) DC 16; *Influence Check* Diplomacy DC 16. Harcourt is one of the wealthiest colonists and thus often thinks of himself as nobility, even though Andoren society no longer recognizes that class distinction. Harcourt loves to feel important. If the PCs ask for his help to assuage the fears of his fellow passengers, he immediately sets a brave example for others to follow; thus the PCs can manipulate him into no longer sowing the seeds of doubt and fear. They might even be able to convince him that his snooty behavior puts others off when he is most needed to bring them together.

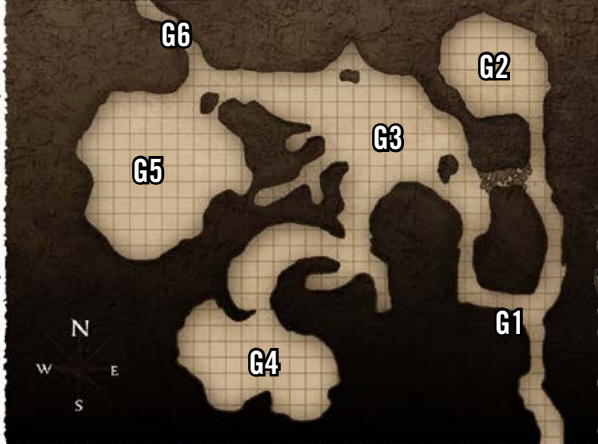
Perrell Beys (see page 68): *Discovery Check* Knowledge (arcana, engineering, or history) DC 16; *Influence Check* Bluff or Diplomacy DC 16. Like Faedwyr, Perrell is simply worried that there is some unknown danger on the island the group will not be able to overcome. The academic is a bit naive and sheltered, however, and the PCs can persuade her that everything happening is actually normal with assurances like "Expeditions like these always go a little off course!" and "There's nothing to worry about!" Though a bit disingenuous, the PCs can persuade her that the danger is exaggerated.

Alternatively, if the PCs won't (or can't) deescalate the situation, a handful of colonists begin to speak openly about commandeering the *Peregrine* and forcing the

F. SHELLCRACKER CAVES



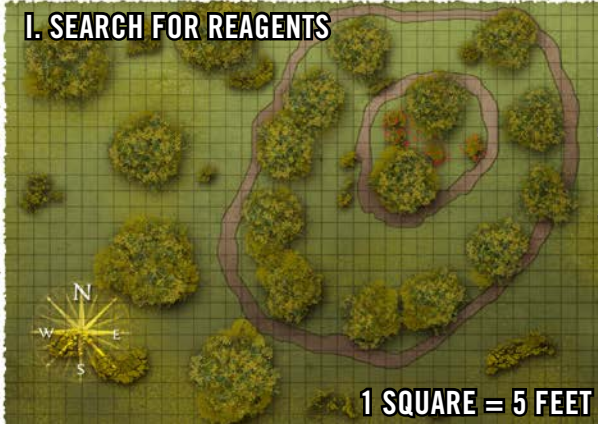
G. CHOKER HILL



H. QUICKSAND RESCUE



I. SEARCH FOR REAGENTS



THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE

crew to sail back to Andoran. This starts a shouting match between them and First Mate Naerath. Meanwhile Boatswain Raearg begins to gather his able sailors to defend the ship, even though they are outnumbered. If the PCs don't get the hint, Ramona tells the heroes that this can only end badly. She asks them to physically restrain or help take down the loudest and most confrontational of the colonists—without killing them. The PCs can choose to deal nonlethal damage or stop short of killing them. Killing any of the colonists also resolves the situation, but does so on a sour note: the PCs take a -2 penalty on all Diplomacy and Bluff checks with allied colonists for the duration of this adventure, and some NPCs may be disinclined to do the party any favors, at the GM's discretion.

COLONISTS (4) CR 1/2

XP 200 each

Farmer (*Pathfinder RPG GameMastery Guide* 309)

hp 9 each

Development: If Ramona has not already, she suggests the PCs explore the partially submerged sea cave before the *Peregrine* sails back to Talmandor's Bounty. She explains that if it is the lair of the grindylows, killing

them off or driving them away will save the colony a lot of trouble in the long term. Failure to do so emboldens the grindylows, and the Shellcracker Gang stages a nighttime raid upon Talmandor's Bounty at some point in the following weeks. If the PCs desire piercing weapons for this task (instead of slashing or bludgeoning weapons), the sailors offer to lend them simple spears.

Story Award: If the PCs resolve the encounter through roleplaying or nonviolent techniques, award them 800 XP.

F. SHELLCRACKER CAVES

This small network of caves and tunnels winds through a low cliff near the cape used for the second landing. It is partially submerged and home to a group of grindylows called the Shellcracker Gang, self-named after their victory in driving out many of the giant crabs that once inhabited the western coast of Ancorato. The entirety of the tribe does not reside in this system of caves, but it does serve as the home of their leader, Brinetooth. Brinetooth is larger and stronger than most of her kin, and it is she who imposes what little organization the tribe has.

The cave system is partially submerged, and the depth varies due to the uneven floor rising and sloping in places. The rounded cave roof remains 5 feet above the

water except where noted. The map on page 29 notes the depth of the water in various areas. For example, -5 indicates the area is 5 feet underwater. The water is calm (Swim DC 10) throughout the Shellcracker caves.

Note that the average dwarf, gnome, or halfling standing on the floor of the caves is at least 1 foot underwater at this depth, while Medium creatures can stand with their feet on the bottom and keep their heads above water.

Use the Shellcracker Caves map on page 29 for the encounter locations in area F.

F1. CAVE ENTRANCE (CR 1)

Reflected sunlight from outside flickers across the water and reflects on the stone ceiling in this mostly submerged cave. The waters are cold, but not to a life-threatening degree, and the motion of the surf outside sends mild, rocking waves

across the chamber. A passageway extends to the north, and to the south is the cave entrance.

There is no illumination in the caves, but the sunlight from outside provides dim light up to 25 feet into the cave.

Creatures: Two grindylows stand guard in this chamber, protecting the place from intruders. As one of their gang recently sped past after observing the PCs dealing with the echeneises, they're ready for the possibility of intruders. The grindylows remain submerged in this open chamber and hide if they have concealment. When the PCs attempt to move past this room, they attack in concert. Vicious, like all grindylows, they fight to the death.

Though combat in here likely alerts the other grindylows nearby, they don't join the attack, instead readying themselves in case the guards are unsuccessful in repelling the PCs.

GRINDYLOWS (2) CR 1/2

XP 200 each

hp 5 each (*Pathfinder RPG Bestiary 2* 148)

F2. PASSAGE (CR 2 AND CR 2)

This tunnel runs roughly south to north, its floor about five feet below the water's surface. Two openings lead to other caves along the eastern wall. At its northern end, the cave jogs to the west.

Creature: Three grindylows stand ready to defend their caves here. They remain submerged in the intersection where the cave passage opens into a larger cavern to the east, and attack when the PCs draw near. After taking any amount of damage, one of the grindylows swims north and avoids the tripwire for the trap (see below), hoping to draw the PCs into it. The other two move into area F3 to join their companions.

GRINDYLOWS (3) CR 1/2

XP 200 each

hp 5 each (*Pathfinder RPG Bestiary 2* 148)

Trap: The dotted lines on the map shows the area of effect for a very simple trap the grindylows set in place. Several heavy rocks are loose in the ceiling of this tunnel. A durable piece of translucent seaweed is strung across the passage in the square marked with a "T," under the water at approximately waist height for a Medium creature. When yanked

BRINETOOTH

by the passage of a creature getting tangled in the tripwire, the kelp pulls at an already loosened section of stone, which causes several other rocks to fall on any creatures in the area. A creature can bypass the trap by swimming under or over the trip line with a successful DC 15 Swim check.

FALLING ROCK TRAP CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 18

EFFECTS

Trigger touch; Reset manual

Effect Atk +10 melee (3d6); multiple targets (all targets in the area marked on the map)

F3. GRINDYLOW BARRACKS (CR 2)

This open cavern is where some members of the Shellcracker Gang spend their time resting and eating.

Creatures: Though the rest of the tribe lives in various other cave systems along this coast, Brinetooth keeps some of her most trustworthy grindylows in her lair as attendants. The grindylows fight fiercely to protect their home and their scavenged loot. The grindylows make use of the columns of rock here to gain concealment and avoid direct line of sight with the PCs as they use hit-and-run tactics in this wide area.

If either of the echeneises from the encounter under the *Peregrine* fled to grindylow lair, they can be encountered here as well.

GRINDYLOWS (3) CR 1/2

XP 200 each

hp 5 each (*Pathfinder RPG Bestiary 2* 148)

Treasure: A PC who searches the water near the grindylows appear to sleep and who makes a successful DC 15 Perception check finds a few leathery pouches made out of a large fish's swim bladder. Inside the pouches, the PCs find 13 pieces of polished red coral worth 10 gp each. In addition, a waterlogged backpack contains a *bottle of air*, an *everburning torch*, a rotted coil of rope, an empty flask bearing the initials "E. M.," a hammer, six pitons, and a dented flute.

F4. THE DEEP END (CR 3)

This part of the cave system is similar to the previous tunnels and chambers, except the floor here slopes down 5 feet, making the water here 10 feet deep.

Creatures: Two octopuses lair in this area, revered pets of the Shellcracker Gang. The pair lurks in the northernmost part of this area. The creatures usually settle to the bottom and hide in the darkness. They defend the passageway and attack intruders, but are not as vicious as their keepers.

Their favorite tactic is to remain on the floor of the flooded cave and attack upward. If they successfully grab a Small or smaller opponent, they move the victim to an adjacent square on the bottom and attempt to hold it there, either by pinning or by dealing damage if they maintain the grapple. An octopus attempts to flee out to sea if reduced to 4 hit points or fewer.

OCTOPUSES (2) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 219*)

F5. BRINETOOTH'S THRONE (CR 3)

After a sharp switchback in the tunnel, a gradual upward slope leads out of the water and into this roughly round chamber with a dome-like ceiling. The floor is covered in a mixture of sand and coarse stones. Rising from the ground near the center of the room is a massive statue of a hand, carved from a smooth, pearlescent, sea-green marble. The hand is bent back at the wrist and posed as if to catch something or to cradle something in its palm. If anything more exists of the statue, it is buried beneath the earth.

This chamber is not submerged, and sounds echo off its rounded walls. The hand sculpture is feminine in form and is the topmost part of an enormous statue buried deep underground. Unearthing it would require powerful magic or a significant amount of labor resulting in a major change of the landscape. The result of such an effort, if anything, is beyond the scope of this adventure.

Creature: Brinetooth, the leader of the Shellcracker Gang, makes this room her personal lair, and the statue of the hand serves as her throne. She does not welcome unexpected visitors and slides down off her throne to challenge the PCs.

BRINETOOTH CR 4

XP 1,200

Female giant grindylow fighter 3 (*Pathfinder RPG Bestiary 2* 293, 148)

CE Medium aberration (aquatic)

Init +5; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 43 (4 HD; 1d8+3d10+23)

Fort +8, Ref +2, Will +2 (+1 vs. fear)

OFFENSE

Speed 15 ft., swim 30 ft.

Melee +1 spear +9 (1d8+8/x3), bite +4 (1d4+2) or bite +9 (1d4+5)

Special Attacks tangling tentacles

TACTICS

During Combat Brinetooth attempts to trip an opponent

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED


NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



every round while she tries to edge toward water, where she believes she has a tactical advantage.

Morale Brinetooth is loath to flee (especially due to her *ring of ferocious action*), but if she is clearly outmatched and reduced to 5 hit points or fewer, she attempts to bolt.

STATISTICS

Str 20, **Dex** 12, **Con** 21, **Int** 11, **Wis** 8, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19 (27 vs. trip)

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Acrobatics +1 (–7 when jumping), Climb +9, Intimidate +5, Perception +6, Stealth +10, Swim +17;

Racial Modifiers +4 Stealth

Languages Aquan

SQ amphibious, armor training 1

Combat Gear *ring of ferocious action*^{UE}; **Other Gear** +1 spear, amulet of natural armor +1

Treasure: Brinetooth is older and more experienced than she appears, as evidenced by her great size. A rusted sea chest, stolen from a sunken sailing ship decades ago, is tucked behind the stone hand that serves as her throne. The lock is rusted beyond use, so the chest must be broken open (hardness 5, hp 15, break DC 23). Inside is a +1 *mithral chain shirt*, a *ring of swimming*, a *wand of flaming sphere* with 9 charges, and 470 gp minted in Cheliox before the ascension of House Thrune.

Development: Brinetooth is not inclined to parley with the PCs, but if the PCs get her to talk, she can share a small amount of information. She knows very little about what happened to Talmandor's Bounty, as she and her tribe became aware of it only fairly recently. She is truthful when she says her people are not responsible for the disappearance of the colonists, though she admits she wished they had been. From her perspective, the colonists simply abandoned their home because they couldn't cut it out here.

She accepts any peace agreement that allows her to keep her life. A PC who succeeds at a DC 20 Sense Motive realizes she is truthful, if only because she thinks the PCs and the colonists are more powerful than her tribe. If the PCs slay her, the Shellcrackers become too disorganized to pose a threat to the colony for several months as the grindylows bicker over who becomes their new leader. Either way, the grindylows do not trouble the colonists for some time, and the PCs receive Ramona's and the colony's thanks for taking care of the threat.

RETURN TO TALMANDOR'S BOUNTY

After the *Peregrine* is released from the effect of the echeneises, the unrest with the colonists resolved, and the grindylows "discouraged" from raiding the colony, the PCs can ride back to Talmandor's Bounty

with the ship. Upon arrival, the *Peregrine* drops anchor in the bay and both the ship's crew and the colonists work together to begin unloading the ship using the ship's boats. Ramona asks the PCs to show her around the settlement and point out areas of concern. The *Peregrine* stays the night and the crew replenishes their fresh water before departing in the morning. The PCs may wish to send some treasures back to Almas for sale, as well as place an order for equipment and special provisions.

If there are any unresolved encounters from Part 1, they are likely to become apparent now with so many colonists checking out the settlement. These encounters may become "rescue missions" for the PCs to deal with. Ramona seeks out the colony charter to replace it with the amended copy that includes the 50 new colonists and names her as the colony leader. If the PCs never located it in area A9, Ramona organizes a search party to go through the settlement looking for it.

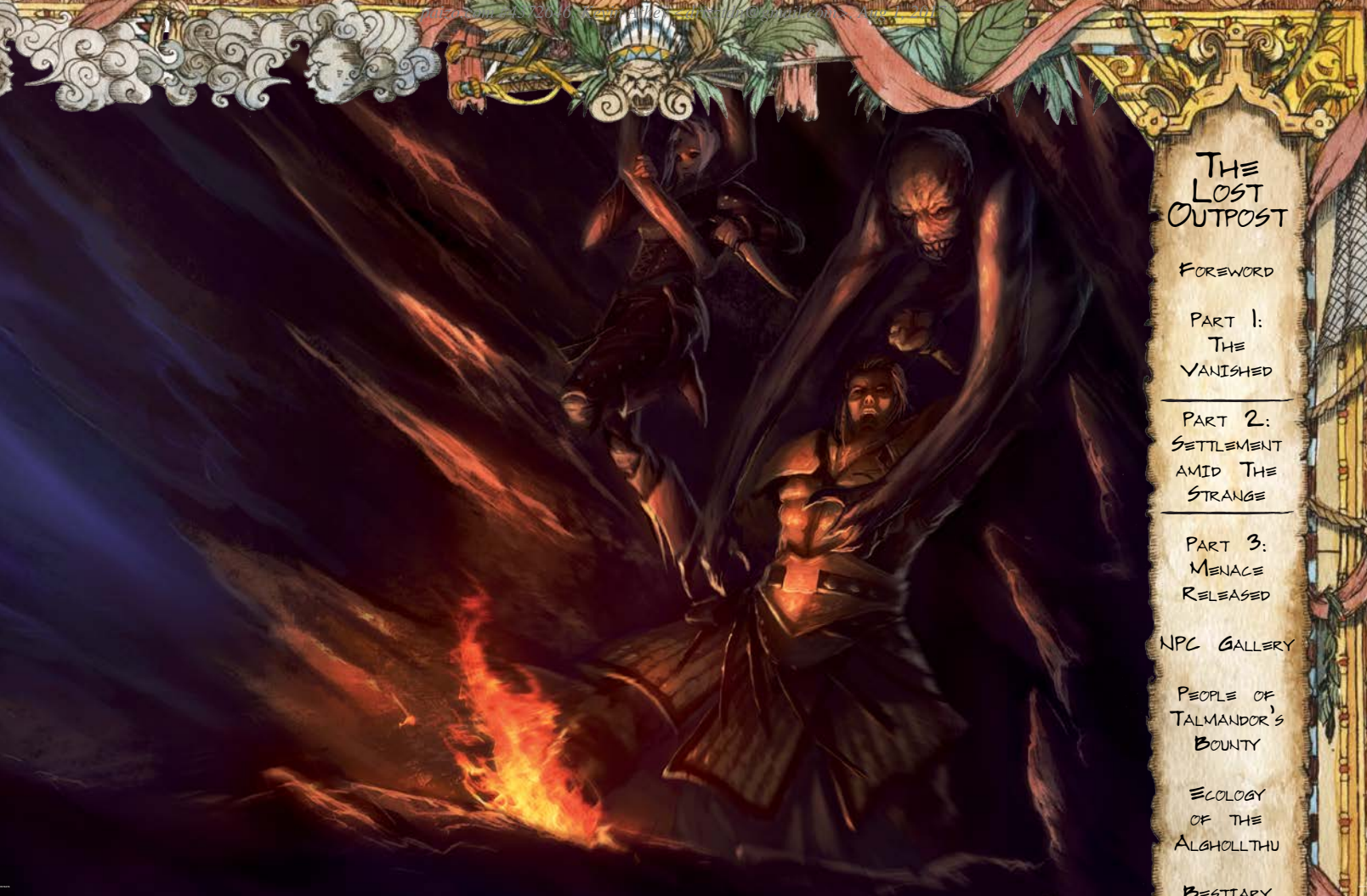
Finally, if the party accepted Ramona's offer to become troubleshooters for the colony, they can choose one house for their group (assuming they wish to live together). The only buildings unavailable are community buildings and the governor's house, which Ramona intends to move into in the absence of Rayland Arkley. Alternatively, the PCs can choose to live in the barracks.

During the next day, the existing houses are assigned with the understanding that there may need to be compromises made if the original colonists return. Ramona also assigns work details and specialized crews. Fathers Eamon and Kurvis begin to restore the chapel (which they intend to share for at least the first year), and attempt to reach an accord with the restless spirit of Silas Weatherbee until his spirit can be laid to rest. At this time, you can allow the PCs some time (1–2 weeks at most) for crafting and personal matters.

The remaining encounters in Part 2 pertain to the defense and good order of the colony. They can be run in any order.

G. CHOKER HILL

One morning, the PCs are alerted that one of the colonists was attacked in the night. The victim was Daib Joiner, one of the colony's carpenters who lives in one of the houses in the center of the settlement. Daib survived the attack and can be interviewed by the PCs. Daib explains that he awoke in the middle of the night to find someone trying to choke him to death. He sheepishly adds that he started up a shipboard romance with another colonist, Geoff Tamor. He explains that Geoff got up in the middle of the night to get a drink of water and returned to find some stranger in their bedroom trying to kill Daib. Geoff struck the assailant on the head with an iron skillet, but this only seemed



THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE

to daze the individual, who staggered out the door and into the night. The pair describes the would-be killer as a “horrible little naked man, with gray skin and long, rubbery arms.” This describes a choker like the one the PCs encountered at the Levin house in area **A18**. If the PCs don’t make the connection, allow them each to attempt a DC 7 Knowledge (dungeoneering) check or a DC 13 Wisdom check to realize the similarity.

PCs that check for tracks and succeed at a DC 16 Perception check find small, unusual footprints that lead in the direction of the Levin farm (area **A18**). You may need to determine if any other colonists currently reside in that home; if the PCs interview the residents or ask to search the house, they find nothing untoward. The tracks become more difficult to follow as the trail leads up the hill, but a PC can trace them to the well with a successful DC 16 Survival check.

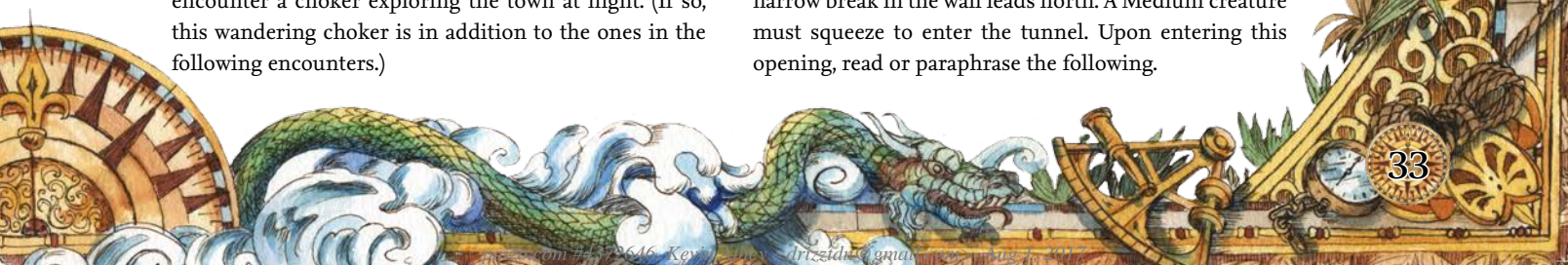
If the PCs don’t locate the tracks leading to the well, the colony suffers similar incidents on subsequent nights. Witnesses in the colony report a short figure moving between houses coming from the direction of the Levin farm. The PCs might perform a stakeout and encounter a choker exploring the town at night. (If so, this wandering choker is in addition to the ones in the following encounters.)

The recent choker activity is a result of the new colonists settling in the area—a new food source for the creatures living in the warren of natural underground tunnels and caverns under the Levin house and farm. These caves are accessible through a small cave northeast of the settlement that the colonists have yet to locate, but the new well at the Levin farm gave the chokers living in the caverns below a new entrance to their lair, right on the doorstep of the fledgling colony. The chokers climb up and down the well to explore and catch food at night. The drunken choker encountered at the Levin farm was one such creature.

THE WELL

The well is 40 feet deep and 5 feet in diameter. The rock wall sides are uneven with a few cracks and crevices that serve as usable foot- and handholds (Climb DC 20). The PCs can also use the well’s rope to ascend and descend (Climb DC 5). Any PCs who successfully identified a choker earlier realize the creatures could scale the well shaft effortlessly.

At the bottom of the well, just above the waterline, a narrow break in the wall leads north. A Medium creature must squeeze to enter the tunnel. Upon entering this opening, read or paraphrase the following.





The walls are rough and uneven, while stalactites hang from the stone ceiling of this cave. The air is cool in contrast to the warmth of the island's surface. A natural tunnel meanders in a northerly direction.

The passage winds northeast for approximately 100 feet (longer than what is depicted on the map, but ultimately arriving at area **G1**). Stalactites and stalagmites are common, as are fallen rocks, but the tunnel is passable. The ceiling height varies but remains within 10 to 15 feet.

Use the Choker Hill map on page 29 for this location.

G1. FORKED TUNNEL

The passage splits into two tunnels. The faint dripping of water into small pools echoes softly down the cave tunnels.

A PC who succeeds at a DC 15 Perception check notices that the walls of this chamber show signs of being rich in crystalline rock. Any PC who succeeds at a DC 10 Knowledge (dungeoneering) check or DC 15 Appraise check knows that the visible crystals are not inherently valuable, but the area does hold some potential for containing precious stones. A successful DC 20 Knowledge (history) check allows a PC to recall that scholars believe the Azlanti highlands were rich in precious stones, which played a part in some of their strange and interesting magic, like *ioun stones*.

G2. DARKENED CHAMBER (CR 4)

Just past a small cave-in on the western wall, the tunnel opens into a rounded cavern with rough and irregular walls. Occasional piles of fallen rock litter the passage, but not to the degree that navigating it is impossible. A fair number of bones litter the cave floor here.

The bones are a minor curiosity, because most of them belong to bipedal creatures, but many are decidedly not humanoid, as evidenced by skull shape, finger bones, and other physiological differences. Proper identification is confounded because the skeletons are not intact; rather, their bones are separated and mixed together like a disassembled jigsaw puzzle. At least one skeleton is clearly human, and a PC who succeeds at a DC 12 Heal check can determine it was not very old at the time of its death. The other bones are likely not identifiable by inexperienced PCs, but at your discretion, those who roll very well on the appropriate Knowledge check can receive some hints as to what the original creatures might have been: chokers, monkey goblins, skum, strix, and other unusual humanoid creatures on the island.

Creatures: This area is the lair of three darkmantles. Throughout the years, intelligent creatures native to

Ancorato have visited these caves in search of wealth hidden within its rocky walls. During these periods the darkmantles flourish. Other times, when the caves see very few visitors, the creatures depart and set up lairs elsewhere.

These relatively unintelligent creatures have a simple strategy. They cast *darkness* on their prey to extinguish any light sources just before they drop and attack.

DARKMANTLES (3) CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary 55*)

G3. CHOKER CAVES (CR 5)

The cramped tunnels open up into a larger cavern. Its irregular walls open to dark spaces. A suspicious-looking pile of bones sits in the center of the floor, while the faint scent of blood and viscera has almost—but not quite—faded away.

A couple of large boulders occupy this room and a number of small, dead-end caves extend from this room. Chokers like small, cramped spaces and use these openings as places to sleep and feel secure.

Creatures: Four young chokers are in this cavern playing a rock-throwing game where they try to lob a small rock into a natural hole in the cavern's wall. They remain alert for the darkmantles, who they fear will eat them like the siblings the monsters have already preyed upon. So far, the chokers have been able to drive the darkmantles back into the cave they currently occupy, but they haven't quite figured out that the darkmantles are now blocked in and can't leave the cave system without passing through their lair.

The chokers in this area have the young creature simple template, which makes them Tiny in addition to the other mechanical changes. Since full-grown, Small chokers have a reach of 10 feet, these Tiny chokers have a reach of 5 feet, meaning they have no problem attacking an adjacent PC without entering the PC's square.

When the PCs enter the caves, the chokers shriek out a warning to their parents in area **G4** and attack the PCs to drive them out.

YOUNG CHOKERS (4) CR 1

XP 400 each

hp 10 each (*Pathfinder RPG Bestiary 295, 45*)

G4. CHOKER LAIR (CR 4)

The walls of this cave are slick with moisture, and the smell of rotted meat fills the air.

Creatures: Two chokers dwell in this underground chamber. They are a mated pair and the parents of the chokers encountered in area G3. If left to themselves, they will eventually multiply their numbers, creating a situation where more chokers make further incursions into Talmandor's Bounty in search of food.

Though only just above animal intelligence, these chokers chose their dwelling well. If the PCs' presence is detected in advance (not unlikely if they require a light source), the chokers scuttle into position on either side of the 5-foot gap that opens into this chamber and use concealment to hide. Small or Medium creatures can enter the chamber only one by one, whereupon they are attacked and grabbed by the chokers. With enough forewarning, the chokers partially scuttle up the wall and cling there, to better reach their opponents.

The downside of this strategy is that it leaves them cornered in their lair; thus, it is unlikely the two aberrations retreat from the fight.

CHOKERS (2) CR 2
XP 600 each
hp 16 each (*Pathfinder RPG Bestiary* 45)

Treasure: Stashed in a nook in the wall here is a burlap sack filled with random knickknacks the chokers have taken from the colony. The sack contains a porcelain tea set, haphazardly thrown into the sack such that three of the teacups now have broken handles. There is also a steel flask full of whiskey etched with an elaborate "R," a silver mirror with a rose motif worth 150 gp, a set of dice in a wooden cup capped with leather, two vials of defoliant^{UE}, four star candle fireworks^{UE}, a thunderstone, a *meridian belt*^{UE}, and a wadded-up *shield cloak*^{UE}.

G5. MINING OPERATION (CR 5)

A section of the northern wall in this spacious cavern has been hollowed out and veins of various crystals exposed, which refract any light cast upon their surface. Small piles of rock are heaped on the ground nearby, where the earth has been carefully chiseled away to expose the potentially precious stones.

Any PC who examines the wall and succeeds at a DC 10 Knowledge (engineering) or DC 15 Knowledge (dungeoneering) check can determine that the excavation is not a full-blown effort to mine the cave, but is instead the effort of a singular or small group of creatures with a specific purpose in mind (extracting crystals and precious stones).

Creature: This is the lair of a pair of crysmals. These creatures are rarely found on the Material Plane, due to their reliance on precious stones. These two are mining

for crystals with which they might reproduce and create a young crysmal called a shardling.

If the crysmals have any warning of the PCs' approach (light sources, boisterous actions, or noisy conversation), they scuttle against the southern wall. One casts *silent image* to create an extension of the rock wall they can hide behind while they observe whatever approaches.

These creatures can be handled in different ways. The crysmals might launch an outright attack if the PCs attempt to remove the gems. Alternatively, the crysmals might sense they are outnumbered and remain hidden but start following the PCs to wait for a good opportunity to steal their crystals back. A crysmal's crystal sense ability, *dimension door* spell-like ability, and other magical abilities allow it to easily journey to the PCs' home in Talmandor's Bounty.

CRYSMALS (2) CR 3
XP 800 each
hp 26 each (*Pathfinder RPG Bestiary* 2 61)

Treasure: Precious stones worth 1,200 gp are scattered innocuously over the ground and in a small pile next to the northern wall. The type of gem varies, and while stones aren't magical, a PC who succeeds at a DC 15 Spellcraft check realizes that many of them would be useful in the crafting of *ioun stones*.

Story Award: The crysmals never abandon their quest to regain the precious stones they mined. If the PCs establish a means of communication and return the gems, the creatures can be persuaded to leave Talmandor's Bounty peaceably and indefinitely. This requires the heroes to sacrifice some treasure, but if the PCs adopt this nonviolent solution, award them an additional 200 XP.

G6. CAVE EXIT

The cave tunnel gradually begins to slope upward here, with a faint glimpse of light to the northeast and a warming of the air temperature.

The tunnel exits out of the other side of a small hill not far from Talmandor's Bounty. A short hike southwest over the hill eventually leads back to area A18.

H. QUICKSAND RESCUE

This encounter begins when a colonist, **Lyra Heatherly** (see page 67), runs into Talmandor's Bounty in search of help. Breathless, she explains that she and **Milo Cattenbury** (NG human commoner 1/warrior 1) were exploring and mapping the area near Talmandor's Bounty when Milo fell into a patch of quicksand. He has

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



so far managed to tread water, so Lyra ran back to the settlement to get help.

The area looks deceptively ordinary. Sparse trees grow in granular soil with very little grass. Milo can be seen trying not to flounder northeast of where the PCs arrive.

Use the Quicksand Rescue map on page 29 for this area.

Hazard: The PCs arrive on the scene in the southwestern edge of the map, and Milo can be seen in the large area of quicksand on the northeastern side of the map. There are several patches of quicksand in this area, but not all of them are as reactive as the spot Milo stepped on. Prior to Earthfall, this environment was not prone to quicksand, but the sinking of the continent has drastically changed the area. The ground underneath this area is supersaturated with water, but the top layer can sustain various amounts of weight—causing it to be treacherous and unpredictable.

You should review the quicksand rules on page 427 of the *Pathfinder RPG Core Rulebook*. Additionally, this specific hazard has an additional complication. Each outlined area represents an area of quicksand, and is labeled “-1P,” “-2P,” or “-3P.” These notations refer to how many creatures a particular patch of quicksand can support before it collapses and dumps all creatures standing on it into silty water. Specifically, “-2P” means the area supports weight until any combination of two Small or Medium creatures stands on it in adjacent squares. The notation “-3P” means that the section collapses when any combination of three Small or Medium creatures stands in the area in adjacent squares. Finally, “-1P” denotes normal quicksand as described in the *Core Rulebook*.

The section where Milo is trapped is all quicksand, but actually has two different levels of weight tolerance. The center area where he is located is obviously quicksand, but the outer area has not collapsed and is nearly indistinguishable from normal ground.

When this encounter begins, the PCs should not be shown the outlined areas. They can check individual squares for quicksand with a DC 15 Survival checks. Success indicates whether there is quicksand, as per normal, and a result exceeding the DC by 5 or more reveals how much weight the area can sustain. You should also have the players act in a “soft initiative,” in which every PC has an opportunity to take one move action, in any order, before being allowed to take another move action. This prevents one PC from moving all the way across the map before any other PC has a chance to move, due to the lack of perceived danger. Once someone falls into quicksand, using proper initiative is appropriate.

