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Second Edition

Pathfinder®



Kingmaker

ADVENTURE PATH

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CONTENT WARNING

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

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INTRODUCTION
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INTO THE STOLEN LANDS

For generations, the Stolen Lands have spanned the southern border of Brevoy. Many attempts have been made to settle them, but to date, none have succeeded, making these 35,000 square miles of wilderness the largest swath of unclaimed land in the entire River Kingdoms. As tensions mount in Brevoy, one of Rostland's swordlords hopes to change that fact; she plans to issue charters to several groups of adventurers, sending them south into the Stolen Lands to reopen old trade routes and defeat the bandits and monsters who have made them too dangerous to use. By sending free agents south, this swordlord of Rostland hopes to create new allies without sacrificing her own position of power in Brevoy.

Yet as with most complex and brilliant plans, the future holds plenty of opportunities for disaster.

CAMPAIGN SYNOPSIS

The *Kingmaker Adventure Path* begins as the player characters attend a feast at Lady Jamandi Aldori's manor in Brevoy, where she reveals to all those in attendance her plans to transform the Stolen Lands into a new nation. After a night of unexpected chaos, where the PCs get their first chance to impress Lady Aldori by helping to defend her home against a group of criminals, they're given their first assignment. The PCs are sent into the Stolen Lands to begin taming the wilderness, with the goal of eventually establishing a brand new nation.

Before they can get truly started, though, they need to begin exploring the wilderness. Using a remote trading post (which is also dealing with frequent bandit raids) as an initial base of operations, the PCs start to explore and map the Stolen Lands. It won't be long before they clash against the most dangerous bandits in the region—a band led by a notorious villain known as the Stag Lord. Locating the Stag Lord's base of operations requires exploration and, when the fort is discovered, careful planning and a bit of luck to prevail against the Stag Lord and his brutal bandit minions.

With the Stag Lord's defeat, the PCs establish themselves as a dominant force in the region, and they can begin to build. A wide range of threats reveal themselves as their kingdom grows, including a troll uprising, an attack by an immense owlbear, political operatives from the neighboring kingdom of Pitax waging a propaganda war, and a sinister cult of Lamashtu who hope to merge the magic of the First World with that of the Abyss. The greatest threat the PCs will face may go unnoticed at first. The nymph queen Nyrissa has been cursed by a demigod known as the Lantern King, and in order to escape her fate, she must destroy nations, and the PCs' new kingdom sits at the top of her list to ruin.

When the population of nearby Varnhold vanishes, the PCs are drawn east into conflict with an ancient cyclops lich named Vordakai. By defeating him, the PCs' nation grows significantly, drawing further attention from competitors to the east—the baron of the nearby town of Fort Drelev, the Tiger Lord barbarians, and the jealous ruler of the neighboring nation of Pitax. As the PCs clash against these new foes, their nation's strength only grows, and in time it becomes a full-fledged kingdom.

It's at this point that the ruler of Pitax, King Irovetti, makes a fateful move. He invites the PCs to take part in a tournament, but this invitation is nothing more than a distraction during which he launches an attack on the PCs' nation. The War of the River Kings follows, and if the PCs can defeat King Irovetti they'll be able to ally with or even annex the city of Pitax, spread their kingdom further, and explore some of their realm's most dangerous locations.

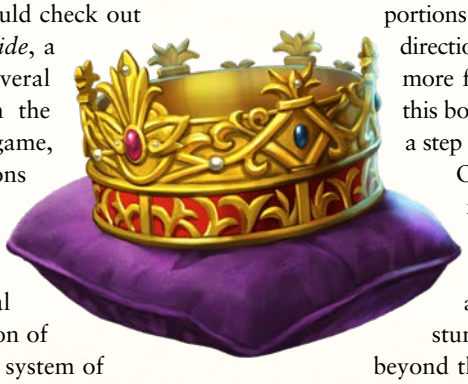
Eventually, the Stolen Lands are stolen no more, and become a thriving nation of their own under the rule of the player characters. It's at this point the nymph queen Nyrissa makes her move and the PCs finally learn the true depth of her influence over the events they've experienced in the campaign. Nyrissa invades the PCs' kingdom from the First World, infesting the realm with supernatural blooms of fey power and uprisings of strange and deadly monsters. The PCs must confront Nyrissa in her eerie realm if they wish to keep their kingdom. Yet with her defeat a greater truth is revealed. Whether the PCs defeat Nyrissa in combat or forgive her for her past misdeeds, the Lantern King grows angry. A final confrontation with this potent demigod will test the PCs to their limits, and could not only save Nyrissa from her fate but change the future of the River Kingdoms forever!

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RUNNING KINGMAKER

Kingmaker is a complete Pathfinder Second Edition campaign based on one of the most popular Adventure Paths of all time. While there's more than enough content in this massive book to bring a party of PCs from 1st to 20th level, Game Masters who want to expand upon the adventure should check out the *Kingmaker Companion Guide*, a 128-page book that presents several NPC companions drawn from the *Pathfinder: Kingmaker* video game, each with their own player options and additional quests ready to enhance your playthrough of Kingmaker. The *Companion Guide* also includes additional details to spice up the exploration of the Stolen Lands, from a robust system of downtime actions the PCs can take while camping in the wilds, to rules for how weather related events and hazards can complicate exploration.



As with all of Paizo's Adventure Paths, Kingmaker has a lively community forum online at **paizo.com/community/forums**. There, you'll find great GM advice, helpful tools to make your game better, questions answered and behind-the-scenes stories from the Paizo team, and even full-fledged gamer-made expansions to the campaign!

RUNNING THE CAMPAIGN

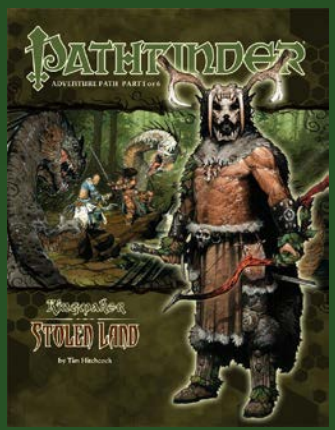
Kingmaker features a primary storyline summarized in the Campaign Synopsis section on the previous page, but there is no set path that the PCs must follow as the story unfolds. This type of campaign, known as a sandbox, brings specific challenges. The framework of the story—particularly the points at which NPCs make requests of the PCs—is meant to guide the players, but for large portions of the campaign, they'll determine the direction the adventure actually takes. The more familiar you are with the contents of this book, the easier it will be for you to stay a step or two ahead of the PCs.

One of the primary difficulties in running a sandbox is that the locations the PCs choose to explore won't necessarily hold challenges appropriate for their level; they can stumble into an encounter that's well beyond their capabilities or one so easy that it's no challenge at all. So, throughout this book, each encounter is assigned a numeric severity level equal to the character level that we expect most parties to be at when they encounter that content. When your party is heading into an encounter that's above their level, consider giving them a bit of advance warning in the form of ominous clues, disturbing omens, or even something as obvious as having them find an old signpost with the words "DANGER AHEAD" scrawled on it. You can also use the NPCs they encounter along the way to guide them; friendly allies can warn the party of terrible threats near their intended destination or suggest reasons to explore more suitable locations instead. The map of the Stolen Lands on pages 56-57

RETURNING TO KINGMAKER

The *Kingmaker Adventure Path* originally appeared in *Pathfinder Adventure Path* #31–36. While those who have played that version of the campaign will find familiar elements within these pages, much has changed. We've added to the beginning and ending, as well as expanding several adventure sites within the Stolen Lands. Some of these draw inspiration from Owlcat's *Pathfinder: Kingmaker* computer game, while others are entirely new to this book. Many of these revisions were inspired by extensive player feedback on the **paizo.com** forums.

If you're new to Kingmaker, now's your chance to experience a campaign that became legendary, a full sandbox experience where your players can chart the course of their own nation!



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KINGMAKER: STORY MILESTONES

Milestone	Chapter and Part(s)	Party Level upon Completion
Defend Oleg's Trading Post from the bandits	Chapter 3, Part 1	2
Defeat the Thorn River Bandits	Chapter 3, Part 2	3
Defeat the Stag Lord	Chapter 3, Part 3	4
Complete your first Kingdom Turn	Chapter 4, Part 1	5
Defeat the troll lord Hargulka and The Beast	Chapter 4, Parts 2–3	6
Discover the location of the Cradle of Lamashtu	Chapter 5, Parts 1–2	7
Defeat the Cult of the Bloom	Chapter 5, Part 3	8
Arrive at the entrance to Vordakai's tomb	Chapter 6, Parts 1–3	9
Defeat Vordakai	Chapter 6, Part 4	10
Defend Tatzlford from attack	Chapter 7, Part 1	11
Liberate Fort Drelev and defeat its baron	Chapter 7, Part 2	12
Defeat Armag the Twice-Born	Chapter 7, Part 3	13
Complete participation at the Rushlight Festival	Chapter 8, Part 1	14
Rescue Evindra and reach 30 Liberation in Pitax	Chapter 8, Parts 3–4	15
Defeat King Irovetti	Chapter 8, Part 5	16
Defeat Foras	Chapter 9, Part 2	17
Discover a way to enter Thousandbreaths	Chapter 9, Part 2	18
Reach the House at the Edge of Time	Chapter 10, Parts 2–3	19
Defeat, forgive, or ally with Nyrissa	Chapter 10, Part 3	20

breaks this campaign into 20 different zones; you can use this map as a handy guide to determine how dangerous a region is before the PCs enter it.

Kingmaker offers many more possible encounters for each level than a party actually needs to advance in power. This means that some of the encounters might never occur in your game, and that's fine! You can always save encounters or even entire dungeons for use in other campaigns. Certainly, a group who accomplishes every single encounter in this campaign will eventually outpace the challenges and find themselves reaching 20th level well before the campaign's end. If you and your group are okay with this, that's fine; it can be fun to blast through content with powerful characters, after all! If you want to spread things out, you can use the slow advancement speed as detailed on page 509 of the *Core Rulebook* so that the PCs will need to complete more encounters.

For a sandbox game like Kingmaker, story-based leveling can be awkward since a big part of the fun of a sandbox campaign is the freedom to explore, get in over your head, retreat and build up power, then return for a rematch against a foe that was once too powerful. Without experience points to represent their progression through the game, players lack a method of tracking and anticipating when they'll be gaining levels, and this can complicate play. If you decide to abandon XP and simply choose when the characters level up, it's recommended that you use 19 specific milestones that, as the PCs complete them, provide excellent points for the party to level up. The table above lists 19 potential milestones, and can also help the GM visualize the expected progression of the party's journey through this campaign.

QUEST SIDEBARS

Throughout Kingmaker, the PCs do more than just encounter the dangers of the Stolen Lands. They'll also solve mysteries, help locals, defeat evil, and otherwise become involved in the unfolding saga of events that compose the Adventure Path. These individual quests are often not connected to one another but, taken as a whole, they weave a complex web of plots. An alphabetical index of quests appears on pages 622–623.

These quests are presented throughout this campaign as quest sidebars, with the following listed after the quest's name.

XP: The experience points the PCs gain for finishing the quest are in addition to any experience points they may earn during the quest by defeating foes, navigating hazards, or earning additional rewards. Some quests also grant Kingdom XP; in this case, the Kingdom XP is listed separately here from the PCs' XP reward. The XP reward is followed by a short description of the quest itself.

Source: This lists the quest's source, be it a found document, a needy NPC, or something else.

Completion: This reveals what the PCs must do in order to complete the quest to earn the XP reward.

Reward: This describes any non-XP reward for completing the quest. In most cases, the PCs must return to the source of the quest to claim such a reward; exceptions and clarifications are detailed here as needed.

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CHARACTER CREATION

When your players create their characters for this Adventure Path, provide them with the information presented here. This section not only provides context for creating characters that fit in well with the region and themes but also helps to manage player expectations for the campaign. A spoiler-free version of this section can be found for free online at **paizo.com** as the *Pathfinder Kingmaker Player's Guide*.

ANCESTRY

Amid the constant threat of civil war, the inhabitants of Brevoy have more pressing concerns than their neighbors' ancestries, and few judge anyone by that alone. Brevans value custom and loyalty; thus, anyone who adheres to local traditions enjoys a high degree of tolerance and acceptance. As such, the region boasts a diverse population.

Characters don't have to be from Brevoy to play the *Kingmaker Adventure Path*, but since the campaign begins as the party receives a charter from the swordlords of Restov, and the initial approach into the Stolen Lands is from Brevoy, players should consider how members of their character's ancestry and class function in this northern kingdom.

The common ancestries from the *Core Rulebook* all work seamlessly with Kingmaker. If a player is considering a rare or uncommon ancestry from another source, the GM should consider challenges and opportunities the story and setting may present for that character, as highlighted below.

THEMATIC ANCESTRIES

Groups of antagonistic kobolds and lizardfolk reside in the Stolen Lands, so players who make characters with these ancestries may have to make difficult choices. Alternately, the presence of such a PC can, at the GM's discretion, make alliances with these groups more likely.

With Kingmaker's thematic ties to the First World, a leshy character could be a fun player option. Likewise, a sprite character might find themselves faced with unexpected advantages or disadvantages in portions of this adventure where the First World has a stronger

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role. It's best for a sprite PC to have no knowledge of the Adventure Path's key villains and very limited knowledge of the First World; a sprite who has lived their whole life on the Material Plane works better in Kingmaker than one who is more familiar with the First World's strangeness.

The proximity of Numeria to the Stolen Lands also makes it likely that some androids and ratfolk have drifted east into the region.

UNAFFILIATED ANCESTRIES

Hobgoblins, along with many of the versatile heritages such as those touched by the planes or beastkin, aren't that common in the region, but neither are they unknown or as unexpected as something like catfolk or tengu. And unlike lizardfolk or kobolds, most in the Stolen Lands don't hold a bias against these ancestries, and they make relatively safe, low-impact options for PCs in Kingmaker. (For a PC with a versatile heritage such as changeling, dhampir, or one of the planar scions, their primary ancestry will also impact how well they fit in Kingmaker.) While azarketi would also fit this category, the lack of opportunities to excel in underwater or aquatic environments makes them a particularly poor choice for this campaign.

UNUSUAL ANCESTRIES

Catfolk, fetchlings, fleshwarps, kitsune, strix, and tengu are not well-known in the Stolen Lands; if players choose from these options, they may often be regarded as unusual or curious visitors by denizens in the River Kingdoms. GMs might want to play up some NPCs' reactions to characters of unexpected ancestries, or consider altering some NPC ancestries to match those characters—if only to help explain why some people in the Stolen Lands know that a catfolk isn't a werecreature!

BACKGROUNDS

Players should choose a background from the list of campaign-specific ones provided on page 12, since these build thematic, story-based links between the characters and the Kingmaker storyline without spoiling the surprises to come. That said, a player who prefers to choose a background from the *Core Rulebook* would be well-suited to choose one of the following thematic choices: animal whisperer, bounty hunter, criminal, emissary, farmhand, field medic, guard, herbalist, hermit, hunter, laborer, merchant, miner, noble, nomad, scout, or warrior.

Backgrounds from the *Advanced Player's Guide* that are thematically appropriate include bandit, cook, courier, outrider, pilgrim, refugee, scavenger, squire, and tax collector.

Certain rare backgrounds from the *Advanced Player's Guide* are also appropriate thematic choices for Kingmaker, including amnesiac, cursed, and royalty. The Feybound rare background is also thematically appropriate, but be careful about building in previous visits to the First World for any PC, as Kingmaker assumes that the first visit to this plane for the heroes happens "on screen" during the campaign itself.

CLASSES

With a wide range of challenges ahead in Kingmaker, a party would benefit greatly from having an equally wide range of character classes represented in the group. A few things to keep in mind for each of the classes are summarized below.

ALCHEMIST

While alchemy doesn't play a particularly important role in the *Kingmaker Adventure Path*, an alchemist still has plenty of opportunities to shine in this campaign, particularly if they focus their research as chirurgeons or mutagenists.

BARBARIAN

The most active barbarians within the Stolen Lands are the Tiger Lords, but they're a violent band of warmongers who play the role of antagonists in the campaign. As such, the Tiger Lords make a poor choice for a PC affiliation. If a player wants their barbarian character to have an affiliation with a local group, work with your GM to generate specifics. If a player chooses to play a member of the Tiger Lords, GMs should work with them to ensure that they won't have knowledge about the current activities of the group to avoid spoiling plotlines. An exiled Tiger Lord barbarian could make for a compelling character who eventually could help the party to more easily recruit the Tiger Lords as allies. The most thematic instincts for a Kingmaker barbarian include animal, dragon, and fury.

BARD

A bard's ability to sway crowds and manipulate social events will often come in handy during Kingmaker. All bard muses are appropriate choices for Kingmaker, particularly if a bard's specific muse is associated with Brevoy, the River Kingdoms, or the First World. King Irovetti, the ruler of the neighboring kingdom of Pitax, fancies himself a renowned artist and entertainer, yet stifles the artists in his realm, so a bard character who fled Pitax could have a ready-made goal to return and start a cultural revolution. Such a bard should not be someone who views King Irovetti as an ally or a source of inspiration, though!

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CHAMPION

Holy warriors are relatively uncommon in the River Kingdoms, though they are not completely absent from the region. Champions who serve Cayden Cailean, Desna, Erastil, or Shelyn are the most thematically appropriate choices for Kingmaker.

CLERIC

All nations have need of healers and spiritual leaders, but those struggling to find their footing at the edge of civilization benefit most from the presence of clerics. While clerics of any faith will find roles in this campaign, deities who have strong thematic ties to events in Kingmaker include Calistria, Cayden Cailean, Desna, Erastil, Gorum, Gozreh, and Shelyn.

DRUID

Druidic traditions are strong in the Stolen Lands, particularly those linked to the First World. The worship of Gozreh and members the Green Faith are the most common druidic traditions followed in the region, while the animal, leaf, and wild druidic orders are the most appropriate choices for Kingmaker.

FIGHTER

The esteemed and exclusive schools of the Aldori swordlords train many of Brevoy's numerous fighters, especially in the southern region of Rostland, so Kingmaker is an excellent opportunity to play a character interested in eventually becoming a swordlord. Alternately, with a focus on mass combat later in the story, a fighter who builds toward a role as a general can be an appropriate choice.

GUNSLINGER

The people of Brevoy and the River Kingdoms know about guns, but these weapons remain incredibly rare in the region. As this is an uncommon class, a player should work with their GM before building a gunslinger, and the GM should be comfortable adjusting the campaign as needed to support this type of character's specialized resource needs.

INVENTOR

Inventors certainly exist in Brevoy and the River Kingdoms, particularly those who are influenced by the futuristic technology of neighboring Numeria. Since rules for advanced technology are not available for *Pathfinder Second Edition* at this time, a player could reskin and adjust descriptions of an inventor PC's abilities and creations to give them a Numerian feel, provided the GM approves. As with the gunslinger, since this is an uncommon class, the player should work with their GM before building an inventor.

INVESTIGATOR

There are plenty of mysteries in the Stolen Lands, and an investigator will have plenty to do throughout this campaign. All investigator methodologies are thematically appropriate for Kingmaker.

MAGUS

While there are no significant organizations associated with this class in the Stolen Lands, the magus is hardly unknown to the people of Brevoy or the River Kingdoms. All categories of hybrid study for the magus work well for the campaign.

MONK

As there are no established or significant monastic orders in the Stolen Lands or the surrounding regions, a traveling explorer or pilgrim likely makes the most sense for a monk character. A monk who seeks to establish their own order may well find an opportunity to do so while the party's kingdom expands.

ORACLE

Oracles are an excellent thematic choice for this campaign, particularly their curses, though it's probably best to keep an oracle's curse self-contained rather than shoehorn it into larger plots in the campaign. The most thematically appropriate mysteries for an oracle are ancestors, battle, life, and tempest.

PSYCHIC

Psychics are not well-known in the Stolen Lands, and most who encounter one would be quick to assume the character is some sort of sorcerer. Emotional acceptance is a strong thematic choice for your subconscious mind.

RANGER

The Stolen Lands make ranger an excellent choice for Kingmaker, especially if the player wants to play a bounty hunter, ex-bandit, explorer, or survivalist.

ROGUE

As with bards, rogues will find many opportunities to manipulate social encounters throughout the campaign. An ex-bandit or a bounty hunter might be a good choice for a rogue character, as would something like a spy or even a diplomat. All rogue rackets are sound choices for Kingmaker.

SORCERER

Kingmaker's thematic ties to the First World make the fey and nymph bloodlines obvious choices for a sorcerer character. While any bloodline will have a chance to stand out, other bloodlines that have thematic ties to Kingmaker include draconic, elemental, and imperial.

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SUMMONER

Summoners of the Godcaller tradition are the most commonly encountered summoners in the region. The best choices, thematically, for a Kingmaker summoner's eidolon include beast, dragon, fey, and plant.

SWASHBUCKLER

Although swashbucklers are often portrayed as counterculture elements that make their names as rebels or oppositional forces to the government, swashbucklers can find plenty of opportunities to excel and stand out in Kingmaker. As long as a swashbuckler character supports the party's kingdom, all swashbuckler styles are thematically appropriate.

THAUMATURGE

Thaumaturges in the region are often misunderstood as investigators, wizards, or other scholars. All thaumaturge implements have use in this campaign, but your GM may have suggestions about specific choices that might mesh well with the game's theme.

WITCH

Witches are quite appropriate for a Kingmaker campaign, particularly if they choose a thematically synergistic patron. Curse, fate, and wild are the most relevant choices.

WIZARD

There are no specific arcane traditions of note in the Stolen Lands, making this an excellent opportunity for a wizard character to establish a school of their own in their kingdom. Any choice of arcane thesis works well for the campaign.

OTHER CONSIDERATIONS

The following should be considered when creating PCs for Kingmaker.

ALIGNMENT

Kingmaker works best if the PCs share at least one primary alignment in common, but as long as the players work well together any alignment can function in this campaign.

ANIMAL COMPANIONS/FAMILIARS

While a character with an animal companion or familiar is not limited in their choices in Kingmaker, the following animals are native to the region and thematically appropriate for this campaign: arboreal sapling, badger, bat, bear, bird, boar, cat, horse, riding drake, scorpion, snake, or wolf.

SKILLS AND FEATS

Wilderness exploration plays a major role in Kingmaker, which means that more action-based skills like Acrobatics and Athletics are as valuable as wilderness skills like Nature and Survival. The ability to track creatures is particularly useful in certain Kingmaker encounters. Social skills like Deception, Diplomacy, and Intimidation will be quite useful, particularly when the heroes are interacting with visitors or antagonists from neighboring realms. Strong choices for Lore specialties include Architecture, Banditry, Brevoy, Farming, First World, Fishing, Forest, Heraldry, Herbalism, Hills, Hunting, Iobaria, Labor, Mercantile, Mining, Mountains, Legal, Pitax, Plains, Politics, River, Scouting, Swamp, and Warfare. In addition, Lore skills focused on deities



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or types of creatures that play important roles in this campaign are excellent choices: Calistria, Cayden Cailean, Desna, Erastil, Gorum, Gozreh, and Shelyn are obvious choices for deity lore, along with Eldest Lore for knowledge of the pantheon of fey demigods; for creatures, the strongest thematic choices would include Boggard, Dragon, Fey, Kobold, Lizardfolk, and Troll Lore. If a player wants to choose a monster Lore, the GM should work with them to suggest options without spoiling too much.

ARCHETYPES

All multiclass archetypes work well for a Kingmaker campaign. Other thematically appropriate archetypes from the *Advanced Player's Guide* include archaeologist, assassin, beastmaster, bounty hunter, celebrity, herbalist, horizon walker, loremaster, marshal, scout, and snarecrafter. The Aldori Duelist archetype from the *Lost Omens World Guide* is an excellent thematic choice, as this campaign begins in Rostland, the home of this fighting style, and the PCs' association with Jamandi Aldori is a great way to unlock access to this archetype.

BUILDING A KINGDOM

As the campaign progresses, players build their own kingdom, found settlements, and go to war with enemy nations. This Adventure Path's rules for building kingdoms, settlements, and fighting wars should be provided to the players so that they can be familiar with them and reference them as needed during play.

LANGUAGES

Kingmaker takes place in the Stolen Lands, where Common is the most widespread language. Other strong choices for languages in Kingmaker include Aklo, Boggard, Cyclops, Draconic, Dwarven, Elven, Gnomish, Goblin, Hallit, Iruxi, Jotun, Necril, Sylvan.

KINGMAKER BACKGROUNDS

The following rare backgrounds are specifically tailored to fit the themes of the *Kingmaker Adventure Path*.

BORDERLANDS PIONEER — BACKGROUND

You have long lived along the southern border of Brevoy, in the shadow of the wilderness known as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the ground, you've learned how to survive on the rugged frontier. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land, you've joined the expedition into the Stolen Lands.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and a Lore skill associated with a particular type of wilderness (choose from forest, hills, mountains, plains, rivers, or swamp). You gain the Train Animal skill feat.

BREVIC NOBLE — BACKGROUND

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were adopted by one of Brevoy's nobles or were perhaps a favored servant or even a childhood friend of a noble scion. Whatever the case, you've had a comfortable life, though still a far cry from the one your distant cousins or close associates know. An expedition into the storied Stolen Lands seems like just the test to see if you really are worthy of the "noble" title.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

Choose one of the Brevic lineages below.

Garess: Family ties to the Golushkin Mountain dwarves left its mark. Your family motto is "Strong as the Mountains." You're trained in the Crafting skill and the Architecture Lore skill. You gain the Specialty Crafting skill feat.

Lebeda: Your family's history of trading along the shores of Lake Reykal pervades your blood. Your family motto is "Success through Grace." You're trained in the Society skill and the Mercantile Lore skill. You gain the Multilingual skill feat.

Lodovka: Your family has made a living off the coasts of the Lake of Mists and Veils since before Brevoy existed. Your family motto is "The Waters, Our Fields." You're trained in the Athletics skill and the Fishing Lore skill. You gain the Underwater Marauder skill feat.

Medvyed: Your family has a deep respect for the wilderness and is skilled at hunting and surviving off the land. Your family motto is "Endurance Overcomes All." You're trained in the Survival skill and the Hunting Lore skill. You gain the Terrain Expertise skill feat (choose your terrain from aquatic, forest, mountain, plains, or swamp).

Orlovsky: Your family has a reputation for avoiding conflicts. Your family motto is "High Above." You're trained in the Diplomacy skill and the Brevoy Lore skill. You gain the Group Impression skill feat.

Surtova: Your family is well known for their political agility and scheming nature. Your family motto is "Ours Is the Right." You're trained in the Deception skill and the Politics Lore skill. You gain the Charming Liar skill feat.

BREVIC OUTCAST — BACKGROUND

One of your parents was a member of one of the great families of Brevoy, perhaps even of the line of Rogarvia itself. Yet you have no substantive proof of your nobility, and you've learned that claiming such without evidence is a fool's game. Whether a recent attempt to prove your heritage brought down the wrath of a noble family or you seek to prove the worth of the blood in your veins, you've joined an expedition into the Stolen Lands, hoping to make a name all your own.

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INTRODUCTION
INTO THE STOLEN LANDS
RUNNING KINGMAKER
CHARACTER CREATION

Choose two ability boosts. One must be to Charisma or Constitution, and one is a free ability boost.

You're trained in the Politics Lore skill. You take a –1 penalty on all Charisma-based skill checks attempted when dealing with members of the nobility, but gain the Haughty Obstinacy human ancestry feat, even if you aren't a human. If you manage to establish yourself as a true noble or secure a leadership role in a kingdom, you no longer take the penalty to Charisma-based checks.

ISSIAN PATRIOT BACKGROUND

You grew up in northern Brevoy, but the call for heroes willing to help take back your country's rightful holdings in the Stolen Lands has inflamed your dreams of profit and possibilities, and you have joined an expedition journeying south.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Legal Lore skill. You gain the Streetwise skill feat.

LOCAL BRIGAND BACKGROUND

You hail from the River Kingdoms or the more lawless reaches of Brevoy. Your life has been hard. You know how to ambush travelers, bully traders, avoid the law, and camp where no one can find you. Recently, you've run into some trouble, either with the law or with other bandits, and you're looking to get away to somewhere no one would ever think to look for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Intimidation skill and the Banditry Lore skill. You gain the Group Coercion skill feat.

ROSTLANDER BACKGROUND

You were raised in the south of Brevoy, a land of dense forests and rolling plains, of crystalline rivers and endless sapphire skies. You come from hardy stock and were raised with simple sensibilities—that hard work earns well-deserved gains, the importance of charity and compassion, and the value of personal and familial honor. Yours is the country of the Aldori swordlords and the heroes who refused to bend before the armies of a violent conqueror. You care little for matters of politics and nobles or of deception and schemes. You are thoroughly Brevic, and the call for champions willing to expand your land's influence into the Stolen Lands has inflamed your sense of patriotism and honor, and so you have joined an expedition to journey southward and build a kingdom.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Farming Lore skill. You gain the Hefty Hauler skill feat.

SWORD SCION BACKGROUND

You have lived all your life in and around the city of Restov, growing up on tales of Baron Sirian Aldori and the exploits of your home's heroic and legendary swordlords. Joining an expedition into the Stolen Lands seems like a perfect way to improve your skills and begin crafting a legend worthy of Baron Aldori.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Warfare Lore skill. You gain access to Aldori dueling swords (page 599) and can purchase one as part of your starting equipment. You treat Aldori dueling swords as martial weapons rather than advanced weapons for the purpose of proficiency.



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CHAPTER 1

A CALL FOR HEROES

BY TOM PHILLIPS

PART 1: THE SWORDLORD'S FEAST 16
The PCs should be new 1st-level characters at the start of this chapter.

PART 2: BLOOD AND BLADES 24
The PCs should be 1st level when they begin this part.

PART 3: INTO THE FIRE 32
The PCs should be 1st level when they begin this part, and should be close to reaching 2nd level by the chapter's end.

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PART 1:

THE SWORDLORD'S FEAST

Before the future rulers of the Stolen Lands even set foot in those wild regions, they're merely individuals in the southern reaches of Brevoy in or near the city of Restov, each with their own history and goals. As this Adventure Path begins, the PCs and others have caught the eye of one of the nobles of the city of Restov—Lady Jamandi Aldori.

Lady Jamandi, a wealthy and influential swordlord of the city of Restov in southern Brevoy, has come up with a bold and somewhat unusual plan to officially lay claim to the so-called Stolen Lands, an enormous swath of wilderness wedged between Brevoy and the River Kingdoms that has long resisted attempts at settlement. Her "call for heroes" promises a great and perilous opportunity to claim an equally heroic reward. Though this call has reached the ears of many mercenaries and would-be heroes—including the PCs—it has also drawn the attention of Jamandi's many enemies, especially those who oppose to her attempt to annex the Stolen Lands.

Chief among these enemies is King Castruccio Irovetti, the ruler of the River Kingdom of Pitax on the Stolen Lands' southwestern border. When he learns of Lady Jamandi's plans to send adventurers to explore and settle the Stolen Lands, the king of Pitax enacts an audacious plan to end this threat before her heroes even step foot in the Stolen Lands, so his own (much slower) attempt to expand Pitax's borders won't be threatened. Utilizing a labyrinthine network of intermediaries and middlemen to mask his direct involvement, Castruccio secures the

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services of the Black Tears, a cabal of killers from northern Brevoy. While the gang doesn't know who hired them to attack the manor, they're eager for the job, particularly given the chance to strike a blow against one of Restov's famous swordlords.

As this chapter begins, the PCs have answered Lady Jamandi's "call for heroes" and arrived at her impressive hilltop manor. A cobblestone path, bordered by regal oak trees and well-manicured hedges, winds its way up the hill for nearly a mile, past a two-story guard barracks, the stables, and a dozen thatched-roof cottages that house the families of the manor's servants and retainers. The manor itself is a sprawling, three-story structure constructed of light gray mortared stone, surrounded by hedge-lined rose gardens and ancient oak trees.



JAMANDI ALDORI

Unless otherwise noted, ceilings within the manor are 10 feet high, and the interiors are illuminated by numerous cinnamon-scented oil lamps or wide windows set with panes of glass. The interior walls and ceilings are constructed of masonry and covered with a thin layer of white lime plaster adorned with a layer of wood paneling. The doors throughout the manor are reinforced wooden doors, kept unlocked unless indicated otherwise. The manor's windows have wooden storm shutters that open and close from within, while the window exteriors are protected by artistic-yet-functional iron grillwork designed to deter thieves (treat these iron grills as iron portcullises if someone tries to damage them).

THE GREAT HALL

When you're ready to begin play, the PCs are gathered between the oaks on the walkway leading to the manor's front door, awaiting their turn to be led into the Great Hall. Others who have answered Lady Jamandi's call for heroes also wait, but at this time, the focus should be on the PCs, who are last in line to be admitted. The sky above is gloomy, and distant thunder suggests a storm is imminent. Have each player introduce and describe their character; whether or not they know each other is up to the players. Once the PCs have made their introductions, one of Lady Jamandi's servants calls for them to enter the manor—they are the final adventurers to be led into the building. As they enter, the first raindrops of the storm begin to fall.

Read or paraphrase the following as the PCs are led into the Great Hall.

This spacious hall has been prepared for a great feast. Servants hustle and bustle about, while several armed soldiers–Lady Jamandi's house guards–watch over the hall from their positions against the east and west walls. To the north, a fire crackles away in a large fireplace. An iron lever secured by a lock adorns the fireplace's eastern face. Two massive crystal chandeliers hang from the ceiling twenty feet above. The walls are decorated with painted murals of idyllic woodland scenes: nymphs frolicking amid waterfalls, satyrs dancing with fawns in wooded glades, and various winged fairy creatures flitting through the trees. Nine long tables are arranged around the central portion of the room, each holding plates, utensils, mugs, goblets, and full, ready-to-be-poured pitchers of ale, wine, mead, and water. The smell of roasted meat and other delicious scents fill the room, yet no food has yet been served.

The lever on the side of the fireplace is locked (DC 30 Thievery to Pick a Lock); Lady Jamandi carries the key. This lever is one of several that controls a security feature that she is quick to use when the manor is attacked. When the lever is thrown, several reinforced iron portcullises drop down at the locations indicated on the manor's east and west wings. Once lowered, these portcullises hinder movement through the ground floor and completely block all access to the upper floors—raising each is a complex process requiring manipulation of additional levers found on the uppermost floor. These portcullises are lowered once the manor comes under attack in Part 2 of this chapter, and they will likely remain closed long enough to (hopefully) allow the PCs to defeat the Black Tears before the villains can do too much damage.

Once the PCs step into the Great Hall, they're each escorted to the same table. As chance would have it, several other potential adventurers have been seated here as well ("The Feast" on page 18 provides details on these guests). Feel free to give your players some time to talk among themselves after they're seated, but you should hold back on conversations with the NPCs who share their table for now. Aside from a few sneering looks of obvious disapproval from Tartuccio and perhaps a few coarse comments from Amiri ("Where is this Lady Whoever?" or "Who are these Aldori, anyway?"), the PCs and other adventurers should have very little time to engage one another in conversation before a bell announces Jamandi's arrival.

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THE STORM

As the feast progresses, periodically mention the sight and sound of rain falling outside, rumbles of thunder, and the occasional flash of distant lightning. This storm is meant to add a slightly ominous bit of atmosphere to the prologue, and to encourage the PCs to be eager to spend the night in the manor. You can use the storm as you see fit to push the PCs away from spending the night outside, but if no player seems interested in avoiding a night in the manor, the storm can remain a minor bit of background as this chapter plays out.

THE LADY ARRIVES

Only a moment or two after the PCs are seated, **Lady Jamandi Aldori** (CG female half-elf Aldori swordlord 14) and the lord mayor of Restov, **Ioseph Sellemius** (NG male human aristocrat 5) enter the hall.

While the following readaloud text can simply be presented to the players as-is, consider splitting things up to keep the players involved. You can, for example, ask them to attempt Society checks to Recall Knowledge to identify the speakers—doing so keeps the players on their toes but also gives them the feeling of being part of the scene rather than simply observing it.

A striking half-elf woman enters the hall, followed by an aristocratic, middle-aged human man. The man wears finely tailored clothing, fit for a noble, while the woman appears dressed for battle. She wears a fine leather coat over a sparkling mail shirt, and at her waist hangs an Aldori dueling sword with a bright silver pommel. The two make their way to the head table, where they remain standing.

The man speaks first. "Greetings, heroes! I am Ioseph Sellemius, lord mayor of Restov. And this," he gestures to the woman beside him, "is Lady Jamandi Aldori. We both thank you for answering her call for heroes. You may be few, but we need only the best for this great task."

Lady Jamandi offers the room a broad smile before she speaks. "South of here, beyond Brevoy's border, lie the Stolen Lands. This disputed territory has been claimed time and again by would-be settlers, but because the area has been a haven for bandits and monsters, it has never been held for long. Restov intends for this to change.

"If you have enough courage to drive off the dangerous denizens of the Stolen Lands, you can seize territory for yourselves and name yourselves baronesses or barons. Restov intends to recognize the legitimacy of the new rulers of this land, and none of the other neighboring realms care enough to challenge you. We are prepared to provide backing as a trade partner and military ally. If you claim the land, you will have my—indeed, all of Restov's—support!"

Lady Jamandi raises her goblet. "But the details of your individual missions and charters into the Stolen Lands can wait. I raise my glass to you, brave heroes! For now, let us eat and enjoy the evening. Tomorrow promises to be a very busy day."

After Lady Jamandi finishes speaking, her servants begin circle around the room, filling mugs with ale, fruit juice, or water and serving food from heaping platters. The feast itself includes four courses in all: crisp greens lightly flavored with savory oils, spicy seasoned waterfowl, a main course of tender roast boar, and a finishing selection of fine desserts and cheeses. For the duration of the feast, the servants bustle about in their never-ending quest to keep mugs and goblets full and take discarded plates away to the scullery.

As the feast begins (or anytime they wish), the PCs can attempt a DC 22 Brevoy Lore, Politics Lore, or Society check to Recall Knowledge about Jamandi Aldori. On a critical failure, no information is recalled, but even on a failure, the PC recognizes Lady Jamandi as one of the Aldori swordlords—a wealthy and influential woman who is recognized as one of Restov's greatest warriors. On a success, the PC also recalls that Lady Jamandi's Aldori dueling sword trails magical fire when it strikes, and while she used to take jobs as a mercenary, she now focuses on tending to the needs of her manor, troops, and duties to Restov. On a critical success, the PC also knows Lady Jamandi has recently been at odds with the ruling house of Brevoy, and even her wealth and influence in Restov may not offer long-term protection from the Regent of the Dragonscale Throne to the north.

THE FEAST

During the feast, the PCs have time to chat among themselves or with the NPCs whose table they share. The NPCs described here are destined to become some of the PCs' allies and enemies as Kingmaker unfolds, and their introduction here is meant to establish them as relevant characters from the start.

The exact number of spaces at the PCs' table varies, as it should be enough to seat all of the PCs along with all of the NPCs presented below. Since the feast itself doesn't involve combat, you don't need to track exact square-by-square locations for all the PCs and NPCs at the table as it's presented on the nearby map, and more than one seating can be squeezed into a single five-foot square as needed.

In order to foreshadow specific adventure elements, it's important that the NPCs seated at the PCs' table at least include Maegar Varn and Tartuccio. Fill any other seats from the NPCs detailed below, selecting those you think will make the most interesting dinner

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companions for the party, or add new NPCs of your own choosing (but keep in mind that most of the other companion NPCs detailed in the *Kingmaker Companion Guide* are deliberately not in attendance here, as their introduction is intended for specific encounters or events during the campaign).

The feast itself uses the influence subsystem, as detailed on pages 151–153 of the *Gamemastery Guide*. The feast plays out over 2 hours, broken into six separate 20-minute rounds. In each round, the PCs can attempt to Influence or Discover information about the NPCs at their table. For several of these NPCs, influence awards shift the NPC's starting attitude for determining how they react to the PCs when they next meet—see the *Kingmaker Companion Guide* for more details.

AMIRI CREATURE 1

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID

Female human barbarian 1

Perception +5

Will +5

Discovery DC 15 Perception, DC 17 Society, DC 13 Warfare Lore

Influence Skills DC 13 Athletics (to physically impress Amiri), DC 15 Intimidation (to show Amiri you're not afraid of her), DC 17 Survival (to show Amiri that you're capable in the wilds), DC 19 Performance, DC 19 Diplomacy, DC 21 Deception

Influence 2: Amiri's starting attitude is friendly when she next meets the PCs.

Influence 4: Amiri's starting attitude is helpful when she next meets the PCs.

Influence 8: Amiri is impressed and gives the PC a *+1 dagger* as a gift, asking only that they kill something bigger than them with it someday.

Resistances Amiri is less impressed by weak-looking or small PCs; characters who have a Constitution penalty or are Small or smaller take a –2 circumstance penalty on checks made to Influence her.

Weaknesses Amiri warms up to PCs who present as female and have strong personalities; these heroes gain a +2 circumstance bonus on checks made to Influence her.

Background Amiri left her clan under awkward circumstances to seek her fortune as an adventurer, and she masks the still somewhat fresh hurt of being exiled with crass comments and bravado.

Appearance Amiri is a tall and muscular human woman, clad in a mix of animal skins, leathers, and battle-scarred hide armor. She wears a massive greatsword in a leather scabbard across her back.

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Personality Amiri is blunt and cares little for social niceties. She's casually dismissive of physically weak-looking characters (including Linzi and Tartuccio), but respects displays of strength or stubborn will.

Penalty If the PCs don't engage with Amiri at least once every 2 rounds during the feast, she grows bored and fills in the conversational void with a seemingly endless supply of tales that highlight her greatly exaggerated exploits and near-death experiences as an adventurer. This distraction results in a –1 circumstance penalty to Perception checks attempted by any of the PCs that round.



MAEGAR VARN

HARRIM CREATURE 1

UNIQUE | CN | MEDIUM | DWARF | HUMANOID

Male dwarf cleric of Groetus 1

Perception +7

Will +9

Discovery DC 13 Dwarven Lore, DC 17 Perception, DC 15 Religion

Influence Skills DC 13 Groetus Lore (to speak with Harrim knowledgeably about his faith), DC 15 Dwarven Lore (to talk about dwarven history with Harrim), DC 17 Religion (to impress upon Harrim your own faith), DC 19 Diplomacy, DC 21 Deception, DC 21 Performance

Influence 2: Harrim's starting attitude is friendly when he next meets the PCs.

Influence 4: Harrim's starting attitude is helpful when he next meets the PCs.

Influence 6: Harrim thanks the PC for the chat and says, "I do hope your final fate is distant and pleasant," before giving them a *lesser healing potion* as a gift.

Resistances Harrim grows annoyed with perky optimism. A character who acts irreverently or mischievously at the feast (subject to GM's discretion) can't attempt to Influence him.

Weaknesses Harrim is eager to speak to other dwarves. A dwarf character gains a +2 circumstance bonus on checks to Influence him.

Background Harrim answered Jamandi's call for heroes after learning of the existence of possible lost dwarven ruins in the Stolen Lands, and he hopes to rediscover them before they crumble away entirely, or before the world ends—whichever comes first.

Appearance Harrim is a middle-aged dwarf cleric with a bald head and a long, salt-and-pepper beard.

Personality As a servant of Groetus, Harrim is fond of making declarations such as, "Abandon hope and embrace the inevitable." A calm, level-headed dwarf, Harrim is approachable and surprisingly good at talking to people—that is, until he inevitably starts rambling about the end of days.

Penalty A PC who mocks Groetus or makes light of Harrim's faith can no longer attempt to Influence him.

JAETHAL CREATURE 1

UNIQUE | NE | MEDIUM | ELF | UNDEAD

Female undead elf inquisitor of Urgathoa 1

Perception +8

Will +8

Discovery DC 17 Perception, DC 15 Religion, DC 13 Urgathoa Lore

Influence Skills DC 13 Urgathoa Lore (to impress Jaethal with knowledge about her goddess), DC 15 Intimidation (to impress Jaethal with your fearsome nature), DC 17 Religion (to show Jaethal you have strong faith), DC 19 Performance, DC 21 Deception, DC 21 Diplomacy

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Influence 3: Jaethal's starting attitude is friendly when she next meets the PCs.

Influence 6: Jaethal's starting attitude is helpful when she next meets the PCs.

Influence 8: Jaethal favors the PC with an almost imperceptible smile. She appreciates the PCs' interest in her and gives them a *scroll of restoration* (2nd) as a gift.

Resistances Jaethal is self-conscious about her pale appearance and history, and a character who mentions it or asks if she's ever been to Kyonin causes her to grow more guarded and withdrawn—increase Jaethal's Discovery DCs by 2 for the remainder of the feast.

Weaknesses Jaethal is incredibly lonely, and after a PC successfully uses Diplomacy to Influence her, the DC of that PC's future Diplomacy checks to Influence her is reduced to 15.

Background Jaethal was exiled from Kyonin after a tragedy, and she hopes to find a place in a new society. A nascent nation like the one that may soon grow in the Stolen Lands is an excellent opportunity for such a fresh start. She also sees Lady Jamandi's call for heroes as an opportunity to mingle with the living once again and possibly to atone for some of her past deeds.

Appearance Jaethal is deathly pale and wears dark clothing. Her raven-black hair is long, and she has no jewelry. Leaning against the table next to her is a massive, wickedly sharp scythe.

Personality Although she is both undead and evil, Jaethal isn't antagonistic toward the heroes. In truth, she's very lonely after having spent many decades in self-imposed isolation. For most of the feast, Jaethal is reserved and prefers to observe how the PCs and other adventurers at the table react to one another. Unused to social interaction, she politely rebuffs attempts to engage her in conversation by deflecting comments and questions to another NPC present—usually Tartuccio, since she believes the gnome's behavior will allow her to slip back into anonymity.

Penalty Jaethal's undead nature isn't blatantly obvious to most at first glance, but a PC who succeeds at a DC 25 Religion check to Recall Knowledge notices evidence that she is, in fact, undead. If a PC openly confronts her and outs her as undead at the feast, Jaethal decides to immediately leave the manor; the next time she meets the PCs, her starting attitude is unfriendly.

LINZI CREATURE 1

UNIQUE | CG | SMALL | HALFLING | HUMANOID

Female halfling bard 1

Perception +6

Will +6

Discovery DC 17 Occultism, DC 15 Perception, DC 13 Society

Influence Skills DC 13 Performance (to delight Linzi's artistic sense), DC 15 Society (to trade gossip and news about favorite artisans or performers), DC 17 Occultism (to show off the breadth of your esoteric knowledge), DC 19 Deception, DC 19 Diplomacy, DC 21 Intimidation

Influence 1: Linzi's starting attitude is friendly when she next meets the PCs.

Influence 2: Linzi's starting attitude is helpful when she next meets the PCs.

Influence 8: Linzi is impressed with the PC and starts to hero-worship them (in particular, the character who earned the most Influence Points with her). She offers this PC two talismans—a *jade cat* and an *onyx panther*—as a display of her admiration.

Resistances Linzi grows suspicious of anyone she suspects of suppressing art, and if a PC insults artistry or openly admires organizations that do so (such as King Castruccio Irovetti, House Thrune of Cheliax, or the Hellknight Order of the Rack), that PC suffers a –2 penalty on all checks to Influence her.

Weaknesses Linzi is eager to find someone she thinks will be the true hero of the Stolen Lands, and if a character attempts to Influence anyone at the feast by bragging or citing their accomplishments or heroic goals, they gain a +2 bonus on checks to Influence Linzi.

Background Linzi hopes to chronicle the heroic establishment of a new nation in the Stolen Lands. She spent a fair amount of time in Pitax but left that nation after growing frustrated with the king's persecution and oppression of the arts.

Appearance Linzi is a young halfling woman wearing leather armor and a weather-worn cloak. She keeps a large leather-bound journal in front of her, into which she sketches profile images of everyone present at the table and scribbles occasional notes and verses for tunes she'll never finish.

Personality Linzi is perky, chatty, and very excited to attend what she refers to as the "Feast of Heroes." She's friendly to a fault and possibly a touch over-talkative.

MAEGAR VARN CREATURE 8

UNIQUE | NG | MEDIUM | HUMAN | HUMANOID

Male human swordlord 8

Perception +16

Will +16

Discovery DC 26 Occultism, DC 24 Perception, DC 22 Society

Influence Skills DC 22 Brevoy Lore, Heraldry Lore, Politics Lore, or Warfare Lore (to chat knowledgeably about current events and Brevic history), DC 24 Diplomacy (to treat Maegar like the noble he is without making him feel like you're mocking the fact that he's a third-born son), DC 26 Society (to chat with Maegar about how best to start a village from scratch), DC 28 Deception, DC 30 Intimidation

Influence 1: Maegar's starting attitude is friendly when he's next contacted by the PCs.

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TIMELINE OF EVENTS

The events in this part of adventure occur as follows.

6:50 p.m. The PCs and other guests arrive just before sundown; Lady Jamandi and Lord Mayor Ioseph Sellemius arrive and greet everyone present.

7:00 p.m. The PCs and other guests enjoy a sumptuous and hearty four-course feast. During the feast, the PCs have an opportunity to speak with the NPCs seated at their table.

9:00 p.m. The feast concludes with a final speech from Lady Jamandi. The PCs and other guests are escorted to guest chambers in the manor's east and west wings. The PCs are assigned to the same room (area **A1**).

2:30 a.m. The Black Tears creep into position for their assault.

3:00 a.m. The Black Tears attack (see area **A1** on page 26).

Influence 2: Maegar's starting attitude is helpful when he's next contacted by the PCs.

Influence 4: Maegar is impressed with the PC and will remember them well. Once the PCs establish their own nation, Maegar sends the PCs a letter congratulating them on their success; the letter also invites the PCs to visit him in Varnhold when they can. See Chapter 6 for further details.

Resistances Maegar is a low-ranking swordlord, and anyone who badmouths the Aldoris or Restov burns bridges with him—once a PC does this, that character can no longer Influence him.

Weaknesses Maegar is a keen student of history, and a PC can use Brevoy Lore, Heraldry Lore, Politics Lore, or Warfare Lore to Influence him if they do so by talking about a historical topic. Once a PC succeeds at such a check, the DC of that PC's future checks to Influence him using the same Lore skill is reduced to 15.

Background Maegar is the third son of a Brevic baron, and as such, he doesn't stand to inherit his father's title and holdings. The opportunity to make a name for himself by answering the call for heroes is, he believes, his best chance to make his fortune.

Appearance Maegar is a ruggedly handsome man with a constant shadow of a beard on his jaw; he wears his dark gray hair in a small bun. He carries a distinctive sword that bears the crest of House Varn—four hatchets arranged in a circle—on its pommel guard.

Personality Maegar is impatient to begin exploring the Stolen Lands; he knows he's being assigned to Nomen Heights and brags about how he's already got plans for a new village called Varnhold drawn up back at his home. Yet for all his impatience, he remains a friendly, even charming presence at the feast.

TARTUCCIO CREATURE 4

UNIQUE CN SMALL GNOME HUMANOID

Male gnome sorcerer 4

Perception +9

Will +11

Discovery DC 17 Nature, DC 21 Perception, DC 19 Society

Influence Skills DC 17 Arcana (to talk shop about magic), DC 19 Intimidation (to frighten him a little and make him doubt his plans), DC 21 Deception (to give him a false sense of superiority), DC 23 Diplomacy, DC 23 Performance, DC 25 Deception

Influence 2: Tartuccio appears to become friendlier to the PC, but a character who succeeds at a DC 21 Perception check to Sense Motive reveals the gnome is entirely faking his friendly interest.

Influence 4: Tartuccio seems to grow even friendlier to the PC than before, but a character who succeeds at a DC 21 Perception check to Sense Motive reveals that, while he's faking the friendly interest, he has become impressed with the way the PC acts.

Influence 6: Tartuccio applauds the PC's obvious skills, and he offers them a *brooch of shielding* to "cement their new friendship." A character who succeeds at a DC 15 Heraldry Lore or DC 20 Society check to Recall Knowledge while examining the workmanship of the *brooch of shielding* notes that it bears distinctive Pitaxian elements. If asked about this, Tartuccio says he hadn't noticed, but he's not surprised; he picked the brooch up at a shop in Pitax several months back. Succeeding at a DC 24 Perception check reveals that Tartuccio is a bit flustered and surprised that the heroes noticed this. If pressed further, Tartuccio grows impatient and says, "Well, if it's that big of a deal, you can just give it back!" Tartuccio intends to use this gift later to help him accuse one of the adventurers of being a Pitaxian spy.

Resistances Tartuccio's arrogance and sense of superiority make him harder to Influence once he witnesses a hero fail at something. As soon as a PC fails a check to Influence him, that PC suffers a –2 circumstance penalty to Influence him for the remainder of the feast.

Weaknesses A PC who incorporates fawning flattery and compliments in a Deception check to Influence Tartuccio reduces the DC of that check to 19.

Background Tartuccio is actually a spy sent from Pitax, ordered to observe the feast and the Black Tears attack that will follow. He has no intent of being among the heroes who seek to claim the Stolen Lands, but will instead become a recurring foil to the party as the campaign progresses.

Appearance Impeccably dressed in fine robes and silks, Tartuccio looks more like a stately gnome prince than an actual adventurer.

Personality Tartuccio is brash and obnoxious and has an obvious superiority complex. He's also rude and argumentative, doing little to hide that he thinks poorly

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of most of the people present. He insults anyone within earshot and loudly proclaims he's the only attendee worthy enough to rule the Stolen Lands.

VALERIE CREATURE 1

UNIQUE | LN | MEDIUM | HUMAN | HUMANOID

Female human fighter 1

Perception +5

Will +3

Discovery DC 15 Perception, DC 17 Society, DC 13 Warfare Lore

Influence Skills DC 13 Diplomacy (to act properly and impress Valerie with your decorum), DC 15 Warfare Lore (to compare notes on fighting styles or chat about military history), DC 17 Society (to speak pleasantly upon current events), DC 19 Deception, DC 21 Intimidation

Influence 3: Valerie's starting attitude is friendly when she next meets the PCs.

Influence 6: Valerie's starting attitude is helpful when she next meets the PCs.

Influence 8: Valerie is impressed with the PCs and gives them a *moderate juggernaut mutagen* as a gift.

Resistances Valerie remains guarded and suspicious of anyone she believes is a worshipper of Shelyn—a PC whom she suspects worships Shelyn can't Influence her.

Weaknesses Displays of honor and lawfulness appeal to Valerie, and a PC who strikes her as particularly honorable or lawful—including anyone openly wearing religious symbols of a lawful good or lawful neutral deity—gains a +2 circumstance bonus on checks made to Influence her.

Background Born into nobility, Valerie once sought to become a champion of Shelyn, but an act of blasphemy forever set her on a much more ordered and organized path. She doesn't regret abandoning her original path, but she does regret how her fellow Shelynites reacted to her choice.

Appearance Valerie is a tall, exceptionally beautiful woman with striking blue eyes and a warrior's physique.

Personality Valerie is polite and extremely well-mannered, but she has little time or interest to take part in humor or jokes.

Story Award: Regardless of the level of success the PCs have at influencing the NPCs, grant them 80 XP for taking part in the event.

Other Guests

Of course, these NPCs are hardly the only guests attending the feast. The other tables are filled with a wide range of guests, most notably Hannis Drelev and the adventuring party known as the Iron Wraiths (who, even during this feast, dress in their full and distinctive suits of armor). Make sure the players are aware of these attendees as the feast progresses, since later in the Adventure Path they'll be encountering some of these people—alive or dead—in very different circumstances!

And don't forget that the PCs themselves are part of this feast. Getting to know NPCs helps foreshadow upcoming events, but this extended roleplaying encounter is also the first chance for the players to introduce their characters to the other players.

CONCLUDING THE FEAST

Two hours after the feast begins, a bell rings to announce its conclusion. Servants bustle about as they clean up the feast's remnants and bring after-dinner drinks to anyone who requests them. Lady Jamandi rises and addresses everyone gathered one final time before retiring for the evening.

"My friends," Lady Jamandi begins, "I hope you have enjoyed the food and drink this evening!" Her words are quickly met with a round of cheers and the enthusiastic tapping of several dozen mugs and goblets. It takes a few moments for the room to grow quiet again.

Smiling broadly, she continues. "You honor me, truly, but this night is for you! As heroes, you have responded to my call, and I can't wait to hear tales of your exploits in the weeks and months to come.

"Tomorrow, I shall speak with you all about your individual charters. I suspect it will be a busy day, so I suggest we make an early evening of it. After all, you have kingdoms to plan!" Lady Jamandi's words are met with an even louder round of cheers and drinkware-tappings. A few goblets even shatter thanks to overeager hands.

Lady Jamandi gestures to the large double-doors to the east and west. "Of course, I've arranged bedchambers for all of you. My guards will escort you to them now. I hope you find them restful. We shall speak further tomorrow when we meet back here at sunrise."

Lady Jamandi and the lord mayor leave the hall, followed by a retinue of armed guards wearing garnet-colored cloaks over suits of chainmail. Other guards begin to escort groups of revelers to their rooms for the night. Maegar Varn graciously declines a room, insisting he must to return to Restov to attend to other matters and that he'll be back in the morning when the charters are given out. Other groups, notably those accompanying Hannis Drelev and the well-armored Iron Wraiths, have all made arrangements to stay the night elsewhere as well, but the assumption is that the PCs and several of those they spoke to during the feast will be staying the night here at the manor. At this point, the PCs themselves are escorted by tired-looking guards east to their rooms.

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PART 2:

BLOOD AND BLADES

All of the adventurers invited to the feast who have elected to stay the night have been assigned different rooms on the ground floor of Lady Jamandi's spacious manor. The PCs have been assigned to an east wing bedroom (area **A1**). This room, like many in this part of the manor, houses four beds—if your group numbers more than four, feel free to have some or all of the beds be bunk beds, or adjust the map so that area **A3b** is a connected suite (in this case, the actual contents of that room are identical to area **A1**).

This part of the adventure assumes that all the PCs agree to stay the night in the manor, but in the event that one or more prefers to stay outside, their guard escort warns them it could be insulting to Lady Jamandi if she found out that a would-be adventurer turned down her offer of hospitality. Furthermore, the storm outside has steadily grown more and more severe—a PC who wants to sleep outside will be uncomfortable at best and in danger of being struck by lightning at worst.

If a player stubbornly pushes for their character to sleep outside, you can either allow that player to play one of the NPC companions (such as Amiri or Linzi) once the mayhem begins (adjusting that NPC's starting point as needed so they can work side by side with the other PCs), or have the door at the guard post in area **A2a** left open so PCs left outside have a chance to get back into the manor just in time—in this case, the portcullis to area **A2a** should be stuck as well, only falling into place once all the PCs are indoors.

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Once the PCs are safely in their room (area **A1**), nothing happens until shortly after 3 a.m., when the Black Tears launch their attack.

ALDORI MANOR: EAST WING

The encounter areas described below assume the Black Tears have started their attack, and that they have already moved through several of the rooms, killing other would-be adventurers. If the PCs decide to explore these areas early, adjust the read-aloud text as appropriate.

THE BLACK TEARS

Originally formed through a merger of seven street gangs from New Stetven and Port Ice, the Black Tears are a criminal organization of cutthroats and thieves known to dabble in kidnapping, extortion, assassination, and the sale of illicit substances. Members are fanatically loyal and exceptionally ruthless. Each carries the group's signature weapon (a dagger with an ebony pommel), displays a trail of three black tears tattooed under their left eye, and bears a tattooed script on their right forearm that reads "Live free or slaughter" in Draconic.

Share the above information with any PC who succeeds at a DC 15 Society or Thievery check to Recall Knowledge after examining a member of the Black Tears. A critical success reveals that they are a relatively small-time gang that has been looking for a chance to make it big; it's likely they were hired to raid the manor in return for a chance to bolster their criminal fame. Surviving guards can relay this information as well.

Black Tears who are captured alive avoid talking. Whether a PC can succeed at getting such a cutthroat to talk is left to the GM; the assailants know little more than what's detailed above. At your discretion, though, a captured member of the Black Tears could warn the PCs about other, more dangerous members of their band elsewhere in the manor.

A1. GUEST CHAMBER LOW 1

This room contains four beds, a dresser, an oil lamp attached to the center of the south wall, and several potted plants. A decorative brass brazier forged to resemble a sleeping red dragon sits in one corner.

This is the PCs' assigned bedchamber—remember to adjust the description above if you need to turn beds into bunk beds or add a connecting door to area **A3b**.

Creatures: Shortly after 3 a.m., the PCs are alerted to danger by the cry of the lone house guard stationed in the east foyer (area **A2**) as he's murdered by a trio of Black Tears cutthroats. The Black Tears spend a few rounds quietly dragging his body out of sight and doing a few quick patrols to ensure no other guards lie in wait. The PCs have about 1 minute (enough time to don light armor, but not medium or heavy armor) to prepare before three Black Tears cutthroats attempt to quietly enter the room and attack them, using Stealth to roll initiative.

If the PCs open the door to their room and step out into area **A2** before the cutthroats are ready to sneak in, the PCs can roll Perception or Stealth to determine initiative; in this case, the cutthroats roll Perception for initiative. Once the fight begins, they fight to the death.

During this encounter, describe the sounds of battle raging in nearby rooms as other Black Tears make short work of other invited guests.

BLACK TEAR CUTTHROATS (3) CREATURE -1

UNCOMMON | CE | MEDIUM | HUMAN | HUMANOID

Perception +3
Languages Common
Skills Athletics +4, Stealth +5
Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +0
Items dagger, hand crossbow (10 bolts), studded leather armor, belt pouch with 5 sp

AC 15; **Fort** +5, **Ref** +7, **Will** +2
HP 8

Speed 25 feet
Melee ❖ dagger +6 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+2 piercing
Ranged ❖ hand crossbow +6 (range increment 60 feet), **Damage** 1d6 piercing

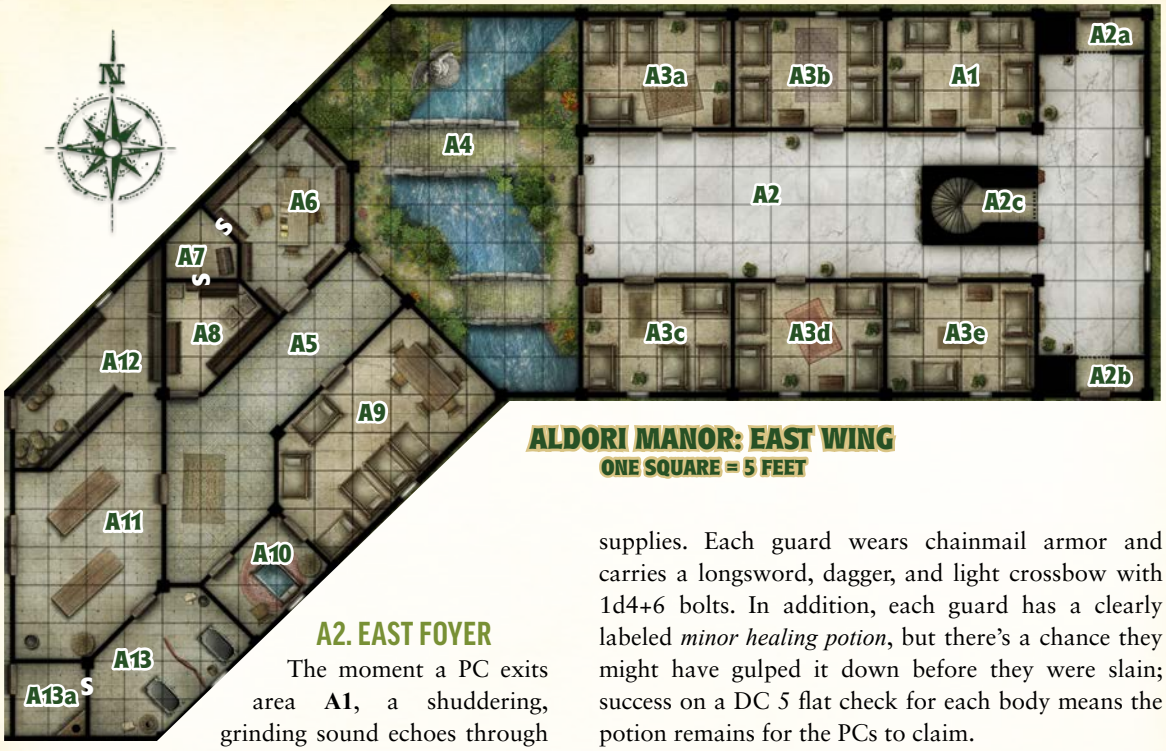
NO TIME TO REST

The PCs won't have time to rest during this prologue, so you should make sure they start fully healed and ready to go when the first fight occurs. Individually, most of the encounters in the prologue aren't threatening, but attrition will take its toll, so keep an eye on the situation. The PCs can bolster their resources by finding healing potions and other gear while searching rooms, or recruiting the aid of companions along the way. If the PCs run out of resources and need to hole up to rest, you can let them do so, provided they find a safe place.

The PCs don't have to complete every encounter for the story to progress. If it looks like the PCs won't make it through the prologue on their own, Lady Jamandi and her guards manage to defeat any Black Tears the PCs can't. The party won't gain the experience points they otherwise would have, but they'll survive the night and be ready to head out into the Stolen Lands.

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ALDORI MANOR: EAST WING
ONE SQUARE = 5 FEET

A2. EAST FOYER

The moment a PC exits area **A1**, a shuddering, grinding sound echoes through the manor. This sound is followed by a series of reverberating booms as the manor's interior portcullises are all lowered, sealing off the upper floors from invaders—but also sealing the PCs into the ground floor with them!

This large hall has a polished marble floor. Several potted plants line the walls and tapestries depicting woodland hunting scenes adorn the east wall.

When the PCs exit their room during or after the ambush, they automatically notice a body to the east. This was the guard who escorted the PCs to their room. He now lies dead in a pool of his own blood near one of the windows.

Areas **A2a** and **A2b** are guard posts. If any PCs chose to remain outside, the portcullis to area **A2a** is jammed open, allowing them into the building—once all the are inside, the portcullis should drop down alarmingly, just in time to lock everyone in. Rules for lifting and damaging iron portcullises appear on page 515 of the *Core Rulebook*.

Another portcullis bars entrance into area **A2c**, which houses a spiral staircase up to the manor's upper floors and down to its basement. These areas are beyond the scope of this adventure, but feel free to expand on them as you see fit if you want to allow the PCs to explore further.

Treasure: As they tear through the manor's defenses, the Black Tears don't loot the guards they slaughter, allowing the PCs to scavenge the dead bodies for supplies. Each guard wears chainmail armor and carries a longsword, dagger, and light crossbow with 1d4+6 bolts. In addition, each guard has a clearly labeled *minor healing potion*, but there's a chance they might have gulped it down before they were slain; success on a DC 5 flat check for each body means the potion remains for the PCs to claim.

A3. GUEST CHAMBERS

These five guest chambers are all furnished identically to area **A1**; although areas **A3a** and **A3e** each have a bunk bed in place of one of the standard beds. Use the read-aloud text from area **A1**, adjusted as needed, to provide descriptions for these chambers. Other would-be settlers of the Stolen Lands slept here; most have already been slaughtered by the Black Tears.

Treasure: These were low-level adventurers and, unlike the PCs, most of them didn't come to the feast fully outfitted in their adventuring gear. Nonetheless, many of these rooms still hold items of value missed by the Black Tears that the PCs can discover by succeeding at a DC 13 Perception check to Search the room.

Area A3a: There are five corpses in this room (two male humans, two female dwarves, and a male halfling). A *minor healing potion* is tucked under the halfling's pillow.

Area A3b: There are no bodies in this room, although two of the beds are soaked with blood and a severed human hand lies in the middle of the floor. The adventurers housed here were killed in their sleep and their corpses were carried to area **A6** by the ogre, Gromog. A longsword and a tanglefoot bag were kicked under one bed and went unnoticed.

Area A3c: This room is currently empty, though the beds show signs of having been slept in. Amiri, Harrim, Linzi, and Valerie were assigned to this room. They were alerted by one of Lady Jamandi's guards shortly after the Black Tears initiated their assault. Unused to

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working together, the four quickly separated and went their separate ways to the east (more information on their respective fates can be found in the descriptions of areas **A6** and **A12**).

Area A3d: This room is currently empty, but fresh bloodstains hint at recent violence. This room was used by some of the guards, whose corpses now decorate Gromog's altar in area **A6**.

Area A3e: There are five corpses here (two female humans, a male human, a male dwarf, and a male elf). The elf wears a silver ring worth 15 gp.

A4. WATER GARDEN MODERATE 1

This large, indoor garden resembles a tropical paradise. Lush plants and flowering vines hang from the walls, while a slow-moving stream of water cuts through the center of the room, flowing languidly from north to south through stone drains. Planters filled with colorful flowers line the stream. Two narrow wooden bridges arch over the water, allowing passage from one side to the other. Partially submerged in the stream to the north stands a life-sized marble statue depicting an armored half-elf woman holding a rose and wielding a shield.

Several years ago, Lady Jamandi saved the life of a well-connected Nexian wizard who was spending some time in Rostland on vacation only to be ambushed by bandits. Before she departed for her distant homeland, the grateful wizard created this magical water garden for Lady Jamandi as a token of friendship and gratitude. Though the room has no windows, the 15-foot high ceiling is enchanted to simulate the day-night cycle found in the Mwangi Expanse. Additionally, a soft breeze constantly ripples through the chamber, keeping the air circulating and clean; each afternoon, a gentle rain keeps the garden's plants healthy and lush.

The placid stream cutting through the center of the room bears a teleportation effect that causes its waters to flow in a continuous loop. When the water (or any other non-living item in it) comes into contact with the south wall, it's instantly rerouted to the north wall and purified, where it continues to flow south uninterrupted. The stream is 5 feet deep, and the current is slow enough that it requires only a DC 13 Athletics check to Swim. While Identifying the powerful teleportation effect requires a DC 28 Arcana or Nature check, a successful DC 15 Society check made to Recall Knowledge allows a character to remember hearing the story of the garden.

The statue is of Milani, Lady Jamandi's patron deity (DC 15 Religion check to Recall Knowledge). The statue stands atop a small stone shelf, so the water flows level with the statue's knees.

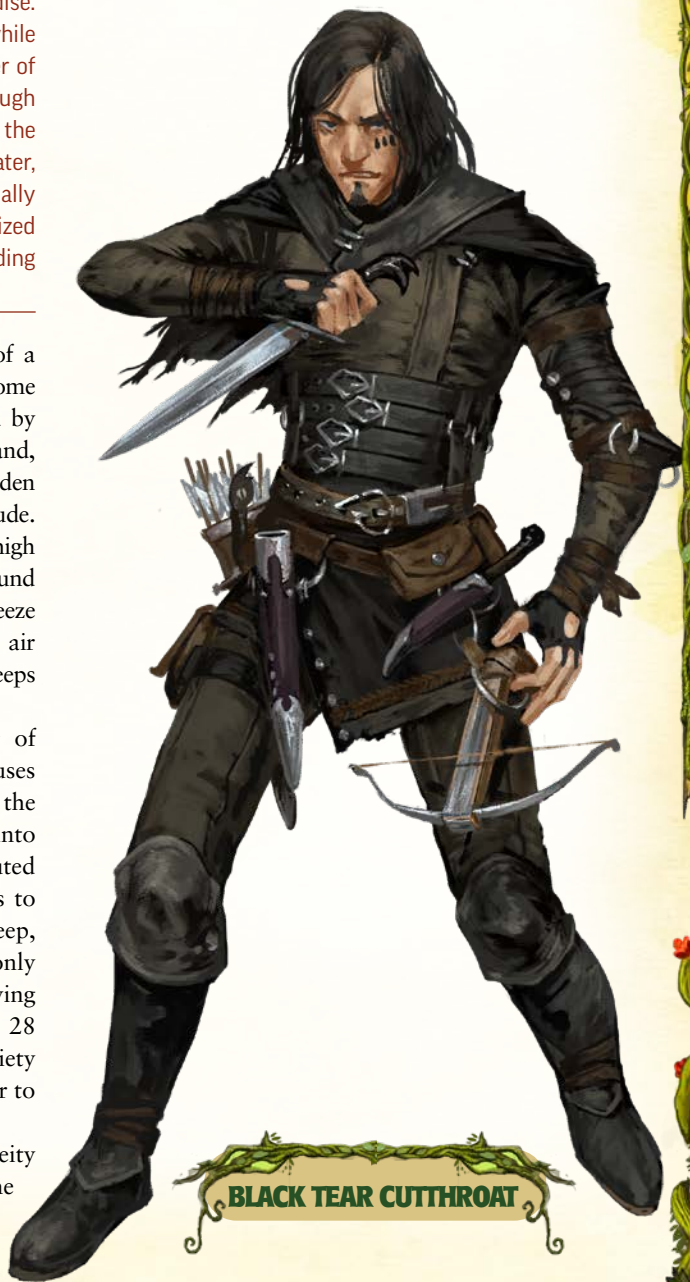
Creatures: Four Black Tears cutthroats have taken up positions on the west side of the chamber, where they wait with hand crossbows at the ready. One of the cutthroats carries a vial of lesser alchemist's fire, which she throws at the PCs on the first round of combat.

BLACK TEAR CUTTHROATS (4) CREATURE -1

See page 25

Initiative Stealth +5

Treasure: Anyone investigating the statue's stone shelf can attempt a DC 15 Perception check to notice a watertight compartment below the waterline. The



BLACK TEAR CUTTHROAT

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stone lid of the submerged compartment slides easily into the wall to reveal several clearly labeled potions Lady Jamandi stashed here for emergencies: four *minor healing potions*, a *barkskin potion*, and a *lesser potion of fire resistance*. A small bronze key sits in the compartment as well—a backup key for the trunk in area **A7**.

A5. HALLWAY

The bloodied corpses of six guards and three people wearing black cloaks litter the floor of this wide hallway.

In this area, a PC who succeeds at a DC 5 Perception check can hear the sound of a deep voice roaring and howling from area **A6**; on a critical success, the PC can make out words as Gromog, the ogre in the room beyond, roars phrases like, "Where are you, halfling?," "I can't see no more!," or "I smash your eyes good when I get you!" interspersed with cries of frustration and pain.

Treasure: The PCs can collect the gear belonging to Lady Jamandi's six fallen guards (see area **A2**) and the three Black Tears cutthroats (see area **A1**).

A6. LIBRARY LOW 1

This modest-sized library lies in ruins. Bookshelves along the east and west walls have been emptied; books lie heaped into a pile in the northeast corner. Set atop this heap are the severed arms, legs, and heads of a dozen guards and would-be heroes. A blood-spattered padded chair sits next to a shuttered window.

Lady Jamandi occasionally uses this room to read and relax when she's not practicing swordplay or attending to the business of managing her various intrigues. The room has been recently converted into an altar of gore and depravity by Gromog, an ogre mercenary.

The secret door connecting this room with area **A7** can be discovered with a successful DC 17 Perception check.

Creatures: Gromog isn't officially a member of the Black Tears. He was hired by the gang to join their assault on Lady Jamandi's manor when they encountered him in the wilds north of Restov. The filthy furs he wears are lice-ridden and keep him constantly itching and scratching. Gromog was severely hurt in the assault and bears many fresh wounds, including a crossbow bolt embedded in the small of his back that he's been unable to remove. More significantly, Gromog has been blinded by his prisoner, the halfling bard Linzi.

Linzi is currently cowering behind the padded chair on the slanted northwest wall. After she slashed at the ogre's eyes with a lucky strike of her longsword, she's been hiding here and hoping for a chance to bolt for the exit, but so far, the blind ogre's thrashing hasn't given her the opportunity. She knows if she says anything, Gromog will know where she is, but as soon as the PCs enter, she cries out for help. At your option, if you're using the *Kingmaker Companion Guide*, Linzi scurries out to help in the fight; otherwise, she uses a single action each turn to cast *inspire courage* to bolster the PCs in the battle.

Gromog's reduced stats below represent him in his current state—blinded, wounded, and itchy from the lice, and as such he presents a less deadly threat to 1st-level PCs. On the unlikely event that he gets the chance to recover from this battle, heal his wounds, and remove his lice-infested furs, his stats return to those of an ogre warrior (*Pathfinder Bestiary* 252). Gromog won't pursue foes out of this room, and if he's reduced to fewer than 6 Hit Points his nerve cracks, and he breaks off combat to escape from the manor. Of course, as long as he's blinded, his fumbling attempts to flee aren't likely to be successful. If the PCs press their attack against him, he fights to the death.

GROMOG CREATURE 2

UNIQUE | CE | LARGE | GIANT | HUMANOID

Perception +1; blinded
Languages Common, Jotun
Skills Acrobatics +12, Intimidate +9
Str +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2
Items lice-infested furs, ogre hook

Blinded Gromog's eyes have been wounded by Linzi. In time, he'll recover his eyesight (mostly), but for the duration of this combat he is blinded (*Core Rulebook* 618).

Itchy Not only have the itchy lice in Gromog's furs reduced his AC, Reflex save, and attack modifier through distraction (resulting in the values below the standard values for an ogre warrior), he also must succeed at a DC 10 flat check at the start of each round to avoid spending 2 actions furiously scratching himself. On a successful flat check, he must spend only one action scratching at the vermin. Finally, as a side effect of the discomfort caused by his lice, Gromog is too distracted to properly wield his ogre hook. While the weapon can still inflict grievous damage, as long as he remains itchy it doesn't possess the deadly trait these weapons normally possess.

AC 16; **Fort** +11, **Ref** +4, **Will** +5
HP 28

Speed 25 feet
Melee ❖ ogre hook +9 (reach 10 feet, trip), **Damage** 1d10+3 piercing

Companion: If the PCs defeat Gromog (either by killing him or letting him get away), Linzi thanks them

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profusely. She can reveal the secret door to area **A7** and will accompany the PCs if they ask. If she began hero-worshipping one of the PCs earlier in the evening at the feast, she'll accompany them without asking. If you're using the *Kingmaker Companion Guide*, Linzi can help the PCs in fights and may elect to travel with them after the prologue—otherwise she'll hang back, use *inspire courage* during battles, but otherwise not engage.

Story Award: If the PCs rescue Linzi, grant them 30 XP.

A7. SECONDARY TREASURY

This small, windowless room contains a large, wooden trunk secured with a formidable-looking padlock.

Lady Jamandi uses this room as a backup treasury (her primary treasury is located on the manor's currently inaccessible second floor). The trunk is locked (DC 20 Thievery to Pick the Lock); the key from area **A4** unlocks it.

The two secret doors connecting this room with areas **A6** and **A8** are plainly obvious from within this chamber, requiring no Perception checks to notice.

Treasure: Inside the trunk are eight small cloth bags, each holding 100 gp (these presorted coins are used to pay Lady Jamandi's guards and servants), two *lesser healing potions*, a *+1 mace*, and a *+1 longsword*. A small leather-bound journal at the bottom of the trunk contains the names of all Lady Jamandi's servants and guards, along with the dates on which they receive their monthly pay.

If the PCs loot this room, word reaches Lady Jamandi several hours after the Black Tears are defeated. She eventually questions them about it, and if the PCs admit they took the treasure and return the gold and magic items, she thanks them for their honesty. In this case, she reclaims the gold but allows them to keep any remaining potions and the magic weapons as a token of appreciation. If the PCs Lie or otherwise claim ignorance of looting her treasury, they'll need to succeed at a DC 35 Deception check to make her think a Black Tears cutthroat stole the treasure and managed to escape with it. In the likely event this check fails, or if she or her servants witness the PCs using the longsword or mace, she's obviously disappointed but allows the theft of the weapons to go unpunished, demanding only the return of the gold so she can continue to pay her guards and servants. If the PCs outright refuse, Lady Jamandi grows angry, but ultimately cedes the treasure to them as a show of good faith—they were, after all, attacked while under her roof. At the GM's discretion, Lady Jamandi might try to recoup her losses later in the campaign by demanding a temporary tariff on goods once the PCs finally establish their own kingdom in the Stolen Lands, but she's more likely to just shrug and write off the loss as a cost of doing business with adventurers.

A8. STORAGE

This storage room holds items necessary for running the estate, including extra oil lamps, bed linens, candles, common tools, and crates of supplies.

The secret door to area **A7** can be discovered by succeeding at a DC 20 Perception check.

Treasure: Any piece of common adventuring gear (*Core Rulebook* 288) can be found here at the GM's discretion. Three full barrels of lamp oil can be found here as well (each barrel holds 248 pints of lamp oil). Feel free to add a few *lesser healing potions* into storage here if the PCs could use a bit of healing in order to keep going.

A9. SERVANTS' QUARTERS

This large room contains two rows of simple beds along the slanted southeast wall. At the foot of each bed sits a small wooden chest, though the lids all stand ajar and the contents—mostly clothes and personal items—lie scattered about the floor. A sturdy oak table and six chairs sit against the northeast wall.

This room houses Lady Jamandi's male servants. There are 14 beds here, five of which still hold the bloody corpses of servants murdered in their sleep.

Treasure: A PC who Searches the clothes and personal items scattered about the floor and succeeds at a DC 15 Perception check locates a thin silver necklace with a heart-shaped charm worth 10 gp inside the pocket of a pair of trousers.

A10. COOK'S QUARTERS

This small room is comfortably furnished with a bed, rocking chair, and small side table with three chairs. An overturned wooden chest lies in the middle of the room amid a tangle of discarded clothing and personal items.

Lady Jamandi's head cook, Tirzendi, a Varisian chef who once served the former king of Korvosa, lives here. When the attack began, Tirzendi was lucky enough to escape to the Great Hall, where he's currently cowering along with many of Lady Jamandi's other surviving servants (more details are included in Part 3 on page 32).

Treasure: Although the Black Tears looted most of Tirzendi's valuables, Searching the clutter and succeeding at a DC 15 Perception check locates a small

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leather pouch holding 6 gp and 23 sp tucked into a shoe. If the PCs offer to return this to Tirzendi, he gratefully thanks them but offers to let them keep it as a reward.

A11. SCULLERY MODERATE 1

This oddly shaped scullery contains two sturdy tables for prepping food, a large tin washbasin for cleaning dishes and laundering clothes, a hefty wooden bucket for hauling water, and many shelves containing goblets, plates, dishes, and eating utensils. Though the fragile-looking dishes and glassware remain miraculously undamaged, many bloody corpses lay piled in the middle of the room.



JURGRINDOR

The western double door leads to the Great Hall but has been barricaded from the opposite side. A PC who succeeds at a DC 25 Athletics check can Force Open the doors. Otherwise, if the PCs knock on the doors and yell through them, the guards in the Great Hall beyond will remove the barricades from the doors as long as the PCs promise them that the giant is dead. Proceed with Part 3 once the PCs pass through the doors into the Great Hall.

Creature: One of the most dangerous mercenaries hired by the Black Tears is an exiled frost giant named Jurgrindor. Cast out from his clan for his unusually small stature, the giant still towers over humans at a height of nearly 10 feet. He and his equally undersized brothers, Thurvulf and Vragnar (see area **A23**), hope to use the money they make working for the Black Tears to start new lives in the mountains to the east, but otherwise Jurgrindor feels very little loyalty to his current employers.