If the players attempt to circumnavigate the encounter by walking along the edge of the map and approach Milo from the east, you should be prepared to adjust the location of the quicksand patches accordingly.

Milo is a standard colonist (use the statistics on page 29) with a +5 bonus on his Swim checks and a Constitution score of 12. Assume he has been able to stay above the surface, but has been unable to move until now. His wait for rescue has left him with the fatigued condition (-2 on all Strength-based checks, like Swim). Once the PCs arrive, he must succeed at a Swim check every round to continue treading water.

Story Award: Milo is grateful if the PCs successfully rescue him, and Lyra, the colony’s surveyor and cartographer, makes careful note of this location so other colonists don’t fall victim to this hazard. If the PCs successfully save Milo, award them 1,200 XP.

I. SEARCH FOR REAGENTS (CR 3)

Alba Divenaar (see page 61) makes a request of the heroes. Alba needs to build a stock of raw materials and supplies if she hopes to one day start her own business, and to assist those in the colony that need her help right now. She has a list of alchemical and curative items the settlement needs for health and quality of life, such as antitoxin, and so she is searching for certain base compounds derived from rare plants, which she can use in a variety of different alchemical weapons, goods, and potions. She has a good lead on where these plants might be found, based upon some scouting performed by Lyra Heatherly. Lyra didn’t actually find the plants in question, but her reports on the climate and local flora confirm that the conditions are right for these natural reagents to grow naturally.

The alchemist indicates a general location where the PCs should look on one of Lyra’s preliminary sketch maps. If the PCs question why Alba does not accompany them or go on her own, she apologetically confesses that Ramona told her not to go because she is too old and too valuable to the colony to take unnecessary risks.

Alba makes the PCs an offer in exchange for their services. She pledges to use 50% of the value of the reagents they harvest to create whatever they want in the form of potions and alchemical items. She is limited to those formulae she knows, but if the PCs share any arcane spells with her, she gives them full credit in trade for their value.

It takes half a day to locate the plants that Alba describes. Check for random encounters (see page 79) twice during this period. When the PCs arrive at the location, consult the Search for Reagents map on page 29 and read or paraphrase the following.

A small hill rises in the center of a cove of trees, their numbers thinning along the incline. A number of trees adorn the hill like the tines of a crown, and in their shadows grow odd-looking ferns, mushrooms, and bushes resplendent with berries of an unusual color.

The trees provide partial cover (+2 to AC and +1 on Reflex saves) to all creatures. Two squares of movement are required to move from one elevation of the hill to the next due to the steep slope (see page 428 of the *Pathfinder RPG Core Rulebook* for rules on running or charging downhill). The squares containing bushes are considered difficult terrain.

Creature: An assassin vine is hidden among the bushes on top of the low hill. Its camouflage special ability allows it to be automatically hidden at the start of the encounter without need for cover. A PC must succeed at a DC 20 Knowledge (nature), Perception, or Survival check to notice it prior to a surprise round. The vine is not capable of choosing clever tactics, but it instinctively uses its entangle special ability as a free action to limit the movement of other creatures while it attacks its prey.

ASSASSIN VINE

CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 22)

Treasure: The PCs can gather 600 gp worth of rare plant-based alchemical reagents from the bushes. If the PCs trample through four or more squares containing bushes, reduce the value of collected reagents by 20%. The assassin vine's movement doesn't damage the bushes. Alba gives the PCs half of the collected reagents' value in alchemical items and potions she can produce, while the other half goes to establishing her stores and helping other colonists in emergencies.

J. THE GREAT BOAR HUNT (CR 4)

Anya Sandstrider (see page 62) calls upon the PCs. She is the resident naturalist for the second group of colonists and one of their primary hunters. She asks for the PCs' help in stocking up on meat, since much of the first group's stores were ruined by the cockroach swarm. The best source of game is the island's boars, which are fierce animals. Anya plans to lead one team of inexperienced colonists to help train them, and wonders if the PCs can conduct their own hunt. She has located a good hunting spot for them if they agree.

Creatures: Anya shows the PCs a spot where she's frequently observed a pair of wild boars, particularly in the late afternoon before dusk. She explains they roam elsewhere in the forests in search of food during the morning and midday. The hunter suggests the party can set up an ambush or devise a trap. If they're successful,

she pledges to butcher the animals and salt the meat, sparing them the labor—unless the PCs volunteer or show an interest in learning.

Unlike many encounters, the PCs are not on the defense in this situation. Anya is a competent hunter and her information is good. The boars wander into the spot she designates at the approximate time she describes. The PCs have whatever time they allow themselves to prepare from the morning onward. If they choose to use spells but need to rest, they can plan their hunt for the next day. This gives the players the opportunity to be creative. There is no set method or plan they must use, and options can include a pit trap, snares, illusion or charm spells, or direct combat.

If the players wish to craft a simple mechanical trap (without an automatic reset or exotic materials), they may do so at the GM's discretion. The time required can be treated as a few hours and the material costs are waived as long as they're not complex. This assumes the materials required are commonplace since the group has access to extra rope and tools in the colony.

If you feel the encounter might be too easy, especially with the additional amount of preparation on the part of the PCs, consider adding the advanced simple template to the boars for an extra challenge. This modification makes this a CR 5 encounter.

BOARS (2)

CR 2

XP 600 each

hp 18 each (*Pathfinder RPG Bestiary* 36)

Development: Anya congratulates the PCs if they're successful in their hunt, and they receive a temporary +2 circumstance bonus on Diplomacy checks with her and all other colonists for 3 days.

K. FIRST AMONG EQUALS

This encounter takes place in Talmandor's Bounty, but it can't occur until after the colonists from the *Peregrine* have arrived. Optionally, it could be timed to coincide with the same day as encounter J, in the morning just before the PCs leave for their boar hunt. The encounter is best run when Ramona is temporarily absent from the immediate area, whether supervising some other part of the colony or being shown something in the nearby countryside. This enables the PCs to settle disputes without a competing authority figure or depicting Ramona as a poor leader.



HARCOURT CARROLBY

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

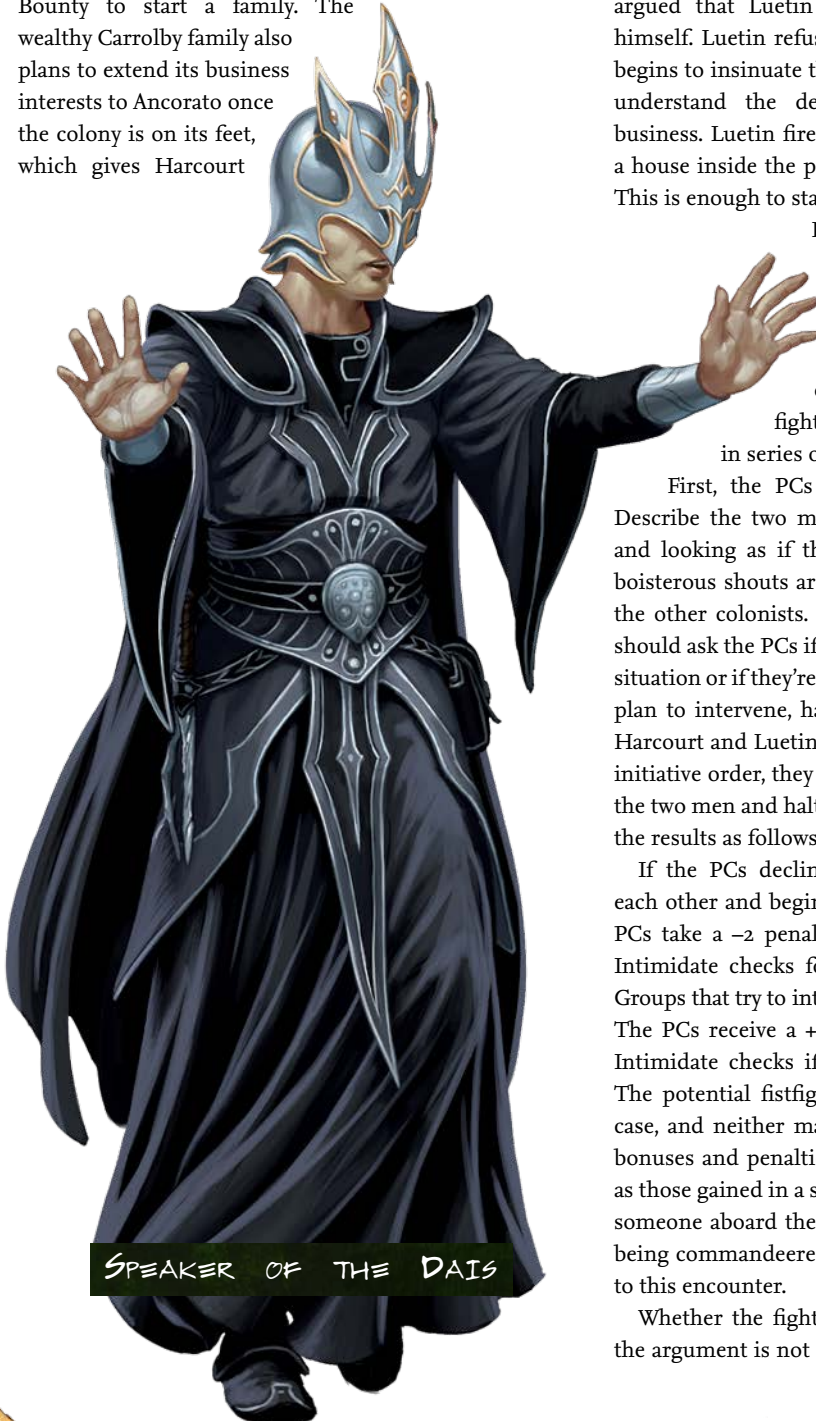
NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



Creatures: Luetin Calewick (see page 67) and Harcourt Carrolby (see page 65) are in a dispute. The house designated as **A7** was initially slated for the two clerics, Eamon and Kurvis. The clerics have since decided that for their friendship and sanity's sake, it is best they live apart and have given up their claim on the house. Luetin, who is now the settlement's only blacksmith, wants the house because it is close to the smithy and he expects for his son and daughter to arrive in the colony on a future trip. Harcourt wants it because he's wealthy and intends to bring his fiancée to Talmandor's Bounty to start a family. The wealthy Carrolby family also plans to extend its business interests to Ancorato once the colony is on its feet, which gives Harcourt

a sense of entitlement. Ramona gave Luetin first rights to the house so the blacksmith could keep an eye on the smithy, even though the smithy has its own quaint living quarters. She told Harcourt, however, he could have it if the blacksmith changed his mind. The two are now at odds. The PCs are privy to all of this background if they succeed at a DC 10 Knowledge (local) check. If the players are uncertain why this is their concern, you can offer them a hint that strife like this is bad for the entire community.

At the beginning of the encounter, the pair is shouting in the center of the colony at area **A12**. Harcourt has argued that Luetin doesn't need all that room for himself. Luetin refuses to budge, whereupon Harcourt begins to insinuate that a "working class" man wouldn't understand the demands placed upon people of business. Luetin fires back that the wealthy man wants a house inside the palisade only because he's a coward. This is enough to start a fight.

Harcourt's and Luetin's statistics appear in the article on pages 65 and 67; however, rather than playing out a combat between two NPCs, the objective of the encounter is for the PCs to stop the fight before it begins. This can be done in series of steps.

First, the PCs must deal with an actual fight. Describe the two men as approximately 20 feet apart and looking as if they want to kill each other. Their boisterous shouts are attracting a lot of attention from the other colonists. Neither is carrying a weapon. You should ask the PCs if they wish to do anything about the situation or if they're going to watch. If the PCs state they plan to intervene, have them roll initiative along with Harcourt and Luetin. If any PC acts before the NPCs in initiative order, they may interpose themselves between the two men and halt the fistfight before it begins. Score the results as follows.

If the PCs decline to act, the two men charge at each other and begin to trade nonlethal blows, and the PCs take a -2 penalty on their Bluff, Diplomacy, and Intimidate checks for the duration of the encounter. Groups that try to intervene and fail receive no penalties. The PCs receive a +2 bonus on Bluff, Diplomacy, and Intimidate checks if they manage to prevent combat. The potential fistfight lasts only a few rounds in any case, and neither man becomes seriously injured. Any bonuses and penalties from previous encounters (such as those gained in a successful boar hunt or from killing someone aboard the *Peregrine* to prevent the ship from being commandeered by the passengers) can also apply to this encounter.

Whether the fight is prevented or ends on its own, the argument is not over. It can flare up again, and may

SPEAKER OF THE DAIS

even involve others next time. The PCs can attempt to fully resolve the matter by speaking to both men. Either Harcourt or Luetin can be swayed with a successful Diplomacy check to shift their attitude from indifferent to friendly. Alternatively, either man can be demoralized with a successful Intimidate check, but the PC must succeed by 5 or more, or the effect is only temporary as per the normal use of the skill. If the PCs fail both checks, both men act complicit with the PCs' wishes, but resume their feud at a later time. Both unconsciously start to recruit allies and friends who agree with their position, which is a divisive element the colony doesn't need. Feel free to explore the possible consequences, whether that means future violence or simply bad neighbors. The next adventure sees the community under siege from outside elements, and this festering resentment could have a detrimental effect in the future.

If the PCs resolve the immediate argument, they can further attempt to mediate a compromise that actually makes both parties truly happy. Examples of this resolution include Harcourt hiring Luetin and some carpenters to expand one of the other houses during their free time. Alternatively, Luetin could be persuaded to give up his house if Harcourt promised to keep an eye on the smithy and give him a horse when the Carrolby family plans to import them next year. A PC can learn of these alternative arrangements with a successful DC 20 Sense Motive check if the players don't discover them through roleplaying, and a successful DC 15 Diplomacy check is required to seal the deal.

Story Award: If the PCs stop the fistfight, award them 600 XP. Award them another 600 XP if they stop the argument altogether, and an additional 400 XP if they mediate a long-term solution that both parties are happy with.

L. THE HARBINGER'S DAIS (CR 3)

The trees thin out around this field of shattered stones and fragments. Toppled marble columns jut haphazardly from the ground and are partially covered with moss. These rocks are the only evidence that buildings once stood here, but the passage of thousands of years has left little but their broken stone skeletons. One remnant remains incongruous with the ruins: a circular marble dais carved from a distinctly lustrous pinkish stone, perfectly preserved but surrounded by a crumbled stone rotunda that has not weathered the ages nearly as well.

Prior to Earthfall, this area was an urban center with many large stone buildings. Thousands of years have destroyed most of the architecture, but some impressive fragments remain unburied. The dais in particular appears obviously undamaged and radiates auras of strong transmutation and illusion magic.

EYES OF THE ONE

There is a secret regarding the permanent image at area L. The image is of Grand Arcanist Jazradan, the leader of the Spindle Solution that captured Ochymua. Furthermore, the illusion is not a normal *permanent image* or even *project image* effect. Jazradan now exists as a ghost, but is networked into this and other projections of himself throughout the Adventure Path. He can see and hear what transpires through the illusion but can't cause any change in the illusion as a type of reaction. The wizard can telepathically interface with select clockworks through the projection as long as they are within 30 feet, which is how he issued orders to the clockwork spy. He can also "listen" to its audible recordings, but once the clockwork spy is discovered and reprogrammed by someone else, Jazradan ceases to be able to manipulate it as he doesn't have the key and he can't command it to wind itself while he programs it. His ghostly helm function as a real one does for a living owner, preventing all divinations and attempts to identify its owner. Statistics for Jazradan and the *decemvirate helm* he wears appear in the final volume of this Adventure Path.

The ancient undead wizard has been waiting to see if more colonists would arrive on the island after his ancient enemy, Ochymua, enslaved the first colonists. This is the first time he has a chance to study the PCs, but it won't be the last, and he studies the PCs intently as they progress, collecting information he can use in the finale of Ruins of Azlant.

This encounter can begin in a couple of different ways. The PCs might follow the clockwork spy in area A10 to this location. Carver Hastings (see page 63) might ask them to explore this area for Azlanti ruins if they're members of the Pathfinder Society or if he is trying to recruit them to join. The PCs can even stumble across it while exploring. No possibility is mutually exclusive of the others.

When a creature approaches within 15 feet of the dais, the image of a humanoid figure flickers into existence on the dais and begins to address a nonexistent audience. Treat the image as a *permanent illusion* (CL 20). The figure wears black robes befitting an academic or a spellcaster, and wears a peculiar metal helm that obscures all the wearer's features except the mouth, which is partially covered by chain links. The front of the helmet is decorated by three upward-pointing tines, like a fork or a trident. The figure's words are clearly audible, but are spoken in Azlanti, and it gestures with its hands, as if to calm or reassure.

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



"Loyal citizens of the empire—fear not. The blot in the heavens is but a ruse by veiled foes to keep us distracted in this time of mounting chaos. Tend to your regular duties, and trust in the Ioun Imperative and your emperor to keep you safe. Do not fail us, and we shall not fail you."

PART 3:
MENACE RELEASED

This variant of a *permanent image* repeats itself every few minutes as long as creatures remain within 15 feet, or repeats immediately if all creatures exit its radius and reenter. If none of the PCs speak Azlanti, they can use *comprehend languages* to understand what is being said. The dais itself is magically enchanted to be durable, but otherwise has no magical properties than those described here.

Creatures: Four youthful monkey goblins on the cusp of becoming adults hide among the ruins. They're not lying in wait for the PCs; rather, they're preparing to cross over into adulthood. The Ghosthater tribe requires young goblin warriors to visit this spot, muster their courage, and defy the "ghost," which is the illusion of Jazradan. This entails a charge through the image, blood-curdling screams, and the ritual "murder of the ghost." This is accomplished by running through the illusion as they stab it without showing fear. One of these four has passed the test already and serves as witness for their tribal leader.

The goblins use *Stealth* to seek cover provided behind the stone ruins. Should the PCs approach, the monkey goblins assume that they are there to steal their chance at adulthood and ready themselves to defend it.

MONKEY GOBLINS (4) CR 1/2
XP 200 each
hp 13 each (see page 13)

Development: Should the PCs tell Carver Hastings about this location and what they encountered, he is curious to see it for himself. He is astonished once he does, and reveals to the party that the illusory figure is wearing a powerful artifact known as a *decemvirate helm*. These powerful objects protect the anonymity of the Decemvirate, a mysterious secret council that governs the Pathfinder Society. If the PCs are already Pathfinders, they may recognize the helm on their own. This excites Carver, because it confirms certain theories that Ancorato might be part of the lands that one of the more famous Pathfinders, Durvin Gest, explored long ago.

This encounter also serves as an excellent opportunity for Carver Hastings to try to induct the PCs into the Pathfinder Society. See his write-up on page 63 for more details. He also plays a significant role in the second adventure in the Ruins of Azlant Adventure Path.

The remaining encounters in this adventure provide clues and information about a mysterious Azlanti structure called Spindlelock. This research facility doubled as a secret prison where the Spindle Solution incarcerated the captured veiled master, Ochymua. When they captured Ochymua, the group's agents could tell their prisoner wasn't quite what it seemed, but they weren't sure exactly what it was. To prevent escape through supernatural means and to keep their captive from using any potential telepathic abilities to communicate beyond the facility's walls, the Spindle Solution placed Ochymua into a special cell under a permanent *temporal stasis* effect.

As time went on, the Ioun Imperative (the greater intelligence organization that encompassed the clandestine Spindle Solution) uncovered evidence of manipulation by the aboleths, and the Spindle Solution researchers realized that they might have captured an elusive, almost mythical, creature called a veiled master. They made alterations to the facility for Ochymua's eventual interrogation, but that interrogation never occurred—Earthfall struck first.

Eliza Haniver (see page 56), a colonist who arrived in Talmandor's Bounty aboard the *Liberty's Herald*, discovered this ancient ruin after making contact with the celedons in area N. She entered the facility in search of Azlanti relics and discovered Ochymua in human form, frozen in time. Suspecting the creature might be some survivor of the ancient empire who would be grateful to her and share forgotten lore, she released Ochymua from *temporal stasis*. Since that time, the veiled master has been getting its bearings in this strange new world and marshaling its resources.

M. ATTACK ON THE BEACH (CR 5)

This encounter takes place on the beach just north of the colony. It can be staged relatively close or up to a mile away. The time of day can be anytime from dawn to dusk, when the PCs or a colonist might go fishing. This encounter is triggered either by a colonist or the PCs themselves.

Creatures: Three skum, now loyal to Ochymua, patrol the shore. When the skum observe humans fishing from the beach or using the repaired canoe from the docks (area A1), they move to intercept and capture them. Attacked colonists flee in terror back to Talmandor's Bounty, just outpacing their pursuers, and arrive breathless to warn the PCs and others in

the settlement about the “fish people” chasing them. Alternatively, the PCs might be accosted by the skum directly while fishing or exploring.

The skum deal lethal damage when they attack, but once a PC is reduced to 0 hit points or fewer, they switch to a different target. The skum attempt to capture their opponents alive, and in the event the combat should move into the water, they prevent their captives from drowning if possible. If the PCs are defeated, they attempt Heal checks to stabilize themselves. For their part, the skum fight to the death.

SKUM SOLDIERS (3)

CR 2

XP 600 each

Skum (*Pathfinder RPG Bestiary* 253)

hp 20 each

Treasure: One of the skum carries a map. A PC who succeeds at a DC 12 Knowledge (nature) check identifies the material as whaleskin. The map reveals the northwestern contours of the island of Ancorato, with a few terrain landmarks and a symbol that resembles a tower. This symbol is also accompanied by another glyph. A successful DC 25 Linguistics check is required to determine that the glyph is neither Azlanti nor Aklo, while a PC who succeeds by 5 or more recognizes it as an Aboleth script that reads, “Transport prisoners here.” *Comprehend languages* allows a PCs to read the glyphs but does not identify the language.

Development: If the skum defeat the PCs, they attempt to transport them to the tower at area P. This requires an overland march, so it’s possible that other colonists could give pursuit and rescue the PCs—the skum are slower than humanoids on land. Otherwise, you are encouraged to look for an opportunity for the PCs to escape.

N. CELEBRANTS OF THE DEAD (CR 3)

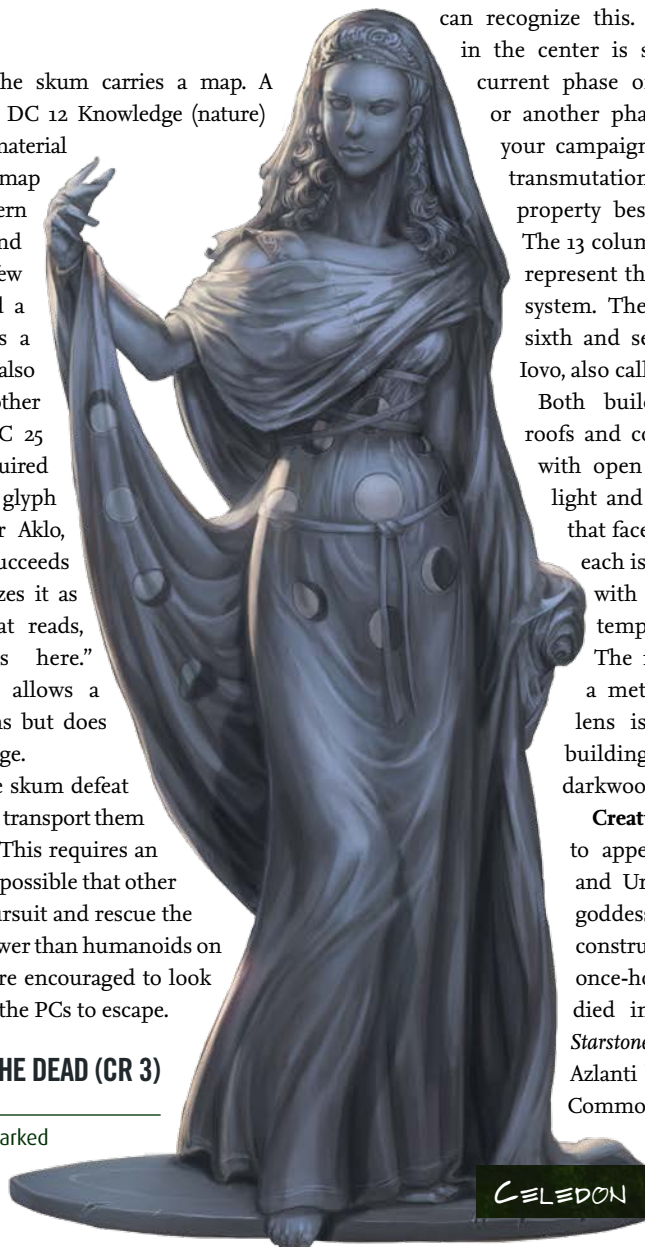
In a grassy field pockmarked with piles of fallen stone and sparse trees stands a monument

that is relatively free from damage. A path of broken white marble leads to it, and the grass is curiously cut and edged away from it. The monument itself is a smooth marble disk, about thirty feet in diameter, and marked with representations of the phases of the moon. A semicircular row of thirteen columns surrounds the northern side on a curved marble base, the ends of which have broken off and subsided into the ground. Two adjacent columns near the center are broken and the lintel between them is sundered. Two curved stone benches sit before the semicircle on either side of the path, and two stone buildings lie to the north.

This area is a former holy site dedicated to Acavna, the Azlanti goddess of battle and the moon. A PC who succeeds at a DC 30 Knowledge (religion) check can recognize this. The larger moon depicted in the center is shaded black to match the current phase of the moon (a new moon, or another phase if that’s appropriate for your campaign). The disk radiates a faint transmutation aura but has no special property besides its obvious durability. The 13 columns are not marked, but they represent the planets in Golarion’s solar system. The columns representing the sixth and seventh planets, Damiar and Iovo, also called the Twins, have fallen.

Both buildings have pitched stone roofs and columns on all four corners, with open window spaces that admit light and air. Each has a single door that faces the other structure. Inside each is a simple stone table flanked with stone benches, suitable for temporary gatherings or prayers. The northeast building contains a metal telescope, but its crystal lens is shattered. The northwest building contains a modest-sized darkwood chest.

Creatures: Two celedons sculpted to appear as women, named Ariel and Urlana, inhabit this area. The goddess Acavna created the two constructs to be caretakers of this once-holy shrine long before she died in her attempt to stop the *Starstone*. The creatures speak only in Azlanti but can partially understand Common, which they first heard



CELEDON OF ACAVNA

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

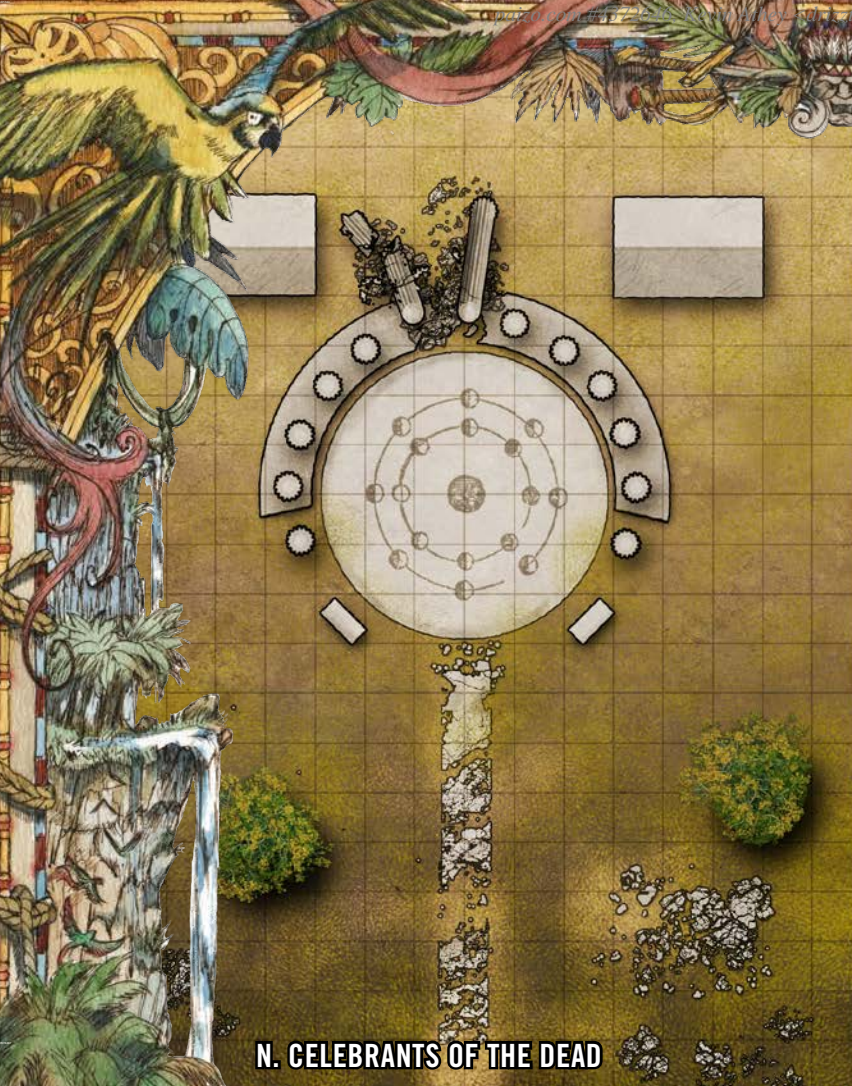
NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

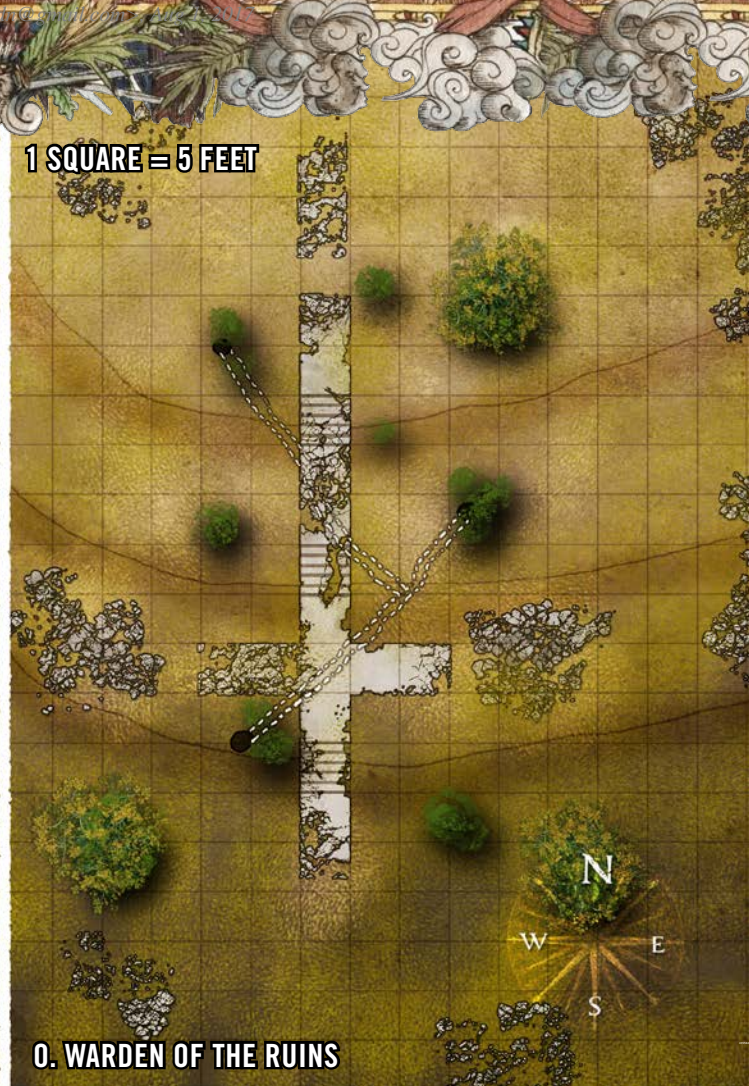
ECOLOGY OF THE ALGHOLTHU

BESTIARY

CAMPAIGN OUTLINE



N. CELEBRANTS OF THE DEAD



O. WARDEN OF THE RUINS

spoken by Eliza Haniver, one of the original colonists who possessed unrecognized intelligence and other gifts. If the PCs can't communicate with these constructs, the celedons grow irritable and attempt to shoo off the PCs. Should the PCs refuse to leave or attempt to damage the monument, the celedons attack. But if a means of communication can be established, both are happy to talk to the PCs about their goddess and the shrine.

Though they are intelligent constructs, the celedons have a limited scope of interest. They exist to maintain this shrine, lead worship in the glory of their goddess, and instruct the faithful. They're aware that the region suffered a cataclysm millennia ago and now their home has no people, but they steadfastly wait for them to return. They can speak to some of the history of Azlant but constantly try to shift the conversation to one of faith. They can tell the PCs that Acavna is the goddess of the moon and defensive battle, supporting the faithful who are besieged or face overwhelming odds in battle, though she isn't a goddess of offensive battles.