The Black Tears positioned Jurgrindor here to keep unexpected stragglers from escaping the east wing, and the numerous bodies strewn about the room are a gory testament to his efficiency. Among the bodies are 11 of Lady Jamandi's guards and five of the adventurers invited to the feast (three male humans, a female halfling, and a male half-orc). Amiri, Harrim, and Valerie aren't among them; they survived the fight but were rendered unconscious, and Jurgrindor has tied them up and placed them in area **A12** for the moment, under orders from the Black Tears to keep a few adventurers alive for potential ransoms at a later date.

The fight against those three left Jurgrindor injured and worn out. He's been sitting with his back against the doors leading to the Great Hall, resting and recovering, yet he remains severely wounded from his battles. He's riddled with crossbow bolts and sword wounds, and his left arm has suffered a particularly brutal blow from Amiri's greatsword—the same blow that shattered his spear. He's been slipping in and out of consciousness ever since.

Jurgrindor pays no notice to the sound of fighting elsewhere in the east wing, but he does notice the PCs when they enter this room. He gurgles in rage as he staggers to his feet and prepares to fight yet more foes, this time with his bare knuckles. He won't attack until the PCs do, or until they approach within 5 feet of his position at the doors to the Great Hall. He won't deign to speak to the PCs on the topic of his employers or what he's doing here, and if pushed too far on this topic, he'll roar and attack. However, any offer of healing gives him pause; a successful attempt to Make an Impression, Lie, or Coerce him convinces Jurgrindor to allow one PC to approach and provide healing. If the PCs do heal him, he quietly nods in appreciation, then steps aside to allow

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them entry into the Great Hall. While Jurgrindor won't fight at their side in the West Wing, he could (at the GM's discretion) smash into a room later to save the PCs from a fight gone poorly—provided the fight isn't against his brothers!

JURGRINDOR CREATURE 3

UNIQUE | CE | LARGE | COLD | GIANT | HUMANOID

Perception +9; low-light vision
Languages Common, Jotun
Skills Athletics +10, Crafting +7, Intimidation +9, Stealth +8
Str +5, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0
Items battered breastplate

AC 17; **Fort** +12, **Ref** +6, **Will** +9
HP 50 (currently 25); wounded arm
Wounded Arm Jurgrindor's left arm is dreadfully wounded, courtesy of Amiri's greatsword. The discomfort of this wound causes Jurgrindor to take a –2 circumstance penalty to his Armor Class and Strikes (these modifications are included in his stats). At the end of each of his turns, Jurgrindor must succeed at a DC 12 flat check or the wound begins to bleed again, dealing him 1d6 persistent bleed damage. He can't use Catch Rock or Throw Rock (as typical giants) until he's healed back to full hit points.

Speed 30 feet
Melee ❖ fist +10 (agile, reach 10 feet), **Damage** 1d8+8 bludgeoning
Chill Breath ❖ (cold, evocation, primal) Jurgrindor breathes out a 15-foot cone of freezing moisture that quickly condenses into ice, dealing 2d6 cold damage (DC 18 basic Reflex save). A creature that critically fails the save is also immobilized until it Escapes (DC 18). Jurgrindor can't use Chill Breath for 1d4 rounds.

Treasure: There are 11 fallen guards in this chamber, and also the following gear from other fallen adventurers: a suit of half-plate armor, three suits of gore-stained chainmail armor, a battle axe, four longswords, nine daggers, a crossbow, 13 bolts, a glaive, several pieces of minor jewelry (rings, brooches, and necklaces) worth a total of 30 gp, and a blood-smeared *coyote cloak*.

A12. PANTRY

Floor-to-ceiling shelves cover the walls of this well-stocked pantry. The shelves contain various salted meats, loaves of bread, sacks of grain and flour, and an assortment of potatoes and vegetables. Twelve barrels sit against the west wall.

Lady Jamandi made sure her pantry and wine cellar (located in the manor's currently inaccessible basement) were well stocked for the feast. There's enough food here to easily host two feasts as large as the one Lady Jamandi presided over a few hours ago. Nine of the barrels on the west wall hold a respectable local wine; the other three contain a locally brewed ale.

HANDLING TOUGH FIGHTS

Some of the fights in this chapter have the potential to suddenly turn deadly for 1st-level PCs, particularly those where they face foes like Jurgrindor. The point of these fights isn't to devastate the PCs, though, so if the PCs at your table seem to be struggling, consider reducing enemy Hit Points, or even omitting some of these encounters entirely in order to avoid the campaign coming to an end before it really has a chance to begin!

Companions: Amiri, Harrim, and Valerie lie unconscious in a tangled heap in the middle of the pantry floor. They're bruised, battered, and each currently has 1 Hit Point. The frost giant Jurgrindor defeated these three when they each foolishly decided to face him individually in one-on-one combat. Amiri wears her hide armor, and her enormous greatsword lies next to her. Harrim didn't have time to don his armor, but he still clutches his flail in one hand. Valerie also didn't have time to don armor, though her shield and bastard sword lie nearby.

If the PCs provide Amiri, Harrim, or Valerie with any healing, they wake up and immediately pepper the PCs with questions, always starting with, "Where is the frost giant?" Still reeling from their defeat, the three are unlikely to accompany the PCs further; instead, they gather their gear and skulk back to their guest chamber (area **A3c**) where they barricade the door and hide until the attackers are driven from the manor. However, at your discretion, and if you're using the *Kingmaker Companion Guide*, these companion NPCs might assist or even accompany the PCs for the rest of this adventure.

Story Award: If the PCs rescue the three NPCs, grant them 90 XP.

A13. WASHROOM

This room holds a few large washtubs, along with some folding screens that provide a modicum of privacy for the few chamber pots found here. A small brass oil lamp on the ceiling sheds plenty of light and fills the small room with the thick scent of cinnamon.

On the west wall, a secret door to area **A13a** can be detected with a successful DC 20 Perception check. The room beyond is a privy for guests of the Great Hall; the secret door was built into it as an emergency escape route. The privy's main door leads to the Great Hall; if the PCs step through this doorway, proceed with Part 3.

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PART 3:
INTO THE FIRE

Read or paraphrase the following when the PCs enter the Great Hall.

The Great Hall looks much different than it did hours ago during the feast. Three of the long tables have been turned on their sides and pushed against the large entry doors to the south to form a makeshift barricade. Dishes, broken goblets, and bloody stains mar the floor, while at least a dozen bodies lie against the east wall. Lady Jamandi's guards gather at the barricades and in front of the double doors leading into the west wing. These doors are sealed, and several tapestries have been torn from the walls and wedged into the gap between the floor and the door in a feeble attempt to keep smoke from flowing into the hall from an apparent fire in the manor's west wing.

Ivenzi (LG male human fighter 6), a lieutenant of Lady Jamandi's guards, holds the Great Hall along with a half dozen other guards (human fighters 3). A large man with gray eyes, closely cropped black hair, bushy eyebrows, and a thin mustache, Ivenzi greets the PCs enthusiastically when they enter. None of the other adventurers invited to the feast have made their way back to the hall, so Ivenzi had feared they were all slain.

SPEAKING WITH IVENZI

The PCs likely have questions for Ivenzi, but he has questions of his own to ask first. He asks the PCs to tell him what happened in the east wing. He's primarily interested in the enemies they faced and how many

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of them remain in the east wing—and is especially interested in "the frost giant with the enormous spear" who killed some of his guards in the scullery a short time ago. The guards have been in mortal fear that the giant could smash into this room at any moment. After he asks his questions, Ivenzi is happy to answer anything the PCs might ask. Here are some possible questions and the answers he can provide.

What happened here? "Armed mercenaries, along with several giants, attacked the manor. Lady Jamandi rallied her guards in this room, and after some tough fighting, we drove them off, though it was a near thing. Some of the attackers fled to the east wing, but most fled to the west wing."

Is the west wing on fire? "The hallway leading from the Great Hall and several of the guest chambers next to it are ablaze, but we also heard clashing blades coming from the west wing as recently as a few minutes before you arrived. So, I think the rooms further west are still safe. Getting to them is risky, but certainly possible."

Who are the attackers? "Judging from their tattoos, I think they're members of the Black Tears, an organized gang of killers who usually operate in northern Brevoy. I'm surprised they've made such a brazen move—either they're desperate, or someone paid them well enough to attempt this attack."

Where is Lady Jamandi? "She ordered me to hold the Great Hall, then took a squad of eight guards with her and went to clear out the West Wing. Her goal was to retake the Dueling Hall at the far end of the manor, so I'll wager you'll find her there."

Will you raise the portcullises? "Even if I could, I wouldn't. They're meant to limit the movement of invaders, and the levers to raise them are located upstairs. They'll stay lowered until we retake the manor."

Where is Lord Mayor Sellemius? "He left hours ago, shortly after the feast concluded. His carriage probably took him to his villa in Restov. I hope he wasn't waylaid by these criminals on his way home!"

What are your plans? "I intend to hold this hall until Lady Jamandi returns."

Are the manor grounds safe? Can we leave the manor? "I'd advise against it. I've heard reports that roving bands of these attackers still hold the manor grounds. I won't have enough guards to secure them until Lady Jamandi returns."

ALDORI MANOR: WEST WING

Ivenzi is desperate for help of any kind, and after answering the PCs' questions, he asks them to make their way through the West Wing and help Lady Jamandi defeat the remaining attackers. If the PCs balk or outright refuse, he reminds them that Lady Jamandi can be a significant ally. The attack on the manor is a clear threat to the PCs as well, and it would be in their best interest to help Lady Jamandi retake her home. If they still balk, he nods his head in disappointment, and allows them to hunker down here in the Great Hall. In this case, Lady Jamandi returns successful but bloodied at dawn; continue with Concluding the Chapter.

Story Award: Grant the PCs 30 XP for reaching the Great Hall.

DEFEAT THE BLACK TEARS

30 XP

Lady Jamandi can use all the help she can get in defeating the Black Tears.

Source: Lieutenant Ivenzi

Completion: Reach area **A24** and defeat Volodmyra.

Reward: Lady Jamandi rewards the PCs as detailed on page 38.

A14. CENTRAL STAIRS

A portcullis bars entrance to these stairs from the Great Hall. The stairs themselves lead to the manor's upper floors and its basement. These areas are beyond the scope of this adventure, but feel free to expand upon them as you see fit if you want to allow the PCs to explore further. The door to the east leads to the Great Hall.

A15. WEST PRIVY

This room holds a toilet. A small brass oil lamp on the ceiling provides plenty of light and fills the small room with the thick scent of cinnamon.

The door to the east leads to the Great Hall.

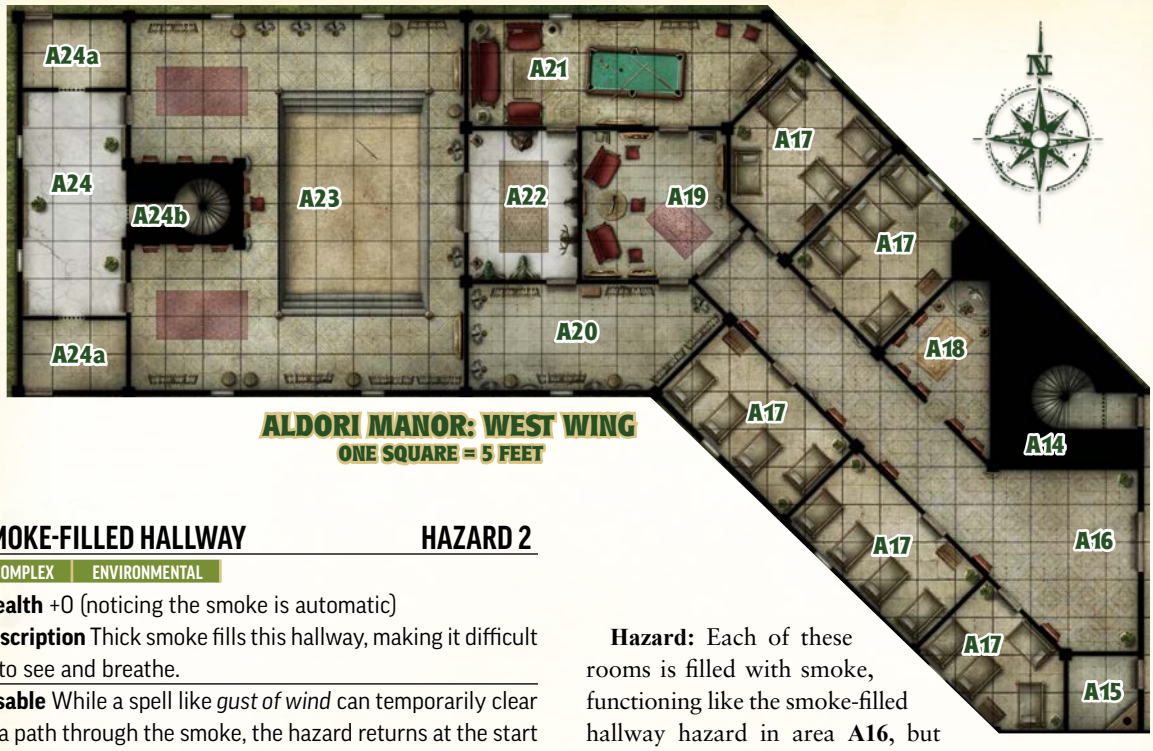
A16. SMOKY HALLWAY LOW 1

This wide hallway is filled with billowing smoke. Further ahead, on either side of the hall, several open doorways are illuminated by flickering flames.

Hazard: As the Black Tears began their attack, their leader Volodmyra (area **A23**) sent agents to light each of the west wing guest chambers (areas **A17a–A17e**) on fire while locking their panicked occupants within. The adventurers housed in this wing all perished except for Tartuccio (area **A19**) and—assuming she didn't leave during the feast—Jaethal (area **A21**). The rooms have continued to burn, filling this area with thick clouds of acrid smoke. While the smoke persists, all creatures in the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it.

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ALDORI MANOR: WEST WING
ONE SQUARE = 5 FEET

SMOKE-FILLED HALLWAY HAZARD 2

COMPLEX ENVIRONMENTAL

Stealth +0 (noticing the smoke is automatic)

Description Thick smoke fills this hallway, making it difficult to see and breathe.

Disable While a spell like *gust of wind* can temporarily clear a path through the smoke, the hazard returns at the start of the next round as long as the fires in area **A17** continue to burn; DC 18 Survival to know how best to cover your nose and mouth with a wet cloth to help alleviate the choking effects of the smoke.

Choke ❖ Trigger A creature that isn't holding their breath walks into the hallway or starts their turn in the hallway; **Effect** The triggering creature must attempt a DC 18 Fortitude save.

Critical Success The creature is unaffected by the smoke.

Success The creature is sickened 1 by the smoke.

Failure The creature is sickened 1 and takes 1d6 nonlethal damage from choking on the smoke. A creature that falls unconscious from the nonlethal damage begins to suffocate in 1d4+1 rounds (*Core Rulebook* 478) if not dragged to safety.

Critical Failure As failure, but sickened 2 and 1d6 persistent nonlethal damage.

Reset The smoke continues to affect anyone who enters area **A16** until the fires in area **A17** are extinguished.

A17. BURNING ROOMS LOW 1

Each of these guest rooms is completely ablaze. The doors to each have burned to rubble, but not before the doomed adventurers sleeping within perished. Left as they are, the rooms continue to smoke and burn for 30 minutes, and the rooms themselves (along with area **A16**) remain filled with smoke until dawn. Fortunately, the manor's stone walls and the lack of carpet or other flammable materials in area **A16** prevent the fire from spreading through the rest of the manor.

Hazard: Each of these rooms is filled with smoke, functioning like the smoke-filled hallway hazard in area **A16**, but the flames and heat also deal 1d6 fire damage (DC 16 basic Reflex save) on creatures who end their turns in any of these burning chambers as long as the fires continue. Breaking the room's glass window before the fire is extinguished causes the fire within to flare up and deal 2d6 damage at the end of that round (rather than the standard 1d6), but once at least three of the burning rooms have their windows ventilated, the smoke in these rooms and in area **A16** lessens, and the DC of the Fortitude save to resist its choking effect is reduced to 11.

A PC in one of these burning rooms can attempt to extinguish the flames in that room by using the Fight Fires action (below); doing so builds up Extinguish Points. Once a room has accumulated 4 Extinguish Points, the fire within is extinguished. Once all five rooms have been extinguished, the smoke in these rooms and in area **A16** diminishes in an hour, or in 10 minutes if windows in at least three of these rooms have been broken.

FIGHT FIRES ❖

MANIPULATE

You attempt to put out flames by kicking apart burning debris, smothering smaller fires, or moving unburnt items out of the path of flames. Attempt a DC 15 Acrobatics, Athletics, or Survival check to determine the level of your success. If you use water as part of this action, you gain a +2 item bonus to this check. Alternately, you can use a spell to Fight Fires by attempting a spell attack roll as you Cast, although you'll need to describe how you're using the spell

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to the GM, who will then decide if the plan has a chance to succeed. If the spell has the Water trait, you gain a +2 circumstance bonus to this check. Certain spells, at the GM's discretion, may automatically grant a critical success or instantly extinguish the flames.

Critical Success You gain 2 Extinguish Points.
Success You gain 1 Extinguish Point.
Critical Failure You lose 1 Extinguish Point.

Reward: If the PCs extinguish the fires in all five rooms, grant them 30 XP.

A18. REJUVENATING SHRINE

This room's plain stone walls and polished floor have already become stained with smoke. At the far end of the room—atop a stone dais—stands a marble statue of an armored half-elf woman. One of her hands clutches a heavy shield, while the other is clenched into a fist over her heart.

The air in this small shrine to Milani (identifiable with a successful DC 15 Religion check to Recall Knowledge) is smoky, but not nearly as thick as in areas **A16** or **A17**, thanks to lingering magical auras meant to instill tranquility and relaxation in those who visit. Anyone in the room who succeeds at a DC 13 Perception check notices the sense of security, while a critical success confirms that the feeling of safety and calm comes from the statue itself. A PC who succeeds at a DC 15 Religion check made to Identify Magic realizes that at this time, any ally of the Aldoris—currently including each of the PCs—who spends at least 1 minute in this room engaged in meditation or prayer to any non-evil deity becomes infused with vigor and energy as if they had rested for 8 hours and made their daily preparations (*Core Rulebook* 480). This one-time effect isn't an intrinsic quality of the shrine, but a boon granted by the goddess herself; while the gods rarely intervene directly in the affairs of mortals, Milani is thankful the PCs are doing what they can to defend the manor.

A19. GALLERY

Drifting coils of smoke waft in the air of this finely furnished room. Padded chairs and side tables are set along the west wall and a thick burgundy carpet covers most of the floor. Oil paintings hang on the walls, and shelves contain statuettes and other small art pieces.

The smoke in this room is slight and doesn't hamper vision or breathing, unless the doors to area **A16** are left open for more than 5 rounds while the area is filled with smoke; if that happens, the smoke-filled room hazard extends into this area.

HELP FROM THE GREAT HALL

Ivenzi would rather not risk his guards to help fight the flames in the west wing; he knows the fire will be contained thanks to the manor's stone walls. However, if the PCs succeed at a DC 17 check to Request Aid or Coerce, Ivenzi will authorize his guards to help the PCs fight the fire, granting a +4 circumstance bonus on all Fight Fires attempts.

Creature: One of the adventurers who was seated at the PCs' table during the feast, Tartuccio, lies sprawled on the floor near the door to area **A16**.

While Tartuccio is a spy for King Castruccio Irovetti, he's not an ally of the Black Tears. Like the rest of the guests, he was caught off-guard by the attack and suspects Castruccio may have orchestrated the assault. When the Black Tears began lighting fires, Tartuccio woke in time in to use his magic to become invisible and crept out of his room, then spent some time watching the mercenaries before the smoke became too much. He staggered into this room and closed the doors to prevent the smoke from spreading, then faked a collapse from smoke inhalation, hoping to appear as merely another victim.

If the PCs make any effort to restore Tartuccio to consciousness, he sputters and coughs as he staggers to one of the padded chairs to slump into it. He quickly recognizes the PCs and thanks "his loyal henchmen" profusely, then begins to bark orders at them to escort him safely back to the Great Hall. If the PCs balk at this, Tartuccio snarls in disgust—he'll head there on his own if the smoke in area **A16** is clear; otherwise, he'll hunker down here to wait.

If the PCs managed to earn 6 Influence Points with Tartuccio during the feast, though, he'll specifically thank the PC who earned the most Influence Points, saying "I knew you had the makings of a fine hero in you!" In this case, he'll agree to accompany the group but pretends to be missing his gear and to have no magic prepared, so he can't aid them in battle. While Tartuccio travels with the PCs, you generally don't need to track his actions in combat. He can offer advice (albeit delivered with an insufferable air) to the PCs if they seem stumped, and he will provide Aid to a favored PC in combat; this automatically provides that PC with a +1 circumstance bonus to their first check made during their turn.

In any event, the goal with Tartuccio shouldn't be to build him up as a potential ally or companion, but simply to let the PCs get to know his personality a bit. The next time they meet, they will be adversaries in the Stolen Lands (more information can be found on page 41).

Treasure: While the art here is quite valuable (easily worth 5,000 gp for the entire collection), it's bulky

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ANGERING THE HOSTESS

This adventure assumes the PCs don't willfully anger Lady Jamandi, but there are certainly opportunities to do so, such as stealing any of the paintings from the gallery, attacking her guards, or otherwise inflicting excessive damage to her home. It's left to the GM to determine if the PCs anger her to the point that she has them arrested. If she does, you can have her grant them freedom on the condition that they agree to head into the Stolen Lands to claim a region for her—in this case, the PCs will need to undertake additional actions of your own design to redeem themselves in Lady Jamandi's eyes and earn the right to rule their own kingdom.



NISHKIV THE KNIFE

and difficult to transport—and it's very unlikely the PCs can make off with it without Lady Jamandi noticing.

Story Award: If the PCs "restore" Tartuccio to consciousness, grant them 30 XP.

A20. ARMORY

This slightly smoky room contains wooden racks holding various weapons and wooden stands designed to hold suits of armor. Many of the weapon racks and armor stands are empty, and several weapons and discarded armor pieces lie about the floor.

The smoke here is barely even an annoyance. This armory is used by Lady Jamandi's household guards. Though the Black Tears looted the room of obviously valuable pieces, they left behind quite a bit in their haste.

Treasure: The armory still holds the following weapons and armor, all bearing Lady Jamandi's crest: 11 daggers, five longswords, ten spears, two glaives, one halberd, two battle axes, six crossbows, a barrel containing 106 crossbow bolts, three suits of half plate armor, ten suits of chain mail armor, three chain shirts, and five steel shields. Lady Jamandi graciously allows the PCs to keep any of the weapons or armor they "borrow" from this room, provided they used it to aid in the defense of the manor.

A21. PARLOR — MODERATE 1

This large room contains several padded chairs, a comfortable-looking pair of couches, several side tables, and a finely crafted billiards table.

Lady Jamandi uses this room to entertain important guests and allies. The furniture and billiards table are of excellent quality. The slight trickle of smoke that taints the air is distracting but not hazardous.

Creatures: The second-in-command of this particular Black Tears operation, a violent killer named Nishkiv the Knife, is here along with two Black Tears cutthroats.

If Jaethal didn't flee the manor during the feast, she's sprawled on one of the couches with her mouth gagged and hands tied behind her back with rope. While most of the guests were sleeping off the previous evening's indulgences, she was wandering the west wing; when the Black Tears attacked, they found her relaxing here and subdued her. Nishkiv and the rest of the Black Tears are currently preparing to interrogate her. If Jaethal departed during

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the feast, the Black Tears are instead busy searching the room for valuables.

In either case, as Nishkiv and his cutthroats are focused elsewhere, they take a –2 circumstance penalty to Perception checks until they detect the PCs. As soon as they spot the PCs, they attack. Nishkiv fights to the death, but if he falls, the other two cutthroats panic and try to flee the manor entirely rather than face heroes who cut down the frightening murderer.

BLACK TEARS CUTTHROATS (2) CREATURE -1

See page 25

Initiative Perception +3

NISHKIV THE KNIFE CREATURE 1

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID

Male Black Tears rogue

Perception +5

Languages Common, Jotun

Skills Acrobatics +7, Athletics +4, Deception +7, Society +6, Stealth +7

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

Items daggers (6), *lesser healing potions* (3), leather armor

AC 16; **Fort** +6, **Ref** +9, **Will** +5

HP 20

Attack of Opportunity

Speed 25 feet

Melee ❖ dagger +9 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

Ranged ❖ dagger +9 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+1 piercing

Double Strike ❖❖ Nishkiv makes two dagger Strikes against the same target. If his first attack hits, the target is flat-footed to the second attack. The multiple attack penalty applies to these attacks as normal.

Sneak Attack Nishkiv deals 1d6 extra precision damage to flat-footed creatures.

Companion: If Jaethal is set free, she thanks the PCs for their aid. She's a little rattled from her ordeal and wants to return to the Great Hall to gather her wits. However, before she leaves, she tells the PCs she overheard Nishkiv mention that "the lady of the manor has been cornered in the dueling pit by the boss and those two giants."

If the PCs managed to earn 8 Influence Points with Jaethal during the feast, she apologizes for not being able to offer any magical healing (she doesn't normally keep such spells prepared, being undead, but she doesn't offer this excuse to the PCs) but can use her Battle Medicine ability to patch up the PCs if they're wounded; she has a Medicine modifier of +10 (trained).

Story Award: For reaching Jaethal and helping to finish off the bandits, grant the PCs 30 XP.

A22. TROPHY HALL

This large room has a floor of polished white tiles. Hanging from the walls are various trophy heads: a stag with an impressive set of antlers, a large tusked boar, a cranky-looking oversized owl, a snarling wolf, and two different reptilian monsters.

Lady Jamandi's trophies include the following creatures' heads: a stag, boar, owlbear, dire wolf, forest drake, and tatzlwyrm.

Treasure: A PC who succeeds at a DC 18 Perception check notices a *bloodseeker beak* talisman stashed in the tatzlwyrm's mouth, left there long ago by one of Lady Jamandi's guests.

A23. DUELING CHAMBER SEVERE 1

A large recessed area sits in the floor of this enormous chamber. Racks containing practice blades and stands holding suits of padded armor line the north and south walls.

Lady Jamandi uses this room to practice her swordplay and host sporting duels with local officers and nobility. The recessed area is the dueling court—a 2-foot-deep rectangular arena with steps at its north and south ends. Now, though, bodies litter the floor. Eight of Lady Jamandi's guards lay dead among the cloaked corpses of 11 Black Tears cutthroats and two dead ogres.

Creatures: When the PCs arrive, they see Lady Jamandi facing off against a pair of frost giants—the brothers Thurvulf and Vragnar—in the open area to the northwest of the dueling pit. At the same time, the Black Tears leader, Volodmyra, and four more Black Tear cutthroats enter the room from the door to the southwest and immediately move to attack the PCs. Lady Jamandi spots the PCs and points out Volodmyra, yelling, "Just in time! That's their leader; take her out while I deal with these oafs!"

During the first round of combat, Lady Jamandi kills one of the frost giants with her enchanted flaming Aldori dueling sword. She eventually kills the remaining giant; this fight lasts as long as it takes for the PCs to defeat Volodmyra and her cutthroats. This adventure doesn't expect the PCs to directly face either of the two undersized frost giants. If statistics for either of them become necessary, use the stats for Jurgrindor on page 31, but without the wounded arm disadvantage.

Volodmyra is a mid-ranking member of the Black Tears, a ferocious fighter in her late twenties with waist-length auburn hair, pale blue eyes, and a crooked scar on her chin; she's missing a small piece of her left ear. She wears a long black leather coat over a suit of

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chain mail armor and wields a wickedly curved greataxe. Volodmyra still has hopes that a success here will elevate her in the gang, and as a result, she and her cutthroats fight to the death. While this is a severe encounter, Lady Jamandi's presence can serve as a safety net; if Volodmyra is besting the PCs, Lady Jamandi should finish off the last giant then step in to defeat Volodmyra in time to save dying PCs. Should this happen, the swordlord is just as thankful and supportive of the PCs for their aid as if they'd defeated Volodmyra and her goons themselves.

BLACK TEAR CUTTHROATS (2) CREATURE –1

See page 25

Initiative Perception +3

VOLODMYRA CREATURE 3

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Female Black Tear commander

Perception +7

Languages Common, Jotun

Skills Acrobatics +7, Athletics +9, Deception +9, Society +7, Stealth +5

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

Items chain mail, *+1 greataxe*, *lesser healing potions* (4), jade and pearl necklace (worth 20 gp), silver ring (worth 30 gp), *tracker's goggles*

AC 18; **Fort** +11, **Ref** +9, **Will** +7

HP 48

Attack of Opportunity ↻

Speed 25 feet

Melee ❖ *greataxe* +11 (magical, sweep), **Damage** 1d12+4 slashing

Overhand Smash ❖❖ **Requirements** Volodmyra is wielding her greataxe and is adjacent to an enemy; **Effect** Volodmyra raises her greataxe above her head and puts all of her might into a single attack. If the attack hits, Volodmyra deals an additional 8 points of damage and the opponent must succeed at a DC 17 Fortitude save to avoid being knocked prone.

Spinning Sweep ❖ **Requirements** Volodmyra successfully Strikes a second enemy when making a sweep attack with her axe and is within 10 feet of a third enemy she hasn't yet attacked; **Effect** Volodmyra spins in a circle (Stepping 5 feet if she chooses) and makes a third attack against a foe she hasn't attacked this round. This third attack suffers only a –8 penalty to the attack roll (instead of the standard –10 on a third Strike). If it hits, Volodmyra deals an additional 2d6 points of damage from the furious impact.

A24. WEST FOYER

This large hall has a polished marble floor. Several potted plants line the walls, and tapestries depicting the snow-capped mountains of north central Brevoy adorn the west wall.

The corpses of five of Lady Jamandi's guards and two Black Tears cutthroats lie scattered about the hall. The two guard posts to the north and south (area **A24a**) are similar to those at the far end of the manor in the East Wing (areas **A2a** and **A2b**), complete with lowered portcullises, while the staircase at **A24b**, also behind a portcullis, provides access to the manor's other floors.

Treasure: The PCs can collect the gear belonging to Lady Jamandi's five fallen guards (page 26) and the two Black Tears cutthroats (page 25).

CONCLUDING THE CHAPTER

Once Volodmyra and her cutthroat companions are defeated, Lady Jamandi thanks the PCs for their heroics and promises them a suitable reward, but her primary concern is securing the manor, extinguishing any remaining fires, and tending to the wounded. With or without the PCs' assistance, this takes the rest of the night and the better part of the morning.

Unless the PCs have already looted her treasury (area **A7**), Lady Jamandi offers each PC a reward of 50 gp and two *lesser healing potions* for their valorous deeds the night before. She also allows the PCs to keep as much bandit treasure and gear as they can carry, though she hints that she will put any looted gear they leave behind to good use.

A few hours after dawn the next day, the situation at the manor is more or less under control. Engineers from Restov have arrived and are busy surveying the fire-damaged parts of the manor to plan repairs, while the dead have been gathered and are being prepared for funeral services. Servants are busy throughout the manor and grounds, making minor repairs, cleaning up bloodstains, or recovering from the ordeal.

THE HEROES GATHER

Lady Jamandi gathers the PCs and the other surviving adventurers (Amiri, Harrim, Linzi, Tartuccio, Valerie, and—if she didn't leave the prior evening—Jaethal) in the Great Hall at noon. As the PCs enter, they'll have a chance to see even more adventurers and explorers who have been contacted by Lady Jamandi. At this point, you can simply read or paraphrase the following text to the PCs if you wish to begin the adventure into the Stolen Lands, or you can use the following information to roleplay the scene how you see fit. There should be no significant encounters or challenges for the PCs to face at this point—the goal here is to introduce them to their future neighbors (and in some cases, competitors) in the Stolen Lands and present them their initial charter.

It's shocking how quickly Lady Jamandi's staff have restored the manor's Great Hall in the space of a few morning hours.

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Very few signs of the violence of the night before remain, and things have been mostly returned to normal. As the adventurers who survived the assault take seats at the tables, other adventurers who arrived just today settle in as well. Even with these newcomers, though, there are far fewer heroes in the hall than there were the previous evening, and the atmosphere is serious and somber as Lady Jamandi steps up to speak.

"I would like to thank those of you who helped defeat the Black Tears last night," Lady Jamandi begins. "It's obvious someone doesn't like our plans to settle the Stolen Lands. Well, we're not so easily dissuaded, are we? I say no, and this morning, I would like to issue formal charters to all of you to begin exploring the Stolen Lands and make them safe for tomorrow's settlers.

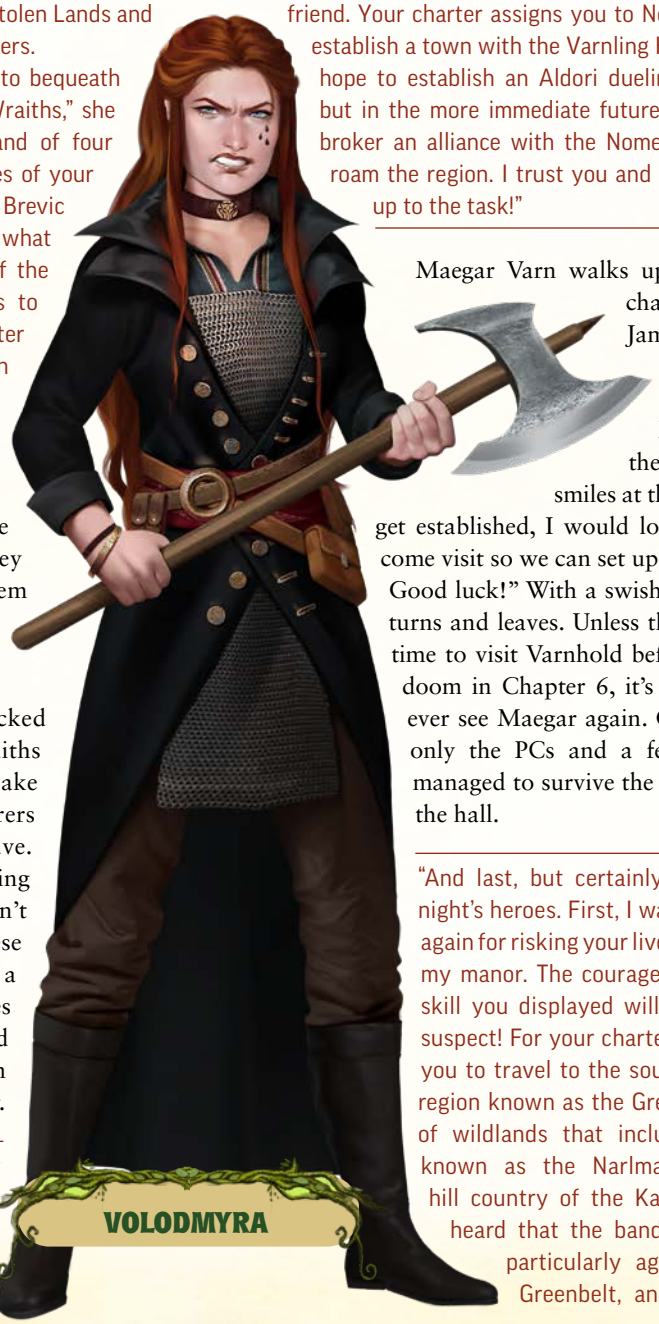
"The first charter we would like to bequeath goes to the group called the Iron Wraiths," she states, with a wave towards a band of four well-armored adventurers. "The tales of your adventures have thrilled many Brevic nobles, and I'm excited to see what you can do with the exploration of the Glenebon Uplands. Your charter is to establish a base for Brevoy there after dealing with the Tiger Lords and then to open diplomatic relations with Pitax from a point of strength."

The Iron Wraiths make their way up to Lady Jamandi and she gives them their charters. As they leave the room, make them seem arrogant but also experienced and confident, so when the PCs learn of their fate later in the campaign, they should be shocked and a bit terrified. As the Wraiths leave the hall, some might even make catcalls at the remaining adventurers (including the PCs) as they leave. "Hey, 'heroes,' don't forget to bring your stuffed animals so you don't get scared." or "I bet 30 gold these other 'adventurers' won't last a fortnight." Lady Jamandi shakes her head in frustration and disapproval at these antics then proceeds with the second charter.

"Baron Hannis Drelev, as per our previous discussions, your charter is one of specific importance for Brevoy. Securing the southern trade routes along the East Sellen River and establishing a base for merchant caravans and barges alike is of utmost importance! Hooktongue Slough will be your base of operations."

A dour-looking nobleman takes his charter from Lady Jamandi with a crisp bow that's barely more than a nod, then walks from the room. The PCs notice a slight sneer on his face as he makes his exit with nary a word nor look toward anyone else. Once he's on his way, Lady Jamandi turns to one of the PCs' table mates from the previous evening.

"Maegar Varn, your father Androth has long been a faithful friend. Your charter assigns you to Nomen Heights to establish a town with the Varnling Host. In time, we hope to establish an Aldori dueling school there, but in the more immediate future, we ask you to broker an alliance with the Nomen centaurs who roam the region. I trust you and your fellows are up to the task!"



VOLODMYRA

Maegar Varn walks up to accept his charter from Lady Jamandi. As he leaves the Great Hall, he passes by the PCs' table and smiles at them. "Once you get established, I would love to have you come visit so we can set up trade relations. Good luck!" With a swish of his cape, he turns and leaves. Unless the PCs take the time to visit Varnhold before it meets its doom in Chapter 6, it's unlikely they'll ever see Maegar again. Once he's gone, only the PCs and a few others who managed to survive the night remain in the hall.

"And last, but certainly not least, last night's heroes. First, I want to thank you again for risking your lives to help defend my manor. The courage, gumption, and skill you displayed will take you far, I suspect! For your charters, we're asking you to travel to the southwest into the region known as the Greenbelt, a swath of wildlands that includes the forest known as the Narlmarches and the hill country of the Kamelands. We've heard that the bandits have grown particularly aggressive in the Greenbelt, and they need to

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Be it known that the bearer of this charter has been charged by the swordlords of Restov, acting upon the greater good and authority vested within them by the office of the Lord-Mayor of Restov, the right of exploration and travel within the wilderness regions known as Restov's Hinterlands and the Greenbelt. Exploration should be limited to an area west and south of Oleg's Trading Post, no further than the banks of the Shrike and Skunk Rivers. The carrier of this charter should strive against banditry and other unlawful behavior to be encountered. The punishment for unrepentant banditry remains, as always, execution by sword or rope. So witnessed on this 24th day of Calistril, under watchful eye of the Lordship of Restov.

HANDOUT 1-1

be stopped before anyone safely settles in the region. A small trading post in the Rostland hinterlands has been particularly hard hit—I suggest starting there. Once the bandits have been dealt with, we will be ready to bequeath to you more permanent charters to settle the land and establish a government of your own!"

Lady Jamandi hands each of the remaining adventurers copies of the same charter, reprinted as **Handout 1–1**. (The date provided in the handout is arbitrary—you can adjust the date that this campaign begins to whatever you prefer in your game.) In any event, Lady Jamandi is eager to get back to the task of tending to her employees and family and repairing damage to her manor; she encourages the PCs to leave for Oleg's Trading Post at once and wishes them luck on their adventures.

THE OTHER EXPLORERS

The PCs' party is but one of several groups chartered by the swordlords to explore and settle the Stolen Lands. If any of the characters expresses an interest in learning more about the other groups, each of the following paragraphs of information can be learned with a successful DC 14 Society check or a DC 12 Brevoy Lore check to Recall Knowledge.

Hannis Drelev: The East Sellen River runs through the swamps known as Hooktongue Slough. As the most vital trade route from the south, this area is initially the most important to Brevoy—as a result, a large group of diplomats and high-ranking soldiers led by Baron Hannis Drelev is sent into this area to ensure the trade route is open and safe. (More information about Drelev appears in Chapter 7.)

Iron Wraiths: The Iron Wraiths are a relatively experienced band of four adventurers who all wear heavy armor that includes full helms; they don't remove these helms during this initial scene in an attempt to further bolster their intimidating reputation. They've been charged with dealing with the Tiger Lords and, eventually, establishing diplomatic contact with Pitax to work out border issues. As fate has it, the Iron Wraiths' confidence in their own abilities is misguided, and they'll go missing before long. (More information about the Iron Wraiths' fate appears in Chapter 7.)

Maegar Varn: The centaurs of Nomen Heights have always been trouble, and in an attempt at diplomacy, the swordlords send a group of explorers and diplomats led by one of their own, a low-ranking but eager-to-impress swordlord named Maegar Varn, to establish a

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town and make peace with the Nomen centaurs. (More information about Maegar Varn, the town of Varnhold he'll found eventually, and his fate can be found in Chapter 6.)

Companion NPCs: During the feast, the PCs met some potential NPC companions—Amiri, Harrim, Jaethal, Linzi, and Valerie. If you're using the *Kingmaker Companion Guide*, refer to that book for how to integrate some or all of these companions into the group. If you're not using the *Kingmaker Companion Guide*, or if your players don't incorporate them into their group, you can simply have some or all of the NPCs form their own adventuring group and set off into the Stolen Lands on their own. In this case, what fate awaits them is left to you to decide.

A BITTER RIVAL

One of the people the PCs likely shared their table with isn't intended to be an ally, but instead a bitter rival. When Tartuccio claims his copy of the charter, he makes no attempt to join with the PCs. On the contrary, he crows about his own ability and brags "I'll have my own kingdom carved out before you all are done wrestling in the dirt with bandits!"—specifically targeting the PCs with his comments. Any companion NPCs whom the PCs have annoyed or failed to impress may well join up with Tartuccio at this point—if you're not using the *Kingmaker Companion Guide*, having all of the others join him might make sense, although keep in mind that those who throw in their lot with Tartuccio are likely doomed.

Tartuccio is a spy in the employ of Pitax, yet one who's been mostly left to his own devices on how to stymie the expansion into the Stolen Lands. Kingmaker assumes that Tartuccio leaves Lady Jamandi's manor and heads south into the Stolen Lands with a small band of mercenaries (and any potential NPC companions the PCs failed to befriend) hired as protection. Tartuccio's plan is to recruit a clan of kobolds he's had contact with before, the Sootscales, as his minions. Using a ritual to change his appearance into a strange, purple-scaled kobold, he swiftly infiltrates and takes over the Sootscales within days of receiving his charter. By the time the PCs begin to explore the Greenbelt in detail, he'll be established among the kobolds as a mysterious magical ruler.

If you wish, you can have the PCs encounter clues or evidence of Tartuccio's activity in the Stolen Lands as they explore. Rumors of a purple-haired gnome leading a band of mercenaries through the grasslands, small dungeon complexes that have been looted of their treasures, or potentially even sightings of the gnome in the wild can keep Tartuccio's presence on the PCs' minds. Tartuccio's stats are presented on page 605, but you should strive to limit actual encounters with the gnome until the PCs finally confront him among the Sootscale kobolds later on.

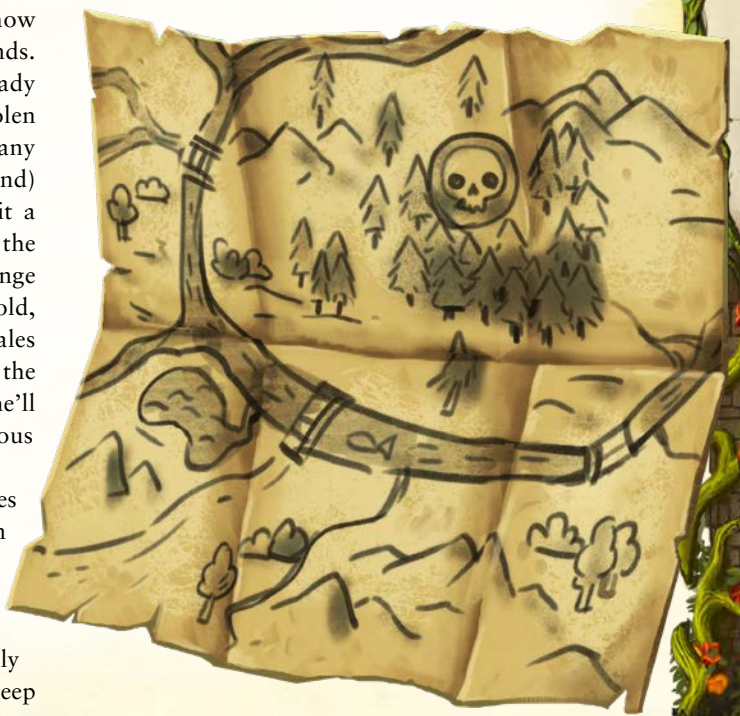
If any of the potential companion NPCs left with him, you can also have the PCs encounter them in the wild after they're abandoned by Tartuccio; by the time he enacts his plan to take over the Sootscales, he has long since left any mercenaries or traveling companions behind. In this case, the companion NPC should have nothing nice to say about Tartuccio, and the last they saw the gnome, he was heading toward area **GB20**; none of these adventurers know about his actual plans or destination, or the presence of a kobold warren there!

Full details on Tartuccio and his role among the kobolds are given in Part 4 of Chapter 2, while his statistics appear in Appendix 5, page 605.

HEADING WEST

Once the PCs have their charter and have accepted any potential companion NPCs into their ranks, the time to head out and begin the exploration of the Stolen Lands is nigh! If you wish, you can gloss over their journey west from Restov to Oleg's Trading Post and jump right into Kingmaker's story by starting Chapter 3. Alternately, you can play out this journey using the hexploration information in Chapter 2, letting the players chart their own course through the region.

The Stolen Lands await!



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CHAPTER 2

INTO THE WILD

BY TIM HITCHCOCK, JAMES JACOBS, ROBERT G. McCREARY, JASON NELSON, NEIL SPICER, AND GREG VAUGHAN

PART 1: HEXPLORING THE STOLEN LANDS 44

This chapter officially opens the sandbox for the PCs, who are likely still at 1st level after finishing the events of Chapter 1. The encounters and quests described in the remainder of this chapter are meant to be interspersed throughout the entire campaign as the PCs explore and discover the many, often dangerous, secrets of the Stolen Lands.

PART 2: HEX ENCOUNTERS 50

This section provides encounters for all levels of play save for 20th-level characters.

PART 3: THE OLD SYCAMORE..... 120

The PCs should be 2nd level before to exploring the Old Sycamore.

PART 4: SOOTSCALE CAVERNS..... 126

The PCs should be 2nd level before to exploring the Sootscale caverns.

PART 5: THE LONELY BARROW.....132

The PCs should be 3rd level before exploring the Lonely Barrow.

PART 6: ISLE OF THE LIZARD KING.....136

The PCs should be 4th level before approaching the Isle of the Lizard King.

PART 7: CANDLEMERE ISLAND..... 142

The PCs should be 4th level before exploring Candlemere Island. The encounters in the basement skew to the severe, and while they can be handled by a well-prepared (and lucky) 4th-level party, they could still challenge a 5th- or even a 6th-level party.

PART 8: THE FORGOTTEN KEEP..... 148

The PCs should be 5th level before exploring the Forgotten Keep.

PART 9: M'BOTUU 154

The PCs should be 10th level before exploring M'botuu.

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PART 1:

HEXPLORING THE STOLEN LANDS

The Stolen Lands have long resisted attempts at exploration and settlement. Wedged between the River Kingdoms and Brevoy, the approximately 35,000-square-mile swath of wilderness has long been referred to as "stolen"—though "from whom" and "by whom" vary depending on the point of view. In Brevoy, the lands are considered stolen from that nation's southern expanse by bandits and barbarians from Numeria, Iobaria, or the River Kingdoms. In the River Kingdoms, the general impression is that Brevoy deliberately allowed the lands to fall into the hands of monsters (and worse) in order to prevent the lords of the River Kingdoms from taking them over. Even within the wildlands themselves, lands are stolen and conquered in struggles between groups of centaurs, kobolds, fey, trolls, bandits, lizardfolk, boggards, barbarians, and more, all constantly skirmishing to expand their holdings while defending their lands from enemies.

In truth, the Stolen Lands belong to no one and are stolen from no one. Many have tried to claim them, but the abandoned ruins that dot the swath of wilderness stand as testaments to the difficulty of such a task. They have remained wild with fierce tenacity, a haven for monsters, criminals, and dangerous secrets, and as such, have posed a menace to their neighboring nations for as long as anyone can remember. Unknown to many who look upon these lands from surrounding nations and empires, a hidden hierarchy of latent power resides within the Stolen Lands, organized

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STOLEN LAND ZONES

Level	Name	Code	Page	Description
0	Brevoy	BV	50	Includes the city of Restov and its environs
1	Rostland Hinterlands	RL	51	Southern hinterlands of Brevoy, lightly settled
2	Greenbelt	GB	58	Lightly forested to the west, rolling hills to the east
3	Tuskwater	TW	69	Forested hills surrounding a large lake
4	Kamelands	KL	78	Rolling hills with periodic small copses of trees
5	Narlmarches	NM	82	Deep, thick forests
6	Sellen Hills	SH	84	Unsettled grassy hills surrounding the Little Sellen River
7	Dunsward	DS	87	Largely unsettled grasslands and rolling hills
8	Nomen Heights	NH	90	Rocky hills with sparse patches of rugged vegetation
9	Tors of Levenies	LV	91	Rugged mountains with lightly forested valleys
10	Hooktongue	HT	94	Vast stretch of swampland surrounding a large lake
11	Drelev	DR	103	Grasslands with a few small settlements and a large fort
12	Tiger Lords	TL	105	Grassy hills; ancestral lands of the Tiger Lord barbarians
13	Rushlight	RU	108	Unsettled grasslands claimed (in theory) by Pitax
14	Glenebon Lowlands	GL	108	Largely empty grasslands with poor-quality soil
15	Pitax	PX	109	Settled reaches of the kingdom of Pitax
16	Glenebon Uplands	GU	110	Rugged hills, tangled undergrowth, rocky outcroppings
17	Numeria	NU	112	Rugged badlands with sporadically vegetated hills
18	Thousand Voices	TV	115	Dense, dangerous forest haunted by the First World
19	Branthlend Mountains	BR	117	Dangerous, towering mountains

under the watchful eyes of Nyrissa, a cursed nymph queen from the mysterious realm of the First World. Yet these times of relative calm in the Stolen Lands are coming to an end.

Under Lady Jamandi Aldori's stewardship, the swordlords of Restov are poised to send agents and explorers into the disputed region. Spurred to action in part by an increase in aggression among the bandits and the worsening political tensions to the north, the swordlords hope their agents can chart and settle the Stolen Lands. The establishment of four new "puppet kingdoms," all beholden to Restov's swordlords and the rest of Rostland, would bring not only freedom from banditry and raids along Rostland's southern border, but also the resources and clout needed to make a play for a higher station in Brevoy's complicated political scene. If all goes well, the return of the Stolen Lands to Brevic control could give Rostland the footing it needs to challenge the Surtova hold for the crown.

Unfortunately, the swordlords haven't anticipated the result of these pushes into the Stolen Lands, for in each of these regions, agents and allies of Nyrissa, King Castruccio Irovetti of Pitax, the Tiger Lord barbarians, and others are already laying their own plans. When confronted by explorers and expansionists from the north, their reactions will be anything but calm and serene. The swordlords may not realize it, but they're bringing war to their border, and their agents may well become liabilities and enemies when they gain a taste of what it is to rule.

Kingmaker uses the rules for running hexploration, as detailed on pages 172–173 of the *Pathfinder Gamemastery Guide*; you should familiarize yourself with those rules before running the more sandbox-oriented portions of this Adventure Path. Encounter-specific activities beyond those detailed in the *Gamemastery Guide* are presented in the context of the encounter text itself.

THE STOLEN LANDS

The map of the Stolen Lands is divided into 20 zones, 19 of which are keyed to different levels. (The Brevoy zone is not keyed to a level since the PCs cannot settle it or expand into it during the scope of this Adventure Path; it's therefore listed as "zone 0.") Zone levels suggest the level the PCs are likely to be as the storyline moves into that zone and indicate the general threats that might confront explorers in that zone.

Each zone contains within it a number of encounter sites, all of which are tagged using a two-letter code for the zone plus a number for the encounter itself. For larger encounter sites, specific locations use more typical alphanumeric encounter keys and are presented in their own parts later in this chapter. There are also several encounter sites that play specific roles in the primary storyline of Kingmaker: locations like the Stag Lord's Fort, Vordakai's Tomb, and Whiterose Abbey are detailed in the appropriate chapters later in this book.

A summary of each zone is provided in the Stolen Land Zones table above, while a map of the region and its zones appears on pages 56–57.

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ENCOUNTER SITES

The PCs can discover a hex's encounter site either by traversing the hex in exploration and encounter modes or by using the hexploration rules in the *Gamemastery Guide*.

The hex encounters in the Stolen Lands have four potential traits: landmark, resource, standard, and secret.

Landmark Encounter: A landmark encounter is apparent from any adjacent open terrain hex. The PCs automatically discover it when they Travel in the hex. At your discretion, particularly enormous or obvious landmarks can be spotted from even further distances.

Resource Encounter: A resource encounter contains materials of value to the PCs' kingdom or opportunities for its expansion. If the PCs explore hexes containing resource encounters before they begin building their kingdom, bring these potential resources to their attention once they begin focusing on kingdom management (full rules for kingdoms appear in Appendix 2).

Standard Encounter: A standard encounter is automatically discovered when the PCs Reconnoiter the hex. If the hex is open terrain, it's also automatically discovered when the PCs Travel in the hex.

Secret Encounter: If the party doesn't already know about the site's location, such as by learning about it from an NPC, the PCs discover a secret encounter only if they take specific actions (often involving a successful skill check) as detailed in the encounter's text.

FAIR WARNING!

While the chance of stumbling upon an encounter well beyond the PCs' capabilities is part of the attraction and thrill of sandbox play, it can also catch players off guard. The flow of Kingmaker's storyline seeks to keep the players focused on zones that are appropriate for their level, but still, the players should be free to make choices of their own.

As long as the PCs are exploring hexes in zones that are keyed no more than 1 level higher than the party, there's no need to warn the players. In hexes 2 or 3 levels above the party, you're probably safe letting the PCs find out what awaits them organically, but be prepared to help out the PCs if they get in trouble. If the PCs attempt to Travel or Reconnoiter a hex that's 4 or more levels higher, though, consider providing some form of warning that they may be getting in over their head. An old "Danger" sign, the discovery of a dead monster that would have been a difficult challenge for them, or the sighting of a distant overwhelming threat like a giant, dragon, or megafauna can let the players know to proceed with caution. Advice and rumors from NPCs can help as well, but make sure that the players don't interpret a sincere warning as a tempting dare!

RANDOM ENCOUNTERS AND HAZARDS

As the PCs explore the Stolen Lands, you can liven things up using random encounters with monsters that roam the area. You can leave these random encounters to a roll of the die by making a flat check as detailed on page 173 of the *Gamemastery Guide*, or you can simply decide that a random encounter happens whenever you feel like the pace of play could use a bit of action. Each zone has its own random encounter table (presented in part 2, at the start of each zone's section), or you can pick a thematic monster of your choice.

You can also spice up exploration with environmental hazards. Hazards like yellow mold or quicksand (both detailed in the *Core Rulebook*) or others like shriekers, treacherous scree, or perilous flash floods (all detailed in the *Gamemastery Guide*) can help spice up stretches of exploration when a more complex combat encounter isn't needed. You can even build new hazards by adjusting existing environmental dangers presented in these books simply by describing them differently. A patch of purple puffball-like fungus that spews flesh-eating spores can surprise veteran groups, even though the rules you're using for the dangerous fungus are the same as for a patch of green slime!

MINOR ENCOUNTER MAPS

While many of the encounter areas in the Stolen Lands are detailed in their own parts later in this adventure, others are relatively simple. Some of these encounters are supported by specific maps, but others are not; for them, and for encounters with wandering monsters, you can create maps of your own, repurpose one of the many maps presented in the pages of this book (such as the forest pond map on page 70, the creek map on page 81, or the creature lair map on page 84), or pick an appropriate map from the wide assortment of Pathfinder Flip-Mats and Flip-Tiles. In addition, three Flip-Mat products designed specifically for Kingmaker are available, including *Flip-Mat: Noble Manor*, *Flip-Mat: Campsite*, and *Flip-Mat: River Kingdoms Ruins*.

POSTER MAP FOLIO

The *Kingmaker Poster Map Folio* comes with six four-panel poster maps, including four that combine to show the entirety of the lands that your characters will explore during this campaign. You can mount the four posters onto foam-core boards and use them as a physical representation of the party's progress and as a tool to track their growing kingdom. Stickers can be used to indicate landmarks, forts, villages, cities, roads, dungeons, and even empty hexes that have been thoroughly explored. The posters give your players an idea of what areas are left to explore and which parts of the PCs' kingdom may need further development.

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KINGDOM MANAGEMENT SCREEN

A much smaller version of the map of the Stolen Lands appears on the face of the *Kingmaker Kingdom Management Screen*; you can use wet-erase markers on it to provide a similar effect. This screen also contains numerous tables and helpful reminders to aid GMs in running a Kingmaker campaign, focused particularly on the mechanics of building kingdoms and settlements, running Kingdom turns, and running warfare encounters. (Full details for these rules appear in this book in Appendices 2 and 3, starting on page 518.)

CAMPING AND WEATHER

Wilderness-based explorations can be affected deeply by the places the PCs decide to set up camp or by unexpected changes in the weather. You can certainly gloss over these elements in your game if you wish, using camping, terrain, and weather simply as flavor to keep things exciting, or you can have these elements add an exciting new layer of complexity to your campaign. Camping encounters can help to make the Stolen Lands seem even more dangerous and can give PCs opportunities to earn a bit more XP if they've fallen behind. At the same time, if the PCs spend time camping in lands they've claimed, consider the option of downplaying the dangers they face to make it feel like the PCs are making progress in settling the dangerous territory. In any event, the *Kingmaker Companion Guide* provides additional rules and resources for adding both of the following elements to your game.

Camping: Expanded rules for camping can be found on pages 106–119 of the *Kingmaker Companion Guide*, including rules on how to fortify campsites, the effects that different meals might have, and how to integrate roleplaying elements between the PCs and their NPC companions.

Weather: Pages 120–125 of the *Kingmaker Companion Guide* present rules for weather in the Stolen Lands. This is a detailed system for generating weather and climate effects as Kingmaker's seasons roll on, but if you'd rather use a less complex system for incorporating weather, you can use this quick and easy system: roll three different-colored dice—one for temperature, one for precipitation, and one for wind. If you roll lower, the temperature is lower, the sky is clearer, and the wind is calmer. If you roll higher, the temperature is higher, there is more precipitation, and the wind is stronger. These variations can then be used as you see fit to add flavor to the PCs' explorations.

RUMORS

As the PCs explore, they'll have numerous opportunities to speak to NPCs and creatures that dwell in the Stolen Lands. In some cases, information these characters might reveal to the PCs is indicated in their respective encounters, but each zone also has its own table of rumors you can roll on or pick from if you need to supply the PCs with a bit of excitement!

In the early part of Kingmaker, Oleg's Trading Post makes a perfect place for PCs to hear news. The PCs might learn something from Svetlana over dinner, or perhaps from Oleg while they're selling some loot to him. Traveling hunters, merchants, and pilgrims at the trading post can also be a source of rumors. The Gather Information exploration activity is the best way to run this sort of rumor-gathering—a success generates one rumor regarding the region the PCs are in, while a critical success could generate either two rumors about their region or one rumor from a different region.

Many intelligent creatures dwell within the Stolen Lands. If the PCs make peaceful contact with any of them, you can reward that accomplishment by giving them one or two rumors relevant to the area.

The tables on the following two pages present several stories, rumors, and bits of news that the PCs could learn when gathering information. Some of these entries may well become obsolete as the PCs explore and defeat foes, so make sure to adjust things as necessary. A few of the rumors are false; these are noted as such in the table. Even false rumors can fuel adventure by sending the PCs to investigate a region that may well hold secrets or opportunities far beyond what they expect!



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CENTRAL STOLEN LANDS RUMORS

These rumors can be discovered in Brevoy or in zones 1–6. If you want to constrain lower-level PCs to hearing rumors for sites that won't challenge them beyond their capabilities, roll 1d10 on this table instead of 1d20.

d20	Rumor
1	Breeg Orlivanch, a foul-mannered trapper, has been missing for some time; they say he gave up trapping and joined a bandit camp hidden at the head of Thorn River! (False.)
2	Some of the bandits wear amulets that resemble a stag's skull. These bandits belong to a debased cult dedicated to a hideous animal demon. (The second sentence is false.)
3	There used to be a bridge crossing the Shrike River to the southeast, but bandits ruined it. They say the old bridge keeper Davik Nettles haunts the place now.
4	The bandits are getting braver and more organized, and there are whispers they've got a new leader: a man who dresses in animals' bones and calls himself the Stag Lord.
5	Bandits aren't the only things in the Kamelands that cause trouble—kobolds and gremlins live in the hills too. They aren't as much trouble as the bandits, but their presence certainly makes the idea of settling the land less attractive.
6	The primary trade route between the River Kingdoms and Brevoy is the East Sellen River, a major waterway that runs through a swampy region to the west called the Hooktongue Slough. That trade route has been closed for several months, due to increasing violence from members of the boggard knots who dwell there. Hopefully, the frog folk keep to the swamp and don't turn their bulging eyes east toward the Narlmarches!
7	A group of evil monks and priests of the goddess of hatred, extortion, and spite once lived on the northern shore of the Tuskwater. I bet there are still cultists out there, and that they're behind the sudden rise in bandit raids! (Partially false: a monastery dedicated to Gyronna did once sit on the shores of the Tuskwater, and while the bandits have repurposed the ruined structure as their hideout, Gyronna's faith has nothing to do with the Stag Lord or his bandits.)
8	Some people report that a unicorn lives in the Narlmarches, but sightings of the magnificent creature have fallen off in recent months. Perhaps the unicorn was driven out by the bandits?
9	Folks have mentioned spotting strange plantlife and fungi growing in the wilds—flora that doesn't seem natural to the Stolen Lands. (This rumor doesn't pertain to any one encounter in particular, but is meant to foreshadow the growing influence of the First World over the region as the Adventure Path progresses.)
10	An old friend of a friend had a brother—a traveling wizard—who went missing in the Stolen Lands a while back. His spellbook is probably just rotting away in the underbrush or in some monster's lair. Shame, really!
11	The Stag Lord has risen from the dead and now stalks the Greenbelt, gathering an army of ghostly bandits from an ancient crypt in the eastern Kamelands. (This rumor is false, but can't occur at all until after the PCs kill the Stag Lord at the end of Chapter 3.)
12	Beware the hateful hermit to the south. He speaks to beasts and lives in a hollow tree.
13	A red dragon lives in the Narlmarches and eats anyone who crosses its path. (False. This rumor is the result of sightings of the drake at area **SP1**.)
14	Some gnome explorers came by a few weeks ago, claiming they're here to map the entire Greenbelt; they were last seen heading up the Skunk River.
15	A hag known as the Swamp Witch lives in a marsh on the northwest shore of the Tuskwater. She consorts with demons and steals children, boiling them for stew in her magic cauldron. (False.)
16	A brutish hill giant has been seen wandering the southern Kamelands. Give him a wide berth—or a stiff drink—and he'll leave you alone. For the most part.
17	To the west, there's an old ruin built long ago by the elves. Some say it's full of treasure, but others say it's haunted by angry spirits and worse.
18	In the southern Stolen Lands dwells a band of violent lizardfolk led by a lizard king who talks to the spirits of his dead ancestors.
19	The old tower on the island in Candlemere marks a place where the boundary between this world and another has grown thin; it's now guarded by some sort of deadly monster.
20	The Swamp Witch is friendly enough if you call out to her before you enter her yard. Those foolish enough to trespass end up working for her as scarecrows or worse! (The former is true, but the latter is false.)

EASTERN STOLEN LANDS RUMORS

These rumors can be discovered in zones 7–9.

d10	Rumor
1	A silver dragon lives in the Tors of Levenies, but no one has seen her for some time. Perhaps she moved on? (Partially false: the silver dragon is now dead.)
2	A giant bird lives in the ruins of an old tower on Talon Peak.
3	Lake monsters lurk in Lake Silverstep, they say, but the eels that also live there make damn fine eating.

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CHAPTER 2
PART 1: HEXPLORING THE STOLEN LANDS
PART 2: HEX ENCOUNTERS
PART 3: THE OLD SYCAMORE
PART 4: SOOTSCALE CAVERNS
PART 5: THE LONELY BARROW
PART 6: ISLE OF THE LIZARD KING
PART 7: CANDLEMERE ISLAND
PART 8: THE FORGOTTEN KEEP
PART 9: M'BOTUU

4	The centaurs of Nomen, in the Dunsward, are violent and territorial; if you're going to visit them, don't make any sudden moves when one of their war parties approaches you.
5	The centaurs from Nomen eat humans. I suppose that's not technically cannibalism—but still pretty horrible! (False.)
6	One of my cousin's friend's fathers was an assayer, and he says that there's probably some pretty good grounds for mining south of Lake Silverstep.
7	One-eyed giants once ruled this entire area; the strangely regular mounds you see on the Tors now and then are the ruins of their lost kingdom.
8	There's a valley to the south that the Nomen clan centaurs say is an old cyclops graveyard. It's said that an army of one-eyed, blood-drinking ghosts guards the place! (Partially false: the cemetery contains no ghosts.)
9	The Nomen centaurs bury their dead in strange boneyards in the Dunsward; there's probably lots of treasure buried with them. Too bad the places are swarming with undead centaurs! (False.)
10	A group of spriggans lives somewhere in the Tors. They've been at war with the Nomen centaurs for as long as anyone, I reckon. Rumor holds that the current spriggan leader stole a magic bow from the centaurs quite a few years ago, and that's what started the whole fight between them.

WESTERN STOLEN LANDS RUMORS

These rumors can be discovered in zones 10–12.

d10	Rumor
1	The Tiger Lord barbarians have a new warlord who seeks a powerful weapon long thought lost; if he finds this weapon, he may become a dangerous foe.
2	Baron Drelev has taken on a beautiful young lover, much to his wife's dismay. . . and with good cause, for this lover is in fact a succubus who has dominated the baron and is behind all of Fort Drelev's problems. (Partially false: the baron's lover is human.)
3	There's a secret tunnel between the dungeons of Drelev Keep and a hidden exit somewhere near the city.
4	Baron Drelev was a plant from Pitax from the start, and he's only now showing his true colors—"surrendering" to King Castruccio was just a sham. (False, and this rumor won't start to circulate until the PCs are about to start Chapter 7.)
5	The most powerful boggard settlement in the swamp has found a strange new god to worship.
6	Giants have been spotted to the north; some say they're part of a larger force moving in from Numeria, and they carry strange weaponry with them. (False.)
7	People say the black dragon Ilthuliak has returned to the Stolen Lands and has recently moved into Hooktongue Slough. (Partially false: Ilthuliak is back, but her lair is in the Branthlend Mountains).
8	An old but dangerous saber-toothed tiger called Speartooth lives somewhere in the hills north of the swamp. Baron Drelev hired a hard-case hunter to seek out the tiger and kill it, but no one's heard of the hunter since. The tiger must have eaten him!
9	A group of strange, intelligent insects known as bog striders live in the swamp. They're said to be at war with the much more prolific boggards.
10	Old Hooktongue, the lake monster, hasn't been sighted in many years. (True.) Maybe he died? (False.)

PITAX RUMORS

These rumors can be discovered in zones 13–19.

d10	Rumor
1	A flight of wyverns has destroyed the village of Littletown, and they say that King Castruccio Irovetti actually gave the wyverns permission to do so! (This rumor won't start until after the War of the River Kings begins.)
2	A lot of folks are unhappy with Castruccio's rule, including a woman named Ilora Nuski, who once led the River Razors. She's said to be hiding out in the wilds still, plotting a way to raise an army against the king.
3	Castruccio caught a huge remorhaz several years ago. He marched it through Pitax and still keeps it in his dungeon as a pet.
4	There's a mammoth graveyard in the Branthlend Mountains; whoever discovers it will surely make a great fortune in ivory!
5	Some say that the black dragon Ilthuliak is dead, but a friend of a friend saw her flying over Glenebon just last month!
6	The old abbey on Whiterose Hill is still haunted by the priests of Cayden Cailean who were murdered there years ago. (Partially false: it's haunted by their murderer.)
7	The so-called mother of all wyverns, Minognos-Ushad, lives in a cave just at the easternmost edge of Thousand Voices.
8	Castruccio has fallen under the spell of a vampire priestess of Urgathoa who lives in a secret cave under his palace. She wants to turn Pitax into a necropolis! (False.)
9	The mastodon-riding hill giants known as Tusker's Riders are on the march! Some say King Castruccio hired them, but I don't believe that.
10	Somewhere in Thousand Voices lies a mysterious ruin called the Castle of Knives, but no one seems to know who built it.

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PART 2:

HEX ENCOUNTERS

This part provides encounters and quests for all 20 zones of the Stolen Lands. With the exception of the first zone, each zone includes a wandering monster table that includes that zone's two-letter abbreviation. All significant hex encounters are detailed thereafter.

ZONE 0: BREVOY

The southern reach of Brevoy is Rostland. Restov is the most sizable and significant settlement in Rostland, but otherwise the landscape consists of sparsely populated farmlands. A single road runs along the country's southern border; banditry here remains relatively light.

Brevoy is settled enough that there is little fear of wandering monsters, but if you wish to include some, you can use the chart for zone 1 on page 52.

BV1. RESTOV

LANDMARK

The large city of Restov is the cultural center of southern Brevoy and the birthplace of the world-famous Aldori dueling style. Restov owes its allegiance to the Brevic crown, and its lord-mayor must bend his knee before the Dragonscale Throne like any lord, but otherwise Restov belongs to no house, making it a haven for independents like the Aldori swordlords and those who long for the old days before the region was under Brevic rule. While many of those in power in Restov have their city's best interests at heart and are individually kind-hearted, the value they put on individuality and personal freedom makes Restov as a whole less concerned with what's best for the rest of Brevoy.

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Restov is a city of both refined tradition and rough-and-tumble manners, as only a colony fondly recalling and imitating its motherland can be. Its location on Brevoy's southern border makes it a bustling trade center, so its relative wealth can support no small number of idle and titled nobles and merchant guilds. Citizens frequent various Aldori and Taldan dueling schools, as well as alehouses, and fight each other in street corner duels at dawn and dusk. The schools, salons, and taprooms of Restov are hotbeds of rebellious talk against the reign of King Noleski Surtova, with young firebrands in search of a leader to rally them to the cause.

Restov is more than just where this Adventure Path begins—it's also an excellent place for the PCs to buy or sell expensive items before their own cities reach a point where they can make purchases there instead. As this adventure continues, the citizens and government of Restov grow increasingly concerned with their Issian neighbors to the north, and so—assuming the PCs don't encroach politically upon their lands—Restov is likely to play a minor role beyond the PCs' potentially long-term support from Lady Jamandi Aldori.

RESTOV — SETTLEMENT 9

CN CITY

Cultural center of Rostland

Government autocracy

Population 18,670 (15,240 humans, 1,220 dwarves, 950 gnomes, 820 halflings, 240 half-elves, 130 elves, 70 other)

Languages Common, Hallit, Skald, Varisian

Religions Calistria, Cayden Cailean, Erastil, Gorum, Milani, Pharasma

Threats political unrest and scheming, hinterland banditry

Swordlord Stronghold As the heart of the traditions of the Aldori swordlords, Aldori dueling swords (*Lost Omens World Guide* 28) are commonly available, and those in good standing (at the GM's discretion) can gain access to the Aldori Duelist archetype (*Lost Omens World Guide* 35).

Ioseph Sellemius (NG male human aristocrat 5) Lord mayor of Restov

Jamandi Aldori (CG female half-elf Aldori swordlord 14) Renowned swordlord and influential noblewoman

Ezvanki Keegh (NG male human cleric of Erastil 10) High priest of Erastil

BV2. NIVAKTA'S CROSSING

LANDMARK

Nivakta's Crossing is the southernmost village in Rostland and an alert assembly of traders, hunters, fishers, and trappers. The village itself is surrounded by a wooden palisade and is set on the northeastern bank of the Shrike River. A low bridge allows access over the river to the wilderness to the south—the southwestern side of the bridge being fortified by well-defended guard towers.

The people of Nivakta's Crossing are sturdy, down to earth, and possess stunted senses of humor. Serious to a fault, they are slightly more suspicious of visitors from what they call "the South" than they are of those from "the North," but they're willing to take the PCs' coin for trade nonetheless.

Nivakta's Crossing is where Maegar Varn and his mercenaries cross the Shrike to head into Nomen Heights when they set out to establish Varnhold; the passage of the small army through town is novel enough that it's all that the locals seem to chat (and complain) about for weeks afterward.

NIVAKTA'S CROSSING — SETTLEMENT 1

CN VILLAGE

Government autocracy

Population 140 (110 humans, 15 gnomes, 10 dwarves, 5 others)

Languages Common, Hallit

Religions Pharasma

Threats banditry

Rumor Mill The folk of Nivakta's Crossing are gossips, so any character attempting a Diplomacy check to Gather Information to learn rumors while in town gains a +2 circumstance bonus.

Irven Revanisu (CN male human aristocrat 2) Mayor of Nivakta's Crossing

Lorin Kaven (N male human ranger 2) Local sheriff and commander of the town guard

Kara Ilarenika (N female human cleric of Pharasma 6) Keeper of the town's only church

KINGDOM RESOURCES

Sometimes, a hex contains resources or terrain features of note that can impact kingdom building. In this case, a hex encounter contains a "Resources" entry, which can include additional activities for use during a Kingdom turn. See Appendix 2 for additional details for these sections.

ZONE 1: ROSTLAND HINTERLANDS

This grassland wilderness sits just outside the border of Brevoy. While not technically part of the nation, its proximity to Brevoy and relative lack of valuable resources means that banditry is relatively light. South Rostland Road was built ages ago by eager engineers, but money eventually ran out, leaving the road to slowly degrade into little more than a glorified trail. To the north of area **RL1**, the road eventually loops back to Brevoy on a long, winding route until it reaches the east bank of the East Sellen River about 40 miles north of Wyvernstone Bridge (area **HT1**).

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ROSTLAND HINTERLANDS (RL) ZONE 1

d20	Encounter	Challenge
1–5	3 bandits (use stats for Thorn River bandits on page 170)	Low 1
6–8	2 brush thylacines (page 609);	Low 1
9–11	1 hunter (use stats for poacher)[GMG]	Low 1
12–13	2 elk (page 608)	Moderate 1
14–15	2 wolves[B1]	Moderate 1
16–17	2 boars[B1]	Moderate 1
18–19	3 thylacines (page 609)	Moderate 1
20	1 grizzly bear[B1]	Severe 1

Bandits These bandits are not affiliated with the Stag Lord, but they have heard of him and hope to rob the PCs and use the wealth they steal to buy their way into his band.

Hunter Encounters with a hunter use the stats for a poacher (*Gamemastery Guide* 218), but these hunters are neutral and relatively law-abiding. They can be an excellent source of rumors for the PCs, or can warn them about nearby dangers (such as the threat of crossing into a more dangerous zone). At your discretion, some hunter encounters can be with poachers who attack the PCs rather than risk having someone tell the authorities about their activities.

RL1. OLEG'S TRADING POST

LANDMARK | RESOURCE

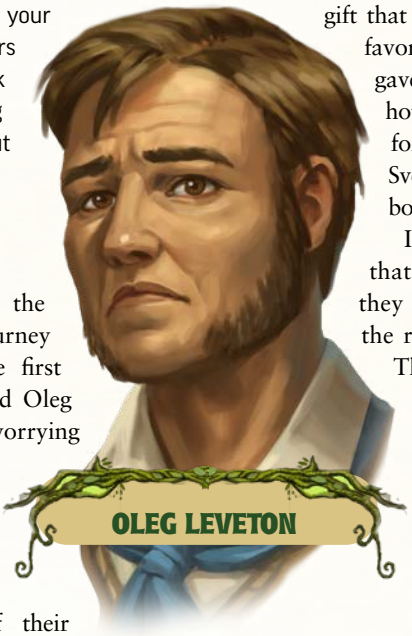
Oleg's Trading Post represents the true beginning to the PCs' journey through the Stolen Lands. The first time they arrive here, they'll find Oleg Leveton and his wife Svetlana worrying about an imminent visit from bandits; Chapter 3 provides more details on this initial encounter.

During the early stages of Kingmaker, before the PCs have established the foundations of their kingdom, they are likely to return time and time again to this trading post to rest, sell treasure, replenish gear, and more. The first time the characters return to Oleg's after dealing with the Stag Lord in Chapter 3, they'll find that the long-promised additional security from Restov has arrived—although perhaps not to the extent Oleg had hoped (detailed in Kesten Garess's Arrival, below). However, these extra guards are enough to deter the regional bandits and to make Oleg's Trading Post a generally safe haven for the PCs as they explore the area.

Creatures: The daughter of a minor noble in Restov, Svetlana Beyavin grew up amid wealth and splendor but hated every minute of it. Without the skill at swordplay that might have allowed her to make a name for herself, she was forced to learn to navigate the lavish parties and decadent gatherings of her peers just to fit in. But where she hoped to find friendship, she found only manipulation, and her efforts at kindness and honesty served her poorly in the world of politics. Finding her life in the city stultifying, she longed for something more suited to her sensibilities. She found what she was seeking when she met Oleg Leveton.

The son of a carpenter, Oleg Leveton grew up in a small village before heading to Restov to make his fortune, but his stubborn pride made success difficult. He refused to compromise his work or try to appear humble to curry favor with the nobility. The gentry had no qualms about cheating him, or even refusing to pay for work, leaving him sullen and angry. Despite his best efforts, the success he desired never materialized as the years passed. Afraid he was failing, he longed for a chance to make something of himself.

When Svetlana was tasked by her father to find a gift that could swing a trade deal in her family's favor, her search led her to Oleg, whose work gave Svetlana's house a crucial edge in the hotly contested deal. It led to further work for Oleg, which led to a friendship with Svetlana and eventually—to the delight of both—to love.



It wasn't long before the couple realized that life in the city wasn't for them, and they eloped and left Restov after securing the rights to an old fort in the hinterlands. They managed to rebuild the fort into a proper trading post before long. They were, finally, truly happy—until recently, as their hard work has drawn the attention of local bandits. Now, the couple needs help in defending their home—help the PCs are able provide, if they wish!

OLEG CREATURE 1

UNIQUE | CG | MEDIUM | HUMANOID | HUMAN

Perception +6

Languages Common

Skills Athletics +6, Crafting +7, Intimidation +4, Nature +3, Survival +4

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

Items carpenter's tools, hammer, *lover's knots* (5, page 586), padded armor, repair kit

AC 12; **Fort** +8, **Ref** +6, **Will** +6

HP 26

Speed 25 feet

Melee ❖ light hammer +8 (agile, thrown 20 ft.), **Damage** 1d6+3 bludgeoning

Ranged ❖ light hammer +6 (agile, thrown 20 ft.), **Damage** 1d6+3 bludgeoning

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SVETLANA CREATURE 1

UNIQUE | NG | MEDIUM | HUMANOID | HUMAN

Perception +5
Languages Common
Skills Brevoy Lore +6, Diplomacy +7, Medicine +5, Society +6, Survival +3
Str +0, **Dex** +3, **Con** +3, **Int** +1, **Wis** +0, **Cha** +2
Items cleaver, leather armor

AC 15; **Fort** +6, **Ref** +8, **Will** +5
HP 20

Speed 25 feet
Melee ❖ cleaver +6 (agile), **Damage** 1d6 slashing



SVETLANA LEVETON

Resting: The PCs are welcome to stay at Oleg's Trading Post during Downtime activities, from resting and recovery to Crafting, long-term recovery, or anything else. Characters who defend the trading post from the Stag Lord's bandits can maintain a comfortable living here, free of charge, until they've established their kingdom at the start of Chapter 4.

Shopping: The first time the PCs visit, Oleg's Trading Post has a small amount of trade goods and coins available as detailed on page 163 of Chapter 3. Oleg is always happy to buy anything the characters find during their exploration, from looted weapons and armor to magic items taken from treasure caches.

Oleg and Svetlana have a keen eye for the types of things that adventurers want, and as the adventure progresses, the trading post's ability to provide for the characters increases. Oleg continues to trade with traveling merchants and even receives a loan from agents in Restov to increase his holdings.

You should let the characters purchase their goods from Oleg if possible, preventing the need for them to travel to Restov just to buy and sell. Rather than keeping a detailed list of Oleg's inventory, it's easier to simply assume that the trading post always has any of the common weapons, armor, and gear listed in the *Core Rulebook* that the PCs can afford to buy. If the characters wish to purchase something more rare, Oleg can place a special order and the item will be available in 2d6+4 days (subject to GM's discretion).

Resources: Oleg's Trading Post serves as a Refuge if the hex is Claimed. If a settlement is built here, the Trading Post instead functions as a free General Store for the settlement.

Helping the Levetons: As the PCs continue to make names for themselves as capable adventurers, the Levetons will start to make some requests for aid. Feel free to introduce the quests for Oleg's Trophy, Radish Soup, and Svetlana's Ring as you see fit to help guide the PCs in their early days of exploring the Stolen Lands.

OLEG'S TROPHY

10 XP

The way everyone talks about tatzlwyrms, one might think they're everywhere. This isn't the case; they're actually quite rare. A tatzlwyrm head would be a great conversation piece at Oleg's, so he has promised a reward for anyone who can deliver one.

Source: Oleg Leveton (area **RL1**)

Completion: Slay a tatzlwyrm and bring back its head intact.

Reward: Oleg gives the PCs his 5 *lover's knots* for the tatzlwyrm head.

RADISH SOUP

10 XP

Oleg has been under a lot of stress lately, and Svetlana would love to cook him his favorite meal—moon radish soup—to help him relax. Svetlana knows the closest moon radish patch grows about 16 miles south of the trading post, but she hasn't been able to visit the site in months.

Source: Svetlana Leveton (area **RL1**)

Completion: Bring Svetlana a basket of moon radishes from area **GB4**.

Reward: Svetlana pays 15 gp to anyone who can bring her enough moon radishes. If the PCs stay the night at Oleg's, she gives each of them a helping of moon radish soup. After this, the PCs can purchase additional helpings of the soup at regular price (page 587 provides more details on this delicious meal).

SVETLANA'S RING

30 XP

Although Svetlana claims it's not a big loss compared to what the bandits could have taken, Oleg knows the theft of her wedding ring has distressed his wife. She has forbidden him from risking life and limb to recover it, but if anyone can return the ring, he'll be very grateful. The bandits were the last to have the ring, but they might have lost or sold it already.