Ariel and Urlana feel called to educate the strange foreign humans they've encountered, first in the Azlanti language, and then in the faith of Acavna. The first human they encountered in ages, Eliza Haniver, was

goaded into these lessons but was permitted to leave her lessons based on her promise to return. Since Eliza failed to return, the constructs now regret their decision. The celedons insist the PCs remain here and learn for their own good, their personal needs being secondary to this education. The constructs attack if necessary and insist they only want compliance and cooperation. If a PC is reduced to fewer than 0 hit points, the celedons immediately switch targets and even attempt to stabilize the heroes in the unlikely event that they are victorious.

The celedons surrender if reduced to 5 hit points or fewer, stating that they have no desire to become murderers or be destroyed. Furthermore, they promise not to use physical force to restrain "inquirers" again. They explain, if they haven't already, that their other recent pupil went north when the pair mentioned another physical structure that remains intact (the tower at area P). If asked, they don't know what the building is for, "because it is not relevant to our mission." They can, however, provide an approximate distance and direction.

Despite their faith, these constructs are tragically unaware that Acavna is dead. If any of the PCs know this, they have the potential to shatter these constructs'

faith, which causes them to release a burst of energy and lose sentience. This isn't an easy task, though. A PC interested in convincing them that their deity is now dead must engage in lengthy philosophical and theological debates with the celedons, which is beyond the scope of this adventure.

ARIEL AND URLANA

CR 1

XP 400 each

Celedons (*Pathfinder RPG Bestiary 5* 52)

hp 25 each

Languages Azlanti

Treasure: The celedons' darkwood chest itself is worth 200 gp. Inside is a stone tablet that Urlana sculpted depicting a strange tower on an island. A successful DC 20 Knowledge (geography) or Knowledge (history) check identifies the structure as the Mordant Spire. Urlana claims to have dreamed of it one night during a full moon. The tablet is worth 500 gp as an art object. The chest also holds 230 gp in Azlant-minted gold coins and a *cognizance crystal*^{OA} (1 PE). The shards of the telescope's crystal lens are not complete, but the telescope and its lens can still be repaired with a casting of *make whole*. Once repaired, the telescope is worth 2,000 gp. The celedons agree to part with these physical possessions if they are promised students they can instruct.

Development: Should the PCs devote some time, the constructs can instruct them on how to read, write, and speak Azlanti. PCs who allow themselves to be further instructed for at least 1 hour a day for 30 days gain a +2 competence bonus on Knowledge (history) checks related to Azlant and can use that skill untrained on that specific topic.

Carver Hastings is greatly interested in the celedons if told about them, as they represent an incredible source of history and lore. He proposes persuading the pair to travel to Absalom, where he insists there are many people interested in learning more about Aavna at the Pathfinder Grand Lodge, though such a journey is beyond the scope of this adventure.

Story Award: If the PCs don't destroy the celedons after they attack and don't cause them to lose their faith, award them 200 XP.

O. WARDEN OF THE RUINS (CR 4)

The forest gives way to shattered fragments of rock and stone, the barest recognizable remnants of a lost civilization. Jutting from the grass and shrubs is a stone promenade, ten feet wide with intermittent flights of short steps that climb up a gentle slope—miraculously unchanged despite titanic upheaval of the past. Walkways extend east and west briefly before terminating into hills of wind-eroded stone rubble that might have once been buildings. A solitary, seemingly

intact tower is visible on the northern horizon, approximately a mile away.

Except where designated otherwise, the terrain is uneven grassland, including areas where the promenade is broken. The elevations take the form of a series of tiers, with each slope or flight of steps ascending 5 feet. The large piles of broken stone require a successful DC 0 Climb check in order to enter the first square. The rock piles are treated as difficult terrain. Three sets of bushes along the promenade conceal small holes under their foliage, suitable for a Tiny creature—the result of underground tunnels dug by ankheg nymphs. The tunnels are noted on the map by dotted lines. A successful DC 20 Perception check is required to spot each of the tunnel entrance holes.

Creature: This area is patrolled by a construct that has survived for millennia, roaming the area around the tower at area P. The creature, called a warden jack swarm, is a malfunctioning security system. Days before Earthfall, desperate crowds started to gather near public buildings looking for shelter and the support of their leadership. The warden jack was dispatched to keep these crowds away from Spindlelock so its valuable prisoner could not escape while the Azlanti leadership grappled with problems elsewhere. Thousands of years later, the construct has expanded its range from a few hundred feet to several miles.

The warden jack swarm comprises thousands of Fine steel ball bearings that move in electro-thaumaturgical cohesion, making a clicking or clinking sound as it moves. Each sphere can extrude sharp spikes, which essentially transforms it into a swarm of caltrops. The creature can navigate uneven terrain, roll up hills and very sharp slopes, and flow around and between obstacles. The warden jack swarm has one severe limitation: it cannot climb a 90-degree angle. It can roll down steps but not climb them, and it can be trapped in a pit. It can sense the topology of the ground, allowing it to generally avoid pits. In this encounter, the warden jack swarm cannot scale the large rock piles or the steps, although it can roll around the rocks and up the slope alongside the steps. It can also flow through the ankheg nymph tunnels and move underground at a depth of a few feet below the current elevation. When the swarm flows underground, it reveals the location of one of the tunnels' access points, but if the PCs have not noticed the other holes, they may not know where the swarm might emerge. While underground, the swarm can determine the PCs' location using its tremorsense.

The swarm is programmed to attack humanoids in a restricted area but not wildlife or other creatures. The swarm does not interpret monstrous humanoids like skum as legitimate targets—perhaps an oversight by the swarm's programmer.

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE

WARDEN JACK SWARM**CR 4****XP 1,200**N Fine construct (swarm) (*Tome of Horrors Complete* 588)**Init** +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +0**DEFENSE****AC** 21, touch 20, flat-footed 19 (+2 Dex, +1 natural, +8 size)**hp** 27 (5d10 plus distraction)**Fort** +1, **Ref** +3, **Will** +1**Immune** construct traits, weapon damage, swarm traits**OFFENSE****Speed** 40 ft.**Melee** swarm (1d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 12), topple, wounding spikes**Spell-Like Abilities** (CL 5th; concentration +0)At will—*open/close***TACTICS****During Combat** The swarm doesn't use complex tactics, but it does use the terrain to its advantage when possible.**Morale** The swarm fights until destroyed.**STATISTICS****Str** 4, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +5; **CMB** —; **CMD** —**SQ** tower access**SPECIAL ABILITIES****Topple (Ex)** Any living creature damaged by a warden jack swarm when its spikes are retracted must make a successful DC 12 Reflex save or fall prone. The save is Constitution-based.**Tower Access (Sp)** This specific warden jack swarm can cast *open/close* as a move action on any door within area **P**. Circumstances that prevent *open/close* from functioning normally also prevent this ability from working. This ability is as much a feature of the building as it is the swarm; therefore, it does not function on containers or in any other building besides the tower.**Wounding Spikes (Ex)** Any living creature hit by a warden jack swarm when its spikes are extended also takes 1 point of bleed damage.

Development: The warden jack swarm was programmed to patrol a significantly smaller area around the tower at area **P**, but since much of the civilized infrastructure that existed 10,000 years ago is gone, the construct is confused about what constitutes the "tower's grounds." Now it wanders aimlessly over miles of terrain at a time before abruptly reporting back to the tower and starting anew. Normally, it ventures no farther than 5 miles from area **P**. This behavior can be used as a means to discover the tower there. A PC who tracks the warden jack swarm with a successful DC 10 Survival check discovers its only consistent behavior is intermittently returning to that location.

The PCs' actions can force it to "reset." If the PCs move entirely out of the range of all its senses, the swarm continues to search for them for 1d4+1 rounds, whereupon it simply stops in place. A few minutes later, it returns to the tower and starts a security sweep, presumably after the PCs have gotten a head start. If the PCs don't notice this behavior, they may elude it, head to the tower, enter the facility, experience a few encounters, and find that the warden jack swarm has inadvertently followed them into the facility.

In the unlikely event the swarm approaches area **L**, either through its normal patrolling or in pursuit of the PCs, the ghost of Jazradan can communicate with the warden jack swarm and give it new or different instructions. What exactly that would entail is left to the GM's imagination, as such reprogramming is outside the scope of the adventure.

P. RESEARCH STATION SPINDLELOCK: OCHYMUA'S PRISON

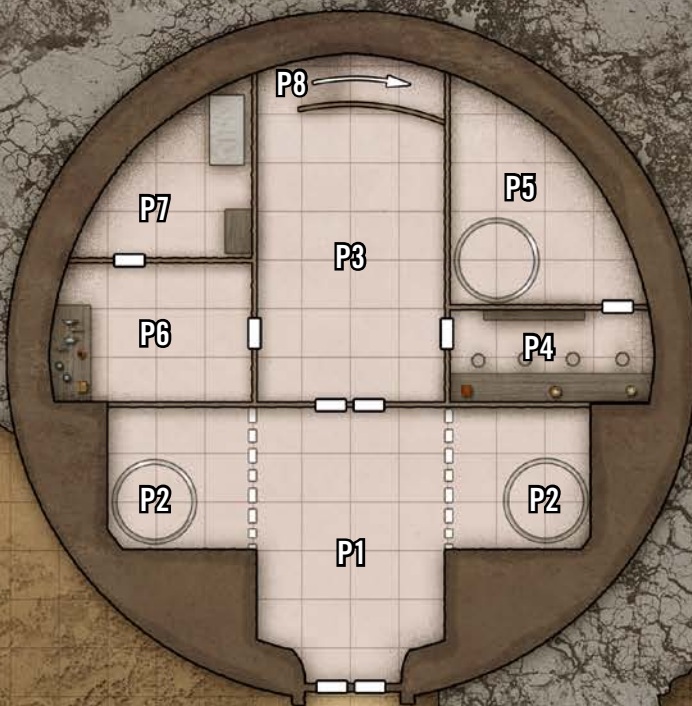
The still-standing tower of Spindlelock was once part of an Azlanti research and development facility. After capturing the mysterious spy Ochymua, Jazradan and his colleagues felt it was too dangerous to house the spy in the Compass, even when locked in *temporal stasis*, and so this solitary structure was repurposed to house the intruder. During the final years of the cold war between Azlant and the aboleths, Jazradan began to suspect Ochymua's true nature, and Spindlelock was secretly renovated for the eventuality that its prisoner might be released from stasis and either interrogated or sent to a penal colony on the moon, where the Azlanti housed prisoners deemed too dangerous to the empire. But this never came to pass.

The structure itself is extraordinarily well protected. The walls are magically treated against damage (see page 411 of the *Pathfinder RPG Core Rulebook*). This protective magic extends to some of the more durable items in the tower, which accounts for the remarkably decent condition of many of the doors, tools, and walls. However, other materials (such as paper and cloth) have rotted to dust in the time since this place was last used. The station's outer walls block all teleportation and dimensional travel, such as *dimension door*, *teleport*, and similar spells and effects. The outer walls also block any divination spells or effects attempting to locate the station or anything inside it, including *find the path*, *legend lore*, *locate creature*, *scrying*, and similar spells and effects.

Read or paraphrase the following once the PCs arrive at the tower.

To the north, the hills give way to sharp, rocky inclines. A solitary stone structure, a tower at least three stories high,

P. RESEARCH STATION SPINDLELOCK
1 SQUARE = 5 FEET



First Floor

Second Floor



Third Floor



**THE
 LOST
 OUTPOST**

FOREWORD

PART 1:
 THE
 VANISHED

PART 2:
 SETTLEMENT
 AMID THE
 STRANGE

PART 3:
 MENACE
 RELEASED

NPC GALLERY

PEOPLE OF
 TALMANDOR'S
 BOUNTY

ECOLOGY
 OF THE
 ALGHOLLTHU

BESTIARY

CAMPAIGN
 OUTLINE



is partially embedded in the rocky cliff wall behind it. The cylindrical edifice is oddly undamaged, however, as if the rock were only the tide lapping at the tower's lower half, frozen in time. The structure has no windows or rooftop battlements. A metal double door is set in the base of the southern side and is slightly ajar.

Interesting rock formations, rubble, and boulders litter the surrounding countryside, suggesting an ancient site where stone was once quarried and buildings and monuments were erected. Catastrophe and the return of wilderness have made almost all of it unrecognizable—save for this strange building.

When the PCs approach the doors, they can see the following text carved into them in Azlanti. “Spindlelock Research Facility: a division of the Spindle Solution, making tomorrow’s humanity, today. Authorized Personnel Only.” In addition, the tower has what appear to be stone posts directly abutting either side of the door, hinting that there was at one time a walkway or some other structure attached to the tower.

The doors have a locking mechanism, but it is not engaged. Unless noted otherwise, all ceilings in the tower are 15 feet high. All doors are metal and swing open and closed effortlessly despite their weight.

As the PCs enter a room, the entire ceiling begins to glow, shedding normal light throughout the room. The lighting in the tower is responsive to the presence of creatures and automatically comes on when they enter, stays lit while a creature is in a room, and slowly fades 5 minutes after the creature exits.

P1. ENTRANCE CHAMBER

This spacious chamber appears to have been designed to awe or impress the entrant. Pale gray tiles decorated with faint, intricate geometrical designs cover the floor. The walls of the chamber are pure white, illuminated by unnatural light emanating from the ceiling in a way that makes the chamber appear slightly larger than it really is. A large double door exits to the south, and another double door leads to the north.

In the center of the chamber appears to be a lifelike statue of a man in simple black robes with a helmet that obscures most of his face. This is a representation of Jazradan, as described in area L. In fact, this is not a statue at all, but another special *permanent image* as described in area L. This one has not been set to relay any specific message, and so remains frozen like a statue. The dotted lines on the map are true *permanent images* appearing as the room’s walls, obscuring area P2. The skum soldiers in those areas are likely to see the PCs through the illusion and attack.

As is the case with area L, the ghost of Jazradan can see and hear via these projections at will, as if they were *screaming* sensors, though the ghost lacks any means to control the projections’ behaviors. It is through these sensors that Jazradan saw Ochymua escape, and he may now be observing the PCs for the second time. This has little bearing on this specific adventure, but it is worth noting as it plays a role in later adventures.

P2. GOLEM REJUVENATION STATIONS (CR 4)

This room has a simple stone floor and undecorated gray stone walls. The stark nature of the room is interrupted only by a large circle of silvery metal set into the floor in the corner of this room. One wall of this room is mostly transparent, providing a view of a larger, adjacent chamber.

These rooms, concealed behind illusory walls, are not illuminated, and the lighting here doesn’t function like in most of the other rooms in the tower. The rooms are on either side of the entrance chamber and are symmetrical. The metal rings set into the floor in the southern corners of these rooms mark the area of a magical effect. When a construct steps into one of the rings, it is immediately targeted with a *make whole* effect, repairing 5d6 points of damage. Each ring can bestow this benefit once every hour. Ages ago, Spindlelock was defended by golems and clockwork soldiers that would return to these rooms when not on patrol in order to keep themselves maintained. Most of these guardians were redeployed from this tower as the first debris from Earthfall began to rain down on the region.

The illusory walls that conceal these rooms are equivalent to a *permanent image* effect (CL 20th). Creatures inside these rooms can clearly see into the entrance chamber, but creatures in the entrance chamber can’t see into these rooms unless they disbelieve the effect (Will DC 20).

Creatures: Before leaving Ancorato, Ochymua posted two skum soldiers here to keep watch over its two dominated colonists. The soldier in either room uses the illusory walls to covertly watch and surprise intruders in area P1. The soldiers are better armed than the skum the PCs encountered previously, and they work together to ambush intruders in area P1. They fight to the death.

SKUM SOLDIERS (2) **CR 2**
XP 600 each
Skum (*Pathfinder RPG Bestiary* 253)
hp 20 each
Melee +1 trident +5 (1d8+3), claw +2 (1d4+1), bite +2 (1d6+1)

Ranged +1 trident +4 (1d8+3)

Combat Gear *potion of cure light wounds*; **Other Gear**
+1 trident

P3. MAIN HALL (CR 4)

A curving ramp along the northern wall of this chamber ascends to the floor above. The east and west walls each have a single door, and a double door stands in the southern wall. Murals cover the east and west walls in this space, depicting kind-looking human adult figures smiling benevolently at children. The children, for their part, are smiling and appear healthy and happy. The figures, both adults and children, have tiny jewels orbiting around their heads in shining rings that resemble halos. Bold words are painted above the door.

This chamber originally was intended to serve as a foyer, and by the time it was determined Ochymua would be imprisoned here, the artwork had already been commissioned, created, and the artist paid. The Azlanti text at the top of the murals reads, "Ours is the Great Work to see humanity achieve its greatest potential." The doors to the east and west are each equipped with a locking mechanism, but neither is actually locked.

A PC who succeeds at a DC 12 Perception check discovers a panel in the north wall that contains some kind of clockwork mechanism. This mechanism allows someone to interface with the trap that guards this room, and with the proper skills, someone could reprogram it.

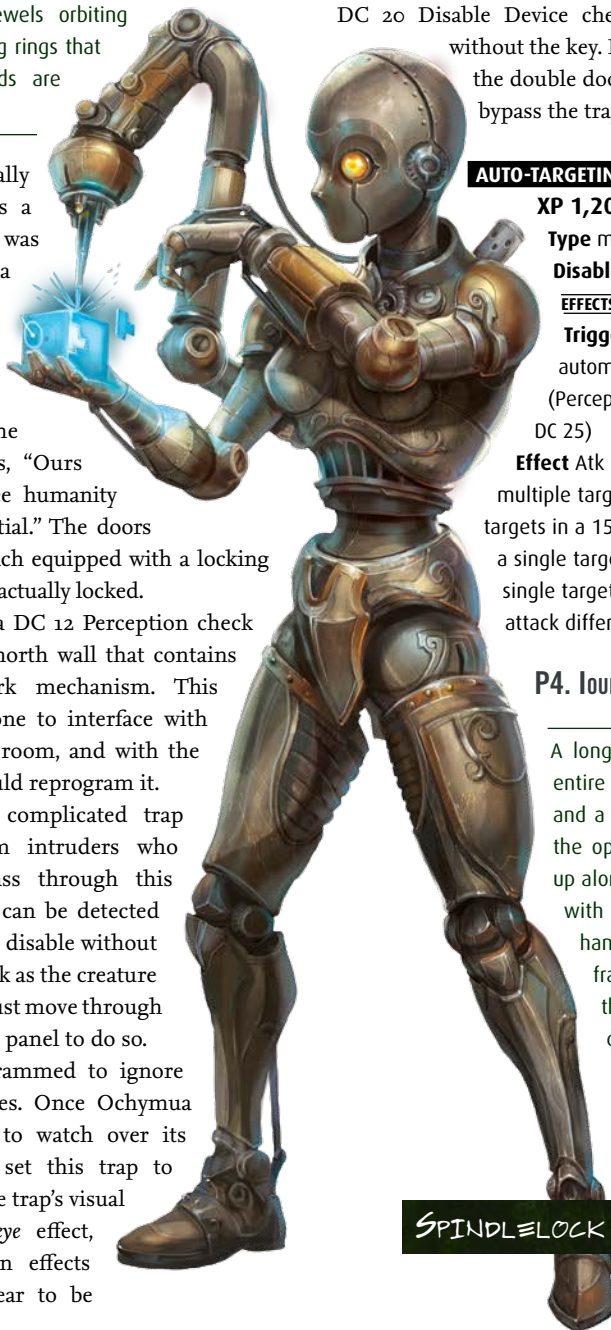
Trap: A devious and complicated trap defends this room from intruders who attempt to enter or pass through this chamber. While this trap can be detected in advance, it is difficult to disable without being subjected to its attack as the creature attempting to disable it must move through the room to the clockwork panel to do so.

The trap can be programmed to ignore certain particular creatures. Once Ochymua brought the skum here to watch over its dominated prisoners, it set this trap to ignore skum and itself. The trap's visual trigger uses an *arcane eye* effect, so *invisibility* and *illusion* effects that make creatures appear to be

something other than typical humanoids can fool this magic sensor.

Once an applicable creature enters the room, two crossbow mechanisms spring out from the walls above the doors in the east and west walls. These weapons are mounted on gyroscopic platforms that allow them to target any position in the room, including straight down. Clockwork mechanisms automatically draw the weapons and spring-loaded bolts into position to fire once each round.

A creature with the key (currently in the possession of Urlgryber in area P9) can either wind down the trap—which renders it inactive—or reprogram it. A successful DC 20 Disable Device check is required to do this without the key. In addition, a small slot near the double doors allows the key's bearer to bypass the trap.



AUTO-TARGETING CROSSBOW TRAP CR 4

XP 1,200

Type mechanical; **Perception** DC 20;
Disable Device DC 20

EFFECTS

Trigger visual (*arcane eye*); **Reset** automatic; **Bypass** hidden lock (Perception DC 25; Disable Device DC 25)

Effect Atk +15 ranged (1d8+1/×3); multiple targets (up to two different targets in a 15-ft.-square area), can attack a single target twice, but only if there is a single target available; otherwise, it must attack different targets.

P4. IOUN WORKSTATION (CR 4)

A long marble workbench runs the entire length of the southern wall, and a rusting metal shelf stands on the opposite wall. Squat stools line up along the bench, which is littered with a variety of small, precise hammers and chisels as well as fragments of crystalline stone that looks like quartz. A single door exits to the west, and another exits to the north.

SPINDLELOCK SERVANT

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED


NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLTHU

BESTIARY

CAMPAIGN OUTLINE



This workstation is designed for multiple artisans and spellcasters to craft *ioun stones* in a sort of assembly line. Crafters worked simultaneously, finishing their particular tasks and then passing the work along to the those engaged in next step of the procedure. The table holds a multitude of small chisels, files, magnifying glasses, scales, and tools that pertain to the arcane but are not magical themselves. A strange metal contraption at the workbench has a rubbery hose snaking up the wall to the ceiling and a fine, needlelike end set near a vise built into the table. Dust from cut gems has accumulated beneath this device, which once used a high-pressure stream of water to help perform fine cuts in the shaping of *ioun stones*.

Creatures: When the PCs arrive, a pair of skum guards pokes around this room inspecting the tools and bits of cut quartz. Upon seeing the PCs, the skum immediately attack.

SKUM (2) **CR 2**
XP 600 each
hp 20 each (*Pathfinder RPG Bestiary* 253)

Treasure: A rather innocuous *ioun torch*^{UE} sits on the workbench amid several pieces of normal quartz.

P5. TESTING CHAMBER

This dark chamber is featureless except for a large ring of an unusual-looking metal embedded in the floor. A single door exits to the south.

The researchers here used this chamber to test certain magical creatures, individuals, items, and materials. When something enters the circle, it is subjected to a continuous *detect magic* effect, but the results of this effect are visible to any sighted creature in the form of colored auras of differing intensities. If a creature focuses its attention on a subject for multiple rounds, the information received becomes clearer, as if the observer had studied the creature or object with *detect magic* for multiple rounds. No concentration is required to maintain this effect, and the observer is able to cast other spells while continuing to observe. Not every creature is able to understand the information it's seeing through this effect. Creatures unable to cast *detect magic* require 3 ranks in Spellcraft to properly interpret the auras they're seeing.

P6. MECHANICS BAY (CR 4)

This chamber appears to be a workshop, as evidenced by a table along the western wall laden with tools and mechanical parts.

This chamber was used to service the research station's clockwork creatures (beyond the recharge stations in area P2) and its defense system. Beneath the table is a metallic chest of drawers that contains countless gears, cogs, springs, and other parts and pieces to any number of clockwork contraptions. The equipment here is nonmagical, with one exception: nestled among the parts on the table is a single gemstone with a faint transmutation aura. This is a recording gem used in clockwork spies. If the PCs recovered the recording gem from the clockwork spy they encountered in Talmador's Bounty, they recognize this gem immediately. Otherwise, a successful DC 12 Knowledge (arcana) check identifies the gem and its purpose.

Creatures: Two clockwork servants occupy this room. Ochymua, who discovered their keys approximately a month ago, reactivated them, and they have since performed cleanup and minor repairs to the facility as they did in the distant past. They are responsible for refurbishing the trap in area P3. Both of these constructs are rare intelligent versions of clockwork servants. Upon seeing the PCs, they inform them, in Azlanti, that they are trespassing and must leave the facility immediately. They politely request the PCs to surrender moments before they attack.

The clockworks can be restrained, unwound, and reprogrammed, either with successful DC 25 Disable Device check or with their keys, which are in the custody of Urlgryber in area P9. If thus repurposed, the clockwork servants can tell the PCs about what this facility did in the past as a research and development facility, rattling off a perfectly encapsulated speech about the glories of the Spindle Solution. They have no knowledge of this place being used as a prison, and can identify Ochymua only as a human man with dark hair and violet eyes who activated the clockworks before leaving the facility. The clockwork servants are also aware of the skum in the tower and know that two humans are on the top floor. They have no knowledge or understanding of what is going on in the tower right now, and instead focus on their work.

CLOCKWORK SERVANTS (2) **CR 2**
XP 600 each
hp 31 each (*Pathfinder RPG Bestiary* 356)
Str 19, Dex 14, Con —, Int 11, Wis 11, Cha 1
Feats Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Disable Device)
Skills Disable Device +7, Perception +2 **Languages** Azlanti

Development: The PCs can play the audio gem if they have the clockwork spy from area A10. Alternatively, the clockwork servants, if asked, can direct the PCs to a device in this room that can play the recording.

When the PCs play the recording, they hear two voices speaking in Azlanti. If they can understand the language, read the following exchange aloud.

"I want it on record," begins the first voice, "that I, Albrust of Havenvine, stand opposed to this decision to send this facility's golems—"

"We don't have time for this, Albrust!" a second voice interrupts. "I know you're committed to protocol, but they can't even estimate the potential damage!" The speaker suddenly lowers his voice. "They don't know if the bunkers are going to do a damn bit of good, my friend. We may be lucky to survive at all. That survival could depend on the golems being able to dig us back out. They need to be redeployed where they might do some good. Our scouts report the elves are... evacuating."

After a moment, the first voice says quietly. "What about the spy? We still don't know for sure."

"And we're never going to know, Albrust. He's likely going to die like millions of others. The only difference is that he probably deserves it."

The clockwork servants, if reprogrammed, could be conscripted to return with the PCs to Talmandor's Bounty. Their assistance in performing duties like finishing the palisade fence or building additional homes would be invaluable to the fledgling community. At your discretion, a character (PC or NPC) skilled in a particular Craft or Profession skill can retrain one of the clockwork servants in a new skill other than Disable Device. This should follow a fair amount of time tinkering with the clockwork servants and involve at least 5 ranks in Craft (clockwork), followed by a successful DC 20 Craft (clockwork) check.

P7. TREATMENT ROOM

The faint coppery tang of blood wafts out of this room when the door is opened. A gleaming metal table covered in blood stands in the northeastern corner of the room. Just south of the table is a smaller table covered in surgical tools—some of them obviously used. A body lies in a butchered pile in the center of the room.

This room was used for experiments to implant *ioun stones* into a creature's body. A metal sheet attached to the eastern wall of this room is etched with anatomical diagrams and brief instructions of incision length and depth for various parts of the human body. While those experiments ended millennia ago, this room has recently seen its share

of blood. The body in the room has been stripped of most of its meat, but the carcass is otherwise intact. A set of bloody and torn men's clothes sits in a pile near the smaller table.

If the PCs have the means to divine what transpired here (using spells such as *blood biography*, *speak with dead*, or the like), they can learn that the victim's name was Barnabus Braeton, a human fisherman and carpenter. He was accosted by skum while trying to help someone escape from the increasingly besieged Talmandor's Bounty in his canoe. He was dragged away from his canoe by "fish people" and imprisoned here before they butchered him for meat.

If the PCs cross-reference his name on the town charter (from area A9), he can be confirmed as one of the first wave of colonists who arrived on the *Liberty's Herald*.

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY


ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



URLGRYBER



Treasure: Searching the pockets of the bloody, discarded clothes yields two bars of *soul soap*^{UE}.

Story Award: If the PCs figure out most of this information on their own, award them 800 XP.

P8. RAMPS

There are no stairs separating the levels of the tower. These ramps are approximately 30 degrees and not considered difficult terrain. Running or charging down a ramp, however, requires a creature to succeed at a DC 10 Acrobatics check or it falls prone.

P9. LIBRARY (CR 5 AND CR 4)

Much of this level is a room that wraps around the tower. At this room's northernmost end, a ramp descends to the lower level, and another ramp on the south wall ascends to the floor above. Against a wall to the southwest is a table suitable for quiet study. The western side of this area sports half a dozen bookshelves covered in the dust of deteriorating paper and leather. Opposite the shelves is a small stone plinth holding a clockwork bust of a nondescript woman. A large table surrounded by a few stools occupies the eastern side of this room.

Unlike other parts of the tower, this area remains illuminated at all times. It served as the library and research center for the facility, where Spindle Solution mages gathered for meetings or to review materials from a shared collection of books. The private desk was available for the most senior member on site, as it was customary to maintain one "watch warden" (a ranking wizard or sorcerer) on duty at all times.

A brass plaque hangs next to the door to area P10 that reads, in Azlanti, "Lower Level Tank and Observation Deck." An elaborate lock is set in the door, which would normally require a successful DC 30 Disable Device check. However, the key is inserted in the lock and has been turned to disengage the mechanism.

Examination of the library stacks may be disappointing for seekers of ancient secrets and lore, as nearly all of the books have disintegrated with time. However, two books made of engraved metal plates survive, as well as three others that appear to be standard paper and ink. These "normal" books radiate a faint necromancy aura as they have been treated with an *unguent of timelessness* (making them effectively appear to be a little more than 30 years old, instead of over 10,000 years old). A sixth surviving book is a spellbook, and details on it can be found in the Treasure section below.



AZLANTI REPLAY DEVICE

These books primarily contain complicated research into constructing new *ioun stones* and different ways to incorporate them into items for combat such as gauntlets, armor, and weapons, while other manuals discuss applications where *ioun stones* are built into homes and other buildings in constructions called matrixes. These matrixes could do things like sustain the inhabitants without them having to eat or drink, provide magical power to other devices in the building, and increase physical and mental strength and stamina, among other things.

The plinth holds a strange clockwork bust of a woman. A small slot is built into the forehead of the bust that looks to be the same size as a clockwork spy's recording gem. If a gem is slotted into the contraption's forehead, it replays the information stored in the recording gem as the bust's mechanical mouth moves along with the words. This replay device can accommodate any recording gem and similar items. If a recording gem has a visual element to it, the scene plays out as an illusion (as per *major image*, except the scene lacks thermal or olfactory elements) on the plinth in front of the replay device.

The only item of interest that has survived the passage of time on the desk is a blue gemstone. This is a recording gem, which the PCs can identify as such if they recovered the recording gem from the clockwork spy in area A10 or succeed at a DC 12 Knowledge (arcana) check. The PCs can insert the gem into the replay device to review the information it holds; see Development on page 51.

Creature: Urlgryber is an elite skum warrior whom Ochymua managed to recruit. The skum is drawn to the veiled master's frank and unabashed perspective on the modern world and what has become of the alghollthu society. Ochymua has promised to elevate Urlgryber to a rank equivalent of a general in exchange for his unswerving loyalty, and whatever Ochymua actually thinks of its minion, Urlgryber possesses a quality much desired by the veiled master: competence. When the PCs ascend to this floor, Urlgryber is standing among the shelves examining some of the surviving tomes.

If the fight goes against Urlgryber and he successfully escapes to the top level, the difficulty of the encounter there greatly increases. If you feel that the PCs can't take on the three NPCs together, consider the following tactics. Eliza is eager to convince the PCs that she isn't a pawn of Ochymua, and she wants the PCs to take her

and Rayland back to Talmandor's Bounty so she can prove her loyalty to the veiled master by taking out the second wave of colonists. Eliza could join the PCs' fight against Urlgryber as a way to prove that she and Rayland are victims in need of rescue. See Eliza's NPC entry on page 56 to learn more of her motivations in this plan.

Since specific equipment is difficult to come by in this Adventure Path, you should consider changing the type of weapon Urlgryber wields from a glaive to something one of the PCs favors (especially if that player chose feats specifically for that weapon). It's strongly suggested to keep the *seaborne* weapon special ability, as it will come in handy in future adventures as the PCs fight beneath the waves.