Source: Oleg Leveton (area **RL1**)

Completion: Find the ring and bring it back to Oleg.

Reward: Oleg promises 50 gp in trading post credit if his wife's ring is recovered.

Wanted Posters: Now and then, officials from Restov visit Oleg's Trading Post and put up wanted posters announcing rewards offered by the Swordlords for troublemakers of all types. The PCs may discover these

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on their own through exploration, but you can also offer up opportunities for adventure with these quests.

WANTED: KOBOLDS

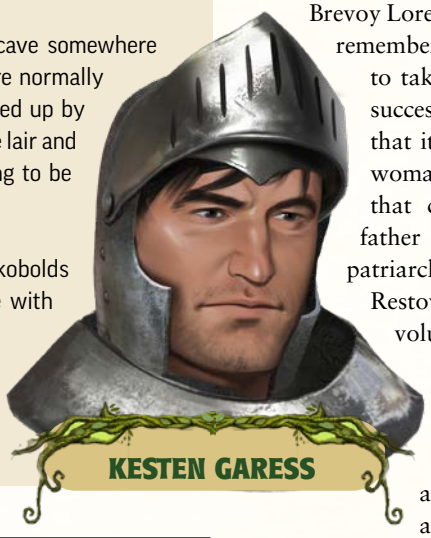
30 XP

The Sootscale kobolds dwell in a cave somewhere in the hills of the Greenbelt. They're normally not a problem, but they've been riled up by something lately. Find the Sootscale lair and ensure that the kobolds aren't going to be a threat.

Source: Wanted poster

Completion: Either slay the kobolds or forge a peace treaty or alliance with them.

Reward: One week after the PCs have ensured that kobold activity is under control, the Swordlords send them a reward of 40 gp.



KESTEN GARESS

WANTED: TUSKGUTTER

10 XP

Every Greenbelt hunter has a story about Tuskgutter, the nastiest boar in the Greenbelt. Whoever manages to kill the ill-tempered beast will earn a nice reward from the retired hunter Vekkel Benzen, who lost his leg to the monster pig a year ago.

Source: Wanted poster

Completion: Deliver Tuskgutter's head to Oleg's so Vekkel can spit in that dirty pig's eye!

Reward: Vekkel has promised his composite longbow and three *beacon shot arrows* to whoever can kill Tuskgutter. He also promises to share the delicious head cheese he plans to make out of this trophy.

WANTED: BANDITS

30 XP

The bandits need to be shown that their actions will not be tolerated. Kill or capture enough bandits to send a message to their leaders.

Source: Wanted poster

Completion: Defeat six or more bandits, either killing them (with proof of death) or bringing them captive to Oleg's. The initial encounter at Oleg's with Happs and his bandits does not count toward this number.

Reward: A week after the sixth bandit has been caught, the Swordlords send the PCs a reward of 30 gp.

Kesten Garess's Arrival

At some point after the PCs set out to explore the Stolen Lands after helping defend Oleg's Trading Post from the bandits, but before the next time they return to the trading post, **Kesten Garess** (CN male fighter 3) arrives with a group of three 1st-level mercenaries under his command. They set their small tents up just south of the stable, in the shadow of the palisade.

Kesten is a member of one of Brevoy's noble houses in name only, and a character succeeding at a DC 15 Brevoy Lore or Society check to Recall Knowledge remembers hints of a scandal that forced him to take up a mercenary's life. On a critical success, the character recalls hearing more—that it was an affair between Kesten and a woman named Tania, a weaver's daughter, that caused his exile from nobility. His father Evan, a cousin of the Garess family patriarch, disowned Kesten, who then fled to Restov to seek work as a mercenary. He volunteered to lead the small group of soldiers to help guard Oleg's Trading Post after his own depression and shame grew too much to handle. Kesten hopes to either make his name as the defender of a remote fort or die an honorable death fighting bandits and other dangers in the region.

For now, Kesten need only be a somewhat moody and morose guard but, in addition to providing the characters the opportunity to assist him, he could become an important ally for the characters as they continue to settle the Stolen Lands. If the party gets into more trouble than they can handle, you can have Kesten and his men come to their rescue, but otherwise, he should remain at the trading post, if only to give the post protection and relieve the characters of any need to do that job themselves.

FIND FALGRIM

30 XP

A Varisian mercenary who worked with Kesten Garess months ago, Falgrim Sneeg robbed Kesten's group and fled into the Greenbelt to become a bandit. Kesten hopes to catch him alive and return him to Restov for punishment.

Source: Kesten Garess (area **RL1**)

Completion: Capture Falgrim Sneeg, alive if possible.

Reward: Kesten can arrange a reward of three common *+1 weapons* of the capturer's choice if Falgrim is delivered alive. If he's delivered dead, Kesten can only promise one *+1 weapon*.

Jhod Kavken's Arrival

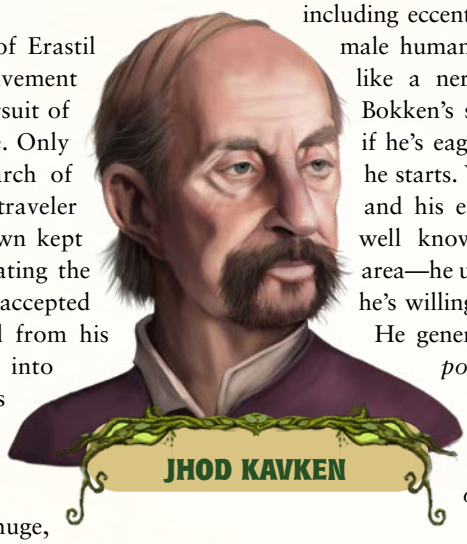
The next time the PCs visit Oleg's Trading Post after meeting Kesten Garess, another traveler has arrived. This is a wandering, Erastil-worshipping druid named **Jhod Kavken** (NG male druid 4), who claims he heard about the exploration charter and came to offer his help. In truth, Jhod has been all but excommunicated from the priesthood after he helped form a mob against a traveler in his home

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village who he thought was a werewolf responsible for several recent killings. Only a few hours after they killed the man, the true murderer was caught by a hunter and revealed to be nothing more sinister than a particularly wily warg.

An investigation by the church of Erastil followed, and they found Jhod's involvement in the village's overly aggressive pursuit of the traveler's death to be actionable. Only the fact that the investigators' search of the man's belongings revealed the traveler as a bandit spy sent to case the town kept the church from fully excommunicating the priest—and even then, only if he accepted exile. After the trial, Jhod traveled from his home in Galt up the Sellen and into Numeria. From there, his wanderings eventually brought him east into Brevoy, where he had a particularly vivid dream about an overgrown temple of Erastil guarded by a huge, angry bear. Upon waking from the dream, Jhod felt an irresistible tug to the south; he now believes that Erastil has given him a chance to redeem himself. The sensation led Jhod to Oleg's Trading Post, but there it stopped—and soon after, he learned from Svetlana about the PCs and their charter. Jhod has also heard rumors of "lost temples" to Erastil in the Stolen Lands, and the first time the PCs return to the trading post after Jhod's arrival, he tracks them down and asks them to keep an eye out for anything of that nature—particularly an old temple guarded by something that's not quite a normal angry bear.



JHOD KAVKEN

VISION OF THE ELK

30 XP

Jhod Kavken asks the PCs to seek out a lost temple of Erastil that he's heard of in his travels. It lies somewhere to the south in the forests of the Narlmarches, and he would like to reconsecrate it, but first he needs the PCs to locate the temple and ensure it's safe for him to visit. He reveals that he had a vision about the temple and warns the PCs that a large bear seems to be guarding the site–and that something is not quite right about the bear.

Source: Jhod Kavken (area **RL1**)

Completion: If the PCs discover the Temple of the Elk at area **GB6** but leave the bear alone, Jhod implores them to return and put the tortured bear to rest before escorting Jhod to the temple. To complete this quest, Jhod or a PC worshipper of Erastil must restore the temple to functionality (see area **GB6** for details).

Reward: Jhod agrees to provide free spellcasting to the PCs for life, with the exception of expensive material components, which the PCs must still supply.

RL2. BOKKEN'S HUT

STANDARD | RESOURCE

Creature: Although the Greenbelt is far from safe, the seclusion promised is too much to resist for some, including eccentric potion-maker **Bokken** (CN male human alchemist 4). With a manner like a nervous bird or a jittery child, Bokken's speech is swift and clipped, as if he's eager to finish every conversation he starts. Yet Bokken is no hater of gold, and his eagerness to sell his potions is well known to many travelers in the area—he usually sells directly to Oleg, but he's willing to sell to the PCs if they ask. He generally keeps two *minor healing potions*, two *lesser healing potions*, a *moderate healing potion*, a *lesser potion of fire resistance*, and a *lesser potion of cold resistance* handy.

In any extended conversation with Bokken, he's likely to mention his younger brother, Kurmil. Bokken spits and curses a fair amount as he does so, bitterly holding up his right hand and indicating his missing pinkie finger. "Bastard cut that off'a me the last time he hit my mother, Desna rest her soul. But he took off right after to live in a hollow tree down south rather than face the guards, so I guess it all worked out well enough." Bokken decided to become a hermit a few years after his brother left home and their parents passed away. Originally, Bokken had toyed with the idea of tracking down his brother and getting revenge, but the wildlife in the Greenbelt was too frightening and dangerous, so he instead settled down not far from the edge of Rostland to live the rest of his life in nature.

Resources: If a settlement is built here, Bokken's Hut grants that settlement a free Alchemy Laboratory.

GATHERING FANGBERRIES

30 XP

Bokken sure knows how to make delicious potions. His secret to deliciousness is fangberry juice, but he's running low on these supplies. A large thicket of fangberries grows about 55 miles southwest of Oleg's Trading Post, and he needs someone canny and strong to fetch them for him. (Helpful PCs may want to ensure the berries they give him aren't dirty; Bokken won't bother washing them before he uses them.)

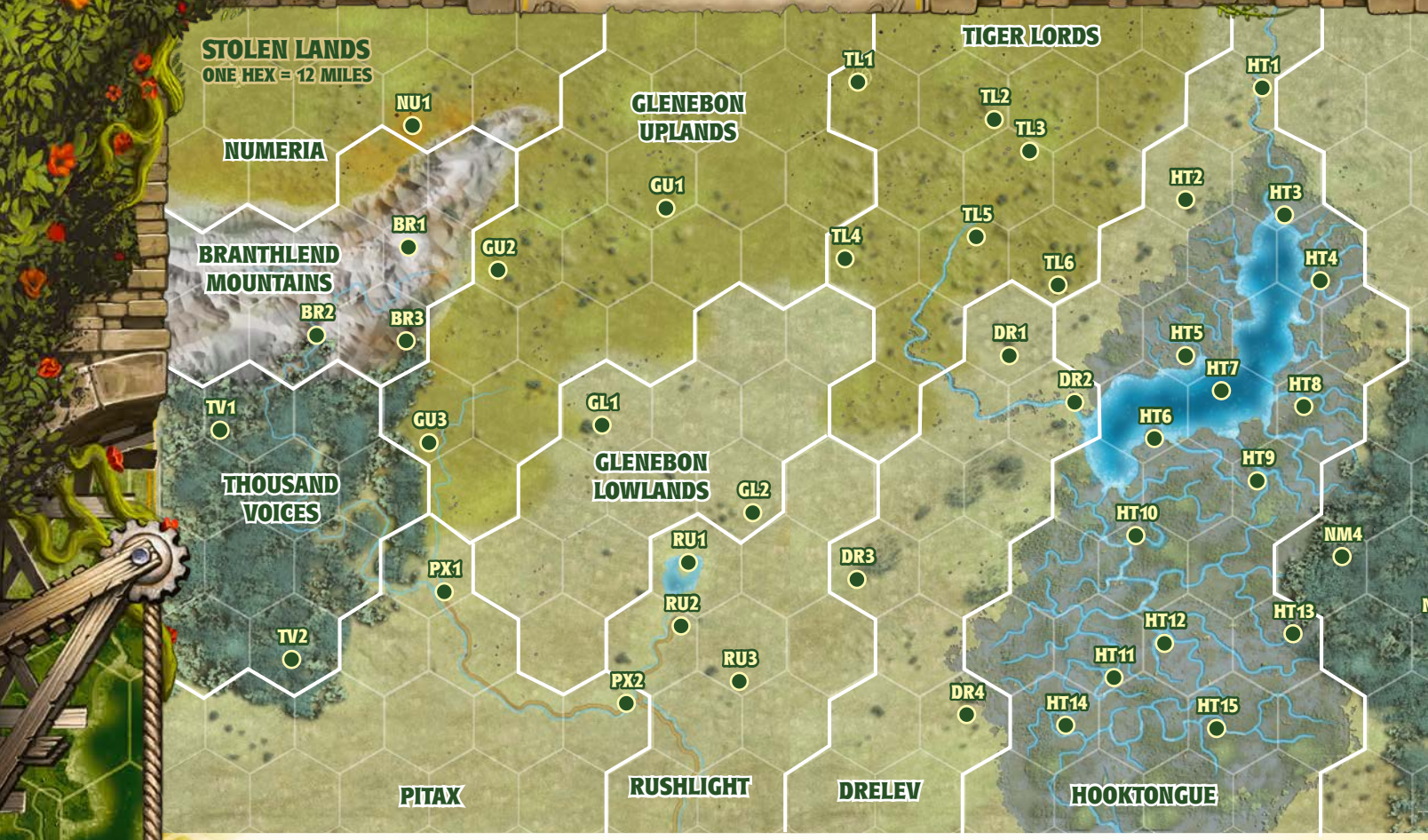
Source: Bokken (area **RL2**)

Completion: Bring Bokken a full basket of berries–enough to make fangberry juice for seven potions.

Reward: Bokken gives the PCs a 25-percent discount on his potions for 1 month. Alternately, he'll give them any three potions he currently has in stock for free.

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RL3. SPIDER NEST

LOW 1

STANDARD

This spider's lair is a 5-foot-diameter, 25-foot-deep shaft. The thick webbing along the walls makes it relatively easy to Climb up and down the shaft (requiring only a DC 10 Athletics check).

Creatures: This area houses the den of a giant trapdoor spider the size of a pony. An area extending nearly 200 feet around the spider's den is strewn with the skeletons of boars, deer, bears, and a few humans, but the spider hiding in the center, just under the web-hinged lids to its den, is not immediately apparent—it uses Stealth to roll initiative as a result.

GIANT TRAPDOOR SPIDER

CREATURE 2

UNCOMMON N MEDIUM ANIMAL

Variant hunting spider (*Pathfinder Bestiary* 306)

Perception +7; darkvision

Skills Acrobatics +7, Athletics +8, Stealth +9

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

AC 18; **Fort** +8, **Ref** +11, **Will** +7

HP 28

Trapdoor Lunge ↷ **Requirements** Initiative has not yet been rolled; **Trigger** A creature comes within 25 feet of the spider's lair while the spider is positioned just under the ajar trapdoor, and the spider notices the creature; **Effect** The spider Strides or Climbs before it rolls initiative.

Speed 30 feet, climb 30 feet

Melee ❖ fangs +11, **Damage** 1d10+3 piercing plus giant trapdoor spider venom

Giant Trapdoor Spider Venom (incapacitation, poison); **Saving Throw** Fortitude DC 18; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, slowed 1, and flat-footed (1 round); **Stage 3** 2d6 poison and paralyzed (1 round)

Treasure: Although the spider often cleans out the skeletons that accumulate within 20 feet of its den, it hasn't done so for a week or so, and a few bodies still remain, including a bandit corpse dressed in leather armor and carrying a short sword and 10 sp. He also wears a silver Stag Lord amulet worth 3 gp. Of greater interest is a scrap of paper tucked in his left boot that bears a drawing of a dead, claw-shaped tree atop an otherwise barren hill, with an "X" drawn in blood next to the tree's roots. This crude map offers a clue about the treasure hidden beneath the old tree at area **GB9**.

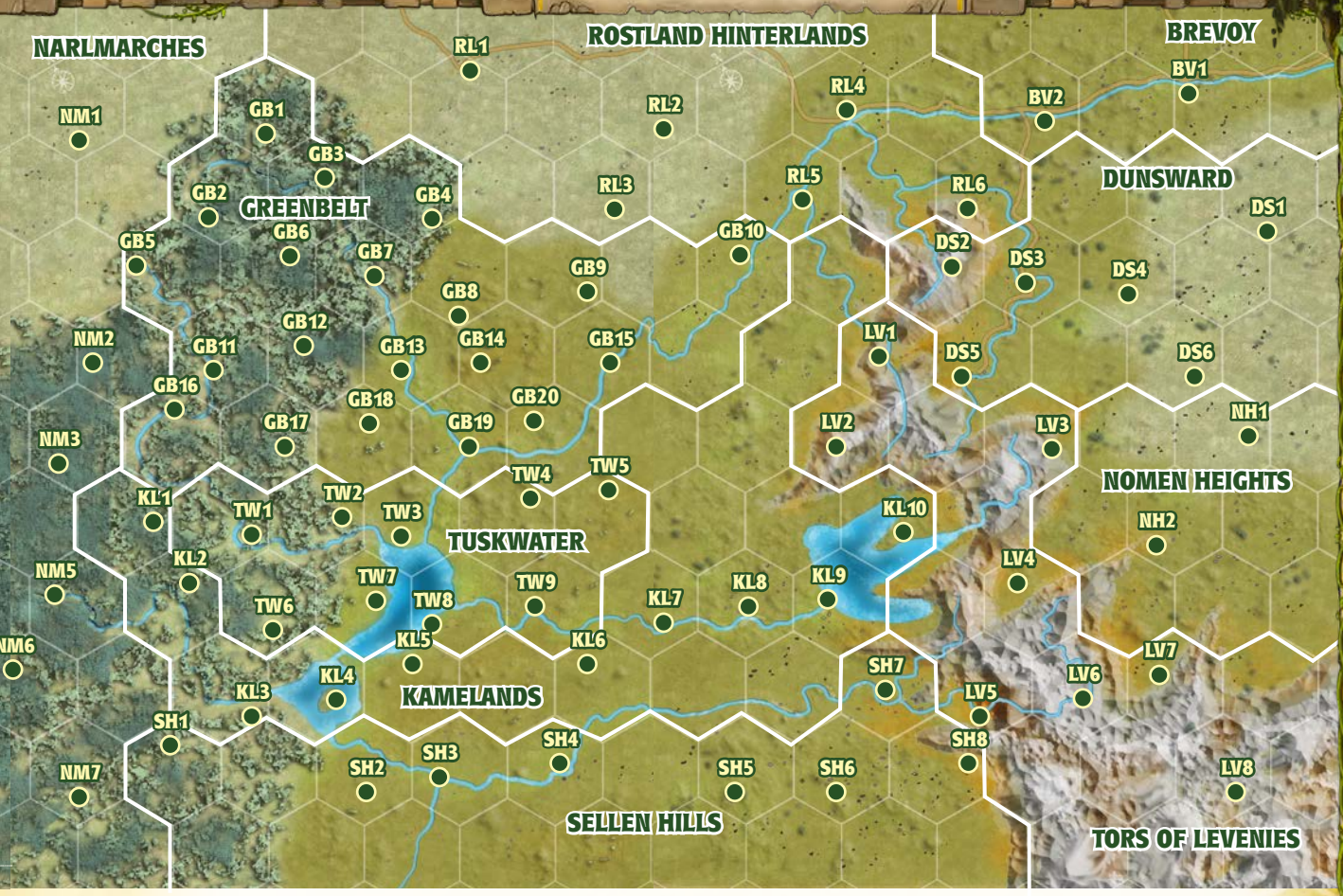
RL4. CROOKED FALLS

LANDMARK

The Shrike River cascades over a series of waterfalls here, each of which drops down 10 to 30 feet. In all,

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there are five cascades over the course of a mile—the Crooked River tributary flows into the Shrike at approximately the midpoint of the series of waterfalls. These cascades (and the larger Shrike Cascade in area **GB10**) make the Shrike River a poor choice for trade between Brevoy and the south, so river trade traditionally flows along the East Sellen River through Hooktongue Slough to the west—although of late, this route has been particularly dangerous (more details can be found in Chapter 7).

A DC 20 Athletics check to Climb is required to clamber along the banks of these waterfalls.

RL5. FORT SERENKO

RESOURCE | STANDARD

This wooden fortification has stood for years on the southern border of Brevoy, but with the growing tensions between Rostland and Issia, the soldiers and scouts stationed here have been recalled to Restov. The fort itself is empty, with any examination revealing evidence that it was abandoned in a swift but orderly manner.

Resource: The empty fort functions as a Structure terrain feature if the PCs Claim this Hex as part of their kingdom. The fort is rather small, but functions as a Barracks in a settlement established in this hex.

The site's proximity to Brevoy, though, brings with it an extra complication, as Rostland considers it part of their nation's holdings. If the PCs don't secure diplomatic relations with Rostland before attempting to incorporate Fort Serenko into one of their settlements as a Barracks, Rostland's Negotiation DC (page 519) increases to 20, as its nobles consider the PCs' move to be crass and a bit aggressive from a political standpoint.

RL6. DEAD NOBLE

SECRET

This hex contains nothing of interest until the PCs are approached by Edrist Hanvaki after they establish their kingdom. Edrist's concerns about his vanished sibling Temin are presented on page 521 in the quest for "A Missing Brother."

Once this quest is active, poor doomed Temin can be found in this hex. Any time after the quest becomes active, allow each PC who enters this hex to attempt a DC 13 Hills Lore, Hunting Lore, Nature, or Survival check or a DC 17 Perception check to note and understand the presence of buzzards wheeling in the sky. Any success allows the party to discover Temin Hanvaki's body, sprawled dead in a shallow gulch in the foothills here. Temin had hoped to make it to Varnhold to seal a business deal with that village's gem cutter, but

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in his haste to make good time, he slipped and fell into this gulch, breaking his neck in the process.

Treasure: Temin's corpse still wears a mother-of-pearl brooch worth 10 gp; it's this brooch that Edrist seeks. No other valuables can be found here.

ZONE 2: GREENBELT

The region known as the Greenbelt comprises the less-overgrown northern reaches of the Narlmarches to the west and rolling grassy hills to the east. Bandit activity here is relatively strong, with most of the brigands having an affiliation with the Stag Lord. Beyond that, the gremlins and kobolds that lair in the south are the most significant organized danger here.

GREENBELT (GB) — ZONE 2

d20	Encounter	Challenge
1–5	Roll on zone 1 table (page 52)	Varies
6–8	4 mitflit gremlins[B1]	Low 2
9–11	2 hunting spiders[B1]	Low 2
12–13	4 Stag Lord bandits (page 177)	Moderate 2
14–15	2 brush thylacines (page 609)	Moderate 2
16–17	5 kobolds[B1]	Moderate 2
18–19	1 owlbear[B1]	Moderate 2
20	3 ruffians[GMG]	Severe 2

Kobolds An encounter with kobolds consists of 4 kobold warriors led by 1 kobold scout; these kobolds are not part of the Sootscale settlement, but they know about them and, if the PCs capture any alive, could direct the PCs to the Sootscale cave.

Ruffians These independent bandits are not affiliated with the Stag Lord; they know where his fort is, but they prefer not to associate with him (out of fear, or perhaps because they don't want to share their ill-gotten gains). At your discretion, a ruffian whose life is spared can guide the PCs to the fort, or if made helpful, perhaps even help the party take down the Stag Lord and his crew.

Stag Lord Bandits Stag Lord bandits encountered in the wilds haven't yet earned the right to stay in the Stag Lord's fort, but they do know where the fort is located.

GB1. SNARE-FILLED GLADE — TRIVIAL 2

STANDARD

Trappers are common in the northern Greenbelt, since the furs and hides of minks, foxes, deer, and similar creatures can make a skilled hunter rich. Most monitor their traps and are relatively responsible in indicating their presence so that other trappers or wanderers won't fall victim to them, but one misanthropic trapper, a man named Breeg Orlivanch (whose fate is detailed in area **GB2**), takes cruel entertainment from hiding his traps, even from two-legged prey. Breeg's latest trapping grounds can be found in this hex, and while he's long past the point where he can profit from them, his traps can still impede PCs who explore the hex.

Hazard: Breeg's traps consist of cleverly hidden spike snares augmented with additional wooden spikes spread throughout this area. The impact these traps have on the PCs depends on whether they are Traveling or Reconnoitering the hex.

BREEG'S TRAPS — HAZARD 3

MECHANICAL TRAP

Stealth DC 20

Description Several dozen spike snares are littered across this hex.

Disable DC 17 Survival (made as an individual hexploration activity) to locate and disarm all the traps by hand.

Clamp Shut ↻ **Trigger** Anyone Travels or Reconnoiters this hex; **Effect** If the characters are Traveling, one of them (determined randomly) steps in a trap. If the characters are Reconnoitering, 1d4 of them (determined randomly) step in a trap. When a creature steps in a trap, the trap makes a bear trap Strike against the creature.

Melee ❖ bear trap +14, **Damage** 2d10+7 piercing

Reset There are enough traps in this hex that this hazard can be triggered up to 5 times before all the traps are used up.

Treasure: Each time a PC triggers a trap, the trap is destroyed. If all the traps are disabled, materials to craft six spike snares can be salvaged.

GB2. DEAD TRAPPER

STANDARD

Breeg Orlivanch, the disreputable trapper responsible for the traps in area **GB1**, has set his final trap. At first glance, it appears Breeg overstepped his skill and was pinned to the ground by several large logs when his partially completed deadfall trap collapsed on him. In truth, the faerie dragon Perlivash (detailed in area **GB3**) had grown tired of Breeg's cruelty and caused the "accident" by prematurely triggering his trap.

A DC 14 Perception or Survival check while Searching the site reveals that the deadfall's ropes have been deliberately cut. A critical success reveals more—a tiny, sharp tooth snagged in one of the ropes. Anyone who succeeds at a DC 21 Arcana check identifies the tooth as that of a faerie dragon; it belongs to Perlivash and can be used as evidence of his guilt in the trapper's death.

Treasure: Breeg's hatchet, stuck in the stump of a tree a few feet from his dead body's outstretched arm, is a cold iron hatchet. Next to the stump is a waterskin with fresh water and a backpack containing 2 days of rations, a sleeping bag, a spool of cord, several strips of linen, and enough materials to craft three spike snares (obviously crafted by the same person who made those in area **GB1**). A second bundle holds three cured beaver pelts (worth 1 gp each), a skinning knife, and a set of leatherworker's tools.

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GB3. FAIRY NEST

MODERATE 2

HIDDEN

Creatures: The fey maintain a strong presence in the Stolen Lands, although they are less common in the northern reaches of the Greenbelt, where human bandits, trappers, hunters, and explorers regularly travel. Yet one creature, a grig named Tyg-Titter-Tut, has always lived in the northern Narlmarches, sharing her tree with her close friend, the faerie dragon Perlivash. The two little creatures have long enjoyed taunting, teasing, and occasionally frightening the human "bigginses" they encounter in the woods. Once in a great while their pranks turn vengeful (as detailed in area **GB2**) but never without proper cause. The two creatures' nests are high in a fir tree, although the PCs are likely to encounter the duo even if they don't succeed at the DC 18 Perception check to notice the two nests 40 feet up in the tree's branches.

Perlivash is a small, butterfly-winged dragon with shining eyes and a quick wit. He is quite fond of flying in loops, sipping wine and mead (but not beer!), and perching on the heads or hats of friendly bigginses. Tyg-Titter-Tut is an excitable grig, a cat-sized fey with the upper body of a waifish humanoid and the lower body of a cricket. She enjoys music and can sit for hours listening even to poor performances, and always has something nice to say about the music when it ends.

Tyg-Titter-Tut and Perlivash are likely to first notice the PCs' approach from high in the leafy canopy where they are hard at work playing tag. At first, the odd pair mistakes the PCs for bandits. Being cautious, they spy upon the characters for a bit, following them about and closely observing their mannerisms and belongings. They take care never to approach closer than 30 feet and use stealth and magic to avoid being spotted. During their stalking, Tyg-Titter-Tut playfully challenges Perlivash to a small wager to see which of them can play the most pranks upon these bigginses without getting caught.

For the next few days, the two trail the PCs and take turns playing pranks at a rate of twice per day. Tyg-Titter-Tut prefers using *ghost sound* to make strange noises, while Perlivash delights in using *dancing lights* or *prestidigitation* to set up strange distractions. The longer the game continues, the more outlandish the pranks become as each one attempts to outdo the other. However, these good-hearted creatures also keep watch over the PCs even as they sport with them. Should an untimely encounter threaten the PCs, the pair aids the party as best they can, though they expose themselves to the PCs only if doing so is necessary to save a PC's life.

As the jokes continue, succeeding at a DC 16 Nature or Forest Lore check or a DC 14 Fey Lore check to Recall Knowledge allows a PC to infer that mischievous fey are likely behind the string of pranks. Individuals who wish to make contact with these unseen tricksters can attempt to stay alert and catch one in the act of pulling a prank (requiring a Search hexploration individual activity and success at a DC 20 Perception check to spot one of Perlivash's tricks or a DC 17 Perception check to spot one of Tyg-Titter-Tut's tricks).

A PC who critically succeeds at the Recall Knowledge check also recalls that fey can often be bribed into leaving someone alone—although it's worth keeping in mind that fey generally consider any offerings as gifts, eschewing the ugly word "bribe." Gifts of shiny bits of jewelry, alcohol, sugary food, and potions are particularly useful, but items that incorporate cold iron are generally hated. Each time a character leaves a gift worth at least 5 sp, allow them to attempt a DC 20 Diplomacy check to Make an Impression to appease the duo. If they succeed, the pair no longer targets that PC with pranks. If all the PCs in the party succeed at such checks, the grig and the faerie dragon reveal themselves to thank the group personally.

If the fey are befriended, they immediately cease their pranks and thank the PCs for being such fine sports. The pair holds no love for the bandits in the area, and eagerly ask the PCs if they're here to "kick



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out the mean bigginses." They know there's a camp of bandits at area **GB7** and can even provide a map (drawn in the dirt) of their campsite and an accurate list of the number of bandits and their descriptions. The two also know about the traps in area **GB1**, the radish patch located in area **GB4**, the hot springs in area **GB5**, and the location of the Temple of the Elk in area **GB6**. While they know about the dead trapper in area **GB2**, they don't tell the characters about this unless the characters ask if they were responsible, in which case they bashfully admit to killing the man but then eagerly point out how bad he was. They have no interest in accompanying the PCs on their adventures.

TYG-TITTER-TUT CREATURE 1

Female grig (*Pathfinder Bestiary* 308)
Initiative Perception +7

PERLIVASH CREATURE 2

Male faerie dragon (*Pathfinder Bestiary* 157)
Initiative Perception +16

Reward: If the PCs befriend Tyg-Titter-Tut and Perlivash and gain their aid in exploring the Greenbelt, award them experience as if they had defeated them in combat. In addition, as long as this friendship lasts, you can have the two periodically show up in the PCs' kingdom once they start to expand into the Stolen Lands. The pair might ask the PCs to leave the land around their home undeveloped, for example, or they could show up at an unexpected moment to provide aid in resolving an ongoing event at your discretion.



GB4. RADISH PATCH LOW 2

STANDARD

A large patch of delicious moon radishes grows in an arrowhead-shaped clearing here.

Creatures: Moon radishes are a delicacy among the kobolds of the region, and the first time the PCs travel to this area, they stumble upon four kobolds lying on their backs in the center of the patch, bellies full of the spicy roots and three overfilled baskets of radishes lying nearby. The kobolds are bloated from stuffing themselves and start the encounter sickened 1, but this won't keep them from shrieking and clambering to their feet as soon as they spot people approaching. Although normally cowardly, the kobolds fight to the death to defend "their" radish patch.

KOBOLD WARRIORS (4) CREATURE -1

Pathfinder Bestiary 212
Initiative Perception +3 (+2 while sickened 1)

GB5. FROG POND LOW 2

STANDARD

Two hot springs bubble at the source of the Skunk River, filling the surrounding area with the distinctive odor of rotten eggs. Despite the smell, the hot springs are rather pleasant to relax in. The springs overflow into the surrounding valley, forming a broad, swampy pond surrounding the source.

Creatures: A 150-foot diameter pond at the river's source is home to a pair of giant frogs; these creatures are aggressive and attack anyone who approaches their lair, but if a giant frog is reduced to fewer than 10 Hit Points, it croaks in fear and splashes back into the pond to hide.

GIANT FROGS (2) CREATURE 1

Pathfinder Bestiary 2 121
Initiative Perception +7

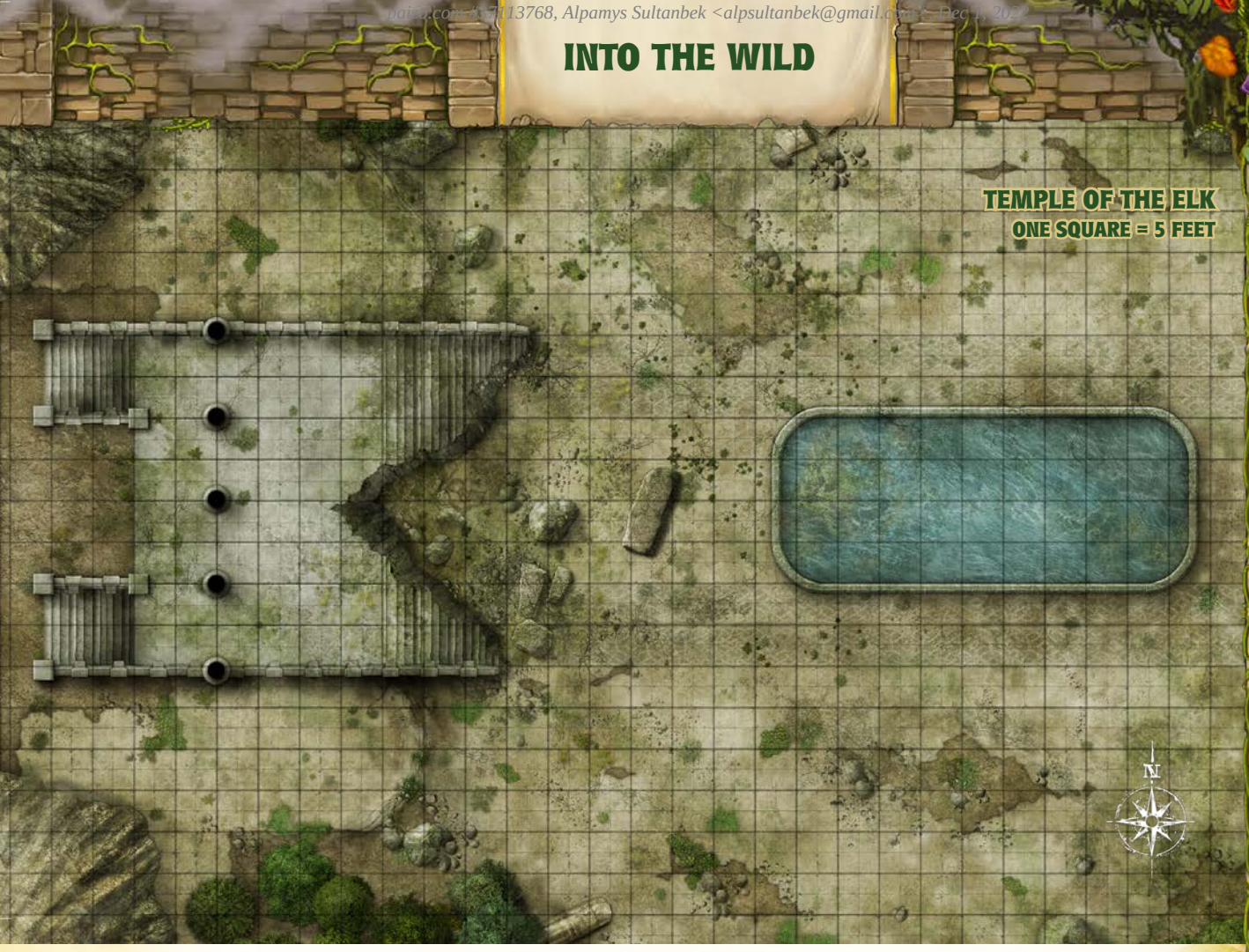
GB6. TEMPLE OF THE ELK MODERATE 2

HIDDEN RESOURCE

A thick tangle of brambles gives way to a large clearing in the woods, its border partially defined by ruined stone pillars. The western face of the clearing is dominated by a looming mass of rock, nearly 300 feet across and rising to a moss-topped height of 100 feet at the center. The side of the towering escarpment facing the clearing has been carved in the likeness of an immense elk, its antlers

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drooping down from its weathered face to frame a 50-foot-wide cave entrance. A flight of stone steps leads up to this entrance from the forest clearing—the steps and the elk face both seem quite old and are thickly encrusted with moss. A 50-foot-long oval pool in the middle of the clearing contains water thick with algae.

Like many ancient things in the forest, the Temple of the Elk lies forgotten. Travelers can easily bypass the overgrown temple, which is surrounded by numerous thorny plants. Anyone who succeeds at a DC 16 Perception check while exploring the hex discovers the location, or the fey at area **GB4** can tell the PCs how to reach this site.

Once a small but well-tended shrine to Erastil, the Temple of the Elk has stood abandoned since Taldor's last attempt to occupy this region ages ago. Unfortunately, the last keeper of the shrine became a little unstable after he finally admitted to himself that the trolls, kobolds, boggards, and other monsters had "won" and would drive the Taldan colonists out. Frustrated, the cleric lured an enormous grizzly bear to the temple and sacrificed it in the name of "any who would answer the call" to aid against his enemies. His lack of faith in Erastil proved his undoing, and as his fall from grace caused him to lose his abilities and perish. His cruel spirit possessed the bear's remains, resurrecting the creature in a mockery of what the cleric once represented.

The water in the pool is foul and stagnant. Succeeding at a DC 12 Religion check or DC 8 Erastil Lore check to Recall Knowledge allows a PC to recognize the entire site as a disused shrine dedicated to Erastil. On a critical success, the PC recalls rites that can be used to help restore the temple to functionality once the lingering malevolence is defeated.

Creature: Neither fully natural nor strictly an undead monstrosity, the cursed grizzly bear—who spent a brief moment dead at the ancient priest's hands—dwells here to this day. Driven by an urge to protect the shrine he despoiled, the priest's lingering influence has kept the bear alive far longer than it should have lived. While the former cleric's intellect has degraded to little more than that of the bear it now possesses, some shards of memory remain, and the sound of spoken words drives the bear into a frenzy as if a swarm of bees buzzed in its head. Eager to destroy the source of this torment, the cursed guardian rumbles out of the cave to issue a bellowing roar. The creature itself appears bear-shaped, yet its flesh and fur have partially transformed into thick tangles of diseased vegetation and dragging roots.

The cursed guardian is a dangerous foe and may well be one of the first significant threats low-level PCs face in this Adventure Path. As it bellows, you should

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KINGDOM ACTIVITIES

Some of the encounters in this Adventure Path include activities like "Restore the Temple of the Elk" that must be resolved during Kingdom turns, using Kingdom skills like Folklore. See Appendix 2 for further details.

give the PCs a chance to flee from the clearing before the beast presses its attack. It won't pursue foes out of the immediate area, but once a fight starts, the cursed guardian fights to the death to defend its lair, even if it doesn't understand or remember why it does so. If an obvious worshipper of Erastil is present, the bear focuses its wrath on that target, even though such worshippers have an advantage over it in combat.

CURSED GUARDIAN CREATURE 4

UNIQUE CN LARGE BEAST

Perception +8; low-light vision, scent (imprecise) 30 feet
Languages Common, Sylvan (can't speak any language)
Skills Athletics +12, Survival +8
Str +6, **Dex** +3, **Con** +5, **Int** –3, **Wis** +0, **Cha** +3

AC 21; **Fort** +13, **Ref** +11, **Will** +6
HP 58; deadeye's shame

Deadeye's Shame The cursed guardian has weakness 5 to all damage inflicted upon it by a worshipper of Erastil, and it takes a –2 circumstance penalty to all saving throws to resist effects caused by worshippers of Erastil. If it ever suffers a critical hit from or critically fails a save against an effect caused by a worshipper of Erastil, the cursed guardian is stunned 1.

Speed 35 feet
Melee ❖ jaws +14, **Damage** 2d6+8 piercing
Melee ❖ claw +14 (agile), **Damage** 2d4+8 slashing plus Grab
Mauler The cursed guardian gains a +2 circumstance bonus to damage rolls against creatures it Grabs.
Rush ❖❖ The cursed guardian Strides and makes a Strike at the end of that movement. During the Stride, it gains a +10-foot circumstance bonus to its Speed.

Resources: Once the cursed guardian is slain, it sighs in relief, then collapses in on itself, transforming first into an incredibly old human man with a look of peace in his eyes before crumbling into a skeleton, and finally to a pile of dust. As this happens, the shrine grows more vibrant and colorful. Wildflowers bloom, the sound of birdsong fills the air, and the overall ambience of the place grows more welcoming. The water in the pool becomes crystal clear and, for the next 24 hours, grants the effects of a *moderate healing potion* to anyone who drinks directly from it. The restorative effects only affect an individual the first time they drink the water; subsequent attempts provide no magical benefits. If the water is removed from the area of the temple, it immediately loses its power.

At this point, the temple can be fully restored via the special Leadership activity detailed below.

RESTORE THE TEMPLE OF THE ELK

DOWNTIME LEADERSHIP

You work with several worshippers of Erastil, gifted masons, and skilled laborers to restore the temple and once more consecrate it as a sacred place devoted to the worship of Erastil. Spend 1d6 RP, then attempt a DC 25 Folklore check.

Critical Success The temple is restored and can now serve as a Refuge terrain feature. If you later build a settlement here, the temple instead functions as a free Shrine in the settlement. In addition, your work was so excellent that you've attracted Erastil's attention! The PC who rolled the Folklore check is granted Erastil's minor boon: whenever that PC critically fails a check to Subsist in the wild, they gain a failure instead.

Success As success, but without Erastil's boon.

Failure Work proceeds but is not yet complete; you can attempt to restore the temple again on the next Kingdom turn.

Critical Failure Disaster strikes as the temple's cavern collapses and rubble spills out to bury and destroy much of the temple's plaza. Gain 1 Decay and 1d4 Unrest. You can still attempt to Restore the Temple, but the DC for success increases by 4. This increase is cumulative with successive critical failures.

GB7. THORN RIVER BANDIT CAMP

STANDARD

This area is detailed in Part 2 of Chapter 3 (page 168).

GB8. GOLD MINE

HIDDEN RESOURCE

A rocky crag juts from the hills here. At the crag's base is a 5-foot-wide crack that can be spotted while Reconnoitering with a successful DC 16 Perception or Hills Lore check. The crack opens into a 20-foot-deep crevice that widens into a 30-foot-diameter cave. The cave wall directly opposite the entrance sparkles slightly. A successful DC 16 Nature or Mining Lore check to Recall Knowledge allows a PC to recognize this as a vein of gold ore.

Resources: This hex doubles the output of a Mine established here with the Establish Work Site activity.

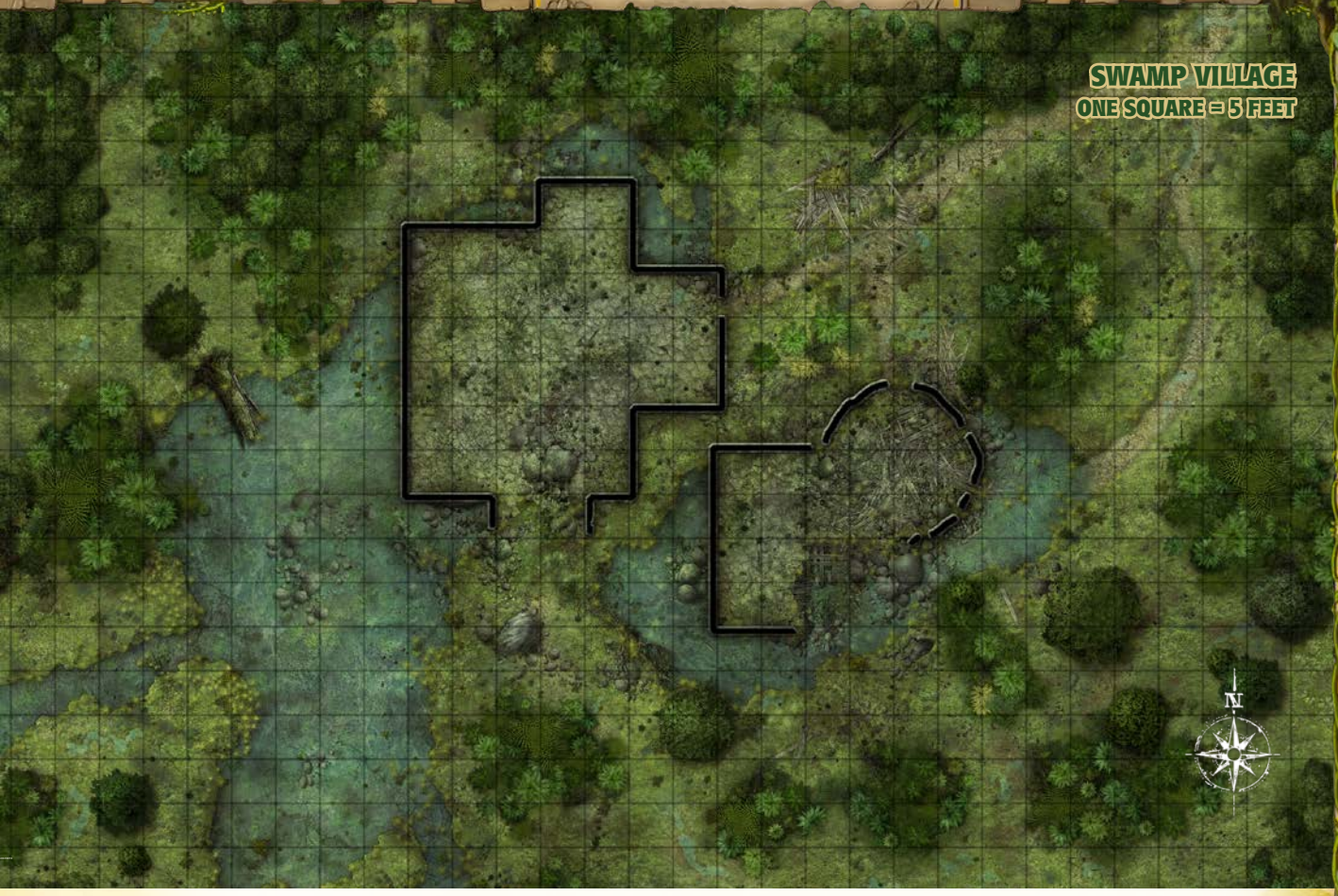
GB9. FORGOTTEN CACHE

HIDDEN

An old, lightning-struck oak tree stands atop a low hill at this spot—it's the only tree in a 2-mile radius. From the north, the tree looks eerily like a claw reaching for the clouds. Succeeding at a DC 20 Survival check to Track

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reveals to a PC that the ground beneath a hollow in the tree's roots on the north side has been disturbed. Several months ago, one of the Stag Lord's bandits robbed a rich traveling wizard and decided to hide some of the loot here to avoid giving the Stag Lord his cut. The Stag Lord found out that the bandit had withheld treasure and executed him as a warning to his fellows, but not before the bandit sketched a picture of the tree and told his lover about the stash. Unfortunately, his lover met an entirely different (but no less final) fate on his attempt to track down the cache (more details in area **RL3**).

Treasure: Digging up the forgotten cache takes 10 minutes once the PCs find the right location. The loot is wrapped in a heavy leather cloak and consists of a *+1 dagger*, a *wand of burning hands*, a silver ring worth 10 gp, and a spellbook. Unfortunately, rain seeping down into the cache has damaged much of the spellbook, but five of the spells (*dispel magic*, *illusory object*, *mage armor*, *shrink*, and *unseen servant*) remain legible. Feel free to add a few more spells to this list if you wish or to swap out spells to avoid duplicating spells that PCs might already know.

GB10. SHRIKE CASCADE

LANDMARK

Unlike Crooked Falls (area **RL4**), the Shrike Cascade is a single waterfall. The river plummets 50 feet over a cliff, making it impossible to navigate by boat, although the vista of the waterfall itself is quite breathtaking. A successful DC 20 Athletics check is required for a PC to Climb the slippery cliff side along the waterfall's edge.

GB11. BOGGARD LAIR MODERATE 2

STANDARD RESOURCE

The ground slumps into a soggy mire, and a pair of ruined stone buildings jut from the ground. This location is presented on the Swamp Village map above.

Creatures: These buildings have been claimed by a lone boggard named Garuum and his monstrous, froglike pet, a slurk called Ubagub. Garuum was once a member of the boggard settlement M'botuu to the west (area **HT6**) until he made a terrible mistake of believing he should be the one to rule the knot (another name for a boggard village). In order to prepare for his coup, he gathered and devoured several dozen of the knot's sacred blue dragonflies, hoping to gain great power and skill from the insects. Alas, while the feast bolstered his self-confidence, it did nothing for his battle skills. He rode his slurk Ubagub into the center of M'botuu to declare war, whereupon he was immediately captured. M'botuu's ruler, Sepoko, sentenced Garuum and his slurk to death after a day of humiliating punishment.

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Fortunately, Garuum's his captors forgot about him after getting drunk on bog whiskey. Later, he used a rock to smash his manacles and escape. He freed his slurk and fled eastward into the Narlmarches. Following his escape, the priest-king branded Garuum an exile and demanded that he be slain on sight should he ever return.

Garuum knows his previous life is over and has made do as best he can. He moved into this ruined village and thinks of the two ruined buildings within as his empire. Garuum sleeps in a nest made of swamp reeds, soggy planks, and mud in the ruins of the smaller building's tower. Neither he nor Ubagub react kindly to intruders, each croaking loudly to alert the other. Yet Garuum has learned from his past mistakes—now he moderates his violent impulses. He even knows several words of Common.

As soon as he sees the PCs (and assuming they don't immediately attack him or Ubagub), Garuum holds up his hands and croaks out, "Truce! Truce!" Garuum just wants to be left alone, but his limited knowledge of Common (the only words he knows are *boggard*, *bug*, *slurk*, *snake*, *truce*, *hungry*, *me*, *you*, *die*, and *go*) might make communication difficult. Garuum is quick to interpret attempts to search his "kingdom" or simply to walk through it as offensive acts, and attacks.

If the PCs establish a line of communication with the boggard, he tells them his story and that he doesn't want to cause problems; if the PCs leave him be, he'll reciprocate. In fact, he's willing to tell the characters what he knows of the nearby woods in return for them leaving him alone. He can tell them about the statue of Erastil in area **NM2**, the location of the Temple of the Elk at area **GB6**, where Tuskgutter lives at area **GB12**, and of the tatzlwyrms living at area **GB16**. At your discretion, if the characters treat Garuum particularly well, he might offer to let them rest in his domain (an uncomfortable but safe place to sleep) or even accompany them on their adventures.



GARUUM

GARUUM CREATURE 2

CN male boggard warrior (*Pathfinder Bestiary* 44)
Initiative Perception +8

UBAGUB CREATURE 2

Male slurk (*Pathfinder Bestiary* 301)
Initiative Perception +6

Treasure: Garuum has gathered a small hoard of treasure. It consists of 21 gp, a chunk of iolite worth 5 gp, a deep green spinel worth 9 gp, and a shard of blue quartz worth 11 gp.

Resource: If the PCs defeat or befriend Garuum, this hex functions as a Refuge if it is Claimed. If a Settlement is built here, the buildings can be rebuilt into Houses.

Award: If the PCs befriend Garuum, award them experience as if they had defeated him and his slurk in combat.

GARUUM'S REVENGE

30 XP

If the PCs befriend Garuum and he still lives once they reach 10th level, the boggard finally approaches them with a request. Since he was exiled from M'botuu, his festering anger has finally reached a boiling point. He claims to have found a magic rock and promises to give it to whoever can travel to M'botuu, kill its priest-king Sepoko, and return to Garuum with Sepoko's head so he can feed it to Ubagub.

Source: Garuum

Completion: Kill Sepoko and bring his head back to Garuum.

Reward: Garuum's "magic rock" is in fact a *greater invisibility armor runestone*.

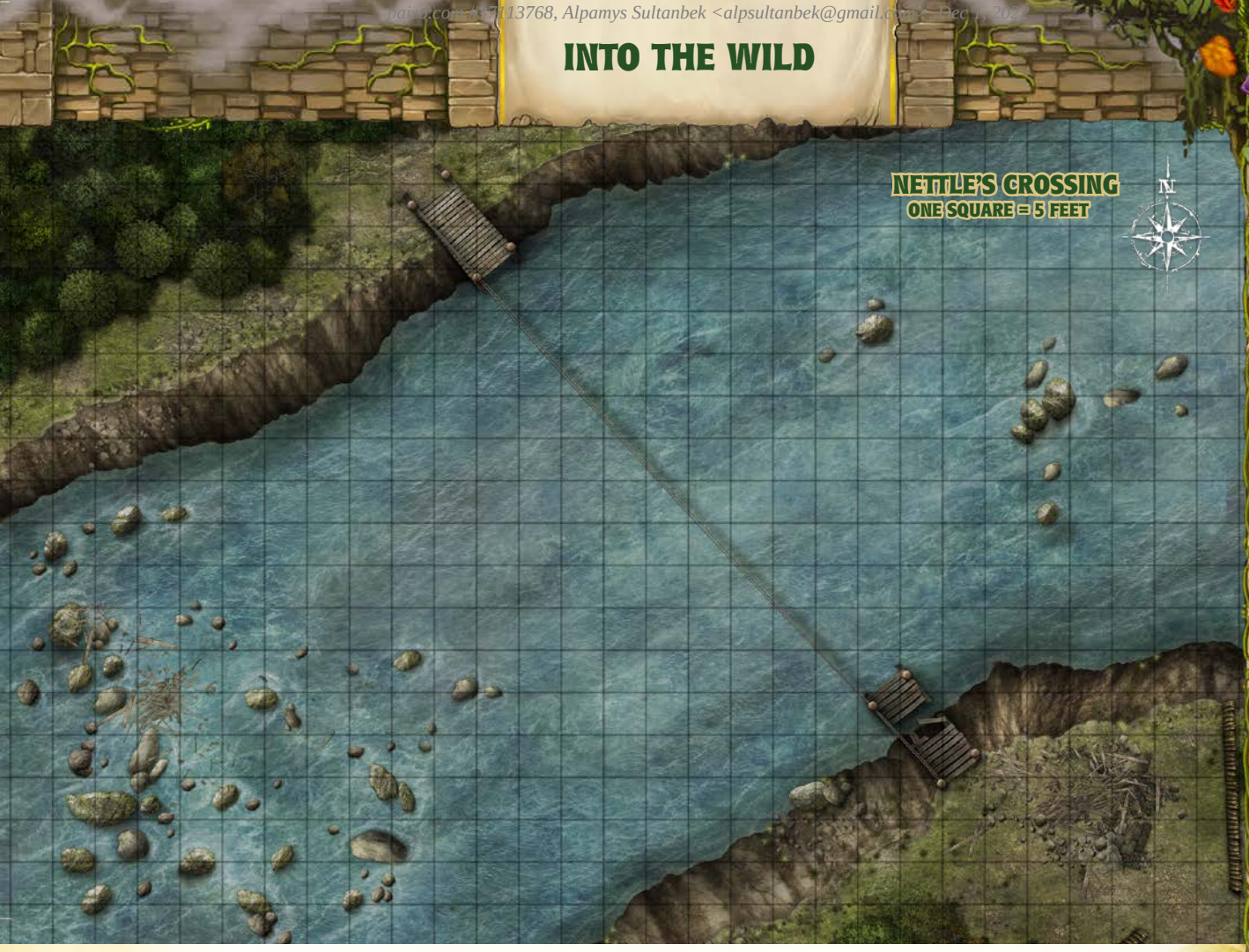
GB12. TUSKGUTTER'S LAIR LOW 2

STANDARD

Creature: Boars are among the more aggressive wild animals native to the Greenbelt, but none are as notorious as Tuskgutter, a grizzled monster who's

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vexed and avoided hunters for years. Most hunters in the Greenbelt have heard wild tales of this ill-tempered beast, identifiable by the distinctive gray bristles on his face. Tuskgutter's lair is a hollow beneath a large fallen pine tree, and the tree's branches create a natural shelter currently littered with bones.

Tuskgutter spends part of each day out foraging and hunting. When PCs reach this hex, roll a DC 6 flat check—on a success, the boar is home. If it's not at home, a PC who succeeds at a DC 16 Nature or DC 14 Hunting Lore check to Recall Knowledge realizes the den as belongs to a particularly large boar. Tuskgutter returns in 1d6 hours.

TUSKGUTTER CREATURE 3

Elite boar (*Pathfinder Bestiary* 6, 43)

Initiative Perception +10

GB13. RICKETY BRIDGE TRIVIAL 2

LANDMARK

Hazard: The Thorn River winds through a 20-foot-deep gulch here, nestled between a pair of rocky hills. An old wooden bridge spans the gulch, allowing passage over the river—provided not too many creatures attempt to cross it at once.

The bridge can support one Medium creature or two Small creatures at a time, but groans and creaks ominously as it does so. The local bandits know to cross the bridge one at a time. A successful DC 15 Athletics check to Climb allows a PC to scale the sides of the gulch, while the river itself can be navigated by a PC who succeeds at a DC 15 Athletics check to Swim.

RICKETY BRIDGE HAZARD 4

ENVIRONMENTAL

Stealth DC 22

Description The bridge creaks and strains alarmingly.

Disable Crafting DC 25 to Repair the bridge as an individual hexploration activity.

Collapse ↷ **Trigger** Two or more Medium creatures or a Large or larger creature crosses the bridge; **Effect** The bridge collapses. The triggering creature(s) fall into the river below, taking no damage from the fall itself due to the deep water, but taking 2d8+5 bludgeoning damage (DC 21 basic Reflex save) from falling debris. For 1 round after the collapse, the waters below the bridge churn violently, requiring a DC 20 Athletics check to Swim.

GB14. OLD SYCAMORE

LANDMARK

This sycamore tree is a den of mitflit gremlins, and is detailed further in Part 3 of this chapter (page 120).

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GB15. NETTLES' CROSSING MODERATE 2

LANDMARK

Not so long ago, a retired Brevic engineer named Davik Nettles ran a simple but profitable toll bridge across a narrow reach of the Shrike River. He made no judgments on those who chose to use his bridge. Be they bandit or trapper, as long as they had the coin, he allowed them to cross the Shrike. As this crossing was the only significant one in the region, Davik made a fair amount of money for his hard work.

Unfortunately, after he finally made enough to recoup the cost of building the rope bridge, the Stag Lord rose to power downriver on the north shore of the Tuskwater. When the Stag Lord paid a visit to the crossing, he informed Davik that not only were the men bearing the Stag Lord's badge to be granted free passage over the bridge, but that Davik would now have to pay the Stag Lord two-thirds of his monthly take in return for "protection." In his response to the Stag Lord's demands, Davik made a foolish error. He not only refused the offer, but ran the bandit and his men off with his trusty ranseur and the aid of his three slavering hounds. After the incident, Davik rewarded himself with a meal of fresh fish and went to bed early. Not surprisingly, the Stag Lord did not stay away for long.



DAVIK NETTLES

In the dead of night, the bandits returned. They surrounded Davik's house and set it on fire with flaming arrows. Davik woke in terror to his dogs' barking, and as he stumbled out of his burning home, ranseur in hand, the bandits attacked. His polearm provided little help as the archers' flaming arrows rained down, killing his hounds and wounding Davik. With his nightshirt aflame, the doomed bridge keeper tumbled down the path toward the river. After dousing himself with water, he clambered up to the bridge and tried to escape to the north shore.

The bandits followed, and as Davik passed the midpoint on his bridge, the Stag Lord and his men cut several ropes. The bridge collapsed, plunging the shrieking Davik into the river below. Though he struggled mightily to swim ashore, the current was too much and he drowned. Onshore, the bandits watched, gleefully chuckling, their leering shadows dancing before the hovel's flames as it burned down to cinders. The Stag Lord returned to his fort, leaving behind several bandits to rebuild the bridge and take up the position of toll taker.

The next night, as the bandits argued over who would get to be the bridge's new "boss," Davik rose from the river as an undead thing of vengeance. He stalked out of the water, weapon in hand, and murdered the brigands before dragging their bodies into the river. The Stag Lord sent more bandits to investigate several days later, and though Davik rose again to kill most of them, three escaped to report back to their leader. The Stag Lord wisely decided to abandon his plans to rebuild the bridge, and in the months since, has all but forgotten about Davik and his tolls.

Today, Nettles' Crossing is a soggy, abandoned remnant. One thick and sagging rope still hangs across the river, all that remains of the bridge that once spanned it. A signpost at either end of the ruined bridge reads "Nettles' Crossing—5 coppers—ring bell for service." A rusty bell hangs by each sign. On the south bank of the river, encroaching vegetation has slowly devoured the crumbled remains of a burned-down wooden building.

Crossing the river via the hanging rope is possible with a successful DC 15 Athletics check to Climb, but the rope

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snaps if more than two Medium creatures (two Small creatures count as one Medium creature) attempt to cross at the same time. Anyone who falls into the river is carried downstream, eventually snagged on the rubble of old bridge remnants; otherwise, it's a DC 15 Athletics check to Swim in the river.

Creature: If anyone rings one of the bells on either shore or attempts to cross the river, Davik's haunted remains take note. Now a unique undead menace, Davik's rotting body climbs from the rubble downstream and makes its inexorable way across the river's surface, walking over the water toward the PCs. The sight of the obviously long-dead man, flesh putrescent and dripping, ranseur clutched in his hands, may well drive the PCs to attack. Yet as Davik rises from the waters, he calls out to them in an eerie, soggy voice, "You are not my tormentors. Bring me the Stag Lord's body. Throw him into the river, that I may look upon his face in death. Or join me instead."

If the PCs attack Davik, he fights back with a furious rage. If destroyed, he rejuvenates the next night. While he cannot travel more than a mile from the site of his death (except to claim the Stag Lord's remains from the Shrike River), he can use *nightmare* to plague one of the PCs.

DAVIK NETTLES CREATURE 4

UNIQUE NE MEDIUM UNDEAD

Perception +10, darkvision
Languages Common
Skills Athletics +11, Intimidation +11
Str +5, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3
Items *+1 ranseur*

AC 19; **Fort** +12, **Ref** +11, **Will** +10
HP 70; **Resistances** fire 7

Fearsome Gaze (concentrate, divine, emotion, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 18 Will save.
- **Critical Success** The creature is unaffected and is temporarily immune for 24 hours.
- **Success** The creature is unaffected.
- **Failure** The creature becomes frightened 1.
- **Critical Failure** The creature becomes frightened 2.

Rejuvenation (divine, necromancy) If Davik is reduced to 0 Hit Points, his bones and gear melt into water that runs back into the river or seeps into the ground, leaving nothing behind. The next night, he rises again from his original location in the rubble located downstream from the ruined ferry crossing. When he does, he is completely healed of all damage, but now his unholy anger is directed at those who previously destroyed him as well as at the Stag Lord. He can use *nightmare* to threaten the one who destroyed him, promising to drag them to a drowning death unless the Stag Lord's remains are given to the river. *Dispel magic* (DC 19 counteract check) can remove this sinister link between Davik and his destroyer, preventing Davik from using *nightmare* on that creature again until they return to this location. As long as the PCs don't abandon their goal of hunting the Stag Lord, Davik remains content and does not plague their dreams.

Rotting Stench (aura, olfactory) 10 feet. A creature entering the aura or starting their turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1 (plus slowed 1 on a critical failure for as long as it's sickened). While within the aura, creatures also take a –2 circumstance penalty to saves against fear and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute and does not take the penalty to saves against fear effects.

Speed 25 feet, swim 25 feet

Melee ❖ *ranseur* +14 (disarm, reach), **Damage** 1d10+7 piercing

Melee ❖ fist +13 (agile), **Damage** 2d4+7 bludgeoning

Divine Innate Spells DC 21; **4th** *nightmare*; **Constant (2nd)** *water walk* (self only)

Focus Gaze ❖ (concentrate, divine, emotion, fear, mental, visual) Davik fixes his glare at a creature he can see within 30 feet. The target must immediately attempt a Will save against Davik's Fearsome Gaze. On a failed save, if the target is already frightened, the value of its frightened condition is increased by 1 (or by 2 on a critical failure). After attempting its save, the creature is then temporarily immune until the start of Davik's next turn.

Sure Possession As long as Davik Nettles continues to exist, his *+1 ranseur* cannot be taken from him. If disarmed of the *+1 ranseur*, if he drops it, or if it's destroyed, the ranseur melts into water; he can retrieve his *+1 ranseur* by pulling it out of any body of water as an Interact action. If Davik is put to rest permanently by fulfilling his quest, his *+1 ranseur* loses this ability and can be claimed by someone else.

DAVIK'S REVENGE

30 XP

Davik Nettles craves proof that the Stag Lord no longer walks the earth.

Source: Davik Nettles (area **GB15**)

Completion: Only when the Stag Lord's remains are thrown into the waters of the Shrike can Davik find peace. The remains can be thrown in anywhere along the Shrike River, not just at Nettles' Crossing; wherever it occurs, Davik appears and lurches up from the river to grab the Stag Lord's remains and pull them down into the water forever. Once this scene plays out, Davik is never seen again.

Reward: As soon as the Stag Lord's remains are given over to the river, Davik's *+1 ranseur* washes up on shore at the PCs' feet, a final gift from the grateful undead.

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Reward: If the PCs bring the Stag Lord's remains to Davik Nettles, grant them XP as if they had defeated Davik in combat.

GB16. TATZLWYRM DEN — MODERATE 2

STANDARD

Islets create a ford across this section of the Skunk River, two of them connected by rubble and log jams. The islands make for a natural choke point, but also serve as a nest for a pair of mated tatzlwyrms.

Creatures: One of the tatzlwyrms spends most of its time coiled leisurely upon the central island, sunning itself, while the other generally remains hidden in the rubble, sleeping or digesting a meal. The first time the PCs explore this hex, roll a DC 11 flat check. On a failure, one of the tatzlwyrms is out hunting—otherwise, the PCs face both creatures and anger them into battle by their mere presence in their territory.

TATZLWYRMS (2) — CREATURE 2

Pathfinder Bestiary 2 256

Initiative Perception +8

Treasure: The skeletal remains of a long-dead explorer makes up the tatzlwyrms' meager horde. A successful DC 12 Perception check is all a character needs to spot the skeleton wedged in the debris of the tatzlwyrm's nest. The skeleton wears a suit of ruined scale mail and clutches a *+1 cold iron longsword* in one bony hand. On a critical success on the Perception check, or if a PC specifically digs through the mud and rubble under the skeleton, additional treasure is revealed in the form of a rotting leather backpack that contains 12 gp, 62 sp, a pewter drinking stein worth 2 gp, a silver ring worth 7 gp, a jade carving of a female elf worth 11 gp, and a watertight scroll tube that contains a map.

The explorer had been working to create a map of the northwest corner of the Greenbelt, so the PCs can use it to help with Map the Area individual hexploration activities of any hex in Rostland or the Greenbelt; doing so grants a +2 item bonus to Survival checks made to Map the Area.

GB17. TRAPPED THYLACINE — TRIVIAL 2

STANDARD

Creature: A series of quick, yipping barks comes from an open pit in a clearing here. The pit, once covered by a layer of branches, has claimed a brush thylacine, and the hungry creature paces the confines of the 10-foot-square, 20-foot-deep pit in a frenzy.

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BRUSH THYLACINE CREATURE 2

See page 609

Initiative Perception +8

Hazard: Anyone who comes within 5 feet of the pit's edge causes the side to slip away. The sides of the pit can be Climbed with a DC 15 Athletics check, but exiting the pit in this way triggers the pit's reaction.

UNSTABLE PIT HAZARD 0

ENVIRONMENTAL

Stealth DC 12

Description This open pit was once covered with branches—it's now visible, but its unstable edges are not obvious.

Crumbling Edge ↷ **Trigger** A creature comes within 5 feet of the pit's edge; **Effect** The edge of the pit crumbles. The triggering creature must attempt a DC 19 Reflex save.

Critical Success The triggering creature steps back from the edge before it collapses.

Success The triggering creature falls prone.

Failure The triggering creature falls prone and slides into the pit, taking 1d6 bludgeoning damage.

Critical Failure As failure, but 2d6 bludgeoning damage.

GB18. FANGBERRY THICKET MODERATE 2

STANDARD

A patch of raspberry-like fruits known as fangberries grows in a valley between two low hills here. Much of the thorny thicket is draped in the white gossamer silk of spiderwebs. The best of the berries lie at the heart of the thicket, but harvesting must be done slowly to avoid being lacerated by the thousands of fangberry thorns. To gather a basket of fangberries—enough for a meal, or to satisfy Bokken's need for them (completing the quest on page 55), a PC must perform the Gather Fangberries activity after the thicket's denizens have been dealt with. The thicket itself is difficult terrain. A creature who moves through the thicket in a reckless manner (by making a Strike or taking more than one Stride during their turn) takes 1 piercing damage from the thicket's thorns at the end of their turn.

GATHER FANGBERRIES

EXPLORATION MANIPULATE MOVE

Attempting to gather enough fangberries for a meal or for Bokken requires 10 minutes of work and a successful DC 18 Survival check. Creatures wearing medium armor gain a +2 item bonus on this check, while those in heavy armor treat their results as one degree of success higher than the actual result. Anyone with the Woodland Stride ability or a similar effect automatically earns a critical success.

Critical Success The character gathers a full basket of ripe berries and takes no damage.

Success The character gathers a basket of ripe berries but takes 1d6 piercing damage from the thorns.

Failure The character gathers half a basket of berries but takes 1d6 piercing damage and 1d6 persistent bleed damage from the thorns.

Critical Failure As failure, but the character fails to gather any berries and becomes clumsy 1 from the pain. This clumsy condition lasts until the character receives any healing.

Creatures: The webs that infest the thicket were spun by swarms of chew spiders—a species of aggressive arachnids the size of a human's thumb with particularly large, serrated fangs. Two swarms dwell in the thicket, and they attack intruders as soon as anyone starts to gather fangberries, rolling Stealth for initiative.

CHEW SPIDERS (2) CREATURE 2

UNIQUE N LARGE ANIMAL SWARM

Variant spider swarm (*Pathfinder Bestiary* 306)

Perception +6; darkvision, web sense

Skills Acrobatics +8, Athletics +2, Stealth +8

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

Web Sense The chew spiders have imprecise tremorsense to detect the vibrations of creatures touching their web (which stretches through the entire fangberry thicket).

AC 18; **Fort** +6, **Ref** +10, **Will** +4

HP 22; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Speed 20 feet, climb 20 feet

Chewing Bites ❖ Each enemy in the chew spiders' space takes 1d6 persistent bleed damage (DC 16 basic Reflex save). A creature that fails its save is exposed to chew spider venom.

Chew Spider Venom (poison); **Saving Throw** Fortitude DC 18; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 1d6 poison damage and clumsy 2 (1 round).

GB19. RIVER CROSSING

STANDARD

The Thorn River grows unusually shallow here. The resulting ford is never deeper than 3 feet.

GB20. SOOTSCALE CAVERNS

HIDDEN

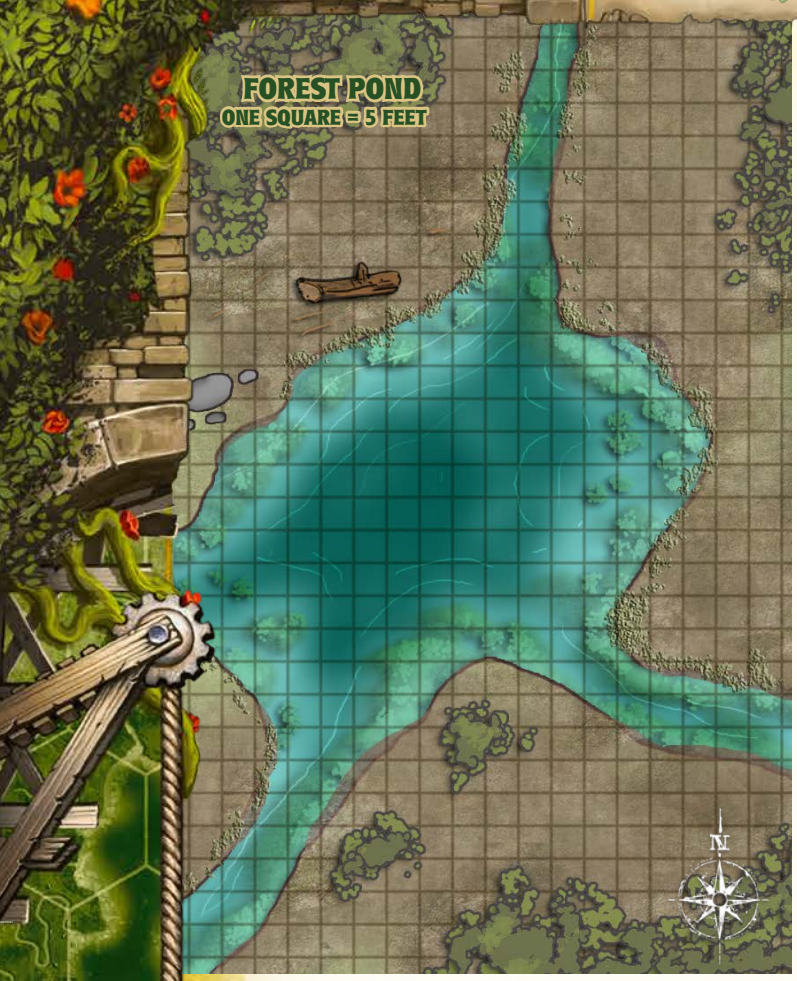
The entrance to these caverns is well hidden. This location is detailed in Part 4 of this chapter (page 126).

ZONE 3: TUSKWATER

The Tuskwater is one of the largest lakes in the Stolen Lands. The Stag Lord's fort sits atop a hill on the lake's hill-crested northeastern shore, and while his bandits are more active in this area, wildlife remains a dangerous concern.

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TUSKWATER (TW) ZONE 3

d20	Encounter	Challenge
1–5	Roll on zone 2 table (page 58)	Varies
6–8	2 brush thylacines (page 609)	Low 3
9–11	1 owlbear[B1]	Low 3
12–13	6 Stag Lord bandits (page 177)	Moderate 3
14–15	3 ruffians[GMG]	Moderate 3
16–17	3 wargs[B1]	Moderate 3
18–19	1 troll[B1]	Moderate 3
20	1 shambler[B1]	Severe 3

Ruffians These bandits are not affiliated with the Stag Lord; they know where his fort is, but they prefer not to associate with him out of fear. A ruffian whose life is spared can guide the PCs to the fort, or if made helpful, even help the party fight the Stag Lord and his crew.

Stag Lord Bandits Stag Lord bandits encountered out in the wilds haven't yet earned the right to stay in the Stag Lord's fort, but they do know where the fort is located.

WANTED: SHAMBLESAP

30 XP

Once the PCs reach 3rd level, they'll start seeing wanted posters for "shamblesap"—a sticky fluid harvested from shambling mounds.

Source: Wanted poster

Completion: Harvest a usable amount of shamblesap from a dead shambling mound with a successful DC 23 Nature check, then deliver the fluid.

Reward: A consortium of alchemists pays a bounty of 65 gp and four minor elixirs of life for the first delivery of shamblesap, after which they'll have enough fluid for their experiments for many years to come.

TW1. A DELICATE SITUATION SEVERE 3

STANDARD

This encounter doesn't take place until the PCs have driven off the Stag Lord—if they explore this hex before then, they could encounter the nixie Melianse, but it's more likely that she remains in hiding and simply watches the PCs pass by. After defeating the Stag Lord, if the PCs had already explored this hex, you should consider having them hear rumors about the freelance loggers having problems here shortly after establishing their kingdom in Chapter 5 to lure them back to this hex to deal with the situation.

Use the Forest Pond map to run this encounter.

The river makes a sharp bend here, widening into a deep pool dotted with lily pads and fringed by waving reeds. Three freshly felled trees lie beside their stumps on the shore of the pool, their crowns dangling in the water among fading tendrils of mist.

Creatures: A band of freelance loggers under the leadership of a man named Corax recently decided to harvest a grove of coachwood trees in this glade, unaware the nixie sorcerer dwelling in a nearby pool. The nixie, Melianse, did not take kindly to the loggers despoiling her home and unsuccessfully attempted to scare them off with ample use of *ghost sound* and *obscuring mist*. When that tactic failed, Melianse took the time to *inveigle* one of the lumberjacks, and then another, and both now stand guard in front of her pool. Since both are good workers, Corax has resisted the urge to fight his own employees, but he is fast losing patience with the nixie and fears the blow to his reputation in his workers' eyes if he dithers much longer. The two groups are now in a standoff, with neither willing to make the next move.

When the PCs arrive on the scene, Corax and six of his eight loggers stand angrily near the felled trees, about 30 feet from the pool. The other two lumberjacks stand at the water's edge, facing Corax. Melianse floats in the center of the pool with only her head above water; she remains about 20 feet from the shore, out of the loggers' reach, and silently observes their response.

As soon as Corax notices the PCs, he sees them as potential allies. He quickly hails them and explains the situation in a gruff voice liberally laced with

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profanity, claiming that the nixie attacked his workers unprovoked and complaining bitterly about how hard it is for "a decent man to make a living with all these damnable fairies in the woods." Melianse responds calmly to this accusation, claiming that she politely asked the loggers to leave at first but was forced to enchant two of them after Corax threatened to hang her from the nearest tree "to drip dry." She adds that the trees felled by the loggers had been growing next to the pool for more than 200 years and deserved a far better fate than serving as "some grubby peasant's slop table." Both Corax and Melianse appeal to the PCs for help. The conversation soon devolves into more accusations and shouted insults.

Unless action is taken by the PCs to defuse the situation, Corax eventually loses patience and orders his six unaffected lumberjacks to subdue their entranced colleagues and attack the nixie. Melianse responds by ordering the inveigled loggers to defend her pool while she targets Corax with her spells. If the PCs ally with Corax, Melianse focuses her magic on them. If the PCs ally with Melianse, Corax orders three loggers to focus on Melianse while he and the other three fight the PCs. Corax surrenders if reduced to 10 or fewer Hit Points, vowing to practice his trade "someplace where the damned fairies don't run the show!" Melianse fights to the death to defend her home.

If the PCs want to defuse the situation, they must negotiate an accord between the two parties. First, Corax and Melianse, both of whom are quite angry, must be calmed down and convinced to talk. Diplomacy or Intimidation checks might work (both Corax and Melianse are unfriendly to the PCs at the start of the encounter), or spells such as *charm* or *calm emotions* can be used (although if they fail, both sides might be spurred to attack the PCs). Once the two agree to negotiate, both must be satisfied with the result. Corax wants his lumber and demands that Melianse release his two workers from her influence. Melianse wants the loggers to leave her glade and provide reparation for the trees they've already felled.

Obviously, there is no single correct answer to appease everyone; reward players who come up with creative solutions as long as both groups get something out of the negotiations. (One possible solution is to provide the loggers with another source of lumber; a PC who succeeds at a DC 18 Nature or Forest Lore check recalls an untouched grove of coachwood trees 10 miles to the north, near the old tatzlwyrm den, that the lumberjacks can freely harvest if shown the way to the grove.) For her part, Melianse releases the two entranced loggers if the group leaves and replaces the three trees they've cut down (as detailed in the quest Melianse's Trees).

CORAX CREATURE 3

UNIQUE | CN | MEDIUM | HUMANOID | HUMAN

Male human logger

Perception +8

Languages Common

Skills Acrobatics +8, Athletics +9, Lumber Lore +9, Nature +7, Survival +8

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

Items lesser alchemist's fire (2), composite shortbow (20 arrows), cold iron greataxe, *lesser healing potion*, studded leather armor

AC 16; **Fort** +10, **Ref** +8, **Will** +8

HP 55

Speed 25 feet

Melee ❖ greataxe +11 (sweep), **Damage** 1d12+6 slashing

Ranged ❖ composite shortbow +8 (deadly d10, propulsive, range 60 feet, reload 0), **Damage** 1d6+3 slashing

Felling Blow ❖❖ Corax lunges toward a foe and makes a Strike with his greataxe, increasing his reach by 5 feet for that Strike. If he hits, the target must succeed at a DC 19 Fortitude save to avoid being knocked prone (and stunned 1 on a critical failure).

LOGGERS (8) CREATURE 0

N | MEDIUM | HUMANOID | HUMAN

Perception +6

Languages Common

Skills Acrobatics +5, Athletics +7, Lumber Lore +6, Nature +4, Survival +6

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

Items battle axe, climbing kit, hatchet, padded armor

AC 13; **Fort** +8, **Ref** +5, **Will** +6

HP 20

Tandem Chop ↷ **Trigger** A creature or object within their reach is hit with a Strike by an ally using a weapon in the axe group; **Requirements** The logger is holding a weapon in the axe group; **Effect** The logger attempts a Strike against the same creature or object. If it hits, combine the damage with the damage from the triggering Strike for the purpose of Hardness, resistances, and weaknesses. A creature or object can only be the target of a single Tandem Chop per turn, regardless of the number of loggers in reach.

Speed 25 feet

Melee ❖ battle axe +7 (sweep), **Damage** 1d8+3 slashing

Melee ❖ hatchet +7 (agile, sweep, thrown 10 feet), **Damage** 1d6+3 slashing

Ranged ❖ hatchet +5 (agile, sweep, thrown 10 feet), **Damage** 1d6+1 slashing

MELIANSE CREATURE 5

UNIQUE | N | SMALL | AQUATIC | FEY

Female nixie (*Pathfinder Bestiary 2* 183)

Perception +11; low-light vision

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Languages Aquan, Common, Sylvan
Skills Athletics +11, Diplomacy +12, Nature +11, Stealth +13
Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +4
Wild Empathy Melianse can use Diplomacy to Make an Impression on aquatic or amphibious animals and make very simple Requests of them.

AC 21; **Fort** +11, **Ref** +13, **Will** +11; +1 status to all saves vs. magic
HP 78; **Weaknesses** cold iron 5

Speed 20 feet, swim 30 feet
Melee ❖ claw +15 (agile, finesse), **Damage** 2d6+5 slashing
Primal Spontaneous Spells DC 22, attack +14; **3rd** (4 slots) *earthbind*, *haste*, *heal*, *wall of wind*; **2nd** (4 slots) *dispel magic*, *glitterdust*, *obscuring mist*, *web*; **1st** (4 slots) *goblin pox*, *grease*, *spider sting*, *ventriloquism*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *ray of frost*, *shield*, *tanglefoot*
Primal Innate Spells DC 22, attack +14; **2nd** *water breathing*; **1st** *charm* (×3), *hydraulic push*
Rituals *inveigle*
Grant Desire ❖❖❖ (divination, primal) **Frequency** once per day; **Effect** Melianse can duplicate any 3rd-level spell or produce any effect with a power level in line with a 3rd-level spell, but only in response to the request or desire of a non-fey creature. The creature whose desire is granted can never again benefit from Melianse's Grant Desire ability.



MELIANSE

MELIANSE'S TREES

30 XP

The PCs must replace three trees that have been cut down in the prime of their lives. Melianse doesn't care how the PCs replace the three trees, nor does she care what kind of trees they replace the felled ones with. She simply wants three new trees planted in her glade to help restore her home.

Source: Melianse (area **TW1**)

Completion: The easiest solution to this quest involves gathering three *tree feather tokens* and placing them near the three felled trees. If the PCs don't think of this, the nixie can suggest it, recommending they contact the dryad Tiressia to the northwest (area **KL1**). Melianse knows the dryad has a few of these *feather tokens* but suspects Tiressia will want a favor before handing over the tokens (Melianse doesn't know about the scythe tree problem facing the dryad). Alternatively, the PCs could buy three of these *feather tokens* from a merchant in a city.

Reward: Not only does Melianse agree to release the two *inveigled* lumberjacks from her control, she also agrees to teach the PCs the *inveigle* ritual if they wish. Once the PCs establish their kingdom, Melianse agrees to keep an eye out along the Greenbelt's rivers for any trouble or rumors of danger, and to spread word of the PCs' reasonable nature to other fey. As long as the PCs don't build a settlement or Work Site in this hex, they gain a +2 circumstance bonus to all checks made to resolve Hex or Settlement events in this zone.

TW2. ENDANGERED EXPEDITION — MODERATE 5

STANDARD

This encounter can only occur once the PCs have defeated the Stag Lord. At your discretion, you can move the location of this encounter to any river hex the PCs haven't traveled through yet.

The sound of unintelligible cursing echoes through the woods. Just visible through the trees, a small wagon sits mired in the middle of a swiftly flowing river as the waters threaten to overlap its sides. Two ponies hitched to the wagon flounder and thrash in the swirling waters, close to panicking. Two more wagons sit safely on the far bank.

Creatures: A group of gnome explorers has been surveying and mapping the Stolen Lands, looking for evidence of First World influences in the region. They've chosen this site as a good place for their base camp, but while they were setting up their tents, a band of kobolds attacked the group. The gnomes managed to drive the kobolds off, but not before the kobolds caused a lot of damage and panicked two ponies that were still hitched to the gnomes' supply wagon. The horses rushed into the water, and the wagon swiftly became lodged in the muddy river bed. The gnomes have been unable to get the wagon unstuck and now stand helplessly on the shore, watching as the powerful current threatens to wash the wagon, its cargo, and the ponies downstream.

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The expedition is made up of nine gnome explorers under the leadership of the flamboyant Jubilost Narthropple, a wealthy gnome explorer, mapmaker, and raconteur. Narthropple stands atop a small hillock next to the river, his eye blackened, glasses missing and helmet askew from the fight with the kobolds, shouting out conflicting orders and growing more furious (and scared) with each passing round the wagon is in danger. While Jubilost is much too proud to ask the PCs for help, the other gnomes are not, and they call out for aid as soon as they see the PCs, as long as the PCs don't immediately appear to be bandits or worse.



JUBILOST NARTHROPPLE

If the PCs wish to help the gnomes, they have 6 rounds to act before the wagon is lost. Anyone helping must first Swim (requiring a successful DC 15 Athletics check) to the stranded wagon, which is 15 feet offshore. Before it can be moved, the ponies must be unhitched and led to safety. Their harness has Hardness 4 and 16 HP (8 BT); it's a two-action Interact activity to unhitch one pony. A PC can then attempt to Command an Animal (DC 18 Nature check) to send one of the distressed ponies to shore (anyone with the Wild Empathy ability can instead use Diplomacy to Request that the pony move to shore). Once the ponies have been unhitched, a PC can push the wagon 5 feet toward the shore with a successful DC 20 Athletics check to Shove (up to four others can Aid on this check). If the PCs save the wagon and ponies, the gnomes cheer and invite the PCs to have a meal with them.

Narthropple has drawn up quite a collection of maps of the southern Greenbelt during his quest for encroaching energies and influences from the First World. The maps show the location of every Landmark site in zones 1–5, and they can contain up to five other encounter sites (Standard or Hidden) that you wish to direct the party toward. Jubilost's maps do not show the location of the Beast's lair (area **SP4**) or the site of the troll lair (area **NM7**).

Jubilost's maps could be very useful to the PCs, but the eccentric gnome refuses to part with them unless he is first made helpful through Diplomacy; Jubilost is initially indifferent to the PCs, and making him helpful requires a successful DC 20 check to Make an Impression. He considers his maps important secrets, so it further requires a successful DC 24 Diplomacy check to Request access to them, at which point he agrees to sell his maps for 10 gp per encounter site marked on the maps. If the PCs saved his wagon and ponies, he sells his maps for half that price. Alternately, if the PCs have discovered Hidden sites not on Jubilost's maps during their explorations, they can trade knowledge of those locations on a one-for-one basis for the locations of sites known to the gnome.

If the PCs decide to attack Jubilost and his gnomes, and you don't have access to the *Kingmaker Companion Guide*, you can either have the gnomes simply flee or use the stats for a gnome chronicler (*Gamemastery Guide* 216) to represent Jubilost.

JUBILOST NARTHROPPLE CREATURE 1

Kingmaker Companion Guide 32

Initiative Perception +4

GNOME EXPLORERS (9) CREATURE 0

Gnome servants (*Gamemastery Guide* 222)

Initiative Perception +9

Companion: If you're using the *Kingmaker Companion Guide*, Jubilost Narthropple could become one of the PCs' loyal companions; see that book for details on how to incorporate the explorer into your campaign.

Treasure: The expedition's wagons contain 200 gp worth of miscellaneous supplies and trade goods. Under no circumstances will Jubilost willingly give any of them away, although he may agree to sell some mundane supplies to the PCs at a 10-percent markup.

Reward: If the PCs help the expedition and acquire Jubilost's maps, grant them 30 XP.

TW3. STAG LORD'S FORT

LANDMARK | RESOURCE

The Stag Lord's fort is explored in detail in Part 3 of Chapter 3 (page 172).

Resource: If the PCs establish a settlement in this hex, the Stag Lord's fort functions as a free Town Hall.

TW4. ON THE PROWL MODERATE 3

STANDARD

Creatures: The Stolen Lands are full of predators, and the worst are those who can think and reason. One such menace, a cruel and cunning warg named Howl-of-the-North-Wind, has claimed this section of Tuskwater as his territory. If he spots the PCs, he informs them they have no right to be on his land; he is open about the fact he is discussing an alliance with the troll Hargulka (detailed in Chapter 4, page 200) if the PCs bring that topic up, and has no interest in any sort of accommodation with the PCs. Should they not retreat, Howl-of-the-North-Wind and his pack

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of ferocious wolves are quick to attack, pursuing any intruders for miles if need be to finish the job.

HOWL-OF-THE-NORTH-WIND — CREATURE 2

Male warg (*Pathfinder Bestiary* 322)
Initiative Perception +8

WOLVES (3) — CREATURE 1

Pathfinder Bestiary 334
Initiative Perception +7

WANTED: HOWL-OF-THE-NORTH-WIND

30 XP

If he still lives, stories of Howl-of-the-North-Wind spread once the PCs reach 5th level, and they'll start seeing wanted posters for the warg at this point.

Source: Wanted poster

Completion: Slay the notorious warg.

Reward: A consortium of farmers and merchants pay a bounty of 140 gp for the warg's death.



TW5. LONELY BARROW

HIDDEN RESOURCE

This area is detailed in Part 5 (page 132).

Resource: Once the Lonely Barrow is cleared of dangers, it functions as a Refuge.

TW6. THE HATEFUL HERMIT — SEVERE 3

STANDARD

Creatures: The younger brother of the hermit Bokken (area **RL2**) makes his home in this area in a huge, hollow oak tree. Even more reclusive than his brother, this misanthrope long ago forgot his own name and has grown progressively crueler and more dangerous over the years. He spends his time muttering to himself or talking to the pet puma he caught and trained years ago, which he calls simply "Cat." When his cruel urges becomes too strong to ignore, the hateful hermit waylays one of the southern Greenbelt's infrequent travelers, as he finds that the act of murder calms his nerves for a time. But they always come back—both the nerves and those pesky travelers—with each victim sating his need for violence less and less effectively.

It has been weeks since his last murder, and as a result, the hateful hermit is in a bad temper and eagerly looking for a fresh victim to sate his growing bloodlust. Unless the PCs are being particularly stealthy, the hermit quickly notices them and decides to waylay them. He prefers to attack with surprise, so if he can't set up a good ambush, he poses as a friendly, harmless druid seeking balance and peace in nature while he waits for the right moment to stab one of the PCs in the back. If reduced to 10 Hit Points or less, the hermit tries to flee and later plot his revenge—even going as far as to infiltrate the PCs' growing city to strike back at them. Cat fights at the hermit's side until reduced to fewer than 15 Hit Points, at which point the puma's training breaks and it flees into the wilds, abandoning the hateful hermit.

CAT — CREATURE 3

Male puma (elite leopard; *Pathfinder Bestiary* 6, 52)
Initiative Perception +9

HATEFUL HERMIT — CREATURE 5

UNIQUE CE MEDIUM HUMANOID HUMAN

Male human misanthrope
Perception +11

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Languages Common
Skills Athletics +13, Nature +12, Survival +11
Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +0, **Cha** +1
Items blowgun (10 darts), graveroot (4 doses), hide armor, sickle, *+1 whip*

AC 21; **Fort** +15, **Ref** +11, **Will** +9; +2 status to all saves vs. mental effects
HP 80; **Resistances** mental 5

Speed 25 feet; trackless step
Melee ❖ *whip* +14 (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4+7 slashing
Melee ❖ sickle +13 (agile, finesse, trip), **Damage** 1d4+7 slashing
Ranged ❖ blowgun +13 (agile, nonlethal), **Damage** 1 piercing plus graveroot
Focus Hatred ❖ (emotion, mental) The hateful hermit unleashes a vexing stream of profanities and threats at a single foe he can see within 30 feet. The hermit gains a +1 circumstance bonus on all attack rolls made against that target until he chooses a different target to Focus Hatred on. The target must attempt a DC 22 Will save, with the below effects. The hateful hermit cannot Focus Hatred again for 1d4 rounds.
- **Critical Success** The target is unaffected and is temporarily immune to Focus Hatred for 24 hours.
- **Success** The target is distracted by the hatred and is flat-footed against the hermit's next attack.
- **Failure** The hermit's words unnerve the target and distract them; the target is flat-footed until the end of the hateful hermit's next turn.
- **Critical Failure** As failure, but the target is flat-footed for 1 minute.

Sneak Attack The hateful hermit deals 2d6 extra precision damage to flat-footed creatures.
Trackless Step The hateful hermit always gains the benefits of Cover Tracks in natural surroundings, even when moving at full speed.

Treasure: The hollow oak tree contains next to nothing of value: a few pieces of crude furniture, a wooden bowl and spoon, and a pile of dried leaves for a bed. The hateful hermit keeps his few treasures in a chest tucked into in a hole under his bed of leaves, which can be discovered by succeeding at a DC 15 Perception check. The chest contains a *lesser healing potion*, an *invisibility potion*, 64 cp, and a tarnished silver locket holding a faded portrait of a young woman (worth 5 gp) wrapped in a piece of cloth. This locket depicts the hermit and Bokken's long-dead mother—Bokken will pay up to 10 gp (or 100 gp in potions) for its return. The cloth itself is a faded map of the region that might just point the way toward a great treasure (see the Tomb Treasure sidebar).

TOMB TREASURE

30 XP

The PCs gain an intriguing treasure map. A few minutes spent deciphering the scrawls and faded shapes on this map are enough to recognize that the map seems to point the way to a hidden burial cairn somewhere between the Gudrin and Shrike rivers, due east of the northern shores of the Tuskwater. A magic flaming weapon is said to be hidden within this tomb, although the map vaguely warns of traps and an undead guardian who stole out of the tomb once before to reclaim the magic weapon. Following this map leads the PCs directly to the Lonely Barrow (area **TW5**).

Source: Treasure map found in the hateful hermit's den (area **TW6**); alternately, you can allow the PCs to find the treasure map as part of any treasure stash in Kingmaker

Completion: The PCs find the Lonely Barrow, defeat its guardian, and claim its treasure.

Reward: Adjust the type of weapon this treasure map promises to match the favored weapon of one of the PCs who doesn't currently have a magic weapon—the reward for this quest is that weapon's recovery (see page 135).

TW7. THE OLD BELDAME — SEVERE 3

RESOURCE | STANDARD

A dilapidated mud hut squats atop a small hummock in the middle of a fetid marsh, a thin tendril of bluish smoke trickling through a gaping hole in its moss-covered roof. A wooden fence surrounding the perimeter of the mound is festooned with crude fetishes crafted out of sticks, feathers, and animal bones. A lone crow caws noisily from the top of a nearby cypress tree.

Creature: A small swamp on the west bank of the Tuskwater is the domain of a mysterious woman named **Elga Verniex**, known to travelers as the Old Beldame. As the PCs' nation grows, many of their subjects begin to trade tales about her. Rumors spread that the old woman is a hag, and locals begin calling her the Swamp Witch, claiming (falsely) that she sold her soul to a demon or devil for malign powers. In reality, Elga Verniex isn't a witch at all, just a bitter old woman who likes her privacy, though her magical powers are legitimate.

Elga doesn't take kindly to visitors, and to help ensure her privacy, she has animated a pumpkin-headed scarecrow to guard her hut and drive away unwanted guests. Those who regularly come to her for assistance have long since learned to announce their presence before opening her gate.

The Old Beldame's hut is a simple, one-room affair; it's about 20 feet in diameter with a dirt floor and a thatched roof. The rafters are hung with dried herbs and swamp weeds, and a bubbling cauldron (containing

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nothing more sinister than a weak vegetable broth) hangs over a firepit in the center of the room. The region around the hut is an 80-foot-diameter area of solid ground, thick with bog grass and dotted with small, cattail-clogged pools. This area is surrounded by a waist-high wooden fence, in which a single gate hangs askew. A fist-sized, rusted iron bell hangs from a hairy length of rope tied to a crooked post next to the gate.

The scarecrow appears to be propped up midway between the gate and the door to the hut—it lurches to life and swiftly moves to attack anyone crossing the line of the fence. The Old Beldame does not emerge from her hut, even if the PCs fight the scarecrow outside. She is somewhat hard of hearing anyway and trusts the scarecrow to take care of any troublesome intruders. She attacks only if the PCs make it past the scarecrow and enter her hut uninvited. She is initially unfriendly to PCs, but she is not evil-hearted, so successful Diplomacy checks to Make an Impression may be able to defuse the situation before it turns violent.

The Old Beldame is human, although fey blood runs in her veins—over the years, her magical heritage has given her skin a strange greenish cast and lengthened her ears to points, further fuel for the locals' rumormongering. Should the PCs wish to talk to Elga instead of fighting her, they'd do well to announce themselves by striking the bell on the pole next to the gate before they annoy the scarecrow. The Old Beldame peers out of a window of her hut and angrily demands to know who the PCs are. Initial diplomatic contact must be carried out at this somewhat awkward distance, for if the PCs enter her fenced-in area, she shrieks, ducks into her hut, and lets the scarecrow handle the defense of her domain. If she is made friendly or helpful to the PCs, she invites them into her hut to chat. If she invites the PCs inside, the scarecrow doesn't attack, though it does turn its head to watch them menacingly as they pass by.

During an extended conversation with the Old Beldame, the PCs find her to be knowledgeable, though crotchety and ill-tempered. She can warn them about the dangers of the hateful hermit to the west (area **TW6**), setting foot on Candlemere (area **KL4**), the lizardfolk village just west of Candlemere (area **KL3**), and the Lonely Barrow to the east (area **TW5**). She can be convinced to Craft magical items or provide spellcasting for the PCs at standard prices, and if she's impressed with the PCs, she'll even hire them to do her a favor (detailed in the Black Rattlecaps sidebar).



ELGA VERNIEX

ELGA VERNIEX — CREATURE 6

UNIQUE | N | MEDIUM | HUMANOID | HUMAN

Female fey-touched human sorcerer

Perception +13

Languages Common

Skills Arcana +12, Crafting +14, Medicine +13, Nature +12, Occultism +12, Survival +13

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

Items artisan's tools, *lesser healing potions* (2), *+1 staff* with an *owlbear claw* talisman affixed

AC 21; **Fort** +10, **Ref** +14, **Will** +15

HP 90

Moment of Solitude ↷ (fortune) **Trigger** Elga fails or critically fails a saving throw against an effect with the enchantment or linguistics trait; **Effect** Elga rerolls the saving throw and takes the better result.

Speed 20 feet

Melee ❖ *staff* +13 (two-hand d8), **Damage** 1d4+2 bludgeoning

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Occult Spontaneous Spells DC 24, attack +17; **3rd** (4 slots) *clairaudience*, *paralyze*, *phantom pain*, *wanderer's guide*; **2nd** (4 slots) *hideous laughter*, *illusory creature*, *invisibility*, *silence*; **1st** (4 slots) *alarm*, *fear*, *sanctuary*, *sleep*; **Cantrips (3rd)** *daze*, *detect magic*, *ghost sound*, *know direction*, *prestidigitation*

Rituals DC 24; *animate object*, *inveigle*

Steady Spellcasting If another creature's reaction would disrupt Elga's spellcasting action, she attempts a DC 15 flat check. If she succeeds, her action isn't disrupted.

SCARECROW CREATURE 4

Pathfinder Bestiary 2 232

Initiative Perception +11

Treasure: A small metal box hidden under the Old Beldame's bed (DC 15 Perception while Searching to find) contains 21 cp, 31 sp, 38 gp, and 9 pp. Under the layer of coins is a *scroll of scrying* and instructions for a *legend lore* ritual that Elga hopes to one day learn.

Resource: If the PCs ally with the Old Beldame then establish a settlement here, she and her hut grant the settlement a free herbalist structure.

BLACK RATTLECAPS

30 XP

The PCs are tasked with gathering a batch of black rattlecap mushrooms from a dangerous mud pit. The Old Beldame uses the spores from these very rare mushrooms to brew a potent tea. She sends the PCs to the Mud Bowl (area **KL5**) to gather as many of the mushrooms as they can for her.

Source: The Old Beldame (area **TW7**)

Completion: After defeating the hideous guardian of the Mud Bowl, the PCs can harvest several black rattlecaps. The Old Beldame wants as many as the PCs can find for her.

Reward: The Old Beldame promises a payment of 5 gp for each black rattlecap the PCs bring her.

TW8. OLD CRACKJAW'S DEN MODERATE 3

HIDDEN

A 3-mile stretch of land along the edge of the Tuskwater rises high above the water here, presenting a swath of 40-foot-high cliffs and limiting access to the river below. The cliff tops are thick with stinging nettles (see Hazard), but succeeding at a DC 20 Survival check while exploring the hex reveals a hidden trail through the nettles and down to a secluded pool, 50 feet in diameter, at the Tuskwater's shore. If the PCs learn about this trail from Arven the fisherman (as detailed in the That Damn Turtle! sidebar on page 511), they can find the hidden trail automatically when they explore this hex.

Creature: Fishing in this area has traditionally been quite good, but recently an enormous and particularly ill-tempered hookjaw turtle (a more carnivorous and much larger version of the alligator snapping turtle) has moved in. This turtle is something of a legend to fishers and boaters of the Tuskwater: a seemingly indestructible reptile named Old Crackjaw that has supposedly attacked and killed dozens of fishermen and caused no less than five boats to sink. Old Crackjaw has claimed this area as its den, and anyone who enters the water is immediately attacked by the oversized, angry beast.

OLD CRACKJAW CREATURE 5

UNIQUE N MEDIUM ANIMAL

Variant snapping turtle (*Pathfinder Bestiary 2* 269)

Perception +11, low-light vision, scent (imprecise) 30 feet

Skills Athletics +12, Stealth +11 (+13 in water)

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

Deep Breath Old Crackjaw can hold its breath for 30 minutes.

AC 23; **Fort** +15, **Ref** +9, **Will** +13

HP 78

Speed 15 feet, swim 25 feet

Melee jaws +14, **Damage** 2d8+7 piercing

Clench Jaws ❖ **Requirements** Old Crackjaw damaged a creature with a jaws Strike with its previous action; **Effect** Old Crackjaw clenches its jaw and automatically deals an additional 2d8 bludgeoning damage to the creature it just hit.

Gnawing Bite ❖❖ Old Crackjaw makes a jaws Strike against an object. This counts as two attacks when calculating Old Crackjaw's multiple attack penalty. If this Strike hits, Old Crackjaw deals an extra die of weapon damage to the object.

Shell Defense ❖ Old Crackjaw retracts its limbs and head into its shell and ends its turn. This increases its AC to 25, but it can't act except to reemerge, which it can do as a single action.

Hazard: A PC who explores the cliff tops is likely to stumble into a patch of stinging nettles.

STINGING NETTLES HAZARD 1

ENVIRONMENTAL PLANT

Stealth DC 17

Description This bright green plant has long triangular leaves covered with fine hair-like stingers.

Disable DC 17 Survival to carefully navigate the plant and pull aside or cut away the nettles

AC 13; **Fort** +10, **Ref** +4

HP 24; **Immunities** critical hits, object immunities, precision damage

Sting ↷ (poison) **Trigger** A creature touches the stinging nettles or moves through a square containing stinging

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nettles; **Effect** The triggering creature must attempt a DC 17 Fortitude save if they're walking through the square or a DC 20 Fortitude save if they touched the nettles.

Critical Success The creature avoids being stung by the plant's nettles.

Success The creature is sickened 1 by the pain caused by brief contact with the nettles.

Failure The creature is sickened 1 by the pain caused by contact with the nettles and is also clumsy 1 for 8 hours from the lingering pain.

Critical Failure The creature is sickened 2 by the pain caused by contact with the nettles and is also clumsy 1 for 24 hours from the lingering pain.

Treasure: Lying half-buried in the mud on the southern shore (DC 20 Perception while Searching to locate) is a *+1 striking sickle*—all that remains of an overconfident druid Crackjaw killed and ate.

TW9. GUDRIN RIVER FORD

LANDMARK

Normally quite deep along most of its length, the Gudrin River becomes rather shallow here, creating a navigable ford across its width.

ZONE 4: KAMELANDS

While many refer to the central Stolen Lands as the Kamelands, the heart of these hills lies in this swath, extending into the Narlmarches to the west and up to the foothills of the Tors of Levenies to the east.



KAMELANDS (KL) — ZONE 4

d20	Encounter	Challenge
1–5	Roll on zone 3 table (page 70)	Varies
6–8	6 goblins[B1]	Low 4
9–11	1 troll[B1]	Low 4
12–13	3 twigjacks[B2]	Moderate 4
14–15	1 blodeuwedd[B2]	Moderate 4
16–17	1 will-o'-wisp[B1]	Moderate 4
18–19	1 wyvern[B1]	Moderate 4
20	4 dire wolves[B1]	Severe 4

Goblins An encounter with goblins in the Kamelands consists of four goblin commandos and two goblin pyros; these goblins are a small nomadic group and not part of the larger village at Greengripe (area **SH5**), but know about it and could, in theory, guide the PCs to it if they're defeated but spared.

KL1. TIRESSIA'S GROVE — MODERATE 4

RESOURCE STANDARD

The trees part to reveal a peaceful forest glade dappled with sunlight. A small pond lies placidly at the roots of an enormous oak tree with a scattering of leaves floating upon its surface. Birdsong twitters from the branches high above.

Creatures: This grove is the home of the dryad Tiressia and her satyr consort Falchos. Lately, they've been menaced by a scythe tree to the south that relishes the taste of dryad flesh. These two fey have tried to defeat the malevolent plant by themselves, but the tree has repelled their attempts to destroy or expel it. During their last attempt, Falchos suffered grievous injuries before they could flee back to the grove.

Though Tiressia is more powerful than most dryads, she's still unable to abandon her bonded oak. She has tried rallying the other fey creatures of the area to assist her, but none of them would agree to risk their own lives given what happened to Falchos. Tiressia is desperate to find help, while Falchos wrestles with the choice of abandoning his love or accepting his own inevitable death if he stays to face the scythe tree once it finally locates their home.

The PCs' arrival offers a ray of hope, however, and the fey are determined to enlist their aid by any means necessary. Tiressia would prefer not to use magical compulsion to get the PCs' help, so she acts the part of the damsel in distress, which at this point isn't much of a stretch. As the PCs approach, Tiressia kneels by the water's edge and begins weeping softly, her tears falling into the pool to create tiny ripples in the still water. Falchos hides just inside the tree line, watching the PCs warily and ready to jump out at a moment's notice to defend his lover if needed.

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If asked what's wrong, Tiressia tearfully describes the evil tree and the damage it has wreaked in the forest. Once the scythe tree has depleted the surrounding area of prey, she says, it will certainly come to her grove, kill her tree, and devour her. She begs the PCs to slay the hideous plant, promising to reward them handsomely if they do.

If the PCs do not appear to want to help, Tiressia and Falchos fall back on their fey magic. Falchos uses his pipes to cast *suggestion* (if the PCs seem undecided) or *charm* (if they are completely unwilling to help), while Tiressia uses her own *suggestion* or *charm* spells on anyone out of range of or unaffected by Falchos's music. Falchos follows this with his own spells if necessary. The two fey do not otherwise attack the PCs unless they're attacked first. If forced to defend themselves, Tiressia retreats into her oak if reduced to 30 Hit Points or fewer, praying that her attackers get bored and leave. As long as Tiressia lives, Falchos fights to the death.

If the PCs agree to help, the fey describe the way to the scythe tree's lair—a dark, blighted hollow a few miles to the south (area **KL2**).

FALCHOS CREATURE 4

Male satyr (*Pathfinder Bestiary* 284)
Initiative Stealth +11

TIRESSIA CREATURE 4

Elite female dryad (*Pathfinder Bestiary* 6, 246)
Initiative Perception +10

WRATH OF THE SCYTHE TREE

30 XP | 30 KINGDOM XP

The PCs must defeat the scythe tree that's menacing Tiressia and Falchos–if possible, without causing excessive damage to the surrounding forest.

Source: Tiressia and Falchos (area **KL1**)

Completion: Once the scythe tree is slain, Tiressia quickly learns of the event as the deed is whispered among the branches and roots of the Narlmarches.

Reward: Tiressia gives the PCs a *primeval mistletoe* and five *tree feather tokens* she keeps in her tree as a reward. In addition, if they agreed to aid her without being magically compelled by her or her lover, she also promises to aid the PCs in guarding the Narlmarches and keeps them updated about threats within its borders.

If the PCs Claim this Hex, their alliance with Tiressia allows them to treat this hex as a Refuge as long as they don't build a settlement here; in addition, the fey here provide aid in the form of a +2 circumstance bonus on all checks made to resolve dangerous Hex or Settlement events in this zone. If the PCs build a settlement here, Tiressia and Falchos quietly abandon the region, and the above benefits are lost.

KL2. THE BLIGHTED HOLLOW MODERATE 4

STANDARD

The sickly sweet stench of decay hangs thick in this woodland clearing. Knotted branches of dying trees line the perimeter, creating a thick canopy that blocks most of the sunlight and cloaks the hollow in shadow. Withered vegetation struggles to grow in ragged clumps among the multitude of bones strewn across the forest floor.

The thick canopy overhead casts heavy shadow during the day, so the clearing has dim light. The clearing itself is just over twenty feet in diameter. The bones strewn about the area are a tangled mix of animal and human remains.


TIRESSIA

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Creatures: A hideous, sadistic scythe tree hides along the north side of the clearing, hoping to catch wandering prey (like the PCs) by surprise. The scythe tree is an intelligent plant, but it does little with its intellect other than devise new and cruel methods to torment its food once it has secured meals—dryad flesh is particularly intoxicating to its palate. The monstrous plant looks like a dark brown tree, 20 feet tall, with dark, twisted roots; a few reddish-brown leaves hang on the wickedly curved scythe-like branches that give it its name. What looks like a long scar in the center of the tree's trunk splits open to reveal a toothy mouth when the creature attacks, which it does as soon as any of the PCs come within reach.

SCYTHE TREE CREATURE 6

Pathfinder Bestiary 2 235
Initiative Stealth +12

Treasure: Scattered among the bones are 42 cp, 55 sp, 26 gp, and a silver ring worth 7 gp. The scythe tree keeps other treasures under its roots; a PC who succeeds at a DC 20 Perception check locates a *dancing scarf* wrapped around three pieces of amber worth 10 gp each.

KL3. LAIR OF THE LIZARD KING

LANDMARK RESOURCE

This area is detailed in Part 6 of this chapter (page 136).

Resource: The lizardfolk who dwell here function as a Freehold. If the PCs bring this Freehold into their kingdom, they automatically gain a village settlement that contains the following free structures: Barracks, Houses, Shrine, and Wooden Walls; its four Urban Grid borders are also all Water borders.

KL4. CANDLEMERE ISLAND

LANDMARK RESOURCE

This area is detailed in Part 7 of this chapter (page 142).

Resource: If this hex is claimed and the dangers on the isle (including aboveground and in the basement, but not the lower levels detailed in Chapter 9) are defeated, it functions as a Refuge.

If a settlement is built on the island, all its borders must be Water borders and the settlement gains a free Watchtower. At the GM's discretion, the deeper dangers below may cause additional problems for those who choose to live here—see Chapter 9 for more details.

KL5. THE MUD BOWL SEVERE 6

STANDARD

A wide pool of bubbling mud sits in a defile between the hills here. Large mounds of fungus and mushrooms thrive on the mud bowl's banks, and in the noxious air, several of the fungi grow to heights of ten feet or more.

The mud is heated by geothermal activity, and although it's not hot enough to cause damage, it does count as difficult terrain to those who wade through it. In addition, when a breathing creature enters the mud, they must succeed at a DC 17 Fortitude save to avoid becoming sickened 1, after which they're temporarily immune to the noxious fumes for 24 hours regardless of their level of success on the saving throw. These vapors are an inhaled poison.

Creature: One particularly huge mound of fungus and rank vegetation near the north shore of the mud bowl might be mistaken for a small hillock or moss-covered boulder but is in fact a carnivorous plant known as a tendriculos. The immense monster stands more than 20 feet high when it lurches into action—something it does as soon as it senses the approach of any living prey. The tendriculos attacks with its fibrous, vine-like tentacles or its immense maw, a tendril-rimmed hole capable of distending wide enough to swallow a human whole.

TENDRICULOS CREATURE 7

Pathfinder Bestiary 2 257
Initiative Stealth +14

Treasure: The area immediately around the tendriculos's den supports a total of 18 full-grown black rattlecap mushrooms. These 8-inch-tall mushrooms have hollow caps filled with tiny hard balls of spores that, when shaken, make an unusual rattling sound. Each round of combat with the tendriculos that occurs within 20 feet of its starting point, 1d4–1 of these mushrooms are crushed into useless paste; those that survive can be harvested for the Old Beldame (as detailed in area **TW7**).

KL6. A CRY FOR HELP SEVERE 4

STANDARD

Creatures: A pair of cruel leucrottas roam this craggy section of the Kamelands, scouting an old trail that crosses a narrow creek. The leucrottas are allied with the troll Hargulka (detailed in Chapter 4, page 200) and are looking for territory he can add to his kingdom. If they notice the PCs, the leucrottas use their talent at voice mimicry to sound like a pair of humans in distress. You can use the creek map on the opposite page to run this encounter.

If the PCs defeat one of the leucrottas and reduce the other to 20 Hit Points or fewer, the survivor attempts to surrender. If its life is spared, it admits that they were both looking to earn the favor of "King Hargulka" and warns the PCs that the troll king is going to rule these lands very soon—they'd best do what they can to prepare their own offerings to King Hargulka, so

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that when he demands their obedience, he won't be annoyed with them. The leucrottas know the troll king and his minions dwell in the woods of the southern Narlmarches, but aren't sure where.

LEUCROTTAS (2) CREATURE 5

Pathfinder Bestiary 2 162
Initiative Stealth +11

KL7. HUNTER'S LODGE

RESOURCE | STANDARD

This cozy hunter's lodge has been abandoned for years, but after the PCs establish their kingdom, a group rebuilds the lodge and, in time, invites the PCs on a dangerous hunt. See Chapter 5 for more details on this location.

Resource: If this hex is Claimed, the lodge functions as a Refuge. If a settlement is founded here, the lodge grants a free Popular Tavern to the settlement.

KL8. HUNTING GROUNDS

STANDARD

This region is particularly infested with dangerous monsters—a perfect place for a hunt! If the PCs explore this hex before Chapter 5 begins, they'll automatically encounter a wandering monster here. Later, additional dangers can be encountered here—see Part 2 of Chapter 5 for more details.

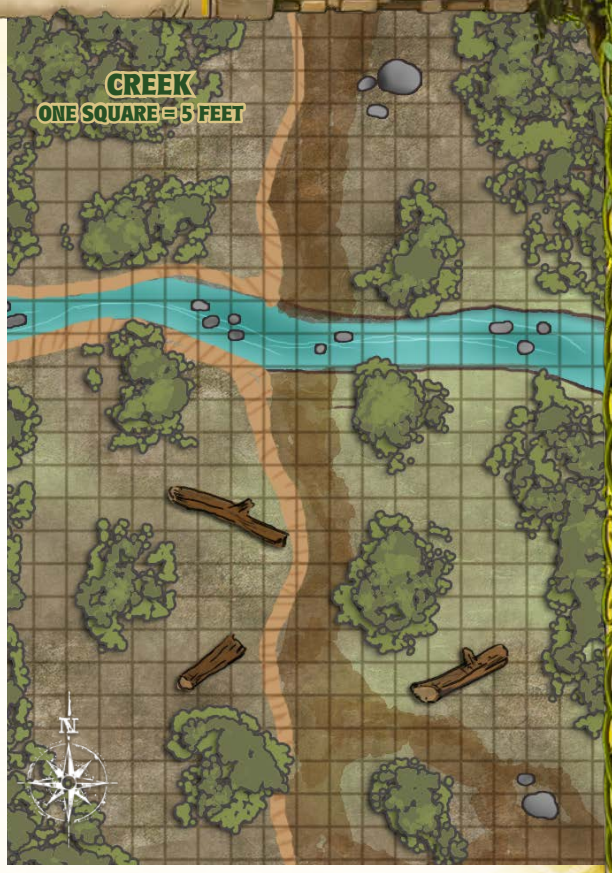
KL9. LAKE SILVERSTEP SEVERE 4

LANDMARK | RESOURCE

Lake Silverstep, so named for a legend that its waters filled the footprint of a great silver dragon many ages ago, is the cleanest and clearest source of water in the Stolen Lands. Its primary source is from the Gudrin River, but countless smaller rills and streams empty down the mountains in dramatic cascades into the lake's eastern shores in between several large mudflats (see area **KL10**). The western banks consist of idyllic swaths of nettles, cattails, reeds, and lilies, and are home to numerous nixies, grigs, and faerie dragons. These fey are incredibly shy, and it's unlikely that any of them will be brave enough to contact the PCs.

The waters of Lake Silverstep host an enormous variety of fish; the most common are small, thick-bodied silver eels—quite delicious and much sought after by gourmet chefs. The wild animals that often hunt along the shores of the lake, combined with the difficulty of catching silver eels (due to their uncanny ability to sense hooks in bait), ensure that demand for the eels remains high.

Creature: Anyone who spends much time in Lake Silverstep's waters or exploring its shores may, at your discretion, encounter one of the freshwater elasmosauruses that dwell within the lake's depths.



ELASMOSAURUS CREATURE 7

Pathfinder Bestiary 2 105
Initiative Perception +16

Resources: Although the lake encompasses numerous hexes, this particular hex is unusually rich in eels. If this hex is Claimed, all Fishing kingdom skill checks gain a +1 circumstance bonus; this increases to a +2 circumstance bonus if a settlement is built here.

MMMMMMM... EELS!

30 XP | 30 KINGDOM XP

Once the PCs reach 6th level, it shouldn't be long before they notice fliers posted around their town that make requests for Lake Silverstep eels. These requests come from a traveling chef named Beven Armaki—Beven's grown tired of plain old river eels but has heard that the eels of Lake Silverstep are particularly delicious!

Source: Beven Armaki (once the PCs reach 6th level)

Completion: The PCs must catch 12 eels; this can be accomplished either by a successful DC 27 Fishing check made as a Downtime activity during a Kingdom turn (which requires Claiming at least one hex that contains part of Lake Silverstep) or by a successful DC 27 Fishing Lore check made to Earn Income (which only requires the downtime to be spent on Lake Silverstep).

Reward: Beven rewards the PCs for their service with a family heirloom—a *+1 buckler*. In addition, if the PCs

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wish (and have an available lot), Beven volunteers to build a Popular Tavern in one of their settlements. If the PCs agree, this tavern is automatically added at the start of the next Kingdom turn's Activities phase.

KL10. MUDFLATS MODERATE 6

STANDARD

This 3-mile-long, 1,500-foot-wide swath of lakeshore is a stretch of bubbling mud, heated by geothermal activity. The air is thick and muggy. Even though most of the mud lies in a low basin shielded from nearby Lake Silverstep by a small rock ridge, silt from the mud rarely seeps into the clear waters of the lake. The mudflats are difficult terrain.

Creatures: These mudflats are home to a pack of eight mudwretches. These filthy elementals have lurked in the mud here for ages, leftovers from an ancient elven experiment conducted along the shores of the lake involving energies siphoned from the Planes of Earth and Water. The mudwretches simply want to be left alone, but quickly rise to attack any intruders who enter their precious mudflats, fighting to the death.

MUDWRETCHES (8) CREATURE 2

Pathfinder Bestiary 2 176

Initiative Perception +9

Treasure: Hidden within these creatures' mud pool (DC 20 Perception check to discover) is a well-preserved corpse, mummified by the thick mud. It wears the trappings of a Taldan captain-general from two centuries ago and still carries a satchel containing a carefully wrapped platinum idol depicting a grinning skull-like figure, worth 100 gp. Who this mysterious warrior was and what may have brought them and their prize to this distant frontier remains a mystery.

ZONE 5: NARLMARCHES

The western border of the Central Stolen Lands features largely empty grasslands to the north, but to the south lie the densest and most dangerous reaches of the forest known as the Narlmarches.

NARLMARCHES (NM) ZONE 5

d20	Encounter	Challenge
1–5	Roll on zone 4 table (page 78)	Varies
6–8	1 hydra [B1]	Low 5
9–11	3 twigjacks[B2]	Low 5
12–13	2 trolls[B1]	Moderate 5
14–15	1 dweomercat[B2]	Moderate 5
16–17	4 trollhounds [B2]	Moderate 5
18–19	2 ogre spiders[B2]	Moderate 5
20	2 verdurous oozes[B2]	Severe 5

Trolls These trolls are not part of Hargulka's army, but they hope to be some day. They try to capture the PCs alive; if they do, they seek to deliver them to the king in hopes of buying their way into his good graces.

NM1. WARRIOR CAIRN

SECRET

Amid an overgrown section of blackberries lies a hidden cairn of stones marking the grave of a long-forgotten warrior. Individuals exploring this hex can notice the overgrown cairn with a successful DC 15 Perception check. The skeleton buried under the mound of stones was once the son of a leader among the Tiger Lords, from a time when that group's territory stretched all the way from Numeria to the Narlmarches—patrols from Rostland forced the Tiger Lords back to the east, and most of their cairns were toppled and the bodies looted—but this one has been forgotten, obscured as it is by brambles.

Treasure: Toppling the stones and exhuming the body takes 30 minutes of work. The corpse still wears tattered remnants of hide armor, and the skull displays a crushed-in wound that spelled this barbarian's doom. Of all the barbarian's gear, only a strange ring made of green wood on one finger seems of interest. The band depicts several tigers chasing each other; it's a *ring of the tiger* (page 589). The ring's unique appearance makes it quite recognizable, and openly displaying this ring could just as easily cause problems when the PCs encounter the Tiger Lords as it could solve them. Succeeding at a DC 20 Society or DC 15 Heraldry Lore check to Recall Knowledge reveals the ring's connection to the Tiger Lords. See Chapter 7, page 327, for more information.

NM2. STATUE OF ERASTIL

RESOURCE STANDARD

A fifteen-foot-tall statue of Erastil stands a silent vigil here, partially overgrown at the base but towering above the surrounding shrubbery.

Once a stony sentinel standing before a hunter's lodge, this statue is all that remains after a fire and centuries of growth obliterated the building itself. Yet despite years of neglect, the site remains sacred to the god of the hunt, for the priest who built it was particularly favored among the Taldan explorers. A worshipper of Erastil feels safe and at peace within 60 feet of this statue, and no wild animals will approach within that range; any wandering monster rolls that would result in a wild animal encounter in this area should be treated as no encounter, making this an excellent site for a camp.

If the statue is cleaned and a worshipper of Erastil prays before it, the god of the hunt takes note and grants that creature a minor boon: whenever that

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creature critically fails a Survival check to Subsist in the wild, they gets a failure instead. Further cleanings and prayer do not cause a repeat of this one-time blessing.

Resource: If a settlement is built here, the statue grants a free Monument.

NM3. DEAD UNICORN

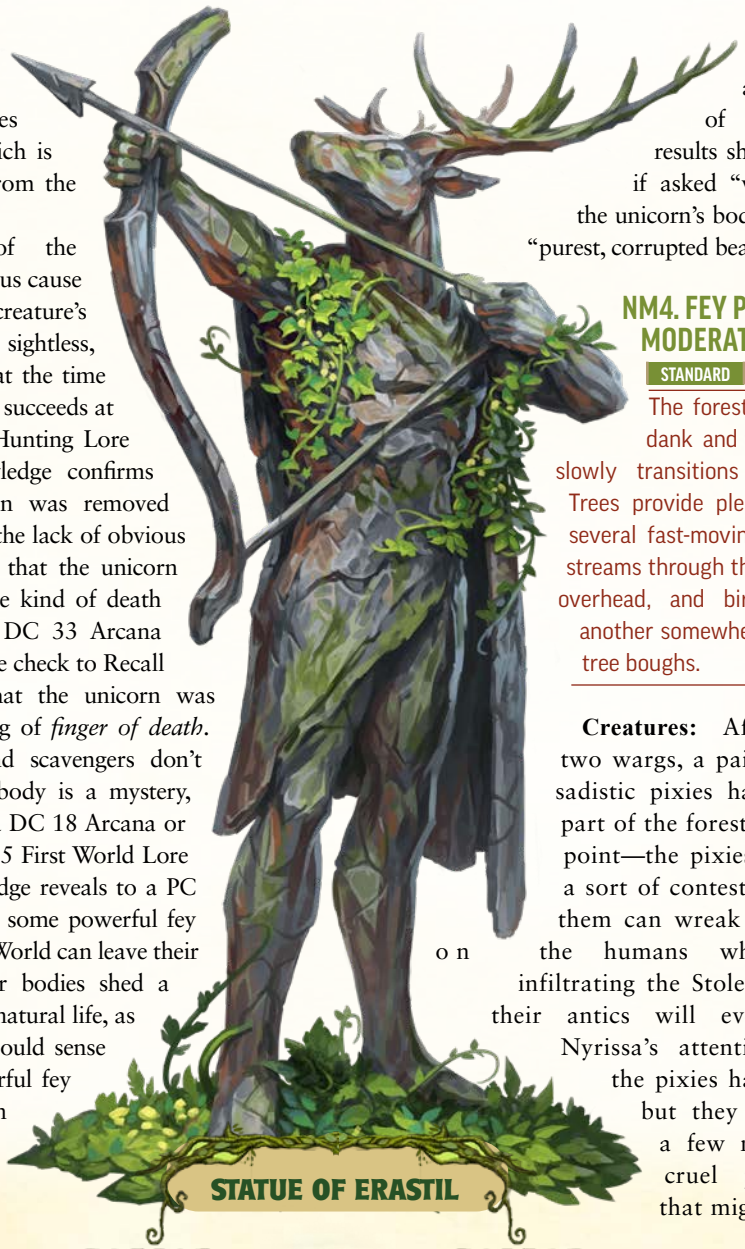
STANDARD

The stink of moldering plants and an ominous silence pervades a sunken clearing in the woods here. At the center of the clearing, the soggy ground pools into a stagnant, insect-infested, swamp-like pond. Sprawled at the pond's southern edge lies what appears to be a dead horse.

A closer look reveals the creature to be a dead unicorn, its horn broken off at the brow and its body strangely untouched by insects or other necrophages. The stink of mold comes not from the body, which is weirdly odorless, but from the pond's fouled water.

An examination of the unicorn reveals no obvious cause of death, although the creature's eyes are milky and sightless, indicating it was blind at the time of its passing. A PC who succeeds at a DC 15 Medicine or Hunting Lore check to Recall Knowledge confirms that the creature's horn was removed after its death, and that the lack of obvious wounds would indicate that the unicorn was likely slain by some kind of death effect. Succeeding at a DC 33 Arcana check or a DC 31 Nature check to Recall Knowledge confirms that the unicorn was slain by a primal casting of *finger of death*. The fact that bugs and scavengers don't seem interested in the body is a mystery, although succeeding at a DC 18 Arcana or Nature check or a DC 15 First World Lore check to Recall Knowledge reveals to a PC tales of how the acts of some powerful fey creatures from the First World can leave their victims "marked"—their bodies shed a strange aura that repels natural life, as if animals and vermin could sense the anger of such powerful fey and know better than to involve themselves with such a victim. Speaking to animals about the dead unicorn reveals only that the body "feels wrong," but nearby animals lack the ability to explain their feelings further.

The unicorn had the unfortunate fate of being in the wrong place at the right time—the nymph Nyrissa, as she prepares to capture the Stolen Land, is gathering "trophies" from certain creatures native to the region as keepsakes from a time before its eventual doom at her hand. She killed the unicorn using *finger of death* and took its horn; the PCs might find the horn along with other trophies in the nymph's lair in the final phases of the Adventure Path. If the PCs arrange to have the unicorn restored to life, it willingly tells them more about its killer, although it remains at a loss as to why a powerful nymph would murder it. *Talking corpse* is certainly a more affordable line of inquiry, although results should be evasive—if asked "who killed you?" the unicorn's body simply answers, "purest, corrupted beauty."



STATUE OF ERASTIL

NM4. FEY PRANKSTERS MODERATE 5

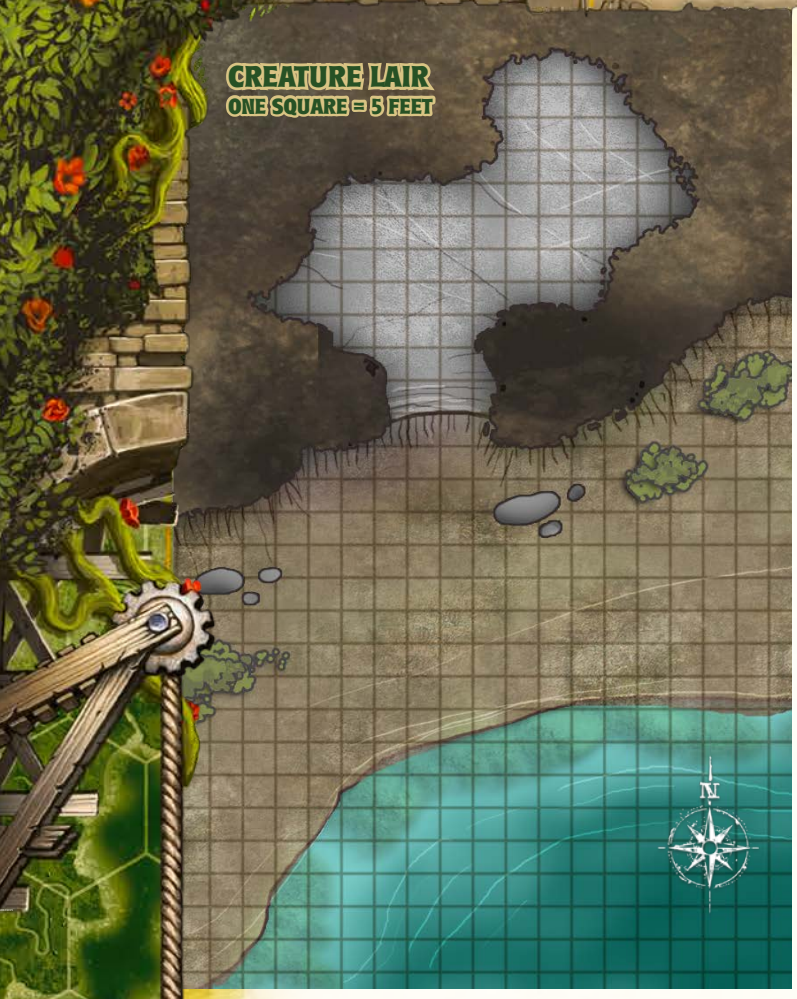
STANDARD

The forest floor grows more dank and wet as the terrain slowly transitions into swampland. Trees provide plentiful shade along several fast-moving creeks. Sunlight streams through the canopy of leaves overhead, and birds chirp to one another somewhere high among the tree boughs.

Creatures: After befriending two wargs, a pair of particularly sadistic pixies have claimed this part of the forest as a rendezvous point—the pixies are engaged in a sort of contest to see which of them can wreak the most havoc on the humans who have been infiltrating the Stolen Lands, hoping their antics will eventually attract Nyrissa's attention. Neither of the pixies have met Nyrissa, but they hope that with a few more months of cruel practical jokes, that might change. Their

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jokes range from the annoying (spiking milk left on porches with hot pepper juice) to the downright cruel (kidnapping babies and leaving dead mites or shaved bear cubs in the crib). If they notice the PCs, they cast *invisibility* and hunker down on their wargs before ordering their mounts to attack intruders on sight, while they fire arrows or cast spells from their mounts' backs.

PIXIES (2) CREATURE 4

Pathfinder Bestiary 309
Initiative Perception +12

WARGS (2) CREATURE 2

Pathfinder Bestiary 322
Initiative Perception +8

NM5. THE FORGOTTEN KEEP

RESOURCE STANDARD

This site is detailed in Part 8 of this chapter (page 148).

Resource: The forgotten keep is a ruined Castle; if this hex is claimed and a settlement is built here, the ruin reduces the cost of building a Castle in this location by half.

NM6. HODAG DEN MODERATE 5

HIDDEN

Creature: A huge deadfall of trees and brambles lies in a mossy heap here, a mountain in miniature left from a violent windstorm several seasons ago. Numerous cave-like hollows can be found throughout the deadfall—one particularly deep cavern can be discovered with a successful DC 20 Perception check during the hex's exploration. This is the home of a particularly cantankerous hodag. The creature's den is a 30-foot diameter chamber with a tangle of dead trees that forms a natural dome-like ceiling. Dozens of bones and half-eaten carcasses (including those of several loggers and bandits) litter the lair—the hodag is a messy eater. The monster spends most of its time in its den and immediately attacks.

ELITE HODAG CREATURE 7

Pathfinder Bestiary 2 6, 145
Initiative Perception +16

Treasure: Within the hodag's filthy lair are three battleaxes, one greataxe, a suit of *+1 studded leather armor*, and a *+1 striking spear* that was lodged in the hodag's back after an encounter with a frightened lumberjack—the monster eventually managed to dislodge the spear by rubbing its back against the lair's walls.

NM7. HARGULKA'S STRONGHOLD

HIDDEN RESOURCE

This ancient dwarven ruin is now the home to a dangerous clan of trolls—see Chapter 4.

Resource: If this hex is cleared of danger and then Claimed, the stronghold functions as a Refuge.

ZONE 6: SELLEN HILLS

The rolling hills through which the Little Sellen River flows are strewn with boulders and copses of trees, with miles of green ridges stretching between them. Yet it would be a mistake to view this idyllic landscape as safe, for dangerous creatures dwell in the shaded vales here.

SELLEN HILLS (SH) ZONE 6

d20	Encounter	Challenge
1–5	Roll 1d12+8 on zone 5 table (page 82)	Varies
6–8	2 trolls[B1]	Low 6
9–11	3 megaloceroses (page 608)	Low 6
12–13	2 manticores[B1]	Moderate 6
14–15	2 wyverns[B1]	Moderate 6
16–17	6 cultists	Moderate 6
18–19	1 bulette[B1]	Moderate 6
20	1 aurumvorax[B2]	Severe 6

Cultists These cultists are worshippers of Lamashtu who are indirectly affiliated with the Cult of the Bloom. If this encounter occurs before Chapter 5 has begun, the cultists aren't yet full members of the cult and know

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only that they've been lured to the region by visions. The cultists consist of five ruffians (*Gamemastery Guide* 209) led by an antipaladin (*Gamemastery Guide* 247).

WANTED: MANTICORE

30 XP

The local (and quite eccentric) poet Iosis Vemarelian wants to write a complex epic using only pens crafted from manticore spikes. He wants a healthy collection of them at hand to see him through this strange epic, and puts up wanted posters once the PCs reach 6th level.

Source: Wanted poster

Completion: Spikes can be harvested from a dead manticore with a successful DC 24 Survival check; a successful harvest from two manticores is enough to meet Iosis's needs.

Reward: In exchange for delivery of the manticore spikes, Iosis promises payment in the form of a rare book of halfling poetry worth 200 gp.

SH1. DRAKE NEST — MODERATE 6

STANDARD

Creatures: A lone flame drake dwells in a small cave deep in these woods, having fled here several years ago after it was driven from its nest by its nestmates. Its time in the woods has treated it well, and it has grown much larger than a typical specimen of its kind. While not as intelligent as a true dragon, the flame drake possesses great cunning. It might ambush a small group of travelers or stalk a party until it can pick off a lone straggler or two. The flame drake's lair is impossible to miss once the PCs explore this hex, for the shore of a nearby pool is littered with burnt and rotten meat, cracked and scorched bones, and scattered items of gnawed-on equipment. You can use the Creature Lair map to run this encounter.

ENORMOUS FLAME DRAKE — CREATURE 8

UNIQUE | CE | LARGE | DRAGON | FIRE

Variant flame drake (*Pathfinder Bestiary* 131)

Perception +16; darkvision, scent (imprecise) 30 feet, smoke vision

Languages Draconic

Skills Acrobatics +14, Athletics +18, Stealth +14, Survival +16

Str +6, **Dex** +2, **Con**+4, **Int** –1, **Wis** +4, **Cha** +0

Smoke Vision Smoke doesn't impair a flame drake's vision; it ignores concealment from smoke.

AC 27; **Fort** +18, **Ref** +16, **Will** +16

HP 140; **Immunities** fire, paralyzed, unconscious; **Weaknesses** cold 10

Attack of Opportunity ↷ fangs only.

Melee ❖ fangs +20, **Damage** 2d8+8 piercing plus 1d8 fire

Melee ❖ tail +20 (reach 10 feet), **Damage** 2d6+8 bludgeoning

Draconic Frenzy ❖❖ The flame drake Strikes twice with its fangs and once with its tail in any order.

Fireball Breath ❖❖ (arcane, evocation, fire) The flame drake expels a ball of flame to a range of 180 feet that explodes in a 20-foot burst. Creatures in the burst take 9d6 fire damage (DC 26 basic Reflex save). The flame drake can't use Fireball Breath again for 1d6 rounds.

Speed Surge ❖ (move) **Frequency** three times per day; **Effect** The flame drake Strides or Flies up to twice its Speed.

Treasure: Strewn about the underbrush are the discarded possessions of the flame drake's most recent victim, an unfortunate elf scout. Most of the gear is ruined, but the following items can still be salvaged: a *+1 chain shirt*, a *+1 composite longbow*, and a bloodstained *cloak of elvenkind*.

WANTED: FLAME DRAKE

30 XP

The flame drake in area **SH1** is responsible for the rumors of a "dragon" haunting the Sellen Hills, and once the PCs reach 6th level, they'll start seeing wanted posters for this creature.

Source: Wanted poster

Completion: Slay the enormous flame drake.

Reward: A bounty of 400 gp is offered by a consortium of concerned lumberjacks.

SH2. THE WANDERING GIANT — LOW 6

STANDARD

Creatures: Depressed after being rebuffed by the trolls in area **NM7** when he tried to join their gang, a dull-witted hill giant named Munguk has been trying to forget his troubles by looking for blue wolfberries to make moonshine, hunting game, and seeking a mate (in that order). Unfortunately for Munguk, blue wolfberries are not in season, his loud singing has scared away the game, and there are no suitable hill giant mates within miles. Munguk has been on the hunt for 4 days now with nothing to show for it but a rapidly diminishing jug of wolfberry moonshine, and he's in a particularly foul mood, lashing out at boulders, trees, and the PCs if he even notices them—he is currently taking a –2 circumstance penalty on Perception checks due to his depression and drunkenness. PCs who come upon the giant without his noticing their approach find him squatting on a rock, trying to drink the last drops of moonshine out of a broken jug.

If the PCs offer Munguk at least 3 gallons of something alcoholic to drink, they gain a +2 circumstance bonus on Diplomacy checks to Make an Impression on the giant (he is initially unfriendly to the PCs). If made at least friendly, Munguk can tell them about the Forgotten Keep (area **NM5**), the lizardfolk village (area **KL3**), and the troll lair (area **NM7**). If

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made helpful, he'll also give them his map (detailed in the Treasure section below).

If combat breaks out, Munguk drunkenly throws a rock at an enemy then charges in to fight with his greatclub. In his state, he starts combat with the sickened 1 condition (which he cannot remove during this fight). He fights until reduced to 30 Hit Points or fewer. At that point, he drops to the ground, crying and blubbering, apologizing profusely in slurred Jotun while begging for mercy.

MUNGUK **CREATURE 7**

Male hill giant (*Pathfinder Bestiary* 170)

Initiative Perception +12



Treasure: In addition to his hide armor, Munguk carries a crude hide sack containing his worldly possessions. Inside are five throwing rocks, a wooden bowl and spoon, an empty clay moonshine jug, a few strips of dried dwarf jerky, a glass jar containing a partially eaten pickled sheep's head, a bent grappling hook attached to 5 feet of frayed rope, and 6 gp. Also in the bag is a crude map, sketched on the back of a piece of smelly, uncured hide. Although the map is labeled in Jotun, Munguk is far from literate, and a DC 20 Society check is needed to Decipher it. The map highlights the location of Hargulka's lair (area **NM7**) with the legend "mean ugly troll-bully" scrawled in blue wolfberry juice.

Reward: If the PCs manage to negotiate their encounter with Munguk peacefully, grant them XP as if they had defeated him in combat.

SH3. ABANDONED FERRY STATION

LANDMARK RESOURCE

Half-collapsed, rotting wooden buildings stand on each bank where the Shrike River branches off the Little Sellen River. The buildings have been used as lairs by kobolds, mites, and even a few groups of bandits in the past, but currently they're unoccupied.

Resource: If the PCs build a settlement here, the buildings are mostly a lost cause, but several wooden docks remain fully functional, granting the settlement a free pier structure.

SH4. BEAST'S LAIR

HIDDEN RESOURCE

This location is the den of a particularly enormous owlbear. See Chapter 4 for details on this site.

Resource: If the PCs Claim this hex and defeat its dangers, the Beast's lair serves as a Refuge.

SH5. GREENGRIPE

LANDMARK

A steep-sided but flat-topped hill looms here, atop which sprawls the goblin village of Greengripe. This location is detailed in Chapter 5.

Resource: Greengripe is a Freehold. If the PCs bring Greengripe into their kingdom, they automatically gain a village settlement that contains the following free structures: Alchemy Lab, Shrine, Stables, Tenements, and Wooden Walls; its four Urban Grid borders are all Land borders.

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SH6. WHISPERING GROTTO

RESOURCE | SECRET

Succeeding at a DC 12 Perception check made while Reconnoitering this hex allows the PCs to notice a strange and somewhat unsettling sound, almost as if the whispering of a group of hidden conspirators were carried on the wind that blows through an otherwise unremarkable dale between two hills. A PC who rolls a critical success notices numerous small holes in the ground and hillside; as the wind blows over these narrow fissures, it generates the unsettling noise.

Anyone who peers into these small fissures is greeted by a wondrous sight—a glittering collection of crystals. The narrow caverns that riddle this area contain a sizable deposit of gemstones, providing an excellent economic resource for a kingdom that claims this hex as its own.

Resource: This gemstone deposit allows for a specialized mine to be built in this hex. If the PCs Claim this hex and then Establish a mine Work Site here, the mine generates 1 Luxury Commodity each turn rather than Ore.

SH7. DRAGONLEAF GULCH MODERATE 6

STANDARD

The Little Sellen River narrows as it passes through a gully between two rocky hillsides here, flowing around an oblong island thick with vegetation. This narrow island is 10 feet wide and 75 feet long; the river narrows to a width of 10 feet on either side of the island. The cliff walls of the gully are 40 feet high and can be Climbed with a DC 20 Athletics check.

Creatures: Lurking amid the thick reeds, nettles, and blackberries that grow on the island are six snapping flytraps. The carnivorous plants scramble to attack anyone Small or larger who approaches the banks of their island; the confines of the surrounding gully allow the plants to snap and grab at targets on either side of the island, including those that cling to the cliff walls within 10 feet of the river surface.

SNAPPING FLYTRAPS (6) CREATURE 3

Pathfinder Bestiary 160
Initiative Stealth +13

Treasure: A PC who Searches the island and succeeds at a DC 25 Perception check finds a large number of bones—evidence of several flytrap victims. Most of the bones are from goblins or humans. Scattered among them is some treasure: 320 cp, 345 sp, 13 gp, a bastard sword in an elegant darkwood scabbard worth 15 gp, a *wand of continuation* (2nd), and a tattered leather-bound journal whose pages are illegible, save for a section where the formula for a *heartbond* ritual (*Advanced Player's Guide* 242) may be salvaged.

SH8. CRADLE OF LAMASHTU

RESOURCE | SECRET

A hidden cave entrance lies on the steep, southern face of these ragged low tors. A successful DC 30 Perception check is required for a character to spot the cave entrance while Reconnoitering the hex, but if the PCs explore the cavern before beginning Chapter 5, feel free to place any other creatures of your choosing here. Once the Season of Bloom begins, this cavern becomes the headquarters for the sinister Cult of the Bloom—see Chapter 5 for full details.

Resource: Once the dangers of this cavern have been dealt with and the cult is defeated, it functions as a Refuge if the hex is Claimed.

ZONE 7: DUNSWARD

The plains and hills south of Rostland are quite dangerous, and not only due to the presence of centaur clans who dwell here, but also a violent band of spriggans who won't take kindly to any attempts to settle lands they view as theirs.

DUNSWARD (DS) ZONE 7

d20	Encounter	Challenge
1–5	6 centaurs[B1]	Low 7
6–8	3 ogre spiders[B2]	Low 7
9–11	1 bulette[B1]	Low 7
12–15	4 spriggans[B2]	Low 7
16–17	4 cyclopes[B1]	Moderate 7
18–19	1 roc[B1]	Moderate 7
20	1 peluda[B2]	Severe 7

Centaurs These centaurs are suspicious of any intrusions into Dunsward, but they don't initiate attacks–rather, they observe the PCs from a few hundred feet away and let them make the first move. If they encounter violence, they attack at once, fleeing as soon as half their number are slain, but otherwise the PCs might be able to chat with them. These are members of the Nomen centaur clan–more details on them can be found in Chapter 6.

Spriggans A group of four spriggan bullies led by a spriggan warlord make up this encounter. They are not part of the band the PCs are set to encounter in Varnhold after that settlements' citizens vanish.

WANTED: SPIDERSILK

30 XP

Local weaver Chamaie Lerian heard that the ogre spiders that dwell in the eastern Stolen Lands spin the softest silk in the area. She asks for a delivery of several dozen square yards of good silk harvested from ogre spider dens (including those of trapdoor ogre spiders).

Source: Wanted poster

Completion: Harvesting silk from a dead ogre spider requires a successful DC 25 Nature check; five successes is enough to gather the amount of silk Chamaie desires.

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Reward: Chamaie promises a set of silk *slippers of spider climbing* as a reward for whoever can supply her silk needs.

DS1. NOMEN BURIAL MOUNDS — SEVERE 7

RESOURCE | STANDARD

An elaborate grouping of eight-foot-high stone mounds can be seen here. Each is made of loose stones and connected to adjacent mounds by a three-foot-high stone wall. The entire collection of twenty-nine mounds forms an asymmetric spiral pattern, slightly overgrown and covered with lichen.

A PC who succeeds at a DC 25 Society or Religion check confirms that these are centaur burial mounds. On a critical failure, the PC misinterprets the spiral as symbols of either Pharasma or Yog-Sothoth, perhaps something associated with summoning rituals to call in psychopomps or eldritch monstrosities.

Creatures: Recently, a group of four of manticores has claimed this area as their territory. If the manticores spot the party early, they take to the air and swoop down to attack at once with their tail spikes, landing to fight in melee only once they've used up that day's dozen spikes. If three of the manticores are killed, the final one flees and does not return.

MANTICORES (4) — CREATURE 6

Pathfinder Bestiary 232
Initiative Perception +14

Resource: If the PCs Claim this hex, the Nomen centaur clan takes extreme offense—their Negotiation DC (found on page 519) increases by 4 until the PCs Abandon the hex.

DS2. WEB LURKER LAIR — MODERATE 7

STANDARD

A massive bridge made of thick spider webs hangs suspended between two crags on the mountainside here. The web bridge is thirty feet wide and hangs above a fifty-foot-deep chasm, the walls of which are riddled with shallow caves. The far side of the web bridge is a single ledge that goes nowhere, but upon it lays what appears to be a long-dead dwarf clutching a glowing warhammer.

The gorge sides can be Climbed with a DC 20 Athletics check.

Creatures: This whole area is a relatively obvious ambush created by a group of hardy web lurkers. They lurk not in their webs but in the shallow caves below, watching and waiting for food to be lured out onto the web bridge. Unfortunately for the web lurkers, the out-of-the-way location of their lair means that few travelers come out this far, and of those who do, even fewer are willing to be lured out onto what is obviously a giant spider web. The web lurkers are patient, though, and have managed to avoid becoming frustrated, even though the bridge they think is a great trap hasn't secured them more food. The web lurkers are accompanied by their pet—an equally patient pale-brown ogre spider with sparkling blue eyes and ivory-colored markings on its abdomen that almost resemble a stylized goat skull.

If the PCs fall victim to the web trap, the ogre spider and web lurkers clamber down to attack anyone who fell. If none of the PCs fall victim to the trap, the web lurkers immediately engage in a bitter, bickering fight among themselves over who is to blame for the trap's failure. They spend 1d3 rounds arguing (or until the PCs attack one of them directly) before they realize that the real enemy (and dinner) is above. A web lurker can automatically use Crafting to disable the web trap, after which they and the ogre spider can safely cross the bridge to attack PCs who stay on the far side.

OGRE SPIDER — CREATURE 5

Pathfinder Bestiary 2 249
Initiative Perception +13

ELITE WEB LURKERS (4) — CREATURE 4

Pathfinder Bestiary 6, 325
Initiative Stealth +13

Hazard: The web bridge has been rigged to collapse.

DROPPING WEB TRAP — HAZARD 2

MECHANICAL | TRAP

Stealth DC 21 (expert)
Description A 30-foot-wide rope bridge spans a 30-foot-deep chasm between two crags on the mountainside.
Disable DC 15 Crafting or DC 18 Thievery to secure the bridge in place.
Collapse ↷ **Trigger** One Large, two Medium, or three Small creatures move onto the rope bridge; **Effect** The bridge collapses and creatures on the bridge fall 30 feet, taking 15 points of bludgeoning damage. The triggering creatures can attempt a DC 18 Reflex save to Grab an Edge to avoid falling.
Reset 1 hour.

Treasure: Amid the clutter of bones and dried husks in the caves is a web-shrouded chest holding 435 sp and 108 cp. The dead dwarf on the far ledge still clutches his softly glowing *+1 striking warhammer*. The breastplate the dwarf wears is rusted and ruined, but a *grim trophy talisman* that looks like a claw remains affixed to the broken armor.

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DS3. KIRAVOY BRIDGE

LANDMARK | RESOURCE

This simple wooden bridge is a new addition to the landscape, recently built by the settlers of Varnhold. As such, if the PCs visit this area before they defeat the Stag Lord, they'll find the bridge still under construction. The bridge itself is sturdy and well built, but it doesn't show much evidence of use—it was finished only recently.

Resources: This hex has already been developed by Varnhold. If the PCs Claim this hex before Varnhold vanishes (as detailed in Chapter 6), the aggressive act immediately severs any diplomatic relations the PCs may have with Varnhold and increases all future Negotiation DCs with Varnhold to DC 30.

After Varnhold vanishes, though, the PCs can Claim this hex without issue. Once Claimed, the work that Varnhold already put in here means that any attempt to Establish Farmland in this hex not only gains a +2 circumstance bonus to the Agriculture check, but the result of the check is improved by one degree of success.

DS4. SPIDER FIELDS SEVERE 7

STANDARD

Creatures: In exploring the Greenbelt, the PCs may have encountered giant trapdoor spiders, but those creatures are tiny compared to the much larger ogre spider variants that dwell in the Dunsward. These elephant-sized, hairy, black-and-red monsters are truly horrifying, and this region of the Dunsward is particularly infested with their hidden lairs. The fields here appear strangely barren and are covered with numerous low hummocks of grassy mounds—several of which are in fact the doors to spider lairs.

In all, there are six trapdoor ogre spiders in this area. A giant trapdoor spider has greater cover within its pit-shaped trap.

TRAPDOOR OGRE SPIDER CREATURE 5

UNCOMMON | N | HUGE | ANIMAL

Variant ogre spider (*Pathfinder Bestiary 2* 249)

Perception +13; darkvision

Skills Acrobatics +13, Athletics +13 Stealth +13

Str +6, **Dex** +4, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 23; **Fort** +15, **Ref** +13, **Will** +9

HP 70

Trapdoor Lunge ↷ **Trigger** A creature comes within 25 feet of the spider's lair while the spider is positioned just under the ajar trapdoor and the spider notices the creature; **Requirements** Initiative has not yet been rolled; **Effect** The spider Strides or Climbs before it rolls initiative.

Speed 30 feet, climb 30 feet

Melee ❖ fangs +15 (reach 10 feet), **Damage** 2d8+8 piercing plus ogre spider venom

Eerie Flexibility A trapdoor ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at full speed.

Ogre Spider Venom (poison); **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 1, and flat-footed (1 round); **Stage 4** 2d6 poison and paralyzed (1 round).

Treasure: Each of the spider's pits has a scattering of coins, gems, and jewelry worth 20 gp. One pit also contains a partially eaten human still wearing *+1 striking handwraps of mighty blows* and *boots of elvenkind*.



TRAPDOOR OGRE SPIDER

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DS5. VARNHOLD

LANDMARK | RESOURCE

Before the PCs defeat the Stag Lord, Maegar Varn and his followers are still building their own village here. See Chapter 6 for full details on Varnhold.

Resource: Varnhold is a Freehold town, and the PCs' Kingdom must be at least 3rd level before integrating it. Varnhold is a town that has 1 Water border and 3 Land borders. It occupies four blocks on the Urban Grid, and all 16 of its lots have structures built. These consist of the following: Brewery, Houses (4), Inn, Shrine, Smithy, Stable, Tannery, Town Hall, Trade Shop (gemcutter), Trade Shop (potter), Trade Shop (tailor), and Trade Shop (weaver).

DS6. BLOOD FURROWS — MODERATE 7

STANDARD

A number of strange furrows scar the grass in this area, disrupted here and there by sinkhole-like depressions and mounds of earth and soil.

Creature: This region is the territory of a single, cantankerous bulette that the centaur clan has named Kankerata ("world chewer" or "earth eater"). Kankerata has dominated this region for decades, contrary to the typical behavior pattern of bulettes (normally, these beasts move on to find new territories once they've exhausted their supply of prey). By now, the creature and its diggings have become a part of the Dunsward's landscape: the centaurs are fond of daring each other to race through Kankerata's network of drifts and nests—they view this feat as a test of bravery and often use it to settle disputes.

Kankerata is an enormous bulette and has become a clever hunter in its old age. The beast is observant and swift, and quickly moves to attack anyone who loiters in the region.

KANKERATA — CREATURE 9

Elite bulette (*Pathfinder Bestiary* 6, 48)

Initiative Perception +18

ZONE 8: NOMEN HEIGHTS

The Nomen Heights were once on the fringe of an ancient cyclops empire, but today they're claimed by a clan of centaurs self-named after the region. These rugged hills offer plenty of narrow vales to hide in.

NOMEN HEIGHTS (NH) — ZONE 8

d20	Encounter	Challenge
1–5	Roll on zone 7 table (page 87)	Varies
6–8	6 centaurs[B1]	Trivial 8
9–11	4 cyclopes[B1]	Low 8
12–13	2 chimeras[B1]	Moderate 8
14–15	1 peluda[B1]	Moderate 8
16–17	4 zombie hulks[B1]	Moderate 8
18–19	4 wyverns[B1]	Moderate 8
20	2 mastodons[B2]	Severe 8

Centaurs These centaurs are suspicious of any intrusions into the Nomen Heights, but don't initiate attacks—rather, they observe the PCs from a few hundred feet away and let them make the first move. If they encounter violence, they attack at once, fleeing as soon as half their number are slain, but otherwise the PCs might be able to chat with them. These members belong to the Nomen centaur clan—more details on this clan can be found in Chapter 6.

Zombie Hulks These undead cyclopes have grown increasingly more common in Nomen Heights now that the lich Vordakai is active once again. The hunks of meat they use are often torn from the bodies of defeated centaurs.

THE NOMEN PROBLEM

30 XP

Once the PCs reach 8th level, an envoy from Restov contacts them with a request from the government to deal with the so-called "Nomen problem." The centaurs have long caused trouble with their neighbors to the northeast, and Restov has grown tired of it. They ask the PCs to either drive off the Nomen centaur clan or to forge an alliance with them.

Source: Restov envoy (once PCs reach 8th level)

Completion: The PCs must either establish diplomatic relations with the Nomen centaurs or drive them out of the region through warfare.

Reward: The swordlords of Restov pay a 500 gp reward to the PCs for solving this problem, be it via diplomacy or violence.

NH1. NOMEN CAMPSITE

STANDARD

The Nomen clan dwells here—see Chapter 6.

NH2. THE LINNORM'S GRAVE — SEVERE 8

LANDMARK

The massive bones of a long-dead serpentine dragon of incredible size lie upon a hilltop here. Bleached white ribs protrude up into the air like strange trees, and the moss-draped skull provides nesting grounds for dozens of families of shrikes.

Succeeding at a DC 36 Arcana check or DC 31 Dragon Lore check to Recall Knowledge allows a PC to identify these remains as those of a crag linnorm. The local centaurs revere this site, often making trips to the bones to leave offerings of meat and wine before the immense skull, holding the belief that keeping the linnorm's spirit happy prevents its ghost from returning to this world.

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Creatures: Small herds of mastodons graze in the hills and valleys of Nomen Heights, but in this area, the numbers of mastodons increase. Currently, a herd of 15 wanders this area, but most of these are relatively nonaggressive. Each time the PCs attempt any hexploration activities in this hex, one PC must attempt a DC 26 Nature check to keep the group from angering the herd. On a failure, two mastodons charge the PCs while the remaining beasts stampede off in the other direction.

MASTODONS (2) CREATURE 9

Pathfinder Bestiary 2 116
Initiative Perception +17

Reward: The first time the PCs manage to perform a hexploration activity here without angering the mastodons, grant them 80 XP.

ZONE 9: TORS OF LEVENIES

The Tors of Levenies are the largest (but not the tallest) of the mountain ranges within the Stolen Lands. Travel through these trackless and ragged mountains is hampered by difficult terrain, though encounter areas here typically have enough normal terrain (in the form of ledges or valley floors) for creatures to move around easily.

TORS OF LEVENIES (LV) ZONE 9

d20	Encounter	Challenge
1–5	Roll on zone 8 table (page 90)	Varies
6–8	4 zombie hulks[B1]	Low 9
9–11	2 chimeras[B1]	Low 9
12–13	2 leukodaemons[B1]	Moderate 9
14–15	1 meladaemon[B2]	Moderate 9
16–17	1 thunderbird [B2]	Moderate 9
18–19	6 wyverns[B1]	Moderate 9
20	One great cyclops[B1]	Severe 9

Daemons Any daemons encountered in the Tors of Levenies are creatures that have been drawn to this plane by Vordakai and set loose to work their evils as they see fit. At your discretion, a captured daemon who is forced to speak to the PCs could lead them to the location of Vordakai's Tomb—or could just as easily lead them somewhere else entirely before abandoning them in the wild or turning on them and attacking again.

LV1. VARNHOLD PASS

LANDMARK | RESOURCE

The rugged Tors of Levenies dip low here, creating a natural pass from the east to the west. The Crooked River flows down to the west, cascading out of the mountains just under the pass's highest elevation of 200 feet, leaving 150-foot-high sheer cliffs to the north and south. A single stone watchtower sits at the top of the pass. It's currently abandoned, with no signs of struggle within. Anyone who climbs to the top of the 30-foot-tall tower on a clear day can see the village of Varnhold to the southeast.

Resource: If the PCs Claim this hex, the building counts as a Refuge; if the PCs later build a settlement here, the structure grants that settlement a free Watchtower.

LV2. TALON PEAK SEVERE 9

LANDMARK | RESOURCE

A crumbling tower stands atop a low mountain here. Known locally as Talon Peak because the jagged ruins of the tower look almost like a sharp claw protruding from the peak of the steep mountain, this location has been the nesting ground of rocs for many years. Recently, a particularly dangerous roc with black plumage has moved in.

While the Tors of Levenies are themselves quite hard to navigate, attempting to fully explore Talon Peak is particularly difficult (this hex counts as greater difficult terrain for purposes of hexploration).

One need not reach the apex of Talon Peak to Travel or Reconnoiter this hex, but to reach the tower at its peak, the final 250 feet of the journey requires non-flying creatures to succeed at a DC 25 Athletics check to Climb. If the PCs aren't particularly concerned with speed and are willing to take an hour to make the climb, only one PC needs to succeed at the check; the others can Follow the Expert. On a failure, every PC involved in the climb takes 8d6 bludgeoning damage (DC 28 basic Reflex save) over the hour from falls and tumbles. On a critical failure, the PCs fail the attempt to reach the top of Talon Peak.

Creature: The midnight-black roc that currently nests in the ruined tower atop Talon Peak once lived in the Branthlend Mountains, but when her mate was killed by the black dragon Ilthuliak a year ago, she relocated to this nesting site in the Tors of Levenies. One day, she may well migrate to another region if the urge to find a new mate takes her, but for now, the beast is content hunting and feeding here.

When the PCs arrive, roll a DC 11 flat check. On a success, the Talon Peak roc is present and attacks ferociously to defend its nest; otherwise, the roc is hunting and its nest is undefended. The roc returns in 1d4 hours; if its eggs have been disturbed, the creature immediately starts searching the area nearby for the cause of the disturbance.

TALON PEAK ROC CREATURE 12

UNIQUE | N | GARGANTUAN | ANIMAL

Variant roc *(Pathfinder Bestiary* 281)
Perception +22, low-light vision
Skills Acrobatics +20, Athletics +24
Str +8, **Dex** +5, **Con** +7, **Int** –4, **Wis** +4, **Cha** +0
AC 33; **Fort** +25, **Ref** +23, **Will** +20
HP 220

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Wing Rebuff ↩ **Trigger** A creature moves from beyond the reach of the roc's wing to within the reach of the roc's wing; **Effect** The roc makes a wing Strike against the triggering creature. If the roc Pushes the creature, it disrupts the triggering move action.

Speed 20 feet, fly 60 feet

Melee ❖ beak +26 (reach 15 feet), **Damage** 3d12+12 piercing

Melee ❖ talon +26 (agile, reach 15 feet), **Damage** 3d8+12 slashing plus Improved Grab

Melee ❖ wing +26 (agile, reach 30 feet), **Damage** 2d8+12 bludgeoning plus Improved Push 10 feet

Flying Strafe ❖❖ The roc Flies up to its Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. Each attack takes the normal multiple attack penalty.

Snack The roc gains a +2 circumstance bonus to hit with its beak if the target is grabbed or restrained in its talon.

Snatch The Talon Peak roc can Fly at half Speed while it has a creature grabbed or restrained in either or both of its talons, carrying that creature along with it.



TALON PEAK ROC

Treasure: Two dead adventurers lie strewn about the nest. Among their remains are 30 gp, a gold ring worth 50 gp, a *staff of evocation*, a suit of *+1 full plate*, a *+1 scimitar*, and a *type I bag of holding* filled with a dozen polished (but valueless) gremlin skulls.

If the PCs are trying to fulfill the Omelet King quest (page 525), three eggs in this nest can satisfy that quest's goal. A roc egg measures 4 feet in diameter and weighs 200 pounds; it counts as 22 Bulk for the purposes of transporting it (while this is below the *bag of holding*'s limit, the bag's opening is far too small to accommodate a roc egg). A roc egg has Hardness 3 and 16 HP (BT 8).

TRANSPORT A ROC EGG

EXPLORATION | CONCENTRATE | MOVE

Working as a group, you attempt to transport a roc egg safely through wilderness terrain. You move at one-quarter your travel speed to keep the egg from being jostled or damaged too badly in transport. If four or more characters work together at this activity, the egg can be transported safely. If three or fewer characters transport the egg, one must succeed at a DC 25 Athletics check and the others must Follow the Expert. If two or fewer characters are working together, the DC increases to 27, and if only one character is attempting to Transport the Egg, the DC remains 27 but they also treat their actual result as one degree of success worse than their rolled result. At your discretion, if the PCs come up with a particularly ingenious method for transporting the egg, they can gain up to a +3 circumstance bonus to the Athletics check. And of course, the use of magic like *shrink item* or *teleport* can automatically ensure success without having to use a special activity to Transport the Egg at all.

Critical Success You protect the egg from damage and move at half your travel speed instead of one-quarter.

Success You protect the egg from damage.

Failure The egg takes 1d8 points of damage.

Critical Failure The egg takes 2d8 points of damage.

Resource: If the PCs build a settlement here, the tower serves as a Ruined Watchtower.

LV3. CULCHEK CAVE

HIDDEN | RESOURCE

Once the lair of the Culchek spriggans—the group that invades the village of Varnhold in Chapter 6—this cave is likely abandoned by the time the PCs reach the

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area. The entrance remains difficult to find, hidden as it is behind a spur of rock and concealing brush; a character must succeed at a DC 20 Perception check to reveal its location during Reconnoitering of the hex. The 15-room complex is completely empty—when the spriggans moved into Varnhold, they took everything of value and destroyed all that was left behind. (If the PCs happen to arrive here early in the campaign, feel free to use the spriggans detailed in Chapter 6, designing your own cave complex for your players to explore.)