URLGRYBER CR 5

XP 1,600

Skum fighter 3 (*Pathfinder RPG Bestiary* 253)

LE Medium monstrous humanoid (aquatic)

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 60 (5d10+33)

Fort +8, **Ref** +6, **Will** +7 (+1 vs. fear)

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee +1 *seaborne glaive* +10 (1d10+7/×3) or

bite +7 (1d6+2), 2 claws +7 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

TACTICS

Before Combat If Urlgryber becomes aware of the PCs, he tries to hide so he can surprise the PCs.

During Combat Urlgryber prioritizes attacking spellcasters first, but if he is unable to pick and choose his targets, he focuses his attacks to bring down one target at a time before advancing to another.

Morale If reduced to fewer than 20 hit points, he evaluates the benefits of fleeing. Ideally he ascends the ramp or enters the tank to get to the top level and rally Rayland and Eliza for a joint defense.

STATISTICS

Str 19, **Dex** 15, **Con** 21, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Multiattack[®], Toughness

Skills Acrobatics +2, Intimidate +3, Perception +7 (+11 when underwater), Stealth +7 (+11 when underwater), Swim +19; **Racial Modifiers** +4 Perception when underwater, +4 Stealth when underwater

Languages Aboleth, Undercommon

SQ amphibious, armor training 1

Combat Gear *potion of cure moderate wounds*;

Other Gear +1 *seaborne glaive*, keys (to area P4, area P6, the traps in area P3, and the clockwork servants in area P6)

Development: The recording gem found on the table contains information about the Spindle Solution. The voice on the recording is in Azlanti, and at the start of the recording, it issues a strong admonition: "This recording gem and the information it contains is for the organization's internal use only and not for dissemination to the public, under penalty of law."

The Spindle Solution, a division of the Ioun Imperative that served as the Azlanti Empire's intelligence organization, was a group dedicated to improving humanity's quality of life through the use of *ioun stone* technology. The organization created and specialized in the spindle series of stones, while also performing humanitarian research. Spindlelock Tower, and the facility it was a part of, was intended to be a research station.

This was the entirety of the organization as it was known to ordinary citizens. Behind this facade, though, the Spindle Solution was also a front for classified military and intelligence research and development.

The recording goes on to mention that the group recently captured a spy. Originally suspected to be an elf from Celwynvian disguised as a human, the spy proved to be tenacious, resourceful, and dangerous. Once captured, the spy was placed in *temporal stasis*, and since the organization's leadership was unwilling to house the prisoner at the Compass, the headquarters for the Spindle Solution, this facility was renovated in secret to contain the individual. Most of the other researchers here were unaware this was going on.

The recording continues, stating that the Spindle Solution leadership had recently determined that the Empire of Azlant had been manipulated by a hitherto unknown aquatic race. Some speculated that the spy might be related to these creatures, so a second series of renovations were performed on Spindlelock Tower to accommodate the spy's release from stasis and eventual interrogation. The speaker ends the recording with a note that at the time of this recording, the general public is unaware of this aquatic threat.

Trap: One of the books on the shelves was hand-selected by Ochymua before it left Spindlelock. It contains genuinely interesting and contextual information about Azlanti innovations, but, playing on the balance of risk and reward, the veiled master engraved an *explosive runes* spell on the text. Ochymua selected itself and the skum in the tower as creatures who could bypass the magical trap. If the trap is triggered, the book doesn't receive a saving throw against the damage, and is likely destroyed. The book has hardness 1 and 5 hit points.

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE

EXPLOSIVE RUNES**CR 4****XP 1,200****Type** magic; **Perception** DC 28; **Disable Device** DC 28**EFFECTS****Trigger** spell; **Reset** none**Effect** spell effect (*explosive runes*, 6d6 force damage, no save); multiple targets (all targets within 10 feet of the triggering target, Reflex DC 20 half).

Treasure: The surviving books here are a major historical find, worth 5,000 gp together, though one of them is trapped (see above) and could be destroyed. Without the trapped volume, the value of the historical cache drops to 4,000 gp. Spellcasters interested in creating new *ioun stones* and other magic devices might pay up to twice this amount. Like the surviving books, the recording gem contains a historical look into Azlanti life and can fetch over 1,000 gp from a historian.

One of the surviving books is a spellbook. It has 100 pages, 32 of which contain spells: three 1st-level spells, four 2nd-level spells, and seven 3rd-level spells. The book is worth 1,670 gp if sold, but you are encouraged to select the specific spells the book contains to supplement and expand the repertoire of spells that the party's spellcasters have access to.

P10. LOWER OBSERVATION DECK

This enclosed area is an octagonal walkway illuminated by a soft, pervasive light. The overwhelmingly dominant feature is another chamber inside this area, which has transparent walls and appears to be filled with gently bubbling water. This cistern or tank appears to extend up into the next floor, although there is a stone ceiling 15 feet above this external walkway. At the north end of the walkway is a door that exits the enclosure. On the east side of the tank is a transparent door, complete with an opaque handle.

P11. THE TANK (CR 3)

The walls of this octagonal chamber are completely transparent. The chamber extends through the ceiling of the second floor and rises to the top of the third story. The outline of a transparent door with an opaque handle appears on the eastern wall of the tank on the upper and lower floors. One floor level is visible from the other through this water tank, but the angle permits few details to be seen unless the viewer actually swims up and down to the appropriate floor. Valves of various sizes cover the floor of the tank, leading to pipes and hoses that thread throughout the tower and, originally, to other structures in the complex.

The transparent walls of the tank are made of an Azlanti material whose secrets have been lost to time (hardness 10, hp 100, break DC 30). If broken, the

material cracks and leaks rather than shatters, and an entire 10-foot-by-10-foot section's hit points must be reduced to 0 before there is a major opening in the wall. Even then, the tank's magical enhancement prevents the water from spilling out and flooding the tower. The effective height of the tank's interior is 30 feet.

The tank's walls and door radiate auras of moderate abjuration when examined with *detect magic*. For the purposes of dispelling this barrier that keeps the water in the tank, treat the effect as if it were placed by an 18th-level caster. When the door is pulled open, the water doesn't pour out but instead remains within the doorframe as a wall of water held back by a permeable barrier. A creature can simply step in and out of the water. Doing so soaks the creature and conveys all of the normal effects expected from being submerged in water. The water inside is surprisingly tepid and clean.

Creature: A Medium water elemental occupies the tank. The Spindle Solution imprisoned this creature here ages ago with the intention of using it to clean and oxygenate the water within and force water through the valves. It is now furious over its millennia of confinement. Ochymua dominated the creature before leaving the tower, so when the PCs enter the area, the water elemental doesn't attack, but rather stays out of the way to let the PCs travel to the third floor to interact with Eliza and Rayland. If at some point Eliza and Rayland attempt to flee or move through the tank, the water elemental is obliged to assist them by attacking any PCs in pursuit.

MEDIUM WATER ELEMENTAL**CR 3****XP 800****hp** 30 (*Pathfinder RPG Bestiary* 126)**P12. OCHYMUA'S PRISON (CR 6)**

Almost the entirety of this floor is open. A ramp rises from the second floor along the southwestern wall of the chamber. In the center of the room is a vast tank of water with transparent walls and no floor that extends down to the story below. A single transparent door with an opaque handle is built into the eastern face of the tank.

Just east of the tank is a much smaller transparent chamber with a similar door. This one contains no water, however, and a blanket is hung casually over the open door. On the floor nearby are some damp blankets, and pots and bowls that contain picked-over rations and the remains of partially eaten fish.

This area is more featureless than previous floors, as it was originally used to keep Ochymua's body (in human form) in isolation. The smaller transparent chamber was designed to prevent casual contact with or a spell

targeting the captive spy's body. Mere weeks before Earthfall, a plan was set in motion to release Ochymua from *temporal stasis*. A magical object fashioned to appear as a lock was attached to the outside of the chamber that, when activated, would produce a one-time *freedom* effect on the occupant, useful so that all attendant spell casters could be fully ready to cast and counter any magical effects the spy might attempt when awakened. The device was activated with a unique key that Eliza discovered below and accidentally used while opening the small chamber. The lock device is no longer magical, and the chamber has the same physical characteristics as the large tank, except it is not full of water. Ochymua personally inscribed a *symbol of mirroring* on the door of this smaller chamber, which is now covered by a spare blanket. The *symbol of mirroring* is less a trap and more of way to aid the skum and Eliza and Rayland, by providing them more of a fighting chance against any aggressors. It had been designed to work to the advantage of only skum and creatures under its control, and thus it has no effect on the PCs.

Creatures: First-wave colonists Eliza Haniver and Rayland Arkley are here. Both have been affected by Ochymua's slime ability, and as a result have slimy transparent skin and a reduced Constitution score. They have also both been dominated. Though they have been here for weeks, Ochymua has periodically returned to its former prison to refresh the effect, and it concentrates on the effect each day to check up on these mentally enslaved minions. Eliza and Rayland currently have 11 days before the effect's duration ends.

When the PCs arrive on this level, the two rise to their feet. After greeting the PCs and introducing herself and Rayland, Eliza asks if the PCs killed the skum warriors downstairs. She explains that she and Rayland were prisoners and thanks the heroes and Erastil for their rescue.

Eliza hopes to secure some trust from the PCs and convince them to take her and Rayland back to Talmandor's Bounty. If they take the bait, she plays along and waits for Ochymua to coordinate with her. Once Ochymua's forces are in position, she intends to murder any spellcasting colonists and important community leaders as skum approach the colony from the shore in a surprise attack. This is all predicated upon convincing the PCs she and Rayland are not the enemy. Realistically, the players may be too canny for this to work, but it may make for some interesting roleplaying before the actual confrontation.

Rayland remains quiet, standing near the smaller containment chamber, and allows Eliza to do most of the talking, save when it might be awkward for him not to speak. Eliza uses her Bluff skill to explain away any odd behavior from Rayland, increasing the DC by 2 for any

PCs attempting Sense Motive checks on Rayland if they suspect that he is dominated.

In the final encounter, Rayland can almost be considered two characters in one. Ochymua has cast *dominate person* on him, and he is under the veiled master's control. Ochymua permits Eliza to pursue her plan to trick the PCs, but since Rayland is not complicit in this scheme, Ochymua exerts far more control over Rayland to prevent sabotage.

Ochymua and Rayland don't share a common language, but Ochymua is able to use its telepathy special ability through the domination. Although the telepathic connection does not permit Rayland to initiate communication or respond to Ochymua, it does function as a shared language allowing Ochymua to issue sophisticated and nuanced instructions.

Due to the domination, Ochymua is generally aware of whatever Rayland experiences. From a campaign standpoint, this may be the first time that Ochymua becomes directly aware of new humans on the island, unless some of the skum escaped from area M and reported back somehow.

Throughout the encounter, Ochymua is interested in the appearance of the PCs, and watches them closely to size them up as potential threats. It allows Eliza to attempt to fool the PCs, but at the slightest hint of things going wrong, it commands Rayland to attack the PCs. Rayland pulls the blanket off of the chamber door to reveal and activate the *symbol of mirroring* before launching into melee combat. Eliza manifests her dark half ability as a swift action along with her morphic form ability. See the tactics section of the appendix entries of these NPCs for more information on how these two react to combat.

If combat is not their immediate recourse, the PCs might have some questions regarding Eliza's story, and she has a fair amount of latitude to sell it. First of all, she lies as little as possible. If asked about their mysterious captor (not Urlgryber), she offers that she and Rayland can't offer many specific details because she suspects her memory has been tampered with (this is true). Eliza explains she learned about the tower from a pair of talking statues that she met (the celedons from area N) and that they directed her here. While exploring, she remembers opening the smaller chamber, but "things go fuzzy after that" (also true).

If the PCs detect her evil alignment, Eliza claims she has been compelled to do terrible things against her will. She wants to seek atonement and have this stain removed from her soul (this is false).

Should the PCs cast *protection from evil* on either Eliza or Rayland, things become more interesting. The colonists need to succeed at DC 26 Will saves to break Ochymua's hold over them. If Rayland can act freely, he denounces Eliza and her plan, surrenders to the PCs, and

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLTHU

BESTIARY

CAMPAIGN
OUTLINE



RAYLAND ARKLEY

CR 5

XP 1,600

hp 49 (see page 58)

Story Award: If the PCs manage to not kill Eliza and Rayland, but they instead capture them and bring them back to the colony to have their condition removed, award them XP as if they had defeated the pair in combat.



SALTSPRAY RING

Created as an odd experiment to protect civil servants combating fires in the Azlanti city of Shaval-Kehn, a dozen or so of these rings were created and assigned to a fire brigade, but their use fell out of fashion after being implemented for only a little over a year.

SALTSPRAY RING		PRICE
		4,500 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint conjuration and transmutation		

This mithral ring is engraved with a pattern of rolling waves that encircles the entire band. The *saltspray ring* is immune to rust, both from natural oxidation and rust caused by magical effects.

Upon command, the ring causes a thick vapor to continuously surround its owner as per *obscuring mist*, except the mist has a 10-foot radius from the wearer and the area of effect moves with the wearer. This mist is exceedingly wet and extinguishes all nonmagical fires within its area. Magical fires and creatures with the fire subtype are not dispelled or adversely affected by the mist, though such creatures find being in the fog to be an uncomfortable experience. The mist does not permit aquatic creatures without the amphibious special quality to breathe out of water, but creatures that must remain wet or suffer a negative effect or condition have that requirement satisfied by the ring's effect. This effect can be dismissed as a standard action. The ring has no effect whatsoever underwater.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
---------------------------	---------------

Forge Ring, *obscuring mist*, *quench*

volunteers to help them. Eliza, if freed, tries to escape, using the *saltspray ring* to help her move across the land without having her skin dry out and take damage.

The water tank can also play a role in this encounter. While neither Eliza nor Rayland can breathe water, the water elemental in the tank is under Ochymua's control, and allows them to pass unhindered as long as they remain dominated. The elemental fights the PCs to cover a potential retreat or repositioning of the battle. Rayland could step through the top hatch, drop quickly due to his armor, and emerge on the second floor in moments. The PCs will not find it so easy to do the same.

ELIZA HANIVER

CR 4

XP 1,200

hp 30 (see page 56)

There is a chance that "The Lost Outpost" has an ambiguous ending. Ultimately, the PCs never find out what happened to most of the 100 previous colonists of Talmandor's Bounty, but that mystery and others are resolved in future adventures.

Returning to the colony with tales of their exploits, the PCs are lauded as heroes. However, with all of the recent danger and the still-missing first wave of colonists, a sense of unease lingers over the colony. Most of its citizens believe that the worst is not over.

In the unlikely event that Eliza and Rayland deceive the PCs and are returned to Talmandor's Bounty while they're still under Ochymua's control, the two attempt to execute a nefarious scheme that they have planned together. Rayland pretends to act as Ramona's second-in-command, while the pair settles in as rescued community members. Eliza identifies all the spellcasters in the colony (including the PCs). She coordinates with Ochymua's skum allies for a future night when a squad of skum will assault Talmandor's Bounty, whereupon she and Rayland take the most dangerous members of the colony by surprise. Detailing this encounter is outside the scope of this adventure, but the assault can be broken down to three or four encounters: Eliza's surprise betrayal, plus a few encounters in which the PCs assist the colonists to drive off the attacking skum.

If Eliza escapes the tower without tricking the heroes but remains Ochymua's thrall, she is instructed to help the veiled master's other minions who appear in subsequent adventures. Eliza survives in the wilderness thanks to her *saltspray ring*. Should Eliza be freed from Ochymua's mind control and escape the tower, she could become a dangerous wild card in this growing conflict, but it also possible to redeem her. If she is brought back to Talmandor's Bounty, Rayland (if also freed) attests that she became a different person after her exposure to their mysterious captor. With Ochymua's *dominate person* effect broken, she might be persuaded to seek redemption, and an *atonement* can restore her alignment to neutral good. This does



THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE

not change her psychic discipline from abomination; at your discretion, *atonement* immediately followed by *heal* reverses the psychic scars inflicted upon her and restores her original psychic discipline (which you are free to determine).

If Rayland survives and is liberated from Ochymua's mental control, he relinquishes his authority over the colony to Ramona and offers to assist her by any means possible. He also visits the church, and his friendly presence allows Silas Weatherbee's spirit to rest in peace. If he returns to Talmandor's Bounty while still dominated, though, he attempts to act as Ramona's second-in-command while awaiting his next commands from Ochymua (likely to help sabotage this second wave of colonists much as he did the first)—though with the entire community watching, it's likely only a matter of time before someone notices he isn't what he claims to be.

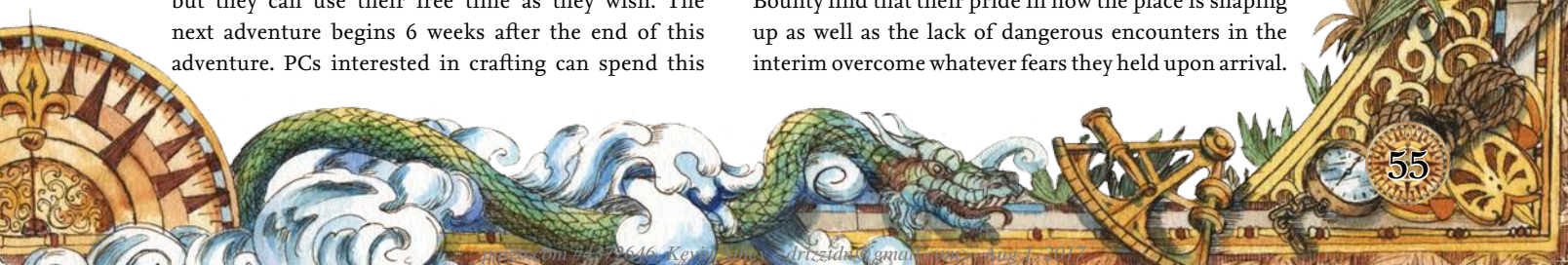
Regardless of how events play out with Eliza and Rayland, Ochymua is left with the definite sense that the PCs may become a potential problem.

After the events of this adventure, the PCs are encouraged to pitch in with tasks for the colony, but they can use their free time as they wish. The next adventure begins 6 weeks after the end of this adventure. PCs interested in crafting can spend this

time to create as many items as they can during this period. As the PCs get to know everyone a bit better, use the "People of Talmandor's Bounty" article on page 60 to learn more about the people of Talmandor's Bounty. The PCs might strike up a relationship, end up with a rival, or find a new close friend. At some point early on during this 6-week period, the *Peregrine* (or another supply ship) arrives at Talmandor's Bounty, giving the PCs a chance to sell their equipment and purchase new gear.

Though it isn't explicitly detailed in this Adventure Path, you and your players can consider using the downtime rules found in *Pathfinder RPG Ultimate Campaign* to represent the PCs and other colonists building up the settlement of Talmandor's Bounty (even though the PCs aren't the leaders of this community). As the colony is isolated from the rest of civilization, some of the options and events in that system might not be available or should be modified to fit the resources of the island and the themes of this campaign.

Over the course of this 6-week period before the next adventure starts, the colonists' fears begin to ease. As they rebuild the colony, the people of Talmandor's Bounty find that their pride in how the place is shaping up as well as the lack of dangerous encounters in the interim overcome whatever fears they held upon arrival.



ELIZA HANIVER

Eager to flee her old life and join the colony for new experiences, this young woman wasn't prepared for what she'd find on the island. She now plays along with the schemes of a powerful manipulator.

ELIZA HANIVER

CR 4

XP 1,200

Female human psychic 5 (*Pathfinder RPG Occult Adventures* 60)

LE Medium humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 30 (5d6+10)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee longspear +1 (1d8-1/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks dark half (2 bleed, 7 rounds/day), phrenic amplifications (defensive prognostication, intense focus), phrenic pool (4 points)

Psychic Spell-Like Abilities (CL 5th; concentration +8)
1/day—*detect thoughts* (DC 13)

Psychic Spells Known (CL 5th; concentration +8)
2nd (5/day)—*alter self*, *mind thrust II*^{OA} (DC 15),
mirror image

1st (7/day)—*magic missile*, *murderous command*^{UM}
(DC 14), *ray of enfeeblement* (DC 14), *sleep* (DC 14),
vanish^{APG} (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*,
message, *open/close* (DC 13), *telekinetic projectile*^{OA}

Psychic Discipline abomination

TACTICS

Before Combat At the earliest indication that someone else is in the tower, Eliza casts *mage armor* from her wand; otherwise, she casts it on the first round of combat.

During Combat Eliza activates her dark half ability. While in area P13, she relies on the *symbol of mirroring*, but she casts *mirror image* if she moves to a new location. She uses *mind thrust II* as her primary attack and makes use of her phrenic amplifications to bolster herself.

Morale Eliza will not surrender while under

Ochymua's control. If released from the veiled master's domination, however, she may consider surrendering, particularly if Rayland asks her.

Base Statistics The Constitution reduction from Ochymua's slime ability has been incorporated into Eliza's statistics. If she is cured, her Constitution score increases to 14.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 17, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 13

Feats Combat Casting, Improved Initiative, Skill Focus (Bluff), Toughness

Skills Appraise +4, Bluff +13, Diplomacy +7, Knowledge (arcana, dungeoneering, local) +10, Profession (farmer) +5, Sense Motive +6, Spellcraft +11

Languages Common, Dwarven, Elven, Skald

SQ detect thoughts

Combat Gear *potions of cure light wounds* (2), *wand of mage armor* (16 charges), *alchemist's fire* (4); **Other Gear** *longspear*, *cloak of resistance* +1, *ring of protection* +1

Eliza is a lean young woman with long red hair, a fair complexion, and large, expressive green eyes. Her physical frame is slight, but what Eliza lacks in physical strength she makes up for in determination and resolve. When the PCs encounter her, however, her skin is sickeningly translucent. The exposed muscle tissue and circulatory system revealed by her practically transparent, glistening skin has transformed the young woman into a grotesque horror.

Eliza has known much loneliness throughout her life. She was born gifted with unusual powers—special insights that exposed her to not only the best in people but also their worst thoughts and secrets. Her father, who worked as a log driver in the lumber industry, died young in an accident during the seasonal run from Darkmoon Vale to Oregent. His death left Eliza and her mother penniless and dependent on work from charitable farmers to survive. Sensitive as she was, Eliza grew up

feeling isolated even in the most active communities. When she saw postings advertising for applicants to join a brand-new colony, Eliza joined, hoping to start a new life.

Eliza's new life in Talmandor's Bounty started well. She made new friends easily in a small community where everyone depended on each other. Although Eliza kept her abilities private, she drew notice from the scholars among the first colonists due to her gifted intelligence. She volunteered to scout local ruins for valuable Azlanti artifacts, but that is where her downfall began.

Her first big find was the shrine to Acavna, where she encountered two celadons. Delighted to have a prospective parishioner after millennia, the constructs began to teach Eliza the Azlanti language as a precursor to proselytizing their faith. When the pair inadvertently mentioned the tower to the north, Eliza begged off her lessons to explore it in hopes of making a major discovery.

When Eliza entered Spindlelock, the tower was deserted, and its automated clockwork defenses and servants were wound down. Within the office inside the library, she discovered a key-like object imbued with magic. The only lock it matched was the one on the containment chamber of a veiled master named Ochymua. Not realizing the tower was a prison, Eliza assumed Ochymua was a human survivor of the Age of Darkness who could share incredible knowledge of the ancient past. Yet, it was not information that she received upon freeing the captive, but horror. Ochymua's alien mind poured into hers, slicing through her mind like a surgeon and filling it with its cold rage, as the veiled master discovered that 10,000 years had passed and the world it knew was in ruins. In its fury, Ochymua shattered its liberator's mind with its unimaginable power of the alghollthus, leaving Eliza broken and blind. Eliza began to bargain out of desperation to save her life and offered her willing obedience, even appealing to Ochymua to "uplift" her so that she might achieve even a fraction of its potential. While alghollthus are not given to bargaining, veiled masters are by nature delighted by subtle forms of control, and so for whatever inscrutable reason, the creature accepted her submission. It offered no promises or guarantees other than that it would consider sparing Eliza if the psychic proved loyal.

Twisted by her intimate exposure to this alien intelligence, Eliza's psychic discipline changed to abomination, and her desire to save herself at any cost shifted her alignment to evil. Sadly, only this change in her personality has granted her the confidence she always lacked.

Eliza is under the effects of *dominate person*, but she acts in accord with what she believes is Ochymua's plan. She has surrendered to the veiled master and follows its commands without strict compulsion. Ochymua takes a modest gamble in Eliza's encounter with the PCs by not interfering, safe in the knowledge that it can bring her back in line with nary a thought. This means Eliza is free to speak and behave naturally, which makes it difficult to detect her domination with Sense Motive.

CAMPAIGN ROLE

As the person responsible for freeing Ochymua, Eliza is the primary villain of this adventure as well as the catalyst for the entire campaign. The psychic has devised a plan to bring down the new colonists and has persuaded the veiled master to let her implement it—for now. When Eliza meets the PCs, she tries to convince them that she and Rayland are victims and survivors in need of rescue. She asks that she and Rayland be returned to Talmandor's Bounty, hopefully to rid them of Ochymua's slime. Should Eliza trick the PCs into returning Rayland and her to the colony, an optional alternative ending to the adventure beyond the encounter in Ochymua's former prison can be found in Concluding the Adventure on page 54.

If Eliza can escape—provided Ochymua allows her that option—she can survive away from a body of water with her *saltspray ring* (see page 54), a gift from Ochymua. A fleeing Eliza is directed to join up and coordinate with Ochymua's other minions that appear in the following adventure. Whether or not Ochymua rewards her for her loyalty is up to you; it could just as easily discard her as honor its promise to "elevate" her for her loyalty.

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

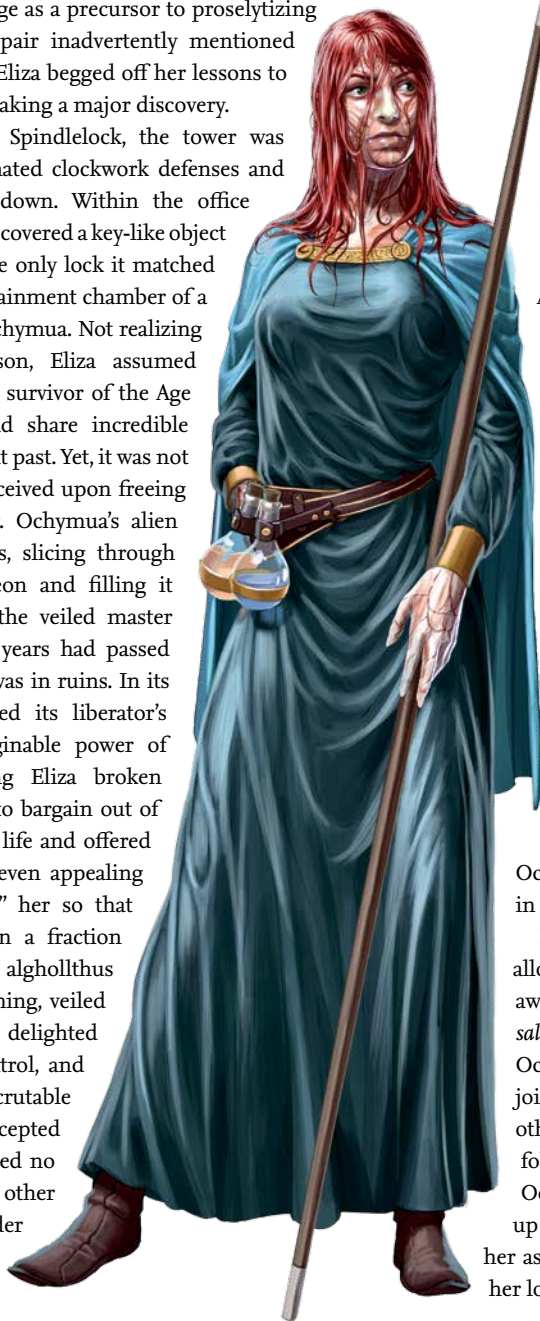
NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHUS

BESTIARY

CAMPAIGN OUTLINE





RAYLAND ARKLEY

Sent as the initial leader of Talmandor's Bounty, this broad figure of a man served the nascent colony well at its foundation. However, tragedy struck after the first few months, leaving Rayland a puppet of a veiled master.

RAYLAND ARKLEY

CR 5

XP 1,600

Male human fighter 6
NG Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield)
hp 49 (6d10+12)

Fort +6, **Ref** +5, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk longsword +9/+4 (1d8+4/19-20), shield bash
+7 (1d4+3) or
mwk longsword +11/+6 (1d8+4/19-20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Rayland's orders from Ochymua are to defend himself and Eliza with deadly force.

Morale Rayland can't surrender unless he succeeds at a DC 26 Will save against Ochymua's *dominate person* spell-like ability.

Base Statistics The Constitution reduction from Ochymua's slime ability has been incorporated into Rayland's stat block. If Rayland is cured, his Constitution score is 14.

STATISTICS

Str 16, **Dex** 15, **Con** 10, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 21

Feats Diehard, Double Slice, Endurance, Improved Shield Bash, Power Attack, Shield Focus, Toughness, Two-Weapon Fighting

Skills Climb +6, Diplomacy +7, Profession (soldier) +4, Survival +5, Swim +5

Languages Common

SQ armor training 1

Combat Gear *elixir of swimming*, *potion of cure moderate wounds*, *silversheen*; **Other Gear** +1 *breastplate*, mwk longsword, mwk spiked light steel shield, *cloak of resistance* +1

Rayland Arkley is a semiretired sergeant in the Andoran military, selected to be the provisional leader of Talmandor's Bounty. Rayland was an Eagle Knight—specifically a member of the Steel Falcons—and remains an alumnus in good standing, but he stepped down from active membership at the request of the Bountiful Venture Company. The Steel Falcons, who serve as Andoran's foreign emissaries, have a reputation throughout the Inner Sea as honorable soldiers who spread the Andoren ideals of democracy, freedom, and justice. Since Ancorato will see foreign traders and visitors one day in the future, should the colony survive, the Bountiful Venture Company enlisted Rayland as the leader of the first wave of colonists so that he could represent the type of settlement they wished to establish in this faraway land. The presence of a Steel Falcon with a leadership position in the colony would dissuade any unsavory influences on Talmandor's Bounty.

Rayland stands a little less than 6 feet tall, with a full head of dirty blond hair, bushy eyebrows above piercing blue eyes, and a thick mustache that frames a square jaw. Rayland was chosen to provide discipline to the colony during the first 6 months, when the colonists' survival would depend on hard work and cooperation. The majority of the colonists were citizen volunteers, not soldiers, so the investors felt the colony would require consistent and firm leadership until it became self-sufficient, a role which Rayland has provided. For example, he required every colonist farm 2 to 3 hours each day outside of their normal work assignments, going so far as to perform that labor alongside them to set an example. Rayland gave the colonists confidence that they were going to survive and one day prosper. When 3 months had passed, most of the colony thought of him as a friendly and affable "mayor" who just happened to also have a few strict rules.

Rayland's disciplined but friendly management style caused unexpected problems for Ochymua's faceless stalkers. After Rayland's abduction, the leader of the

faceless stalkers, Thanaldhu, immediately took on Rayland's identity. The ugothol expected the leadership position would expedite his schedule of abductions with minimal interference, but the result was quite the opposite. Rayland's position made him highly visible to the community, so wherever Thanaldhu went disguised as Rayland, the colonists constantly sought his advice and instruction. When Thanaldhu became irritated by the unexpected attention, colonists quickly noticed the change in "Rayland's" behavior, which eventually led to suspicion that something was terribly wrong.

When the PCs encounter Rayland Arkley, he has suffered an awful transformation at Ochymua's hands. His skin has become transparent, revealing muscle tissue, organs, and sinew threaded by spidery veins and capillaries pulsing with blood. His once-thick hair lies damp and plastered to his skull, all the more horrific due to his lack of visible skin. The only evidence of skin is a glistening patina coating flesh never meant to be exposed.

Rayland has instructions to use deadly force to defend Eliza and himself from unknown intruders. He has been instructed to use the *symbol of mirroring* should the top floor of the tower be invaded. He is also to refrain from conversation except when doing so would look suspicious, and he otherwise acquiesces to whatever Eliza suggests.

Ochymua can focus on what Rayland is experiencing to obtain more detailed information on everything Rayland perceives. This draws upon Rayland's own senses, so the information is based on how he interprets the scene. For example, if Rayland is blinded, his mind cannot relay any visual information to Ochymua.

Rayland can attempt a new saving throw against the *dominate person* effect with a +2 bonus every time he is ordered to perform an action that goes against his nature. You should be judicious about what is and isn't against Rayland's nature unless the situation is obvious. Conversely, if Ochymua's commands force Rayland to perform a standard action through the use of his *Diehard* feat, the action constitutes a self-destructive act, which he can choose to ignore.