Resource: If the PCs Claim this hex after the caves are abandoned, the Culcheck cave serves as a Refuge.

LV4. THE GHOST STONE — MODERATE 9

STANDARD

A strange, gray monolith, its stone sides polished and smooth, stands at the western end of a valley here.

The local centaurs refer to this as the Ghost Stone, for at night, the air surrounding the stone within a 120-foot radius glows with a soft radiance, while strange, ghostly shapes flit and writhe through the air around it. The Ghost Stone itself is a spire-like structure with a dull point that stands 15 feet high—an ancient elven relic, abandoned and forgotten. It once served as the foundation for a portal to the Ethereal Plane, but today it serves only to make the boundary between this world and the next unnaturally thin. On the Ethereal Plane, the area glows with a strange, bright radiance and the Ghost Stone itself sits as a solid, stationary curiosity that often attracts natives of that realm. Recently, this attraction has caused something of a minor territorial war.

Creatures: Before the PCs actually lay eyes on the Ghost Stone, an ether spider approaches them, seeking their help. Named Zzamas, the ether spider speaks very few words of Common and knows that most humanoids find her shape unsettling. As a result, she tries to make contact with the PCs by speaking to them from hiding, calling out in a strange buzzing voice, "You help me, yes?"

Zzamas's rudimentary Common and hideous shape might encourage some PCs to attack, but if a group establishes communication—an easier task if a PC can speak Aklo—Zzamas explains that several xills have forced her from her home, and she wants the PCs' help in killing them. She promises a "fancy chest with stuff inside" as payment for their help.

The Ghost Stone has indeed been claimed by a group of xills—six of them, in fact. If the PCs agree to help Zzamas, the ether spider aids them in the fight; otherwise, if the PCs enter the area of influence of the Ghost Stone, they will need to fight against the six otherplanar horrors themselves. The xills find the Ghost Stone's aura somewhat intoxicating, and all six are sickened 1 as a result of this effect; they cannot reduce their sickened condition below 1 as long as they remain in the area. The xills fight to the death.

DRUNKEN XILLS (6) — CREATURE 6

Pathfinder Bestiary 2 299

Initiative Perception +14 while sickened 1

ZZAMAS — CREATURE 5

Female ether spider (*Pathfinder Bestiary* 155)

Initiative Perception +12

THE GHOST STONE WAR

30 XP

The PCs must help the ether spider Zzamas drive off the xills who have claimed the Ghost Stone as their territory.

Source: Zzamas the ether spider (area **LV4**)

Completion: All six xills must be slain or forced to flee.

Reward: Zzamas promises to reward the PCs with a treasure chest she recently found drifting through the Ethereal Plane. The chest is locked (DC 25 Thievery to Pick the Lock), and once belonged to a wizard who is long dead. Inside are a *wand of shrink item* and a spellbook. This book should be filled with six spells of levels 1–5 that are useful to the party's wizards; it also contains details for the *legend lore* and *unseen custodians* rituals (*Advanced Player's Guide* 245).

LV5. IRONSTONE GULLY

RESOURCE STREET

A shallow cave extends into the mountainside here. To the untrained eye, this cave might seem unremarkable (apart from serving as the lair for a harmless colony of bats), but a PC who succeeds at a DC 25 Nature or Perception check learns the truth—the far wall of the cave holds an incredibly rich vein of iron ore that could be a valuable resource for any kingdom that claims this hex.

Resources: If this hex is Claimed and the PCs Establish a mine Work Site here, it provides double the normal Ore Commodities.

LV6. VORDAKAI'S TOMB

RESOURCE STANDARD

This location is presented in full detail in Chapter 6.

Resources: If this hex is Claimed after the PCs have completely defeated all the dangers in the tomb, this hex provides a Refuge.

LV7. VALLEY OF THE DEAD — SEVERE 9

STANDARD

The six-mile wide entrance to this valley is marked by posts every fifty to sixty feet, each decorated with skulls and other bones.

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The bones and skulls form a wall of warnings erected by the Nomen centaur clan. The clan calls the lands beyond this valley "Olah-Kakanket"—the Valley of the Dead.

Beyond the warning wall of bone totems, the valley doesn't seem much different than the surrounding foothills. Yet the further one travels toward the mountains, the more a strange feeling of oppression grows. The wind seems oddly muted as it flows through the trees and grass, the birds and insects grow quiet, and the unusually regular crags along the surrounding mountains seem almost to crouch in expectation of the PCs' approach.

A mile past the bone totems, the first of the gravestones appears. These 6- to 10-foot-tall stone pillars are badly weathered—many are partially or wholly collapsed, but each bears strange, ancient runes. A PC who succeeds at a DC 25 Society check identifies them as a list of names written in Cyclops. There are thousands of gravestones within the Valley of the Dead, but the cyclops bodies beneath them have long since decayed into soil—all that remains are fragments of bones.

At the westernmost point in the valley, where the ragged Tors of Levenies rise 300 feet above the surrounding foothills, a crack in the cliff wall allows a 15-foot-wide stone stairway to wind up into the mountains. This path takes a circuitous route, winding back and forth over a length of 8 miles through the tors until finally opening upon area **LV6**.

Creatures: Dark and ominous shapes loom at the throat of the stairs where the shadows gather. These are the guardian creatures sent to watch the approach to Vordakai's Tomb—six skeletal hulks raised from the bones of great cyclopes.

SKELETAL HULKS (6) CREATURE 7

Pathfinder Bestiary 299

Initiative Perception +16



SKELETAL HULK

LV8. EMPTY DRAGON LAIR

RESOURCE STANDARD

Deep in the trackless reaches of the Tors of Levenies lies a large cave entrance. Within, a 50-foot-wide tunnel stretches 300 feet into the mountain before opening into a large, vaulted chamber 140 feet in diameter. Yet more impressive is the dry skeleton of an adult silver dragon sprawled in the center of the cavern. The dragon's remains are not completely intact—the bones along the right arm and wing are strangely incomplete, as if they had been melted away by powerful acid. No sign of the dragon's skull remains at all—or of the dragon's treasure. A PC who succeeds at a DC 20 Perception check notices a healthy scattering of silver and black dragon scales. Rumors of a silver dragon named Amvarean are obviously out of date—the black dragon Ilthuliak slew the younger silver dragon many years ago and stole her treasure. While Amvarean's soul has long since been judged by Pharasma, Ilthuliak remains very much alive. See Chapter 10 for more details on this dangerous foe.

Resource: If this hex is Claimed, the empty lair serves as a Refuge.

ZONE 10: HOOKTONGUE

Most of this region consists of the sprawling swamplands of Hooktongue Slough, other than a few hexes to the northeast that are soggy and damp but have relatively solid footing. The swamp itself

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functions as greater difficult terrain. The large number of rivers and creeks in the swamp allow for the use of small watercrafts such as rafts or rowboats, and if the party is equipped with these vehicles and at least one of the group is an expert in Fishing, River, Sailor, or Swamp Lore, the party can treat these hexes as merely difficult terrain when exploring them.

HOOKTONGUE (HT) — ZONE 10

d20	Encounter	Challenge
1–3	6 bog striders[B2]	Trivial 10
4–8	2 boggard wardens (See page 155)	Low 10
9–11	6 will-o'-wisps[B1]	Low 10
12–13	3 nuckelavees[B2]	Moderate 10
14–15	4 marsh giants[B2]	Moderate 10
16–17	2 giant flytraps[B1]	Moderate 10
18–19	1 catoblepas[B2]	Moderate 10
20	1 froghemoth[B2]	Severe 10

Bog Striders Any bog striders the PCs encounter are from the settlement of Tok-Nikrat (area **HT12**); they try to engage peacefully with the PCs but flee toward home if attacked. At your discretion, if these bog striders are made helpful, they can guide the PCs to a location in the swamp (their initial attitude is indifferent).

Boggard Wardens These boggards are additional wardens beyond those already encountered in the village of M'botuu (detailed on page 154); they try to capture PCs alive to bring back to the village, but if one is slain, the other attempts to escape, leading the PCs in a direction opposite from M'botuu and hoping to find a hiding spot in the meantime.

Marsh Giants There are no marsh giant settlements in Hooktongue Slough, but there are small roving groups living nomadic lives in the region; they have no love of boggards. If the PCs can prove their superiority over the giants by defeating three of them in combat, the last one begs for mercy and, at your discretion, could act as a guide in the swamp—or could seek revenge by leading the PCs into a dangerous encounter.

HT1. WYVERNSTONE BRIDGE

LANDMARK | RESOURCE

A stone bridge spans a gorge here, through which the East Sellen River flows. This engineering marvel, built nearly 200 years ago just after Choral the Conqueror united Brevoy, offers an easy route over the wide river just before its southern flow empties into the Hooktongue Slough. Although the roads that once extended from the bridge are long gone, the bridge itself remains intact.

HT2. CLOUDBERRY FIELD

RESOURCE | STANDARD

A field of golden cloudberries, a semi-tart fruit usable in pies, jams, and alcoholic drinks, grows here in a large meadow overlooking the northern reaches of Hooktongue Slough. The berry patch covers several acres and often attracts local wildlife—and thus, local predators—so the PCs automatically have a wandering monster encounter when they first enter this hex.

Resource: A Harvest Crops or Gather Livestock activity attempted in this hex earns one degree of success better than the rolled result.

HT3. BOGGARD AMBUSH — MODERATE 10

RESOURCE | STANDARD

The East Sellen River widens gradually over the course of 3 miles here, slowing to a crawl as it empties into Lake Hooktongue. When the East Sellen trade route was open, this point was often used as a waystation for travelers, with several buildings set up on stilts in the bog. For the past several years, though, the trade route has been closed due to the increased aggression of the M'botuu boggards.

Creatures: The mostly collapsed shacks and huts are now little more than camouflage for a group of four boggard cultists who have turned the ruins into an ambush site. They've already picked off several of Drelev's explorers and are eager to spring their ambush on anyone trying to navigate the area. These boggards were once members of Sepoko's cult, but when the boggard cleric fell under the influence of the spirit naga Ngara, he attempted to sacrifice his cultists to prove his worth to his new spiritual obsession. The four boggard cultists who dwell amid these ruins today are all who survived the late-night treachery Sepoko unleashed on the cult. A mix of fear and shame kept the boggard cultists from returning to M'botuu, but today, the four are rather proud of their success here and have no desire to return. These ruins are their home now, and in the months since they've settled here, they've only grown in power.

Unless the PCs are traveling stealthily, the boggard cultists notice their approach and set up an ambush. When potential victims reach the area, the boggards roll initiative with Stealth checks, opening combat with spells and blowgun darts from positions on the upper floors of ruined shacks. They fight until only one of their number remains standing, at which point the surviving cultist begs for mercy. Such a cultist remains shifty and constantly plots escape; they will say anything they think the PCs want in order to earn their favor—the boggard could point the way toward M'botuu but is far more likely to try to point the PCs toward a dangerous local predator's den.

BOGGARD CULTISTS (4) — CREATURE 8

RARE | CE | MEDIUM | AMPHIBIOUS | BOGGARD | HUMANOID

Variant boggard (*Pathfinder Bestiary* 44)

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Perception +16; darkvision
Languages Abyssal, Boggard, Common
Skills Athletics +16, Intimidation +17, Medicine +18, Nature +15, Performance +15, Religion +17, Stealth 17
Str +4, **Dex** +5, **Con** +4, **Int** +3, **Wis** +6, **Cha** +3
Items blowgun (6 darts coated with giant wasp venom), hide armor, *+1 striking whip*

AC 27; **Fort** +14, **Ref** +17, **Will** +18
HP 135

Speed 20 feet, swim 25 feet; swamp stride
Melee ❖ *whip* +18 (disarm, finesse, nonlethal, reach, trip), **Damage** 2d6+8 slashing
Melee ❖ tongue +16 (reach 10 feet), **Effect** tongue grab
Ranged ❖ blowgun +17 (agile, nonlethal), **Damage** 1 piercing plus giant wasp venom
Divine Prepared Spells DC 26, attack +18; **4th** *divine wrath*, *heal*, *sound burst*; **3rd** *blindness*, *fear*, *vampiric touch*; **2nd** *darkness*, *heal*, *see invisibility*; **1st** *command*, *heal*, *ray of enfeeblement*; **Cantrips (4th)** *daze*, *divine lance*, *know direction*, *shield*, *stabilize*
Gogunta's Croak ❖ (auditory, divine, emotion, enchantment, fear, mental) The boggard cultist unleashes a terrifying croak. Any non-boggard within 30 feet must attempt a DC 25 Will save.
Critical Success The creature is temporarily immune to Gogunta's Croak for 1 minute.
Success The creature is frightened 1
Failure The creature is frightened 2.
Critical Failure The creature is frightened 3 and is also fleeing during their next turn.
Swamp Stride A boggard cultist ignores difficult terrain caused by swamp terrain features.
Tongue Grab If the boggard cultist hits a creature with its tongue, that creature becomes grabbed by the boggard. Unlike with a normal Grab, the creature isn't immobilized, but it can't move beyond the reach of the boggard's tongue. A creature can sever the tongue by hitting AC 25 and dealing at least 10 slashing damage. Though this doesn't deal any damage to the boggard, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

Resource: The ruined buildings can be repaired if this hex is Claimed and a settlement is established here; the ruins can be rebuilt into three different Structures: one lot of Houses, one lot of Inns, and one lot of Piers.

HT4. THE SINKING BOG — TRIVIAL 10

STANDARD

This hex cannot be used to build roads, settlements, Farmlands, Work Sites, or any other form of structure.

Hazard: This region of swampland is known to the boggards and other denizens of the area as the Sinking Bog, due to the unusual number of patches of quicksand that fill the area. Travel through this hex automatically exposes the PCs to quicksand. If the PCs Reconnoiter this hex, they're also exposed to a patch of green slime.

GREEN SLIME — HAZARD 9

Gamemastery Guide 78

QUICKSAND — HAZARD 3

Core Rulebook 526

HT5. HAUNTED FEN — SEVERE 10

STANDARD

The entire north shore of Lake Hooktongue, ranging from the boggard ambush site down to Fort Drelev, has a reputation for being haunted, but this particular stretch of boggy lakeshore is the most notorious part, known locally as the Haunted Fen. As the PCs first enter this hex, anyone who succeeds at a DC 20 Swamp Lore or a DC 25 Nature or Society check to Recall Knowledge recalls legends that fishers and boaters who stray too near the shoreline in this area often hear voices calling out to them. None dispute the fact that trappers who venture into this area seem to go missing more often than not. There have been an unusual number of bodies found here missing eyes and fingers, as if both were chewed away by something that deliberately left the rest of the body untouched. This has only increased the region's notoriety. On a critical success on the check to Recall Knowledge, a character notes that these eerie clues suggest the predation of a dangerous creature known as an ahuizotl.

Creature: Indeed, the source of the stories about the Haunted Fen is a particularly powerful ahuizotl named Irahkatu, a cunning and cruel predator with a particularly prodigious appetite. If he realizes his domain has been intruded upon, Irahkatu stalks the PCs, waiting for them to be distracted or for night to fall before ambushing them. If it looks like the PCs are going to leave the hex before nightfall, Irahkatu uses Voice Imitation to try to lure them back, then ambushes the smallest PC. Once combat begins, Irahkatu fights to the death, pursuing foes as far as the edges of this hex if necessary.

IRAHKATU — CREATURE 13

UNIQUE | NE | LARGE | AMPHIBIOUS | BEAST

Variant male ahuizotl (*Pathfinder Bestiary 2* 12)
Perception +22; darkvision
Languages Aklo, Common
Skills Athletics +25, Deception +23 (+27 when using Voice Imitation), Stealth +25
Str +8, **Dex** +6, **Con** +6, **Int** +0, **Wis** +5, **Cha** +4
Voice Imitation Irahkatu can mimic the sounds of a person

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in distress by attempting a Deception check to Lie. Irahkatu has a +4 circumstance bonus to this check.

AC 34; **Fort** +25, **Ref** +21, **Will** +20

HP 235

Speed 25 feet, swim 35 feet

Melee ❖ jaws +27, **Damage** 3d12+14 piercing

Melee ❖ claw +27 (agile), **Damage** 3d8+14 slashing

Melee ❖ tail claw +27 (agile, reach 10 feet), **Damage** 3d6+14 slashing plus Improved Grab

Disfigure ❖❖ **Requirements** Irahkatu has a Medium or smaller creature grabbed with his tail claw or has already damaged a creature with his claw or tail claw Strike this turn; **Effect** Irahkatu attempts an Athletics check against the creature's Fortitude DC.

Critical Success Irahkatu tears at the target's eyes. The target takes 14d6 slashing damage and is blinded for 24 hours. This blinded condition is removed earlier if the creature is fully healed of all damage.

Success Irahkatu mangles some fingers. The target takes 7d6 slashing damage and is clumsy 1 for 24 hours.

Failure Irahkatu claws at the creature, dealing 3d6 slashing damage.

Critical Failure The creature is unaffected.

Tail Drag ❖ **Requirements** Irahkatu has a Medium or smaller creature grabbed with his tail claw; **Effect** Irahkatu attempts an Athletics check against the creature's Fortitude DC.

Critical Success If the creature is 10 feet away from Irahkatu, it is dragged into a square adjacent to it. Irahkatu can make a jaws Strike against the creature.

Success If the creature is 10 feet away from Irahkatu, it is dragged into a square adjacent to Irahkatu.

Failure The creature is not dragged.

Critical Failure The creature is not dragged and Irahkatu no longer has the creature grabbed.

Treasure: Once Irahkatu has been defeated, a successful DC 28 Survival check to Track or a DC 30 Perception check made as part of a Reconnoiter activity can reveal to the PCs a mound of hidden vegetation and mud that the ahuizotl used as a nest. Irahkatu has used the skulls of many of its victims to decorate the walls inside his lair, and three of these skulls are adorned with valuables: one boggard skull wears a silver circlet set with moonstones worth 300 gp, a dwarf skull has seven gold teeth in its jaws worth a total of 70 gp, and a human skull wears a *mask of the banshee* (*Advanced Player's Guide* 261).

HT6. M'BOTUU

LANDMARK | RESOURCE

This is the largest boggard settlement in Hooktongue Slough; it's explored in detail in Part 9 of this chapter (page 154).

Resource: The village of M'botuu is a Freehold. If it is brought into the PCs' kingdom, they automatically gain a village settlement that contains the following two free structures: Barracks and Tenements. One of its Urban Grid borders is a Water border.

HT7. LAKE HOOKTONGUE EXTREME 10

LANDMARK | RESOURCE

Lake Hooktongue is the heart of Hooktongue Slough. Countless minor rivers and streams wind through the swamp into this lake, the surface of which is typically calm and serene. The lake itself is quite deep, reaching 900 feet in several places. The lake also has a sinister reputation, for many believe it to be the lair of an ancient water orm named Hooktongue—the same creature that gives its name to both the lake and the surrounding swampland. With a successful DC 15 River Lore check or a DC 20 Nature or Society check to Recall Knowledge, a PC recalls that Hooktongue is said to be an immense horned serpent with jaws strong enough to crush a bear. Hooktongue hasn't been spotted in the lake for nearly a decade, and most believe the creature to have died.

Creatures: Hooktongue still lives, but he has been slumbering for many years at the bottom of the lake. Recently, though, the legendary water orm has woken with a powerful hunger. He has been feeding on the giant eels and crocodiles that constitute the lake's traditional threats, and these creatures have largely fled upriver as a result. Whether an attempt to cross the lake by boat or to explore its depths attracts Hooktongue's attention is left to you to decide, but until the water orm is driven off or slain, it will continue to endanger those who would use the lake to travel or fish (detailed in Resources below). If reduced to 30 Hit Points or less, Hooktongue uses Water Travel to flee upriver. In this event, he won't return to this lake anytime soon.

HOOKTONGUE CREATURE 14

UNIQUE | N | HUGE | AMPHIBIOUS | ANIMAL

Variant water orm (*Pathfinder Bestiary 2* 289)

Perception +25; darkvision

Languages Aquan (can't speak any language)

Skills Athletics +28, Stealth +27

Str +8, **Dex** +5, **Con** +5, **Int** –3, **Wis** +5, **Cha** +0

Slow Metabolism Hooktongue can go for 10 years without feeding. After this, its hunger makes it slowed 1 but doesn't otherwise impact its lifespan. If Hooktongue is slowed as a result of starvation, it can remove this condition by using Swallow Whole to gulp down a meal.

Undetectable (abjuration, primal) Hooktongue automatically tries to counteract any detection, revelation, or scrying divination attempted against it, using its Stealth modifier for the counteract check.

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AC 35; **Fort** +27, **Ref** +25, **Will** +23
HP 275; **Resistances** cold 15, fire 15

Speed 20 feet, swim 50 feet

Melee ❖ jaws +30 (reach 15 feet), **Damage** 3d12+14 piercing plus Grab

Melee ❖ tongue +30 (agile, reach 25 feet), **Damage** 3d8+14 piercing plus Hooktongue Venom

Capsize ❖ (attack) Hooktongue attempts to capsize an aquatic vessel of its size or smaller that it's adjacent to. It must succeed at an Athletics check with a DC of 35 or the pilot's Sailing Lore DC, whichever is higher.

Hooktongue Venom (poison); **Saving Throw** Fortitude DC 34; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage, clumsy 1, and confused (1 round); **Stage 3** 4d6 poison damage, clumsy 2, and confused (1 round)

Swallow Whole ❖ (attack) Large, 2d10+10 bludgeoning, Rupture 28

Poison Spray ❖❖ (evocation, poison, primal) Hooktongue sprays poison from its throat in an 80-foot line that deals 15d6 poison damage (DC 34 basic Reflex save). A creature that fails or critically fails this save is exposed to Hooktongue Venom as well. Hooktongue can't use Poison Spray again for 1d4 rounds.

Water Travel ❖❖❖ (primal, transmutation, water) Hooktongue dissolves into water, appearing only as a long, serpentine silhouette on the waves. While in this form, Hooktongue's swim Speed increases to 600 feet, it automatically succeeds at Athletics checks to Swim, and it gains a +4 circumstance bonus to Stealth checks in water. Hooktongue can remain in this form for 8 hours but can't enter salt water when using this ability. Hooktongue can return to its normal form using a single action, which has the concentrate trait.



HOOKTONGUE

Treasure: Hooktongue isn't interested in treasure, but PCs who can breathe water for an hour can Search the lake depths in this hex. If they succeed at a DC 10 Athletics check to Swim and a DC 20 Perception check, they locate a sunken barge wedged into a 300-foot-deep cleft just a few hundred feet from shore.

While the bulk of the goods in the barge have long since decayed, a waterproof chest remains. Its lock has rusted to ruin; Forcing It Open underwater requires a PC to succeed at a DC 30 Athletics check, but if the 10 Bulk chest is hauled onshore, the DC drops to 20. Inside the chest are several bags of coins: 2,600 cp, 1,400 sp, 450 gp, and 20 pp in all. In addition, the chest contains a *lifting belt*, a *wand of remove disease* (3rd), a suit of *moonlit chain*, and a *minor sturdy shield*.

Resources: Hooktongue remains a danger to anyone who uses the lake as long as it lives; any attempt to make a Boating check in this hex is reduced by one degree of success.

If the PCs succeed in slaying Hooktongue, word quickly spreads of this impressive deed. Reduce Unrest by 4, and this hex is treated as a Landmark if the hex is Claimed. In addition, the sudden upswell of fish in the lake now that the primary predator is gone helps to feed the kingdom; as long as this hex remains Claimed, reduce the kingdom's Consumption by 1. In time, the giant eels, crocodiles, and other predators return as well, but they present a much more manageable threat than Hooktongue ever did.

HT8. DRAGONFLY GLADE SEVERE 10

STANDARD

In this unusually beautiful swamp glade, dragonflies of all sizes buzz and flit through the air, making this

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a favorite hunting ground for boggards (although none are present when the PCs first visit the glade). While most of the dragonflies are harmless (ranging from normal-sized up to a wingspan of 2 feet), giant dragonflies dwell in the glade as well.

Creatures: Most of the giant dragonflies that dwell in this glade are typical Medium-sized specimens of their kind (*Pathfinder Bestiary 2* 98), but four specimens are truly enormous creatures with 16-foot wingspans. The smaller creatures avoid the PCs, but these four enormous dragonflies do not—they flit forth to attack at once and fight to the death.

ENORMOUS DRAGONFLIES (4) CREATURE 9

N LARGE ANIMAL

Variant giant dragonfly (*Pathfinder Bestiary 2* 98)

Perception +16; darkvision, wavesense (imprecise) 30 feet

Skills Acrobatics +17 (+19 to Maneuver in Flight), Athletics +19, Stealth +19

Str +6, **Dex** +4, **Con** +2, **Int** –5, **Wis** +3, **Cha** +0

AC 27; **Fort** +17, **Ref** +21, **Will** +14

HP 165

Speed 20 feet, fly 60 feet

Melee ❖ mandibles +20, **Damage** 2d12+9 piercing plus Grab

Clutch ❖ **Requirements** The enormous dragonfly has a Large or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The enormous dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.

Snatch The enormous dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.

Swoop ❖❖ The dragonfly Flies up to its Speed and makes one mandible Strike at any point during that movement.

Treasure: A boggard skeleton lies on a low, almost dry hummock of land near the lair of the enormous dragonflies, a victim of his own overconfidence. His *greater animal staff* lies a few feet away.

DRAGONFLY CLOAK

30 XP

A traveling cleric of Erastil named Berzaki specializes in crafting magic items from giant insect parts. He promises to make a magic item for the first person who can bring him a set of particularly large and magnificent dragonfly wings. He suggests the PCs seek out the dragonfly glade at area **HT8** as an excellent potential site to gather these wings.

Source: Berzaki (once the PCs reach 9th level)

Completion: The wings of all four enormous dragonflies at area **HT8** will suffice; they can be harvested automatically once the dragonflies are slain.

Reward: Berzaki uses the materials to craft a scintillating and majestic *cape of the mountebank* for the PCs as a reward, and has plenty of wing left over for his own projects as well.

HT9. THE SWAMP SCAR SEVERE 10

LANDMARK

An immense mound of fallen trees and logs lie in a jagged line here, forming a swath of decaying plant matter created by various river currents over the course of decades. Nearly 500 feet long and 40 feet high, this swath is known locally as the Swamp Scar. The mound of vegetation is riddled with burrows and nooks, and it's within these hollows that the Scar's most dangerous denizen dwells.

Creature: A powerful spirit naga named Ngara has dwelt in the Swamp Scar for years. As unsuspecting humanoids stumble into the area, she slithers out to enchant them and make them her minions via *inveigle*. Those who resist are killed and eaten, but those who succumb become the naga's agents, prowling the swamp and surrounding lands in a constant search for new victims to bring to Ngara to serve as meals. She keeps a pair of *inveigled* marsh giants as guardians here, but her most significant minion is the boggard priest-king Sepoko (detailed on page 158), whom she allows to run the village of M'botuu as her proxy. The naga would love to add the PCs to her little army of hunters and gatherers, but if she's unable to control them, she's just as happy to kill and eat them—not necessarily in that order.

MARSH GIANTS (2) CREATURE 8

Pathfinder Bestiary 2 125

Initiative Perception +16

NGARA CREATURE 12

UNIQUE NE LARGE ABERRATION

Female variant spirit naga (*Pathfinder Bestiary 2* 179)

Perception +22; darkvision

Languages Aklo, Common

Skills Acrobatics +23, Athletics +22, Deception +25, Intimidation +25, Occultism +22, Stealth +23

Str +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +7

AC 33; **Fort** +19, **Ref** +24, **Will** +23

HP 215

Speed 25 feet, swim 15 feet

Melee ❖ fangs +24 (agile, finesse), **Damage** 3d10+8 piercing plus spirit naga venom

Occult Spontaneous Spells DC 32, attack +20; **6th** (4 slots) *dominate*, *feeblemind*, *phantasmal calamity*, *spirit blast*;

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5th (5 slots) *black tentacles*, *dispel magic*, *subconscious suggestion*, *tongues*; **4th** (4 slots) *clairvoyance*, *confusion*, *fly*, *modify memory*; **3rd** (4 slots) *dream message*, *mind reading*, *paralyze*, *vampiric touch*; **2nd** (4 slots) *blur*, *humanoid form*, *mirror image*, *telekinetic maneuver*; **1st** (4 slots) *charm*, *command*, *grim tendrils*, *unseen servant*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *read aura*, *sigil*

Rituals DC 31; *inveigle*

Spirit Naga Venom (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and stupefied 2 (1 round)

Treasure: While Ngara has little interest in material wealth (to her, the greatest "treasures" are mind-controlled minions), she does have a fondness for rings. With no fingers to wear them, she's taken to using *mage hand* and *unseen servant* to use roots and vines to dangle her ring collection from the tangles above her lair's entrance. This collection consists 15 nonmagical rings of various values (worth 500 gp total), along with a *ring of the ram* and a *ring of wizardry I*.

HT10. CHUUL LAIR — MODERATE 10

STANDARD

A rocky cave lies within a steep hillside by the swamp's shore, nearly hidden by high rushes and cattails.

Creatures: This cave is the den of four chuuls. One of the creatures hides within the cave to the north, while the other three lurk in the water to the south, ready to ambush and surround any creatures venturing near their home. At night, they all reside in the cave, the walls of which are decorated with crude but detailed paintings of chuuls eating humans, created from the smeared leavings of their victims' blood.

The chuuls try to flank opponents whenever possible, and fight to the death.

ELITE CHUULS (4) — CREATURE 8

Pathfinder Bestiary 6, 64

Initiative Perception +17

Treasure: The chuuls compulsively store trophies they've collected from past victims, including a *+1 quarterstaff* shod with silver at either end and decorated with carvings of predatory birds worth 180 gp, a pair of *boots of bounding*, a coral holy symbol of Gozreh worth 50 gp, a leaf-shaped mithral brooch worth 100 gp, and an *iron medallion talisman*.

HT11. LILY PATCH — MODERATE 10

RESOURCE STANDARD

Hazard: The azure lily is a relatively notorious carnivorous plant known to grow in Hooktongue Slough—and it's also one of the rarest. It's unusual to find more than one of these dangerous plants growing in any part the swamp, and they're unheard of beyond its borders. By remarkable chance, a grove of azure lilies has bloomed on a low hummock here, appearing as a thick tangle of tough scrub with blue flowers. An azure lily's pollen is rather toxic, with a single lily producing enough pollen to drive those exposed to it into a frenzy. The plants feed on the blood spilled by creatures fighting in their midst but generate only enough pollen to do so once a month. If the PCs merely Travel through this hex and succeed at a DC 11 flat check, they miss this dangerous hazard entirely, while a failure leads to 1d4 PCs being exposed to the pollen burst. If the PCs Reconnoiter the hex, they automatically encounter the hazard, with the entire party being exposed to the pollen burst.

AZURE LILIES — HAZARD 12

RARE ENVIRONMENTAL

Stealth +30 (expert)

Description The azure lilies expel a burst of toxic pollen.

Disable DC 33 Nature or Survival (expert) to harvest the plant's pollen without disturbing the blossoms.

AC 30; **Fort** +27, **Ref** +25

HP 120 (BT 60); **Immunities** critical hits, object immunities, precision damage

Pollen Burst ↷ (emotion, enchantment, mental, poison); **Trigger** The lily patch is disturbed; **Effect** The pollen erupts in a 30-foot-radius burst. Any living creature in the burst must attempt a DC 30 Will save, though creatures with the plant trait are immune.

Critical Success The creature is unaffected.

Success The creature takes 6d6 mental damage as the pollen causes wracking headaches and jolts of pain.

Failure The creature takes 12d6 mental damage and is confused for 1 minute. The creature can attempt a new save at the end of each of its turns to end the confusion early.

Critical Failure The creature takes 20d6 mental damage and is confused for 1 minute, with no save to end the confusion early.

Reset 1 month.

Treasure: Azure lily pollen, if harvested without triggering the plant, can be refined into a potent toxin. If the PCs manage to disable this hazard, they can gather enough of the pollen to craft up to five doses of azure lily pollen (detailed on page 584). If the PCs trigger the hazard, succeeding at a DC 33 Nature or Survival check after the hazard is defeated gathers only enough for a single dose of azure lily pollen.

Resource: The act of harvesting and preparing azure lily pollen into a poison is a complex process

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that takes weeks and generally yields only a few doses each month, at best. If the PCs Claim this hex, and if their kingdom has Master rank in Agriculture, they can harvest the pollen via the following Region downtime activity during Kingdom turns.

HARVEST AZURE LILY POLLEN

DOWNTIME REGION

Requirement Master rank in Agriculture

You or a small group of trained herbalists or naturalists work to harvest and process azure lily pollen in hopes of creating a few doses of the poison (detailed on page 584). Attempt a DC 30 Agriculture check. You must then wait 1 Kingdom turn before attempting this activity again, to give the lilies time to recover.

Critical Success You create 2 doses of azure lily pollen.

Success You create 1 dose of azure lily pollen but must also attempt a DC 11 flat check. On a failure, some of the poison makes its way into criminal hands; increase Crime by 1.

Failure You fail to harvest any azure lily pollen, in part because many of the resources make their way into the kingdom's criminal underworld. Increase Crime by 1.

Critical Failure Not only do you fail to harvest any pollen, and not only do resources make their way into the hands of criminals, but whispers and rumors that you allowed this to happen on purpose spread through the kingdom. Increase Unrest by 1d4, Corruption by 1, and Crime by 2.

HT12. TOK-NIKRAT TRIVIAL 10

STANDARD

The swamp vegetation recedes here, forming a 100-foot-wide ring of open water surrounding a heavily wooded island 200 feet in diameter. The water is 50 feet deep on average.

Creatures: Though bog striders are normally solitary creatures, a dozen of them have established something akin to a community in the center of this island. Their leader, an aging veteran named Tok-Tekt, wages a war of attrition against the boggards of the swamp. A boggard raiding party from M'botuu recently captured his son Ka-Kekt, and the last time the bog strider leader attempted a rescue, the boggards slew three of his people. As a result, Tok-Tekt doesn't expect to see his son again and has all but buried him.

The bog striders themselves are an insular people who do not seek contact with the "landwalker" races, but if the PCs rescue Ka-Kekt and escort him here (or simply travel here after rescuing him and letting him make his own way home), they'll be welcomed as friends. If the PCs approach the bog strider enclave before saving Ka-Kekt, and the residents notice their approach, the bog striders greet the party with angry shrill chirpings from the edge of their island; if the PCs attack, the bog striders fight to the death to defend their home. If, on the other hand, the PCs attempt to establish a more peaceful meeting with the insectile people, they'll need to adjust the bog striders' initial hostility to a friendly attitude, at which point Tok-Tekt asks them to save his son.

BOG STRIDERS (11) CREATURE 2

Pathfinder Bestiary 2 43

Initiative Perception +8

TOK-TEKT CREATURE 3

Elite male bog strider (*Pathfinder Bestiary 2* 6, 43)

Initiative Perception +10

SAVE THE BOG STRIDER

30 XP 30 KINGDOM XP

Tok-Tekt's son, Ka-Kekt, is held prisoner in the boggard village of M'botuu, and must be rescued.

Source: Either Ka-Kekt (area **G4**; page 149) or Tok-Tekt (area **HT12**)

Completion: Release Ka-Kekt from his prison hut at area **G4**. The bog strider is resourceful and knows the swamp, so the PCs don't need to escort him home, but they'll need to return to Tok-Nikrat to fully complete the quest.

Reward: In thanks for saving his son, Tok-Tekt names the "landwalker" PCs "bog friends." The bog striders have no material wealth to share, but Tok-Tekt and his kin are quite knowledgeable about Hooktongue Slough and can inform the PCs of every encounter area in the zone. The PCs can automatically integrate Tok-Nikrat into their kingdom if they Claim this Hex.

Resource: Tok-Nikrat is a very small Freehold. If it's brought into the PCs' kingdom, they automatically gain a village settlement that contains a single lot of Tenements. All four of its Urban Grid borders are Water borders.

HT13. BOG OF BONES MODERATE 10

STANDARD

An unearthly chill hangs over this narrow marsh nestled between two higher forested hills at the edge of the Narlmarches. Small eddies of water swirl around bubbling plumes of escaping swamp gas here, and the otherwise ubiquitous swamp song of crickets, birds, and frogs falls silent.

Creatures: Decades ago, four priests of Urgathoa came to the city of Pitax with plans to establish a cult. Three of the priests, however, grew jealous of the fourth's uncanny skill at commanding undead creatures. They convinced each other that if they joined

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forces, they could slay him and use their necromantic talents to draw his secrets from his dead flesh, but they underestimated how favored he was in Urgathoa's eyes. After the three lured the fourth into the depths of this swamp, they ambushed and drowned him. It was then that Urgathoa's rage poured down on the priests: she cursed all three into bog mummies and forbade them to ever leave the swamp. The spirit of the fourth she accepted into her realm, secretly quite pleased that he had so conveniently come to her without a long stay on the Material Plane as an undead being.

These three bog mummies are more powerful than most of their kind, for while Urgathoa cursed them with undeath, she saw fit to allow them to keep some of their unholy powers and spellcasting, promising them via visions during their death and animation that, should they drown enough new victims, they could eventually repay their debt. Of course, since the mummies cannot leave this bog of bones, and since few visit this region, they have come to realize that Urgathoa's promise was little more than a mockery.



BOG MUMMY CULTIST

BOG MUMMY CULTISTS (3) CREATURE 9

RARE NE MEDIUM MUMMY UNDEAD

Variant bog mummy (*Pathfinder Bestiary 2* 177)

Perception +19; darkvision, tremorsense (imprecise) 30 feet

Languages Common, Necril

Skills Athletics +19, Stealth +18 (+20 while buried in a bog)

Str +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +6, **Cha** +3

Items *+1 cold-resistant leather armor*

AC 28; **Fort** +19, **Ref** +16, **Will** +21

HP 135, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** cold 10; **Resistances** cold 5, fire 10

Breath of the Bog (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 25 Fortitude save or be unable to speak or breathe. The creature can hold its breath and can attempt a new save at the end of its turn. A creature that succeeds is temporarily immune to breath of the bog for 24 hours.

Rejuvenation (divine, necromancy) Unless the damage that destroys a bog mummy cultist is positive damage, necromantic energies rebuild its body from swamp muck 1 week later. If the uncompleted body is destroyed during that time, the process starts anew. Anyone who succeeds at a DC 26 Religion check to Recall Knowledge realizes that a *consecrate* ritual performed on the site that a bog mummy cultist was destroyed prevents its rejuvenation, the way positive damage prevents the rejuvenation from occurring.

Rise Up ↷ **Trigger** A creature walks on top of a bog mummy cultist that lies buried in the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.

Speed 20 feet, burrow 15 feet

Melee ❖ fist +19 (agile), **Damage** 2d8+10 plus bog rot

Divine Innate Spells DC 28, attack +20; **5th** *crisis of faith*; **4th** *divine wrath*, *grim tendrils*; **Cantrips (5th)** *divine lance*

Bog Rot (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be brought back to life except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

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HT14. HYDRA DEN — SEVERE 10

STANDARD

The foot-deep water of this bog opens into a much deeper pond filled by three small tributaries before draining away into a larger expanse to the west. Solid ground leads along the eastern edge past a line of scraggly trees set back from a thick curtain of cattails. Many of the reeds lie bent or broken, crushed into the underlying mud.

Creatures: A huge, 12-headed hydra lairs within this pond—one of the most dangerous predators in the entire swamp. Grown fat on boggards, bog striders, deer, fish, giant herons, and other wildlife, it spends most of its time lurking in the flooded undergrowth and monitoring nearby shorelines for passing creatures. It attacks anyone it sees, lunging out of the water to pounce if possible and rolling initiative with Stealth.

HOOKTONGUE HYDRA — CREATURE 13

UNIQUE | N | HUGE | BEAST

Variant hydra (*Pathfinder Bestiary* 210)
Perception +26; low-light vision, scent (imprecise) 30 feet
Skills Athletics +27, Stealth +24 (+27 in water)
Str +8, **Dex** +5, **Con** +6, **Int** –3, **Wis** +5, **Cha** –1

AC 34; all-around vision; **Fort** +25, **Ref** +24, **Will** +22
HP (body) 240, hydra regeneration 15
HP (head) 45, head regrowth; **Immunities** area damage; **Weaknesses** slashing 5
Attack of Opportunity ↻
Head Regrowth As hydra.
Hydra Regeneration As hydra, but DC 35 Fortitude to regrow heads.
Multiple Opportunities As hydra (12 reactions).

Speed 25 feet, swim 25 feet
Melee ❖ fangs +27 (reach 10 feet), **Damage** 3d10+14 piercing
Focused Assault ❖❖ As hydra.
Storm of Jaws ❖❖ As hydra.

Treasure: The half-eaten remains of the hydra's latest victim, an adventurer who was traveling north along the Sellen River, lies in its den. Most of the dead elf's gear is ruined, but an *oathbow* lies nearby, filthy with mud but so far undamaged by the hydra's activity.

HT15. SLUG BOG — SEVERE 10

STANDARD

A thunderous crashing of trees and surging water fills this part of the swamp, startling most animals into furtive attempts to hide or flee. Up ahead, the high reeds part to reveal a large, shallow bog fed by multiple slow-moving waterways.

Creatures: Most swamp denizens avoid this region during the current season, as this desolate part of the swamp is used as a mating ground for giant slugs. No less than half a dozen agitated slugs have already engaged one another, attempting to establish mating rights within the region. Their massive bodies thrash about the bog, and they excitedly spit acid at each other, spraying the nearby trees in the process. They aggressively attack anything passing through the area, their competition forgotten in the wake of fresh prey.

GIANT SLUGS (6) — CREATURE 8

Pathfinder Bestiary 2 244
Initiative Perception +14

WANTED: SLUG SPIT

30 XP

Local alchemist and only slightly dangerous eccentric Chesk Umberweed promised a group of dwarves he could deliver some powerful metal-etching acid, but he has run out of supplies. He needs a dozen vials of giant slug acid as soon as possible.

Source: Wanted poster (these posters start popping up once the PCs reach 10th level)

Completion: A single giant slug provides enough acid to acquire the dozen vials Chesk needs, but harvesting the acid must be done within an hour of the slug's death.

Reward: Chesk gives four moderate elixirs of life and three greater alchemist's fires to the PCs in return for the acid delivery.

ZONE 11: DRELEV

Northwest of the marshy expanse of Hooktongue Slough, the landscape dries into grassy plains dotted here and there with small sunken areas of standing water and thick vegetation. This region has recently been claimed by one of the more successful settlers from Rostland, Hannis Drelev. Most of Hannis's efforts have been put into the creation of a fort and supporting town on Lake Hooktongue's only stretch of solid shoreline, and as such, the grasslands to the west remain mostly wilderness.

DRELEV (DR) — ZONE 11

d20	Encounter	Challenge
1–5	Roll on zone 10 table (page 95)	Varies
6–8	6 hill giants[B1]	Low 11
9–11	1 cauthooj[B1]	Low 11
12–13	3 giant flytraps[B1]	Moderate 11
14–15	4 aurumvoraxes[B2]	Moderate 11
16–17	1 irlgaunt[B2]	Moderate 11
18–19	1 viper vine[B2]	Moderate 11
20	1 ankou[B2]	Severe 11

Ankou An encounter with one of these dangerous fey may seem like chance to the PCs initially, but in fact, any ankou encountered in the wild is an agent sent by Nyrissa herself to attack the PCs, trying to test their mettle.

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Whether or not an ankou can be captured or convinced to reveal more information about the mysterious fey queen is left to you to decide. Ankous have little interest in common folk, and thus only make their presence known to more powerful characters such as the PCs.

Hill Giants These giants have been driven south out of the Glenebon Uplands or the Tiger Lords' region by aggressive barbarians, monsters, or just boredom. They've found that, while life in the soggy grasslands is safer overall, the lack of comforting hilly horizons has left them edgy and jumpy. The giants are eager to attack the PCs and take their things, but as soon as half of them are defeated, the remaining giants' spirits break and they try to make peace with the PCs. Whether or not hill giants are a good idea to befriend is left to you to determine.

DR1. SPEARTOOTH'S DEN — SEVERE 11

HIDDEN

A narrow valley filled with thorny plants lies nestled here between two sharp-sloped hills. A successful DC 30 Nature or Perception check or a DC 25 Plains Lore check made while the group is Reconnoitering this hex provides the PCs with evidence that a huge feline predator dwells in the area. Once the big cat's tracks are found, a PC can attempt a DC 30 Survival check to Track the predator into a narrow tunnel through a particularly dense patch of thorns.

Creature: An immense smilodon dwells in this valley. The creature is quite old, notoriously cantankerous, covered in scars, and bears fangs nearly 2 feet long. The Tiger Lords call this beast Speartooth and revere him almost as a god; they often leave kills in this area to appease the beast. The denizens of Fort Drelev have come to fear Speartooth as well, for the smilodon has not only eluded all attempts by Drelev's forces to capture or kill it, but has also killed no fewer than two dozen of their guards. A notorious man-eater, Speartooth's legend is quickly growing throughout the Stolen Lands.

Roll a DC 11 flat check when the PCs first visit Speartooth's lair; on a success, Speartooth is present and rolls Stealth for initiative. If it's not around, the saber-toothed tiger returns in 1d4 hours, dragging a dead horse in its jaws. If it encounters intruders in its lair, it furiously attacks, focusing on the largest foe first; Speartooth fights to the death to defend its territory.

SPEARTOOTH — CREATURE 14

UNIQUE | N | LARGE | ANIMAL

Variant smilodon (*Pathfinder Bestiary* 53)

Perception +25; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +25, Athletics +28, Stealth +27

Str +8, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 36; **Fort** +28, **Ref** +25, **Will** +23

HP 255

Speed 30 feet

Melee ❖ fangs +29, **Damage** 3d12+14 piercing plus Grab

Melee ❖ claw +29 (agile), **Damage** 3d8+14 slashing plus Grab

Pierce Armor ❖ Speartooth makes a fangs Strike against a creature it has grabbed. If the attack hits, the creature is knocked prone; if the creature is wearing armor with hardness 10 or lower, the armor is broken. If this Strike breaks a creature's armor or damages a creature who is unarmored or wearing broken armor, the creature also takes 3d6 persistent bleed damage. This Strike doesn't further damage armor that's already broken.

Pounce ❖ Speartooth Strides and makes a Strike at the end of that movement. If Speartooth began this action hidden, it remains hidden until after this ability's Strike.

Sneak Attack Speartooth deals 2d6 extra precision damage to creatures that are flat-footed.

Treasure: Among the 24 corpses of the Fort Drelev guards killed by Speartooth lie several ruined weapons and pieces of punctured armor. Of more interest is the body of an infamous hunter Hannis hired from Pitax to take down Speartooth—this dead hunter's *+1 striking shock composite longbow* and two remaining *viper arrows* didn't help when Speartooth pounced on him in his camp and mauled him to death.

WANTED: SPEARTOOTH

30 XP

The saber-toothed tiger Speartooth has long plagued the hills west of Hooktongue. They say it's killed and eaten over a hundred people! So far, no one's managed to bring the beast down.

Source: Wanted poster (this poster starts to appear once the PCs reach 11th level)

Completion: Find Speartooth, kill it, and deliver its 22-inch-long fangs to the captain of the guard in any settlement in the PCs' kingdom.

Reward: The bounty for Speartooth is 2,000 gp.

DR2. FORT DRELEV

LANDMARK | RESOURCE

Baron Hannis Drelev is swift in getting his fort and town established, but if the PCs visit this area before beginning Chapter 7, they'll find the town and fortress still under construction. Full details on Fort Drelev appear in Part 2 of Chapter 7 (page 308).

Resource: Fort Drelev is a Freehold town, and the PCs' kingdom must be at least 3rd level before integrating it. Fort Drelev is a town that has 2 Water borders and 2 Land borders (one of which also has a Wooden Wall). The town occupies four blocks on the Urban Grid, and all 16 of its lots have structures built.

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These consist of the following: Festival Hall, Houses (4 lots), Inn, Keep, Piers (2), Smithy, Stable, Tavern (Popular), Temple, and Watchtower.

DR3. WILD HORSES — TRIVIAL 11

STANDARD

A herd of wild horses graze these plains. Their leader, a powerful stallion named Windchaser, once served an elderly druid of the River Kingdoms as a bonded companion. The druid, aware that his own death was nigh, dismissed the stallion and awakened them to sentience before releasing them back into the wild. Now, the intelligent horse defends their herd against predators and anyone who ventures too close, using their knowledge of the local area to keep them safe.

Creatures: Windchaser can speak, but they generally prefer not to unless they trust someone; their initial attitude is unfriendly. If the PCs can make them friendly, the awakened horse can tell the PCs about all the non-hidden encounter areas in the hills or plains of the Slough, including the location of Armag's Tomb and the fact that the Tiger Lord barbarians are concealing themselves in a hidden valley there. If made helpful, Windchaser may even deign to become a PC's mount.

RIDING HORSES (16) — CREATURE 1

Pathfinder Bestiary 209

Initiative Perception +5

WINDCHASER — CREATURE 8

UNIQUE | CN | LARGE | BEAST

Variant war horse

Perception +16; low-light vision, scent (imprecise) 30 feet

Languages Common, Druidic

Skills Acrobatics +15, Athletics +18

Str +6, **Dex** +1, **Con** +6, **Int** +2, **Wis** +3, **Cha**+2

AC 27; **Fort** +18, **Ref** +15, **Will** +16

HP 138

Attack of Opportunity ↻

Buck ↻ DC 26

Speed 40 feet

Melee ◆ hoof +20, **Damage** 2d10+9 bludgeoning

Gallop ◆◆ Windchaser Strides twice, gaining a +10-foot circumstance bonus to their Speed during these Strides.

DR4. DESPERATE REFUGEES

RESOURCE | STANDARD

During the start of this campaign, nothing of interest is found in this hex. But once Chapter 5 begins and word of the PCs' growing nation spreads, a forlorn group of refugees consisting of a mix of merchants, street performers, and a few worshippers of the god Hanspur (a minor god of rivers and river travel) flee the city of Pitax in hopes of reaching what they've heard is a kinder, gentler nation to the east. Unfortunately, the refugees vastly underestimated the dangers of the Stolen Lands, and after suffering death and horror from the claws and teeth of several monstrous predators, they hunker down to a relatively safe campsite here, afraid to move forward or back.

When the PCs arrive, the refugees are arguing about whether they should head north to Fort Drelev or simply return in defeat to Pitax. When they realize who the PCs are, they desperately fall on their hands and knees before them, begging to be escorted to the promised land to the east.

The refugees are commoners and craftspeople. Escorting them through the lands safely should be a difficult task, but if the PCs can get them to their nation, the act of kindness will be well repaid over time.

Resource: If the PCs transport these refugees safely to one of their settlements, the grateful refugees spread tales of their saviors' good deeds, reducing Unrest by 2. In addition, they pool their resources and talents and allow the PCs to build a Trade Shop in that settlement during the next Activity phase for free; doing so does not count against that phase's limits on Civic activities taken in a turn.

ZONE 12: TIGER LORDS

This swath of hills has been claimed by the Tiger Lord barbarians. While they don't directly control this entire zone, it encompasses lands they view as their territory.

TIGER LORDS (TL) — ZONE 12

d20	Encounter	Challenge
1–5	Roll on zone 11 table (page 103)	Varies
6–8	4 aurumvoraxes[B2]	Low 12
9–11	4 mastodons[B2]	Low 12
12–13	4 Tiger Lords (page 320)	Moderate 12
14–15	1 ankou[B2]	Moderate 12
16–17	2 athachs[B2]	Moderate 12
18–19	1 doprillu[B2]	Moderate 12
20	1 jotund troll[B2]	Severe 12

Ankou See the Ankou entry in Zone 11 on page 103.

Tiger Lords An encounter with a Tiger Lord warband in this zone is made up of four Tiger Lords. They are associated with the larger camp located near Armag's Tomb (area **TL3**) but aren't the same barbarians the PCs will encounter there. They attack on sight and fight to the death, but at your discretion, any captured alive may boast and brag about their group in a way that could reveal clues to the location of Armag's Tomb.

TL1. FLOODED MINE

RESOURCE | STANDARD

A wooden head frame in the side of a sloped hill marks the entrance to a mine; the rope to its joist has gone

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missing, and a pair of worn picks lies discarded on the ground. This mine was recently established by Baron Hannis Drelev's men after some promising assaying revealed silver. Unfortunately, the miners swiftly struck an aquifer that immediately flooded the mine, forcing the men to abandon the site, and not long after, the spread of the Tiger Lords through the region cut off Drelev's access to the mine entirely.

Resource: If the PCs Claim this hex, they'll need to repair the flooded silver mine before they can take advantage of it. Doing so requires successfully undertaking the Repair the Flooded Mine Leadership activity during a Kingdom turn's Activity phase.

REPAIR THE FLOODED MINE

DOWNTIME | LEADERSHIP

Requirements Your kingdom is Master rank in Engineering.

A group of engineers work to drain the flooded mine, shore up its damaged section, and establish the mine as a functional Work Site. Spend 20 RP, then attempt a DC 32 Engineering check.

Critical Success The mine is repaired, and as a bonus, your workers Establish a Work Site at the mine immediately. This mine produces 2 Ore Commodities per Kingdom turn.

Success As a critical success, but you must take a separate Establish Work Site activity to activate the mine.

Failure Work on repairing the mine proceeds, but at a much slower (and more expensive) pace than you'd hoped. The mine remains flooded, but you can attempt this check again on the next Kingdom turn.

Critical Failure As failure, but a catastrophic failure costs the lives of several workers. Increase Unrest by 2 and Decay by 1. The next time you attempt to Repair the Flooded Mine, it costs 40 RP.

TL2. GIANT'S CAVE — SEVERE 12

RESOURCE | STANDARD

Several wagons, one entirely overturned and all in various stages of destruction, lie scattered around the entrance of a large cave at the base of a barren hillside.

Creatures: While the Tiger Lords' intrusion forced out many hill giants, a stubborn and powerful family remains entrenched here. These three have ignored offers of allegiance with Armag's army in favor of waylaying travelers along the border between the River Kingdoms and Brevoy. The shattered wagons are the remains of their latest conquest, and they're currently arguing loudly in their cave over the best way to split their ill-gotten gains; they suffer a –2 circumstance penalty to Perception checks as a result. Emboldened by recent victories, the giants give no thought to strategy or tactics, and fight boldly to the death.

DARG, FESL, AND URDA — CREATURE 12

UNIQUE | CE | LARGE | EARTH | GIANT | HUMANOID

Variant hill giants (*Pathfinder Bestiary* 170)

Perception +20; low-light vision

Language Common, Jotun

Skills Athletics +25, Intimidation +20

Str +7, **Dex** +2, **Con** +5, **Int** –2, **Wis** +4, **Cha** +0

Items *+1 striking greatclub*, hide armor, sack with 5 rocks

AC 33; **Fort** +24, **Ref** +19, **Will** +22

HP 250

Catch Rock ↷

Speed 35 feet

Melee ❖ *greatclub* +27 (backswing, reach 10 feet, shove), **Damage** 3d10+13 bludgeoning

Melee ❖ fist +26 (agile, reach 10 feet), **Damage** 3d6+13 bludgeoning

Ranged ❖ rock +23 (brutal, range increment 120 feet), **Damage** 2d8+13 bludgeoning

Throw Rock ❖

Knockback ❖ **Requirements** The hill giant's last action was a successful melee Strike; **Effect** The hill giant's swing drives their enemy back. They push the foe back 5 feet, with the effects of a successful Shove. The hill giant can follow the foe as normal on a successful Shove.

Wide Swing ❖ The hill giant makes a single greatclub Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for the hill giant's multiple attack penalty.

Treasure: The giants' treasure consists of 700 sp, 208 gp, a suit of *+1 resilient half-plate*, a spyglass, a greater juggernaut mutagen, a *potion of flying*, and a *+2 striking dwarven waraxe*.

Resource: Among the spoils the giants have gathered from hunters, poachers, pilgrims, explorers, and merchants are several wagonloads of tools and building materials. The tools grant the kingdom 4 bonus Resource Dice on the next Kingdom turn. In addition, once the giants are defeated or driven off, this hex functions as a Refuge once Claimed.

TL3. ARMAG'S TOMB

RESOURCE | STANDARD

This area is fully detailed in Part 3 of Chapter 7.

Resource: If the PCs defeat all the dangers in this tomb and Claim this hex, it functions as a Refuge.

TL4. EXPLORER'S GRAVE

HIDDEN

A long-dead Taldan explorer lies partially buried in a cleft here. Success at a DC 30 Perception check made as part of Reconnoitering the hex allows a PC to discover the body.

Treasure: Most of the corpse's gear has rotted or rusted away, but his *moderate sturdy steel shield*,

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decorated with the coat of arms of a long-defunct Taldan noble family, remains usable.

TL5. AURUMVORAX DEN — SEVERE 12

STANDARD

Creatures: A set of burrows honeycombs a granite hillside here, pocking the hillside with dozens of small openings. These mark the entrances to a tangled warren of tunnels serving as the lair for a half-dozen particularly hardy aurumvoraxes. This extended family of golden guardians wandered into these lands from Numeria years ago, and their swiftly growing offspring have started to spread throughout the region ever since.

The aurumvoraxes are very territorial, and if they notice any sign of intrusion into the area, they come raging out of their burrows to attack. They'll pursue trespassers for miles before giving up the chase, and they fight to the death.

ELITE AURUMVORAXES (2) — CREATURE 10

Pathfinder Bestiary 2 6, 29

Initiative Perception +20

Treasure: The aurumvorax warren is a tight fit for Medium creatures, who must Squeeze to explore its deepest reaches. The actual den is located at the center of the tangle of tunnels; exploring the warren and finding the den requires a successful DC 30 Survival check or DC 35 Perception check made as part of a 4-hour Investigate activity.

The central den contains numerous skeletons and treasures that have survived the aurumvoraxes' tendency to gnaw on things that are shiny. This includes 3,360 sp, a silver-and-ivory scepter worth 250 gp, a copper necklace set with pearls worth 80 gp, a *golden lions wondrous figurine*, a *+1 flaming kukri*, and a *wand of levitate* (3rd).

TL6. CHIMERA PRIDE — SEVERE 12

STANDARD

A thirty-foot-wide cave opening overlooks the valley floor near the top of a hill here. The cave opening is devoid of vegetation and strewn with bones. Three nearby stone outcroppings bear signs of scratch marks left behind by some unseen animal or beast.

Creatures: A pride of three oversized chimeras lair in this large cavern, taking to the air each day to hunt the southern plains. They particularly enjoy the flesh of wild horses, as evidenced by the half-eaten carcass and bones strewn about the cave entrance.

The chimeras stay airborne for as long as possible, using their breath weapons at first before swooping in to make three-headed strikes; they then use that tactic again the next round before taking back to the air to repeat their fire-breathing pattern. Once two are slain, the last chimera flees the region once it has fewer than 25 Hit Points remaining.

OVERSIZED CHIMERAS (3) — CREATURE 12

RARE CE LARGE BEAST

Variant chimera (*Pathfinder Bestiary* 63)

Perception +23; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +20, Athletics +25, Stealth +22

Str +7, **Dex** +2, **Con** +5, **Int** –3, **Wis** +5, **Cha** +0

AC 33; **Fort** +25, **Ref** +22, **Will** +19

HP 220

Three Headed Any ability that would sever an oversized chimera's head (such as a critical hit with a vorpal weapon) severs one head at random. Losing a head doesn't kill a chimera (as long as it has one head left), but it does prevent it from making Strikes with the lost head or using the head's Breath Weapon.

Triple Opportunity An oversized chimera gains 2 extra reactions each round that it can use only to make Attacks of Opportunity. It must use a different head for each reaction, and it can't use more than one on the same triggering action. If it loses one of its heads, it also loses one of these extra reactions.

Attack of Opportunity ↩

Speed 25 feet, fly 40 feet

Melee ❖ dragon jaws +26, **Damage** 2d6+11 piercing plus 3d6 fire

Melee ❖ lion jaws +26, **Damage** 3d10+11 piercing

Melee ❖ goat horns +26, **Damage** 3d10+11 piercing

Melee ❖ claw +26 (agile), **Damage** 3d8+11 slashing

Breath Weapon ❖❖ (arcane, evocation) The oversized chimera breathes out a blistering cone of fire that deals 13d6 fire damage to all creatures in the area (DC 32 basic Reflex save).

Draconic Bite An oversized chimera's dragon head deals an extra 3d6 fire damage.

Three-Headed Strike ❖❖ The oversized chimera makes a Strike with its dragon jaws, lion jaws, and goat horns, each at a –2 penalty and targeting a different creature. These Strikes count as only 1 attack for the chimera's multiple attack penalty, and the penalty doesn't increase until after it has made all 3 attacks.

Treasure: So far, the chimeras have mostly preyed on horses or other wild animals, though they sometimes fly over the swamp as well. Three dead boggards are proof of this, and one of those three was a relatively powerful sorcerer. While the body has been torn to ribbons, their *type I bracers of armor*, *wand of lightning bolt (5th)*, and *+1 corrosive striking whip* have survived.

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ZONE 13: RUSHLIGHT

Although the region known as Rushlight isn't officially part of Pitax, none have so far contested that nation's use of the region. King Castruccio Irovetti has, in particular, used Rushlight as his private hunting grounds and also hosted events there. To augment the former, he's had agents stock Rushlight with dangerous creatures, some of which have begun to adapt quite well to the region.

RUSHLIGHT (RU) — **ZONE 13**

d20	Encounter	Challenge
1–5	Roll on zone 12 table (page 105)	Varies
6–8	6 mastodons[B2]	Low 13
9–11	1 ankou[B2]	Low 13
12–13	3 cauthoojes[B1]	Moderate 13
14–15	2 irlgaunts[B2]	Moderate 13
16–17	1 wemmuth[B1]	Moderate 13
18–19	3 Pitax wardens (page 336)	Moderate 13
20	1 warsworn[B1]	Severe 13

Ankou See the Ankou entry in Zone 11 on page 103.

Pitax Wardens This encounter is with a group of three wardens on patrol in Rushlight. If war with Pitax has begun, they'll attack the PCs on sight. Otherwise, they'll interrogate the PCs about their purpose in the region; depending on the answers, they'll either let them move on, escort them out of the region back to Drelev, or attack. Once a fight begins, a Pitax warden fights to the death, as none of these loyalists want to risk their king's anger. If the PCs have already won the war with Pitax, reroll this encounter instead using the zone 14 table.

Warsworn Encounters with warsworns can only occur after the War of the River Kings begins. If you roll this result before then, reroll on this table until you roll a non-warsworn encounter.

RU1. HEMLOCK ISLAND

LANDMARK

Like the island in Candlemere to the southeast, this island has a reputation for being haunted by "lights." Yet unlike Candlemere's island, Hemlock Island bears no strange ruins or notable infestation of monsters. The only denizens of this scenic, beautiful island are brightly colored rainbow egrets that scream like humans when slain. A large pool of water sits at the center of Hemlock Island—a deep spring from which a swift-moving river flows down to fill the surrounding lake of Rushlight and its own river that flows southwest to Pitax.

Hemlock Island is Ilora's proposed meeting place with the PCs (as detailed in area **GU3**) once the War of the River Kings begins.

RU2. RUSHLIGHT FESTIVAL GROUNDS

LANDMARK | RESOURCE

A well-traveled road from the city of Pitax allows easy travel to these festival grounds, used often by King Castruccio Irovetti for tournaments, hosting private parties, and various other celebrations. This hex is well patrolled as a result, at least until the War of the River Kings begins partway through Chapter 8. Before that event, all wandering monster encounters in this hex are automatically with Pitax wardens.

The festival grounds themselves are presented in full detail in Part 1 of Chapter 8.

Resource: If the PCs Claim this hex, Pitax considers it an act of war. This ends any diplomatic relations the PCs might have with Pitax, and it increases Pitax's Negotiation DC to 40. If the PCs build a settlement here, the permanent structures on the festival grounds grant a free Cistern and one lot of Houses. In addition, the presence of the coliseum halves the cost of building an Arena in the settlement.

RU3. CATSPAW CAMP

STANDARD

There's nothing of interest here until the War of the River Kings starts, when the Catspaw Marauders set up camp here. See page 353 of Chapter 8 for details.

ZONE 14: GLENEBON LOWLANDS

The idyllic grasslands of Rushlight extend further north here, yet this area is less well patrolled. Here, monsters and dangerous wildlife are left to their own devices by Pitax—as long as they don't drift too far west. When the War of the River Kings begins, King Castruccio Irovetti uses this region to practice maneuvers for his armies, but until then, the Glenebon Lowlands remain relatively empty of encounters other than those with wandering monsters.

GLENEBON LOWLANDS (GL) — **ZONE 14**

d20	Encounter	Challenge
1–5	Roll on zone 13 table (above)	Varies
6–8	6 mammoths[B1]	Low 14
9–11	1 jotund troll[B2]	Low 14
12–13	3 irlgaunts[B2]	Moderate 14
14–15	4 athachs[B2]	Moderate 14
16–17	2 ankous[B2]	Moderate 14
18–19	1 warsworn[B1]	Moderate 14
20	Wild hunt (detailed below)	Severe 14

Ankous See the Ankou entry in Zone 11 on page 103.

Warsworn See the warsworn entry in Zone 13 above.

Wild Hunt An encounter with the wild hunt in the Glenebon Lowlands is with a single wild hunt archer (page 618) traveling with a wild hunt hound (page 616). These agents of the First World are merely scouting the lay of the land, having heard rumors that the Stolen Lands may soon be a place where the First World holds greater sway. They initially attack the PCs simply for the thrill of the hunt. If either archer or hound is reduced to fewer than 60 Hit Points, they will break off the attack and call for a truce,

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explaining that they were simply "practicing" for the greater hunt to come. They don't know any details about that but can certainly pretend to know them if dropping ominous warnings to the PCs secures an amusing reaction of fear.

GL1. TUSKER'S STOMPING GROUND

STANDARD

This region is destined to become the campsite for a collection of hill giants gathered under Castruccio's banner. Prior to the War of the River Kings, this hex is empty of anything noteworthy, but once the war begins, Tusker's Raiders can be found here—see page 351 of Chapter 8 for more details.

GL2. MARSHALING GROUND

STANDARD

After the War of the River Kings begins, this area becomes the marshaling ground for the Pitax Horde, but until then, there's nothing of interest in this hex. See page 353 of Chapter 8 for details on the Pitax Horde.

ZONE 15: PITAX

The nation of Pitax extends into this corner of the Stolen Lands, with its capital city sitting at the very edge of the nation's border. Pitax itself is relatively safe to travel—for all his faults, King Castruccio Irovetti does keep the nation safe enough for his citizens, despite the dangers presented by Glenebon and the sinister forest of Thousand Voices.

All the hexes in this zone are officially part of the nation of Pitax, and as such, attempts to Claim any of the hexes in this zone are regarded as acts of war by Pitax. Once Pitax has been captured or defeated, the PCs can claim hexes here normally.

PITAX (PX) — **ZONE 15**

d20	Encounter	Challenge
1–12	4 Pitax wardens (page 108)	Low 15
13–16	2 ankous[B2]	Low 15
17–19	Wild hunt (detailed below)	Moderate 15
20	2 warsworns[B1]	Severe 15

Ankous See the ankou entry in Zone 11 on page 103.

Pitax Wardens This encounter is with a group of four wardens on patrol in Pitax. See the Pitax Wardens encounter in Zone 13 for further details. If the PCs have already won the war with Pitax, reroll this encounter by rolling 1d8+12 to determine the new result.

Warsworns See the warsworn entry in Zone 13 on page 108.

Wild Hunt An encounter with the wild hunt in Pitax is with a single wild hunt archer (page 618) accompanied by a wild hunt hound (page 616). These fey avoid urban areas and are more interested in observing events in Pitax than they are fighting. If confronted, the archer smiles mercurially and informs the PCs that they are not yet quarry, but that the wild hunt looks forward to the coming chase. The archer remains evasive and teasing on all topics if questioned, but feel free to use this encounter to foreshadow upcoming events regarding the wild hunt in the adventure's final chapter. If attacked, the wild hunt fights to the death.

PX1. LITTLETOWN

LANDMARK | RESOURCE

The city of Pitax is by far the largest settlement in the nation; most of the others are small villages like Littletown. Many of these villages are located along the banks of the Pitax River further south—Littletown is the only one located upstream from Pitax. Initially founded with hopes of serving as a lumber town, the dangers of Thousand Voices (which do not traditionally reach beyond the forest's borders but are quick to devour any who brave the tangles under its boughs) quickly put an end to those hopes.

Littletown is a cozy, thriving village of farmers and vintners, none of whom suspect what their king has planned for them. If the PCs visit Littletown after the War of the River Kings begins, they find the entire village in ruins; see page 353 of Chapter 8 for details. Until then, any who visit Littletown find it a cozy enough place with relatively little to encourage a long stay.

LITTLETOWN — **SETTLEMENT 2**

LN | VILLAGE

Government autocracy

Population 297 (200 humans, 50 halflings, 20 dwarves, 17 gnomes, 7 others)

Languages Common

Religions Gozreh

Threats King Castruccio Irovetti's unexpected plans

Cozy and Fortunate Until the king sacrifices the town to the war effort, Littletown's tradition of rural relaxation makes it a delightful place to rest and recover, its complacent citizens completely ignorant of the fact that their days are numbered. As a result, a character who spends Downtime on long-term rest in Littletown gains an additional 5 Hit Points from the rest.

Lorthy Kullden (CN male human aristocrat 2) Mayor

Resource: The PCs won't have a chance to bring Littletown into their nation until after the village's destruction. After that, if the PCs build a settlement in this hex, the village's ruins can be rebuilt into a single lot of Houses, a General Store, and a Town Hall.

PX2. PITAX

LANDMARK | RESOURCE

The capital city of Pitax is fully detailed in Chapter 8, including its stat block and the resources the PCs can gain from integrating it into their own kingdom.

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ZONE 16: GLENEBON UPLANDS

The hills of northern Glenebon present a rural beauty, yet the rolling dales and thickly vegetated valleys hide a wide range of particularly dangerous threats.

GLENEBON UPLANDS (GU) — ZONE 16

d20	Encounter	Challenge
1–5	Roll on zone 14 list (page 108)	Varies
6–8	3 ankous[B2]	Low 16
9–11	2 wemmuths[B1]	Low 16
12–13	Wild hunt (detailed below)	Moderate 16
14–15	6 elite athachs[B2]	Moderate 16
16–17	2 skulltaker[B1]	Moderate 16
18–19	4 hill giant butchers (see below)	Moderate 16
20	Minognos-Ushad (page 118)	Severe 16

Ankous See the Ankou entry in Zone 11 on page 103.

Hill Giant Butchers These brutal giants serve Kob Moleg. They've been tasked with patrolling the uplands for humanoids to catch as food and are particularly fond of adventurers, since they tend to carry lots of treasure. The hill giants ambush the PCs if possible.

Minognos-Ushad An encounter with the legendary wyvern of the Glenebon Uplands occurs as Minognos-Ushad is out on the hunt. She's looking for larger prey to sate her hunger and flies low over the PCs to scare them, but doesn't attack unless the PCs initiate combat. In this event, she fights until reduced to 100 Hit Points or fewer, at which point she attempts to flee back to her lair in area **BR3** to recover. Further encounters with Minognos-Ushad (after she heals) are with a vengeful wyvern who is eager to fight again.

Wild Hunt An encounter with the wild hunt in the Glenebon Uplands is with a wild hunt archer (page 618) mounted on a wild hunt horse (page 617) and accompanied by a wild hunt hound (page 616). These agents of the First World are merely scouting the lay of the land. If archer, horse, or hound is reduced to fewer than 60 Hit Points, they break off the attack and call for a truce, as detailed in the Wild Hunt entry for Zone 14 on page 108.

HILL GIANT BUTCHER — CREATURE 14

RARE CE LARGE EARTH GIANT HUMANOID

Variant hill giant (*Pathfinder Bestiary* 170)

Perception +25; low-light vision

Language Common, Jotun

Skills Athletics +28, Intimidation +24, Survival +25

Str +8, **Dex** +4, **Con** +5, **Int** –2, **Wis** +5, **Cha** +0

Items *+2 striking battle axe*, *+1 striking hatchet*, *+1 resilient hide armor*, sack with 5 rocks

AC 36; **Fort** +28, **Ref** +23, Will +26

HP 260

Catch Rock ↷

Speed 35 feet

Melee ❖ *battle axe* +30 (sweep), **Damage** 2d8+16 slashing

Melee ❖ *hatchet* +30 (agile, sweep, thrown 10 feet), **Damage** 2d6+16 slashing

Ranged ❖ rock +26 (brutal, range increment 120 feet), **Damage** 3d4+16 bludgeoning

Primal Innate Spells DC 31; **7th** *entangle*, *longstrider*; **6th** *barkskin*

Menace Prey ❖ (concentrate) The hill giant butcher designates up to two creatures they can see and hear, or one they're Tracking, as their prey. The hill giant butcher gains a +2 circumstance bonus to Perception checks to Seek the prey and to Intimidation checks to Demoralize the prey. This effect lasts until the hill giant butcher uses Menace Prey again.

Sneak Attack The hill giant butcher deals an extra 2d6 precision damage to flat-footed creatures.

Throw Rock ❖

Twin Butchery ❖ **Frequency** once per round; **Requirement** the hill giant butcher is wielding two melee weapons, each in a different hand; **Effect** The hill giant butcher uses both of its axes against a single target. It makes two Strikes against its menaced prey, one with each of the required weapons. If both hit the same menaced prey, combine their damage for the purpose of its resistances and weaknesses. In addition, if both Strikes hit, the menaced prey is flat-footed until the start of the hill giant butcher's next turn. Apply the hill giant butcher's multiple attack penalty normally.

Wide Swing ❖ As hill giant.

THE EATER OF KINGS

30 XP | KINGDOM 30 XP

The legend of Minognos-Ushad, the "Eater of Kings," has figured prominently in Tiger Lord folklore and local fireside tales for ages. If someone were to slay the ancient wyvern, their name would resound through the ages as a legend.

Source: Once the PCs reach 15th level, they'll begin to hear rumors of the notorious beast as citizens in their kingdom openly wonder how long it might be before the Eater of Kings notices the region's newest monarch and comes to feed. A PC who researches Minognos-Ushad can attempt either a DC 39 Arcana check or a DC 34 Dragon Lore check; even on a failure, the PC learns that Minognos-Ushad hunts in the Glenebon Uplands and Numeria. On a success, they learn that her lair is in the Branthlend Mountains, and on a critical success, they learn that her lair is in a place called Hungerdark (area **BR3**).

Completion: Kill Minognos-Ushad, either during a random encounter or in her lair.

Reward: At the start of the next Kingdom turn, the Tiger Lords are impressed enough that they approach the PCs' kingdom to join the nation; this allows the PCs to gain an automatic critical success at a free Pledge of Fealty activity for the Tiger Lords. If the Tiger Lords have already pledged to the kingdom, they instead

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bring offerings to the ruler, and at the start of the next Kingdom turn, the PCs gain 6 bonus Resource Dice.

GU1. STEAMGROTTO LOW 16

LANDMARK

Dozens of sulfurous-smelling ponds and foul springs dot the hills in this hex. Most of these contain geysers that spray boiling water and steam. The timing of these eruptions varies, so travel here is dangerous.

Travel through this hex automatically exposes the PCs to geysers, causing them to take the Navigate Steamgrotto activity (characters can use the Follow the Expert activity when Navigating Steamgrotto). If the PCs Reconnoiter this hex, the additional time they spend in Steamgrotto reduces their result from Navigating Steamgrotto by one degree of success.

Due to the volatility of these geysers, this hex cannot be used to build roads, settlements, Farmlands, Work Sites, or any other form of structure.

NAVIGATE STEAMGROTTO

CONCENTRATE EXPLORATION

You spend time observing the patterns of geyser eruptions in Steamgrotto, then plan your moves through the region as best you can to avoid exposing yourself to danger. You can attempt to Navigate Steamgrotto using Nature, Perception, or Survival and rolling a successful DC 35 check, but using Perception doesn't provide you deeper insights into the nature of the danger and you suffer a –4 circumstance penalty as a result.

Critical Success You avoid the danger and anyone who Follows the Expert gains double the normal bonus to their roll granted from that activity.

Success You avoid the danger.

Failure You step a bit too close to a few geysers and mistime your movements. You take 10d6 fire damage (DC 36 basic Reflex save).

Critical Failure You badly misjudge your movements and are hit full-force by a geyser. You take 20d6 fire damage (DC 36 basic Reflex save).

Reward: The first time the PCs Navigate Steamgrotto, regardless of their level of success, they earn 30 XP.

GU2. WHITEROSE

LANDMARK RESOURCE

Whiterose and its hilltop abbey are presented in full detail in Part 3 of Chapter 8.

Resource: Once Whiterose Abbey and the dangers surrounding it are dealt with, the abbey itself functions as a Refuge if the hex is Claimed. If the PCs decide to establish a settlement here, the abbey functions as a free Temple structure, while the nearby winery as a free Brewery structure.

GU3. ILORA'S CAMP TRIVIAL 16

SECRET

The Pitax River grows narrow here as it nears its source. Both riverbanks are thick with brambles, and the predominance of unusually noisy crows, aggressive rattlesnakes, swaths of stinging nettles (page 77), and various ticks and mosquitoes makes the region a deservedly remote one; this hex is greater difficult terrain. This isolation serves the precise needs of a Pitaxian exile named Ilora Nuski. Her campsite is quite hidden, requiring a successful DC 35 Perception check to discover while the hex is Reconnoitered.

Creature: Ilora's campsite, hidden deep in the brambles, consists of little more than a pair of well-used tents 30 feet from the river's edge. There's not even a real clearing around the tents, since Ilora can move through the brambles with supernatural ease. These same brambles block the view from the river but allow Ilora to keep an eye on anyone who might be using the waterway to reach her hideout.

Ilora has seen better days, but even those days were fraught with peril. In her previous life, she was the leader of a group of bandits called the River Razors, a merry band of rangers, druids, and rogues who relied upon their shared talents and skills at bushcraft and primal magic to prey upon aristocrats and rich merchants who used the rivers of Pitax to transport their wealth. After King Castruccio took the crown and banditry increasingly became organized by the Pitax thieves' guild, Ilora saw her beloved homeland transform into something she hated. Gone were the days when "honest" smugglers and bandits could use Pitax as a safe haven for their work. The rise of drug abuse in the city, the influx of deluded "jesters and fools" eager to please a pompous ruler, and the overwhelming presence of the Pitax wardens turned the city into something she loathed, and her days of banditry turned to rebellion.

The king and his agents were quick to squash the River Razors, and today, Ilora is the only surviving member. Unable to show her face in Pitax, Ilora continues to build plans to free Pitax from Castruccio and return its rule to the proper families. She's learned much of the city and knows quite a bit about its defenses, and her reputation as a wanted criminal is likely to come to the PCs' attention sooner or later.

If the PCs don't stumble across her camp on their own during exploration, Ilora eventually learns about them herself. Every few months, she makes the increasingly risky trip downriver to sneak into Pitax under cover of darkness, both to steal supplies she can't gather in the wild and to listen under open tavern windows to catch up on current events. She hears stories of the PCs' kingdom and is intrigued from the start, but she doesn't

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take action until the War of the River Kings begins. At this point, she casts *animal messenger* to deliver a message to the PCs, inviting them via a short note: "If you wish to discuss how to handle our common enemy, meet me on Hemlock Island at the rise of the next full moon." (Feel free to replace Hemlock Island with a landmark of your choice.) The exact assistance Ilora can give the PCs to aid their war effort is detailed in Chapter 8 (page 349).

Ilora's campsite is protected by an *alarm* spell, which helps her become aware of intruders, but she hasn't survived this long in the Glenebon Uplands by being aggressive. She knows the monsters and dangers of the region could slay her swiftly, so she works to maintain a low profile on her hunting or foraging trips. By the time the PCs contact her, she has been living on her own in the wild for years. While her personal hygiene and diplomatic abilities have suffered greatly from her isolation, she maintains a strong sense of self and a natural dignity. Ilora doesn't need society to thrive, but that doesn't mean she's fine with allowing Castruccio to continue to ruin the city she still thinks of as home.

If the PCs manage to encounter her and befriend her before the War of the River Kings begins, Ilora gratefully accepts any offer of asylum in the PCs' kingdom; when the war begins, she can provide them advice immediately rather than waiting to arrange a meeting on Hemlock Island.

Ilora only fights foes she's confident she can handle in battle. Against foes that are obviously more powerful than herself, she has plenty of practice in evasion and does her best to flee. She doesn't generally hold grudges—Castruccio being a notable exception—but if the PCs continue to vex her, she may be pushed to extremes and seek powerful (but dangerous) alliances with regional threats.

ILORA NUSKI — CREATURE 12

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID

Perception +22

Languages Common, Hallit, Sylvan

Skills Acrobatics +23, Athletics +21 (+23 while jumping), Nature +22, River Lore +22, Society +20, Stealth +25, Survival +24

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

Items *boots of bounding*, *+1 striking shortswords* (2), *+1 resilient studded leather armor*

AC 33; **Fort** +21, **Ref** +25, **Will** +22

HP 220

Twin Riposte ↷ **Trigger** A creature within Ilora's reach critically fails a melee Strike against her; **Requirements** Ilora is benefiting from Twin Parry; **Effect** Ilora attempts a melee Strike or uses a Disarm action against the triggering opponent.

Speed 30 feet

Melee ❖ shortsword +26 (agile, finesse, versatile S), **Damage** 2d6+6 piercing

Primal Prepared Spells DC 30, attack +22; **3rd** *heal*; **2nd** *animal messenger*, *entangle*; **1st** *alarm*, *pass without trace*; **Cantrips (3rd)** *electric arc*, *light*, *produce flame*, *tanglefoot*

Nature's Edge Ilora always finds the weak points in her foes' defenses when they're on unfavorable terrain. Enemies are flat-footed to her if they're in difficult terrain, restrained, or immobilized due to natural or magical environmental effects.

Twin Parry ❖ **Requirements** Ilora wields two melee weapons, one in each hand; **Effect** Ilora gains a +1 circumstance bonus to AC until the start of her next turn. She loses this bonus if she no longer meets the requirements.

Twin Takedown ❖ **Frequency** once per round; **Requirements** Ilora wields two melee weapons, each in a different hand. **Effect** Ilora makes two Strikes against her target, one with each of the required weapons. If both hit the same target, combine the damage from the weapons for the purpose of resistances and weaknesses. She applies her multiple attack penalty to each Strike normally.

Wild Stride Ilora moves quickly through obstacles. She ignores the effects of nonmagical difficult terrain and treats the hindrances of greater difficult terrain as those of difficult terrain. Within 300 feet of a river bank, she ignores the effects of all nonmagical difficult and greater difficult terrain.

Award: If the PCs manage to secure Ilora's aid against Pitax, they earn 80 XP.

ZONE 17: NUMERIA

Only a small, remote reach of the nation of Numeria extends into the Stolen Lands, a portion of the region that isn't directly under the control of the Black Sovereign. Though remote from the regions of Numeria where killer robots, mutant horrors, or other technological terrors hold sway, these badlands still contain dangerous threats.

NUMERIA (NU) — ZONE 17

d20	Encounter	Challenge
1–3	Roll on zone 16 table (page 110)	Varies
4–6	Mammoth herd[B1]	Trivial 17
7–9	4 hill giant butchers (page 110)	Moderate 17
10–11	4 ankous[B2]	Low 17
12–13	Minognos-Ushad (page 118)	Moderate 17
14–15	2 radiant wardens[B2]	Moderate 17
16–17	1 elite adamantine golem[B1]	Moderate 17
18–19	Wild hunt (detailed below)	Moderate 17
20	One elite guthallath[B6]	Severe 17

Ankous See the Ankou entry in Zone 11 on page 103.

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Constructs Any encounters with adamantine golems, guthallaths, or radiant wardens in Numeria are with ancient robotic versions of these creatures. In encounters with them, describe them as having more technological aspects. The guthallath's erosion aura could be caused by clouds of deconstructor nanites and its annihilation beams manifest as plasma blasts. The adamantine golem might have tank treads instead of legs and its vent ability might manifest as a spray of dozens of laser beams in a cone. And the radiant warden's radiant beams and blast serve as rippling attacks of focused graviton beams. All of these constructs have weakness 15 to critical hits and electricity, but their other statistics do not change. If you'd rather not introduce Numeria's themes of super-science and strange technology, you can either present these constructs as standard versions, or re-roll your encounter to get a more appropriate result for your game.

Hill Giant Butchers These brutal giants serve Kob Moleg (detailed on page 352). See the hill giant butchers entry in zone 16 on page 110 for more details.

Mammoth Herd This encounter is with a wandering herd of mammoths, typically a dozen or so. An encounter with a large number of mammoths is still relatively minor for high-level characters, so feel free to simply have an encounter with a mammoth herd in Numeria be a flavorful but ultimately non-combat encounter.

Minognos-Ushad See the Minognos-Ushad entry in Zone 16 on page 110.

Wild Hunt An encounter with the wild hunt in Numeria is with a wild hunt scout (page 619) accompanied by two wild hunt hounds (page 616). These agents of the First World see the strange technological influences in Numeria as a curiosity, but don't really have much interest in the land at this time. They regard the PCs with the same curiosity, but don't initially attack unless they are attacked first, in which case they fight until reduced to 60 or fewer Hit Points before fleeing or calling for a truce, as detailed in the Wild Hunt entry for Zone 14 on page 108.

NUMERIAN TRADE

30 XP | 30 KINGDOM XP

Malchar Tevalkan is an ambitious merchant who wants to open a trade route with Numeria. But first, he needs someone to build a road for him to use for his route!

Source: Malchar Tevalkan (once the PCs reach 17th level)

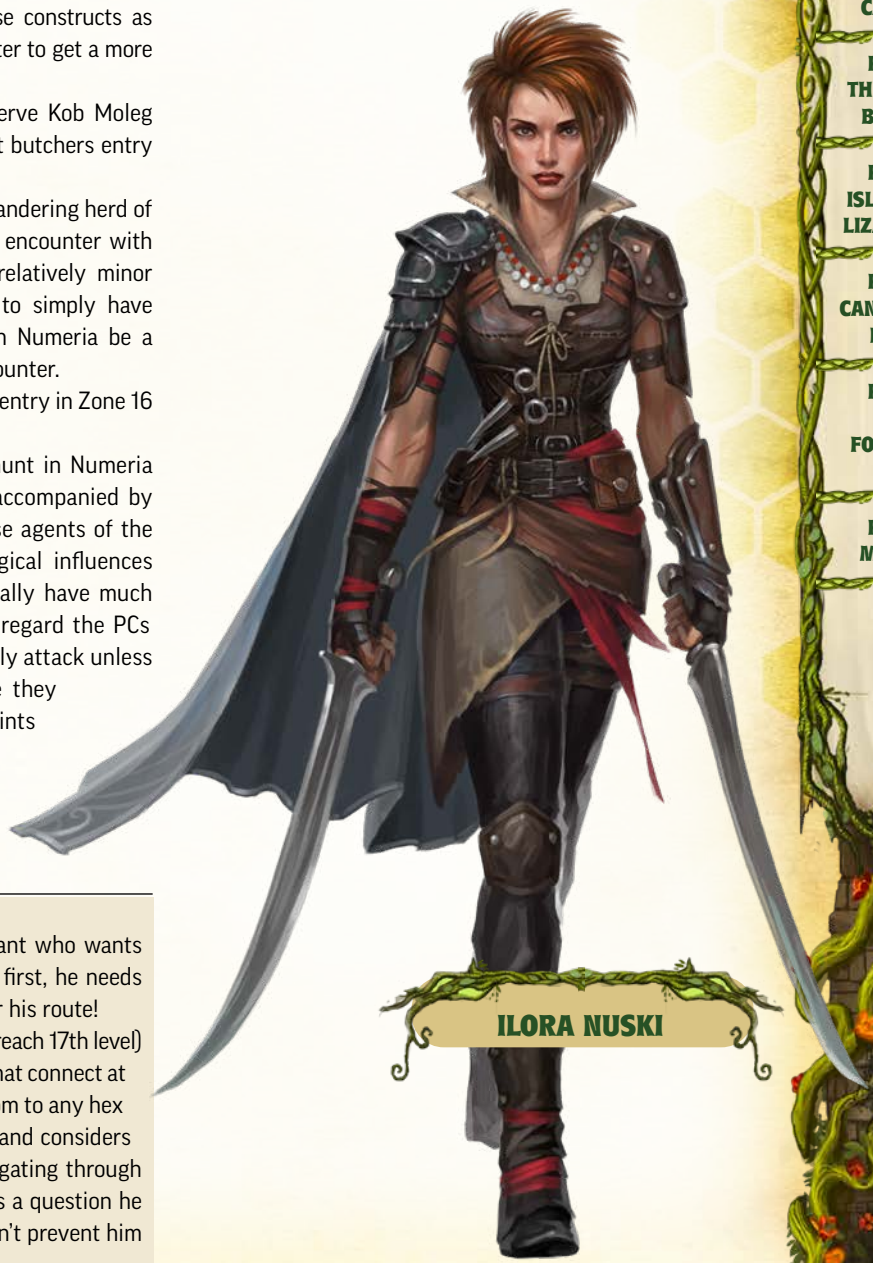
Completion: Once the PCs build roads that connect at least one city or metropolis in their kingdom to any hex in zone 17, Malchar Tevalkan is delighted and considers the task complete—how he plans on navigating through Numeria itself to the closest settlement is a question he doesn't yet have answers for, but that won't prevent him from rewarding the PCs.

Reward: Malchar begins using the roads immediately to move his merchants and wares; even though he's not quite yet trading with Numeria, this additional movement affords the PCs a free Trade Agreement that increases the amount of Resource Dice gained when they Manage Trade Agreements by 2 (except on a critical failure).

NU1. THE MAMMOTH GRAVEYARD SEVERE 17

LANDMARK | RESOURCE

Along the northern slopes of the Branthlend Mountains, the grassy hills of Glenebon grow increasingly barren and rugged as they lead west into Numeria. All manner of strange creatures dwell in these regions, but here



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along the northern and northeastern edges of the Glenebon Uplands, the primary denizens are vast, roaming herds of woolly mammoths.

At this specific point along the northern Branthlend foothills is a legendary location—a mammoth graveyard. An immense box canyon nestled between two bald foothills creates a strange gathering place for wandering woolly mammoths, which feel a strange pull to this cleft when their time grows near. Several such sites are known throughout Numeria, and they are often sought after for the rich troves of ivory promised by the bones that lie within.

Creature: For many years, this graveyard has been watched over by an incredibly old mammoth. He is more than a mere animal—he is Hillstomper, a sapient creature awakened years ago by a now-dead druid (the same druid, in fact, who awakened the horse Windchaser, detailed in area **DR3**).

Hillstomper has a shameful problem, though, and has been wandering the hills of this hex for weeks, agonizing over it. Unless the PCs are being particularly stealthy, he notices them soon after they enter this hex, and he approaches them cautiously. Hillstomper bears several partially healed wounds and burns; one of his eyes is completely sightless from the scarring. The elderly and unusually intelligent mammoth approaches the PCs with a pronounced limp, then hails them in his deep, rumbling voice, calling for help in Common. If the PCs attack, Hillstomper attempts to flee, leading them toward the graveyard in hopes of getting them in a fight with the creatures that dwell there.

If, on the other hand, the PCs agree to speak to him, Hillstomper thanks them and begs for their aid. He explains that he's been charged with guarding the mammoth graveyard in the mountain foothills to the south, but that several weeks ago, two cairn linnorms claimed the place as their new den. Hillstomper desperately wants to destroy the linnorms, or at least drive them out of the graveyard he has been entrusted to guard, but his two previous attempts have left him gravely wounded. If the PCs are interested in helping the awakened mammoth, he agrees to aid them in the fight to reclaim the graveyard if they wish.



THE MAMMOTH'S SHAME

30 XP | KINGDOM 30 XP

Help Hillstomper with the cause of his shame.

Source: Hillstomper, the awakened mammoth

Completion: Kill the cairn linnorms that have moved into the mammoth graveyard.

Reward: Hillstomper allows the PCs to incorporate the graveyard into their kingdom, allowing them to Claim this Hex automatically with a critical success during a following Kingdom turn.

The mammoth graveyard itself is a rocky canyon filled with boulders and tangled heaps of bones and tusks. Any Huge or smaller creature treats the area as difficult terrain. The cairn linnorms that now dwell in the graveyard have smashed apart several of the skeletons at the heart of the canyon to make a sort of nest out of mammoth bones and tusks, but they eagerly slither forward to attack. The linnorms fight to the death.

HILLSTOMPER CREATURE 11

UNIQUE | N | HUGE | ANIMAL

Variant mammoth (*Pathfinder Bestiary* 154)

Perception +21; low-light vision, scent (imprecise) 30 feet

Languages Common

Skills Athletics +25, Diplomacy +19, Intimidation +19, Survival +21

Str +8, **Dex** +1, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2

AC 31; **Fort** +22, **Ref** +16, **Will** +21; +2 status to saves vs. cold

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HP 200
Cold Adaptation As mammoth.

Speed 45 feet
Melee ❖ tusk +24 (reach 15 feet), **Damage** 3d8+14 piercing
Melee ❖ trunk +24 (reach 15 feet), **Effect** grabbing trunk
Melee ❖ foot +24 (reach 10 feet), **Damage** 2d10+14 bludgeoning
Dual Tusks ❖ As mammoth.
Grabbing Trunk As mammoth
Trample ❖❖❖ Large or smaller, foot, DC 30

CAIRN LINNORMS (2) CREATURE 18

Pathfinder Bestiary 2 166
Initiative Perception +30

Treasure: The cairn linnorms have an impressive stash of treasure spread out between a few sturdy treasure chests or simply heaped on the ground between them. This treasure consists of 18,200 cp, 3,204 sp, 260 gp, 32 pp, a silver coffer worth 25 gp that contains seven silver rings each worth 20 gp, an onyx and jade necklace worth 80 gp, a gold crown decorated with topazes worth a total of 180 gp, a suit of +2 *resilient elven chain* (standard grade), a green dragonhide breastplate (standard grade), a +2 *greater striking cold iron scimitar* (standard grade), a *scroll of summon dragon* (8th), a *wand of mind probe*, a leather pouch containing three vials of *dust of disappearance*, an *adult black dragon's breath potion*, a *major staff of fire*, an adamantine greataxe (standard grade), a pair of *major alchemist goggles*, a *truesight potion*, and a pair of *boots of speed*.

Resource: If the PCs Claim this hex, they must decide one of two ways to incorporate the Mammoth Graveyard into their kingdom. If they choose to leave it as it is, it functions as a Landmark and the PCs gain 3 Fame Points at the start of their next turn. If they choose to plunder it for ivory, they instead gain 6 bonus Resource Dice and 3 Infamy Points at the start of their next turn, but do not gain the Landmark benefits. A famous kingdom that chooses to plunder the ivory gains no Infamy points, and instead increases its Corruption by 2, as the citizens grow discontented with the leadership's unusual choice. An infamous kingdom that chooses to leave it as a landmark gains no Fame points, and instead increases its Crime by 2, as certain citizens in the kingdom plunder some of the ivory for themselves.

ZONE 18: THOUSAND VOICES

These tangled reaches consist of a dense woodland of primeval growth. Predominantly pine and fir trees, the undergrowth in this forest is particularly tangled; this zone is difficult terrain. More disturbing, those who intrude upon the forest are constantly beset upon by faint whispers, as if mocking, mournful spirits were deriding the intruders or bemoaning their doom. This unsettling supernatural effect is a relatively recent manifestation, one that descended upon the woodland just a few decades ago when Nyrissa first manifested the Castle of Knives within the forest. Before this event, the woods were known as the Branthlend Forest, but today, this old name is all but forgotten. Now, the forest is known as Thousand Voices.

The unsettling whispers persist as long as Nyrissa's influence remains, causing all intruders within Thousand Voices to take a –1 status penalty on all Will saving throws (this penalty is increased to –2 against emotion effects). This is an effect with the emotion, mental, and primal traits, and it ends as soon as Nyrissa is defeated at the end of Chapter 10.

THOUSAND VOICES (TV) ZONE 18

d20	Encounter	Challenge
1–5	Roll on zone 16 table (page 110)	Varies
6–8	1 sard[B2]	Low 18
9–11	1 bandersnatch (page 610)	Low 18
12–13	6 elite ankous[B2]	Moderate 18
14–15	3 whimwyrms (page 615)	Moderate 18
16–17	Wild hunt (detailed below)	Moderate 18
18–19	Lantern King's emissary (detailed below)	Moderate 18
20	1 mu spore[B1]	Severe 18

Ankous See the Ankou entry in Zone 11 on page 103.

Lantern King's Emissary An encounter with an emissary from the First World is with a vilderavn herald (page 614) mounted on a zomok (*Pathfinder Bestiary 2* 303). This vilderavn serves the Lantern King, who sent them to Thousand Voices to observe Nyrissa's growing influence. They land before the PCs and, pretending to serve Nyrissa, imperiously demand to know why the PCs have intruded upon Thousand Voices. Of course, they know well who the PCs are by reputation, unless they've taken pains to disguise themselves–the vilderavn wants the PCs to succeed at building their kingdom so Nyrissa can absorb it and thus complete her apology to their master, the Lantern King; the vilderavn, of course, reveals none of this to the party. Instead, they encourage the PCs to "return to their realm and see to its needs; this woodland is not yours for the taking." The vilderavn attacks if attacked first, or if the PCs refuse to turn back and leave the forest behind. If combat breaks out, the vilderavn and their zomok mount work to drive the PCs out or incapacitate them rather than kill them; they want the PCs to survive and finish building their kingdom, after all! Only one of these emissaries patrols the forest; if they are slain, this encounter won't occur again. Likewise, once Chapter 10 begins and Nyrissa has started the process of absorbing the PCs' kingdom, the emissary's role here is no longer needed–in this case, this encounter is with the wild hunt instead.

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Wild Hunt An encounter with the wild hunt in Thousand Voices is with a pair of wild hunt archers (page 618) accompanied by four wild hunt hounds (page 616). These agents of the First World are merely scouting the lay of the land. They initially attack the PCs simply for the thrill of the hunt. If at least half are slain, the remainder break off the attack and call for a truce, truce, as detailed in the Wild Hunt entry for Zone 14 on page 108.

TV1. CASTLE OF KNIVES

RESOURCE SECRET

One of the strangest ruins in Thousand Voices looms amid the underbrush and twisted trees here: the Castle of Knives. All that remains of the ruin are blade-like shards of stone. Seemingly once the supporting elements of the structure's walls and towers, these knife-shaped monoliths now give the ruin the appearance of a fortress that an ancient giant tried to build by burying immense stone knives in the ground, blades pointed to the sky.

In truth, this strange structure is an anchor point for Nyrissa's realm of Thousandbreaths—whenever she targets a world to absorb a kingdom, the Castle of Knives manifests somewhere in the region. She typically chooses a remote location to place this anchor to prevent idle visitations. Despite its appearance as an ancient, aged ruin, the Castle of Knives is less than a decade old in this world at the time Kingmaker begins, for Nyrissa's interest in the Stolen Lands is relatively recent. None who have stumbled upon the ruins suspect this, instead assuming that the ruins simply went overlooked due to their remote location.

When Nyrissa or her agents need to travel to the Stolen Lands, she can open a portal at this location to allow passage between Thousandbreaths and Golarion. It's via this route that the black dragon Ilthuliak sometimes travels (as detailed in zone 19), and when Chapter 10 begins, this portal serves as the anchor for the dangerous blooms Nyrissa triggers throughout the Stolen Lands.

If the PCs visit this site before beginning Chapter 10, they find merely a strange, eerie ruin. Succeeding at a DC 38 Architecture Lore or First World Lore check to Recall Knowledge allows them to confirm that the structure is much more recent than it appears, and a critical success suggests that the structure is a projection of a larger region in the First World. Full rules for how the PCs can use the Castle of Knives to travel to Thousandbreaths appear on page 443 of Chapter 10.

Resource: While the Castle of Knives is technically a ruin, its nature prevents it from being salvaged to help build a structure or to serve as a Refuge if the PCs Claim this hex. In fact, if this hex is Claimed before Chapter 10 concludes, Nyrissa's influence causes the hex to become lost at the start of any Kingdom turn—structures built here, settlers who attempt to put down roots here, and any other improvements made to the region simply vanish. At your discretion, these missing resources and people can be encountered later in Chapter 10 as the PCs explore Thousandbreaths, but this method of entering Nyrissa's realm should not serve as a shortcut for the PCs, since Nyrissa has control over what she plucks out of this hex for her own amusement. After Chapter 10 ends, this hex functions as a normal hex and can be Claimed normally, but does not offer any other advantages.



TREE THAT WEEPS

TV2. THE WEEPING GROVE SEVERE 18

STANDARD

Creature: Although very few of them remain today in Thousand Voices, the legendary Trees that Weep are frequently mentioned as part of the whispered rumors

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concerning this dense woodland. Said to possess twisted human faces and a proclivity to weep tears of pure fear, these ancient, towering scythe trees have grown tall and powerful on energy leached from the First World. Rumors hold that the Trees that Weep can be found throughout Thousand Voices; in truth, only three of these trees grow here, found in a relatively lightly forested grove near the center of this hex.

The Trees that Weep tower above the surrounding underbrush and shrubberies in the grove at heights of just over 50 feet. Whenever thrill seekers or adventurers bother the trees too often, the plants simply uproot and wander into a new part of the forest, and over the span of a month, their influence causes the surrounding vegetation to atrophy, creating a new Weeping Grove. It's been many years since any have visited them, and the Trees that Weep are eager to feed on humanoid flesh once more. They pose as dead trees as long as possible so that they can attempt a Woodland Ambush; they roll Stealth for initiative. When the Trees that Weep attack, their mouths emit a mournful cry and tears of toxic sap run from eye-like knots in their bark and across their scythe-like branches, creating a supernatural aura of despair around them—those who would be their prey are able to envision only a future of slow digestion within a tree's gullet.

TREE THAT WEEPS (3) CREATURE 18

RARE CE GARGANTUAN PLANT

Variant scythe tree (*Pathfinder Bestiary 2* 235)

Perception +30; lifesense 30 feet, low-light vision

Languages Aklo, Arboreal, Sylvan

Skills Athletics +35, Stealth +31 (+33 in forests)

Str +9, **Dex** +5, **Con** +6, **Int** +0, **Wis** +6, **Cha** +0

Weeping Aura (aura, emotion, incapacitation, mental, primal) 30 feet; **Requirements** The Tree that Weeps isn't using Dead Tree; **Effect** A creature that begins its turn in the aura is potentially overwhelmed with despair and must attempt a DC 40 Will save.

Critical Success The creature is unaffected and is temporarily immune for 1 hour.

Success The creature is sickened 1.

Failure The creature is paralyzed for 1 round by despair, and then sickened 2 after recovering from paralysis.

Critical Failure As failure, but the paralysis doesn't end automatically. A character can attempt a new Will save to end the paralysis at the end of their turn; the DC is reduced by 1 each turn that passes.

AC 41; **Fort** +17, **Ref** +8, **Will** +9

HP 400; **Immunities** poison; **Resistances** bludgeoning 20, piercing 20

Axe Vulnerability A Tree that Weeps takes 20 additional damage from axes.

Ripping Disarm ↷ **Trigger** A creature rolls a critical failure on a melee weapon Strike against the Tree that Weeps; **Effect** The Tree that Weeps attempts to Disarm the creature of the weapon used to attempt the Strike.

Speed 15 feet

Melee ❖ scythe branch +35 (backswing, deadly d10, reach 15 feet), **Damage** 3d8+17 slashing plus 2d8 poison

Dead Tree ❖ (concentrate) Until the Tree that Weeps acts, it appears to be a dead tree. It automatically takes 43 as the result of its Deception checks and has a Deception DC of 43 to pass as a dead tree.

Woodland Ambush ❖ **Requirements** The Tree that Weeps is using Dead Tree in forested terrain, and a creature that hasn't detected it is within 30 feet; **Effect** The Tree that Weeps Strides with a +10-foot circumstance bonus to its Speed in the direction of the triggering creature. Once the creature is in reach, the Tree that Weeps makes a scythe branch Strike against it. The creature is flat-footed against this Strike.

Treasure: The Trees that Weep haven't seen adventurers in their grove for many years, but the remains of one unfortunate adventurer who stumbled upon the grove months after the trees first arrived still lie amid the tangled undergrowth. This human's skeleton lies at the center of the grove, still wearing a *+3 greater resilient breastplate* and clutching a *+3 greater striking bastard sword* in one bony hand.

ZONE 19: BRANTHLEND MOUNTAINS

The Branthlend Mountains are the least hospitable region in the Stolen Lands. This zone counts as greater difficult terrain.

BRANTHLEND MOUNTAINS (BR) ZONE 19

d20	Encounter	Challenge
1–5	Roll on zone 18 table (page 115)	varies
6–8	2 skulltakers (*Bestiary* 300)	Low 19
9–11	Wild hunt (detailed below)	Low 19
12–13	2 bandersnatches (page 610)	Moderate 19
14–15	1 tor linnorm (*Bestiary* 227)	Moderate 19
16–17	Ilthuliak (page 454)	Moderate 19
18–19	4 whimwyrms (page 615)	Moderate 19
20	1 elite lerritan (*Bestiary 2* 6, 159)	Severe 19

Ilthuliak These days, the legendary dragon Ilthuliak spends most of her time in her lair in the First World (as detailed on page 454 in Chapter 10), but now and then she emerges to spend a few hours flying through the skies above her old haunts. This encounter should be just a distant glimpse of the dragon flying above unless the PCs have already faced her once in her den in Chapter 10, in which case she's specifically hunting them for revenge.

Wild Hunt An encounter with the wild hunt in the Branthlend Mountains is with a pair of wild hunt scouts (page 619). These agents of the First World are merely scouting the lay of the land. They initially attack the PCs

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simply for the thrill of the hunt. If either is reduced to fewer than 60 Hit Points, they flee or call for a truce, as detailed in the wild hunt entry for Zone 14 on page 108.

BR1. MOUNT BRANTHLEND

LANDMARK

This mountain, which at 5,400 feet tall is the highest peak in all the Stolen Lands, is a knob-like pinnacle of stark white stone. Many of the surrounding clans of nomadic warriors tell tales of this mountain's history, claiming the peak was scoured of life and vegetation when a scorned warlord's queen transformed into a powerful Numerian spine dragon atop its crown.

BR2. ILTHULIAK'S LAIR

LANDMARK

Here, where the placid Whisper River plummets over a 900-foot-high cliffside into a 150-foot-deep tarn, the terrain grows more tangled and swampy than anywhere else in the woodlands' reach to the south and west. The transition from deep, algae-choked tarn to solid land is gradual, resulting in a 2-mile-wide swath of dense swamp. Many of the surrounding rocks and trees appear half-melted or burnt, and bones of countless creatures large and small litter the swampland. Yet most impressive of all these features is the glittering skull of a dragon that has been impaled atop the jagged trunk of a dead oak.

A PC who succeeds on a DC 30 Arcana check to Recall Knowledge can recognize the telltale marks surrounding a black dragon's lair. On a critical success, the signs can be correctly interpreted as indicating a black dragon great wyrm. A PC who succeeds at a DC 26 Dragon Lore or Society check to Recall Knowledge recalls tales of the black dragon Ilthuliak, who reputedly dwells deep in these woods. A PC who succeeds at a DC 32 Arcana check or a DC 28 Dragon Lore check to Recall Knowledge identifies the dragon skull in the tree as that of an adult silver dragon.

While this region did serve Ilthuliak as a lair for many centuries, her recent alliance with Nyrissa gave her the opportunity to relocate her lair to the First World realm of Thousandbreaths. She (and her treasure) can be found therein, as detailed on page 454 of Chapter 10. Apart from the skull of the silver dragon Amvarean (which Nyrissa ordered Ilthuliak to leave behind), no trace of the dragon's treasure remains, although a search of the tarn's bed reveals an underwater nest sized for an immense black dragon.

BR3. HUNGERDARK SEVERE 19

RESOURCE STANDARD

At the edge of the tangled reach of Thousand Voices, a dark cleft cuts up the face of the mountains, almost as if a titanic axe struck the 500-foot-tall cliff here. The cleft leads 1,500 feet into the mountains, into a deep cavern known locally as Hungerdark. A brackish pool of water collects in the deepest recesses of this cavern, but few animals approach within a mile of this location, for Hungerdark is far from abandoned. It's the domain of a legendary monster.

Creature: An immense wyvern, a matriarch of her kind, has laired in Hungerdark for nearly 2 centuries. Known by the regional barbarians as Minognos-Ushad ("Eater of Kings"), the wyvern has survived countless attempts on her life and has more than earned her name from the countless warlords she's consumed. Although quite old, Minognos-Ushad is still very dangerous. She spends an increasing amount of time slumbering in her den, emerging once a month or so to seek out prey in the Glenebon Uplands or Numeria. Unless the PCs have already defeated her, she is present when they arrive, but unfortunately for them, she is an extremely light sleeper (taking no penalty on Perception checks while she sleeps) and is quick to attack any intruders she notices. Furthermore, she shares her lair with four whimwyrms who have long admired her power and magnificence. Minognos-Ushad initiates combat with her breath weapon, then focuses on the strongest-looking foe in the following rounds. Her whimwyrm allies leave her targets alone, instead focusing their attacks on other foes. Confronted here in Hungerdark, she fights to the death.

If the PCs defeated Minognos-Ushad already, they must still contend with the whimwyrms she shared her lair with!

MINOGNOS-USHAD CREATURE 19

UNIQUE NE HUGE DRAGON

Variant wyvern (*Pathfinder Bestiary* 133)

Perception +30; darkvision, scent (imprecise) 30 feet

Languages Common, Draconic

Skills Acrobatics +33, Athletics +37, Intimidation +31, Stealth +33

Str +10, **Dex** +6, **Con** +6, **Int** +0, **Wis** +6, **Cha** +4

AC 43; **Fort** +33, **Ref** +35, **Will** +31

HP 295; **Immunities** paralyzed, unconscious; **Resistances** poison 20

Attack of Opportunity ↷

Savage ↷ **Trigger** A creature grabbed by Minognos-Ushad critically fails a check to Escape; **Effect** Minognos-Ushad makes a stinger Strike against the triggering creature.

Speed 30 feet, fly 100 feet

Melee ❖ fangs +37 (reach 10 feet), **Damage** 4d10+18 piercing

Melee ❖ claw +37 (reach 10 feet), **Damage** 4d8+18 slashing plus Improved Grab

Melee ❖ stinger +37 (agile, reach 20 feet), **Damage** 4d6+18 piercing plus wyvern venom

Breath Weapon ❖❖ (evocation, poison, primal)

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Minognos-Ushad breathes a 60-foot cone of poison. Creatures in the cone take 20d6 poison damage (DC 41 basic Reflex save). Minognos-Ushad can't use Breath Weapon again for 1d4 rounds.

Powerful Dive ❖❖ (move) Minognos-Ushad Flies up to her fly Speed and must both move forward at least 20 feet and descend at least 10 feet. If she ends her movement within melee reach of at least one enemy her size or smaller, she can make a claw Strike against that enemy. If the claw hits, as a free action she can either automatically Grab the target or knock it prone.

Punishing Momentum ❖ **Requirements** Minognos-Ushad grabbed a creature this turn using Powerful Dive; **Effect** Minognos-Ushad can Fly at half Speed while holding the creature in her claws, carrying that creature along with her and dropping it at the end of her movement. Alternatively, she can Strike the creature with her stinger with a +2 circumstance bonus.

Wyvern Venom (poison); **Saving Throw** Fortitude DC 41; **Maximum Duration** 6 rounds; **Stage 1** 5d10 poison damage and clumsy 1 (1 round); **Stage 2** 6d10 poison damage and clumsy 2 (1 round); **Stage 3** 8d10 poison damage and clumsy 3 (1 round)

WHIMWYRMS (4) CREATURE 17

See page 615

Initiative Perception +31

Treasure: Over the years, a significant amount of treasure has accumulated in the depths of Minognos-Ushad's lair, despite her relative disinterest in hoarding. Most of the gear worn by the hapless explorers, barbarians, bandits, and adventurers she's slaughtered over the years has long ago rusted away or completely crumbled to ruin, but a few hours' work sifting through the grisly remains reveals an impressive collection, including 28,110 cp, 13,905 sp, 7,452 gp, 333 pp, a well-preserved darkwood casket embossed with the Thuvian flag containing three vials (one containing a true elixir of life, one containing an elixir of rejuvenation, and one empty vial with markings on the side that success at a DC 20 Crafting check reveals to a PC that it once contained a dose of the rare and wondrous Sun Orchid Elixir), a number of rings, necklaces, and bracelets worth a total of 3,000 gp, three different crowns belonging to three different long dead monarchs (each crown is worth 500 gp, and at your option returning them to their source nation could set up an entire new adventure of your own design), a set of *anklets of alacrity* mixed in with the nonmagical jewelry, a *greater flame tongue*, a *scroll of meteor swarm*, and a *ghost dust talisman*.

Resource: Hungerdark functions as a Refuge if this hex is Claimed.



MINOGNOS-USHAD

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PART 3:

THE OLD SYCAMORE

Looming over the hills in the southern Greenbelt (area **GB14**), a graying hulk of a sycamore tree clings precariously to its last years of life. The 100-foot-tall tree stands as a known landmark and is visible for miles around. It's also infested with mitflits. These malicious gremlins spend their days perfecting sadistic pranks, torturing animals, playing with oversized vermin, and tormenting the Sootscale kobolds who dwell in a cave 12 miles to the south.

Recently, the mitflits stole the Sootscales' most holy statue and are holding it hostage for the third time in as many months. Though the mitflits thoroughly enjoy this little game, the kobolds have new leadership, and with Tartuccio now making the decisions for the Sootscales, their retaliation was swift and, to the gremlins, unexpectedly insulting. That the kobolds dared to try to reclaim the treasure the mitflits themselves had just stolen—and before the gremlins even got the chance to gloat—has truly outraged the little blue creatures. For many days now, the lands between the Old Sycamore and the Sootscale caves have become the site of a sort of miniaturized war, and as the PCs approach the Old Sycamore, they'll find it increasingly common to stumble across dead kobolds and mitflits, their pitiful gear stripped by the victors.

THE MITFLIT LAIR

The mitflit lair itself has only a single entrance, hidden amid the ancient sycamore's roots. A PC who succeeds at a DC 15 Perception check finds this hidden entrance, which

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consists of a root-lined shaft that drops 10 feet down to the middle of a 40-foot tunnel; this tunnel runs east-west and connects areas **A1** and **A2**. These roots allow a person to Climb down into either area by succeeding at a DC 15 Athletics check. If the PCs observe the sycamore from afar, every night they spot five or six mitflits from area **A6** scampering out of the hole to scatter into the surrounding hills, off to gather food, catch animals to torment, or look for Sootscales to fight. The mitflits are Small, and their lair is accordingly sized. Ceiling height is rarely over 5 feet, and much of the uppermost foot is a tangle of roots and dangling fungus, forcing Medium creatures to stoop and awkwardly adjust the swing of their weapons—as a result, these creatures take a –1 circumstance penalty on attack rolls and are clumsy 1 within the lair.

The mitflit hive beneath the Old Sycamore once housed several dozen of the gremlins, but the war with the Sootscales has thinned their ranks. Currently, the hive numbers 31 mitflits, although when the PCs arrive, only 19 (plus their leader) lurk within. If the PCs fail to drive the mitflits out by killing them all, the remaining mitflits return to the hive at the end of the day, replenishing their population at the rate of 6 mitflits per hour over the two hours following dusk. At the end of the last hour, a final mitflit straggler pops his little blue head in, for better or worse.

A1. PRANK WORKSHOP LOW 2

Three tiny crude wooden workbenches occupy the center of this room, their tops strewn with various little tools, metal and wooden hardware, and blocks of wood.

The mitflits use this odd workshop to design prank devices, but with their new war against the Sootscales, they've taken to making pranks of a more lethal nature. To date, only seven mitflits have been killed making these risky modifications. The slope down to the southwest quickly becomes a 30-foot-deep shaft that drops into area **A3**. The shaft walls are thick with hanging roots, so creatures can Climb this shaft with a successful DC 5 Athletics check. The slope to the northeast leads to the junction between the exit shaft and the 20-foot-long tunnel leading to area **A2**.

Creatures: A pair of the nest's most talented tinker mitflits, Dingetooth and Uurch, are engaged in a competition using a new device they've built. The two take turns firing marbles at one another's open mouth with a miniature catapult rigged out of bones and branches. The goal is to see who can get the most marbles into the other's mouth before they run out of marbles; since each mitflit usually swallows the marble when a hit is scored, they're running out relatively quickly.

As soon as they spot intruders, Dingetooth shrieks and charges into melee while Uurch uses the marble launcher to hurl all of her marbles at once at the PCs. If one mitflit is slain, the other panics and flees down to area **A3** to warn the others.

DINGETOOTH AND UURCH CREATURE 1

UNIQUE LE SMALL FEY GREMLIN

Male and female mitflit gremlins (*Pathfinder Bestiary* 192)
Perception +5; darkvision, scent (imprecise) 30 feet
Languages Undercommon
Skills Acrobatics +6, Diplomacy +2 (+8 vs. arthropods), Nature +6, Stealth +6, Thievery +6
Str +0, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** –1
Items marbles (6), shortsword
Self-Loathing (emotion, mental) As mitflit.
Vermin Empathy As mitflit.

AC 16; **Fort** +3, **Ref** +8, **Will** +5
HP 25; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet
Melee ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing
Primal Innate Spells DC 17; **2nd** *speak with animals* (at will, arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation*
Launch Marbles ❖❖ The mitflit uses the marble launcher to fire six marbles at a creature in area **A1**. The target must attempt a DC 16 Reflex save.
Success The creature is unaffected.
Failure The creature is distracted by the marbles and is clumsy 2 until the end of its next turn.
Critical Failure As failure, but one of the marbles hits the creature somewhere sensitive, causing 1d6 nonlethal bludgeoning damage.
Vengeful Anger (emotion, mental) As mitflit.

A2. HATCHERY LOW 2

The wet-looking floor of this large cavern is crisscrossed by several shallow trenches, each containing trickles of putrid fluid. Six foul mounds of compost and dung lie heaped about the room, each studded with small spherical eggs.

This area serves as a centipede hatchery. The mitflits love their many-legged pets, which they hand-feed and shower with horridly maudlin displays of affection. The fluid is runoff of foul-tasting but nutrient-rich water that seeps in from above. To the west, the cave leads down to a tunnel that slopes up toward the junction between the exit shaft and the 20-foot-long tunnel that leads to area **A1**, while to the east, the tunnel slopes in a corkscrew pattern, descending 20 feet to area **A6**.

Creatures: Currently, only a single mitflit watches the hatchery. Quoggy is the hive's most accomplished and respected vermin breeder, and if caught unawares,

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she sits upon a small stool in front of a large wooden bowl filled with a foul-smelling paste made of ground-up kobold bones, kobold blood, and crushed mice. Three giant centipedes happily feed on this mess. The centipedes hiss when they see intruders; Quoggy orders them to attack before she scurries out of the room to the east to seek help from the other mitflits.

GIANT CENTIPEDES (3) CREATURE -1

Giant centipede (*Pathfinder Bestiary* 61)
Initiative Perception +6

QUOGGY CREATURE -1

Female mitflit (*Pathfinder Bestiary* 192)
Initiative Perception +4

A3. CHAMBER OF TORMENT MODERATE 2

Anyone approaching this room automatically hears cries of terror from the room's unfortunate prisoner.

Thick tangles of long, pallid roots obscure the walls of this egg-shaped cavern. To the east, the chamber opens into a wide, root-filled chasm.

Creatures: A group of six mitflits joyously torment a captured Sootscale kobold—one of four black-scaled kobolds who have been tied into the roots along the walls. The other three already hang limply by their bonds, dead from the mitflits' torment. The last kobold shrieks in pain as the six mitflits take turns poking it with sharp sticks—each shriek eliciting a fresh wave of giggles and cheers from the mitflits. If the PCs interrupt their sport, the mitflits drop their sticks and draw their swords in rage. They fight until the party slays at least three mitflits, at which point the survivors flee through area **A4** and gather in area **A5** to regroup.

The kobold prisoner is a warrior named Mikmek, the last Sootscale survivor of a recent gremlin ambush. If rescued, Mikmek swallows his pride, falls to his knees, and thanks his saviors in chirping Draconic. He promises his saviors "many treasures" if the PCs help him finish his quest to rescue the Sootscales' holy statue from these nasty blue mitflits. If they agree, he is prepared to serve as a loyal adventuring companion, at least until they reach the chieftain of the Sootscales. If armed with a weapon he can use, he squeals in delight.

MIKMEK CREATURE -1

Male Sootscale kobold warrior (*Pathfinder Bestiary* 212)
Initiative Perception +3

MITFLITS (6) CREATURE -1

Pathfinder Bestiary 192
Initiative Perception +4

THE SACRED STATUE

30 XP

The stolen sacred Sootscale statue must be returned.

Source: Mikmek the kobold (area **A3**)

Completion: The PCs must deliver the statue to either Tartuk (that is, Tartuccio) in area **B5** or to Chief Sootscale in area **B4** (which can aid him in freeing his tribe from Tartuccio's influence).

Reward: Delivering the statue to Tartuk wins the PCs safe passage out of the kobold lair, as well as a shiny topaz worth 30 gp—and (if the characters ask for it) Svetlana's wedding ring. Delivering the statue to Chief Sootscale helps him win back control of the Sootscales—more details can be found on page 128.

A4. CENTIPEDE CHASM LOW 2

A deep chasm splits the passage. The chasm is a few yards wide and twice as deep, but tangled roots fill the entire area. The passage continues on the far side, and between the two ledges, loops have been tied to serve as handholds.



GIANT WHIPTAIL CENTIPEDE

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PART 7: CANDLEMERE ISLAND
PART 8: THE FORGOTTEN KEEP
PART 9: M'BOTUU

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The chasm is only 20 feet deep, and the rough walls above it make for a relatively easy DC 5 Athletics check to Climb across, thanks to the numerous roots hanging from the walls. The chasm walls are a bit more difficult, though, requiring a DC 15 Climb check.

Creature: While the chasm appears empty, it serves as the dwelling place of the pride and joy of the mitflits: an immense, 25-foot-long giant whiptail centipede, which lies coiled at the far north end of the chasm. Whenever anything other than a mitflit attempts to cross the chasm, the centipede attempts a Perception check to notice it. If it spots non-mitflits, it hisses and clambers up the wall to attack, using its Undulate ability to swiftly navigate the cave's narrow confines as needed.

GIANT WHIPTAIL CENTIPEDE — CREATURE 3

Pathfinder Bestiary 2 50

Initiative Perception +9

Hazard: The mitflits cleverly tied several of the loops hanging from the walls to tear loose as soon as anyone puts pressure on them. The gremlins, of course, already know which knots are rigged and clamber across without touching them.

RIGGED CLIMBING LOOPS — HAZARD 0

MECHANICAL | TRAP

Stealth DC 20

Description Loose handholds rip away from the walls to drop unsuspecting climbers into the chasm below.

Disable DC 16 Crafting (trained) or Thievery to anchor the climbing loops more securely

Tear Free ↷ Trigger A creature climbs across the chasm without knowing which of the loops are rigged; **Effect** The loops rip free, dropping the climber 20 feet into the chasm below and dealing 10 points of bludgeoning damage. The falling creature can use the Grab an Edge reaction to avoid falling if it succeeds at a DC 11 flat check; failure indicates that the edge grabbed rips away as well.

A5. WAR ROOM — SEVERE 2

In the center of this room stands a rickety table held together with twine, covered with a filthy checkered tablecloth and heaped with mounds of dirt, twigs, and gravel, apparently arranged to form some sort of map. At the edge of the map, weighing down a scrap of paper, rests a bloodstained ivory statuette of what looks like a crouching reptilian devil. A bulging burlap sack sits under the table.



GRABBLES AND TICKLEBACK

This room serves both as a war room and the den of the mitflits' leader, Grabbles. He's created a relatively accurate map of the region around the Old Sycamore and the Sootscale caves—the sycamore is represented by a tangle of branches and the cave by a pile of bloodstained rocks. A PC succeeding at a DC 15 Survival or Scouting Lore check recognizes the map for what it represents, which allows them to automatically discover the entrance to the Sootscale caves if the PCs have not already found it.

Creatures: Grabbles stands near the table, squabbling over his next plan of attack against the kobolds with four mitflit advisers. Looming nearby is Tickleback, Grabbles' pet and mount, a stocky tunnel tick the size of a bugbear (although this giant tick is Medium, its stats are the same as the typical Small giant tick). Grabbles has an unusually large gap between his teeth, causing him to make whistling sounds when he talks. A particularly unsightly scattering of pimples decorates his face and tongue.

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As soon as he spots intruders, Grabbles clambers onto Tickleback and rides him into battle to fight to the death. The other mitflits attack as Grabbles commands, doing their best to follow his sometimes contradictory or slipshod orders, although they only fight to the death as long as Grabbles still lives—if their leader falls, the remaining mitflits flee.

GRABBLES CREATURE 2

UNIQUE | LE | SMALL | FEY | GREMLIN

Male mitflit gremlin (*Pathfinder Bestiary* 192)
Perception +7; darkvision, scent (imprecise) 30 feet
Languages Common, Undercommon
Skills Acrobatics +8, Diplomacy +7 (+9 vs. arthropods), Nature +4, Stealth +8, Thievery +8
Str +1, **Dex** +4, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3
Items leather armor, trident
Self-Loathing (emotion, mental) As mitflit
Vermin Empathy As mitflit.

AC 18; **Fort** +7, **Ref** +10, **Will** +5
HP 35; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet
Melee ❖ trident +7 (thrown 20 feet), **Damage** 1d8+3 piercing
Ranged ❖ trident +10 (thrown 20 feet), **Damage** 1d8+3 piercing
Primal Innate Spells DC 17; **2nd** *speak with animals* (at will, arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation*
Ride Tick (auditory, concentrate) Grabbles can use Diplomacy to Command an Animal when riding Tickleback.
Vengeful Anger (emotion, mental) As mitflit.

MITFLITS (4) CREATURE -1

Pathfinder Bestiary 192
Initiative Perception +4

TICKLEBACK CREATURE 1

Giant tick (*Pathfinder Bestiary 2* 260)
Initiative Perception +6

Treasure: The ivory statuette depicts a crouching horned devil. This statue was stolen from the Sootscale kobolds, for whom the statue is a sacred relic and—before Tartuccio took over as Tartuk—was the focal point of their worship; they revered the statue as a mighty, winged kobold named Old Sharptooth. The statue is nonmagical, but worth 25 gp.

The paper weighed down by the statuette is an accounting of the status of the war, as defined by key pieces of stolen treasure. Written in charcoal in Undercommon, the paper consists of two columns, one labeled "Us" and one labeled "Them." The "Us" column lists only two things: "kobold statue" and "lots of spears and coins." The "Them" column lists "magic dust," "lots of coins," and "shiny human ring." The burlap sack contains the mitflits' treasure, much of which they looted from slain kobolds. It holds 12 spearheads, 193 cp, 120 sp, and 8 gp.

A6. COMMON ROOM MODERATE 2

Haphazard piles of broken beds, chairs, wagon wheels, and an assortment of worn, tattered, and dingy objects, pilfered or salvaged from big folk, precariously clutter this mildewed room. A crookedly propped row of bookcases buckles against the far wall, the shelves filled with bits of bone, feathers, and dried centipede legs. Old window frames, cracked and splintered, dangle from the wall like works of fine art.

Here the mitflits eat, sleep, and engage in various types of anti-social behavior. A passage to the northern end of this chamber leads upward to area **A2**.

Creatures: Six mitflits occupy this room. Two make a wretched attempt to perform a folk song on shabby stringed instruments; two more sit nearby, jeering and throwing rocks at the musicians. A third pair of mitflits huddles beneath a ragged sheet, reading a book with torn pages. The book is upside down. Upon sighting interlopers, all six rise up in anger and attack, but as soon as one mitflit falls in combat, the remaining mitflits shriek in fear and flee to area **A5**.

MITFLITS (6) CREATURE -1

Pathfinder Bestiary 192
Initiative Perception +4

THE PERILS OF BEFRIENDING GREMLINS

Unlike their mortal enemies, the Sootscales, the mitflits of the Old Sycamore aren't particularly well-suited for integration into the PCs' kingdom—yet they still remain sapient creatures. Unlike kobolds, though, mitflits are not humanoids—these creatures are fey, and as a result, their nature as gremlins is as much the result of supernatural factors as it is their society.

If the PCs manage to establish a peaceful accord with the mitflits, they'll need to work hard to watch over them and to help them avoid their impulses to wreck things and undo hard work. They are, after all, still gremlins, and the urge to meddle is difficult for mitflits to unlearn. Exactly how difficult befriending the mitflits can be is left to you to determine, but if the PCs do manage the accomplishment, consider giving them some sort of benefit as well. After all, the mitflits are fey creatures, and even though they're natives of the Material Plane, they may be able to provide some insight into the First World blooms once they begin.

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PART 4:

SOOTSCALE CAVERNS

The Sootscale kobolds traditionally change their name with each new leader, but times are strange for these scrappy creatures. Recently, a purple kobold has become an important leader among the Sootscales. Calling himself Tartuk, this mysterious kobold allowed the previous leader to retain a largely ceremonial role as the leader of the tribe, but Chief Sootscale is no fool. He knows it's only a matter of time before Tartuk has him killed—and that the purple kobold is only waiting for the rest of the tribe to fall completely under his control before he gets rid of the last remnant of the tribe's once-proud tradition as Sootscales.

In truth, Tartuk is much more than an insurgent kobold—he's not even a kobold at all, but the gnome spy Tartuccio, who seized control of the Sootscales after assuming the appearance of a unique kobold with the aid of a magical ritual that allows him to change shape. As Tartuk, Tartuccio works to secure control of the kobolds with the intent of building himself an army that, eventually, he'll use to undermine the PCs' efforts at claiming the Stolen Lands.

THE SOOTSCALE CAVERNS

The Sootscales live in an abandoned silver mine in the side of a hill just north of the Shrike River. They have occupied the mine for decades, periodically clashing with the region's bandits, mitflits, and trappers, but always enduring. The Sootscales all have black scales and share a fondness for swimming in the Shrike River and catching fish with their tiny teeth.

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The individual kobolds still consider Chief Sootscale to be their leader, even though the chief himself is cowed by the eerie magic and creepy coloration presented by Tartuk. The weird purple kobold claims to hail from somewhere to the west (the closest thing to the truth he's told the kobolds), and he's a destructive force who derives a perverse glee from manipulating the tribe.

As the lair itself was originally a human mine, the caves themselves aren't completely awkward for Medium creatures—the kobolds themselves adore their eight-foot-high "vaulted ceilings," and consider them a sign of great kobold prosperity.

B1. MAIN ENTRANCE TRIVIAL 2

An outcropping of large boulders emerges from the weathered face of a nearby hillock. A narrow opening in the rock leads into darkness below. A fallen sign leans against the side of the cave entrance, and a cage made of branches and sticks sits on the other side.

The fallen sign is weathered and bears a few faded words in Common: "Oaktop Silver Mine." Taldan explorers founded and operated this mine but abandoned it long before they could establish much infrastructure within, as it quickly grew obvious that the location was impractically distant from their other settlements. An alcove to the west contains a locked iron gate—the lone kobold on watch (detailed below) carries the key. Alternately, an individual with thieves' tools can Pick the Lock with a successful DC 15 Thievery check. In the area beyond, three rope nooses hang from holes in the ceiling above rusty iron hooks set in the floor. When pulled down and looped on the hooks below, these ropes seal shut the three pit traps that guard the entrance.

Creatures: The stick cage contains a single, sobbing mitflit—his eyes squinted tightly shut against the light during the day. The wretched creature is the only prisoner the kobolds have managed to take alive, and they've placed him here as a warning to any mitflits who might approach. If released, the thankless gremlin hisses and runs away; if prevented from fleeing, he attacks and fights to the death.

A lone kobold scout named Nakpik stands watch here, crouched behind one of the big rocks at the cave entrance. If he spots the PCs, he chirps loudly in surprise—he was expecting mitflits, not bigger foes. Nakpik hesitates for a few moments, confused since he has no actual orders regarding big folk, then makes an unusual decision driven by an uncharacteristic stroke of logic. He hails the characters and cries out in Common, "Wait! Wait! I wanna talk!"

Unless the PCs attack at once, Nakpik explains that his tribe's special statue was stolen recently by mitflits, and he invites the characters to come with him into the caves to speak to their leader about a reward for retrieving the statue. If the characters attack, Nakpik shrieks in terror and runs into the cave to area **B4** to warn the rest of the Sootscales; otherwise, he proudly escorts the characters into the cave to area **B5** to speak to Tartuk, picking up several curious kobolds along the way who follow in their wake, eager to see what happens. Nakpik takes care to show the characters around the pits to the south as he escorts them.

MITFLIT CREATURE -1

Pathfinder Bestiary 192
Initiative Perception +4

NAKPIK CREATURE 1

Male kobold scout (*Pathfinder Bestiary* 213)
Initiative Perception +8

Hazard: Three pit traps ward the entrance tunnel. The kobolds avoid these traps by scuttling along the edges. Since the traps are a bit narrow, any character who attempts to Grab an Edge to avoid falling gains a +2 circumstance bonus to the check.

HIDDEN PITS (3) HAZARD 0

Pathfinder Core Rulebook 522
Stealth DC 18

B2. ALCOVES TRIVIAL 2

Even for the Sootscale kobolds, these tight tunnel openings are cramped and difficult to traverse. Small creatures can move through the tunnels in single file but must treat the tunnels as difficult terrain, while Medium creatures must Squeeze to navigate them. Just beyond the tunnel openings, a pair of shadowy alcoves flank the main passageway.

Creatures: Two kobold scouts wait within the alcoves. They position themselves both in front and behind invaders, attacking when they have the greatest advantage and shrieking an alarm unless the heroes are escorted by Mikmek (as detailed on page 123) or Nakpik.

KOBOLD SCOUTS (2) CREATURE 1

Pathfinder Bestiary 213
Initiative Stealth +7

B3. TEMPLE

The walls of this cave are smeared with charcoal and blood depictions of a looming, sharp-toothed reptilian devil. Two low stone tables sit in the middle of the room, one of which is also stained with blood.

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This chamber is where the Sootscales gather to worship their patron, Old Sharptooth. The PCs are unlikely to recognize the truth of this patron at this time, as it takes a successful DC 35 Religion check to Recall Knowledge that this depiction of Old Sharptooth shows a horned devil (*Pathfinder Bestiary 2* 77).

Since he's taken over control of the tribe, Tartuk allows the kobolds to continue worshiping Old Sharptooth here and has used their faith as leverage. Even with the loss of the tribe's sacred statue (which now resides under the Old Sycamore; page 125), Tartuk takes delight in leading the kobolds in sacrifices to their "god," using their religious fear to keep them in line. What Tartuk doesn't realize is that Old Sharptooth is a very real devil who might even pay a belated visit to the Stolen Lands later in the campaign (as detailed in Old Sharptooth Comes Calling on page 131).

B4. COMMON ROOM SEVERE 2

Numerous beds of furs lie scattered throughout the room amid smoldering cook fires, while to the south, a ten-foot-wide alcove contains a large mound of furs framed by dozens of sticks mounted with the ash-smeared skulls of many birds and small animals.

Creatures: The war with the mitflits has reduced the size of the Sootscales by half. In all, they currently number only 20 kobolds. Many of them serve by patrolling the surrounding hills hunting for mitflits, so when the PCs arrive, this room contains only the worried chieftain and six other kobolds.

Chief Sootscale knows that tall folk mean trouble, and when he sees the PCs, he orders an attack. The PCs can prevent the fight if they're escorted by a kobold guide, if they show Sootscale the retrieved statuette of Old Sharptooth, or if they can Demoralize the chief in the first round of combat. In these cases, Chief Sootscale backs down and agrees to talk, his kobold minions ready to resume the fight at his word. The chief begs for mercy if reduced to 6 Hit Points or less, and if he's killed, the remaining kobolds drop their weapons and surrender as well.

If the PCs can speak to the kobolds, there are two possibilities. If they have not already recovered the statue of Old Sharptooth from the mitflit lair, Chief Sootscale realizes that sending the PCs to retrieve the statuette might be his tribe's best hope. He glumly admits that if the statue of Old Sharptooth isn't returned soon, Sharptooth's curse will cause all the kobolds to turn yellow and die.

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If the player characters already have the statue, Chief Sootscale demands they hand it over to him. If they do, he holds the statue in his hands with a fierce look of concentration, as if he were making a particularly difficult decision. After a tense moment, he shrieks in triumph, raises the statue over his head, and then smashes it down onto the ground, shattering it. The other kobolds in the room freeze in absolute shock while the chief, a frantic grin on his snout, thanks the PCs for "freeing us from this curse" and then encourages them to come with him to "kill the usurper."

Although there is, in fact, no real curse, Chief Sootscale believes that by breaking the statue, he has freed himself from its reach. Emboldened and infused with a rush of self-confidence for the first time since Tartuk put the notion of a "curse" into the tribe's minds, the chief leads his kobolds—and the PCs—in a coup against Tartuk in area **B5**.

CHIEF SOOTSCALE CREATURE 2

UNIQUE | LE | SMALL | HUMANOID | KOBOLD

Perception +7, darkvision
Languages Common, Draconic
Skills Acrobatics +8, Craft +4 (+6 traps), Intimidate +8, Stealth +8
Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** + 4
Items club

AC 18; **Fort** +5, **Ref** +10, **Will** +9
HP 33

Speed 25 feet
Melee ❖ spear +8 (thrown 20 feet), **Damage** 1d6+4 piercing
Ranged ❖ club +10 (thrown 10 feet), **Damage** 1d6+4 bludgeoning
Bark Orders ❖ (auditory) Chief Sootscale pushes other kobolds under his command to fight harder and more bravely. Until the start of his next turn, all kobold allies within 30 feet of him gain a +1 status bonus on attack rolls and saving throws against fear effects.
Sneak Attack Chief Sootscale deals an extra 1d6 precision damage to flat-footed creatures.
Unbalancing Blow Whenever Chief Sootscale critically hits and deals damage to a foe with a Strike, the creature struck is flat-footed against his attacks until the end of his next turn.

KOBOLD WARRIORS (6) CREATURE -1

Pathfinder Bestiary 212
Initiative Perception +3

B5. TARTUK'S QUARTERS SEVERE 2

A rickety wooden frame formed from clean-cut branches lashed together with gut and twine runs the perimeter of this cavern. Upon the frame, banners cut from two-foot-wide strips of old blankets and horsehides hang from floor to ceiling, covering much of the walls. The sloppily painted banners bear dozens of eerie icons and mystic symbols. A great iron cauldron filled with bubbling red liquid boils in the center of the room.

Creature: Once the private cavern of Chief Sootscale, Tartuk took over this chamber and redecorated it to make it look more "mystical." Tartuk is not actually a divine spellcaster, but his skill at Deception combined with the unusual coloration of his scales and his habit of adding unnecessary hand gestures, chants, and



CHIEF SOOTSCALE

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strange spell components to his spellcasting has been more than enough to trick the rest of the kobolds in the tribe. No Sootscale has even remotely considered the possibility that he's not really a kobold at all.

Tartuk first came to the Sootscales not long after the PCs completed Chapter 1, so the amount of time he has been in charge of the Sootscales depends on how long it took the PCs to get here. Regardless of the time spent, Tartuk has firmly entrenched himself in the role of the Sootscales' spiritual leader, in part by capitalizing on their fear of Old Sharptooth, but also by frightening them with displays of his illusory magic. Early on, kobolds that questioned his right to rule were called out as "bad kobolds" who were sacrificed to prevent the curse of Old Sharptooth from descending upon them all. He's never appeared before the kobolds in his true form or mentioned his real name in front of them, and by now, the Sootscales have entirely accepted him as one of them, despite his strange purple coloration.

Earlier in the month, after the mitflits of the Old Sycamore broke into the Sootscale caverns and stole the statue of Old Sharptooth, Tartuk almost lost control of the tribe, but he has managed to take advantage of the growing war between the two groups, convincing the kobolds to view it as a test from Old Sharptooth. The Sootscales have managed to win back their statue twice before, but each time, the gremlins stole it again before the statuette could be returned to its proper place.

Of course, the whole gremlin conflict has disrupted Tartuk's actual plans for the region, and his patience is wearing thin. If the PCs arrive at the cave, Tartuk is startled but, counting on the fact that they won't recognize him in his disguise, he encourages them to retrieve the statuette of Old Sharptooth for the Sootscales—and to kill all the mitflits in the process. If the PCs return triumphantly, Tartuk decides to accelerate his plan to remove them from the competition for the Stolen Lands and orders the kobolds to slay the PCs as a final glorious offering to Old Sharptooth—a command the kobolds fanatically try to carry out.

On the other hand, if the PCs have already recovered the statuette or have recruited Chief Sootscale's aid, Tartuk is shocked. He tries to reassert his control over the tribe, only to fail, and is forced to fight for his life with only his two most fanatically devoted minions to aid him. If reduced to fewer than 10 Hit Points, Tartuk does what he can to escape—if he manages to do so, he can become a continuing thorn in the PCs' sides as you see fit. If, on the other hand, Tartuk is slain, his body reverts to that of his true form as Tartuccio and any remaining kobolds are so horrified by the development that they flee the region unless the PCs had already formed an alliance with Chief Sootscale, in which case the kobolds are graciously thankful for their aid.

TARTUK (AKA TARTUCCIO) CREATURE 4

Page 605

Initiative Perception +9

FANATICS (2) CREATURE 0

Elite kobold warriors (*Pathfinder Bestiary* 6, 212)

Initiative Perception +5

Treasure: Tartuk demanded the kobolds pile all their treasure (plus any new treasures they gained from their war against the mitflits) in a heap in the eastern alcove of his den. This mound consists of a huge amount of worthless shiny objects, such as quartz and mica crystals, bits of metal, broken weapons and armor, and other garbage. In addition, the pile contains 320 cp, 42 sp, 12 gp, two *sleep arrows*, a *+1 weapon potency runestone*, and a soiled leather bag. Inside the bag are the treasures stolen from the mitflits (who in turn stole them from the Thorn River bandits, who took them from Oleg's Trading Post). The leather bag contains 21 sp, 9 gp, 1 pp, one dose of *dust of appearance*, and a plain brass wedding ring set with a single pearl—this is Svetlana's wedding ring, worth 12 gp as an item of jewelry but far more to Oleg and Svetlana.

Tartuk's personal journal, written in Undercommon, sits on a table here as well. Within its pages, the bitter gnome records much of his history, giving the characters a chance to gain some insight into his mindset and background; he mentions several times that he hopes to achieve success in gaining a hold in the Stolen Land so that he can impress his "patron," but nowhere in the text does he reveal this patron is Pitax. The final dozen pages of the journal contain information on his plans to infiltrate the Sootscales and use them as a force to control the region.

RECRUITING THE SOOTSCALES

If the PCs manage to rescue the Sootscales from Tartuk's influence, the kobolds are confused and frightened for a short time. If Chief Sootscale himself still lives, he'll thank the PCs personally and tell them that the Sootscales owe them; if he perished, a warrior named Gekel steps up to take his name and place. They allow the PCs to take all the treasures Tartuk claimed for himself, but they also promise to pay the PCs back at some point in the future as best they can.

Once the PCs establish their kingdom, the Sootscales' gratitude makes them particularly receptive to the Pledge of Fealty kingdom activity (detailed on page 520), and if the PCs use this activity, the actual result is improved by one degree of success.

If the Sootscales become integrated into the PCs' kingdom, the industrious kobolds' lair functions as a Work Site, granting the PCs' kingdom 2

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Ore commodities each turn. Unfortunately, the kobolds remain what they are—devil-worshipping troublemakers—so their integration into the kingdom is rocky. At the start of every Kingdom turn in which the Sootscales remain a part of the kingdom, the PCs must succeed at a DC 11 flat check; failure indicates their influence increases the kingdom's Corruption or Crime by 1 (players' choice). This continues until the PCs can achieve a critical success with the Send Diplomatic Envoy to the Sootscales to convince them to either minimize their cruelties or even consider worshipping a less evil deity.

OLD SHARPTOOTH

The horned devil the Sootscales worship as "Old Sharptooth" is a real creature, a fiend named Zozraael, and at some point in the campaign, at your discretion, Zozraael may finally learn of the Sootscales' adoration and travel to the Stolen Lands to pay a personal visit in order to investigate rumors of a cult that's been using his name as the focus for their religion. This event occurs only if the Sootscales are part of the PCs' kingdom, and shouldn't occur until the PCs are at least 13th level (when a direct confrontation with Zozraael is a Severe encounter).

See Appendix 3 for full rules on Kingdom events.

OLD SHARPTOOTH COMES CALLING — EVENT +3

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The closest settlement to the Sootscale Cavern.

Event The devil Zozraael comes looking for the Sootscales, finds them allied with the PCs, and works from behind the scenes in a nearby settlement to wreak havoc and bolster the cult he didn't know he had, spreading his influence through the kingdom.

Kingdom Skill Intrigue; **Leader** Warden

Critical Success Kingdom agents manage to isolate the source of the diabolic influence: Zozraael has made a hidden lair within the settlement; the PCs have discovered where this secret den is located, and can finally take direct action to resolve the event (see resolution, below).

Success Zozraael's influence spreads, but the speed of its growth is stemmed by the investigations. Increase Unrest by 1 and one Ruin of the party's choice by 1.

Failure Zozraael's cult gains ground as he begins to destroy the kingdom from within. Increase Unrest by 1d4 and three Ruins of the party's choice by 1.

Critical Failure As failure, but Zozraael also corrupts an NPC leader, convincing them to join his cult and abandon their responsibilities to the kingdom. Treat that leadership role as vacant until this event is resolved or the NPC leader is replaced or redeemed.

Resolution Once the PCs get a critical success (or at your discretion, after the PCs undertake an adventure of your own design to discover Zozraael's lair), they can drive the devil out of their kingdom by attacking and defeating him (in which case you'll need to play the battle out in a location of your choice), or they can attempt a Hire Adventurers activity to do the same. If, by the Event phase of the next Kingdom turn, Zozraael hasn't been defeated, he moves to a new settlement and the event continues.

ZOZRAAEL — CREATURE 16

Male horned devil (*Pathfinder Bestiary 2* 76)

Initiative Perception +28



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PART 5:

THE LONELY BARROW

The isolated barrow mound of a barbarian warrior king stood in this section of the Kamelands for thousands of years. Over time, the earth near the mound subsided, opening a crack in the side of the tomb and disturbing the warlord's undead guardians, who were sworn to defend their lord and his sepulcher, even beyond death. The warlord, now known as the Lonely Warrior, has risen as an undead blasphemy himself. Still bound inside his crypt, he rages against the walls of his prison, dreaming dark dreams of conquest and blood. Yet for all their wrath and hatred, these undead have relatively little impact on the surrounding terrain. This, along with the fact that the tomb is not easily distinguishable from the other hills dotting the landscape, means that the barrow has gone undiscovered for many centuries.

Any attempt to Reconnoiter this hex reveals the entrance to the Lonely Barrow if the PCs succeed at a DC 20 Perception check. If the PCs have the treasure map from the Tomb Treasure quest (page 75), they can find the entrance automatically.

FEATURES OF THE BARROW

The Lonely Barrow is located at area **TW5** in Tuskwater. Its interior is unlit, and its ceilings average 7 feet high in halls, but rise to 9 feet high in chambers. This minor encounter area has no significant plot impact on the rest of Kingmaker, although defeating its undead occupant rewards the PCs with potent treasures, which may prove particularly useful against the trolls that will eventually challenge their rule.

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C1. ENTRYWAY — TRIVIAL 3

The walls of this octagonal chamber are caked with dust. Here and there, faint glimpses of a detailed mosaic can be seen under the grime. A thick carpet of guano covers the floor; it's crawling with insects, and the sharp tang of ammonia hangs in the air. A cobweb-filled tunnel to the east leads deeper underground.

If the PCs take a few hours to clean the walls of this entryway, they'll find them decorated with crude mosaics of simple village life: hunting, fishing, and farming. A PC who then studies the mosaics and succeeds at a DC 25 Society check to Recall Knowledge correctly interprets the village life depicted as that of ancient Kellids, and that the art style and certain fashions depicted exclude Taldan influence, suggesting this barrow's creation predates the Second Army of Exploration, dating it over 4,000 years old.

Creatures: Hundreds of vampire bats make their home in this room, flying through the open doorway each night to feed; they eagerly attack any living intruders in the entryway, but won't pursue them into area **C2**.

VAMPIRE BAT SWARMS (2) — CREATURE 1

Pathfinder Bestiary 39
Initiative Perception +10

Resource: If the PCs manage to learn the truth about how ancient this barrow is by studying the wall mosaics (either here or elsewhere in the complex), they can use the discoveries as a display in one Museum of their choice constructed anywhere in their kingdom, despite the fact that these items aren't magical items. This display need not consist of the physical carvings on the walls here—detailed copies or painted reproductions will suffice.

C2. CENTRAL CHAMBER — MODERATE 3

Four tunnels exit this circular chamber in the cardinal directions. Between these entrances, each wall section is decorated with a different large, monstrous stone face, leering or grimacing into the room. A skeleton sprawls facedown in the middle of the room.

Success at a DC 20 Nature check to Recall Knowledge lets a PC recognize the stone faces as representations of the four winds, incarnated as malevolent elemental spirits. These faces are a key component of the trap placed within this room to discourage tomb robbers.

Hazard: The architects of this tomb left a dangerous trap to deter any would-be thieves.

BREATH OF DESPAIR — HAZARD 5

COMPLEX | MAGICAL | TRAP

Stealth +13 (trained)
Description The faces carved on the wall appear to inhale, then exhale slithering tendrils of darkness to harm those who would despoil the tomb.
Disable Thievery DC 23 (expert) to disarm the trap's sensors in the chamber floor, or *dispel magic* (3rd level; counteract DC 23) to counteract the faces. Breaking one of the faces on the walls reduces the trap's save DC, attack rolls, and its total actions by 1 per broken face; if all four faces are destroyed, the trap is disabled.
AC 22; **Fort** +15, **Ref** +9
Face Hardness 12; **HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage
Draining Inhalation ↻ (divine, necromancy) **Trigger** A non-flying living creature moves more than 10 feet into area **C2**; **Effect** Each face inhales then exhales, and all living creatures in area **C2** feel their strength and vitality being drawn out of them as tendrils of shadow from the faces latch onto their bodies. Each creature must succeed at a DC 22 Fortitude save or become enfeebled 1 (enfeebled 2 on a critical failure).
Routine (4 actions) The trap loses 1 action per disabled face each turn. On each action, a different face spews a writhing breath of darkness from its mouth to a target in area **C2**. A creature can only be targeted once per round by the despairing breath, so if fewer than four creatures are in the room, the trap won't be able to take full advantage of all four of its actions.
Ranged despairing breath +17 (fear, mental), **Damage** 2d8+7 mental damage; no multiple attack penalty. A creature damaged by the despairing breath must succeed at a DC 22 Will save or become frightened 1 (or fleeing 1 on a critical failure); this effect has the fear trait.
Reset The trap resets after 1 minute.

Treasure: The skeleton is all that remains of a previous unlucky tomb robber who found their way into the barrow. While most of the skeleton's equipment has rotted away, a tarnished copper *ventriloquist's ring* still encircles one bony finger.

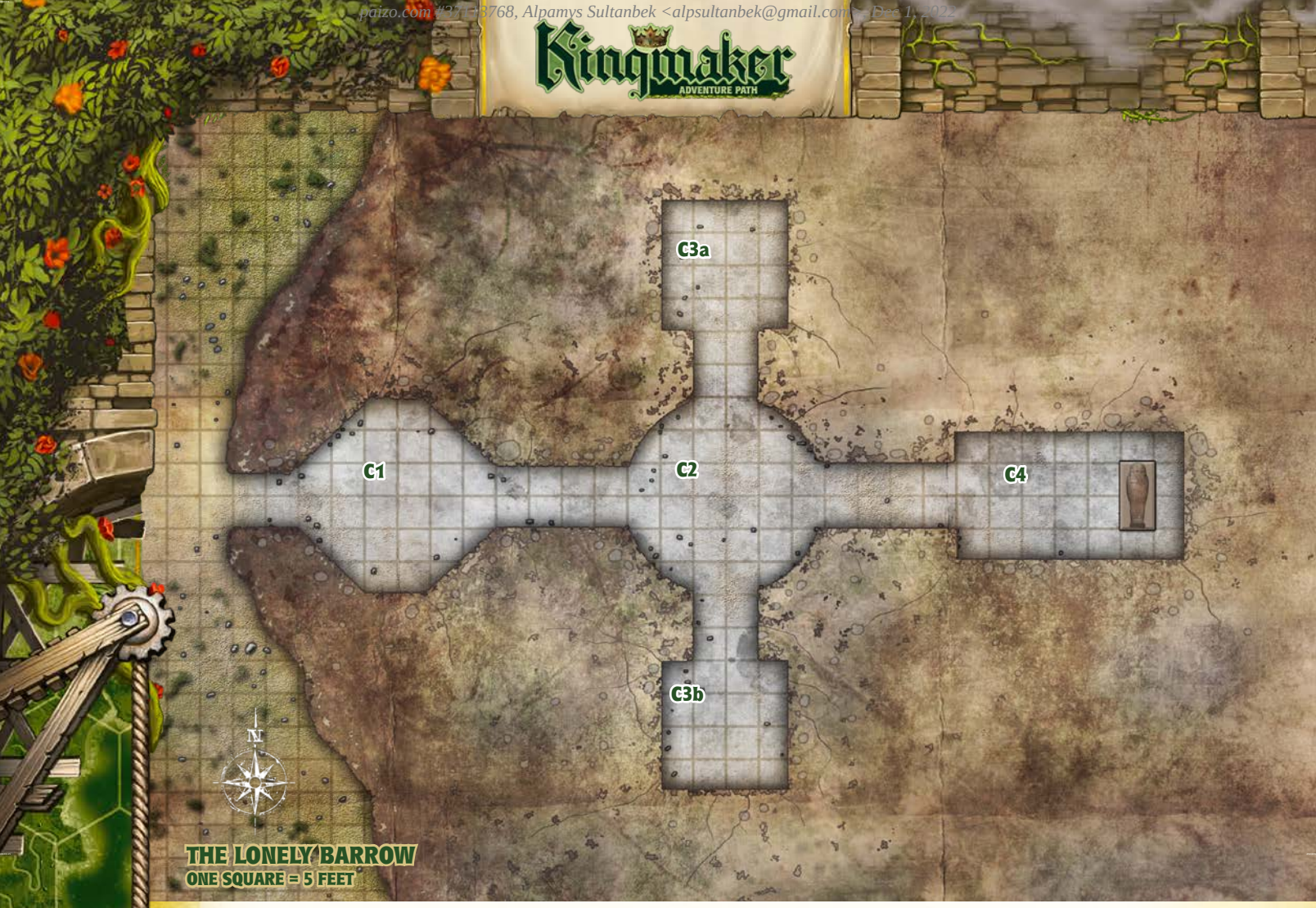
C3. CRYPTS — SEVERE 3

The walls of this dusty chamber are encrusted with grime, but here and there, hints of mosaic scenes can be glimpsed beneath the filth. Four biers line the walls, the resting places of respected warriors.

As in area **C1**, the walls of both of these crypt chambers can be cleaned and then studied to learn about the true age of the barrow. The cleaned mosaics depict scenes of hunting game (in area **C3a** to the

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north) and warfare against giants (in area **C3b** to the south). Both crypts house the remains of those warriors honored with the privilege and duty of joining their lord in death and defending his barrow.

Creatures: A pair of undead guardians—skeletal champions—stand vigil in each of these chambers. While they don't attack when they hear the sounds of the trap in area **C2**, they do stand ready to react. As soon as either of these rooms is entered, the skeletal champions in that room bang their swords on their shields, taking an action at the start of their turn to do so. This alerts the skeletal champions in the other crypt, who immediately move to join the first pair, potentially escalating a Low encounter into a Severe one. The skeletal champions pursue foes throughout the barrow, but not outside.

SKELETAL CHAMPIONS (2 OR 4) CREATURE 2

Pathfinder Bestiary 298
Initiative Perception +8

C4. THE WARRIOR'S TOMB SEVERE 3

The walls of this chamber are adorned with a plethora of weapons, shields, armor, and tattered banners and standards. Interspersed among the displayed arms are scenes of battle, pillage, and conquest. These carvings are caked in flaking pigments, and many have been defaced, apparently by repeated weapon blows.

The Lonely Barrow is the final resting place of an ancient barbarian warlord, his name long lost to history, who was interred in this crypt. The carvings and decor on the walls in this chamber have weathered the passage of time better than those to the west, and no cleaning is required to study them.

Creature: Although the warlord was laid to rest in an impressive tomb along with his loyal guards, the greedy brother who succeeded him claimed his fallen kin's magic weapon as his own rather than burying the warlord with it. Angered at this blasphemy, the warlord's spirit rose as an undead menace not long after. He sought out the treacherous brother, and although the stolen weapon became broken in the fight that followed, the undead warlord succeeded in killing his brother and returned to this cairn with his reclaimed weapon; he has stood eternal guard over his tomb ever since.

The Lonely Warrior attacks any living creature that enters his tomb and fights until destroyed. He pursues

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foes throughout the barrow, but leaves it only to pursue anyone who fled the crypt after stealing his sword.

THE LONELY WARRIOR CREATURE 6

UNIQUE | LE | MEDIUM | UNDEAD | WIGHT

Variant cairn wight (*Pathfinder Bestiary 2* 292)

Perception +14; darkvision

Languages Common, Hallit, Necril

Skills Athletics +15, Intimidation +14, Stealth +13

Str +6, **Dex** +2, **Con** +6, **Int** +2, **Wis** +4, **Cha** +3

Items broken *+1 cold iron flaming bastard sword,* chain mail, wooden shield (Hardness 3, HP 12, BT 6)

AC 23 (25 with shield raised); **Fort** +15, **Ref** +13, **Will** +14

HP 106, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Final Spite ↻ **Trigger** The Lonely Warrior is reduced to 0 Hit Points; **Effect** The Lonely Warrior makes a Strike before being destroyed. It doesn't gain any temporary Hit Points from its drain life on this Strike.

Speed 25 feet

Melee ❖ *bastard sword* +18 (broken), **Damage** 1d8+7 slashing plus drain life

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

Drain Life (divine, necromancy) When the Lonely Warrior damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, it gains 5 temporary Hit Points, and the creature must succeed at a DC 21 Fortitude save or become drained 1. Further damage dealt by it increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Lonely Dirge ❖❖ (auditory, divine, emotion, fear, mental, necromancy) The Lonely Warrior's funeral dirge is somewhat different from the standard cairn wight dirge: its droning, unnerving chant forces living creatures within 50 feet to attempt a DC 24 Will save. The Lonely Warrior can't chant a new Lonely Dirge for 1d4 rounds.

Critical Success The target is unaffected.

Success The target is stupefied 1 by gnawing pangs of loneliness until the end of its next turn.

Failure The target is stupefied 1 for 1 hour.

Critical Failure The target is stupefied 1 for 24 hours and takes a –2 status penalty to saves against drain life.

Treasure: While the Lonely Warrior is presented in this adventure as wielding a broken bastard sword, consider changing its weapon to a type used by one of your PCs, particularly if they've been lured here by the Tomb Treasure quest that promised a specific magic weapon. You don't need to adjust the Lonely Warrior's statistics beyond potentially changing the damage it deals with its Strike, since the weapon must be repaired before it can once again function as a *+1 cold iron flaming weapon*.



THE LONELY WARRIOR

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PART 6:

ISLE OF THE LIZARD KING

A small band of lizardfolk—known in their own tongue as iruxi—inhabits a muddy island in the middle of a particularly swampy stretch of the Murque River, about 2 miles west of Candlemere. Although the lizardfolk huddle up in the winter, they become quite aggressive during the spring and summer, ferociously attacking anyone entering their territory. Despite their reputation for violence during the warmer months, these lizardfolk are traditionally non-confrontational and don't seek to expand their territory. Although they do devour other intelligent creatures, this is a practical habit rather than a ritualistic custom or a craving for cruelty. "Meat is meat," they often say, and life in the Stolen Lands is too harsh to forgo a perfectly good source of food because of a taboo against the consumption of thinking creatures.

These lizardfolk have long regarded the eerie lights that glow and dance above Candlemere's central island with something akin to religious awe, believing them to be the spirits of fallen lizardfolk heroes. The tribe's current leader, Vesket, claims to be able to speak to one of these spirits. He believes it to be a revered ancestor and holds its advice in high esteem. In reality, this "spirit" is a will-o'-wisp drawn from Candlemere Island who has discovered that urging the lizardfolk to greater violence provides it with a never-ending feast of fear and pain.

Note that these lizardfolk are chaotic neutral, rather than true neutral—and if they're left under the influence of the will-o'-wisp for much longer, they'll slide into chaotic evil and become a dangerous threat to the region!

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THE LIZARDFOLK VILLAGE

The Isle of the Lizard King is located in the Kamelands at area **KL3**. No bridge connects the isle to the riverbank; the lizardfolk simply swim to and from the island as needed. Fortunately for the PCs, the waters are relatively calm, and it's only a DC 20 Athletics check to swim through the ten- to fifteen-foot-deep river. Read the following description as the PCs approach.

A low, muddy hummock protrudes from the middle of the widening river, surrounded by a palisade of outward-facing, sharpened wooden stakes. The waters of the river itself flow relatively serenely and are surely too deep to simply wade through. Beyond the palisade walls, tendrils of smoke rise from a handful of small mounds clustered around a single larger mound. A simple wooden gate on the eastern side of the hummock seems to be the only entrance to the fortified island.

Approximately 150 feet in diameter, the island sits only about 10 feet above the level of the surrounding waters. The surrounding palisade is 10 feet high. The mud mounds are the lizardfolk's homes—each has a single entrance covered with a fur pelt flap to keep the warmth in and the weather out, as well as a chimney hole at the top. 50 feet of 10- to 15-foot-deep water separates the island from both the north and south riverbanks, and breaching the palisade requires success at a DC 20 Athletics check to Climb or a DC 30 Acrobatics check to Squeeze between two of the trunks. PCs attempting to breach the palisade must also succeed at Stealth checks against the guards' Perception DC of 18 to avoid attracting the attention of the lizardfolk stationed at the gate (area **D1**).

D1. GATE — LOW 3

The palisade's wooden gate is 8 feet high and barred on the inside, requiring a successful DC 20 Athletics check to Force Open. Alternatively, a PC can try to succeed at multiple DC 15 Thievery checks to Disable a Device to remove the hinges from the gates so they simply fall down on their own; this requires four separate successful checks (one for each hinge).

Creatures: A group of four lizardfolk scouts stand sentry near the gate, and if they spot anyone approaching the village, they assume the worst and prepare for battle. Still, they won't initiate combat unless they are attacked first, or if the PCs attempt to breach the gate, climb the palisade, or otherwise attempt to invade. The lizardfolk don't receive many visitors and are a bit taken aback if the PCs wish to speak to them instead of fighting. Any attempt at Intimidation immediately goads the lizardfolk into attacking, as will any failed Deception check to Lie to them. The lizardfolk themselves are unfriendly, but if the PCs Make an Impression to shift them to indifferent with a successful DC 13 Diplomacy check, the iruxi scouts lower their guard a bit and tell the PCs to wait there while they get their king to speak with them (area **D5** details how King Vesket interacts with visitors).

If the PCs can make the scouts helpful with a critical success while Making an Impression (or through other methods, such as with magic), the scouts look at each other nervously, then one calls down to the PCs to wait there. That scout then slips out of the gate to speak to the PCs in person—she's obviously nervous and jittery as she talks; she tells the PCs that an "evil spirit" has invaded the village and has been goading their king toward greater and greater acts of cruelty. The lizardfolk shamefully admits to having been on a few "human hunts" in this case, but just as quickly says that the hunts weren't her idea—they were given to her leader by the evil spirit. The lizardfolk asks the PCs to return that night, quietly, and she promises to let them in and lead them to the spirit hut, hoping they can defeat the evil spirit and free the village from its influence. She warns them that many of the other lizardfolk, particularly their king, Vesket, are more enthralled by the spirit, and that they should avoid interacting with the others until the spirit is defeated.

If violence breaks out, the four scouts hunker behind the palisade for cover and use their blowguns on the PCs to try to poison them, but they don't engage in melee until the PCs manage to get into the village. Regardless, the iruxi raise the alarm with loud, barking cries and, as the fight goes on, other lizardfolk come to the defense of the village. Those at area **D2** arrive at the scene of battle in 1d4 rounds, and three of the lizardfolk from area **D4** arrive 1d4 rounds after that. The final warrior from **D4** arrives 2 rounds later with the muggers from area **D3**. The Lizard King himself arrives 1d8 rounds after first hearing the alarm, accompanied by his blood caimans and his spouses from area **D6**.

LIZARDFOLK SCOUTS (4) — CREATURE 1

Pathfinder Bestiary 231
Initiative Perception +8

D2. FAMILY HUTS — LOW 3

Each of these mounds holds a small lizardfolk family. While only about 4 feet high on the outside, the floors are sunken, making the total interior height about 8 feet. The huts are cozy and warm, with a central firepit, woven reed dividers, and simple furnishings.