A PC who succeeds at a DC 15 Sense Motive check perceives his altered behavior, but you should consider whether the PC is justified in attempting such a check in the first place. If Eliza does all the talking and the PCs don't interact with Rayland directly, you can determine a Sense Motive check is not possible or that an increased DC is warranted.

CAMPAIGN ROLE

Should Rayland break free of Ochymua's control and survive the final encounter, he finds himself the sole known living survivor of the first colonists. He is shaken

to the core, but once the slime effect is removed, he begins to recover. Rayland is not disappointed that Ramona has come to relieve him of command, and he spends a few weeks considering whether he should leave with the next incoming supply ship. If the PCs encourage him, he can be persuaded to stay on as Ramona's second-in-command.

He can't tell the PCs much about the mysterious figure that controlled him, nor is he able to warn them in advance about the faceless stalkers. Ochymua was careful to alter Rayland's memories to prevent the disclosure of its secrets, just in case its slave was captured or set free.



THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE



PEOPLE OF TALMANDOR'S BOUNTY

A thriving settlement is more than a map of various buildings and a population count. It comprises the people who are its life breath and who are instrumental in depicting a community that PCs want to invest in, personally and emotionally. As is often the case, the people who make up a community are vital to its success, and the quality of the community is what makes or breaks a fledgling settlement. A new colony needs skilled laborers who aren't afraid of hard work and people who know how to get along. In an endeavor such as this, colonists have to know they can depend on one another. This article presents a collection of NPCs who share the PCs' journey to a new land and a new life on the island of Ancorato. All of them interact directly with the PCs during the adventure and can serve as support characters in the story. This article is intended to broaden the backgrounds and roles of these characters and provide ideas to expand and personalize the campaign. A few of the NPCs listed here become involved in the PCs' adventures in later chapters.

THE PEREGRINE'S CREW

During a long journey across the sea, the PCs have the chance to mingle with and get to know some of the other colonists as well as the crew of the *Peregrine*. The good crew of the *Peregrine* numbers 21 souls, besides the 50 passengers (not including the PCs). Although the adventure assumes crew members play a very small role in the first adventure, the details provided below can assist in fleshing them out if necessary. There is a chance that the ship can return to the colony in the future.

Captain Jacob Markosi (LN male middle-aged human fighter 5/expert 2): The captain of the *Peregrine* is a blue-eyed man in his mid-forties, with a short beard and prematurely silvered hair. Markosi is a fair man who hopes this venture is successful so that he can obtain future contracts to make supply runs. His loyalty, however, belongs to his crew, ship, and passengers—in that order. He does whatever he can to support the colonists, but he must remain on schedule to meet his payroll and supply needs.

First Mate Naerath (NG female half-elf fighter 2/rogue 2): A child of Andoran, Naerath was a “gift” to her mother from a traveling Forlorn elf. She has a natural talent for mechanical devices and climbing a ship’s rigging, but she is too proud to sully her hands with thievery or piracy. Naerath has green eyes and wavy auburn hair and stands 5 feet 11 inches tall, a tad taller than her captain. Her steadfast loyalty to Markosi is reinforced by his promise to sell her the *Peregrine* at a generous price when he retires.

Navigator Tyra Swain (N female human oracle^{APG} 3): What the quiet Tyra Swain lacks in effusive charm and personality, she more than makes up for with her powerful presence. Most sailors and colonists move out of her way as she paces the decks, the only exceptions being the ship’s other officers and Ramona Avandth. The ship’s navigator is touched by the mystery of the waves, and Markosi highly values her for her ability to peer through fog, mist, and rain.

Boatswain Raearg (N male half-orc brawler^{AGG} 4): Bosun Raearg appears to be a typical burly half-orc, with green-tinted skin, two protruding lower tusks, and a gravelly voice. He is responsible for managing the *Peregrine*’s 16 sailors, and answers to only the captain and first mate. Despite his gruff demeanor, Raearg is a competent manager who knows when to bark and when to offer praise and positive reinforcement (in the form of a reserved store of grog) to get the most out of the sailors under his command.

Quartermaster/Purser Alda “Bean Counter” Brady (LN female halfling expert 2/ranger 2): Bean Counter Brady has two roles aboard the *Peregrine*: as quartermaster, she directs the steering in conjunction with Tyra Swain, primarily with adjustments to the ship’s sails, and as ship’s purser, she is solely responsible for managing the ship’s stores and supplies as well as the cargo. She is

also nominally in command of the ship’s cook. On this voyage, the responsibilities and pressure on Brady have never been greater—she must protect the supplies destined for Talmandor’s Bounty while ensuring she has enough food and water for the crew to return to Almas.

Sailors (16) (N human expert 1/warrior 1): For this expedition, Markosi has signed up only “able sailors,” which is to say that all of them have one or two voyages under their belts and know the basics of being a mariner. If necessary, the statistics for shipmates that appear on page 294 of the *Pathfinder RPG GameMastery Guide* serve perfectly for this crew.

CAMPAIGN ROLE

The crew plays only a minor role in this adventure. Captain Markosi is under contract to safely deliver the colonists to the island of Ancorato and nothing more. More to the point, there is not much more he can do. To maintain the morale and loyalty of his crew, Markosi needs to meet payroll, which means finding more work promptly. Cargo space on the *Peregrine* is at a premium due to the colonial supplies, so the ship has only enough extra rations for the crew to last 1 week. This means the *Peregrine* must drop off its passengers and cargo and leave as soon as possible. It is recommended that you usher them out of the adventure after the PCs rendezvous with them at the second landing and unload the cargo at Talmandor’s Bounty.

If the drop-off goes without incident, the *Peregrine* may be a supply ship that returns to the island after the adventure has concluded or that transports investigators should the PCs never be heard from again.

COLONISTS AND EXPEDITION MEMBERS

The following figures are among the more prominent and important characters in the colony. If you wish, you can expand the roles of other general colonists to perform tasks as needed throughout the campaign.

ALBA DIVENVAAR

Alba Divenvaar is a perennial traveler ready to finally put down roots. As a young alchemist, Alba traveled throughout the southern Inner Sea region to learn trade secrets in Druma, the Mwangi jungles, and Osirion. Her lifelong dream is to behold the shores of Arcadia and discover the alchemical secrets of that land. Age has begun to get the best of her, so when she learned Andoran was establishing a new colony in the Arcadian Ocean, Alba applied for citizenship and won a spot among the second group of settlers. Her willingness to support the community with her alchemical knowledge was instrumental in her inclusion.

Appearance: Alba has a weathered, tan complexion from years spent in tropical climates, with a few sun wrinkles

THE LOST OUTPOST

FOREWORD

PART 1:
THE
VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE

on her forehead and around her eyes. Her hair, which she pulls into numerous braids and bunches, is threaded with streaks of silver. She is of typical build for a female dwarf and wears leather armor over short, comfortable clothing.

Personality: Alba is friendly and affable during the *Peregrine's* voyage and remains optimistic despite the disappearance of the original colonists. Her demeanor changes as the new colonists confront the various challenges in this adventure, becoming more somber and sometimes dour. This is a mask for her fear, as she anticipated environmental challenges instead of serious danger; while she is not a coward, she feels that given her age, she might have made a mistake.

Campaign Role: Alba can provide the PCs with resources that they might normally purchase in a town or city in a traditional adventure. She can brew potions and craft alchemical items for the PCs, which might be vital at early levels. She shouldn't make potions and items for free or even at cost, but rather at the standard full price. This is not because she's a miser, but because she needs to build an inventory and maintain raw materials so that she can have a thriving business one day. You can relax this restriction as you see fit if the PCs need help surviving or as a result of their actions (such as a reward). Alba may be interested in buying alchemical or magical items if the party has no need of them and can trade their value for her services. Similarly, arcane spellcasters with spellbooks can sell her new spells for her formula book in exchange for goods, which also expands her repertoire. Her formula book contains the following formulae: *ant haul*, *barkskin*, *bomber's eye*, *comprehend languages*, *cure light wounds*, *cure moderate wounds*, *endure elements*, *expeditious retreat*, *shield*, and *touch of the sea*.

At the start of the adventure, Alba has 200 gp of raw materials with which to craft potions. One encounter deals with gathering more materials, but Alba can also be used to send the PCs on additional side quests to gather materials that she can convert to goods and services. You can advance her in level in later chapters so she can continue to be a resource for the PCs.

ALBA DIVENVAAR **CR 3**
XP 800

Female middle-aged dwarf alchemist 4 (*Pathfinder RPG Advanced Player's Guide* 26)

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +4



ALBA DIVENVAAR

DEFENSE
AC 16, touch 14, flat-footed 13 (+2 armor, +1 deflection, +2 Dex, +1 dodge)
hp 29 (4d8+8)
Fort +5, **Ref** +6, **Will** +1; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training

OFFENSE
Speed 20 ft.
Melee mwk sickle +5 (1d6+1)
Ranged bomb +7 (2d6+3 fire) or dart +5 (1d4+1)
Special Attacks bomb 7/day (2d6+3 fire, DC 15), hatred
Alchemist Extracts Prepared (CL 4th; concentration +7)
2nd—*barkskin*, *cure moderate wounds*
1st—*cure light wounds*, *endure elements*, *expeditious retreat*, *shield*

STATISTICS
Str 12, **Dex** 14, **Con** 13, **Int** 16, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 18 (22 vs. bull rush or trip)
Feats Brew Potion, Dodge, Throw Anything, Weapon Focus (bomb)
Skills Acrobatics +2, Appraise +7 (+9 to assess nonmagical metals or gemstones), Craft (alchemy) +10 (+14 to create alchemical items), Heal +4, Knowledge (arcana, nature) +10, Perception +4 (+6 to notice unusual stonework), Profession (herbalist) +6, Spellcraft +10, Survival +7, Use Magic Device +4; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework
Languages Common, Dwarven, Giant, Osiriani, Polyglot
SQ alchemy (alchemy crafting +4), discoveries (infusion, precise bombs [3 squares]), mutagen (+4/-2, +2 natural armor, 40 minutes), poison use, swift alchemy
Gear leather armor, darts (4), mwk sickle, *ring of protection* +1, alchemist's lab, alchemy crafting kit^{APG}, formula book, alchemical materials (worth 200 gp)

ANYA SANDSTRIDER

Anya is truly a fish out of water among the colonists. She is a Shoanti hunter and a former member of the Lyrune-Quah (the Moon Clan), exiled from the Cinderlands after she broke tradition and interfered with an honor duel that would have taken the life of her younger brother. She has roamed the Inner Sea region since, seeking a new place to make her home. When a trader read her an advertisement for colonists, she applied. Anya was initially rejected due to her lack of citizenship, but she undertook a series of challenges designed to gauge her skill as a hunter and naturalist and impressed the investors.

Appearance: Anya has a deeper tan complexion than many of her fellow colonists. She keeps her head shaved

bald and has dark chestnut eyes. She has several tattoos of runic and animal totems representing the moon and owls.

Personality: Anya comes across as coarse and blunt, but this belies her kind and nurturing instincts. She tries to see the best in people and enjoys a newfound popularity in Talmandor's Bounty. No one cares that she is a "barbarian" when she has a boar slung over her shoulders to provide the colony with fresh meat. Privately, she delights in taking care of her new "soft people tribe," some of whom she looks upon as children. Culturally, she is not that far removed from the Cinderlands; she speaks in a heavy Shoanti accent and frequently trades for shifts of soldier duty and extra hunting patrols to avoid farming.

Campaign Role: Anya recruits the PCs to assist her in hunting for game in order to replenish the preserved meat that had been consumed by insects by the time the second wave of colonists came ashore. She can also act as a tracker if the party needs one.

Anya is part of a strange love triangle. She is fascinated by Harcourt, whom she finds to be "pretty" and someone she would like to "break like a stallion." Unknown to her, Luetin Calewick, the blacksmith, has determined that the fierce barbarian woman is just the sort of island bride he needs for companionship. Unfortunately, the smith repels Anya because he smells like smoke and has bad teeth. This only compounds Luetin's dislike of Harcourt, who is too self-absorbed to understand why. Should any PC attempt to navigate these romantic complications with Anya, it is not impossible to divert her attention to a new object of attraction, man or woman.

ANYA SANDSTRIDER CR 2

XP 600

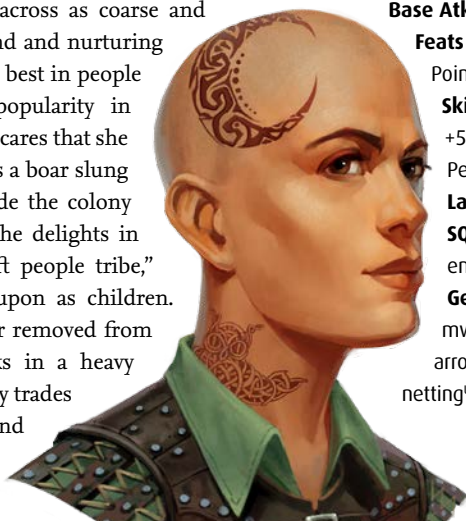
Female human ranger 3
CG Medium humanoid (human)
Init +3; Senses Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 27 (3d10+6)
Fort +4, Ref +6, Will +2

OFFENSE

Speed 30 ft.
Melee greatsword +5 (2d6+3/19-20) or
handaxe +5 (1d6+2/+3)
Ranged mwk composite longbow +7 (1d8+2/+3)
Special Attacks combat style (archery), favored enemy
(animals +2)



ANYA SANDSTRIDER

STATISTICS

Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +5; CMD 18

Feats Deadly Aim, Endurance, Nimble Moves, Point-Blank Shot, Precise Shot

Skills Climb +7, Craft (traps) +4, Handle Animal +5, Intimidate +4, Knowledge (nature) +6, Perception +7, Stealth +6, Survival +7

Languages Common, Shoanti

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

Gear studded leather, greatsword, handaxe, mwk composite longbow (+2 Str) with 40 arrows, backpack, bear trap^{APG}, camouflage netting^{UE}, fishhook, rope (50 ft.), twine^{APG} (50 ft.)

CARVER HASTINGS

Carver Hastings is a Pathfinder born and educated in Carpenden. He is relatively unknown in most Pathfinder Society circles. Pathfinder Society leadership is well aware that the Talmandor's Bounty colony may lie near Azlanti ruins originally explored by Durvin Gest, so Carver was instructed by Venture-Captain Brackett of Almas to insinuate himself into the ranks of the hopeful colonists. However, there is a growing concern among the venture-captains that the Aspis Consortium may be spying on Pathfinders as a shortcut in their own research. For that reason, Hastings has been instructed to hide his status as a Pathfinder, so he masquerades as one of the colony's soldiers. His goal is to survey and explore—and eventually inform Brackett discreetly of the nature of any Azlanti ruins on the island.

Appearance: Carver is a man of average height with short, wavy brown hair. He grows no more than a few days' stubble before shaving. He has blue eyes and a light tan complexion. He wears studded leather armor over worker's clothing but uses his armor's *glamered* special ability to cause it to appear as a normal steel breastplate, to blend in with the other soldiers. He keeps a *wayfinder*^{ISWG} concealed under his shirt and armor.

Personality: Carver comes across as aloof and serious. He wants to make a good impression on Venture-Captain Brackett, and he's worried about Aspis Consortium spies. He becomes more approachable once he knows the PCs share his goals or are field agents in their own right.

Campaign Role: Carver is an undercover member of the Pathfinder Society, planted among the colonists both to avoid drawing the attention of the Society's enemies, but also because the Pathfinders were concerned that the Bountiful Venture Company wouldn't want a Pathfinder among the colonists. If the players want to make their characters Pathfinders, they may know about Carver from the start and share his confidence. Otherwise, Carver

THE LOST OUTPOST

FOREWORD

PART 1: THE VANISHED

PART 2: SETTLEMENT AMID THE STRANGE

PART 3: MENACE RELEASED

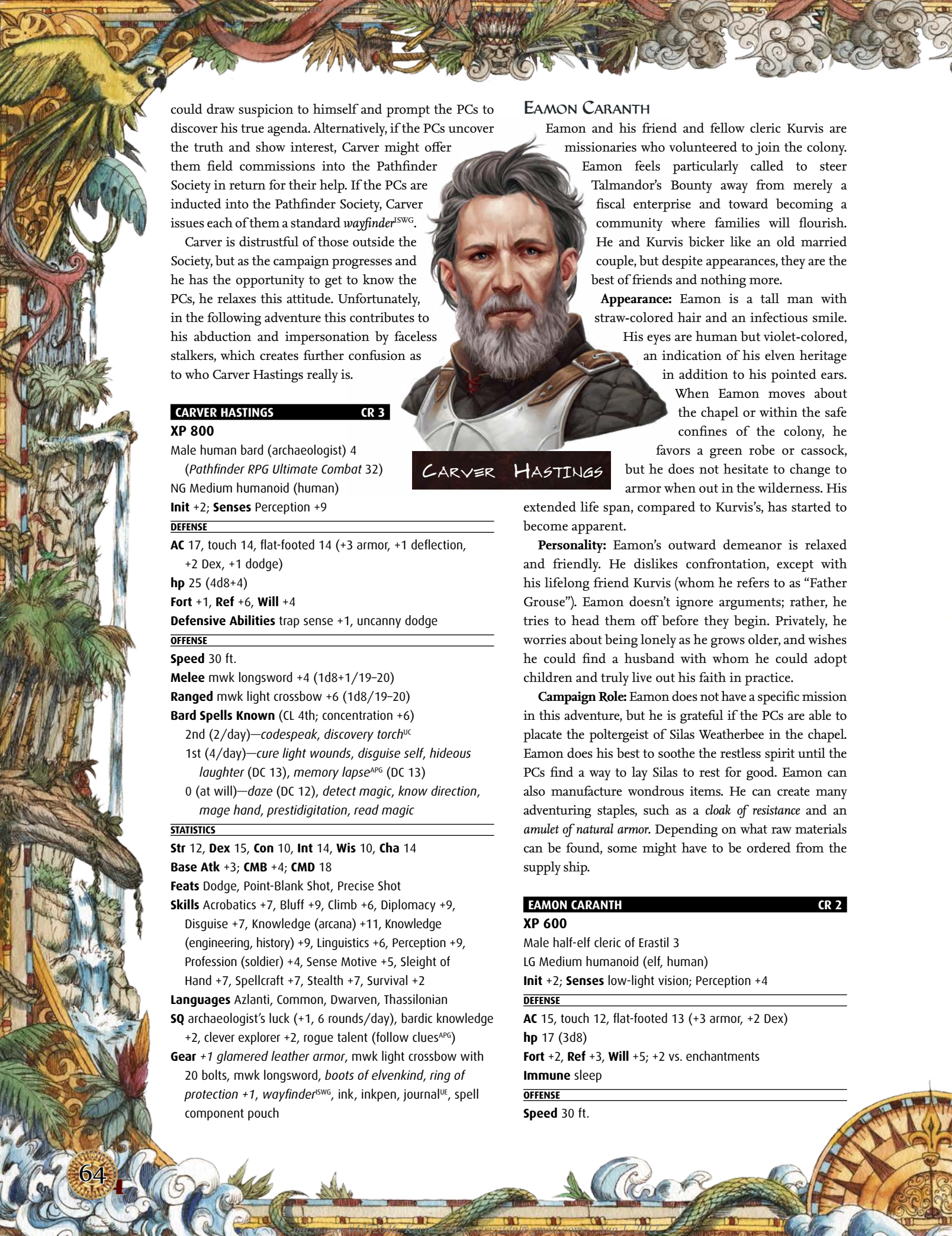
NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE



could draw suspicion to himself and prompt the PCs to discover his true agenda. Alternatively, if the PCs uncover the truth and show interest, Carver might offer them field commissions into the Pathfinder Society in return for their help. If the PCs are inducted into the Pathfinder Society, Carver issues each of them a standard *wayfinder*^{ISWG}.

Carver is distrustful of those outside the Society, but as the campaign progresses and he has the opportunity to get to know the PCs, he relaxes this attitude. Unfortunately, in the following adventure this contributes to his abduction and impersonation by faceless stalkers, which creates further confusion as to who Carver Hastings really is.

CARVER HASTINGS CR 3
XP 800

Male human bard (archaeologist) 4
(*Pathfinder RPG Ultimate Combat* 32)
NG Medium humanoid (human)
Init +2; **Senses** Perception +9

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 deflection, +2 Dex, +1 dodge)

hp 25 (4d8+4)

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

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk longsword +4 (1d8+1/19–20)

Ranged mwk light crossbow +6 (1d8/19–20)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*codespeak*, *discovery torch*^{UC}

1st (4/day)—*cure light wounds*, *disguise self*, *hideous laughter* (DC 13), *memory lapse*^{APG} (DC 13)

0 (at will)—*daze* (DC 12), *detect magic*, *know direction*, *mage hand*, *prestidigitation*, *read magic*

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 18

Feats Dodge, Point-Blank Shot, Precise Shot

Skills Acrobatics +7, Bluff +9, Climb +6, Diplomacy +9, Disguise +7, Knowledge (arcana) +11, Knowledge (engineering, history) +9, Linguistics +6, Perception +9, Profession (soldier) +4, Sense Motive +5, Sleight of Hand +7, Spellcraft +7, Stealth +7, Survival +2

Languages Azlanti, Common, Dwarven, Thassilonian

SQ archaeologist's luck (+1, 6 rounds/day), bardic knowledge +2, clever explorer +2, rogue talent (follow clues^{APG})

Gear +1 *glamered leather armor*, mwk light crossbow with 20 bolts, mwk longsword, *boots of elvenkind*, *ring of protection* +1, *wayfinder*^{ISWG}, ink, inkpen, journal^{UE}, spell component pouch

EAMON CARANTH

Eamon and his friend and fellow cleric Kurvis are missionaries who volunteered to join the colony.

Eamon feels particularly called to steer Talmandor's Bounty away from merely a fiscal enterprise and toward becoming a community where families will flourish. He and Kurvis bicker like an old married couple, but despite appearances, they are the best of friends and nothing more.

Appearance: Eamon is a tall man with straw-colored hair and an infectious smile.

His eyes are human but violet-colored, an indication of his elven heritage in addition to his pointed ears.

When Eamon moves about the chapel or within the safe confines of the colony, he favors a green robe or cassock, but he does not hesitate to change to armor when out in the wilderness. His

extended life span, compared to Kurvis's, has started to become apparent.

Personality: Eamon's outward demeanor is relaxed and friendly. He dislikes confrontation, except with his lifelong friend Kurvis (whom he refers to as "Father Grouse"). Eamon doesn't ignore arguments; rather, he tries to head them off before they begin. Privately, he worries about being lonely as he grows older, and wishes he could find a husband with whom he could adopt children and truly live out his faith in practice.

Campaign Role: Eamon does not have a specific mission in this adventure, but he is grateful if the PCs are able to placate the poltergeist of Silas Weatherbee in the chapel. Eamon does his best to soothe the restless spirit until the PCs find a way to lay Silas to rest for good. Eamon can also manufacture wondrous items. He can create many adventuring staples, such as a *cloak of resistance* and an *amulet of natural armor*. Depending on what raw materials can be found, some might have to be ordered from the supply ship.

EAMON CARANTH CR 2
XP 600

Male half-elf cleric of Erastil 3
LG Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

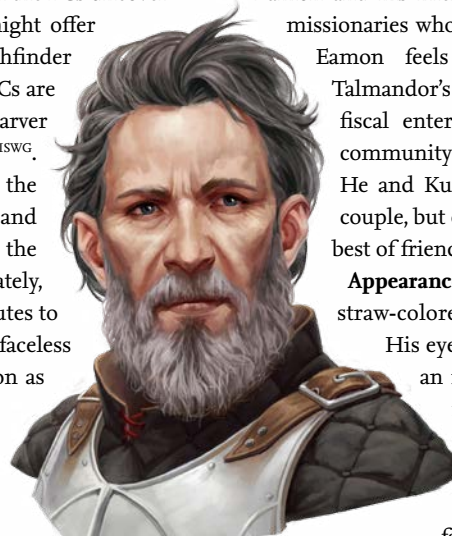
hp 17 (3d8)

Fort +2, **Ref** +3, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.



CARVER HASTINGS

Melee light mace +3 (1d6+1)

Ranged +1 *holy reliquary composite longbow* +5 (1d8+2/×3)

Special Attacks channel positive energy 6/day (DC 12, 2d6), wooden fists (+1, 5 rounds/day)

Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—calming touch (1d6+3)

Cleric Spells Prepared (CL 3rd; concentration +5)
2nd—*barkskin*^o, *goodberry*, *lesser restoration*
1st—*bless water* (DC 13), *entangle*^o (DC 13), *protection from evil*, *remove fear*
0 (at will)—*detect magic*, *light*, *mending*, *purify food and drink* (DC 12)

D Domain spell; **Domains** Community (Home subdomain), Plant

STATISTICS

Str 12, **Dex** 14, **Con** 8, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 15

Feats Craft Wondrous Item, Extra Channel, Skill Focus (Diplomacy)

Skills Diplomacy +9, Heal +6, Perception +4, Sense Motive +6, Spellcraft +5; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ elf blood

Combat Gear holy water (2); **Other Gear** studded leather, +1 *holy reliquary^{um} composite longbow* (+1 Str) with 20 arrows, light mace, spell component pouch, wooden holy symbol of Erastil

HARCOURT CARROLBY

Harcourt is the youngest adult son of the Carrolby family, wealthy horse breeders in Andoran. Harcourt receives a stipend from the family business, but two older brothers who stand to inherit when their mother passes away impede his involvement in the venture. Harcourt sought a means of advancement that avoided family infighting and negotiated a deal with his aging mother. He would join the new colony, establish himself, hire workers to build stables, and import horses to the island at later date, thus expanding the family business to Ancorato and beyond.

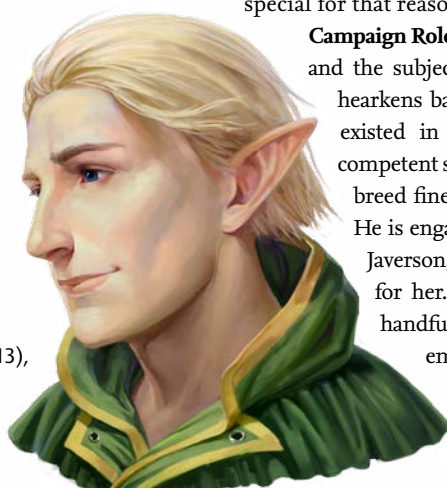
Appearance: Harcourt has raven-black hair and a pale complexion due to Chelish ancestry several generations back. He is in his late twenties, handsome, and in good physical condition.

Personality: Harcourt is a bit of a snob, and his current situation has reduced his status to a level he is unaccustomed to. While it is possible to mistake him as a fop, Harcourt is not as weak as the stereotype of a rich man in the country would otherwise suggest. He doesn't

resent others for wanting to improve their station in life, but neither does he feel they're owed anything special for that reason alone.

Campaign Role: Harcourt is a minor antagonist and the subject of veiled ridicule because he hearkens back to a time when nobility still existed in Andoran. Despite this, he's a competent swordsman and he knows how to breed fine horses and manage a business. He is engaged to a woman named Felicity Javerson, who is waiting for him to send for her. Harcourt has also promised a handful of horse trainers and breeders employment once he's established.

Underneath his stuffiness, he feels responsible to make good on his promises to these people. He could prove to be a useful ally to PCs who want to explore entrepreneurial themes during the campaign or after it has concluded. As he gets settled in, he seeks to hire workers to start construction on his horse farm and stables in the first stages of expanding his family's business. He is also the object of Anya Sandstrider's attraction, a situation to which he is completely oblivious.



EAMON CARANTH

HARCOURT CARROLBY

CR 2

XP 600

Male human aristocrat 4

LN Medium humanoid (human)

Init +4; **Senses** Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 22 (4d8+4)

Fort +1, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk longsword +4 (1d8/19–20)

Ranged longbow +3 (1d8/×3)

STATISTICS

Str 10, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 13

Feats Animal Affinity, Improved Initiative, Mounted Combat
Skills Appraise +3, Bluff +6, Diplomacy +9, Handle Animal +11, Perception +5, Profession (stable master) +8, Ride +4

Languages Common

Combat Gear *potion of cure light wounds*, antitoxin;

Other Gear chain shirt, longbow with 20 arrows, mwk longsword, *ioun torch*^{APG}

KURVIS NURPICO

Kurvis is the counterpart to Eamon, who has been his best friend for many decades. Kurvis travels to Talmandor's Bounty to bless and sanctify it as a proper

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE

foothold of civilization as only a servitor of Abadar can. He respects Eamon's emphasis on community but maintains that for community to grow, it must be built on the bedrock of law.

Appearance: Kurvis is relatively short, with a slight stoop to his shoulders. He keeps his steel-gray hair cut short. His face is lined with a few wrinkles. When not in armor, he favors a black robe. Kurvis seldom smiles but doesn't always scowl and can soften his expression when he wants. He and Eamon were born only a few years apart, but as a human, Kurvis is starting to show his age sooner than his friend.

Personality: Kurvis's bark is worse than his bite. Outwardly, he appears curmudgeonly and easily irritated (he refers to Eamon as "Father Easy"), but this is mostly an act. He is more tolerant than he lets on. Privately, Kurvis worries that Eamon will spend his life alone, like he himself has, and feels that his friend deserves more out of life.

Campaign Role: His campaign role is similar to Eamon's when it comes to lending spiritual guidance to the colony. If Talmandor's Bounty needed to place one of its citizens on trial for a crime, tradition dictates the role of judge would fall to Kurvis. The role of representing the colony would belong to Ramona, and Eamon would offer to speak for the defense.

Kurvis has the Scribe Scroll feat, which the PCs can draw upon as a resource while they wait for the supply ship to return. Like the other NPCs with crafting feats, he should provide PCs with discounts only if they're struggling; he should not be a means to exploit the game economy. As a priest of Abadar, Kurvis can be particularly transactional.

KURVIS NURPICO

CR 2

XP 600

Male middle-aged human cleric of Abadar 3
LN Medium humanoid (human)

Init -1; **Senses** Perception +4

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 23 (3d8+6)

Fort +5, **Ref** +1, **Will** +8

OFFENSE

Speed 30 ft.

Melee heavy mace +0 (1d8-2)

Ranged +1 heavy crossbow +2 (1d10+1/19-20)

Special Attacks channel positive energy 5/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +7)
7/day—inspiring word (1 round)

Cleric Spells Prepared (CL 3rd; concentration +7)

2nd—*barkskin*⁰, *calm emotions* (DC 16),
communal protection from evil^{UC}

1st—*bless*, *command* (DC 15), *forbid action*^{UM}
(DC 15), *shield*^D

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D Domain spell; **Domains** Nobility, Protection
(Defense subdomain)

STATISTICS

Str 7, **Dex** 9, **Con** 12, **Int** 13, **Wis** 18, **Cha** 15

Base Atk +2; **CMB** +0; **CMD** 9

Feats Rapid Reload, Scribe Scroll,
Selective Channeling

Skills Diplomacy +8, Heal +10, Knowledge
(history, nobility) +5, Knowledge (religion)

+6, Sense Motive +8, Spellcraft +5

Languages Common, Dwarven

Combat Gear holy water (2);

Other Gear chain shirt, +1 heavy

crossbow with 20 bolts, heavy

mace, blotter, inkpen, pen nibs, penknife,

pigment for making ink, silver holy symbol

of Abadar, small ruler, spell component pouch, vial



KURVIS NURPICO

LUETIN CALEWICK

Luetin Calewick joined the colony with the understanding that he would be an assistant blacksmith for Talmandor's Bounty. While not the most prestigious of roles, it was much needed, as there were only one smith and an apprentice of hers in the first wave of colonists. The three of them were intended to provide materials for 150 people in the middle of a construction boom. As fate would have it, Luetin has abruptly become the settlement's only blacksmith.

Appearance: Luetin is balding, with dark hair at the sides and back of his head. He sports a bushy mustache that he thinks accentuates his manly attractiveness. Luetin has a stocky frame, but far more of it is muscle than fat. When he anticipates combat, he dons a form-fitting chain shirt of his own manufacture, but he wears a heavy apron while toiling at the forge.

Personality: On the journey to Ancorato, Luetin is friendly but definitely has a masculine perspective. He's prone to sizing people up to determine their attitudes and opinions and either adjusting his own opinions and behavior to fit in, or using his differences with them as ammunition if they ever argue with him. Once he arrives in Talmandor's Bounty, the fact that he is the only blacksmith inflates his sense of self-importance.

Campaign Role: Unless one of the PCs has crafting skills, Luetin is someone the heroes have to deal with for

armor, custom metalwork, and weapons. Once Luetin advances in level and obtains another feat, Master Craftsman is a good choice. If the PCs can do their own blacksmithing, he may become jealous and a little resentful that he must share the forge.

Luetin develops an attraction for Anya, drawn to her strength, power, and wild beauty, but he fails to understand that those very characteristics make her fiercely independent—and that she's just not into him. During the adventure, he comes into conflict with Harcourt, resenting the other man's sense of entitlement, again not recognizing that he shares some of the same traits.

LUETIN CALEWICK CR 2
XP 600

Male human commoner 1/expert 3
N Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 18 (4 HD; 1d6+3d8+1)

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

OFFENSE

Speed 30 ft.

Melee warhammer +4 (1d8+2/×3)

STATISTICS

Str 15, **Dex** 12, **Con** 10, **Int** 12, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 15

Feats Great Fortitude, Martial Weapon Proficiency (warhammer), Skill Focus (Craft [blacksmithing])

Skills Craft (armor, weapons) +8, Craft (blacksmithing) +13, Diplomacy +4, Disable Device +5, Knowledge (engineering) +8, Knowledge (local) +5, Perception +3, Sense Motive +5, Swim +5

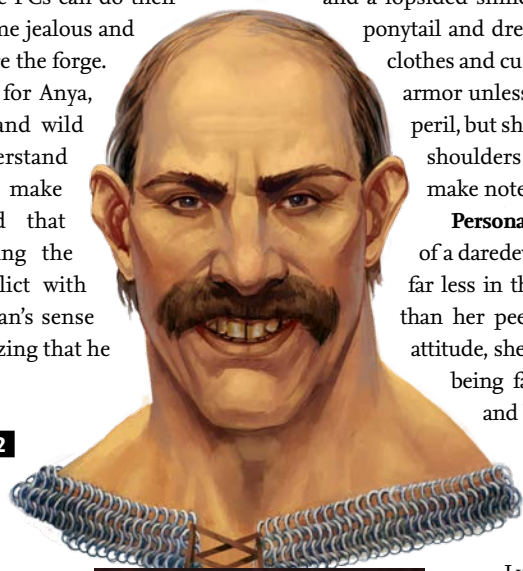
Languages Common, Dwarven

Combat Gear *potion of cure light wounds*, alchemist's fire;

Other Gear mwk chain shirt, warhammer, mwk artisan's tools, tindertwigs (12)

LYRA HEATHERLY

Lyra Heatherly is both a colonist and an employee of the Bountiful Venture Company. She is tasked with surveying the island in greater depth than was done by the ship-bound surveyors. She was hired as a naturalist, but her responsibilities extend to identifying known ancient ruins, mineral resources, local flora and fauna, and inland locations of fresh water. She is also tasked with estimating the square footage or acreage of forest for future lumber concerns. Lyra's focus is to directly benefit the Bountiful Venture Company.



LUETIN CALEWICK

Appearance: Lyra is a strawberry blonde woman of average height and slender build, with blue-green eyes and a lopsided smile. She pulls her hair back in a ponytail and dresses in sturdy but comfortable clothes and custom-fitted boots. Lyra eschews armor unless she knows she'll be in certain peril, but she has a backpack slung over her shoulders at all times in case she needs to make notes or sketch a map.

Personality: The surveyor is something of a daredevil, courageously exploring with far less in the way of armor and weaponry than her peers. With an upbeat and cocky attitude, she explains that half of her job is being familiar with her surroundings and knowing how to avoid trouble.

Campaign Role: Lyra may have an instinct for avoiding trouble, but those around her often fall prey to it instead.

Lyra can become embroiled in further island adventures with the heroes, either through her discoveries

or when her luck finally runs out. Moreover, she's always keen to hear what other explorers have discovered to add to her reports. Starting from their time aboard the *Peregrine*, she and Perrell Beys have kindled a rivalry; both of them know how much their roles overlap.

LYRA HEATHERLY CR 3
XP 800

Female half-elf expert 3/ranger (guide) 1 (*Pathfinder RPG Advanced Player's Guide* 125)

CG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 26 (4 HD; 3d8+1d10+7)

Fort +6, **Ref** +6, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee sickle +3 (1d6)

Ranged sling +6 (1d4)

Special Attacks ranger's focus

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 17

Feats Dodge, Great Fortitude, Skill Focus (Survival)

Skills Appraise +5, Climb +5, Craft (mapmaking) +4, Escape Artist +7, Handle Animal +4, Knowledge (geography, nature) +6, Linguistics +5, Perception +10, Profession (surveyor) +8, Ride +7, Sense Motive +6, Stealth +8, Survival +11, Swim +6; **Racial Modifiers** +2 Perception

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE



Languages Azlanti, Common, Elven, Sylvan
SQ elf blood, track +1, wild empathy +1
Combat Gear *dizzying bullet*^{UE} (5); **Other Gear** sickle, sling with 10 bullets, backpack, ink (2), inkpen (2), journal^{UE} (2), measuring cords (10 ft., 2), paper (10), powder^{APG}, scroll case

PERRELL BEYS

Perrell is a scholar and historian. Like Lyra, she is an employee of the Bountiful Venture Company. Even if she weren't, she would still have volunteered to join the colony out of academic interest. Her responsibility is to chronicle daily events in Talmandor's Bounty and provide Ramona with scholarly advice on the nature of any ruins or ancient and valuable relics. She also sees it as her duty to provide her employers with high-quality maps of the island.

Appearance: Perrell is a short, thin woman with red hair that she keeps cropped short. Her complexion is fair with a smattering of freckles. She carries herself as if she were an older woman, but she is actually only in her mid-thirties. When not wearing armor, she favors a simple white shirt under a slate-colored vest.

Personality: The scholar is pleasant and soft-spoken, but very precise. Her gentle demeanor doesn't impinge on her ability to point out when she thinks others are wrong, which she does with dogged stubbornness. It is not unusual for her to carry on doing what she feels is important and disregard what anyone else thinks. She doesn't like confrontation, however, and has a healthy aversion to the dangerous side of adventuring.

Campaign Role: Perrell is one of the passengers aboard the *Peregrine* who believes the ship should turn around after the first few signs of trouble. As she is a learned person, her opinion carries a lot of weight with the other passengers. Once settled on the island, Perrell and Lyra develop a contentious relationship. Perrell insists on redrawing Lyra's maps to send back to Almas, because "That's my job, and they need to look professional," while Lyra sees it as totally unnecessary and a slight to her ability.

PERRELL BEYS **CR 3**

XP 800
 Female human expert 3/rogue 1
 LN Medium humanoid (human)
Init +3; **Senses** Perception +8

DEFENSE
AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 25 (4d8+7)
Fort +2, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft.
Melee dagger +1 (1d4-1/19-20)
Ranged mwk light crossbow +6 (1d8/19-20)
Special Attacks sneak attack +1d6

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 16, **Wis** 13, **Cha** 10
Base Atk +2; **CMB** +1; **CMD** 15

Feats Dodge, Point-Blank Shot, Rapid Reload

Skills Appraise +10, Craft (mapmaking) +8, Diplomacy +4, Escape Artist +10, Knowledge (dungeoneering, local, nobility) +7, Knowledge (geography, history) +10, Linguistics +7, Perception +8, Profession (architect) +5, Profession (scribe) +8, Sense Motive +8, Stealth +10

Languages Azlanti, Common, Elven, Osiriani, Varisian

SQ trapfinding +1

Combat Gear *potion of barkskin*, *potion of cure light wounds*; **Other Gear** leather armor, dagger, mwk light crossbow with 20 bolts, ink (2), inkpen (2), journal^{UE} (2), measuring cords (10 ft., 2), paper (10), powder^{APG}, scroll case



LYRA HEATHERLY

RAMONA AVANDTH

Ramona Avandth is the Bountiful Venture Company's designated leader for the colony. Once the *Peregrine* arrives, she expects to deliver a sealed letter to Rayland Arkley and assume leadership of the entire colony, while Rayland is instructed to serve as her second-in-command. Ramona was chosen for her leadership skills, rather than her bardic abilities; nevertheless, she has a fine singing voice and an appreciation for artistic talents.

Appearance: Ramona has a natural tan complexion that deepens during the ocean voyage. She keeps her brown hair cut short and dresses appropriately for a subtropical climate. Ramona spends little effort on her appearance, but she has an attractive face that hides behind the cloud of concern she feels toward her fellow colonists. Her green eyes grow intense during a crisis but soften when matters are calm and under control.

Personality: Ramona has a jocular sense of humor and an easygoing nature, which she keeps firmly buried beneath a mask of stoicism. During the voyage and especially once the mysterious circumstances of Talmandor's Bounty are discovered, Ramona feels as if she must keep a brave face. This stems from a sense of personal responsibility toward everyone in the colony. During the adventure, she takes every loss or setback as something she could have handled better.

Campaign Role: While Ramona holds the title of leader, she shouldn't act as the PCs' boss. Rather, she

takes the burden of administrative minutiae off the PCs' hands to allow them to tackle heroic challenges. Ramona welcomes the PCs' willingness to act on the colony's behalf and treats them as members of her personal team if they're receptive. On a personal level, she responds positively to an ally in her corner, which could lead to friendship or a romantic relationship with any of the PCs.

RAMONA AVANDTH **CR 4**

XP 1,200

Female human bard 5
NG Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 36 (5d8+10)

Fort +2, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *machete* +7 (1d6+1/19–20)

Ranged mwk shortbow +6 (1d6/×3)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th; concentration +7)

2nd (3/day)—*animal messenger*, *glitterdust* (DC 14), *tongues*

1st (5/day)—*charm person* (DC 13), *feather fall*, *grease*, *vanish*^{APG} (DC 13)

0 (at will)—*detect magic*, *know direction*, *mage hand*, *message*, *sift*^{APG}, *unwitting ally*^{APG} (DC 12)

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 15

Feats Martial Weapon Proficiency (machete), Point-Blank Shot, Weapon Finesse, Weapon Focus (machete)

Skills Acrobatics +7, Bluff +10, Climb +4, Intimidate +7, Knowledge (geography, local, nature) +10, Knowledge (history) +12, Perception +7, Perform (oratory, sing) +10, Spellcraft +7, Stealth +10

Languages Common, Dwarven, Elven

SQ bardic knowledge +2, lore master 1/day, versatile performance (oratory)

Gear mwk studded leather, +1 *machete*, mwk shortbow with 20 arrows, belt pouch, compass^{APG}, ink, inkpen, journal^{UE}, paper (10), scroll case, spell component pouch

COLONIAL SOLDIERS

There are about six full-time soldiers among the colonists. They report directly to Ramona and act as security for the settlement against threats from both outside the colony and any troubles that might occur within.



MACHETES

The machete originally appeared in *Pathfinder Player Companion: Melee Tactics Toolbox*, and its relevant statistics are reprinted here for convenience. A machete is a light martial weapon that deals 1d6 points of slashing damage. This tool is a wide, single-edged blade about 2 feet in length and weighing 2 pounds. Most often used to hack through dense vegetation, it works equally well as a weapon. A character proficient with a machete gains a +1 circumstance bonus on Survival checks to get along in the wild.

COLONIAL SOLDIERS **CR 1**

XP 400

Human fighter 2
LN Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 21 (2d10+6)

Fort +5, **Ref** +1, **Will** +1 (+1 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +5 (1d8+2/19–20)

Ranged longbow +3 (1d8/×3)

STATISTICS

Str 15, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Dazzling Display, Point-Blank Shot, Power Attack, Weapon Focus (longsword)

Skills Acrobatics –3 (–7 when jumping), Climb +2, Intimidate +4, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** breastplate, longbow with 20 arrows, longsword, canteen^{UE}, flint and steel, mess kit^{UE}, torches (2)

COLONISTS

There are 36 other colonists besides the PCs and the named NPCs. They include eight farmers (some of whom belong to an extended family), 11 carpenters, and 17 individuals with enough general skills to be assigned as needed. Faedwyr Trundlebrook (see page 28) and Milo Cattenbury (see page 35) are examples of standard colonists, and use the colonist stat block on page xx29.

You can use resources such as *Pathfinder RPG NPC Codex*, *Pathfinder RPG GameMastery Guide*, or any other stat blocks found in other Pathfinder RPG adventures if you need statistics for these colonists, or just make your own for a custom experience.

THE LOST OUTPOST

FOREWORD

PART 1: THE VANISHED

PART 2: SETTLEMENT AMID THE STRANGE

PART 3: MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE



≡ ECOLOGY OF THE ALGHOLLTHU

“Your faith in that religion barely scratches the surface of reality, Squires. Do you think Father Gadreau holds some special truth? You’re fooling yourself if you think so. Those... those are primers—nursery books on the mysteries of life. Did Vito Paresadius ever touch the spark of the Eternal Ember? Did Clemet the Elder ever behold the glyphs of ancient, drowned Voshgurvaghoh? They—and your precious Father Gadreau—are like children stumbling in the dark, crying out for a candle.

“But what if I told you that there are older books with greater truths... answers to questions that you’ve never even thought to ask? There are... books, writings, words of power beyond your imagination. Even things that can tell you—things that can remember.

“Don’t look so shocked, Squires. You’ve known me over forty years; I’ve always dug for the deep truths. Now come on down to the cellar. I’ve an ’86 Brisoue that’s been breathing all evening, and I don’t want it to go to vinegar.”

—Overheard the night of Lord Squires’s disappearance
from the house of Professor Delain Martil

Aboleth. To most folk who live in blissful ignorance under stable skies and the light of the sun, it is a word without meaning. Yet to those few who have delved into the dark places of the earth or plumbed the mysterious depths of the seas and managed to return, it is a name fraught with memories of peril, nightmare-inducing terror, and an irrepressible dread of long-hidden truths and dark futures. For those who have ventured far and deep and learned of such terrible realities but did not have the good fortune of being immediately devoured, “aboletth” means “master.”

However, the creatures that knowledgeable folk call aboletths represent only one facet of an immortal species that has existed since perhaps the beginning of time itself. These physically diverse, closely related organisms refer to themselves as alghollthus, “the one who are all,” and though largely hidden from the eyes of lesser creatures, they still extend their tentacled grasp toward a destiny of absolute domination over all living things.

GENESIS

Many cultures have creation myths illustrating their origins, but few have the audacity to claim to have created themselves. Not so with alghollthus.

The earliest accounts of alghollthus speak of a spontaneous awakening in a time immemorial: a single alghollthu sentience arising in a pool of primordial slime on an unknown world. This original alghollthu’s first experience was to sense, rather than see, the fragments of a vast, spectacular cataclysm in the sky above. Modern alghollthus disagree over whether this represented the last remnants of a star that had exploded countless millions of miles away or the collapse of a dimensional rift, but all can look into their cellular memory and recall the same image of distant, strangely colorful destruction spread from horizon to horizon across the expanse above. All alghollthus agree that it was likely the source of the life ember that not only invigorated all the simple organisms of their source pool but also sparked the first alghollthu’s awakening.

This new alghollthu sensed around itself an abundance of similar simple life-forms, except that unlike itself, they lacked awareness and will. From this insight arose the First Dictum of alghollthus: life exists to be controlled.

The alghollthu discovered the truth of its own mortality as it realized its energy reserves were finite and its physical structure delicate. It stretched its pseudopodial appendages toward the organisms closest to it, absorbing them through its thin, membranous cocoon and letting the caustic vacuoles of its interior break them down and absorb them, but it quickly realized even this was not enough for survival. A mitochondrial bacterium swam close by, and the alghollthu cell lashed

out and absorbed it in seconds. However, rather than strip this one for its component parts, the alghollthu merely destroyed its life ember source before allowing it to perform its normal functions—albeit now for the alghollthu’s benefit. Instead of merely devouring, the alghollthu could influence; that moment gave rise to the Second Dictum: an alghollthu is to control.

Finally able to support its expanded energy needs, the alghollthu set about controlling every living thing it could reach, even developing a new motility with its questing pseudopod tentacles as its body grew larger from the cells it absorbed. Yet, its fragile, ephemeral existence on a young world under a new sun was still finite. It could feel its own structures exceeding the tolerances of their composition, and its limited, newly woken consciousness was already fragmenting. Unable to express its rage at this fate, the alghollthu cell helplessly felt its internal structures collapsing. A fissure formed in its membrane, and it felt the ember of its life slipping away from the seat of its consciousness. But the sensation ended abruptly as it struck the wall of a newly forming membrane. The slipping consciousness stabilized in a strange new duality as the membrane fissured completely and its being was drained no further. It suddenly realized they were two.

Thus, the Third Dictum arose: alghollthus are eternal as many and one.

Through progressive evolutions and the process of seeding their original home world with countless life-forms created through their own abilities to manipulate life embers, alghollthus eventually achieved full dominance over their planet and established what they call the First Empire. This alghollthu paramourcy resulted in thousands of years of unrestrained overt rule over all the lesser sentient life-forms of the planet—until something went wrong. Whether due to sedition among discontented elements within their own society, careless mistakes in magical and psychic manipulation, or some systemic singularity such as the development of religion and true divine patronage among their servitors, the tide suddenly turned, and alghollthus found themselves in all-out war with their former slaves.

The alghollthus had failed to foresee this rebellion and were unprepared, but they responded with a direct attack on the rebels. However, they had underestimated the will of the near-limitless numbers of their former slaves and were soon losing a devastating war of attrition. Despite killing millions of the insurgent servitors, the alghollthus were reduced to only a few thousand survivors. Outnumbered, they were forced to retreat far into the cavernous depths of their world before their relentless enemies could bring them to extinction.

At a great convocation of these alghollthu survivors, they chose from among themselves the wisest and most

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE

magically powerful. These chosen survivors willingly sacrificed themselves to merge their cellular material and consciousness into a new form capable of leading the species to salvation. From many came the few: the first of the veiled masters. With this boost in intelligence, the veiled masters combined their vast expertise to study and perfect their understanding of glyph magic.

In the 80 years it took them to achieve this mastery, the pursuing slaves had encroached farther and farther

into the algholthus' final redoubt. Less than a thousand aboleths remained, with only a few dozen veiled masters to lead them. These veiled masters labored over a decade to create two powerful glyphs in the deepest places of the world. Once they finished their task, the masters uttered the Final Dictum: to overreach is to threaten the eternal. They then activated the first of the glyphs, which opened a series of magical gateways to other habitable worlds they had discovered, ones where they could start anew in smaller colonies led by veiled masters who would oversee and restrict activities that could jeopardize their species. All but one of the veiled masters escaped through the portals, each accompanied by no more than a few score aboleths. As the portal glyph expired and the vengeful slaves arrived to slaughter aboleths that had remained behind to guard the exodus, the final veiled master activated the second glyph. The planet's core collapsed in an implosion of magical devastation, destroying the entire world in minutes.

ECOLOGY

As anatomically divergent members of a single species, algholthus have deliberately split themselves into at least three primary forms: aboleths, veiled masters, and omnipaths. There exist other forms of algholthus, as yet undiscovered by most other species, and their abilities in biological manipulation almost certainly ensure that there might always be more.

The most commonly encountered (though still exceedingly rare) type of algholthu are aboleths. These creatures average 25 feet in length and weigh about 6,500 pounds. They have bulky, slime-coated bodies well suited for sliding through deep waters or benighted caverns, plus a long finned tail, four long tentacles strong enough for propulsion and prehensile enough for grasping and precise manipulation of objects, and a vertical row of three great eyes positioned centrally on their heads. They have incredible intelligence and an inherent aptitude for magic, but perhaps their most striking feature is the bioactive slime they produce. By means of this slime, they can quickly induce physiological changes in themselves and in those exposed to it, or they can use it as a substrate from which to genetically manipulate biological life-forms through mutation and guided evolution into desirable new forms or functionalities.

The most obvious use of the slime for their own physiological alterations is seen in the fact that some aboleths have caudal tails while others have fluke tails, depending on whether they spend more time swimming



in deep waters where they make their homes or crawling as they push themselves through the caverns where they dwell and conduct their land-bound experiments. Perhaps the least obvious role the slime played was in the early development of fleshwarping techniques usually ascribed to the drow and their demon lord, Haagenti, but which actually originated with alghollthus.

The most powerful alghollthus and the true leaders of the species are the veiled masters. Physically, they resemble aboleths with six eyes and six tentacles adapted for greater utility—two ending in handlike appendages and four ending in powerfully charged electrical spheres—but the differences are much greater than that. Not only are veiled masters physically more formidable, but they also have great mental and magical superiority. They can absorb other creatures' memories and flawlessly assume the forms of other species. It is these alghollthus who achieved true mastery of glyph magic eons ago, and their power (and sometimes hubris) has enabled them to walk unseen among humanoid land races for thousands of years to observe, plot, and manipulate.

So-called alghollthu experts—if such a thing could be said to exist among the short-lived land dwellers—who are aware of the existence of omnipaths are prone to call them the true masters of the aboleths. In truth, these highly specialized, evolved alghollthus serve as the communicators and coordinators of alghollthu activity worldwide. These aberrations dwell in the darkness of the deepest sea trenches and have lithe, eellike bodies. They have as many as eight eyes but no tentacles. Their maws distend to reveal three sets of nested jaws with glass-like teeth. In addition to their mastery of magic and telepathy, omnipaths are able to dominate creatures they encounter; thereafter, the omnipath uses its host's body as a vehicle through which it can see and hear as the dominated host is sent back out onto the surface world as a spy and sleeper agent.

Few non-alghollthus know of the existence of enisysians: small creatures with parachute-shaped bodies and a multitude of tiny tentacles. Indeed, the very name is uncertain—found half smeared out in the papers of a scholar whose investigations presumably led to his death. Enisysians are physically fragile, but due to their ability to amplify the psychic powers of other alghollthus, they are carefully tended to by the veiled masters. Though they see to enisysians' every need, it is debatable as to whether this is due to protective benevolence or the desire to reinforce enisysians' de facto captivity. The veiled masters control access to these smaller kin with a firm and, if necessary, violent hand.

The massive, amorphous plizeazoths appear to have limited intelligence and operate primarily on instinct, which seems almost paradoxical given the sophisticated psychological and physical manipulation they're

capable of. Humanoid knowledge of their existence comes from the writings of one of the few creatures to ever escape from their control; those whom the plizeazoths are finished with retain no memory of the creatures. To break the will of captives in preparation for alteration by other alghollthus, plizeazoths use an array of pain and reward techniques that cause the victim to dissociate from reality and become receptive to alghollthus' commands.

All alghollthus descend from the original form that self-evolved countless eons ago, and thus they share its physical and mental heritage. Each alghollthu's cellular memory retains the experiences of every alghollthu in its direct lineage, going all the way back to the very first. The most remote of these memories are hazy and indistinct, as the earliest alghollthus' mental capabilities weren't fully developed, but the memories from the first aboleth forms are accurate, detailed, and readily accessible.

The key to the development of alghollthus is their extreme skill at manipulating both themselves and other types of creatures at a genetic level to spur generational or even immediate transformations. The secret to this ability lies in the unique properties of the slime they continuously generate and their preternatural insight into their own existence and composition. An alghollthu can feel individual cells in its body and direct slime production through its extensive lymphatic system to prompt precise changes at the cellular level. Consequently, alghollthus can, over time, make themselves into almost any physical shapes they choose.

Alghollthus have taken many different forms over their immeasurable span of existence, so it is remarkable that they have settled on the general aboleth form for so long. However, the reason for this apparent evolutionary stagnation involves multiple factors.

Early on, alghollthus discovered that direct exposure to the radiation of their world's sun affected and often damaged their genetic composition and their ability to repair or alter it at will. This resulted in some irreparable damage that placed limitations on their inherent mutability. The alghollthus realized that to reach their full potential as a species, they must seek protection from the hazardous radiation they faced. To this end, they retreated into the deep waters and the dark caverns of their world, and they found the aboleth form well suited for these environments.

Another reason for the adoption of a static form relates to the physical immortality of the species. Though they can be killed by violence, alghollthus rarely die from aging. Their ability to repair any genetic loss from the passing years continually rejuvenates their physical bodies. Certain veiled masters are still in their original incarnations, dating back to the first transition from the aboleth form. Some alghollthus, when their physical

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED


NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE



form has acquired too many injuries and imperfections to function at the desired level, choose to undergo a chrysalis-like metamorphosis. When this occurs, their moist outer membrane hardens into a chitinous shell, and after several months a new, freshly formed alghollthu breaks forth. This new alghollthu retains all the memories of its previous self and takes up its old life where it left off, though some choose to adopt new identities and begin anew for variety's sake. The physical form can also change, and in this manner, after achieving the necessary magical or psychic enlightenment, some aboleths become veiled masters or omnipaths.

While alghollthus thus have achieved a sort of immortality, they have little opportunity for biological advancement through evolution—revolutionary steps in evolution occur only over the course of generations, but due to alghollthus' functionally immortal nature, they produce few new generations. Each alghollthu is capable of spawning through asexual reproduction by way of the metamorphosis process, but while this can replenish their population, each reproduced alghollthu is effectively a clone of its parent, sharing all of the traits and memories of the sire that split its cells in order to make itself into two virtually identical copies.

SOCIETY

Alghollthu society is defined by its four dictums. As they spread to dozens of worlds to ensure the survival of their species, alghollthus took these dictums to heart, and they live and die by them for the perpetuation of their inevitable destiny as rulers over all life in the multiverse—but now they know that their work requires a subtler hand.

Veiled masters on a given planet have little contact with the enclaves on other worlds, which is ironic considering the near-limitless intraplanet communication they can access via omnipaths. When alghollthus do need to establish interworld contact to make decisions of major import to the entire species, they use powerful glyph magic. Each world's enclave selects a single veiled master from among its number to serve as a representative speaker, and the assembly of speakers forms the Mhalssthu, which guides alghollthus' future by ensuring the protection of their evolutionary strain and the general concealment of their activities. The Mhalssthu sets limits on the evolutionary development of the alghollthu species, regulates the extent of genetic tampering and seeding of other life-forms to prevent a new insurrection, ensures that alghollthu activities remain clandestine, and watches for the rise of any potential threats to the alghollthu species. The last time the Mhalssthu convened was to authorize Earthfall on Golarion—an action that cost the Golarion enclave greatly.

It is possible that some enclaves have lost their veiled masters, thus becoming entirely isolated on their individual worlds. If so, such places may have greater alghollthu evolutionary variation than usually seen due to the lack of intervention from the Mhalssthu, but such cases would remain few and far between.

Two other matters remain universal among all alghollthus: the knowledge of and reverence for the Eternal Ember, and their species' emphatic atheism.

Though alghollthus are masters at the manipulation and cultivation of life in its countless possibilities, they are not capable of outright abiogenesis. To make life, they must start from life—even if it comes from cells extracted from their own bodies. Not even with their formidable powers of recollection can they remember a time before their self-awareness or even how life came to manifest within them at all; they simply accept that life exists, and it exists for them to mold and shape to suit their purposes. They call this spark of vitality the Eternal Ember and correlate it to what most living people would refer to as the soul. To alghollthus, the Eternal Ember has no inherent moral or divine implications—it is merely one of the building blocks of the universe.

This lack of recognition of the divine as the source of life complements their ideas of religion. Because they are among the universe's firstborn and existed long before mortal life first experienced religious faith, alghollthus view deities merely as extradimensional trespassers come to plunder resources and conquer societies among the mortal peoples of this dimension. Though they recognize gods as powerful entities, they have no religious awe for them and believe that a sufficiently evolved alghollthu could be just as powerful.

Certainly, some alghollthus abandon these atheistic beliefs for the easy power gained from the patronage of a deity, but when such alghollthus are discovered, they are hunted relentlessly by their own kind and exterminated. Only in enclaves outside the Mhalssthu are organized religious cults likely to arise—and the discovery of such cults could potentially set off the first intra-alghollthu war in history.

LAIRS

Alghollthus' lairs take many forms, depending on the type of alghollthu dwelling there and its particular goals. Aboleths typically live in the aquatic depths of the oceans or in deep caverns. Those with an inclination for experimentation with surface-dwelling species, however, move into higher-elevation tunnels away from their sea homes where they might have readier access to those that travel on land rather than in water. Veiled masters conform to this pattern as well, though they can also be found masquerading as humanoids in surface societies, sometimes for centuries at a time.

Omnipaths are strictly found in deep ocean trenches or the depths of the Darklands from where they maintain their telepathic communications networks. In any case, alghollthus' lairs are always well guarded with traps and enslaved servitors, and aboleths in particular use illusions that disguise aquatic terrain in hopes of luring surface dwellers into it, where they and their servants have the natural advantage over land-bound foes.

ALGHOLLTHUS ON GOLARION

The alghollthus of Golarion have kept a low profile for the last 10,000 years. Shortly after their arrival during the Age of Creation, these alghollthus set about seeding their new home with myriad life-forms to populate the world and act as servitors, albeit in a far more subtle manner than that of the First Empire. They came into a long, drawn-out conflict with the Vault Builders, but the alghollthus ultimately prevailed after the experiments of the Vault Builders became far too costly to continue in the face of the alghollthu threat. It was with some amusement that they watched the Vault Builders abandon their unsuccessful experiments in their retreat from Golarion, for they knew that the biological salvation which the Vault Builders sought lay within the capabilities of the alghollthus themselves.

Eventually, alghollthus began to experiment with human cultural evolution, choosing one tribe of primitives living in a near-barbarous state and ultimately raising them up into what became the Empire of Azlant. The alghollthus took great delight in nurturing and manipulating this society while covertly spreading their own power and influence through its ascension. This era saw the zenith of the Second Empire of the alghollthus, but when certain humans discovered portions of the secrets of glyph magic—in particular a powerful visionary named Xin—and other Azlanti began to stumble upon the truth of the underlying alghollthu coercion, alghollthus came to realize they had to act—almost too late.

The efforts of the Second Empire to curb the tide of humanity before it rose out of control were more calculated and subtle than those of its predecessor. No outright invasions or attacks were made; instead, countless sleeper agents struck at Azlant from within: omnipath-dominated infiltrators provided sensitive information to the alghollthus, disguised veiled masters sowed seeds of discord between Azlant and Thassilon, deep-cover faceless stalker assassins struck at rulers and important military leaders, and long-quiescent mimics awoke to wreak havoc throughout cities. But none of these

were sufficient to rein in the threat of the Azlanti, and ultimately the Mhalssthu convened to decide whether to use master glyphs to call down Earthfall upon the upstart empire. While the planet itself would survive, as would alghollthus and the lesser species, the devastation of Earthfall would destroy the existing social structures and set back the development of human culture by tens of thousands of years, effectively erasing all trace of alghollthus' involvement along with them. The Mhalssthu ultimately agreed, but only after Golarion's speaker acquiesced to execution and having its protoplasm



THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE

devolved to nonsentient cellular life-forms—eternal damnation in the eyes of alghollthus—and more than half of the planet's alghollthus agreed to enter voluntary chrysalis hibernation until the Mhalssthu gave them permission to reemerge.

With Earthfall, Azlant and Thassilon fell and the Second Empire was effectively destroyed, though most of its alghollthus remained alive—if asleep—in the deepest oceans and caverns of the world. The Third Empire of the alghollthus has grown on Golarion since then, this time even more heedful than before in hiding its presence.

Alghollthus remain widespread across the world, though in small numbers, with their greatest

concentrations in the deepest oceans and beneath the Sightless Sea in the Darklands. Though much diminished, this secret empire awaits the day when the Mhalssthu calls and it can awaken its great numbers of sleeping alghollthus to rule Golarion once more.

ALGHOLLTHU CREATIONS

Alghollthus are consummate creators of life and dabblers who experiment with its many forms. As masters of manipulating the Eternal Ember for their own benefit, they have invented countless life-forms over countless ages. Many of these experiments failed to withstand the test of time and were left as little more than quivering, protoplasmic corpses in tiny tanks of bioactive slime. Some survived long enough to be of some use but were supplanted by newer creations, fell afoul of some hazard that ended the entire evolutionary line, or fed the hunger of alghollthu masters impatient for a great evolutionary leap to materialize. However, some such experiments have persevered and now exist—sometimes in great numbers—on multiple worlds occupied by alghollthus. In most cases, these creatures have been left to their own devices over millennia—abandoned as alghollthu empires receded or cast aside by their creators when no longer of use. Consequently, few are aware of their alghollthu genesis or harbor any particular loyalty to alghollthus and their kind. The following are a few of the more common alghollthu creations.

Chu'ulothis (Chuuls): Some of the earliest and simplest of alghollthus' creations were powerful giant crayfish capable of serving as battle steeds. Yet alghollthus' tinkering knew no bounds, and eventually led to the development of chuuls—powerful crustacean creatures sharing some qualities of their crayfish forebears as well as the gift of sentience. They maintain an unusual relationship with the skum, which look up to them as older siblings while also fearing them as predators. Chuuls seem completely indifferent to any distant kinship and devour skum with relish.