Creatures: Each of these mounds houses a family of four lizardfolk defenders, although currently, most

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of them are out in the wilds on the hunt. Only two lizardfolk defenders remain in each of these two huts at the moment. They raise the alarm immediately if they spot intruders.

LIZARDFOLK DEFENDERS (4) CREATURE 1

Pathfinder Bestiary 230
Initiative Perception +7

D3. LIZARD KENNEL LOW 3

A leather flap over the doorway to this low mound is tied shut with several sinew cords. A large stack of bones, each stripped of flesh and scarred by sharp teeth, lies near the doorway, and the air within is unpleasantly humid and reeks of reptile.

Creatures: This mound serves as a kennel for the village's pet lizards—a pair of Narlmarch muggers, giant lizards native to the Stolen Lands to the west. Though well fed, the muggers always enjoy the taste of fresh, warm-blooded prey, and attack any non-lizardfolk entering the mound. The lizards are particularly loud when angered, and their frenzied hissing and growling is likely to raise alarms.

NARLMARCH MUGGERS (2) CREATURE 3

Elite giant monitor lizard (*Pathfinder Bestiary* 6, 229)
Initiative Perception +9

Treasure: Each mugger wears a leather collar studded with rough-cut shards of quartz. Each collar is worth 5 gp.

D4. WARRIORS' HUT MODERATE 3

The exterior of this mound is decorated with colorful geometric patterns painted in muds and clays of different shades. The bleached skulls of various swamp creatures hang from the walls by ropes made of twisted vines.

A PC succeeding at a DC 20 Religion or Society check to Recall Knowledge recognizes the patterns painted on the hut as symbols of strength, virility, and skill in battle, but they're not associated with any established faith.

Creatures: Four lizardfolk warriors, the strongest and bravest members of the village, currently reside in this mound; they are inside, arguing about who has the most impressive frills and claws. All four warriors have painted their scales with blue woad and their claws

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with red ochre. They wear leather armor and wield longspears and javelins. Loyal to the king and eager for battle, these iruxi immediately attack the PCs on sight if they encounter them in the village, but they don't raise the alarm until after one of their number is slain.

LIZARDFOLK WARRIORS (4) CREATURE 2

UNCOMMON CN MEDIUM HUMANOID LIZARDFOLK

Variant lizardfolk (*Pathfinder Bestiary* 230)
Perception +7
Languages Draconic, Iruxi
Skills Acrobatics +6, Athletics +8, Stealth +6, Survival +7
Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0
Items javelins (10), leather armor, longspear

AC 17; **Fort** +9, **Ref** +8, **Will** +7
HP 36
Attack of Opportunity ↷

Speed 25 feet, swim 15 feet
Melee ❖ longspear +10 (reach), **Damage** 1d8+6 piercing
Melee ❖ jaws +10, **Damage** 1d6+6 piercing
Melee ❖ tail +10 (agile), **Damage** 1d4+6 bludgeoning
Ranged javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
Deep Breath A lizardfolk warrior can hold their breath for 180 rounds (18 minutes).
Sudden Charge ❖❖ With a quick sprint, the lizardfolk warrior dashes up to their foe and swings. They Stride or Swim twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.
Terrain Advantage Non-lizardfolk creatures in difficult terrain and non-lizardfolk creatures that are in water and lack a swim Speed are flat-footed to the lizardfolk warrior.

D5. LIZARD KING'S HUT SEVERE 4

The village's central mound stands fully fifteen feet high, dwarfing the surrounding huts. Bones of all shapes and sizes crown the dome, sticking out of the dried mud at erratic angles. Fresh marsh grass has been scattered around the mound's perimeter, and two spears, hung with feathers and other fetishes and topped with the painted skulls of fanged lizards, flank the mound's entrance. The bright-green hide of some large swamp reptile serves as the hut's entrance flap.

This large mound is the home of the lizardfolk's leader, a hulking iruxi named Vesket. While impressive on the outside, the Lizard King's hut is not much different from the others on the inside—the firepit, the reed dividers, and the crude furniture are all the same, although the floor is carpeted with fresh marsh grass and plush furs and the ceiling is 15 feet high. A 5-foot-diameter hole in the dirt floor drops 10 feet to a half-flooded, muddy tunnel that leads to the hatchery (area **D6**).

Creatures: Unless the village has been alerted, Vesket can be found here. At night, there is a 3 in 4 chance that he's visiting the hatchery (area **D6**), and every morning he spends at least an hour listening to the advice of his "ancestral spirit" in area **D7**. Vesket is accompanied at all times by his two pet blood caimans (a northern variety of crocodilian with black scales and red striping on the head and back).

Unless the PCs have managed to broker a meeting with him (as detailed in area **D1**), Vesket's immediate reaction to them is a mix of rage and excitement—his ancestral spirit has promised him that someday soon



KING VESKET

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he'd get the chance to test his valor against worthy foes. He fights to the death once battle begins; the rest of the lizardfolk immediately flee to their homes and cower if word of the king's death spreads.

If the PCs manage to secure an audience with Vesket, such a talk is likely to take place at the village gates at area **D1**. Convincing the violent iruxi to speak if the PCs encounter him without the benefit of first arranging an audience with the scouts is unlikely to occur without magic unless they tell him (and can prove) that they've slain the will-o'-wisp in area **D7**. Vesket is impatient and short-tempered, and his initial attitude is hostile. Attempts to Make an Impression must critically succeed at a DC 22 Diplomacy check to make him indifferent, but any attempt to do so that fails to make him at least unfriendly goads him into attacking. Vesket admits that they've increased their hunting of humans in the region, but says that the decision was made by his "ancestor," Stisshak, and that if the PCs wish, he will escort them there to speak to the spirit. In this event, Vesket observes the PCs' interaction with the will-o'-wisp in area **D7** as detailed there; otherwise he orders the PCs to leave his domain at once. He attacks if they refuse.

BLOOD CAIMANS (2) CREATURE 2

Crocodile (*Pathfinder Bestiary* 67)
Initiative Perception +7

KING VESKET CREATURE 6

UNIQUE | CN | MEDIUM | HUMANOID | LIZARDFOLK

Male lizardfolk king
Perception +12
Languages Common, Draconic, Iruxi
Skills Athletics +15, Diplomacy +13, Intimidation +15, Nature +12, Stealth +13
Str +5, **Dex** +3, **Con** +3, **Int** +2, **Wis** +2, **Cha** +5
Items leather armor, *+1 striking trident*

AC 23; **Fort** +15, **Ref** +15, **Will** +12
HP 115

Righteous Certainty (mental) Whenever Vesket becomes frightened, he reduces the condition value by 1. If Vesket ever realizes the spirit of Stisshak is actually a will-o'-wisp, he loses this ability.

Speed 25 feet, swim 20 feet
Melee ❖ *trident* +18 (thrown 20 feet), **Damage** 2d8+7 piercing
Melee ❖ jaws +17, **Damage** 2d8+7 piercing
Melee ❖ tail +17 (agile, sweep), **Damage** 2d6+7 bludgeoning
Ranged ❖ *trident* +18 (thrown 20 feet), **Damage** 2d8+10 piercing
Trident Twist ❖ **Requirements** Vesket is wielding a trident; **Effect** Vesket attempts to Disarm a foe. If he critically succeeds, he makes a trident melee Strike against the disarmed foe, using the same multiple attack penalty as the Disarm attempt. The trident Strike does not count toward his multiple attack penalty.
Triumphant Roar ❖ **Requirements** Vesket's last action reduced a foe to 0 Hit Points; **Effect** Vesket attempts an Intimidation check to Demoralize up to four foes within 30 feet. For each success, he gains 4 temporary Hit Points (8 on a critical success) that last for 10 minutes.

Treasure: The Lizard King has collected some treasures in his hut, including 345 sp, a coral crown embedded with lapis lazuli worth 30 gp, a malachite statuette of a serpentine dragon worth 12 gp, and various furs worth a total of 18 gp. A successful DC 21 Perception check made by a PC while searching the hut's contents is enough to discover one additional item of value—a *dragon turtle scale*.

D6. HATCHERY TRIVIAL 4

Perfumed smoke hangs heavy in the close, almost uncomfortably warm confines of this mound. A couple of red-tinted lanterns hang from the ceiling, and brightly colored woven mats drape the walls and carpet the dirt floor. A small mound of coals glows in a firepit in the center of the room.

This mound is the home of the Lizard King's chosen mates, and everyone other than the king himself is forbidden to enter. The only entrance into the hatchery is via the tunnel from area **D5**; it has no exterior doorways. One of his mates has recently laid an egg—it sits atop a small mound of mud close to the firepit.

Creatures: The three lizardfolk that dwell here are Vesket's consorts. While they're charged with guarding the eggs, they are not prisoners. More loyal to the idea of protecting the village's future than they are to Vesket, they do not come to his aid if they hear combat in area **D5**. If an intruder pokes their head out of the tunnel, the three defenders snatch up their weapons and surround the exit, trying to keep any more intruders from invading their home.

LIZARDFOLK DEFENDERS (3) CREATURE 1

Pathfinder Bestiary 230
Initiative Perception +7

Treasure: The Lizard King's consorts wear jewelry worth a total of 10 gp each.

D7. SPIRIT HUT SEVERE 4

This mound has a deserted, run-down look to it. The mud is dried and cracked, and no smoke issues from its chimney.

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Within, the air is strangely cold and dry, and the walls themselves have been decorated with images of violence showing lizardfolk fighting in long, bloody wars against humans, dwarves, and elves. In many of these scenes, a single regal lizardfolk directs their armies to great victories.

Creature: Vesket believes that the spirit of one his forebears, the great lizard king Stisshak, looks over his tribe and guides it from beyond. Vesket frequently comes to this hut to talk with his ancestor about history, strategy, or any other problems he is having. Most times, the spirit of Stisshak remains silent, but occasionally it responds, appearing to Vesket as a manifestation of the ancient lizardfolk king, surrounded by a pulsing greenish glow. Regardless of whether the spirit speaks, it has appeared at all the tribe's major battles, a fact that quashed any doubts among the lizardfolk about whether Vesket actually communicates with the spirits of the honored dead.

Unknown to both Vesket and the rest of the tribe, Stisshak's "spirit" is in truth a subversive will-o'-wisp that has found itself a gullible society. Having lived for centuries, the will-o'-wisp is able to convincingly portray an ancient hero from the past, and by urging Vesket to seek more glory for his people in war (often through the influence of magical nightmares or modified memories), the will-o'-wisp has a ready supply of fear to feed on. Occasionally, it grows bored and wanders off into the swamp on its own inscrutable errands, but it always returns, inevitably pushing Vesket to go to war so it can feed on the fresh fear of the dying.

If by some chance the PCs have made peaceful contact with the lizardfolk, the will-o'-wisp sees them as a new source of food and persuades Vesket to turn against them, regardless of any promises made. If the will-o'-wisp is aware of the PCs, it uses its ability to go dark to Hide. At a dramatic moment, it reappears in a flash of green light as a floating lizardfolk skull, hoping to scare the PCs. In combat, the will-o'-wisp shocks the closest person with its touch, concentrating its attacks on that character until it can feed on its victim's dying fear. If reduced to 20 Hit Points or fewer, the will-o'-wisp goes dark and flees into the swamp, abandoning the lizardfolk.

This particular will-o'-wisp has developed unusual abilities over the course of its time living among and influencing the lizardfolk, and is a bit more dangerous than most of its kind.

SPIRIT OF STISSHAK CREATURE 7

UNIQUE CE SMALL ABERRATION AIR

Variant will-o'-wisp (*Pathfinder Bestiary* 333)

Initiative Perception +18; darkvision

Languages Aklo, Common, Draconic, Iruxi

Skills Acrobatics +20, Deception +14, Intimidation +14, Religion +12, Stealth +18

Str –5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +5, **Cha** +2

AC 28; **Fort** +12, **Ref** +18, **Will** +16

HP 65; **Immunities** magic

Glow (aura, light) 20 feet. As will-o'-wisp

Magic Immunity As will-o'-wisp.

Speed fly 50 feet

Melee ❖ shock +19 (electricity, magical), **Damage** 2d8+6 electricity

Occult Innate Spells DC 25; **4th** *modify memory*; **3rd** *fear*, *mind reading*, *nightmare*

Feed on Fear ❖ (concentrate) As will-o'-wisp.

Go Dark ❖ (concentrate) As will-o'-wisp.

Invoke Stisshak ❖❖ (auditory, illusion, occult, visual) **Frequency** once per day; **Effect** The Spirit of Stisshak manifests a shimmering form, that of a regal lizardfolk king made of flickering ghostly light. This image is Medium and must manifest within 10 feet of the will-o'-wisp. The will-o'-wisp can sustain the image by concentrating, and can speak through it and control minor motions (such as movement of limbs), but cannot cause it to leave the square in which it appeared. The will-o'-wisp gains a +2 circumstance bonus on Intimidation checks made to demoralize foes through this invoked image. Any damage inflicted to the will-o'-wisp or the illusion itself causes the invoked illusion to vanish immediately.

Treasure: While the will-o'-wisp neither needs nor wants treasure, Vesket believes he must make offerings to the spirit of his ancestor to keep it appeased. These offerings lie in a small pile in the middle of the floor and include a low-grade cold iron longspear, a *tree feather token*, a *bloodseeker beak talisman*, animal skins worth a total of 20 gp, three citrines worth 4 gp each, and 22 sp. The room also contains two wooden discs marked with a troll claw; Vesket was hoping to get guidance on whether to accept Hargulka's invitation to join his monster kingdom (as detailed on page 200), but the lizard king has not yet received any word from Stisshak's spirit.

Resources: If the will-o'-wisp is defeated, the lizardfolk themselves, and in particular Vesket, become appalled and ashamed if they realize the truth. Convincing Vesket he's been tricked can be tough, though, as he continues to believe his version of reality. To convince him that they were all mislead, the PCs must make a successful DC 22 Diplomacy check as part of a one-minute activity. Alternately, one month later, the lizardfolk and their king accept the truth after so many weeks of having no visitations from "Stisshak." From this point forward, assuming the PCs remain supportive of the iruxi, the lizardfolk village's Negotiation DC (page 519) is reduced to 18.

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PART 7:

CANDLEMERE ISLAND

Ages ago, the area now known as the Stolen Lands was under the control of warring groups of Kellid humans. The vast land provided ample opportunity for cults with malign intent to hide themselves away, out of sight of those who would quash their evil worship. One such cult venerated the Outer God Yog-Sothoth, an alien entity believed by some to be a self-aware incarnation of the Dark Tapestry or the Dimension of Time, and who is thought by some to be a patron of those who seek control over portals and dimensional travel. Although impartial to the needs and interests of mortal life, Yog-Sothoth's cultists have a long tradition of treating non-cultists as cattle for sacrifice.

Many cultists of Yog-Sothoth see in the Outer God opportunities for great power, and so they seek methods to draw its presence into this world for their personal gain. Through the sacrifice of individuals or of entire settlements, worshippers of Yog-Sothoth can secure the power and esoteric secrets they desire, but always at the cost of humanity, sanity, and life. Where worship of Yog-Sothoth occurs, the world itself is stained and tainted forever.

Candlemere Island is one such stain.

CANDLEMERE'S LEGACY

A misanthropic Kellid visionary and narcissist named Foras established a cult of Yog-Sothoth in this area many centuries ago, long before Taldor first arrived with their Second Army of Exploration. He named his cult the Thresholders, for he believed that by

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luring Yog-Sothoth over the dimensional threshold upon which the Outer God was said to lurk, Foras would be rewarded with power over the dimensions themselves. He believed that with such power time travel, life beyond death, and the secrets of the universe would all be within his grasp. Under the Kellid's guide, the Thresholders constructed a vast underground complex below a single tower intended to serve as a metaphysical beacon for Yog-Sothoth's influence. From the tower, the cult made astronomical observations, while from the chambers below they prepared raids to kidnap potential sacrifices. Their evil work attracted several will-o'-wisps to the area, and it became known as Candlemere.

As their raids on regional settlements increased their notoriety, Foras's cult eventually attracted the attention of an opposing religious sect—worshippers of Pharasma who worked to beat the Thresholders back into their subterranean chambers and then seal them within. These Pharasmins—including Foras's brother—chose to lock themselves within these ancient chambers to prevent the cult's return, and the tower above was slowly forgotten and crumbled down to its foundation. The only inhabitants left were the will-o'-wisps, lending Candlemere a sinister reputation. Additional details on this ancient conflict, as well as the dungeons deep below the island, appear in Chapter 9, but the aboveground ruins and the uppermost level of the subterranean chambers aren't nearly as dangerous or threatening.

CANDLEMERE TODAY

Even thousands of years after the cult's prominence, Candlemere remains a menacing location. The name is now affixed not just to the tower but to the surrounding area as well. A large lake surrounds the reed-choked hill where the tower stands; this body of water is sometimes called Candlemere Lake, and its island is sometimes called Candlemere Island. None but pedantic cartographers argue over the distinction (and neither is precisely correct), because only the foolhardiest travelers visit Candlemere itself.

The haunted lake is notorious throughout the Stolen Lands. Stories from explorers, hunters, and traders alike support these legends with eerie tales of strange lights dancing upon the waters, blood-curdling cries from what could be lost souls, and mysterious sightings of shapes rippling across the lake's dark surface. Those who spend the night on the shore have a 20 percent chance of spotting the "Candlemere lights," flickering spheres of color that dance over the water. Sphere sightings are all but guaranteed once one travels to the island itself, for the source is the will-o'-wisps who have dwelled on the isle for centuries.

CANDLEMERE ISLAND

Candlemere Island is a forbidding heap of land choked with stinging nettles (page 77) and covered with a thin mist regardless of the ambient weather. The 40-foot-tall ruined tower at the island's summit is visible from quite a distance away, as are the darting lights of the will-o'-wisps drawn to the tower's malevolent aura; both give the island an otherworldly appearance through the swirling mist.

E1. SHORE — MODERATE 4

It's difficult to tell where the lake ends and the island begins, as the island is surrounded by dense tangles of reeds and greenish scum that floats on the still water. A dilapidated pier extends from the island's southern shore.

A few decades ago, an enterprising trader who realized no one traveled to Candlemere Island decided to build a storehouse on it for goods brought up the river. She and her doughty employees got as far as constructing part of a pier on the first day, but when night set in, the island's will-o'-wisps descended upon the group and killed them all. The unfinished pier is being slowly reclaimed by the vegetation on the island.

Creature: Will-o'-wisps aren't the only dangers that dwell on Candlemere. A single shambler lurks on the overgrown bank near the pier, just to the west side. It's desperate for a filling meal and eagerly ambushes any creatures that approach on the path or moor at the pier, fighting until slain.

SHAMBLER — **CREATURE 6**

Pathfinder Bestiary 290

Initiative Stealth +12

Treasure: On the shore near the dilapidated pier lie the shattered remains of three wooden crates. Their contents have all been rotted or picked apart by scavenging animals, save for a glass vial containing a *moderate potion of swimming* and a tattered leather pouch containing 15 gp and a garnet worth 20 gp.

E2. OVERGROWN ISLAND

Nettles and brambles cover the island except for a narrow, weedy path leading from the pier at the island's south end to the collapsed tower rising from the island's summit. In addition to the thorny plants, a thin mist makes it difficult to see the ground.

The path, winding up from the pier to the tower at the isle's peak, is overgrown, but still easier to navigate than the rest of the isle, which is covered with stinging

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nettles and bushes with sharp-edged leaves. Except for this path, the island is greater difficult terrain.

E3. TOWER SEVERE 4

This crumbling ruin must have once been a large tower, but only a jagged stone cylinder about forty feet tall remains. Rubble litters the ground outside the tower. The structure itself has only two entrances at ground level: a wide opening to the southeast and a narrow window facing west. Both lead to an interior choked with tumbled stones and weeds. A dark gap in the floor hints at a stone staircase leading down.

The stones of this ruin are far older than ruins elsewhere in the Stolen Lands, and date from the Age of Destiny. Faint carvings of strange symbols are barely visible on some of the tower's walls. A PC who can read Aklo or who succeeds at a DC 20 Occultism or Religion check to Decipher Writing identifies them as fragments of a series of blasphemous prayers to ancient gods of the Old Cults. A reader who succeeds at a DC 20 Perception check spots the name "Yog-Sothoth" as the entity to whom the prayers are directed.

The staircase in the tower leads down to area **F1**. Medium or smaller creatures can move past the rubble, but larger creatures must succeed at a DC 20 Acrobatics check to Squeeze past or spend back-breaking hours clearing away sufficient rubble to enter.

Creatures: Several will-o'-wisps dwell on Candlemere, but they largely prefer to lurk unseen until night, when their flickering glow helps to maintain the region's unsettling reputation. The wisps tend to drift over the waters to hunt on the lake's far shores as they need to feed, but when the PCs reach this tower, they'll be confronted by one of these evil aberrations that has claimed the ruins as its personal lair. The wisp prefers to wait for the PCs to become exposed to the area's Dread Aura (detailed in the Hazard section below), but attacks regardless as soon as the PCs attempt to descend the stairs to area **F1**. It fights to the death; if the PCs leave the region and return after 24 hours, a new will-o'-wisp has moved into the area. Will-o'-wisps are immune to the Dread Aura's effects.

WILL-O'-WISP CREATURE 6

Pathfinder Bestiary 333
Initiative Perception +16

Hazard: Although the cults that once used this site haven't been to the surface in ages, the stones of the ruin still emanate a psychic echo of the sinister worship once performed here. Any creature that approaches within 100 feet of the tower feels as if something unseen were watching or waiting, and senses that intruders are distinctly unwelcome. This hazard is particularly powerful but not overwhelmingly dangerous. It's unlikely that the PCs will be able to disable it at this time, and are likely to critically fail attempts to resist the effects. This shouldn't prevent them from further exploring the basement below, but it should help to keep the PCs aware that something very powerful may well lurk just beyond their perception. The PCs should not receive XP at this time for experiencing the Dread Aura—the reward for defeating it is included in the XP awards they will earn much later during the events of Chapter 9.

DREAD AURA HAZARD 16

ENVIRONMENTAL MAGICAL

Stealth DC 42 (master)
Description The disturbing sensation of being watched, of having attracted the unwanted attention of something unimaginably powerful, or knowing the eerie conviction that unseen stars in the sky above might be looking down upon this spot grows increasingly overwhelming.
Disable DC 45 Occultism (master) to inscribe eldritch warding sigils on the stones of the tower (this is an activity that takes 1 hour to perform) or defeat the Thresholder influence in the chambers below (as detailed in Chapter 9)
Unsettling Attention ↷ (emotion, enchantment, fear, mental, occult) **Trigger** A creature ends its turn within the ruins of the tower or the chambers below while not currently being affected by the Dread Aura; **Effect** The creature feels as if its presence in the area has attracted the attention of something powerful and must attempt a DC 37 Will save.
Critical Success The creature is unaffected and is immune to the Dread Aura forever.
Success The creature is unaffected and is immune to the Dread Aura for 24 hours.
Failure The creature becomes unsettled and suffers a –2 penalty to all saves against fear effects as long as they remain within the hex containing Candlemere.
Critical Failure As failure, but each time the creature becomes frightened or flees, the fear is physically enervating, and the creature is also enfeebled 1 as long as they remain frightened or fleeing.

Treasure: Partially concealed under a stone in the interior of the tower is a unique *bloodletting kukri* named *Thirst*. The persistent damage dealt by this weapon increases from 1d8 to 2d8 when used against humans, but only when the weapon has previously been used to kill a human within the past 24 hours. A character who is not chaotic is enfeebled 2 when wielding *Thirst*.

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CANDLEMERE BASEMENT

The basement of Candlemere Tower is the first of three underground levels below the isle, and it contains a powerful magical ward—called the Spiral Seal—placed by the ancient Pharasmins to keep the Thresholders locked away for good. The PCs can explore Candlemere's basement at any time, but further progress into the lower levels should be impossible for the PCs to attempt at this time. The second and third levels, accessible only after the Spiral Seal has been breached, are detailed in full in Chapter 9.

The basement chambers were originally constructed by the Thresholders and are made of solid blocks of stone that have weathered the intervening millennia surprisingly well. Ceilings are 10 feet high throughout. The doors are all made of heavy stone that grind closed when not held open, though none bear locks or bars. Except for the fire burning in the globes of the statue in area **F3** and the *everburning torch* in area **F5**, the basement level is entirely unlit.

F1. ENTRY

This low chamber has a steep staircase leading up to the north and stairs leading down to both the east and the west. A small pile of dead leaves and dried nettles has drifted against the south wall.

This room leads down to the ritual chambers beneath Candlemere Tower. The leaves and nettles have blown in to fill a shallow basin beneath an inscription in Aklo that translates literally to "we are those who stand at the threshold," or, more properly, "we are the Thresholders."

Treasure: The basin was once used for making offerings to Yog-Sothoth. Although this was most often blood, six large silver coins still sit in the bottom of the basin. The coins are worth only 1 sp each for their silver content, but to a collector of coins, they're rare examples from the Age of Destiny worth 30 gp each.

F2. RESTING CHAMBER

Several stone benches line the walls of this room. The east wall contains two openings leading to stairs: those to the north go up and those to the south lead downward. The stone blocks of the ceiling have been badly scorched in strange circular patterns.

This room was designed so cultists visiting the lower levels could rest and center their minds on blasphemous cosmic mysteries. It's also where the cultists and the Pharasmins first clashed, bringing powerful forces to bear. The scorching on the ceilings is ancient evidence of a *meteor swarm* spell unleashed in this room. A PC succeeding at a DC 26 Arcana, Nature, or relevant Lore check to Recall Knowledge recognizes the blast patterns as being indicative of a high-level spell, as well as having occurred millennia ago. A critical success is enough to recognize the pattern specifically as having been caused by *meteor swarm*. The bodies that once littered this room in the aftermath of the spell have long ago turned to dust.

F3. STATUE CHAMBER SEVERE 4

This long room has a high, vaulted ceiling twenty feet above the floor. Near the northern end of the west wall, a staircase leads up; near the southern end, another stair leads down. At the south end of the room, a low dais is carved with spiky writing around its base and bears a towering, abstract statue made of more than a dozen stone orbs. Several of the orbs have openings to show that they are hollow, with flames burning within them.

A PC who succeeds at a DC 29 Occultism or Religion check to Recall Knowledge identifies the statue as a representation of Yog-Sothoth. Thresholders who came through this chamber would meditate upon the Outer God before descending further into the ritual chambers. The writing around the base is in Aklo and reads, "Yog-Sothoth Who Knows the Gate; Yog-Sothoth Who Is the Gate. Past, Present, Future—All are One in Yog-Sothoth."

The wall behind the statue bears a hidden door made more difficult to find by millennia of dust. A PC who Searches this area discovers it with a successful DC 24 Perception check. The door doesn't have a handle but opens to a hard push. It leads to area **F4**.

Creatures: The statue animates to defend Candlemere from intrusion, grinding to life with eerie grace. When the Kellid Pharasmins stormed this area long ago, they deactivated the statue with a magical charm, preventing it from animating. That charm expired long ago, and the statue is now ready to attack again. When it moves, the spheres of its body grind and roll against each other without ever separating but without any obvious underlying support (almost as if it were an animated mass of spherical magnets clinging and rolling against each other). The flames in the hollow spheres flare up violently as it attacks (these are the source of the statue's "brazier" attacks). The statue fights until destroyed, but it's too large to leave this room.

GIANT ANIMATED STATUE CREATURE 7

Pathfinder Bestiary 21

Initiative Perception +13

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F4. HIDDEN ARMORY

The air in this room is particularly stale, and thick layers of dust lie in heaps on the floor. Stone shelves on the walls hold fragments and pieces of long-since crumbled supplies, but here and there something whole seems to remain intact.

This small chamber behind the secret door in the statue chamber is a vault the Thresholders could access in the event of an attack. Unfortunately for them, the Pharasmin assault was too swift for the cultists to reach this room.

Treasure: The Pharasmins didn't realize the room was here, so its contents have sat untouched for millennia. Most of the weapons, armor, and other mundane goods stored here have long ago decayed into uselessness, but a few treasures remain. One of the shelves contains a *wand of grim tendrils* (1st) and a garnet-adorned bronze canister worth 20 gp that contains a dose of *dust of appearance*.

F5. CHAMBER OF ARCHES SEVERE 4

A burning metal rod is stuck into the ceiling of this room, providing the space with fitful illumination. The north and south walls of this room each have three enormous arches surrounded by tiny runes. The central arch to the south, and each of the side arches to the north, lead to staircases; the other three arches surround only blank stone.

The runes are a series of tiny stick figures designed to give a perspective that the arches are very, very large. The cultists hoped to one day open magical gates in the empty arches that would lead to distant locations of occult significance to the Elder Mythos, such as distant worlds deep in the Dark Tapestry. However, they didn't acquire the knowledge or occult skill to erect the gates before they were pushed back by the Pharasmins.

The secret door in the east wall can be found with a successful DC 20 Perception check.

Creatures: The Thresholders kept three cultists on guard here. The Pharasmins quickly overwhelmed them, but the eldest cultist spat a curse of vengeance upon them. This curse caused the three Thresholders to rise again as shadows; they have haunted this room ever since. They are unwilling to repeat the failure they made in life and fight intruders tenaciously until destroyed (but do not pursue out of this chamber).

SHADOWS (3) CREATURE 4

Pathfinder Bestiary 289

Initiative Perception +10

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Treasure: The rod is an *everburning torch* driven into the stone at the center of the ceiling.

F6. CHAMBER OF THE SPIRAL SEAL SEVERE 4

The bottom few feet of this rectangular chamber are stained an inky black. Three strange, dark shapes, like frozen shadows, line the walls as though rising out of the blackness at floor level. The lowest portion of the room, near the middle of the south wall, shimmers with a layer of black, tar-like fluid.

In this room, the attacking Pharasmins finally realized that the Thresholders had significantly more forces—and occupied a significantly larger subterranean complex—than they initially believed. They made a difficult decision here and sent about a dozen of their most powerful warriors and psychopomp allies into a shaft leading down from here to the lower level, then plugged the shaft's entrance with a seal of magical stone. Upon this stone, they placed the spiral comet insignia of Pharasma, both to empower its magic and to warn away anyone that would tamper with it. Creating the Spiral Seal required such powerful magic that the Pharasmins involved in the ritual were killed by spiritual backlash—their shadows are the ones scorched onto the walls here. A successful DC 25 Arcana, Divine, Occultism, or Nature check reveals to a PC that these shadows are all that remains of an ancient, powerful backlash of magic.

Creatures: The chamber is not unguarded, for ages ago, a pair of awful, aberrant creatures slithered into it, drawn by the lingering eldritch energies suffusing the area. These monsters are gibbering mouthers, their flesh a dark sludge revealing foul green hues when its mass churns and splits. The gibbering mouthers lie spread out over the Spiral Seal, but they rise up in a shrieking extrusion of eyes and teeth as soon as anyone approaches within 10 feet or attempts to otherwise harm them. The gibbering mouthers fight to the death, but do not pursue the PCs beyond this chamber. You can give the PCs a clue to the nature of the Spiral Seal by having one of the gibbering mouthers use its Ground Manipulation in the room: the area of the seal itself is immune to this effect and remains completely solid.

GIBBERING MOUTHERS (2) CREATURE 5

Pathfinder Bestiary 176
Initiative Perception +15

The Spiral Seal: The Spiral Seal of Pharasma is carved into the stone below the gibbering mouthers. The Spiral Seal resists damage and repairs itself quickly. It can be opened via a rare ritual or brute force, but both of these methods require much more power than 4th-level PCs have access to. See the beginning of Chapter 9 for how the Spiral Seal can be breached and the lower levels of Candlemere Dungeon can be accessed; for now, this enigmatic rune should remain mysterious to the PCs.

Treasure: The bodies of the doomed Pharasmins who perished here were vaporized along with much of their gear, but a successful DC 20 Perception check reveals to a PC one small object that survived the blast and has remained under a layer of dust in the southwest corner of the room for centuries—a *ring of negative resistance* bearing the symbol of Pharasma. This ring functions as a *ring of energy resistance*, save that it protects against negative damage rather than a type of energy damage.



GIBBERING MOUTHER

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PART 8:

THE FORGOTTEN KEEP

Long ago, before the fall of the *Starstone*, when the Verduran Forest stretched from the World's Edge Mountains to the Lake of Mists and Veils, the elves built an outpost far to the north in what is now the northern River Kingdoms. When they fled Golarion at the onset of the Age of Darkness, these elves abandoned this outpost as they did so many others. Centuries later, after the elves returned to Golarion, their explorers found that while humanity had claimed much of Avistan, the Stolen Lands had become a wilderness untouched by humans. Moved by this, they left this ancient keep abandoned, and in the ensuing centuries even those who rediscovered the keep forgot about it. The Forgotten Keep is located in the Narlmarches at area **NM5**.

THE FORGOTTEN KEEP'S LEGACY

Elven architecture is built to last, and the outpost, though now in ruins, has survived the passage of millennia mostly intact. Over the years, it has been home to a host of creatures, both fair and foul. Most recently, it has become the residence of an evil fey creature: a baobhan sith. Her presence in the region has attracted other wicked fey to the area—all can feel the growing presence of the First World in the region and hope to be here when whatever they feel is about to happen finally does. She feels little responsibility to these other fey, who in turn think of her almost as a force of nature and, when they must speak of her, simply call her the Dancing Lady. The evil fey prey upon the infrequent travelers in the southern

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Narlmarches; enough hunters and trappers have gone missing near the ruined keep that most give it a wide berth these days.

G1. MAIN GATE — TRIVIAL 5

A ruined keep looms out of the forest. Four circular towers sprout from the cracked walls. Twisting vines and thick moss cover the walls in a coat of verdant green, blending the ruins almost seamlessly into the surrounding woods. The overgrown remains of a path lead to an open, arched gateway gaping in the keep's eastern wall, its doors long since rotted away.

The keep's exterior walls and those of the flanking towers are built of 5-foot-thick stone. Walls that haven't collapsed are 20 feet high unless otherwise noted; the PCs can Climb them with a successful DC 20 Athletics check. Studying the walls reveals ancient, worn carvings. A PC who succeeds at a DC 15 Architecture Lore or Elven Lore check or a DC 20 Society check to Recall Knowledge identifies the ruins as being of ancient elven construction. The keep's southern wall has been breached, creating a rubble-choked opening leading inside.

Hazard: The quickling living inside (as detailed in area **G4**) has trapped the citadel's gate.

FALLING PORTCULLIS — HAZARD 6

MECHANICAL TRAP

Stealth DC 25 (trained)

Description A tripline under the arch causes the keep's portcullis to slam down, sealing the entrance and alerting the denizens of the keep to the intruder's presence.

Disable DC 25 Thievery (trained) to lock the portcullis

AC 24; **Fort** +17, **Ref** +11

Hardness 14; **HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

Falling Portcullis ↷ **Trigger** The trip wire is pulled or severed (typically by a person walking through the archway into area **G2**); **Effect** The portcullis comes crashing down, sealing the entrance and alerting the denizens of the keep to the intruder's presence. Any creature passing under the portcullis or standing below it must attempt a DC 27 Reflex save. Once it falls, the portcullis can be lifted with a DC 30 Athletics check to Force it Open, or via the winch in area **G2**.

Critical Success The creature dodges aside into an adjacent square (the player chooses which square they end up in).

Success As critical success, but the creature takes a glancing blow from the falling portcullis and takes 2d8 bludgeoning damage.

Failure As critical success, but the creature takes a solid blow from the falling portcullis and takes 4d8+18 bludgeoning damage.

Critical Failure The portcullis lands squarely on the creature, inflicting 6d8+18 piercing damage and immobilizing them. A Medium or smaller creature is also knocked prone.

G2. COURTYARD

A graceful tower rises out of the keep's central courtyard, now overgrown with bushes, undergrowth, and several sizable trees. Like the outer walls, the tower is draped with vines and creepers, and several small plants have taken up residence on ledges and in cracks along its sides.

The courtyard is uninhabited, though the fey in areas **G4** and **G6** keep a close eye on anything disturbing the area. The thick underbrush makes the entire courtyard difficult terrain. A winch built into the wall just north of the portcullis can be used to raise or lower the gate at area **G1**, but doing so requires a full round of straining activity and a successful DC 10 Athletics check to force the ancient wheel to comply; each successful round raises the portcullis by 2 feet, requiring five rounds to fully raise the gate and lock it in place.

G3. NORTHEAST TOWER — TRIVIAL 5

The northeast tower is open to the sky, its roof and interior levels having fallen away long ago.

Creatures: Hundreds of disease-ridden rats inhabit this ruined tower. The fey occasionally toss bodies and other rubbish inside for the rats to dispose of, but otherwise avoid entering the tower. The rats attack any warm-blooded creature entering the tower, forming into two swarms, as they spill out into the courtyard.

ELITE RAT SWARMS (2) — CREATURE 2

Pathfinder Bestiary 6, 276

Initiative Perception +7

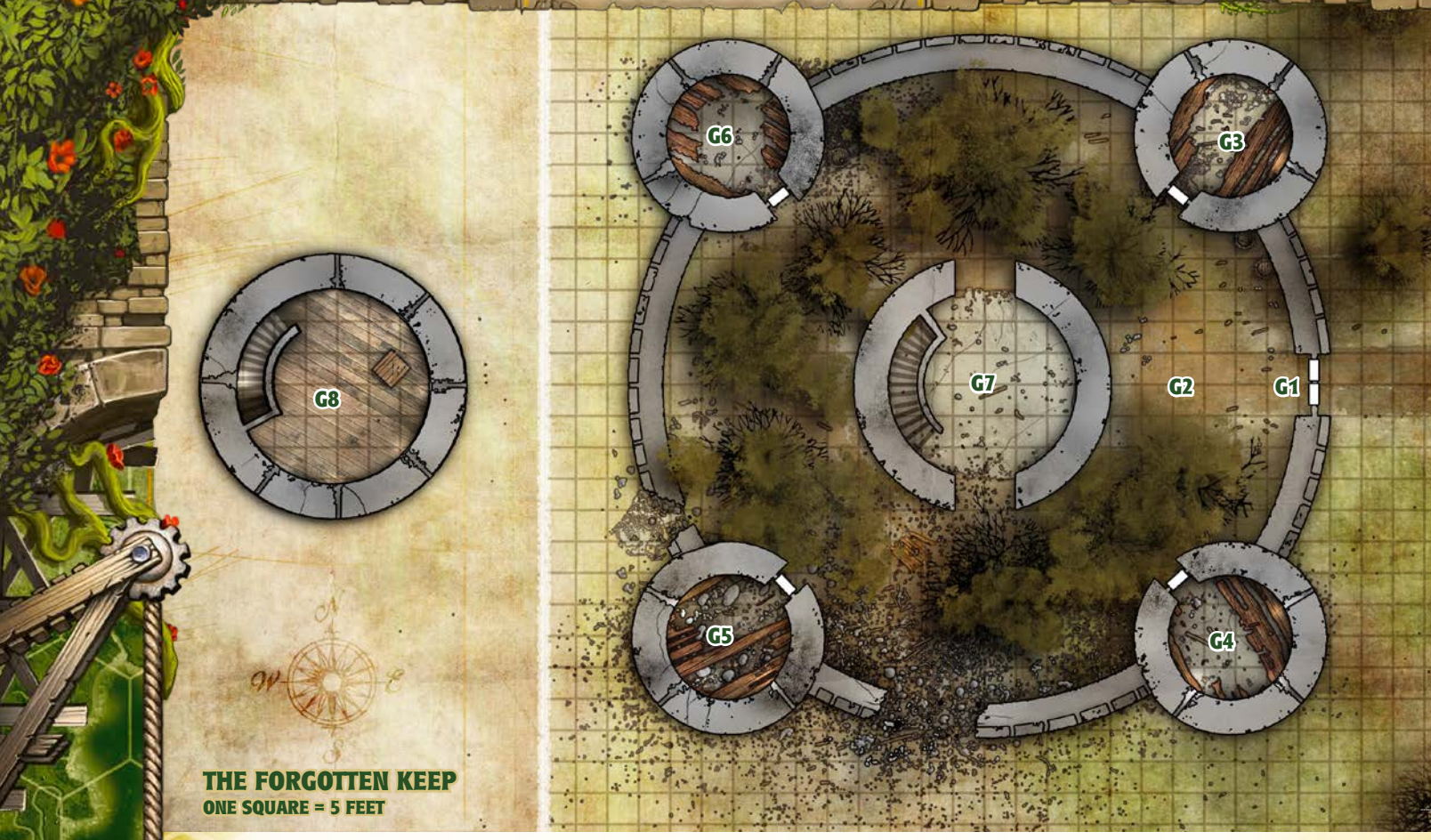
G4. SOUTHEAST TOWER — MODERATE 5

A wooden door made from rough-cut timber planks—obviously of newer construction than the rest of the keep—blocks the entrance to this tower.

The 40-foot-tall southeast tower is also missing its roof, but interwoven vines above provide a ceiling of sorts, shading the interior and allowing only dim light during daytime. Inside, the rubble and undergrowth have been cleared away to create a cozy living space sized for a Small creature; it's decorated with crude wooden furniture and bloody scalps nailed to the walls.

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Creature: This tower serves as the home of a twisted, malevolent fey murderer, a quickling named Rigg Gargadilly. Like most quicklings, Rigg is high-strung and prone to violent outbursts of cruelty. He listens carefully for the sound of his trap at area **G1** being sprung and for movement in the courtyard outside. If he sees the PCs, he sneaks into the courtyard and hides in the underbrush, hoping to attack the intruders by surprise from behind when they investigate his tower. He tries to trick the PCs into splitting up by using *dancing lights* and *ventriloquism* to lure them in multiple directions. Once they're spread out, he rushes in to stab one of them and then spring away to find a hiding spot; once there, he waits a round to become invisible again before repeating his dangerous, frustrating tactic. If brought below 30 Hit Points, Rigg abandons the keep and flees, perhaps becoming an annoying recurring villain set on revenge against the PCs for chasing him out of his home.

RIGG GARGADILLY — CREATURE 7

UNIQUE | NE | SMALL | FEY

Male quickling (*Pathfinder Bestiary 2* 218)
Perception +15; low-light vision
Languages Aklo, Common, Sylvan
Skills Acrobatics +17, Crafting +13, Deception +15, Nature +13, Stealth +17, Survival +15, Thievery +15
Str +0, **Dex** +6, **Con** +2, **Int** +4, **Wis** +2, **Cha** +4
Items hunting spider venom (3 doses), *+1 shortsword*

AC 27; **Fort** +13, **Ref** +17, **Will** +15
HP 70; **Weaknesses** cold iron 5
Slow Susceptibility As quickling.
Can't Catch Me ↷ As quickling.

Speed 100 feet
Melee ❖ *shortsword* +18 (agile, finesse, versatile S), **Damage** 1d6+3 piercing plus hunting spider venom
Primal Innate Spells DC 20; **4th** *shatter*; **2nd** *ventriloquism*; **Cantrips (4th)** *dancing lights*, *prestidigitation*
Fade from View ❖ As quickling.
Sneak Attack Rigg's Strikes deal an extra 3d6 precision damage to flat-footed creatures.
Supernatural Speed As quickling.

Treasure: Rigg keeps his favorite treasure in a clay urn hidden inside the tower in a niche 20 feet above the floor; a PC who Seeks can find it by succeeding at a DC 20 Perception check. The urn contains 27 cp, 131 sp, 19 gp, and a dozen different sparkling gemstones worth 40 gp in all. Rigg hasn't realized that one of these gemstones—a somewhat dull-looking shard of smoky quartz crystal, is in fact an *elemental gem* that can summon a living whirlwind.

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G5. RUINED SOUTHWEST TOWER

The upper reaches of this tower have completely collapsed, filling the interior with debris and rubble.

Treasure: Ten minutes of searching the wreckage and a successful a DC 20 Perception check allows a PC to turn up a long-forgotten elven artifact: a remarkably well-preserved mithral statuette of a elf woman wearing archaic robes, framed by an archway of mithral branches. A PC who succeeds at a DC 20 Religion check recognizes the statuette as a representation of Findeladlara, the elven goddess of art and architecture. The statuette is worth 75 gp and is exactly the type of prize that Lily Teskerten is looking for (as detailed on page 515).

G6. NORTHWEST TOWER MODERATE 5

This tower stretches high into the sky, its upper reaches hidden in the forest's canopy. Hanging vines choking the tower's exterior are festooned with bleached humanoid skulls. These vines nearly obscure dark arrow slits around the tower and, at ground level, a closed wooden door.

The northwest tower is the only one in the keep having withstood the test of time—its walls are still intact, as is most of its roof, though the wooden floors inside collapsed long ago. The door is beautifully carved (though obscured by moss) and barred from the inside, but it's so ancient that a successful DC 20 Athletics check is sufficient for a PC to Force it Open.

Creatures: A grimstalker named Teorlian lives in this tower with his "pet" assassin vine. The assassin vine hides among the normal vines growing on the tower, lurking just above the doorway. Teorlian himself hides inside the tower and climbs along the walls from arrow slit to arrow slit, keeping close watch on the courtyard below. He dresses in a black-and-red loincloth and has a number of scar-like patterns on his arms and shoulders.

Teorlian has allied himself with the Dancing Lady (area **G8**), and often hunts the Narlmarches for new victims to bring back for her to feed on. Their skulls, however, he keeps for himself, and these now adorn the walls of this tower. The Dancing Lady believes that he makes these offerings to her out of a sense of loyalty and perhaps unrequited love. And while Teorlian does love her after a fashion, these offerings are given solely to make her dependent on him, so he can eventually claim lordship of the keep for himself, with the Dancing Lady as his consort.

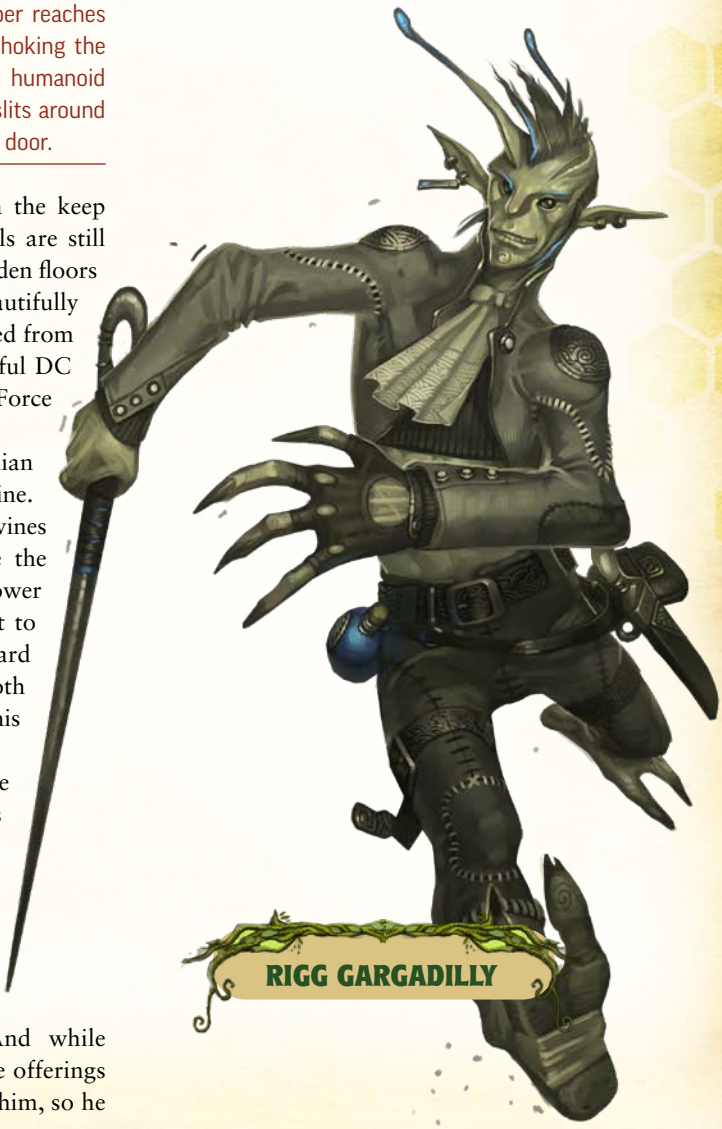
Teorlian cooperates with Rigg Gargadilly (area **G4**) only as much as he must; should the PCs fight the quickling in the keep's courtyard, the grimstalker stays out of the combat. In the tower, Teorlian directs the assassin vine's attacks and uses it to flank foes. If reduced to fewer than 25 Hit Points, Teorlian flees, climbing up the walls to escape through a hole in the tower's roof to join the Dancing Lady in area **G8**.

ASSASSIN VINE CREATURE 3

Pathfinder Bestiary 2 26
Initiative Perception +10

TEORLIAN CREATURE 6

Elite male grimstalker (*Pathfinder Bestiary 2* 6, 137)
Initiative Perception +14


RIGG GARGADILLY

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Treasure: Teorlian keeps valuables taken from his victims in a chest: a fine velvet cloak worth 10 sp, a gold necklace worth 6 gp, a silver ring set with an emerald worth 20 gp, a bejeweled silver short sword worth 55 gp, a moonstone worth 3 gp, and 23 sp.

G7. GRAND HALL — TRIVIAL 5

This wide chamber has an impressive vaulted ceiling. Though obscured in places by earth and undergrowth, the hall's floor is crafted of smooth stone tiles in multicolored pastel hues. The walls of the chamber are decorated with faded frescoes of sylvan life, showing scenes of beautiful elves engaged in hunting, feasting, dancing, singing, and a bewildering variety of other idyllic pursuits. To the west, a graceful, filigreed stone staircase, garlanded with flowering vines, climbs to the level above.



The keep's central tower is an elegant spire of ivory-colored stone, draped with a riot of vines and other plants. The most complete structure in the entire fortress, its 5-foot-thick walls climb 70 feet to a multi-pointed stone roof.

Hazard: Today, the Grand Hall contains only a cunning trap placed here by the Dancing Lady.

PHANTASMAGORIC FOG TRAP — HAZARD 6

RARE MAGICAL TRAP

Stealth DC 25 (expert)

Description Cloying violet mist billows from the undergrowth, filling the heads of any creatures inside with maddening visions of dark moonless nights, twisted malignant trees, and steaming rivers of blood.

Disable Survival DC 28 (expert) to find a path through the Grand Hall that doesn't disturb the undergrowth

Billow Mists ↻ (mental); **Trigger** A creature moves through the undergrowth; **Effect** One round later, the hall fills with violet fog that imposes a –2 circumstance penalty to Perception checks to all creatures within it and exposes anyone who enters it to phantasmagoric fog.

Phantasmagoric Fog (inhaled, poison); **Saving Throw** DC 24 Will; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** confused and stupefied 1 (1 round); **Stage 3** confused and stupefied 2 (1 round).

Reset The trap resets after 1 hour.

G8. THE DANCING LADY — SEVERE 5

The stairs end in a circular room featuring wide windows draped with hanging vines that offer panoramic views of the keep's overgrown courtyard and the forest beyond. An open circular skylight in the ceiling provides glimpses of the sky overhead. The walls between the windows are carved with exquisite nature motifs highlighted in gold and silver leaf. A riot of flowers, plants, and bushes sprout from the thick loam that carpets the hall, as if one were walking in a fantastic glade elevated high above the forest floor.

This floor once contained the private residence of the lord of the keep. Its wooden interior walls have long since rotted to dust, turning it into one single chamber. Permanent, one-way illusory walls conceal the windows from the outside, though the glass in

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the windows and skylight broke or fell away ages ago, allowing a variety of vegetation to take root here. The ceiling is 40 feet high.

Creature: The tower's sole resident and current lady of the keep is a baobhan sith called the Dancing Lady. She appears as an alluring, graceful elven woman with pale skin, golden hair, and emerald-green eyes. She wears a flowing white gown of archaic elven style, tied at the waist with a blood-red scarf. Like all baobhan sith, the Dancing Lady entrances creatures with her captivating dance and then drinks the blood of the living. Though she likes to think that the quickling Rigg Gargadilly in area **G4** and Teorlian the grimstalker in area **G6** have sworn fealty to her and worship her as their queen, in reality, they have only agreed to ally themselves with her out of mutual benefit. Nevertheless, the grimstalker has become quite smitten with the Lady and regularly brings her fresh victims, though not for the reasons she thinks. If the grimstalker in area **G6** fled from the PCs, he is found here.

The Dancing Lady uses her captivating dance to entrance any attackers. She follows this with *entangle* to ensnare anyone who resists. Once she has captivated at least one victim (preferably an elf or human), she Grapples and drains their blood. If necessary, she casts *suggestion* to persuade an opponent to defend her or force an attacker to leave combat. If forced into melee combat, she focuses her attacks on opponents presenting as female, attempting to tear them limb from limb with teeth and claws.

THE DANCING LADY CREATURE 8

UNIQUE | CE | MEDIUM | FEY

Female baobhan sith (*Pathfinder Bestiary 2* 33)

Perception +16; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +18, Deception +18, Nature +15, Performance +18 (+20 dancing), Stealth +16

Str +4, **Dex** +6, **Con** +3, **Int** +3, **Wis** +3, **Cha** +6

AC 28; **Fort** +12, **Ref** +17, **Will** +14

HP 135; **Weaknesses** cold iron 10

Speed 25 feet

Melee ❖ claw +20 (agile, finesse), **Damage** 2d6+7 slashing and 1d6 persistent bleed

Primal Innate Spells DC 26; **4th** *suggestion*; **3rd** *mind reading* (at will); **2nd** *entangle*

Captivating Dance ❖❖ (enchantment, incapacitation, mental, primal, visual) As baobhan sith, but with a DC 26 Will save.

Change Shape ❖ (concentrate, polymorph, primal, transmutation) The Dancing Lady can transform into a large bat, with the effects from the bird option in the *aerial form* spell (*Core Rulebook* 316).

Drink Blood ❖ As baobhan sith.

Treasure: The Dancing Lady possesses many valuable treasures salvaged from the ruins and stolen from her victims: a life-sized alabaster statue of a dancing elven woman worth 55 gp (but 12 bulk), a virtuoso lyre, a small jade statuette of a coiling snake worth 4 gp, and an ancient filigreed elven water clock worth 66 gp (3 bulk). The Lady's bed is covered with a snow-white bearskin coverlet worth 3 gp. A finely carved wooden wardrobe beside the bed holds two royal outfits worth 10 gp each, three courtier's outfits worth 3 gp each, and several other tasteful, once-expensive articles of clothing now heavily stained with blood (and thus worthless). A small wooden coffer atop a rosewood table contains three vials of perfume worth 10 gp each, a gem-studded tiara worth 20 gp, and a *serum of sex shift*. A nearby chest holds 310 cp, 25 sp, and 19 gp in leather sacks.

RESTORING THE KEEP

As mentioned on page 84, once the PCs defeat the creatures dwelling in the Forgotten Keep, they can use it as the basis for a new castle if they choose to build a settlement here. If they do so, consider having some lingering mysteries continue to vex the PCs, almost as if some long-term curse or fell influence over the keep continues to plague the site. One potential plot could involve the eventual manifestation of the Dancing Lady's ghost. Since transforming the baobhan sith into a ghost increases its level by 2, you shouldn't begin this plot development until the PCs are 7th or 8th level, at which point facing an undead version of this already frightening foe can bring them back to the Forgotten Keep for one more adventure!

Bringing the Forgotten Keep into the kingdom can also attract other attention from the south. In time, historians from the elven nation of Kyonin could pay the PCs a visit with a request to explore, examine, and possibly even restore the Forgotten Keep to its original glory. Treat this development as a Diplomatic Overture kingdom event (page 557) that occurs during the Event Phase of a Kingdom turn that plays out a few months after the PCs claim the Forgotten Keep. If this kingdom event resolves with a success or a critical success, elven diplomats seek to establish a permanent presence in the area, and a New Subjects kingdom event automatically triggers at the end of the next Kingdom turn. If, on the other hand, the Diplomatic Overture resulted in a critical failure, the end of the next kingdom turn brings an automatic Public Scandal, with certain citizens accusing the PCs of appropriating the elven ruins for their own shady agendas.

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PART 9:

M'BOTUU

Although there are other boggard communities in Hooktongue Slough, the boggard settlement of M'botuu is the largest. The boggards of M'botuu threaten trade routes and have made the region from the southern River Kingdoms to Brevoy too dangerous for river trade. Although the exiled boggard Garuum might request that the PCs seek revenge for him against his old knot (see the Garuum's Revenge quest on page 84), or the PCs might seek out members of the knot after hearing rumors about them, no one during this adventure specifically tasks the PCs with defeating the M'botuu boggards to reopen the East Sellen trade route.

The word "M'botuu" loosely translates as "Those Who Swim in Blood." M'botuu legend claims their knot sprang wholly from the marsh itself when Gogunta, their vile demon goddess, flooded this part of the River Kingdoms by vomiting up a swamp. The boggards then multiplied over the years, waging war against the hated water-walking bog striders, slaughtering human settlers, and eventually dominating the entire region.

With the arrival of Drelev's settlers from Brevoy, however, times have drastically changed for M'botuu. Sepoko, the M'botuu priest-king, has grown increasingly agitated by the number of interlopers in the region and has been attempting to gather the various boggard families from the outlying region under his banner to form an army, but all that's resulted from this attempt has been a massive civil war as the boggards bickered over who should actually lead the army. Now, having seen their once-

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feared leader's commands so blatantly mocked and ignored by the other boggards of the Slough, Sepoko's followers question his leadership. As a result, Sepoko has been making secret visits to the spirit naga of the Swamp Scar (area **HT9**) in the hope that her magic can turn the tide against those who shamed him on the battlefield. Instead, he's only managed to get himself *inveigled* by the naga, who has been using him to send boggards west to the Scar for her to eat. Rather than sending his own boggards, though, Sepoko has increased the raids on nearby knots, much to the delight of his followers, who see this as proof that their leader has not lost his ferocious side.

THE BOGGARD VILLAGE

The village of M'botuu is located in Hooktongue Slough at area **HT6**.

A total of 51 boggards dwell in M'botuu; the majority lurk in the wet muddy caves below the village itself. Seven of the boggards are Sepoko's most faithful wardens and remain completely loyal to him; the others are currently somewhat unsure of their leader. If Sepoko and all his wardens are killed, the remaining boggards of M'botuu slink off into the swamp and no longer directly oppose river traffic.

Many of the boggards lurking in M'botuu are hardly challenges for the level the PCs will need to be to fight Sepoko and his wardens. This gives the PCs a chance to feel powerful by fighting lots of foes at once without much danger, and it lets them feel tough when swarms of boggards run for cover. But extended fights against lots of lower-level opponents can quickly get old for a group of mid-level PCs; as soon as you feel that this is the case, have any other boggards cower and flee, only playing out battles against the boggard wardens and their priest-king. Sepoko may even gather his guards to his side and seek the PCs out once he learns they're invading his village, taking the fight to them rather than waiting for them to come to him. In any event, 10th-level PCs shouldn't be earning any experience for defeating low-level boggards!

H1. BONE ISLAND LOW 10

Clean-picked bones litter this small island at the lake's edge. Several human skulls line the island's perimeter, some placed just inches deep in the water. They all face away from the lakeshore, staring north across the lake as if watching for intruders from that direction.

The boggards use this mound as a refuse pile for discarded remains from their many victims, arranging the skulls as a warning for anyone approaching from the lake. A pit at the island's center serves as an emergency escape route from the underground boggard lair. A ladder formed of tree roots and femur bones leads down to area **H6**. The tangled ground of this island is difficult terrain.

Creatures: Sepoko keeps two of his wardens posted here to watch the lake for boats or bog striders. They wear woven reed hats lashed with pieces of skulls to better blend with the island's bones as they crouch among the reeds; these measures grant them a +2 circumstance bonus on Stealth checks. They use their terrifying croak ability on the first round of combat, incidentally alerting all of the community that there's trouble.

BOGGARD WARDENS (2) CREATURE 9

RARE | CE | MEDIUM | AMPHIBIOUS | BOGGARD | HUMANOID

Male and female boggards (*Pathfinder Bestiary* 44)

Perception +19; darkvision

Skills Athletics +19, Intimidation +18, Stealth +19 (+23 in water), Survival +17

Str +6, **Dex** +4, **Con** +3, **Int** +0, **Wis** +4, **Cha** +3

Items *+1 blowgun* (5 hunting spider venom darts), *+1 hide armor*, *+1 striking trident*

AC 28; **Fort** +18, **Ref** +19, **Will** +17

HP 160

Speed 20 feet, swim 25 feet; swamp stride

Melee ❖ *trident* +22, **Damage** 2d8+9 piercing

Melee ❖ tongue +21 (reach 10 feet), **Effect** tongue grab

Ranged ❖ *blowgun* +20 (agile), **Damage** 1 nonlethal piercing plus hunting spider venom

Nature's Edge Boggard wardens are trained to take advantage of their foes' weak points when they're on unfavorable terrain. Enemies are flat-footed to the boggard warden if they're in natural difficult terrain.

Sneak Attack A boggard warden deals 2d6 extra precision damage to flat-footed creatures.

Swamp Stride As boggard.

Terrifying Croak ❖ (auditory, emotion, fear, mental) As boggard, except DC 28.

Tongue Grab As boggard, except AC 24 and 10 HP.

H2. TREE-FROG SENTRIES TRIVIAL 10

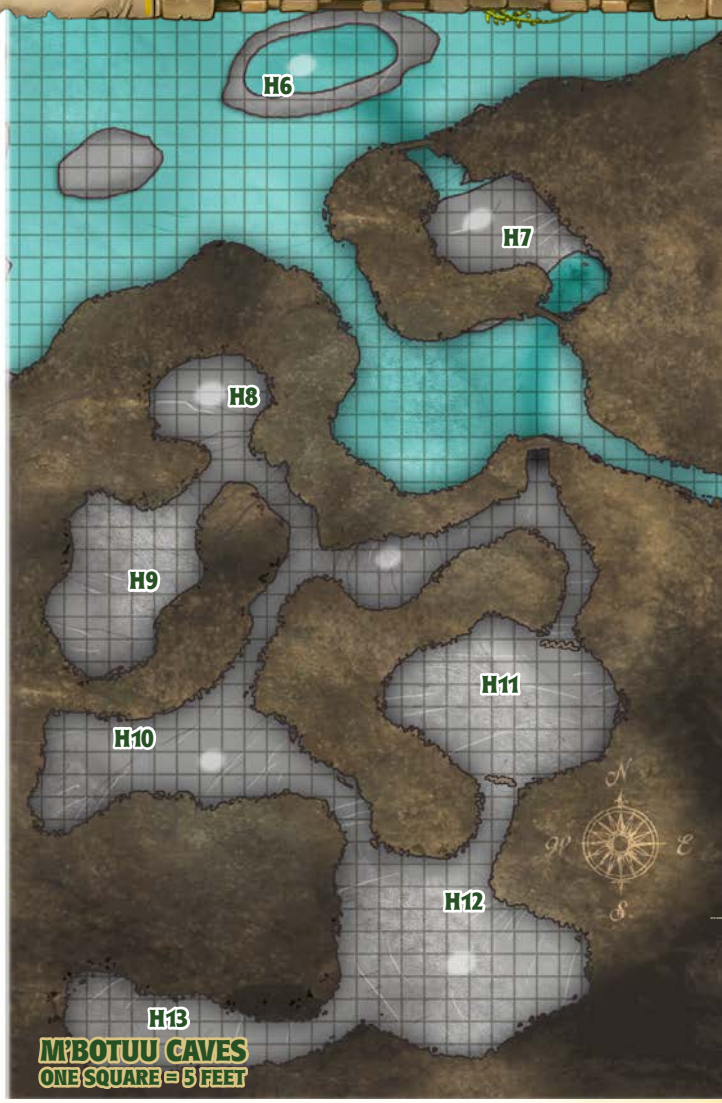
Large cypress trees loom over the surrounding swamplands at each of these locations.

Creatures: Each of the areas marked **H2** on the map contains a pair of boggard scouts—but unlike the wardens, these sentries aren't very well trained or motivated. They spend more time making faces at one another or watching the sky for birds or flying insects than maintaining vigilance. As a result, these boggards suffer a –4 penalty on all Perception checks. If alerted to trespassers, they raise a terrifying croak, alerting the rest of the village, and hop down to attack.

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BOGGARD SCOUTS (2) CREATURE 1

Pathfinder Bestiary 44
Initiative Perception +7

H3. FIRE PIT

A wisp of smoke rises from this fire pit's smoldering coals, lazily drifting toward a massive stone statue chiseled to resemble an immense, multi-eyed, menacing frog. Five old ropes hang from the statue's open maw.

The boggards use this clearing for rituals dedicated to their frog-demon-goddess, Gogunta. As the knot's priest-king, Sepoko conducts the ceremonies himself. They mostly involve water torture, hot coals, and tiny, sharpened sticks for bloodletting while the victims are lashed inside "Gogunta's" mouth by the five bloody ropes. Since the boggards have started sending their victims out to the Swamp Scar, though, they've not used this site for sacrifices; a successful DC 20 Perception check allows a PC to realize that there hasn't been much activity here recently.

H4. PRISONER HUT TRIVIAL 2

A large, crude hut stands in this part of the clearing, its circular roof thatched with dry, brown fern fronds.

Creatures: Sepoko's raiders recently captured a bog strider named Ka-Kekt and imprisoned him here; they plan to march the bog strider out to the Swamp Scar in a few days. If the PCs free Ka-Kekt, the bog strider thanks them as best he can before making his way back to Tok-Nikrat (page 101); if the PCs can communicate with him, he invites the PCs to visit Tok-Nikrat and promises them a reward for their kindness (Save the Bog Strider quest, page 101).

KA-KEKT CREATURE 2

Male bog strider (*Pathfinder Bestiary 2* 43)
Initiative Perception +8

H5. EMPTY HUTS

These small, crude huts seem to be built from freshly cut timber and thatching. Originally built to house additional

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boggards for the planned boggard army, these huts have never been used and are quickly falling to ruin.

H6. ESCAPE ROUTE

This low-ceiling room is wet and cramped. Thick ropes of dripping roots hang from above, and a large pool of water ripples to the east.

This room connects to area **H1** above; the pool leads to a submerged tunnel that winds under the lake southeast to area **H7**.

H7. POISON FACTORY TRIVIAL 10

Two water-filled passageways slope upward into this muddy cavern. Along the eastern wall lie several covered baskets and a pile of filthy gourds.

Creatures: Three boggard swampseers toil in this room. The latched baskets contain several large and quite dead blue dragonflies destined to be pulped, rendered, and reduced down as the primary ingredient for blue dragonfly poison. If the PCs enter, the boggards croak in panic, using their destructive croaks on the PCs if possible to damage them and raise the alarm before escaping to the south to warn Sepoko.

BOGGARD SWAMPSEERS (3) **CREATURE 3**
Pathfinder Bestiary 45
Initiative Perception +11

H8. LARDER

The excited buzz of agitated insects fills this round cavern, emanating from a row of wooden cages. Along the far wall hangs a variety of leather sacks, harvested roots, and swamp-pickled meats.

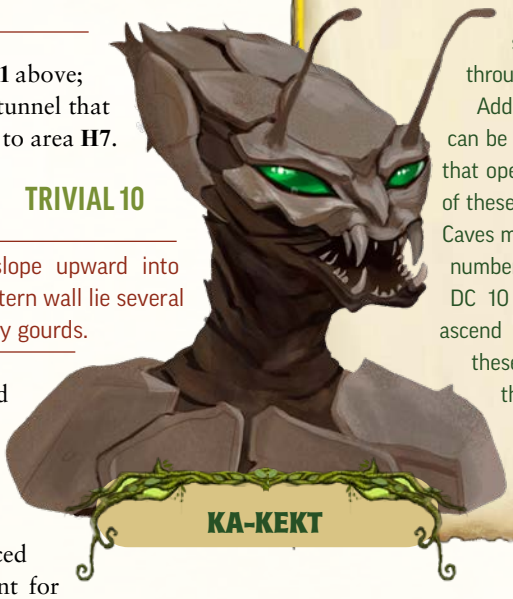
The boggards keep foodstuffs here, including small cages containing dozens of house cat-sized dragonflies. Foraged vegetables and fruits, along with hunks of pickled venison hang from sharp hooks hammered into the wall. If the PCs release the dragonflies, the insects quickly exit the boggard mound, heading for the open leather flap in the ceiling. This causes a flurry of activity among any boggards aboveground as they scramble to recover their favorite livestock.

Treasure: A DC 27 Perception check made while Searching the larder reveals a *moderate potion of acid resistance* forgotten behind a heap of pickled meat.

MUDDY CAVERNS

Areas **H6–H13** of M'botuu consist of a network of caves. Although sized for Medium creatures, these caves are hardly comfortable. Thick mats of roots hang from the ceiling, and the floors are thick morasses of mud, water, and fungus. All of these areas are considered difficult terrain as a result, but boggards, due to their swamp stride ability, can move through these areas with ease.

Additionally, several of these caves can be accessed via holes in the ceiling that open into low mounds above. Each of these holes (indicated on the M'botuu Caves map as lighter patches) includes a number of knotted roots; a successful DC 10 Athletics check is required to ascend or descend from the caves via these routes, and it's a 10-foot drop to the muddy floor. The PCs can find these "door flaps" automatically if they are standing in the spot where they egress up on top.



KA-KEKT

H9. FEAST HALL TRIVIAL 10

Two long mats of dried rushes extend down the center of this chamber. Between them rest large round baskets meant to act as serving platters. Scraps of leftover bones, insect carapaces, and tangled roots lie scattered along the walls.

This area serves as the village's primary dining hall. Eight boggards are in here sloppily eating dragonflies, swamp fruits, and hunks of red, raw meat. They croak and shriek if the PCs enter, noisily fleeing to area **H12** to seek protection from their king if possible, fighting only if they're cornered.

BOGGARD WARRIORS (8) **CREATURE 1**
Pathfinder Bestiary 44
Initiative Perception +7

H10. COMMUNAL QUARTERS TRIVIAL 10

A dozen sleeping pallets woven from dry reeds and grasses line this chamber's floor to the west. Exits include passages to the north and southeast, as well as a large leather flap leading to the surface above.

Creatures: A dozen boggards dwell here, busying themselves with the manufacture of baskets, blowguns,

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darts, and leather armor. As with the other boggards, they croak, panic, and flee at the sight of the PCs.

BOGGARD WARRIORS (12) **CREATURE 1**

Pathfinder Bestiary 44

Initiative Perception +7

H11. BARRACKS TRIVIAL 10

Reed curtains hang over the two exits from this cavern, painted with strange wriggling patterns marred in many places by mold and mud. Soggy sleeping mats line the western wall, while three wooden dummies stand to the east. They're decorated with bits of carapace shells and stick weapons to make them appear vaguely human in form.

This chamber serves as a barracks, training room, and, occasionally, gaming room for Sepoko's wardens.



SEPOKO

Filthy, woven-reed sleeping mats line the western wall, leaving the center of the room open.

Creatures: A total of 11 raucous boggard warriors gather here to enjoy their favorite pastime, a game called "Lick Bug." They've placed cages of cat-sized dragonflies throughout the chamber, and one of the boggards—(designated the Lick Boss)—has secretly coated one of them in a clear layer of scorchbulb (a spicy swampland pepper). If the PCs wait until the game begins, the Lick Boss's assistant—another boggard called the Cagekeeper—releases the dragonflies so the remaining boggards can take turns catching and eating them with their sticky tongues. The boggard who gets the painfully spicy dragonfly loses the game and spends hours in pain while his companions laugh at them. The boggards react to interruptions with panic and flee to area **H12**, although any boggard with a scorchbulb-seared tongue is in too much pain to do more than writhe on the ground.

BOGGARD WARRIORS (11) **CREATURE 1**

Pathfinder Bestiary 44

Initiative Perception +7

H12. CHIEFTAIN'S THRONE ROOM SEVERE 10

Three passageways lead into this large cavern. The vaulted ceiling rises fifteen feet to a leather flap leading outside. A throne of wood lashed together with leather and decorated with skulls rests against the eastern wall, flanked by two braziers emitting a cold, white light.

Creatures: It's likely that a large number of panicked boggards have fled toward this area at the PCs' approach to seek protection from their priest-king's. In this case, most of them have been ordered to swarm out the escape tunnel in the center of the room to scatter into the swamp, although a fair number of loyalist boggards lurk fretfully along the sides of the room, eager for the chance to see Sepoko deal with the intruders.

Sepoko has spent the past several weeks under the magical influence of the spirit naga Ngara (area **HT9**), and as a result has had something of a crisis of faith. He still worships Gogunta, but his faith has been shaken by his growing obsession with the "Legless Lady," as he calls Ngara. So far, he's managed to juggle this crisis and maintain his devotion to Gogunta, but the stress of battle could well see that end.

Sepoko is attended at all times by a pair of boggard wardens. On the first round of combat, he uses *summon fiend* to add an invidiak demon (*Bestiary 2* 65) to his side, then he orders the demon and his wardens to

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engage the PCs in melee while he hangs back and uses his magic at range. He generally avoids damaging his allies with area effect spells, but if he can catch most of the PCs in the area of effect, he's willing to allow some collateral damage.

If reduced below 50 HP, Sepoko's remaining faith in Gogunta shatters, and he drops to his knees and croaks out a prayer to the Legless Lady to save him and smite the intruders. Of course, no divine intervention comes, and any surviving boggards who witness this failure realize their leader has fallen. From this point onward, Sepoko loses access to all of his divine abilities, including spellcasting. Amid a sudden chorus of "Kill the heretic!" in Boggard, the remaining boggards forget about the PCs' presence and swarm forward, eager to tear Sepoko limb from limb in hopes of showing Gogunta, who must surely be watching, that they still fear her.

If the naga's *inveigle* on Sepoko is dispelled, the boggard drops to his knees in shame as he realizes what's happened to him. He then calls for a truce, hoping to recruit the PCs to kill the naga for him. Sepoko is willing to "loan" two boggard wardens to the PCs if they agree to go on this quest for him.

SEPOKO CREATURE 11

UNIQUE | CE | MEDIUM | AMPHIBIOUS | BOGGARD | HUMANOID

Male boggard cleric (*Pathfinder Bestiary* 44)

Perception +22; darkvision

Languages Boggard

Skills Athletics +21, Deception +23, Intimidation +21, Religion +20, Stealth +20 (+24 in water), Survival +20

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

Items *+1 hide armor*, *+1 striking frost mace*, silver religious symbol of Gogunta

AC 31; **Fort** +21, **Ref** +18, **Will** +24

HP 200

Speed 20 feet, swim 25 feet; swamp stride

Melee ❖ *mace* +22 (shove), **Damage** 2d6+8 bludgeoning plus 1d6 cold

Melee ❖ tongue +21 (reach 10 feet), **Effect** tongue grab

Divine Prepared Spells DC 30, attack +22; **6th** *blade barrier*, *harm* (×5), *summon fiend*; **5th** *dispel magic*, *flame strike*, *heal*; **4th** *air walk*, *divine wrath*, *heal*; **3rd** *blindness*, *heal*, *stinking cloud*; **2nd** *darkness*, *resist energy*, *spiritual weapon*; **1st** *command*, *heal*, *sanctuary*; **Cantrips (6th)** *daze*, *divine lance*, *prestidigitation*, *read aura*, *shield*

Cleric Domain Spells 2 Focus Points, DC 30; **6th** *commanding lash*, *touch of obedience*

Divine Font As cleric (*harm*).

Inveigled Sepoko has been inveigled by the naga Ngara. This effect can be removed with *dispel magic* (6th level; counteract DC 31).

Swamp Stride As boggard.

Terrifying Croak ❖ (auditory, emotion, fear, mental) As boggard, except DC 30.

Tongue Grab As boggard, except AC 27 and 14 HP.

BOGGARD WARDENS (2) CREATURE 9

RARE | CE | MEDIUM | AMPHIBIOUS | BOGGARD | HUMANOID

Male and female boggards (*Pathfinder Bestiary* 44)

Perception +19; darkvision

SEPOKO'S VENGEANCE

30 XP | 30 KINGDOM XP

Sepoko, ashamed at falling under the control of the spirit naga, asks the PCs to help him get revenge by confronting the naga at the Swamp Scar and killing her.

Source: Sepoko (area **H12** of M'botuu)

Completion: Kill Ngara and bring Sepoko proof.

Reward: Sepoko vows to keep his boggards in line and won't meddle in river traffic—he'll let trade pass by without interference from his people. If the PCs' kingdom has any Claimed hexes in Hooktongue, this triumph reduces Unrest by 1d6 and grants 4 bonus Resource Dice on the next Kingdom turn. M'botuu's Negotiation DC (page 519) is reduced to DC 22. Sepoko also gives them the Taldan-stamped gold ingots in his treasury (area **H13**).

H13. TREASURE ROOM

This narrow passageway leads to a long, shallow cave whose ceiling never rises more than five feet high.

Treasure: Sepoko uses this cavern to secure the village's wealth. The wooden crates, rotting burlap sacks, and several small casks contain 12 pp, 157 gp, 404 sp, 182 cp, five black opals worth 10 gp each, a gold bracelet decorated with a forest animal motif worth 25 gp, a box of 12 Taldan-stamped gold ingots worth 10 gp each, a pouch containing three *moderate healing potions*, and a *moderate maestro's instrument*—a harp bearing the likeness of Cayden Cailean.

M'BOTUU AND THE KINGDOM

As detailed on page 97, the PCs can potentially bring M'botuu into their kingdom, but the boggards who dwell here remain evil. At the start of every Kingdom turn in which the boggards remain a part of the kingdom, the PCs must succeed at a DC 11 flat check; failure indicates their influence increases the kingdom's Corruption or Crime by 1 (players' choice). This continues until the PCs can achieve a critical success with the Send Diplomatic Envoy to the village to convince them to either minimize their cruelties or adopt a less disruptive lifestyle. Of course, if all of the boggards are slain and the PCs simply use the site that remains, these problems can be avoided entirely.

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CHAPTER 3

STOLEN LANDS

BY TIM HITCHCOCK

PART 1: TROUBLE AT OLEG'S 162
This part assumes the PCs are still 1st level, but should still provide a challenge for 2nd-level characters.

PART 2: BANDITS OF THE GREENBELT 168
The PCs should be 2nd level when they confront the bandits at the Thorn River camp.

PART 3: AGAINST THE STAG LORD 172
The PCs should be 3rd level when they confront the Stag Lord.

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PART 1:

TROUBLE AT OLEG'S

While this campaign assumes that the PCs travel directly to Oleg's Trading Post after helping to defend Lady Jamandi's manor from the Black Tears, the nature of a sandbox campaign allows the players to drive the course of the narrative as they see fit. Nonetheless, Kingmaker's overarching plot doesn't truly begin until they make that first fateful trip to the trading post.

Oleg's Trading Post is a repurposed border fort located at the southern edge of Rostland (and thus Brevoy—area **RL1** on the map of the Stolen Lands). To the south, the green line of the Narlmarches looms only a few miles away. Owned and operated by a stern and somewhat unimaginative man named Oleg Leveton and his wife Svetlana, the trading post's remote location and inconvenient distance from a major river prevents it from realizing significant financial success. This situation suits the Levetons fine, as they chose the remote location out of a desire to escape the constant machinations and political maneuverings they saw dominating urban life in Restov. All they ever really wanted from the trading post was a place to live far enough from the sins of civilization without being so distant that they couldn't enjoy most of its benefits. Accepting a charter from Restov to rebuild an abandoned fort into a trading post seemed like the perfect solution.

Oleg and Svetlana have spent the past several months renovating the old fort. Their customers are few and far between, consisting mostly of trappers,

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hunters, and an eccentric local hermit named Bokken. Until recently, trading in furs, jerky, and the occasional magic potion from Bokken has provided the couple enough coin to keep them in business. Unfortunately, the new trading post has caught the attention of the Stag Lord's bandits, who have been shaking him down on a regular basis.

Oleg is a man with a no-nonsense attitude and fierce pride. Were it not for the fact that he fears for his wife's safety, he would have doubtless sacrificed his life to the bandits in a foolish attempt to defend his stock when they first paid a visit three months ago. Being forced each month to hand over his inventory to the bandits shames him, but he masks his shame with gruffness and stubborn determination. His wife Svetlana knows she's the reason he hasn't stood up to the bandits, and she also knows how much the situation pains him: that act of humility is crushing his soul. She's pleaded with him several times to abandon the post and return to Restov, but Oleg has stubbornly refused defeat. His sole concession to Svetlana's wishes has been to send requests to the city for reinforcements whenever a trapper or hunter stops by on their way back to civilization. He recently received word back that a group of guards is coming to aid him, but no sign of such protection has yet arrived, and the bandits are due to make their monthly visit to the trading post. The PCs' arrival gives Oleg his first real chance to stand up to the bandits.

Statistics for Oleg and Svetlana, as well as information on how the trading post changes over the course of this Adventure Path, can be found on page 52 of Chapter Two.

OLEG'S TRADING POST

A 10-foot-high wooden palisade surrounds Oleg's Trading Post. A watchtower—remnants from the site's original use as a border fort—rises at each corner of the stockade, each armed with a run-down catapult. These catapults are in no condition to be fired, and repairing them would take many weeks of work; they're no use against the soon-to-arrive bandits. The single entrance into the palisade is through a 30-foot-wide wooden gate. Scaling the palisade walls requires success on a DC 20 Athletics check to Climb. The map of Oleg's Trading Post is available as *Pathfinder Flip-Mat Classics: Bandit Outpost*.

Specific locations are listed below.

A1. MARKET YARD

This open area is where most trade takes place. The two tables near the fire pit are used to serve food to visitors and to display small wares, or for guests in the nearby guesthouse to use.

A2. GUESTHOUSE

Oleg rents out the beds here to anyone who wishes to stay the night. His price of 5 cp per bed per night includes a rustic breakfast and a filling dinner.

A3. STABLE

Oleg keeps his jittery horse Claptrap here. He rents the other stalls for visitors' steeds at a rate of 2 cp per stall per night, including a day's worth of feed and water and a complimentary rubdown for the horse.

CLAPTRAP **CREATURE 1**

Jittery riding horse (*Pathfinder Bestiary* 209)

Initiative Perception +5

A4. STORAGE PEN

This fenced area has a wooden roof to keep off most of the rain and snow—large trade goods are stored here until enough accumulate to warrant a trip to the city to sell them off. As Oleg has been forced to turn over his stock to the bandits, the pen is currently empty.

A5. MIDDENS

Several 3-foot-deep composting pits and middens have been dug into the soil of this area.

A6. MAIN HALL

This squat but solid wooden building is Oleg and Svetlana's home as well as the storeroom for the trading post. The double doors leading out to the market yard can be barred but not locked.

A7. DINING ROOM

This is a comfortable room with a few chairs and a table. Oleg and Svetlana generally don't host meals here, due to the room's small size.

A8. OFFICE

This is where Oleg keeps his ledgers and meets with important visitors—in theory. As of yet, no one of importance has bothered to visit the trading post. A successful DC 20 Perception check is enough to discover an iron key hidden behind a loose board in the wall; this key unlocks the door to the stockroom (area **A9**).