Delpolthrus (Deep Walkers): The blood-drinking deep walkers are among the largest creatures bred by aboleths. They are most commonly found guarding underwater aboleth enclaves or serving as amphibious assault forces against coastal communities. The few that have managed to escape direct aboleth control wander the ocean wilds, wreaking havoc upon intelligent victims with sadistic pleasure, or ruling over their own petty kingdoms of captive creatures, which they gleefully torment and consume as the fancy strikes them.



Fulthrethus (Cloakers): These enigmatic, manta ray-like creatures began their existence as spies among alghollthus' human and skum slaves living on the surface world. With the fall of the surface-slave empires, alghollthus no longer needed such informants. The surviving cloakers were abandoned, and fled into the subterranean darkness to escape the devastation above. There in the dark, fulthrethus bred naturally and inherited every bit of the instability found in the minds of their former masters. Fulthrethus now despise and shun alghollthus and any servitors associated with them as they pursue their own hidden and alien agendas. Despite this animosity their former masters, some cloakers have taken up the alghollthu practice of fleshwarping, and as a result, many variant types have emerged and can be found in almost any environment.

Multispothols (Mimics): The strange creatures known as mimics have long enthralled scholars. Their mind-boggling ability to change shape into virtually any form is a marvelous feat of bio-adaptability. The sagest scholars see a connection to ropers, hypothesizing that mimics have been grown from the internal organs of shrithols by aboleths through some arcane means. In truth, mimics are actually the next phase in the evolutionary tinkering alghollthus conducted on ropers in an effort to create weapons of subterfuge from weapons of war. Most mimics can take a few dozen forms, but the rarest, most advanced of these alghollthu-created bioweapons, called totimimics, can assume a limitless variety of shapes and can even change the physical composition of their bodies.

Sapiaquali-Oths (Merfolk): One of the best-kept secrets regarding alghollthus' creativity concerns the rumored origin of the merfolk. Rather than an attempt to imbue humanoids with aquatic characteristics, merfolk actually represent alghollthus' first attempt to create humanoids. They quickly moved on to other experiments, however, and when alghollthus began dabbling in the development of terrestrial societies, the merfolk were largely forgotten and left to their own devices. Merfolk retain no cultural recollection of this nefarious origin, but they still retain some alghollthu instincts inherent to their being: merfolk, by their very nature, tend to avoid other intelligent species and instinctively keep watch over certain deep places of the oceans to prevent intrusion, for reasons even they do not fully comprehend. It is possible that at some point their old masters might rise again and once more call sapiaquali-oths into their service. Evidence of this theory may be found in the creation of gillmen: Azlanti survivors rescued by alghollthus for no discernible reason and given the ability to survive in an underwater environment. Although the alghollthus' motive for doing so is unknown—they are hardly

known for altruism—gillmen can be considered the most recent addition to the sapiaquali-oth family, and their existence likely points to some further hidden agenda among these lords of the deeps.

Scyallus (Shell Sentinels): These creatures are unique among alghollthu creations in that they are magical constructs rather than genetically or magically engineered living organisms. They are also one of the only type of alghollthu creation that has been duplicated by alghollthu slaves and others, as the secrets of their magical creation have been leaked. Shell sentinels are exceedingly rare, but the few that are encountered are likely to still be serving the will of alghollthus or their servitors.

Ugothols (Faceless Stalkers): Ugothols serve as continuing proof of both alghollthus' odd designs as well as their near all-consuming paranoia. Better known as faceless stalkers, these creatures were originally created by alghollthus as infiltrators and saboteurs during their ancient war with humanity. These creatures, devoid of facial features or personal mannerisms, can seamlessly assume the form of other humanoids and thus could serve as perfect spies and assassins. With the near-total destruction of their humanoid enemies during Earthfall, alghollthus no longer required these sorts of tasks and left ugothols to their fates as they did so many others of their servitors. Since that time, ugothols have survived through the centuries in their own small, nomadic communities. Despite the militant atheism of their creators, ugothols still carry a dim memory of the power of their former alghollthu masters, which ignites in them a strong natural inclination toward the veneration of deities.

Ulat-Kini (Skum): Perhaps the best known of the many alghollthu servitor races are the creatures called skum. These hybrid fishfolk represent alghollthus' ideal version of a humanoid slave: physically strong, easily controlled, and adaptable to both aquatic and land-bound environments. Their name is derived from the research facility in the caverns of Sekamina where aboleths first perfected their form. The ulat-kini race is as old as Azlant, and though they are sterile as a species unless they have human partners to procreate with, they are individually immortal creatures that suffer death only through violence or misadventure. For this reason, their creators had to forgo their normal route of evolutionary manipulation and instead resorted to the practice of fleshwarping living specimens. Though most skum were abandoned to their fate during Earthfall, those ulat-kini still serving their masters in the deeps of the Sightless Sea continue to receive the ministrations of fleshwarping magic, and have diverged into variant subspecies such as skum hulks, skum prodigies, and skum ravagers.

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
ALGHOLLTHU

BESTIARY

CAMPAIGN
OUTLINE



BESTIARY

No matter how far we sailed, and no matter the direction, the detritus followed in our wake. Just when we thought we were free of it, the sun'd glint off something shiny—a shell or sliver of glass, maybe, or an unnaturally floating coin that should have sunk into the depths long ago—and we'd know it was still with us. A barnacle clinging not to the hull but to the waters around us.

Jorrie fished a bit of it out of the water one evening, and something he saw in the net made him pale like he'd been sentenced to walk Besmara's own plank. "This was from the masthead of the *Rego Cona*! But how?" he wailed.

It took five rum rations to calm him, but even then he didn't sleep easy.

Next day, when we made landfall, the flotsam came with us, but it wasn't just a morass anymore. It came at us like a dozen little men made of sea waste. And it directed all its wrathful attention on Jorrie, may Gozreh keep his soul.

—From the logs of Jak "Knife" Grier, first mate of the *Indigo Dawn*

In the debut volume of the Ruins of Azlant Adventure Path, the PCs begin their campaign-long exploration of the shattered continent of one of humanity's greatest ancient civilizations. This bestiary provides additional threats to populate the island of Ancorato—the site of Andoran's troubled nascent outpost, Talmandor's Bounty—including a new agathion, an undead amalgam of flotsam and jetsam, Azlanti animals unique to these isolated islands, a new member of the alghollthu family of aquatic menaces, and a terrifying plant creature.

ADDITIONAL ENCOUNTERS

Ancorato is an island ripe for exploration, including many encounters beyond the scope of the adventure. While the PCs are assumed to travel directly to the locations in the adventure, they may undertake independent expeditions on the island or stray off course while pursuing the adventure's primary goals. The Ancorato Encounters table features dangers the PCs can confront beyond those in the adventure. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend exploring Ancorato. They should have at most three random encounters per 24-hour period.

Since the adventure spans a range of character levels, some random encounters might be too simple or too difficult for the PCs, depending on where the party is in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter. Additionally, if the result rolled is inappropriate for the terrain the PCs are traversing, roll again or choose a different encounter.

Arghelmar (CR 5): The barghest (*Pathfinder RPG Bestiary* 27) Arghelmar has the same ambition as many of her kin: to collect enough souls to ascend to ever-greater levels of power. Isolated as she is on the island of Ancorato, however, opportunities for Arghelmar to feast upon mortal victims are scarce. She has amassed a following of monkey goblins (*Pathfinder RPG Bestiary* 6 138) that she has tasked with hunting with her for potential prey, promising them a prominent position in her growing demesne if they can help sate her appetite sooner rather than later. The PCs encounter Arghelmar and a party of four monkey goblins while traversing the island. Should the PCs fail to stop the barghest and her minions, it's possible she still allows them to live, if only so they can repopulate Talmandor's Bounty, creating better hunting for her in the future.

Grelvix (CR 3): Sahuagin are no strangers to the waters and shores of Ancorato and its neighboring islands, and the new Andoren outpost that has sprung up has not gone unnoticed. The sea devils have yet to take action to deal with the encroachment into their territory, especially since the outpost seems to have met a natural end by the time the PCs arrive. Today, only lone sahuagin scouts or two-

ANCORATO ENCOUNTERS			
d%	Result	Avg. CR	Source
1-6	1 giant centipede	1/2	<i>Bestiary</i> 43
7-11	1 skincrawler	1/2	<i>Bestiary</i> 6 252
12-17	1 sea crawler	1	See page 83
18-22	1 coffin anemone	1	<i>Bestiary</i> 6 248
23-28	1 mockingfey	1	<i>Bestiary</i> 6 189
29-34	1d6 grindylows	2	<i>Bestiary</i> 2 148
35-40	1 choker	2	<i>Bestiary</i> 45
41-48	1 boar	2	<i>Bestiary</i> 36
49-54	1 gliding turtle	2	See page 82
55-60	Vegelror	3	See below
61-66	1 river drake	3	<i>Bestiary</i> 3 107
67-71	1 bunyip	3	<i>Bestiary</i> 2 50
72-78	Grelvix	3	See below
79-86	1 sea cat	4	<i>Bestiary</i> 4 233
87-92	1 flotsam terror	4	See page 86
93-97	1d3 incutilises	4	<i>Bestiary</i> 4 157
98-99	1d3 skum	4	<i>Bestiary</i> 253
100	Arghelmar	5	See below

person reconnaissance parties venture near Talmandor's Bounty, and with decreasing regularity. The PCs can spot Grelvix, a lone sahuagin scout (*Pathfinder RPG Monster Codex* 190), skulking around in the bushes on the edge of the settlement or following them from a short distance as they traverse the island. While Grelvix can hold his own in battle, his task is to gather intelligence about the burgeoning colony and the newly arrived vessel, not to provoke hostilities. He defends himself if attacked, but he tries to flee into the sea at the first opportunity, hoping to avoid conflict altogether if possible.

Vegelror (CR 3): An ettercap (*Bestiary* 129) known as Vegelror sees the new arrivals on "his" island as a perfect opportunity to expand his diet beyond the usual small animals and occasional monkey goblins that wander into his webs. Though he is hungry and desperate to broaden his palette, he is smart enough to know missing people draw attention. He thus starts small, absconding with chickens, goats, and other small livestock brought to the outpost on *Liberty's Herald*. He then spends weeks perfecting a gauntlet of complex and deadly traps leading up to his lair, knowing that eventually someone will come seeking the missing animals. Unknown to the ettercap, however, the people of Talmandor's Bounty disappeared long before the missing livestock became a significant problem. The PCs may stumble into the series of traps while exploring the island, unknowingly alerting the ettercap. Vegelror doesn't care that the adventurers are not his intended prey; he will eat them all the same.

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE

AGATHION, CHELONIDAL

This creature resembles a cross between a humanoid and a sea turtle, with flipper-like hands and a heavy shell covering its back.

CHELONIDAL

CR 7

XP 3,200

NG Medium outsider (agathion, aquatic, extraplanar, good)

Init +2; **Senses** darkvision 60 ft., low-light vision, see *invisibility*; Perception +14

DEFENSE

AC 22, touch 22, flat-footed 20 (+2 Dex, +10 natural)

hp 85 (9d10+36)

Fort +10, **Ref** +7, **Will** +10; +4 vs. movement effects and poison

Defensive Abilities protective shell, underwater mobility;

DR 10/evil and silver; **Immune** cold, electricity, petrification;

Resist sonic 10; **SR** 18

OFFENSE

Speed 20 ft., swim 40 ft.

Melee +2 *cold iron trident* +13/+8 (1d8+5), bite +9 (1d6+3) or bite +14 (1d6+5)

Ranged +2 *cold iron trident* +13 (1d8+4)

Special Attacks none shall pass

Spell-Like Abilities (CL 9th; concentration +12)

Constant—see *invisibility*, *speaking with animals*

At will—*create water*, *dimension door*, *hydraulic torrent*^{APG}

3/day—*dimensional anchor*, *shield other*

STATISTICS

Str 15, **Dex** 14, **Con** 19, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +9; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Vital Strike, Weapon Focus (bite)

Skills Diplomacy +15, Heal +14, Intimidate +15, Knowledge (nature, planes) +13, Perception +14, Sense Motive +14, Swim +10

Languages Abyssal, Celestial, Draconic, Infernal; *speaking with animals*; truespeech

SQ amphibious, bulwark, celestial soldier, lay on hands (4d6, 7/day), mercies (exhausted, fatigued)

ECOLOGY

Environment any land or water (Nirvana)

Organization solitary, pair, phalanx (4–12 chelonidals), or legion (10–20 chelonidals plus 1–2 avoral^{B2} lieutenants and 1 cervinal^{B5} commander)

Treasure standard (+2 *cold iron trident*, other gear)

SPECIAL ABILITIES

Bulwark (Ex) Chelonidals drill to defend important sites, and they inspire others to do the same. The chelonidal and allies adjacent to it gain a morale bonus equal to the chelonidal's Constitution bonus on saving throws against effects that would cause them to move from their current square, as well as to their CMD against such effects. When an adjacent ally would be reduced to 0 hit points or fewer, the chelonidal can use its lay on hands ability to help that ally as an immediate action; the chelonidal is then staggered for 1 round.

Celestial Soldier (Sp) A chelonidal's natural weapons, as well as any manufactured weapons it wields, are under the constant effects of *greater magic fang* or *greater magic weapon* (as appropriate). The caster level of these effects is equal to the chelonidal's Hit Dice, including Hit Dice gained from class levels or other effects.

Lay on Hands (Su) A chelonidal can use lay on hands as per a 9th-level paladin. This ability cures fatigue and exhaustion in addition to damage, as though the chelonidal had the appropriate mercies.

None Shall Pass (Ex) When making attacks of opportunity provoked by movement, a chelonidal adds its Charisma bonus to the attack roll. On a hit, the target immediately stops moving in its current square and can't move until the start of its next turn.

Protective Shell (Su) A chelonidal's fortified shell protects it from many threats. A chelonidal can't be flanked, and attacks that would benefit from flanking deal only half their normal damage to the chelonidal. In addition, the chelonidal's touch AC is modified by its natural armor bonus. As a standard action, a chelonidal can create total cover along one edge of its space, as though using a tower shield; this total cover applies to others as well as the chelonidal.

Underwater Mobility (Ex) While completely submerged in water, a chelonidal gains the benefits of Dodge, Mobility, and Spring Attack.

Chelonidal agathions are the foot soldiers and guards of Nirvana. While the realm's inhabitants prize enlightenment over militarism, the agathions recognize that vigilant guardians are necessary to the preservation of peace. Chelonidals form from the souls of those who willingly gave their lives in defense of a person or place, or who protected the sea from terrestrial threats.

Like all agathions, chelonidals are capable of speaking with any linguistically gifted creature. Their voices generally have a gravelly quality that reminds most listeners of a grizzled veteran soldier. This idea is reinforced by the chelonidals' habitual good-natured cantankerousness, as well as their fondness for war stories.

Chelonidals and dwarves often get along well, despite the latter race's dislike for the sea; the agathions share dwarves' resolve, as well as their traditional military tactics. Trudd, dwarven deity of strength and defense, has arrangements with several legions of chelonidals, and he occasionally sends them in response to *planar ally* spells.

A typical chelonidal is 6 feet tall and weighs 400 pounds.

ECOLOGY

A chelonidal's body is well suited to its role. While its hands resemble a sea turtle's flippers more than they do the hands of terrestrial humanoids, it has no difficulty performing tasks that require manual dexterity. A chelonidal's turtle-like head grants it a powerful bite

attack, while its bright eyes can pierce invisibility with ease. Potent magic permeates its shell, diffusing magical attacks and firearm strikes and protecting it from treacherous backstabbing. Additionally, in times of need, a chelonidal can turn its back to its enemies, using its shell as an impenetrable shield that halts all attacks.

Like other outsiders, chelonidals have no need to eat or sleep. A chelonidal can maintain its post with unceasing vigilance for years or even centuries, if need be. Chelonidals don't normally reproduce sexually, being directly formed from the petitioners of Nirvana. However, given their tendency to protect locations for long periods, those on the Material Plane occasionally fall in love with mortals. If such a relationship results in children, the chelonidal parent remains until its offspring come of age, departing only if a great need arises; the lords of Nirvana understand that the duty to protect must be counterbalanced with duty to family. Such children are usually idyllkin aasimar (*Pathfinder Campaign Setting: Inner Sea Races* 238) rather than more powerful half-celestials.

HABITAT AND SOCIETY

Chelonidals guard the peaceable plane of Nirvana. Whether guarding the celestial realm's sites or marching in formation along its roads, chelonidals stand ever vigilant to repel assault. As their appearance suggests, they are also at home in the water; while their normal phalanx tactics are of less use in three-dimensional underwater combat, they make up for it with additional mobility in aquatic environs.

On Nirvana, most chelonidals serve more potent agathions without complaint. The empyreal lords Dalenydra and Ylimancha, in particular, often associate with chelonidals. Every so often a chelonidal feels the urge to wander; while it never leaves a post without securing a replacement, once one is found, the agathion wanders for a time before settling down again. Some find their way to the Material Plane during this period. Without a specific task, a chelonidal on the Material Plane often finds a secluded but vulnerable location, such as a remote fishing village or shrine, and defends it until protectors can be found or trained.

While chelonidals defend those who cannot defend themselves, they are at their strongest when they stand alongside those with the strength and will to fight. A single chelonidal can bolster a mortal legion, keeping the troops fighting until reinforcements arrive. In greater numbers, chelonidals form a phalanx, trusting in allies to clean up any foe that makes it past their guard. On those rare occasions when the agathions must march to war, chelonidals form the core of their armies. Led by cervinal knights and supported by soaring avorals, a chelonidal legion is a force potent enough to make any fiendish combatants think twice.



THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT
AMID THE
STRANGE

PART 3:
MENACE
RELEASED

NPC GALLERY

PEOPLE OF
TALMANDOR'S
BOUNTY

ECOLOGY
OF THE
SHOLTHU

ESTIARY

CAIGN
LINE

AZLANTI ANIMALS

The strange creatures that roam the islands of ruined Azlant are unlike any found in other parts of Golarion—the results of thousands of years in a unique ecosystem as well as exposure to residual magical energies.

ENCHANTER HERON

This large bird has gray-and-white feathers, a long beak, and a bulbous sac on its throat that glows with a pale, sapphire light.

ENCHANTER HERON

CR 3



XP 800

N Large animal

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 11, flat-footed 13 (+1 Dex, +1 dodge, +4 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., fly 20 ft. (average)

Melee bite +6 (1d8+6 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks swallow whole (1d6 acid damage, AC 12, 3 hp)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 20

Feats Dodge, Flyby Attack, Hover

Skills Acrobatics +5, Fly +3, Perception +6, Swim +8

SQ throat sac

ECOLOGY

Environment temperate rivers and coasts

Organization solitary or flock (4-12)

Treasure none

SPECIAL ABILITIES

Throat Sac (Ex) As a standard action, an enchanter heron can fill the membrane beneath its beak with air. The membrane then glows with blue light, and creatures within 60 feet must succeed at a DC 13 Will saving throw or be fascinated. This effect lasts as long as the enchanter heron keeps the membrane filled with air, plus 1 additional round. An enchanter heron can hold air in its throat sac for up to 1 minute; releasing the air is a free action. The fascinated effect immediately ends if the enchanter heron moves more than 60 feet away from an affected creature. Any creature with an Intelligence score of 3 or higher receives a +4 bonus to its saving throw. Once a creature has been subject to this effect (whether or not its saving throw is successful), it is immune to it for the next 24 hours. This is a mind-affecting enchantment effect. The save DC is Wisdom-based.

Enchanter herons are large birds with bioluminescent throat sacs—the result of prolonged exposure to magical fallout. Each stands about 8 feet tall and weighs 500 pounds.

Enchanter Heron Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., fly 20 ft. (average); **AC** +2 natural armor; **Attacks** bite (1d6); **Ability Scores** Str 13, Dex 15, Con 12, Int 2, Wis 11, Cha 7; **Special Qualities** low-light vision, throat sac.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attacks** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** swallow whole.

GLIDING TURTLE

This giant turtle has a large, thin membrane of scaly skin extending from its shell to its legs.

GLIDING TURTLE

CR 2



XP 600

N Large animal

Init +0; **Senses** low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 19 (3d8+6)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 10 ft., fly 30 ft. (clumsy), swim 20 ft.

Melee bite +3 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks gliding charge

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +5; **CMD** 15

Feats Flyby Attack, Toughness

Skills Fly -4, Swim +10

SQ glide, shell

ECOLOGY

Environment temperate forests and coasts

Organization solitary, pair, or den (3-8)

Treasure none

SPECIAL ABILITIES

Glide (Ex) A gliding turtle can't use its fly speed to hover.

When flying, a gliding turtle must end its movement at least 5 feet lower in elevation than where it started.

Gliding Charge (Ex) While gliding, a gliding turtle can ram into a creature. When it does, it makes a charge attack against a creature it can reach with its speed. If the attack hits, it deals 2d6+3 points of bludgeoning damage and the turtle can immediately perform a bull rush combat maneuver as a free action against its target without provoking attacks of opportunity. The gliding turtle immediately stops gliding after this attack, landing on the ground and, if applicable, taking falling damage as if it deliberately jumped.

Shell (Ex) As a move action, a gliding turtle can retract its limbs and head into its shell. It can't move or attack while in this state, but its armor bonus from natural armor increases by 2 as long as it does. Emerging from its shell is a move action.

The gliding turtles of Azlant evolved thin layers of skin that connect their limbs to their shells and allow them to glide from ridges and drop onto unsuspecting prey. A gliding turtle is about 7 feet long and weighs over 1,000 pounds.




Gliding Turtle Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft., swim 20 ft.; **AC** +2 natural armor; **Attacks** bite (1d6); **Ability Scores** Str 12, Dex 12, Con 12, Int 2, Wis 11, Cha 5; **Special Qualities** low-light vision, shell.

4th-Level Advancement: **Size** Large; **Speed** fly 30 ft. (clumsy); **AC** +3 natural armor; **Attacks** bite (1d8); **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** gliding charge; **Special Qualities** glide.

SEA CRAWLER

This furred creature has long tentacles that are covered in ridges and suction discs in place of arms, legs, and a tail.

SEA CRAWLER	CR 1	  
XP 400	N Medium animal	
Init +2; Senses low-light vision; Perception +6		
DEFENSE		
AC 12, touch 12, flat-footed 10 (+2 Dex)		
hp 11 (2d8+2)		
Fort +4, Ref +5, Will +1		
OFFENSE		
Speed 10 ft., climb 30 ft., swim 10 ft.		
Melee bite +3 (1d6), 2 tentacles +1 (1d4 plus grab)		
Special Attacks remarkable grip		
STATISTICS		
Str 11, Dex 15, Con 13, Int 2, Wis 12, Cha 6		
Base Atk +1; CMB +1; CMD 13		
Feats Multiattack, Weapon Finesse ^B		
Skills Climb +8, Perception +6, Swim +8		
SQ regrowth		
ECOLOGY		
Environment temperate coasts		
Organization solitary or pair		
Treasure none		
SPECIAL ABILITIES		
Regrowth (Ex) A sea crawler regrows a lost tentacle as per <i>regenerate</i> after 1 week. This does not heal or remove any conditions from the sea crawler.		
Remarkable Grip (Ex) When a creature breaks free of a sea crawler's grapple, the sea crawler remains in an adjacent square as if still grappling its prey, even if the creature moves. The sea crawler can attempt to grapple as a free action that doesn't provoke attacks of opportunity if it remains attached to a creature at the start of its turn. A creature can remove the sea crawler as a move action that doesn't provoke attacks of opportunity. A sea crawler can detach itself as a free action.		

With arms reminiscent of a sea star or an octopus and the bodies of lemurs, sea crawlers range all over Azlant's coasts. Sea crawlers sometimes eat fruit, but most prefer meat, lying in shallow waters and ambushing prey.

A sea crawler is 5 feet long and weighs 70 pounds.

Sea Crawler Companions

Starting Statistics: **Size** Small; **Speed** 10 ft., climb 30 ft., swim 10 ft.; **AC** +1 natural armor; **Attacks** bite (1d4), 2 tentacles (1d3); **Ability Scores** Str 9, Dex 17, Con 10, Int 2, Wis 12, Cha 6; **Special Attacks** remarkable grip; **Special Qualities** low-light vision.

4th-Level Advancement: **Size** Medium; **Attacks** bite (1d8); **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** grab; **Special Qualities** regrowth.



THE LOST OUTPOST

FOREWORD

PART 1: THE VANISHED

PART 2: SETTLEMENT AMID THE STRANGE

PART 3: MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE

BLOOD MAIZE

Razor-sharp leaves dripping in blood span the length of this cornstalk, while a snakelike root digs into the soft ground.

BLOOD MAIZE

CR 2



XP 600

N Medium plant

Init +2; **Senses** blindsight 30 ft., low-light vision, tremorsense 60 ft.; Perception +4

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 19 (3d8+6)

Fort +4, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 20 ft.

Melee 3 slams +3 (1d4+1 plus bleed)

Special Attacks blinding bloom, bleed (1d6)

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 2, **Wis** 11, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 15

Feats Skill Focus (Stealth), Toughness

Skills Perception +4, Stealth +12; **Racial Modifiers** +2 Stealth

SQ change foliage, root deep

ECOLOGY

Environment temperate or warm plains

Organization solitary or patch (2-8)

Treasure incidental

SPECIAL ABILITIES

Blinding Bloom (Ex) Once per day as a standard action that doesn't provoke attacks of opportunity, a blood maize plant can release a stationary, 20-foot-high cloud of fine pollen in a 20-foot radius centered on its square. The cloud acts as an *obscuring mist* spell, but it lasts for 1 round, after which it dissipates. A creature in the cloud when the pollen is released or that moves into the cloud before it dissipates must succeed at a DC 13 Fortitude saving throw or be blinded for 1 round. The saving throw DC is Charisma-based.

Change Foliage (Su) Three times per day as an immediate action that does not provoke attacks of opportunity, a blood maize plant can make itself appear as a different type of plant. This new appearance mimics that of any plant up to two size categories smaller than the blood maize and need not resemble the blood maize's true form. For example, the blood maize can take on the semblance of a pumpkin vine, strawberry plant, or sunflower. A blood maize plant's statistics remain the same, even if it is masquerading as a plant of a smaller size category. It can't assume the form of another plant creature and can imitate only the appearance of plants that are normally considered part of the surrounding terrain. This effect is a visual illusion only and does not alter the perceived scent or tactile properties of the blood maize. While using this ability, the blood maize gains a +10 racial bonus on Stealth checks.

A successful DC 20 Knowledge (nature) or Survival check is required to identify the plant's true nature. A creature that interacts with a blood maize plant while it is using this ability can disbelieve the illusion with a successful DC 13 Will saving throw. Changing back into its true form requires an immediate action. This is an illusion (glamer) effect. The saving throw DC is Charisma-based.

Root Deep (Ex) As a free action that doesn't provoke attacks of opportunity, a blood maize plant can use its long hooklike appendage to root itself deep into dirt or soil, but not into rock or other harder materials. This grants the blood maize a +4 racial bonus against bull rush or trip attempts.

Named not for their physical coloration but for their thirst for spilled blood, the plants known as blood maize plants are insidious creatures. They look like common cornstalks, except their leaves are larger and more knifelike and their root systems are much more robust and mobile. In each specimen, the latter includes at least one long vine-like tendril that the plant can use to root itself deeply in the earth as it attacks its victim. Despite its fearsome nature, blood maize produces ears of sweet corn larger than those of traditional corn plants. A full-grown blood maize stalk is typically 7 feet tall and, including its root system, weighs about 70 pounds.

ECOLOGY

It's said that blood maize plants arose spontaneously in ancient times at the sites of great battles, where blood pooled like rainwater and the plains were covered in broken bodies. In these legends, crops left to wither and rot due to raging wars adapted to their harsh new environs via a mixture of natural hardiness and the latent energies of suffering that permeated the land. The results were the first blood maize. Sustenance would not come to the blood maize, and so the plants developed a way to hunt down their own nourishment, and the blood that once choked their roots instead became their food. Many believe blood maize is evil due to its affinity for blood and the plant's eerie ambulatory nature. However, despite its purported origin story, blood maize is actually unmotivated by anything other than the need for nourishment, albeit via a strange biology born from its dark origins.

While the uninformed often associate blood maize with vampires and other blood-drinking creatures, the plants don't actually drink blood or grapple enemies to drain them. Rather, they instinctually seek to slice the skin of victims; any creatures that bleed are potential prey, though they most commonly stalk humanoids. Blood maize plants slice their prey with their large, sharp leaves, which peel away from their stalks to serve as appendages. These leaves are durable and can stiffen, and the edges are razor sharp. When a blood maize stalk strikes a victim, it roots into place while its leaves lash outward and slice into the victim's flesh.

Blood maize plants absorb spilled blood through their root systems and can do so even while they are mobile. To aid their search for blood, they can uproot themselves to move without impediment, and they can use their roots to dig a firm purchase in the ground. Blood maize can both see and sense movement remarkably well; the plants migrate and search for food at night, and so they are finely attuned to the ground vibrations they use to locate prey.

Although blood maize stalks that haven't fed in days or weeks are tenacious in combat, these plants often try to withdraw from a fight once they've sliced one or more victims to death. When their thirst has been sated, they use their defensive abilities to avoid further violence, though this is more of an instinct for self-preservation than an actual desire to avoid a fight. Foremost among these defensive measures is the blood maize's ability to release a pollen cloud, which allows the plant to retreat from a battle while its enemies are distracted. This cloud is dense enough to block sight for a moment, and though the pollen dissipates quickly, creatures that get it in their eyes discover that it stings painfully. Once its enemies are distracted, a blood maize stalk disguises itself as an innocuous environmental plant in the hope that its enemies will leave the area and not discover the ruse.

Blood maize plants are perennial, and they are reduced to only their root structures during the winter. They regrow their stalks as well as their sweet corn cobs in the spring, and maintain this form throughout the fall. They reproduce only once in their life cycles through a special red kernel produced on one cob, usually in the plant's second year. The other cobs produce normal corn, which is not only safe to eat, but delicious and wholesome. In fact, some hardy frontier homesteaders or settlements prize this corn as a delicacy and mount regular, if perilous, missions to harvest it. Blood maize plants typically live for 4 or 5 years, but there are reports of some in remote locations that reproduce each year and live for a decade or more.

HABITAT AND SOCIETY

Blood maize plants are found in temperate climates. They are wild plants, but they tend to grow most robustly in rural areas, likely due to the abundance of prey that surrounds them there. Blood maize plants are attracted to gardens and farms, as the stalks can relocate easily in tilled soil and find that birds, livestock, and unsuspecting humans make for relatively easy meal sources. Farmers who don't care to harvest blood maize's corn consider it a dangerous pest, while evil-inclined druids and witch covens sometimes use blood maize to protect gardens and thickets where rare alchemical and

spell components are grown. Of course, these villainous gardeners can't control the plants' bloodlust; if they drop their guard around the stalks, they often find themselves fending off razor-sharp leaves.

Blood maize is rare in the Inner Sea region, but it's more frequently found in Arcadia as well as occasionally on the surviving islands from the shattered continent of Azlant. One account from Vudra describes similarly mobile plant creatures that resemble bamboo but are as bloodthirsty as their blood maize cousins.



THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE



FLOTSAM TERROR

This mass of detritus, sea foam, and seaweed undulates and quivers as it moves. The mass has a humanoid shape roughly the size of a child.

FLOTSAM TERROR

CR 4



XP 1,200

NE Small undead

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 11, flat-footed 16 (+5 natural, +1 size)

hp 39 (6d8+12)

Fort +4, **Ref** +2, **Will** +8

Defensive Abilities flotsam repair; **DR** 5/slashing;

Immune undead traits

OFFENSE

Speed 20 ft., swim 50 ft.

Melee 2 slams +8 (1d8+2)

Ranged flotsam missile +5 (1d8+2)

STATISTICS

Str 14, **Dex** 11, **Con** —, **Int** 7, **Wis** 12, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 15

Feats Improved Initiative, Iron Will, Weapon Focus (slam)

Skills Perception +10, Stealth +13 (+17 in water), Swim +10;

Racial Modifiers +4 Stealth in water

Languages Common (can't speak)

SQ disincorporate

ECOLOGY

Environment any ocean

Organization solitary, pair, or float (3–10)

Treasure standard

SPECIAL ABILITIES

Disincorporate (Su) A flotsam terror can break apart into a tangle of seaweed and rubbish as a full-round action that does not provoke attacks of opportunity, becoming a swarming mass of Tiny debris. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 2d6 points of damage. The flotsam terror gains a +20 bonus on Disguise checks to appear as harmless flotsam while in this form. Creatures can move through the flotsam terror's space while it is in this form, treating the area as difficult terrain. The flotsam terror can reconstitute as a full-round action that provokes attacks of opportunity.

Flotsam Missile (Ex) While in its standard form, a flotsam terror can hurl a portion of its body up to 30 feet as a ranged attack. A flotsam missile deals a number of points of damage equal to 1d8 + the flotsam terror's Strength modifier.

Flotsam Repair (Su) A flotsam terror has fast healing 2 when in an area with a high concentration of nautical debris, such as a shipwreck, a sargassum field, or the area created by the disincorporate ability of one or more other flotsam terrors.

Also known as jetsam swarms, sailor's bane, and wreck wraiths, flotsam terrors are undead created from the souls of sailors and other sea travelers killed in shipwrecks. Such a soul lingers around the detritus of a shipwreck, eventually coalescing into a flotsam terror. Multiple terrors can spawn from one wreck. They then ride the currents, roaming the seas until they locate other ships. Flotsam terrors are malicious and bitter entities, detesting their fate and intentionally seeking out ships in hopes of causing additional wrecks. The creatures follow and attack any survivors, intent on creating more of their kind.

A flotsam terror is typically 3 feet tall and weighs up to 50 pounds.

ECOLOGY

Although they usually form around shipwrecks, flotsam terrors aren't created after the sinking of every ship. The souls that linger to eventually become flotsam terrors are usually already filled with spite. Many flotsam terrors are born after a failed mutiny causes a ship to crash, when the remaining traitorous souls are reborn with vindictive fervor. Not all flotsam terrors share this origin, however. Some are born from the souls of casual travelers who believe themselves unfairly slain, usually due to the actions of the ship's captain or crew. Rather than attacking ships in general, these flotsam terrors seek out surviving crew members in hopes of revenge.

A flotsam terror's composition is peculiar. Each has the ability to undo itself, reverting into a floating mass of debris and seaweed. In this state, the terror is virtually indistinguishable from actual flotsam, and the component parts of its form are surprisingly interchangeable: multiple flotsam terrors can exchange and share various pieces of debris, trading parts of their bodies with every disincorporation. Flotsam terrors can also intertwine and mingle while dispersed in this manner, forming sizable masses of debris called floats.

Flotsam terrors spend most of their time at sea. Occasionally, the pursuit of a specific target causes a flotsam terror to move onto land. A flotsam terror is hindered when out of the water, as the thick, waterlogged mass of its body weighs it down. On land, the terror usually disincorporates to appear as a pile of flotsam that washed up on shore. A flotsam terror is incredibly patient and will remain in this form for days or even weeks, waiting for a creature to investigate its presence on the shore, at which point the flotsam attacks.

On rare occasions, a flotsam terror forms from the remains of previously slain flotsam terrors. Sometimes a single piece of a destroyed flotsam terror will slip away, holding a spark of its animating force. When enough of these lone pieces come together, they create a more powerful form of a flotsam terror. Known as flotsam

fiends, these terrors have the advanced and giant creature simple templates. A flotsam fiend's increased intelligence allows it to speak and recall an original purpose; thus, a flotsam fiend often strives to fulfill the original intent of its most dominant soul. Flotsam fiends can hold dominion over large numbers of flotsam terrors, allowing them to draw small armies to their causes.

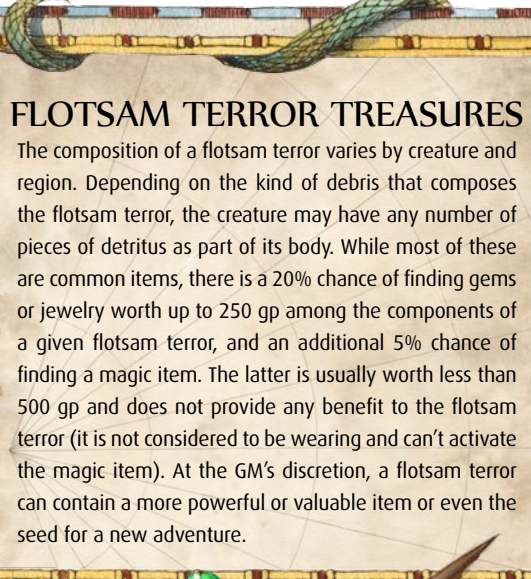
HABITAT AND SOCIETY

Flotsam terrors generally travel near coasts where they can attack ships early in their journey. This also allows the creatures to more easily destroy ships by leading them toward dangerous reefs or cliffs. Those formed far out at sea tend to remain in their dispersed form for weeks, allowing the currents to draw them closer to civilization. In the rare case that a flotsam terror encounters a ship while out at sea, it often attaches to the hull until the ship returns to dock, then attacks disembarking sailors, or it finds a suitable location to try to sink the ship.

Flotsam terrors generally lack any kind of personality. When first created, a flotsam terror is filled with specific purpose, usually the destruction of an individual whom the terror believes wronged it in life. This purpose is quickly lost, however. When flotsam terrors disperse and intermingle, they mix not only their debris but also their intelligence and memories. This leads flotsam terrors traveling in groups to eventually share a similar, but diminished purpose. While not precisely a hive mind, these groups move and attack with complicated tactics, a byproduct of their shared semiconsciousness.

A float of flotsam terrors behaves differently if led by a flotsam fiend. Such floats still attack ships in large groups, but their attacks are more deliberate. A fiend with a particularly tactical soul, such as that of a captain or naval general, is a force to be reckoned with.

A fiend that succeeds at its primary goal usually surrenders its position and its power by intentionally discorporating among its fellow terrors. When it reforms, the fiend has a new dominant soul, meaning a flotsam fiend never lacks a purpose. This allows a float to maintain a never-ending crusade, continually adding more flotsam terrors to its ranks. This process is of particular note to scholars, as undead creatures are rarely so prone to cooperating with one another. Whether this is an instinctive response or a sign of the various souls finding camaraderie in their misery has yet to be seen.

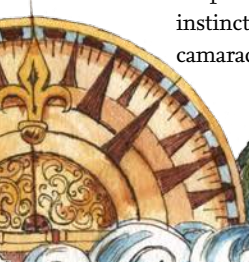


FLOTSAM TERROR TREASURES

The composition of a flotsam terror varies by creature and region. Depending on the kind of debris that composes the flotsam terror, the creature may have any number of pieces of detritus as part of its body. While most of these are common items, there is a 20% chance of finding gems or jewelry worth up to 250 gp among the components of a given flotsam terror, and an additional 5% chance of finding a magic item. The latter is usually worth less than 500 gp and does not provide any benefit to the flotsam terror (it is not considered to be wearing and can't activate the magic item). At the GM's discretion, a flotsam terror can contain a more powerful or valuable item or even the seed for a new adventure.

THE LOST OUTPOST

- FOREWORD
- PART 1:
THE VANISHED
- PART 2:
SETTLEMENT AMID THE STRANGE
- PART 3:
MENACE RELEASED
- NPC GALLERY
- PEOPLE OF TALMANDOR'S BOUNTY
- ECOLOGY OF THE ALGHOLLTHU
- BESTIARY
- CAMPAIGN ONLINE



THALASSIC ARCHITECT

This piscine nightmare glares with five eyes. Four tentacles, two of them terminating in small claws, flank its fanged jaws.

THALASSIC ARCHITECT

CR 10



XP 9,600

LE Large aberration (aquatic)

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 24, touch 13, flat-footed 20 (+4 Dex, +11 natural, -1 size)

hp 126 (12d8+72)

Fort +10, **Ref** +10, **Will** +14

Immune electricity, mind-affecting effects, sonic; **Resist** cold 10; **SR** 21

OFFENSE

Speed 15 ft., swim 60 ft.

Melee bite +13 (1d8+5 plus slime), 2 claws +13 (1d6+5 plus slime), 2 tentacles +11 (1d6+2 plus 2d6 sonic)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws and tentacles)

Special Attacks deadlight, glyph carver, mucus cloud, water manipulation (DC 20)

Spell-Like Abilities (CL 14th; concentration +18)

Constant—*read magic*

At will—*detect magic*, *detect thoughts* (DC 16), *hydraulic torrent*^{APG}, *project image* (DC 21), *telekinesis*

3/day—*illusory wall* (DC 18), *mirage arcana* (DC 19),

quicken *hydraulic torrent*^{APG}, *stone shape*, *wall of force*

1/day—*disintegrate* (DC 20), *fabricate*, *make whole*, *move earth*

STATISTICS

Str 20, **Dex** 18, **Con** 23, **Int** 17, **Wis** 18, **Cha** 19

Base Atk +9; **CMB** +15 (+17 sunder); **CMD** 29 (31 vs. sunder, can't be tripped)

Feats Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-Like Ability (*hydraulic torrent*)^B

Skills Craft (stonemasonry) +13, Knowledge (arcana) +16, Knowledge (dungeoneering) +11, Knowledge (engineering) +13, Knowledge (history) +13, Knowledge (nature) +13, Stealth +11, Swim +26, Use Magic Device +12

Languages Aboleth, Aklo, Aquan, Undercommon; telepathy 100 ft.

ECOLOGY

Environment any water

Organization solitary, pair, or crew (1 thalassic architect plus 2–30 aboleths, skum, and other dominated creatures)

Treasure double

SPECIAL ABILITIES

Deadlight (Su) Once per round as a free action, the thalassic architect can affix its center eye on one target. The target must succeed at a DC 20 Will saving throw or become transfixed as per *lock gaze* (*Pathfinder RPG Ultimate Combat* 236) at caster level 14th. Once a creature has

been affected by this ability, it becomes immune to it for 24 hours. The save DC is Charisma-based.

Glyph Carver (Su) A thalassic architect can cause its tentacles to vibrate at an intense frequency when it rends through solid matter, such that the tips can engrave inhuman patterns into solid stone. When activated, the tentacles count as adamantite for the purpose of bypassing DR and hardness. Furthermore, the additional sonic damage caused by the tentacles is treated as energy damage when used as part of a melee attack (as per normal) but is treated as additional normal physical damage when used to perform a sunder combat maneuver. The thalassic architect can turn this ability on or off as a free action. While this ability is activated, the tentacles can't be used to manipulate physical objects, nor can the thalassic architect attempt Stealth checks. While this ability is deactivated, the tentacles cause no sonic damage.

Mucus Cloud (Ex) While underwater, a thalassic architect exudes a cloud of transparent slime in a 100-foot-radius spread. All creatures in this area must succeed at a DC 22 Fortitude save each round or lose the ability to breathe air (and gain the ability to breathe water) for 8 hours. If a creature comes into contact with this mucus cloud again and fails another save, the effect extends for another 8 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by a thalassic architect's tentacle must succeed at a DC 22 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The target's new "flesh" is soft and tender, reducing the creature's Constitution score by 4 as long as the effect persists. If the creature's flesh isn't kept moist, it dries out quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Water Manipulation (Su) A thalassic architect is adept at the telekinetic manipulation of matter, including the waters it inhabits. This at-will ability is a standard action with a duration of concentration + 1 round. The ability functions in two different modes that can be used only one at a time.

The architect can force the water around a creature to lock in place and act as a solid, paralyzing the target as per *hold monster* unless the target succeeds at a DC 20 Reflex save. Aside from using effects such as *freedom of movement* or *remove paralysis*, the target can also break free with a DC 20 Strength check. This ability can affect a creature more than once, but each casting grants a new saving throw.

Alternatively, it can thicken water to the consistency of gelatin in a 20-foot radius. Creatures with a swim speed treat this area as difficult terrain. Creatures without a swim speed increase the DC for Swim checks to move through the affected area by 10 (for example, calm underwater areas, usually DC 10, become DC 20). In either case, 5-foot steps become impossible. The save DC is Charisma-based.

“Thalassic architect” is a human term for a racial subspecies of aboleth, known as uldraaghus in the language of alghollthus. Uldraaghus were engineered and bred by the mysterious entities that rule the alghollthu race from the deepest oceanic trenches. Whereas aboleths and veiled masters are adept at using telepathy and mental domination, thalassic architects use telekinetic powers to manipulate—even create or destroy—physical matter.

Uldraaghus more closely resemble veiled masters than they do standard aboleths. They’re smaller, being about 15 feet long and weighing 2,800 pounds. Furthermore, they have five eyes instead of three; four are set to either side of their head, while a larger fifth eye is set in the center and glows with a brilliant white light. Thalassic architects have four tentacles, two of which end in clawed appendages capable of manipulating objects. Dark bands of scales typically ring their silvery bodies.

ECOLOGY

Uldraaghus were bred to manipulate physical matter without deviating from the piscine form common to alghollthus. The rulers of the alghollthus realized that their vast intelligence had stripped their race of the ability to perform certain physical tasks without lesser beings to assist them. Not content to become utterly dependent on skum and other subservient creatures, alghollthus bred a new subspecies to fulfill this societal role. Initially, the uldraaghus could move and shape only earth and stone, while they directed the ulat-kini to perform the most tedious labor. Now, given thousands of years of evolution, they’ve developed the skills to break apart and reassemble matter on a minute level. While other creatures can move dozens of small stones, an uldraaghu can seize control of countless individual water molecules.

An uldraaghu’s brain is fundamentally different from that of an alghollthu. It lacks the ability to overwhelm the consciousness of other creatures, though it can still alter their perceptions. Their powers of illusion are seated in the portion of the brain directly behind the central eye, suggesting the center eye is responsible for snaring enemies’ attention.

The two tentacles that lack claws are more dangerous than its other limbs. Uldraaghus can vibrate these tentacles at a frequency so high that the tips can carve glyphs in solid stone.

HABITAT AND SOCIETY

Uldraaghus’ place in alghollthu society has shifted over the millennia. Once they were considered little better

than odd mutants by baseline aboleths—useful but crippled. Two factors have altered their station. First, their powers have grown considerably. Second, their alghollthu masters have always kept their population low.

The aboleths have grown accustomed to their alien and cyclopean undersea cities, and skum with mundane implements have limited usefulness without direction. Thus, alghollthus rely on uldraaghus to oversee the creation of new structures. A typical construction crew is led by a thalassic architect assisted by standard aboleths, who direct the workers. When the architecture becomes too complex for skum to build efficiently, the uldraaghu completes the structure itself.



THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF
ALMANDOR'S
COUNTY

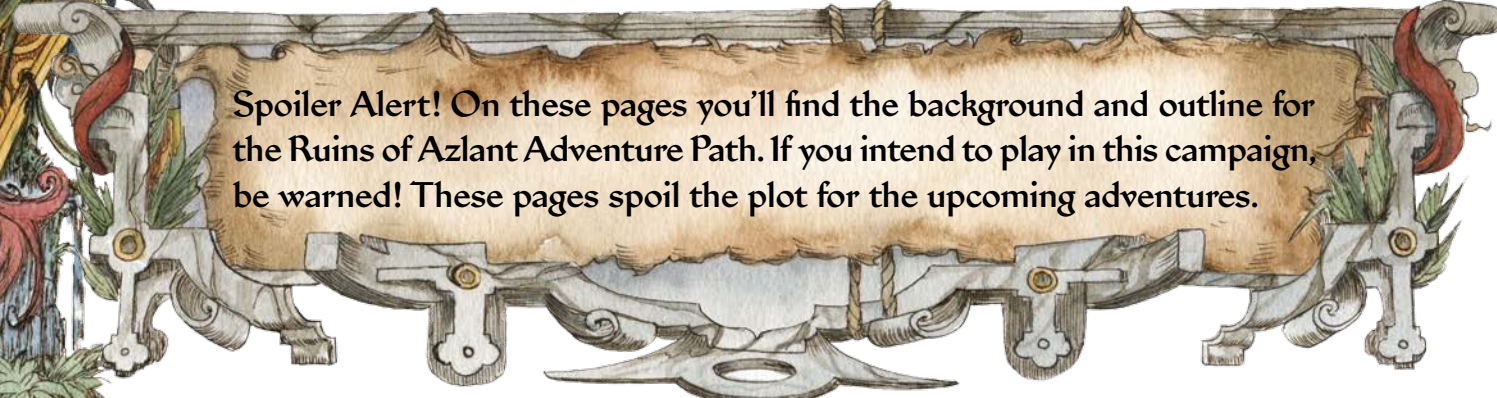
BY

YOU


TAR



RUINED AZLANT



Spoiler Alert! On these pages you'll find the background and outline for the Ruins of Azlant Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the plot for the upcoming adventures.



Despite the failure of the Sun Temple Colony 2 centuries ago, the Andoren government recently founded a joint enterprise with the Bountiful Venture Company to organize another expedition to the ruined islands that were once the legendary continent of Azlant to try to gain a foothold on the shattered land. They first sent a small fleet to survey the westernmost of the rocky islands that jut from the Arcadian Ocean, which mapped and surveyed several candidates for a colony. One ship discovered an island with fresh water, thick forests with plenty of animals to hunt and plants to forage, and an easy landing. This island, named Ancorato after the captain who discovered it, seemed to be the ideal location for a settlement.

After selecting Ancorato as the site for the new colony, the expedition's funders put out a call for colonists to help build and populate the settlement. The endeavor required laborers and farmers, but also soldiers to protect the settlers, explorers to survey the island and its neighbors, and scholars to investigate any Azlanti ruins in the vicinity. After a selection process that involved a lottery for general settlers and a more focused vetting process for the expedition's specialists, the first ship, *Liberty's Herald*, set sail to found the new colony, named Talmandor's Bounty after Andoran's patron. A second ship, the *Peregrine*, followed 6 months later to resupply the colony and bring more settlers, including the PCs. But when the *Peregrine* arrived at Ancorato, the new colony was abandoned.

Before Earthfall shattered the continent of Azlant, deception and secrecy spread throughout the Azlanti empire. Because the Azlanti were focused on their war with the serpentfolk, few in Azlant were aware of a greater threat right beneath their noses—the alghollthus, also known as the veiled masters. Tasked by its masters to locate a secret Azlanti military base and halt the production of a dangerous doomsday weapon for the Azlanti's war against the Serpentfolk, a veiled master spy named Ochymua took the form of an Azlanti man and infiltrated their ranks. However, Ochymua was arrested before it was able to

locate the secret military base. The veiled master's Azlanti captors questioned it, but Ochymua wouldn't reveal any information. The Azlanti suspected that they were dealing with something that wasn't truly human, but didn't know that it was a veiled master. Realizing that their current interrogation techniques weren't working on the creature, Azlanti intelligence agents imprisoned Ochymua in a *temporal stasis* cell and began discussing what to do with their mysterious prisoner. As elite members of Azlanti society learned that their people were raised up by the aboleths through genetic manipulation and were victims under the alghollthus' control, they began working to aim the doomsday weapon against their masters.

Unfortunately, Earthfall put an end to those plans. But when meteors fell and destroyed the Azlanti—one of Golarion's first human civilizations—Ochymua's prison remained intact. More than 10,000 years later, a group of Andoren colonists exploring the reaches of Ancorato found a doorway leading to the ancient Azlanti facility where Ochymua was held. One of the colonists released the veiled master, thinking that it was an Azlanti survivor who could share vast knowledge of the ancient past.

To the veiled master, what felt like a blink had sprawled out to encompass millennia, and it was shocked to awake in a ruined prison in front of a pair of humans. Ochymua immediately dominated them and began questioning its liberators to find out what happened to Azlant and how much time had passed since it was imprisoned.

Enraged at the changes the passage of time had brought, Ochymua decided to return to its original task and find the secret Azlanti military base. It was able to establish contact with an aboleth that had also been spying in Shaval-Kehn, the metropolis that once stood where only these shattered islands now remain. Not long after reuniting with its fellow spy, Ochymua traveled to Talmandor's Bounty, where it dominated a number of the Andoren colonists and ordered them to sail to an island inhabited by an aboleth named Onthooth and offer themselves up as

slaves and subjects for experimentation. Faceless stalkers under Onthooth's command abducted the remaining colonists over the following weeks. Ochymua retained the initial pair of dominated colonists and sent them back to the prison to wait further instructions, and then it set off in search of the Azlanti base, eager to unleash the weapons there upon modern humanity.

THE LOST OUTPOST

By Jim Groves

Pathfinder Adventure Path #121, Levels 1–3

This adventure begins with the PCs standing on the deck of a resupply ship. Looking out at the newly formed Andoren colony of Talmandor's Bounty, they find it abandoned. The PCs are ordered to go ashore, investigate what happened to the original colonists, and rendezvous at a second drop point as the resupply ship sails around the island to meet them. The PCs encounter scavenging creatures that have moved into the settlement and find evidence of the colonists wandering off into the forest—but no explanation why. With the settlement secure, the PCs head north to the rendezvous location, encountering a few of the island's dangers along the way. After meeting up with the ship, the PCs return to the settlement with the rest of the second wave of colonists to rebuild while continuing to explore their new home. Among the remaining Azlanti ruins, the PCs find a preserved Azlanti facility that had imprisoned a veiled master for the last 10,000 years, but it now holds two dominated colonists with orders to kill anyone who enters.

INTO THE SHATTERED CONTINENT

By Robert Brookes

Pathfinder Adventure Path #122, Levels 4–6

Having helped secure the settlement, the PCs are ordered to further explore the remainder of the island. After a few days of exploratory missions and returning to the settlement each night, they begin to notice that some people in the settlement are acting strangely—a haunting echo of the clues left behind after the original settlers vanished. Faceless stalkers from a nearby island have begun kidnapping the new colonists and infiltrating the settlement, just as they did with the first wave of settlers. Between forays into the depths of the island, the PCs must uncover the faceless stalkers' plot and eliminate them before the shapechangers capture and kill everyone.

THE FLOODED CATHEDRAL

By Mikko Kallio

Pathfinder Adventure Path #123, Levels 7–9

Tracking down the missing colonists, the PCs venture to the faceless stalkers' lair on a nearby island. After overcoming the island's natural threats on the surface, they find a ruined temple dedicated to Amaznen. Inside,

the PCs must fight their way through faceless stalkers and other alghollthu thralls before they can face the aboleth behind the abductions, rescuing most of the colonists from the first wave and those who arrived on Ancorato alongside the PCs, as well as an elf hailing from the mysterious Mordant Spire. Once this elf is reunited with his companions, the elves tell the PCs that answers to some of their questions may lie in a nearby underwater city.

CITY IN THE DEEP

By Amber E. Scott

Pathfinder Adventure Path #124, Levels 10–12

After learning of the underwater free city of Talasantri, the PCs venture there to find more information about what the veiled master might be looking for. However, the PCs arrive in the free city to find a group of deep merfolk warning the aquatic humanoid citizens that a great danger is rising from a deep ocean trench to threaten this settlement. But the deep merfolk are actually in league with Ochymua, employing this ruse to uncover the location of the secret Azlanti military base from the one person in town who knows where it is, while killing residents and sowing chaos throughout Talasantri in order to keep any interested parties from uncovering the veiled master's plans. The PCs must navigate the city's various factions to get to the bottom of the deep merfolk's plot and discover where Ochymua might be heading.

TOWER OF THE DROWNED DEAD

By Ron Lundeen

Pathfinder Adventure Path #125, Levels 13–14

After learning that Ochymua intends to visit the ruined and submerged tower of the Azlanti lich Auberon the Drowned, the PCs head to the lich's lair. They fight their way down through numerous undead and aquatic threats, only to discover that they are too late—the veiled master has tricked the lich into sharing the location of the secret Azlanti military facility and stolen his phylactery. Auberon agrees to tell the PCs where this secret laboratory is located—but only if they agree to return his phylactery.

BEYOND THE VEILED PAST

By Thurston Hillman

Pathfinder Adventure Path #126, Levels 15–16

After learning the location of the Azlanti military base, the PCs find that Ochymua has mobilized its forces against any creatures that might be able to stop the veiled master. The PCs retrace their steps to warn their own settlement of this impending attack, as well as Talasantri and the Mordant Spire elves. After ensuring their allies are prepared, the PCs head to the Azlanti military base and work their way through the ruins to stop Ochymua before it can unleash a dangerous Azlanti weapon upon the world!

THE LOST OUTPOST

FOREWORD

PART 1:
THE VANISHED

PART 2:
SETTLEMENT AMID THE STRANGE

PART 3:
MENACE RELEASED

NPC GALLERY

PEOPLE OF TALMANDOR'S BOUNTY

ECOLOGY OF THE ALGHOLLTHU

BESTIARY

CAMPAIGN OUTLINE

NEXT MONTH

INTO THE SHATTERED CONTINENT

By Robert Brookes

After working to secure their settlement on the lost continent of Azlant, the adventurers aid the colony by exploring the rest of the island, searching for resources, and looking for potential dangers. After a few days of making exploratory missions and returning to the settlement each night, the PCs begin to notice some people in the settlement acting strangely—a haunting echo of the clues left behind after the original settlers vanished. Sinister forces are at work in the colony, and the adventurers must uncover a terrible threat to Talmandor's Bounty before the remaining colonists become the next victims of a vile, ancient plot.

REGIONAL GAZETTEER

By Adam Daigle

This deserted island isn't as uninhabited as it might initially appear. As the colonists living in Talmandor's Bounty explore the isle of Ancorato and its neighboring islands, they can discover a number of interesting new locations and intriguing creatures, both friendly

and dangerous. In this article, you can learn more about ancient Azlanti sites, the history of the region, and the complex relationships between the creatures that now call the area home.

AZLANTI TREASURES

By Ron Lundeen

Take a look at seven magical and mysterious items from ancient Azlant. Learn more about the innovative treasures and state-of-the-art devices used at the height of the Azlanti empire. From items of war to tools for humanity's advancement, see the wonders of a lost civilization!

SUBSCRIBE TO PATHFINDER ADVENTURE PATH

The Ruins of Azlant Adventure Path continues! Don't miss out on a single exciting volume—head over to paizo.com/pathfinder and subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, Pathfinder Tales, and Pathfinder Accessories product delivered to your door.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the

copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

Bunyip from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Dermot Jackson.

Poltergeist from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Swarm, Warden Jack from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Pathfinder Adventure Path #121: *The Lost Outpost* © 2017, Paizo Inc.; Authors: Jim Groves, with Adam Daigle, Isabelle Lee, Luis Loza, and Greg A. Vaughan.

paizo.com #4372646, Kevin Athey <drizztdn@gmail.com>, Aug 1, 2017

PATHFINDER

ADVENTURE PATH

Long Live the Queen!



CURSE OF THE CRIMSON THRONE

Return to a classic Pathfinder Adventure Path with *Curse of the Crimson Throne*, one of Paizo's most popular campaigns! The city of Korvosa is in chaos, and its new queen may well be the source — can a ragtag group of heroes stand before the might of one of Golarion's most notorious villains? This immense revised and updated hardcover has everything you need to run an entire, full-length campaign covering months and months of play!

AVAILABLE NOW



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Curse of the Crimson Throne, Pathfinder Adventure Path, and Pathfinder Roleplaying Game are trademarks of Paizo Inc. © 2017, Paizo Inc.

paizo.com

PATHFINDER[®]

ROLEPLAYING GAME™

SATANIC PANIC!

BESTIARY 6⁶⁶

THE GREATEST FOES OF FANTASY ALIGN TO LAY WASTE TO HEROES EVERYWHERE. THIS NEW HARDCOVER INCLUDES ARCHFIENDS, GREAT OLD ONES, HORSEMEN OF THE APOCALYPSE—AND A FEW GOOD GUYS.

AVAILABLE MARCH 2017



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

paizo.com/pathfinder

PATHFINDER[®]

ROLEPLAYING GAME™

NEVER SETTLE FOR THE LESSER EVIL!

VILLAIN CODEx

More than 150 of the toughest and nastiest villains jump from dark alleys and haunted nightmares to menace your heroes in this indispensable, time-saving hardcover! Twenty vile organizations stand ready to win the day for evil, but only if your player characters let them!

AVAILABLE NOW!



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

paizo.com/pathfinder

PATHFINDER[®]

ROLEPLAYING GAME[™]

IT'S ALL ABOUT WHO YOU KNOW

ADVENTURER'S GUIDE

Don't face the darkness alone! Join the ranks of incredible adventuring societies and unlock their secrets with the Adventurer's Guide, the latest hardcover rulebook for the Pathfinder Roleplaying Game! Inside you'll find eighteen organizations—enigmatic Cypher Mages, ironclad Gray Maidens, merciless Hellknights, Pathfinder Society explorers, and Red Mantis assassins—ready to share their exclusive abilities with worthy adventurers! With tons of new archetypes, prestige classes, signature gear, spells, and more, heroes can unlock extraordinary paths to all manner of secret fighting arts and esoteric mysteries!

Available Now!



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

paizo.com/pathfinder

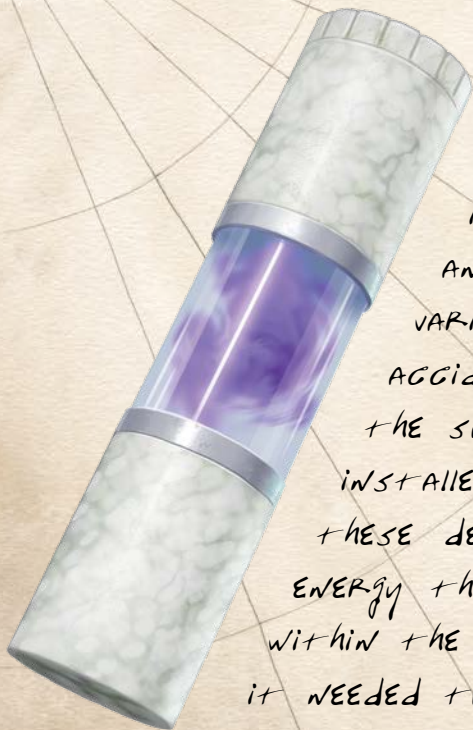
CHRONO-SPATIAL TABULATOR

EXPLORERS HAVE YET TO UNEARTH A FUNCTIONING EXAMPLE OF THESE DEVICES. HOWEVER, AFTER LENGTHY STUDY, SCHOLARS AND ENGINEERS SURMISE THAT CHRONO-SPATIAL TABULATORS KEPT LONG-RUNNING CALCULATIONS OF CELESTIAL BODIES AS THEY MOVED ACROSS THE SKY IN RELATION TO SOLARION. SOME BELIEVE THAT THE DEVICES COULD CALCULATE ATMOSPHERIC CONDITIONS ON ANY GIVEN DAY IN THE PAST, AND MIGHT HAVE A SLIGHT CHANCE OF PREDICTING CONDITIONS IF SET TO A FUTURE DATE AND LOCATION.



≡ELECTRO-THAUMATURGIC FUSE≡

IN SOME RUINS, EXPLORERS FOUND THESE DEVICES IN GREAT NUMBERS, STORED IN CORRODED METAL BOXES. THE ATLANTI WOVE MAGIC AND TECHNOLOGY IN SUCH A WAY THAT REQUIRED THEIR ARCANISTS AND ENGINEERS TO PROVIDE ARCAINE POWER TO THE VARIOUS DEVICES IN THEIR CITIES. TO PROTECT AGAINST ACCIDENTAL OVERCHARGING AND DESTRUCTIVE SHORTS IN THE SYSTEM, THESE MARBLE-AND-CRYSTAL DEVICES WERE INSTALLED TO ABSORB ANY ENERGY SURGES. ONCE ONE OF THESE DEVICES WAS SUBJECTED TO A GREATER VOLUME OF ENERGY THAN THE SYSTEM ALLOWED, THE SWIRLING ENERGIES WITHIN THE DEVICE WOULD TURN DARK GRAY, INDICATING THAT IT NEEDED TO BE REPLACED.





TROUBLE IN PARADISE

The Ruins of Azlant Adventure Path begins with the adventurers standing on the deck of a ship ready to make landfall at their new home. However, dread settles in as they notice that the colony is empty and abandoned. Tasked with uncovering the whereabouts of the prior group of colonists, the adventurers go ashore and explore the deserted settlement. Uncovering strange evidence leads the adventurers across the island, where they encounter two survivors who can give them clues as to the fate of the rest of the first wave of settlers. Can the adventurers survive long enough to discover what truly befell the fledgling colony?

This volume of Pathfinder Adventure Path launches the Ruins of Azlant Adventure Path and includes:

- “The Lost Outpost,” a Pathfinder adventure for 1st-level characters, by Jim Groves.
- A detailed look at some of the other colonists who make up the colony of Talmandor’s Bounty and the roles they play in the campaign, by Jim Groves.
- A deep dive into the bizarre and alien ecology of the alghollthus—the family of creatures that includes the devious aboleths, by Greg A. Vaughan.
- A bestiary of new monsters found in the shattered continent, by Jim Groves, Isabelle Lee, and Luis Loza.



paizo

paizo.com/pathfinder

PATHFINDER
ROLEPLAYING GAME

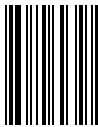
3.5 • OGL
COMPATIBLE

ISBN 978-1-60125-964-6

US \$24.99



5 2499 >



9 781601 259646

Printed in China. PZ090121