A9. STOCKROOM

This room is used to store most of the trading post's stock. Oleg keeps the door to the stockroom locked (DC 20 Thievery to Pick the Lock); the key is hidden in the office. The inventory currently consists of a suit of leather armor, a heavy wooden shield, two hand axes, five javelins, a longbow, two dozen arrows, a scythe, two spears, two *minor healing potions*, one lesser antidote, one lesser antiplague, six torches, two weeks

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OLEG'S TRADING POST
ONE SQUARE = 5 FEET

of rations, a number of animal furs worth a total of 3 gp, and a chest containing 7 gp, 27 sp, and 108 cp.

A10. STOREROOM

This room contains two barrels of drinking water, a half-full barrel of lantern oil, three common lamps, a dozen candles, a week's worth of firewood, a hooded lantern, cookware, 70 feet of rope, a tent, and enough food (mostly cheese, hard bread, and dried venison) to last for 2 weeks.

A11. BEDROOM

This modest room is where the Levetons sleep.

THE STAG LORD

80 XP

Slay the Stag Lord and thus disrupt the organized bandit activity in the Greenbelt.

Source: The official charter from Restov–this charter is given to the PCs as soon as they set out for the Stolen Lands at the start of Chapter Two (page 38). It states that the PCs must strive against all banditry in the Greenbelt; they'll be rewarded if the Stag Lord can be removed from power.

Task: The Stag Lord is not interested in surrendering; the PCs will likely need to kill him in order to complete this quest.

Completion: Restov must have confirmation of the Stag Lord's defeat–if his body is not available as proof, his helm will do. Alternately, an agent of the swordlords (likely Ivenzi; page 32) will travel to Oleg's Trading Post to personally confirm the banditry has been addressed.

Reward: 200 gp, plus a new charter to settle land and establish a kingdom in the Greenbelt; this charter and its ramifications are detailed in Chapter 4.

ARRIVAL AT OLEG'S

Oleg and Svetlana are expecting visitors. A traveling hunter on his way back from Restov recently delivered the message that the Levetons' request for defensive aid against the bandits is just about approved, but it

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will still be a few days before a patrol can be sent. The message went on to inform the Levetons that a group of adventurers chartered to explore the Greenbelt would be along sooner, though, and they could well be of use in defending the post against the bandits. Oleg and Svetlana take this news in different ways.

When the PCs arrive, Svetlana greets them warmly, presenting them with hearty stew and warm bread, and she has even opened a bottle of wine to thank them for coming to their aid. Oleg makes sure to keep busy repairing a leak in the roof over the guesthouse (area **A2**). When he sees the PCs, he climbs down to greet them, all sweaty and gruff. While Oleg likes the idea of having extra help to defend against the bandits, he's disturbed by the implications of authorities sending anyone to "explore the Greenbelt." Even though the bandits have been causing him trouble, he doesn't welcome even the hint of an attempt by Restov to expand civilization into the Stolen Lands, for this would engulf his new home back into the society he's worked so hard to avoid. But he knows better than to voice his opinions aloud, so opts instead for a gruff attitude, leaving the majority of the interaction with the PCs to his wife. Svetlana tells them she's expecting the bandits to arrive in the morning for their monthly "tax collection," and if the PCs are willing to help, she'll give the adventurers free room and board—an offer that Oleg mutters unhappily about but knows better than to countermand.

Once the characters agree to help, the Levetons can tell them what they know about the bandits.

First Visit: The bandits' first visit was three months ago—they threatened to burn down the trading post if the Levetons didn't agree to hand over all of the furs and trade goods they'd accumulated from various hunters and trappers.

Subsequent Visits: Since then, the bandits have returned twice more, each time within an hour of sunrise on the first day of the month. The Levetons have learned to have their "taxes" ready and hand them over quickly—the bandits always seem eager to return to their camp somewhere to the south in the Greenbelt, which makes Svetlana think their camp is about a day's ride away.

Bandit Numbers: The first time the bandits visited, there were a dozen of them—10 lower-ranking criminals led by a cloaked man armed with a bow and a woman who carried two hatchets. The woman did the majority of the talking on that first trip, and her black sense of humor coupled with the way she smiled when she spoke of the fate awaiting the Levetons if they didn't comply frightened the two all the more. The woman seemed particularly sharp and observant, whereas the man seemed a bit more crude and foolish. This, plus the fact that the woman quite nearly lopped off Oleg's right hand with one of her hatchets in a cruel bit of mockery, convinced the Levetons she was the most dangerous of the bandits. As it was, the woman grabbed Svetlana's wedding ring right off her finger and tossed it to one of her men as payment for "not shortening Oleg's reach."

On the second and third visits, only the crude, hooded man accompanied the bandits. On the second visit, he came with just six other men, while on the third, he came with only four. The Levetons suspect that the bandits have let down their guard and think the owners of the trading post are completely cowed. Hopefully, when they visit tomorrow, they'll be even fewer in number, and the scary woman with the hatchets won't be with them!

AMBUSHING THE BANDITS — MODERATE 1

The PCs have the remainder of the day and the following night to set up their defenses and prepare for the bandits' upcoming visit. The Levetons suggest the PCs hide in the guesthouse or the stable and wait until the bandits busy themselves loading furs and other goods onto their horses, then the PCs can rush out of hiding to attack them.

The Levetons have no love for their tormentors and hope to see them all dead. Oleg even has plans to hang the bandits' bodies from the southern palisade wall as a warning to other brigands. Still, Oleg stresses that neither he nor his wife are soldiers and won't aid in any plan that puts them or the trading post in additional danger or that doesn't end up at least teaching the bandits to seek easier victims elsewhere. Give the PCs whatever time they need to plan their ambush, allowing them to explore the trading post and come up with uses for the supplies and buildings found therein.

Creatures: Once the PCs establish a plan, three bandits under the command of Happs Bydon arrive as expected. About an hour after sunrise, the four brigands approach from the south on horseback. If the gate to the trading post isn't open, they array themselves nearby and call out threats to the Levetons such as, "Open the gates, unless you want us to throw in a little fire to speed your arses up!" The bandits don't expect any sort of resistance. If the trading post is open to them, they arrogantly ride in and begin making crude comments and threats against the Levetons while loading their horses. Left to their own devices, they finish the job in 20 minutes and leave the Levetons physically unharmed but emotionally devastated.

If the PCs decide to ambush the bandits as they load their spoils, Oleg agrees to begin the interaction with them as usual, but he wants Svetlana to hide in the safety of their bedroom. Svetlana immediately points out that her absence would surely alert the bandits that something is up, and Oleg is forced to agree. Ultimately, who ends up where is left to the PCs, but if one of the

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Levetons hides, all skill checks involving tricking the bandits (including Stealth checks made as initiative checks) suffer a cumulative –1 circumstance penalty.

Once the fighting starts, Oleg and Svetlana both run for cover—you can assume they remain safely out of combat for the battle's duration. The bandits aren't expecting resistance, so for initiative, allow each PC to choose any skill appropriate for their chosen tactics, such as Deception, Stealth, or Survival. In addition, the bandits themselves are so agog at being ambushed that they suffer a –2 circumstance bonus on their initiative checks and are flat-footed during the first round of combat.

If the characters don't bother hiding and decide to confront the bandits openly, they lose these elements of surprise. The bandits don't immediately attack, but quickly raise their guard. They pretend to be simple travelers seeking a quick breakfast and maybe a few hours of rest. If these circumstances force Oleg and Svetlana to interact with the bandits, either the Levetons endure their mistreatment (if Oleg feels Svetlana is at risk) or Oleg foolishly roars and attacks one of the bandits in an attempt to force a confrontation. If the PCs try to just wait out the bandits, they thank the Levetons for their food and leave without revealing their true purpose. Two days later, Happs returns with five bandits to try again. If the characters are still present, Happs and his bandits act more aggressively and add "rob the clueless strangers" to their list of crimes for the day. These circumstances cause Oleg and Svetlana to grow less friendly and more concerned that the "heroes" who have come to their home might not be any better than the bandits.



HAPPS BYDON

Happs is a crude and foul-mouthed man who turned to banditry after he was caught running a protection racket in Restov while serving as a soldier and city guard. He fled the city when he learned that the law was coming for him, abandoning his wife and two children to suffer the shame of his crimes. He's found that banditry agrees with him—he quite enjoys the outdoors and Kressle's companionship.

Happs is overconfident and enjoys boasting during battle, calling out attacks and hollow threats that he's ill-equipped to carry out. As the battle progresses, if his called attacks and threats continue to fail, he grows increasingly grim and quiet. He prefers to fight with his longbow, letting his bandits take the risks in melee. He uses his alchemist's fire against PCs in a tight group or against the stables as a distraction to draw the PCs out of combat and into firefighting or panicked horse control. The bandits themselves are classic bullies, eager to inflict pain but cowards at heart. They do their best to team up and flank foes at the start of a fight, but sometimes make poor tactical decisions (such as to waste rounds of combat chasing a foe at range rather than switching to longbows, or sometimes switching targets and leaving other bandits without a flanking partner).

Happs knows his position as second-in-command in the Thorn River bandits is tenuous at best. He hopes that a few more months of robbing the trading post will earn him a promotion, so he won't back down from a fight in front of his flunkies—as long as another bandit can see him, he fights to the death. The other bandits aren't as committed to the cause; they shriek in pain and fear when reduced to fewer than 6 Hit Points and attempt to flee back to the Thorn River bandit camp (page 169), on horseback if possible. If Happs

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is defeated, any surviving bandits immediately flee. If all three of Happs's bandit crew are slain first, Happs immediately flees or, if he's taken damage, surrenders.

If Happs or any of his bandits are captured, they volunteer that Kressle, the leader of the Thorn River camp, will come for Oleg and Svetlana sooner rather than later, and if the brigands think any of their group have escaped to tell Kressle about the PCs, she'll seek revenge on the party as well. If Coerced, they will tell the PCs how to find their camp, or they will lead them there. They can also answer most of the questions about the Stag Lord that the bandits back at camp can answer (Interrogations, page 171), though they warn the PCs that they are no match for the Stag Lord.

HAPPS BYDON — CREATURE 0

UNIQUE | LE | MEDIUM | HUMAN | HUMANOID

Male human bandit

Perception +4

Languages Common

Skills Athletics +4, Intimidation +5, Nature +4, Stealth +5, Survival +4

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

Items composite shortbow (20 arrows), dagger, leather armor, silver Stag Lord amulet (worth 3 gp), trail rations (2 days), 15 sp

AC 15; **Fort** +6, **Ref** +7, **Will** +4

HP 17

Speed 25 feet

Melee ❖ dagger +6 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Ranged ❖ composite shortbow +7 (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+1 piercing

Ranged ❖ dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Focused Target ❖ (concentrate) Happs designates a single creature he can see as his target; when he does so, he issues a litany of mockery at the target. Happs gains a +2 circumstance bonus to Survival checks to Track the target, and the first time he hits the target in a round, he deals an additional 1d8 precision damage to the target. These effects last until Happs uses Focused Target again.

THORN RIVER BANDITS (3) — CREATURE -1

UNCOMMON | CE | MEDIUM | HUMAN | HUMANOID | MINION

Human bandits

Perception +2

Languages Common

Skills Athletics +5, Intimidation +2, Stealth +4

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

Items dagger, leather armor, shortbow (10 arrows), silver Stag Lord amulet (worth 3 gp), rations (2 days), 1d8 sp

AC 14; **Fort** +5, **Ref** +6, **Will** +2

HP 8

Speed 25 feet

Melee ❖ dagger +5 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Ranged ❖ shortbow +6 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Ranged ❖ dagger +6 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Treasure: The silver amulet worn by each bandit indicates their association with the Stag Lord's army. It depicts an open-faced helmet made from the skull of a fanged predator, with antlers extending from the top of the helmet down either side. A PC examining a Stag Lord amulet can attempt a DC 17 Banditry Lore or a DC 20 Society check to Recall Knowledge. On a success, the PCs recalls rumors of a new bandit leader calling himself the "Stag Lord" rising in prominence in the Stolen Lands. On a critical success, the PC recalls hearing that the Stag Lord has been recruiting smaller bands of criminals under his banner, awarding these amulets to those who join his band.

SETTLING IN AT OLEG'S

This adventure assumes that the PCs defeat, or at least drive off, the bandits. While Oleg is worried the remaining bandits will come for revenge, he also suspects they're cowards at heart and won't try anything against the trading post for some time; hopefully before then, the aid promised by Restov will have arrived to bolster the post's defenses.

Thankful for the help, Oleg offers the group a reward consisting of 12 gp and all the potions and alchemical elixirs from his stockroom (area **A9**). Svetlana tells the PCs that they're welcome to stay in the guest house free of charge as long as they want, with meals provided for free. Oleg also lets the PCs take any bits of gear they want from the bandits, then claims anything left over as new stock. If the PCs claim the gear and propose selling it to Oleg, he'll gladly purchase it from them at full price as an additional way to thank the PCs for helping out, but he makes it perfectly clear that future transactions will be at regular prices (and he steadfastly pretends not to notice the look that Svetlana shoots him when he tells the party this).

Oleg's Trading Post should serve the PCs well as a home base until they're able to establish their own headquarters elsewhere in the Stolen Lands. You can use the trading post to introduce new information, rumors, and quests in the form of visitors, wanted posters, or the like. Chapter Two (page 52) provides additional information about life at Oleg's Trading Post, including key NPCs who visit the post (such as Kesten Garess and Jhod Kavken), and several opportunities the PCs might be offered while staying with Oleg and Svetlana.

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PART 2:

BANDITS OF THE GREENBELT

The Stag Lord keeps a fair number of bandits at his side in his fort on the northern shore of the Tuskwater, but not all the bandits are loyal to him. Several wander the wilds of the Greenbelt, allowed to do what banditry they can among travelers (even, at times, stealing north into Rostland) as long as their individual leaders report back to the fort once a month with their dues. He also maintains a second camp of bandits many miles north of his fort, at area **GB7** on the Thorn River. Not only does this camp give his wandering bandits a guaranteed safe place to gather and share news, but it also lets his followers control the northernmost ford in the Greenbelt. It is from the Thorn River camp that those who have been tormenting Oleg's Trading Post hail. Until the PCs deal with the Thorn River bandits, the brigands continue to harass travelers around the trading post. Left to their own devices for more than a month, they'll recruit enough new members to double both their numbers and resources. If they attain this feat, they launch a major attack on the trading post in an attempt to burn the place down for daring to defy their wishes.

After the PCs defend the trading post in Part 1 of this chapter, finding and defeating the bandits at the Thorn River camp should become a priority. If the PCs captured one of the bandits alive during Part 1 and successfully interrogated him, the bandit can lead the characters right to this camp. Alternately, a skilled

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tracker can attempt a DC 15 Survival check to Track any bandit that fled the fight to the camp. The tracks lead back into the woods, then south to Thorn River, skirting the northern bank until they reach the bandit's creekside campsite.

THE THORN RIVER CAMP

The Thorn River bandit camp is relatively large, and well defended by several hidden platforms in the trees. The encampment itself is about 60 feet from the Thorn's north bank—a path winds alongside a shallow creek that leads directly up to the campsite. This path continues for another 200 feet north of the camp before turning into a standard game trail.

Points of interest within the camp's bounds are detailed below.

B1. CLEARING

The bandits created this semi-permanent campsite by cutting a small clearing. Tree trunks and logs serve as chairs, all centered around a stone-lined campfire. A heap of kindling and smaller sticks lies nearby. The bandits generally prefer to sleep under the stars but, for wetter nights, they keep six folded tents stored under the platform at area **B2**.

B2. EAST WATCH POST

A wooden platform 20 feet off the ground gives a great view of not only the campsite but also the trail leading off to the west. A rope ladder allows access; if it has been pulled up to the platform, access from below is still possible by succeeding at a DC 10 Athletics check to Climb one of the nearby trees. Tents, firewood, food, and other supplies are stored beneath a canvas tarp below this post.

Treasure: The bandits keep their loot here, hidden from casual view. The platform itself is somewhat camouflaged. Anyone using it to hide gains a +1 circumstance bonus to Stealth against anyone attempting to spot them from the ground. A lesser thunderstone is kept in a small hollow of the tree for use as needed to raise alarms.

B3. WEST WATCH POST

This post is identical to the east watch post, save that it contains no significant supplies other than a lesser thunderstone to be used as an alarm.

B4. THE LOGS

Two thick logs lie positioned alongside the forest trail. Bandits sometimes use the logs as cover or roll them across the path to create obstructions. Doing so requires DC 20 Athletics check made as a three-action Interact activity.

B5. THE WAGON

An old, broken-down wagon sits here.

Treasure: The bandits occasionally use the wagon as part of a set-up to dupe travelers, and they keep all the components needed to quickly construct a *spike snare* (*Core Rulebook* 591) handy here to aid in this pursuit.

THE BANDITS SEVERE 2

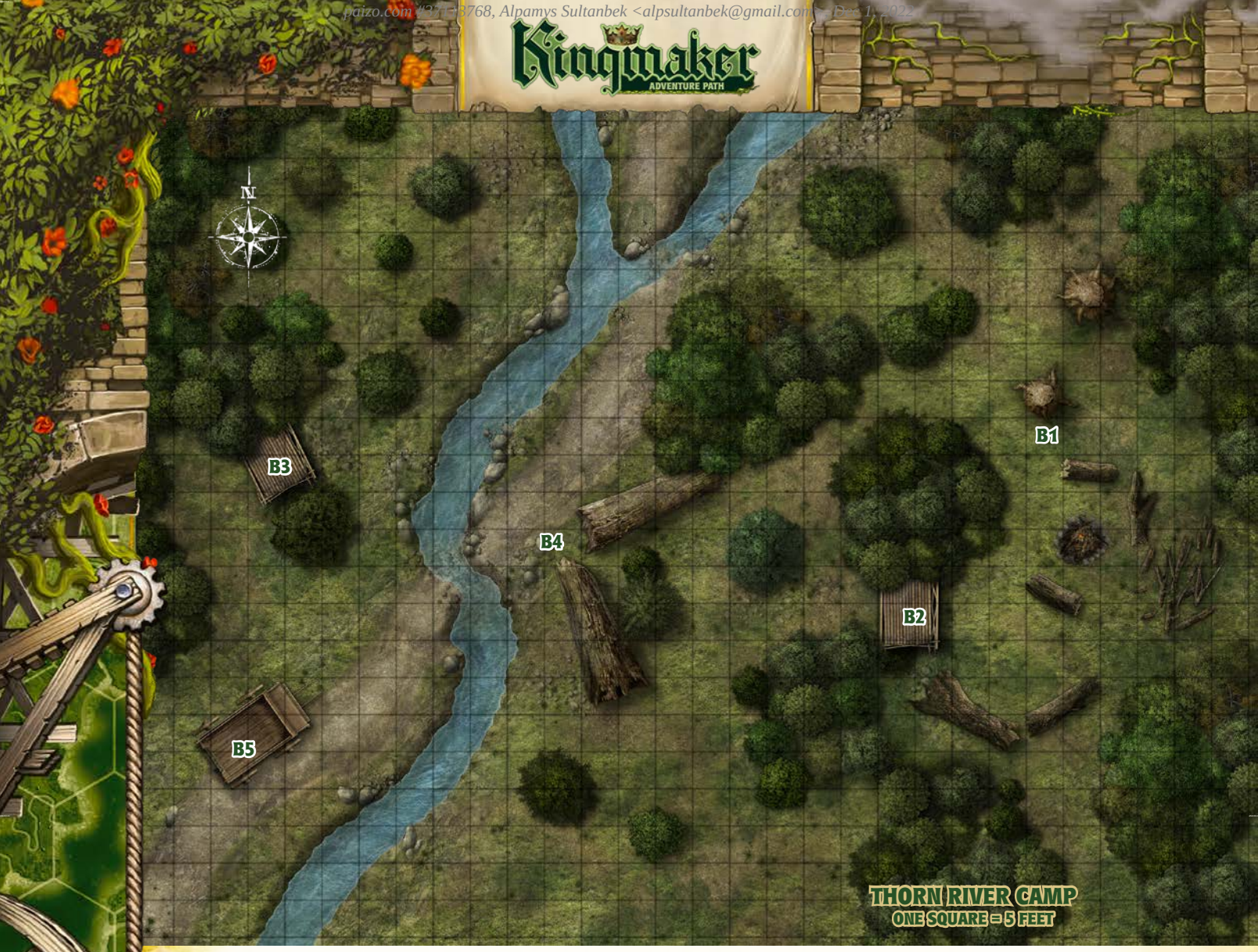
Creatures: A woman named Kressle leads the Thorn River bandits. A career bandit, she grew up in the River Kingdoms. Never spending more than a week in one spot when growing up, Kressle has banditry in her blood—as a child, she was already helping her parents rob travelers and rough up pilgrims for some quick cash. When her parents were killed during a botched roadside ambush, Kressle fled north from Mivon and into the Greenbelt. She made her way through the region with a bit of luck, only to be caught by the Stag Lord's bandits. When two of them lost fingers to her hatchets, their thoughts turned from robbery to escape, and she followed the maimed and frightened bandits right up to the Stag Lord's fort. Impressed with her skill and bravery, the Stag Lord executed the cowards who'd lost fingers and recruited Kressle on the spot. After serving at the fort for a few months, the Stag Lord sent her north to run the Thorn River bandit camp; she has enjoyed the resulting mix of freedom and responsibility. Her "arrangement" with Oleg is only the latest of her initiatives enacted since her arrival in the area.

Kressle and Happs live with nine other bandits in the Thorn River camp; though, during the day, only six would typically remain on site. Happs took three of them with him on his ill-fated trip to Oleg's, leaving Kressle with six other bandits to hold the camp. If the bandits anticipate the characters' arrival and have at least a day to prepare for the encounter, Kressle makes sure all six of her surviving minions are present and prepared to defend the camp. If not, when the characters first arrive, they encounter just four bandits, with the others having left for the day to hunt, gather firewood, and patrol. If the characters take longer than three days to reach the camp, the bandits learn what happened to Happs, and all remain in camp.

One bandit always remains stationed on the watch platform at area **B2** and another at area **B3**; if either one perceives a threat to the camp, they use the thunderstone at their station to raise the alarm and hopefully disorient intruders, then fire arrows down at any visible threats while the remaining bandits at area **B1** grab their weapons and join the fight. If the bandits expect the PCs, they post an additional bandit hidden behind the logs at area **B4** and heap some of their loot atop a *spike snare* in the wagon at area **B5** hoping to lure greedy characters into its slashing jaws.

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KRESSLE CREATURE 1

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Female bandit leader

Perception +6

Languages Common

Skills Athletics +8, Intimidation +7, Nature +5, Stealth +7, Survival +6

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

Items hatchets (2), *lesser healing potion*, studded leather, silver Stag Lord amulet (worth 3 gp), 8 gp, 5 sp

AC 15; **Fort** +8, **Ref** +7, **Will** +6

HP 22

Speed 25 feet

Melee ❖ hatchet +8 (agile, sweep, thrown 10 feet), **Damage** 1d6+3 slashing

Ranged ❖ hatchet +7 (agile, sweep, thrown 10 feet), **Damage** 1d6+1 slashing

Hatchet Flurry ❖ **Frequency** once per round; **Requirement** She wields hatchets in each hand; **Effect** She attacks with both hatchets, making two Strikes at the same target. Apply her multiple attack penalty to each Strike normally.

Maiming Chop Kressle has a violent knack for striking grievous wounds to her opponent's hands. If she scores a critical hit on a target with a hatchet Strike, the target must succeed at a DC 17 Fortitude save or become clumsy 1 (or clumsy 2 on a critical failure). This condition persists until the target receives any amount of healing.

THORN RIVER BANDITS (6) CREATURE -1

Page 167

Initiative Perception +2 or Stealth +4

Treasure: The bandits' spoils are hidden under mundane supplies like food, firewood, and tents beneath the platform at area **B2**. Their stash currently includes 9 gp, 121 sp, a pair of silver earrings worth 15 gp, a wooden music box worth 8 gp, three crates of furs and pelts worth 5 gp per crate, and 8 bottles of herbal liquor, each worth 2 gp.

The liquor was specifically requested by the Stag Lord, and a captured bandit can inform the characters that if the Stag Lord doesn't get this shipment, he'll

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likely grow more aggressive. If the PCs use the liquor as part of a ruse to enter the Stag Lord's fort, the Stag Lord drinks an entire bottle almost immediately. The precise effects of liquor shipments on the Stag Lord are described on page 174.

Characters looking for Svetlana's wedding ring (quest on page 53) won't find it here, as it was recently stolen by mitflits and spirited away to the Old Sycamore (area **GB14**).

INTERROGATIONS

So long as Kressle remains alive, the bandits remain relatively loyal and well behaved. As soon as the PCs defeat Kressle, however, their loyalty to the Stag Lord vanishes, and they attempt to flee. Those who can't escape quickly surrender and beg for mercy. Like an increasing number of the Stag Lord's bandits, these thugs are dissatisfied with the rule of their master, whose grip on reality seems to be slipping into the bottom of a whiskey cask. While they continue to support their lord, they aren't foolish enough to die for him, nor do they pass up any seemingly good opportunities. No bandit offers to help the characters before learning the hard way that they are outclassed, but characters can convince those captured alive to reveal crucial information concerning both the Stag Lord and the Greenbelt itself.

Once a bandit surrenders, their responses to likely questions are as follows.

Who's your boss? "Our boss is a monster of a man. Calls himself the Stag Lord. He's a deadeye with the bow, and I saw him crush a prisoner's hand to mush in one fist. Come to think of it, I've never seen him without his creepy stag helmet on—some say he ain't got no face under it, but not me—I think that creepy helm *is* his face!"

How many bandits work for your boss? "It's hard keeping track of who's working for the boss, so we use a master phrase as a sort of password to get into the fort on the northeast shore of the Tuskwater."

What's the password? "Unless it's been changed recently, the current phrase is, 'By the bloody bones of Saint Gilmorg, who wants to know?' And no, I have no idea who 'Saint Gilmorg' is."

What's with all the booze? What is the Stag Lord like? "The Stag Lord is a bloody drunk. All that booze under the platform is for him. He's half of what he used to be, and he ain't never been right in the head. I hear he punched a horse for spittin' in the yard a few weeks ago. Personally, I wouldn't care if he dropped dead tomorrow, but even drunk out of his mind, he's still got a fair amount of fight to him."

Who's the Stag Lord's boss? Are there any other bosses? "The Stag Lord keeps a strange old man locked up in the basement. I suspect the old guy might actually be running the show, using the Stag Lord as a puppet, you know. I got a look into the old guy's eyes once, and it terrified me. He ain't someone I'd want to cross."

Where's Svetlana's Ring? "A couple of bags of loot were stolen a while back by a group of filthy gremlins—the annoying little pests live under the old sycamore tree to the east. We were lucky that what they snatched was mostly just copper and some cheap-looking trinkets, otherwise the Stag Lord would have our skins for sure! That ring we took from the trader woman was in there, though, I'm sure of it."

Will you help us fight the Stag Lord? The bandits fear the Stag Lord, and if this topic comes up, they blanch and shake their heads in fear.



KRESSLE

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PART 3:

AGAINST THE STAG LORD

The Stag Lord and his bandits represent the first major threat the PCs must face in the Stolen Lands, and his potential defeat means more than just safety for Oleg and Svetlana—it symbolizes the adventurers' growing control over their domain and proves to Restov that the PCs have what it takes to begin their own kingdom. Certainly, as word spreads of the Stag Lord's demise, other would-be bandit gangs think twice before looking at moving in on his territory!

Defeating the Stag Lord won't be easy for the PCs at the start of this Adventure Path—they should take their time building up their resources and abilities first. At the very least they should have dealt with their bitter rivalry with Tartuccio (as described in Chapter Two on page 41) before turning their attention to the Stag Lord.

THE STAG LORD'S FORT

The PCs can learn the location of the Stag Lord's fort by interrogating bandits or simply exploring—it's a landmark on its own, after all, and difficult to miss once one reaches the largest lake in the Greenbelt. It is located at area **TW3** on the map of the Stolen Lands.

Full details on the Stag Lord can be found on page 604.

THE BANDITS

Although the bandits involved in the attack on Oleg's Trading Post, the bandits stationed at the Thorn River camp, and the bandits the characters might run into as wandering monsters all serve the Stag Lord, only a select few are allowed to live in the fort with him: three lieutenants and seven other bandits. If the PCs

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manage to thin their ranks via multiple forays against the fort, assume that enough bandits roam the hills for the Stag Lord to replenish 1d6 bandits each day; he cannot replace his three officers.

Although the seven bandits are identical as far as game statistics go, they remain unique individuals. Listed below are brief descriptions of each bandit—you can use these notes to give each a personality, especially if the PCs decide to infiltrate the fort disguised as new bandit recruits.

Ayles Megesen: Ayles is a soft-spoken man whose calm demeanor should not be taken for passivity. Ayles enjoys the act of torture the most among the bandits, and often spends hours after a fight "exploring" surviving victims.

Cragger Kench: A former cutpurse, Cragger was beaten senseless by the Stag Lord for stealing and drinking a bottle of his liquor. His injuries have left him resentful and cautious with concern to provoking his leader's wrath—causing him to take long pauses before speaking.

Backhanded Jeb Megesen: Ayle's younger brother, Backhanded Jeb believes he got his nickname for the powerful strike he's accustomed to unleashing on foes, when in fact he earned his moniker by talking out both sides of his mouth.

Falgrim Sneeg: Falgrim Sneeg is an older Varisian man with graying hair and an unruly beard. A former mercenary, he possesses an unnerving calm in the face of violence. He is the target of Kesten Garess's plot for revenge (more information can be found in the Finding Falgrim quest on page 54).

Norry "Gorgon" Driper: Smaller than only Auchs, Norry tends to snort and rumble like an enraged bull, exhibit clumsiness in rooms full of fragile treasure, and sport rancid breath that his fellow bandits claim could easily petrify the living. He wanted "Ox" as his nickname in the band, but alas, it was already taken.

Jex the Snitch: The least popular with the men but perhaps the Stag Lord's favorite minion is this aptly nicknamed man. His penchant for reporting the other bandits' mistakes to the Stag Lord is likely to earn him a shallow grave before long.

Topper Red: Topper Red was a struggling street poet from Pitax. He fled that city when an affair turned sour, and he eventually joined the Stag Lord's ranks while romanticizing the thrilling life of a lawless brigand.

THE LIEUTENANTS

In addition to the seven rank-and-file bandits, the Stag Lord keeps three notable lieutenants on hand, each for a different reason. Orders from any of these three men are generally followed without hesitation; only when an order directly contradicts the Stag Lord's commands (implied or otherwise) will the other bandits question a lieutenant.

Akiros Ismort: Of the three lieutenants, Akiros is the least satisfied with his lot in life—but that's nothing new for him. Akiros's parents were simple farmers in a proud rural area in Taldor, and they wanted to raise him to be a protector of the town—as a paladin of Erastil, no less. Every moment of Akiros's life was spent in preparation for his acceptance into the order, yet not one month after he achieved his parents' dream and became a paladin, Akiros fell in love with the married daughter of one of his hometown's wealthier merchants, a woman named Rosilla. The affair ended all too soon when Rosilla's husband found out and confronted Akiros in public. When Rosilla publicly announced that the fling with Akiros was a mistake, the would-be paladin's true nature came to the surface: He flew into a fury and killed both Rosilla and her husband. With dozens of witnesses in shock at his unexpected violence, he fled his hometown forever.

Akiros barely made it out of Taldor, stowing away on a merchant ship bound up the Sellen River for Mendev. Akiros switched ships dozens of times as he fled north, losing himself in the River Kingdoms, living as a bandit, a vagabond, and a criminal, where he grew to enjoy his newfound rages. Recently, his wanderings took him into the Stolen Lands. He'd heard of the Stag Lord and, still unsure of where he needed to be in life, he sought out this new liege. Akiros has been with the Stag Lord only a few months, but already his commanding presence has earned the leader's favor; Akiros is now second-in-command, much to Dovan's displeasure. Ironically, Akiros has come to the realization that life as a bandit is even more hollow than his life as a paladin of Erastil was, and when the PCs make their attack on the fort, he sees in them an opportunity for a new life and, perhaps, redemption. At some point, once the battle for the fort begins, you should have Akiros tear the Stag Lord amulet from his throat, cast it aside, and step in to fight with the characters. This can either be at a point where things are looking bad for the characters and they could use a little extra help, or it can be at the start of the battle.

Auchs: Auchs is as simple as Akiros is complex. A lumbering lummox of a man, Auchs is simpleminded in everything but cruelty. He loves the sound of sobbing and screaming when the sounds aren't coming from him, and he gleefully crushes and pummels bandits and prisoners alike according to the commands of his fellow lieutenants or the Stag Lord. Illiterate, Auchs can spell only his name—and he's no longer sure about that, since Dovan gleefully taunted him that it's spelled "Ox." He's traveled with Dovan for the past six months, ever since the smaller man saved

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him from being killed for starting a deadly brawl in a Daggermark marketplace. Auchs is rarely far from Dovan's side, although he is taking an increasing liking to Akiros (much to Akiros's annoyance).

Dovan from Nisroch: Until Akiros usurped the role, Dovan was comfortably the second-in-command of the fort. Secretly pleased with the Stag Lord's alcoholism, Dovan has been actively encouraging the man to drink, for as long as the Stag Lord is in his cups, more power over the bandits rests in Dovan's hands. Dovan himself is a mystery to the bandits—a dark, tattooed figure with an obvious taste for pain and cruelty. All they know of him is that he claims to hail from Nisroch.

In fact, Dovan hails from Ustalav, where he grew up amid the horrors of the Widow's Boudoir in Caliphas. When he discovered that he was on the menu for a particularly violent evening, Dovan gathered his things and quietly fled town, spending the next several months enjoying all the decadences and freedoms the River Kingdoms had to offer. After a close call with a press gang, Dovan "recruited" Auchs by saving the huge man from a brawl Dovan engineered. Dovan often grows tired of Auchs's childish talk but is just as pleased with how well the oaf takes to torture—and the security his friendship brings can't be denied. Of late, Dovan has been plotting ways to kill Akiros, but he can see how much the Stag Lord and the other bandits admire him, so he knows he needs to make his move subtly. Before the PCs arrived, his best idea was to somehow get Auchs to attack and kill the fallen paladin, but he has yet to come upon a reliable way to goad Auchs into attacking Akiros.

BANDIT CANT

The Stag Lord's bandits often speak in slang and catchphrases to prevent outsiders from understanding their plans. Two key phrases are noted below.

Master Phrase: The bandits use this phrase to identify themselves to whomever is working the main gate. When spoken, the gate opens. The Stag Lord changes the phrase regularly as a safety precaution, or in the event he believes the phrase has been compromised. The current master phrase is "By the bloody bones of Saint Gilmorg, who wants to know?"

Infiltrated Phrase: Bandits speak this phrase if they believe an outsider has infiltrated their ranks or they suspect a traitor. The current infiltrated phrase is "And so the stink marks the jackal in a den of wolves."

METHODS OF APPROACH

The method the characters settle on for approaching and handling the Stag Lord's fort is up to them, but two options are particularly likely.

Infiltration: The characters might bank on the fact that the bandits at the fort don't know all the bandits who work for the Stag Lord in the Stolen Lands. Certainly, if they learn the master phrase from the bandits at the Thorn River camp, they'll have a ticket into the fort. By dressing in defeated bandits' clothes and openly displaying a stash of supposedly stolen goods, the characters gain a +2 circumstance bonus on checks made to Disguise themselves as bandits or Lie about their motives; if they display the alcohol from the Thorn River camp, the results of those checks are shifted up one degree of success.

News of an alcohol delivery spreads swiftly, causing the Stag Lord to emerge joyfully from his room in area **C8**, seize the liquor, and instruct Akiros to "pay these fine people a bonus of 5 gold coins each" before he returns to his quarters to drink himself into a stupor. It takes the Stag Lord an hour to pass out, at which point stealthy characters might even steal into his chamber and ambush the slumbering bandit lord. Poisoning the liquor is also a potential solution for taking out the Stag Lord. If any such attempt fails to kill the Stag Lord, though, he wakens filled with anger and calls for full support, in which case the PCs might find themselves fighting the entire bandit camp at once.

Particularly crafty characters could work to lure away individual bandits to a secluded place to kill, incapacitate, or even recruit them. They could even try to sow seeds of dissent—if the characters interact with the bandits and learn their personalities, getting the bandits to turn on one another proves a very real option, provided the characters are able to succeed at enough Diplomacy checks to Make an Impression or Request, Deception to Lie to plant the idea of insurrection, or Intimidation to Coerce a bandit into taking action.

Assault: The Stag Lord's fort is heavily defended, and even if the characters can get inside the walls, the bandits are wily and tenacious foes. A combination of infiltration (to get inside) and assault (once the characters are in position) might work the best. Once a fight begins, the bandits raise the alarm by shouting, but the Stag Lord himself doesn't immediately respond, misinterpreting the alarm for general bandit roughhousing and then fighting against a sudden bout of sickness and dizziness from his latest binge. You can thus delay the Stag Lord's entrance into the battle for a particularly dramatic moment—perhaps just as the characters think they're about done with the fight, or after they suddenly gain Akiros's aid, or maybe even as they're trying to flee. With the death of the Stag Lord, the will of the remaining bandits breaks and they flee the fort quickly, not eager to face justice at the PCs' hands. In this event, only Akiros stays behind to offer the characters his continued aid. Dovan and Auchs flee with the rest, although Dovan could well return later

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on to plague the characters, particularly if one of them caught his eye as a possible victim to torture (Dovan prefers elves for this grisly pursuit).

THE HAUNTED HILLSIDE — SEVERE 3

A narrow path of hard-packed earth winds up the hillside approaching the Stag Lord's fort—this path is 30 feet wide, 300 feet long, and provides no cover. The remaining hillside surrounding the fort is devoid of shrubbery save for isolated thorny vines, but a few large boulders provide cover for a stealthy approach. If the PCs observe the fort from the cover of heavily vegetated hills 300 feet away, succeeding at a DC 15 Perception check reveals that the guards who stand at watch don't seem to keep much of an attentive eye on the hillsides.

There's a reason for this, and one that helped the Stag Lord settle on this location as his fort: The ruins he has chosen to live in were once a small monastery dedicated to Gyronna, a lesser-known goddess of extortion, hatred, and spite whose faith has always been strong in the River Kingdoms. Yet when the monks lapsed from proper worship and began to leave their cruel ways behind in favor of a more minimalist monastic lifestyle, Gyronna grew insulted. One night, she caused the dead of the monastery's extensive graveyard (which surrounded the monastery on the south, east, and west hillsides) to rise up and attack the monks, dragging their still-living bodies into the earth and leaving the building abandoned.

Creatures: The unquiet dead still lurk in the soil of the surrounding hillside, even though their unmarked graves are forgotten. The bandits learned the hard way that the former residents do not take kindly to intrusions upon their place of interment—while the main path to the fort doesn't encroach on any burial sites, approaching from any other landward route rouses the undead guardians. The ancient curse laid by Gyronna allows them to emerge from the ground anywhere from 30 to 150 feet from the fort.

Initial contact with the ground causes the earth to burst open as four zombie shamblers lurch from their resting places to attack the intruder. Each zombie erupts from the dirt within 20 feet of a PC. The undead are prone at the start of their turn, and the squares in which they emerged are treated as difficult terrain due to the nasty-smelling divots in the land their emergence leaves behind. In all, there are 12 zombies haunting the hillside. At the beginning of each round, attempt a DC 10 flat check. On a success, one additional zombie erupts from the ground; on a critical success, two zombies join the fray. This continues each round until all 12 zombies have emerged to join the battle. If the characters are swift about dispatching the zombies, they can avoid being overwhelmed. Of course, a fight against zombies immediately attracts the attention of the bandits, who may or may not take a few pot shots at the characters.

FIGHTING BANDITS

Each of the encounters in this part gives difficulty ratings for a 3rd-level party who confronts only the bandits specifically encountered there—individually, these fights would be relatively simple combats, but any confrontation in the fort is likely to swiftly alert every bandit at once. An all-out brawl with all 10 bandits is beyond an Extreme 3 encounter, so if your group is only 3rd level you should strive to have the bandits rally in waves rather than forcing the PCs to take them all on at once. As a general rule, it's best if the PCs don't face all three of the lieutenants at once. Of course, canny PCs will find ways to turn the lieutenants against each other, or even recruit one to their side!

Once the Stag Lord himself enters the battle, he can quickly overwhelm the situation. As a result, you should either time his entrance for after the PCs have defeated most of the other bandits or have recruited "aid" in the form of an angry owlbear or defecting lieutenant. Alternatively, when he enters the battle, you can simply have the other bandits step back out of fearful respect to let the Stag Lord fight without implying he needs help.

ZOMBIE SHAMBLERS (12) — CREATURE -1

Pathfinder Bestiary 340
Initiative Perception +0

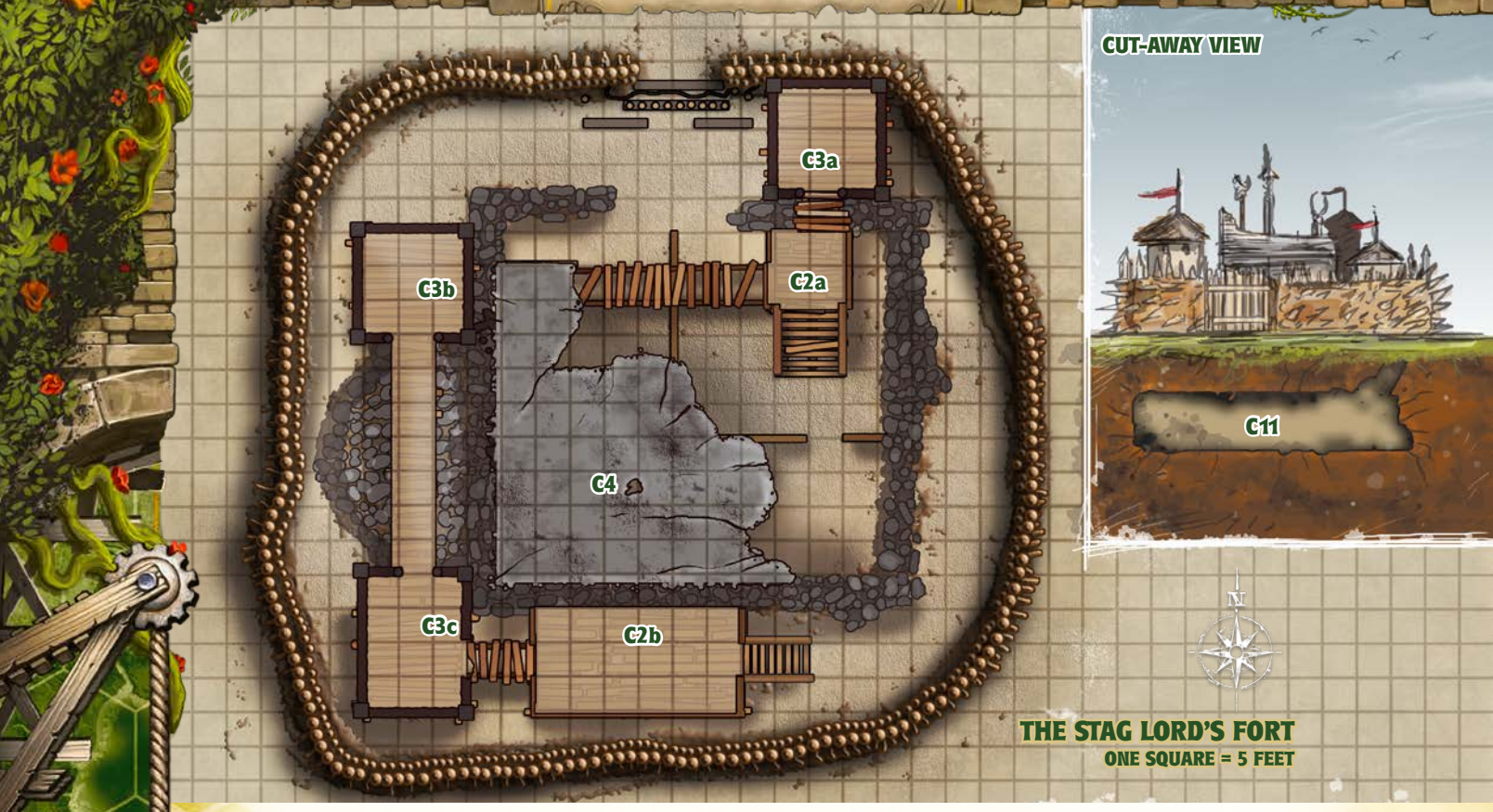
THE PALISADE

The palisade surrounding the fort is 15 feet high, consisting of vertical logs sharpened into spikes at the top. A 30-foot-wide zone around the outer perimeter of the palisade does not trigger any zombies (see above), although already active zombies can pursue PCs into this area. Succeeding at a DC 20 Athletics check allows a character to Climb the palisade, but clambering over the top requires success on a DC 15 Reflex save to avoid taking 1d6 piercing damage from spikes and splinters. A critical failure on the Reflex save results in the climber losing their grip and falling on the side of their choice, delivering an additional 7 bludgeoning damage; if this character successfully Grabs an Edge to arrest the fall they instead take another 1d6 piercing damage from the spikes (DC 15 basic Reflex save).

Just southeast of the fort, a slightly sunken section of ground covers a forgotten stone trapdoor. Succeeding at a DC 20 Perception check allows a character to note

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that there's something strange about the area; on a critical success, the character immediately realizes the sunken area covers a buried trapdoor. If the PCs want to try to access this trapdoor, one PC must take the Dig Up the Trapdoor exploration activity—additional PCs can aid that character by Following the Expert. Once the trapdoor is exposed, it can be opened, but doing so requires success at a DC 15 Stealth check to avoid making too much noise and alerting a guard in the fort. Once opened, the door reveals a 10-foot-deep shaft down to area **C11b**.

DIG UP THE TRAPDOOR

EXPLORATION MANIPULATE

Digging up the trapdoor requires a DC 18 Athletics check, but PCs lacking proper tools (such as shovels) suffer a –2 item penalty. A PC can substitute a spell attack roll for this Athletics check if the spellcaster comes up with a creative way to excavate the soil. Digging Up the Trapdoor automatically alerts the guards in the fort if any PC involved in the activity fails any Stealth check (DC 25 during the day, but just DC 15 during the night) as determined by the result of the Athletics check to Dig.

Critical Success The project takes 5 minutes and requires only 1 Stealth check.

Success The project takes 10 minutes and requires 2 Stealth checks.

Failure The project takes 15 minutes and requires 3 Stealth checks.

Critical Failure The project takes 20 minutes and requires 4 Stealth checks.

C1. THE YARD TRIVIAL 3

A small, dusty yard separates the palisade from the inner structures. The ground here is hard-packed, barren earth. A few barrels lie against the inner wall of the palisade, with wooden or metal buckets nearby.

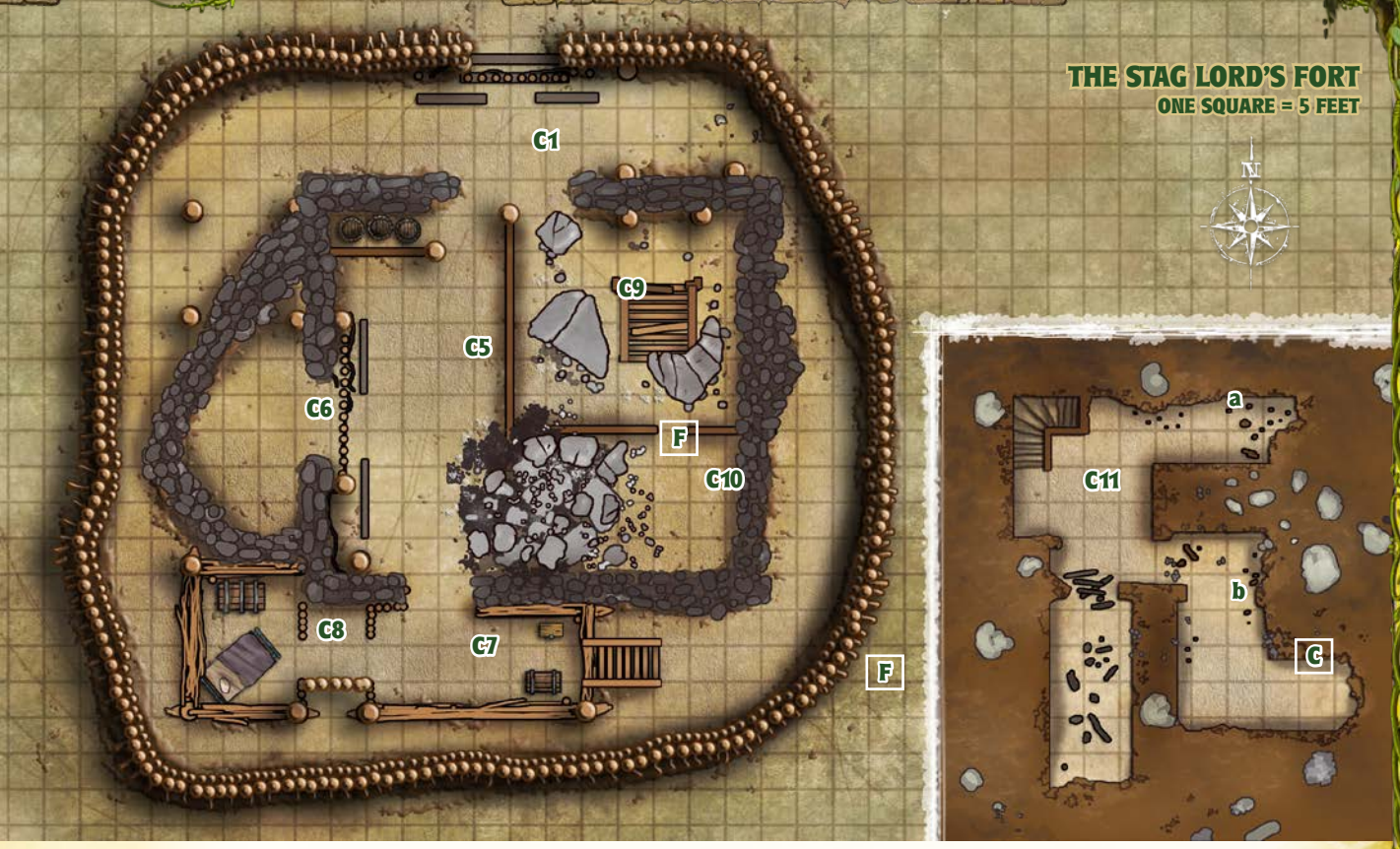
This inner yard encompasses the entire central structure of the reclaimed building, although the walls come quite close to the palisade in places. The barrels contain drinking water that can also be used in a pinch to fight fires.

Creatures: The bandits keep two horses in the fort. The horses are hitched in cramped conditions under the northeast watchtower (area **C3a**). Initially, both horses seem somewhat skittish and make noise at the PCs' approach unless soothed. To calm both horses at once, a PC must succeed at a DC 15 Nature check to Command an Animal.

As might be expected, bandits don't make the most thoughtful masters, and the horses aren't particularly loyal to them. Any character attempting to communicate with the horses by using *speak with*

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animals or similar abilities can learn quite a bit about the bandits, including their personalities (but not names), and the areas where they're normally found, as well as the fact that there's a scary monster that likes to eat horses kept inside the fort in a cave.

RIDING HORSES (2) CREATURE 1

Pathfinder Bestiary 209
Initiative Perception +5

C2. WALKWAYS

The fort has two 20-foot-high wooden walkways. The northern one (area **C2a**) connects the armory (area **C9**) to the northeast watchtower and the central roof. The southern one (area **C2b**) leads from the yard (area **C1**) to the southwest and northwest watchtowers. The stairs leading up to the walkways are steep, functioning as difficult terrain. Both walkways are creaky, imposing a –2 circumstance penalty to Stealth checks.

C3. WATCHTOWERS TRIVIAL 3

The bandits erected these three watchtowers to give themselves a sheltered place to keep watch. Each watchtower is 20 feet high, with a peaked roof arching another 10 feet above, and is surrounded by a two-foot-high wooden railing that grants those within the tower cover from outside attack.

Creatures: One bandit stands guard in each tower. If a guard spots anyone, he shouts a warning to the others and stands ready to fire with his longbow if it becomes apparent that the visitors are troublemakers. When the PCs first arrive, Ayles Megesen stands watch at **C3a**, Falgrim Sneeg at **C3b**, and Jex the Snitch at **C3c**. The last of those posts is regarded as the least desirable, since noise there can rouse the Stag Lord's anger in his barracks directly below; more than one bandit has suffered a beating for walking too loudly here.

If any of these bandits sees one of the others die, the other two lose their nerve and retreat to area **C5** to warn their fellow bandits there.

STAG LORD BANDITS (3) CREATURE 0

UNCOMMON | NE | MEDIUM | HUMAN | HUMANOID

Human bandits
Perception +4
Languages Common
Skills Athletics +4, Intimidation +4, Nature +4, Stealth +5, Survival +4
Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +0, **Cha** +0
Items composite longbow (20 arrows), *lesser healing potion*, longsword, studded leather, silver Stag Lord amulet (worth 3 gp), 1d8 gp

AC 15; **Fort** +6, **Ref** +7, **Will** +4
HP 16

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Speed 25 feet
Melee ❖ longsword +6 (versatile P), **Damage** 1d8+1 slashing
Ranged ❖ composite longbow +7 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+1 piercing

C4. CENTRAL TOWER TRIVIAL 3

At the center of the fort, thick stone walls surround a cracked and crumbling platform of heavy stone. Huge chunks of the roof collapsed long ago, shattering into the rooms below. Sediment collects in cracks and along corners of the remaining roof, sprouting tiny blades of grass and rivulets of moss. A bedroll on a pile of straw sits in the center of the platform, a small collection of toy knights and dragons surrounding it.



AUCHS

Creature: This flat-topped central area may look unsafe, but the remaining roof is actually quite sound. This central tower is the abode of the slowest-witted of the bandits, the lummox Auchs. He doesn't mind sleeping in the rain at all, and his collection of knight and dragon toys are his pride and joy. If they're hurt or touched in any way, his rage is instant—he attacks the interloper until the toys are released no matter who it is. The other bandits have come to learn this and avoid messing with the toys as a result.

Auchs is singularly unimaginative in battle, roaring wordlessly and wielding his club in both hands. He fights to the death if Dovan is visible, but otherwise surrenders and begs for his life if brought below 5 HP. If granted mercy, Auchs happily becomes the loyal companion of whoever "saved" him, but his natural tendency toward cruelty will eventually make for later problems.

AUCHS CREATURE 2

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID

Male human bandit lieutenant
Perception +6
Languages Common (cannot read)
Skills Athletics +10, Survival +4
Str +4, **Dex** +2, **Con** +4, **Int** –2, **Wis** +0, **Cha** –1
Items club, knight and dragon toys worth 45 sp, leather armor, *lesser healing potions* (2), leather armor, silver Stag Lord amulet (worth 3 gp)

AC 15; **Fort** +12, **Ref** +5, **Will** +3
HP 40

Speed 25 feet
Melee ❖ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning
Hit 'Em Hard ❖❖ Auchs unleashes a particularly powerful attack and makes a melee club Strike that counts as two attacks when calculating his multiple attack penalty. If this strike hits, he deals an extra 1d6 points of damage; on a critical hit, the creature struck must succeed at a DC 18 Fortitude save or be knocked prone.

C5. CENTRAL ROOM MODERATE 3

The edges of this drafty room are crammed with small goods. Dirty bowls and utensils lie on the floor next to a few crumpled bedrolls, and a chamber pot sits tucked into a corner. Despite the draft, a noticeable stink of unwashed bodies and stale food lies heavy in the air. A large iron gate is wedged behind a ten-foot-wide gap in the western wall. Chips of ancient plaster flake from the walls, exposing the stone construction; whatever plaster still clings to the stonework is covered with strange and erratic scribbles and pictographs. The floor is hard-packed earth. In the southeastern corner, a pile of rubble fallen

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from the platform twenty feet above blocks passage to another room.

A PC who succeeds at a DC 15 Religion check to Recall Knowledge recognizes that the wall markings are ancient graffiti left by the long-departed cultists of Gyronna.

Creatures: The first time the PCs visit this room, Dovan is here with four other bandits. Cragger, Topper, and Backhanded Jeb are quietly playing a complex card game, trying to keep their voices down so as not to annoy the Stag Lord, though the former two are growing increasingly frustrated with Backhanded Jeb's twisting, endless arguments about the rules. Norry tears into a whole roast turkey at one table, and Dovan sits quietly in a chair in the corner, sharpening his knives.

If the alarm is raised as a result of the PCs approaching the fort openly, all of these bandits save for Dovan (who remains seated) move out to area **C1** to greet the visitors. If the characters claim to be bandits or have a delivery, one of them fetches Akiros from area **C7**, and it's him the PCs need to convince of their honesty in order to gain entrance.

A rope tied to a stake near the gate to area **C6** is used to open the gate; it requires a total of three Interact actions to undo the rope and tug on it to lift the gate, releasing Beaky from area **C6**. The bandits release Beaky only if things are going poorly, as they know the owlbear is likely to attack whatever it can get its claws on. The bandits work together to open his cage, so that each can Stride away after the gate is opened.

If the PCs attack the guards in the yard, Dovan watches from this area for a round or two to judge how tough these intruders are. As soon as the PCs knock out a bandit, Dovan releases the gate to the owlbear's cage then flees into area **C1**, luring the owlbear out into the open before he dodges into area **C9**, then climbs up to area **C2a**, leaving the owlbear distracted by the easier-to-reach PCs. If forced into a fight, Dovan attempts to flank opponents with his fellow bandits. He tries to flee into the wilds if reduced to fewer than 7 HP (and could well come back for revenge against the PCs later), but if cornered, he fights to the death.

DOVAN FROM NISROCH CREATURE 2

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Male human bandit lieutenant

Perception +8

Languages Common, Shadowtongue

Skills Acrobatics +6, Athletics +7, Deception +8, Society +6, Stealth +8, Thievery +8

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

Items daggers (3), *+1 rapier*, silver Stag Lord amulet (worth 3 gp), studded leather, turquoise earrings worth 13 gp each, 2 gp, 28 sp

AC 18; **Fort** +7, **Ref** +10, **Will** +6

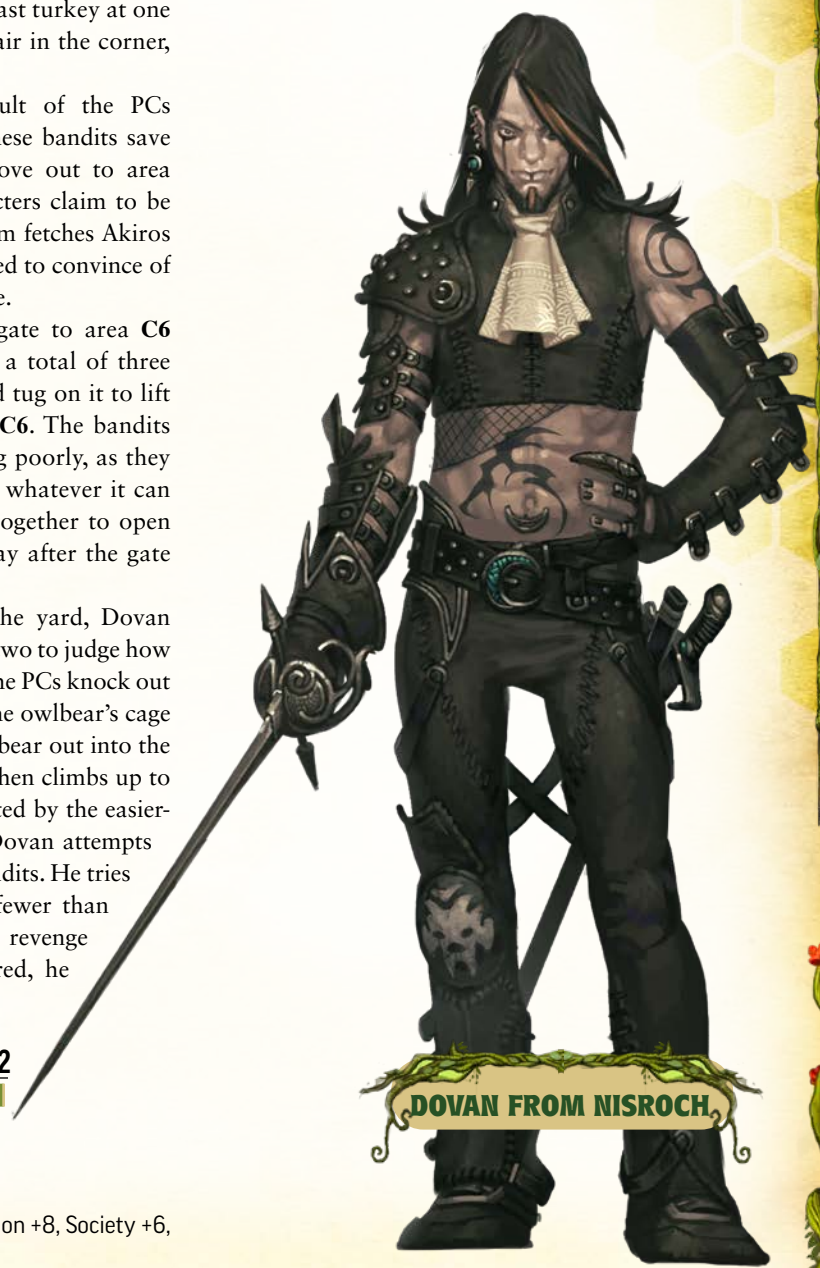
HP 30

Speed 25 feet

Melee ❖ *rapier* +12 (deadly d8, disarm, finesse), **Damage** 1d6+3 piercing

Melee ❖ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Ranged ❖ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing



DOVAN FROM NISROCH

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Mobility When Dovan takes Strides and moves half his Speed or less, that movement does not trigger reactions.

Nimble Dodge ↷ **Trigger** A creature targets Dovan with an attack, and he can see the attacker. **Effect** Dovan gains a +2 circumstance bonus to AC against the triggering attack.

Sneak Attack Dovan deals an additional 1d6 precision damage to flat-footed creatures.

STAG LORD BANDITS (4) CREATURE 0

UNCOMMON | NE | MEDIUM | HUMANOID

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Initiative Perception +4

C6. OWLBEAR PEN LOW 3

This area is little more than an atrocious-smelling cave dug out of a pile of rubble. Large, bloody bones, likely from horses or elk, lie scattered on the ground.

Creature: Two weeks ago, during a hunt, the bandits brought down an owlbear. Rather than killing the creature for food, the Stag Lord took a liking to the strange beast and ordered the bandits to haul the unconscious-but-still-living monster back to the fort. They put the owlbear in this chamber and rigged a gate out of an old portcullis they scavenged from the main entrance. The owlbear has since recovered fully from its wounds, and it roars and hoots every night, keeping the bandits awake but, strangely, not annoying the Stag Lord, who has taken to calling the monster by the name "Beaky." The bandits keep it fed by tossing chunks of elk and other meat through the bars, enough so that it hasn't yet tried to break out of its cage.

If the gate is opened, the owlbear rumbles out of the cage to attack the closest target. Releasing Beaky from his cage makes noise enough to wake the Stag Lord, who stumbles out of his room after spending 1d4+4 rounds rousing from his stupor. If Beaky confronts the Stag Lord, the owlbear hesitates for just a moment before betraying its would-be master and attacking him.

BEAKY CREATURE 4

Owlbear (*Pathfinder Bestiary* 259)

Initiative Perception +13

C7. STORAGE ROOM TRIVIAL 3

This long room contains a few piled crates, bags, salvaged lumber, and boxes of dried meat, cheese, and bread. A bedroll is unrolled on the dirt, and a small lantern sits on a nearby crate.

This room serves two purposes—first as storage for basic supplies such as grains, dry goods, firewood, tools, and dried meat.

Creature: The second purpose this room serves is as housing for the Stag Lord's bodyguard and second-in-command. Until recently, that role was filled by Dovan, but Akiros currently has that honor—an honor he's not sure he wants. The awkward combination of bitter resentment and blatant fawning the position creates among the other bandits annoys Akiros, and he has been waiting patiently for his opportunity to turn on the Stag Lord and perhaps extract himself from membership in the group. He has grown moodier and gloomier as a result and spends most of his time sleeping or brooding in this room, sharpening his weapons, oiling his armor, or writing his memoirs in a small journal.

Akiros fights with the ferocity of one who doesn't care if he lives or dies; he rages on the first round of combat, and focuses his attacks first on healers, then other spellcasters, and finally on non-spellcasters. He fights to the death.

AKIROS ISMORT CREATURE 3

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID

Male human bandit lieutenant

Perception +10

Languages Common

Skills Athletics +11, Intimidation +9, Religion +7, Survival +7

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

Items chainmail, composite longbow (20 arrows), *lesser healing potions* (2), *+1 longsword*, steel shield, rusted iron holy symbol of Erastil, silver Stag Lord amulet (worth 3 gp), 8 gp

AC 18; **Fort** +11, **Ref** +8, **Will** +7

HP 53

Shameful Memories (emotion, mental, visual) If Akiros sees another creature openly wearing Erastil's holy symbol, he must attempt a DC 15 Will save. Unless he critically fails his saving throw, he is temporarily immune to Shameful Memories for 24 hours.

Critical Success Akiros is unaffected.

Success Akiros is distracted by shame and becomes sickened 1 for 1 round.

Failure Akiros becomes sickened 2 with his shame.

Critical Failure As failure, but Akiros is stunned 1 as well. He does not become temporarily immune to Shameful Memories, and he can be affected by this weakness again; this likely means he will have to immediately attempt the save again once he recovers from the stun.

Speed 25 feet

Melee ❖ *longsword* +12 (versatile P), **Damage** 1d8+6 slashing

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Ranged ❖ composite longbow +8 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+2 piercing

No Escape ↷ **Trigger** An adjacent foe moves away. **Effect** Akiros can Stride up to his speed, following the triggering creature and keeping it in reach throughout its movement until it stops moving or Akiros has moved his full Speed.

Rage ❖ (concentrate, emotion, mental) Akiros flies into a rage. He gains 6 temporary Hit Points, deals 2 additional damage with melee Strikes, takes a –1 penalty to AC, and can't use other actions with the concentrate trait. This effect lasts for 1 minute, until he falls unconscious, or until there are no enemies he can perceive, whichever comes first, at which point he loses any remaining temporary Hit Points from Rage and can't Rage again for 1 minute.

C8. THE STAG LORD'S BARRACKS SEVERE 3

Thick layers of animal hides insulate this room's walls. In one corner rests a ragged bed draped with threadbare silks and thick furs. A stout chest serves as furniture, cluttered with empty liquor bottles. A few more bottles lie scattered about the floor, leaving the room reeking of stale alcohol.

Creature: Unless the fort is under attack or on alert for intruders, the Stag Lord can be found here, dissolute in his drink and plotting dark and terrible cruelties. A predator and villain of ruthless reputation, lately he's isolated himself, partaking in fewer raids and letting his men do the work for him. In the interim, he's been languishing in his spoils, particularly the drink, and increasingly relies upon his reputation to maintain his authority. A bitter and violent drunk, he despises everything, including himself, whom he perceives as a hideous monster. The flesh of his entire body and face ripples with thick scars left by acid burns he suffered as a child as the result of his father's torture. He cannot stand the sight of his own face, and before he had his helm to cover up his shame, he often took to wearing a leather hood.

In most cases, once the Stag Lord enters combat, the other bandits know better than to get in his way, and none of them targets creatures that are facing the Stag Lord. He prefers to fight with his bow if possible, but he won't hesitate to switch to melee as the need arises. Humans are his favorite targets, for in many of them he sees the face of his father. He drinks a *healing potion* if reduced below 20 hp, but otherwise fights to the bitter end.

THE STAG LORD CREATURE 6

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Initiative Perception +15

Treasure: The chest opens to reveal bedding and other miscellaneous items, including a bolt of burlap cloth, old clothing, an iron ring, and three crudely stitched leather masks. The Stag Lord's best treasures are tucked away underneath those items: 21 gp, a polished azurite crystal worth 9 sp, a carnelian worth 8 gp, a piece of hematite worth 3 gp, a shard of obsidian worth 4 gp, a red garnet worth 30 gp, a pewter belt buckle depicting a pair of entwined succubi worth 5 gp, and a silver charm bracelet worth 20 gp.



AKIROS ISMORT

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C9. ARMORY

Though ruined walls still separate this area from the other rooms, most of the ceiling has collapsed. The only remaining bit of roof covers the inside corner, forming a dry storage area which has been extended out with hides strung from a wooden frame.

The stairs leading up to area **C2a** are creaky and impose a –2 circumstance penalty to Stealth checks.

Treasure: Unlocked chests piled up in the dry storage area hold 10 longbows, 260 arrows, five short swords, five spears, four 50-foot lengths of rope, a set of chisels, two hammers, three tins of iron nails, and four suits of leather armor.

C10. PIG-ROAST ROOM

A shallow, stone-lined cooking pit containing ash and partially burnt logs sits in this rubble-filled room.

The bandits use this area to roast wild pigs, get drunk, and regale each other with embellished stories. Anyone inspecting the room can attempt a DC 15 Perception check to note a large slab of wood near the inner wall that covers an opening in the ground. Under this is a hidden stairway down to area **C11**. The bandits know about this stairway since the rooms below are where they store their stolen goods, but they aren't fond of going downstairs because of the "freak" who lives down there. None of the bandits suspect this is the Stag Lord's decrepit father.

C11. CELLAR MODERATE 3

This room feels miserably damp, and greasy swaths of mold cake the carved stone walls and floor. The ceiling fifteen feet overhead is thick with cobwebs. Three archways in the walls open into other rooms, all of which are filled with mounds of crates, furs, sacks, weapons, and other presumably stolen loot.

Though it was once used as storage for food, water, tools, and other necessities, the Stag Lord and his bandits use the basement to store the majority of their stolen goods.

Creature: The storage cellar is not without a guardian, although the bandits loathe and fear the decrepit old man who lives in these rooms. Only the Stag Lord knows the truth: this ancient, malformed creature is his father. Imprisoned and abused at the hands of his son, Nugrah spends most of his time in a nest made of ropes, rags, and furs at the far end of area **C11c**.

In his youth, Nugrah belonged to the Green Faith, but when his wife Keirthe died in childbirth, Nugrah turned his back on that order. He turned to forbidden rituals in an ill-advised attempt to bring back his wife by sacrificing a fellow druid in an effort to "trade" his wife's death for the druid's. Appalled by his monstrous acts, Keirthe's spirit appeared before him, cursed his name, then departed forever into the afterlife. Soon after, the other members of his circle of druids discovered his act and confronted him on the spot.

The Green Faith banished him from the order, sparing Nugrah's life only that he might care for his infant son. He converted to the worship of Gozreh, finding strange solace in the violence and impassive cruelty in nature, and in the years that followed, Nugrah increasingly blamed his son for his misfortunes and treated him as one of the very animals he increasingly grew to see as untrustworthy beasts. Often, he threatened to kill his son, and made murderous attempts on more than one occasion, such as by leaving him outside in the winter or beating him bloody. Once, Nugrah tortured the child near to death by dousing him with acid. This event left his son so gruesomely scarred that for years the boy covered his frightful face with a burlap sack.

Then, one night, the relationship between the two shifted. His son had become a man, one physically and emotionally scarred with terrible, dark desires, and after a near-fatal beating Nugrah realized that he had become the victim in the family. In sour and sickly vengeance, his son, now known as the Stag Lord, deals him the same hand the old man once forced him to play. Nugrah now lives in fear of the son who mercilessly keeps him alive to endure his fate.

Today, Nugrah obeys his son's commands to guard the treasures kept here, otherwise passing the time crafting twisted fetishes and praying to Gozreh for an end to his wretched existence even as he lacks the courage to take back his own life.

As soon as Nugrah notices intruders entering the cellar, he casts *meld into stone* to step into the southern wall of area **C11c** to listen and wait. While in the stone, he casts *barkskin*, *spider climb*, and *longstrider*. He then clambers out of the wall and up onto the ceiling to scuttle forward to see who has intruded in his den.

Nugrah's first act in combat is to cast *summon animal* to call a giant ant (*Pathfinder Bestiary 2* 20) to attack the PCs. He remains near the ceiling as the giant ant fights, casting spells down on the PCs and trying to remain out of melee combat. If it looks like he's going to be forced to fight, he drops to the ground, casts *shillelagh* on his club and fights to the death, although he will not pursue foes out of the cellar.

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NUGRAH **CREATURE 5**

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Male human druid of Gozreh

Perception +14

Languages Common, Hallit

Skills Deception +11, Intimidation +13, Nature +12, Stealth +9, Survival +12

Str +1, **Dex** +0, **Con** +2, **Int** +0, **Wis** +5, **Cha** +4

Items club, filthy rags, wooden (and bloodstained) symbol of Gozreh

AC 17; **Fort** +10, **Ref** +6, **Will** +15

HP 75

Speed 20 feet

Melee ❖ club +12, **Damage** 1d6+3 bludgeoning

Primal Prepared Spells DC 23, attack +21; **3rd** *meld into stone*, *summon animal*; **2nd** *barkskin*, *heal*, *spider climb*; **1st** *hydraulic push*, *longstrider*, *shillelagh*; **Cantrips (3rd)** *detect magic*, *electric arc*, *light*, *prestidigitation*, *ray of frost*

Survival of the Fittest ↷ **Trigger** A 1st- or higher-level animal summoned by Nugrah is killed within 30 feet of him; **Effect** Blood-red energy flows from the slain creature into Nugrah's mouth. He immediately heals 1d6 Hit Points per level of the slain animal, gaining any excess healing as temporary Hit Points that last for 10 minutes. As long as he possesses these temporary Hit Points, blood-red energy ripples across his flesh and his AC increases to 22.

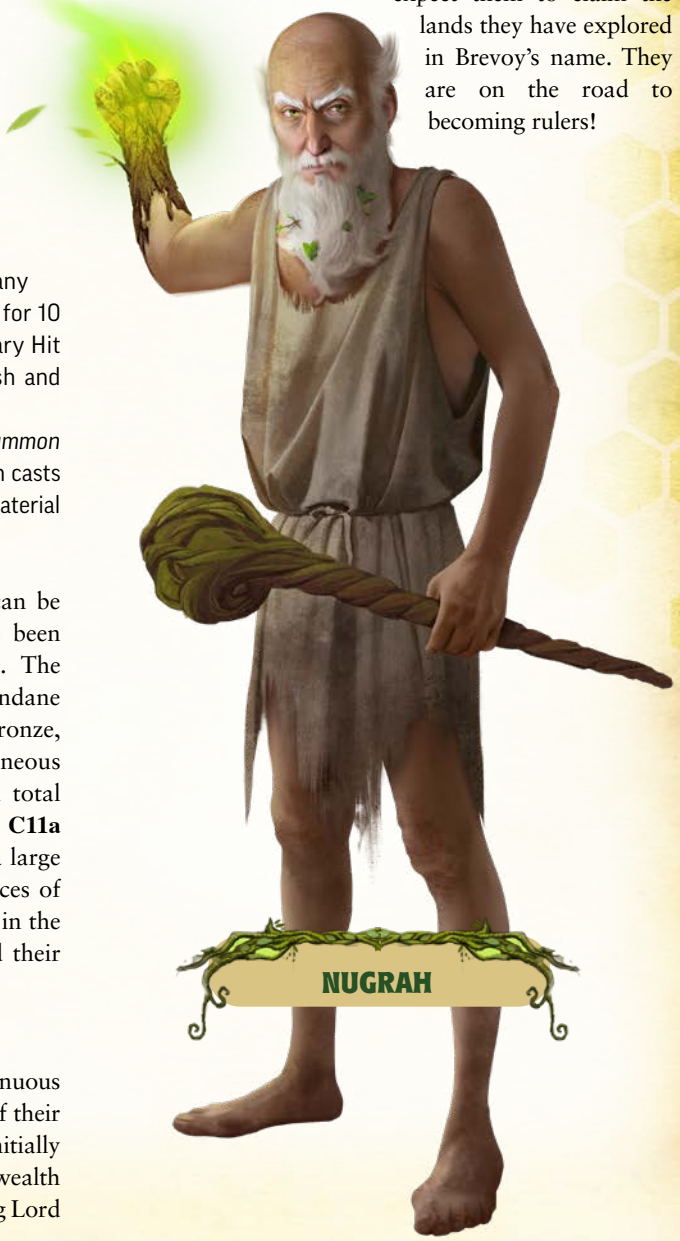
Swift Summon ❖❖ **Prerequisite** Nugrah has a *summon animal* spell prepared and available. **Effect** Nugrah casts *summon animal* but does not need to use a material component.

Treasure: A large amount of stolen wealth can be found in these three rooms—the bandits have been stockpiling their ill-gotten goods for months. The majority of the wealth kept here consists of mundane trade goods like pelts, furs, tobacco, iron, bronze, miscellaneous weapons and armor, and miscellaneous adventuring gear and tools worth a combined total of 45 gp. In addition, one of the chests in area **C11a** contains 2 pp, 21 gp, 42 sp, and 800 cp, while a large bag in area **C11b** contains 30 gp in various pieces of stolen jewelry. This wealth could come in handy in the next adventure as the characters begin to build their own home in the Greenbelt.

CONCLUDING THE CHAPTER

The Stag Lord's bandits are held together by a tenuous combination of greed for coin and nervous fear of their leader. Most of the bandits joined the group initially after being recruited and given promises of great wealth in the near future, but it wasn't long before the Stag Lord himself, and his penchant for unpredictable cruelty, became the primary element that held the bandits together. With the Stag Lord's ousting, the remaining bandits quickly rout (although the lieutenants could linger in the region to torment the characters, or perhaps to join them). With this, the PCs have completed a significant part of their charter, although it's likely they'll still have unexplored reaches of the Greenbelt to cover. When word of the Stag Lord's defeat reaches Lady Jamandi, she is quite pleased with their progress.

The Stag Lord's defeat signals the end of this chapter but merely the beginning of the characters' time in the Stolen Lands. They can certainly continue to explore areas of the northern Greenbelt, but a new and much more exciting charter awaits them: the swordlords expect them to claim the lands they have explored in Brevoy's name. They are on the road to becoming rulers!



NUGRAH

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CHAPTER 4

RIVERS RUN RED

BY ROBERT G. McCREARY

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The PCs should be 4th level during the events of "Home Sweet Home."

PART 2: TROLL TROUBLE 200
The PCs should be 5th level before they attempt to invade Hargulka's fortress

PART 3: HUNTING THE BEAST 208
The PCs should be 5th level before they attempt to confront the owlbear.

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PART 1:

HOME SWEET HOME

The Stolen Lands are not a stagnant place. Even as the PCs gain their first footholds in the wilds, plans beyond their borders and outside their knowledge have already been set into motion. Others, including the Tiger Lord barbarians, the expansionist King Irovetti of Pitax, the sinister cult of Lamashtu, and the undead cyclops Vordakai, each have their own designs on the region. Unknown to them all, Nyrissa waits and watches, eager for one group to seize control and establish the last kingdom she requires to satiate the Lantern King's rage. While most of these machinations are destined to remain isolated and at odds for a while, two emerging threats confront the PCs sooner than the others: the troll king Hargulka and an enormous owlbear—both indirectly influenced by Nyrissa as early tests to ensure that the PCs' kingdom will have the mettle she needs when the time comes to harvest her final nation.

Even before Restov took an official interest in the lands to the south, lone hunters, trappers, and loggers made their presence felt in the forests of the Stolen Lands. To Nyrissa, these newcomers, along with the land's indigenous residents (including kobolds, lizardfolk, and a handful of good-aligned—and thus untrustworthy—fey) had far too much independence for her liking. So she visited the troll Hargulka in a dream, planting in his mind ideas of territorial expansion and aggression and tricking him into thinking he wanted to claim more power. Hargulka abandoned his original den and moved into an abandoned dwarven fort in the southern Stolen Lands, using it as a base to gather

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power and stage raids against the intelligent denizens of the area. As this chapter progresses, Hargulka's minions and other denizens of the southern Greenbelt grow increasingly violent, attacking travelers and terrorizing locals. By manipulating the troll into destabilizing the region, Nyrissa hopes to make the lands easier to claim when the time comes.

The Stag Lord's bandits were also influenced by Nyrissa, but they were not the first group of brigands she manipulated. Before them, Nyrissa had targeted a group led by a ruthless hunter named Eirikk, a man who made extensive use of trained and untrained (but mostly loyal) wild animals and monsters, using them in frequent attacks on traveling merchants north and west of Hooktongue Slough. This tactic was made possible in most part due to a gift Nyrissa gave Eirikk: a *ring of bestial friendship* (page 588) made from a lock of her hair—a ring that, unknown to Eirikk, bore an unfortunate curse. Just as the Stag Lord later would, Eirikk considered Nyrissa a "secret benefactor" and hoped someday to instead make her his "secret lover." When she told him about the up-and-coming new nation of merchants expanding quickly in the Greenbelt, and in the same breath casually mentioned a particularly violent mated pair of gigantic owlbears dwelling in the Sellen Hills, Eirikk saw this as an excellent chance to impress the nymph. If he could gain the allegiance of these enormous owlbears and conquer this new kingdom, how could his secret benefactor resist his charms? Certainly, the prospect of switching his predation to a nascent kingdom pleased him, as Fort Drelev's defenses had grown ever more skilled at repulsing his bandits and trained beasts.

And so Eirikk led his bandits west into the Narlmarches. He found the male alone in his den and, using the *ring of bestial friendship*, managed to calm it down enough to make his first attempt at friendship. Then the ring's curse came into play: the female owlbear returned, sensed the enchantment, and flew into a frenzy. Eirikk and his men were forced to kill it, causing the male to throw off the enchantment. The briefly controlled owlbear killed the entire bandit party, Eirikk included. Yet while the plan ended poorly for Eirikk, everything had gone exactly as Nyrissa had planned—she had never valued the bandit's skills in the first place and wanted only to incite the massive owlbear into a blood rage. Furious and maddened at the loss of its mate and the wounds it suffered, the enormous owlbear flew into a rampage, and the PCs' new kingdom and capital city lie right in its path. If these forces are not dealt with, the rivers of the Stolen Lands will run red with the blood of the latest doomed attempt to civilize them!

FOUNDING DAY

While Rostland could send its own official agents south to expand into the Stolen Lands, such an act would cause unwanted repercussions for the delicate political situation in Brevoy. Rostland wants a safe southern border and an ally it can count on if things go badly, but it doesn't want to antagonize its northern counterpart Issia by appearing to make blatant land grabs to expand its power. The backroom politics occurring in Restov as the swordlords covertly attempt to increase their own power continue to be an element as the *Kingmaker Adventure Path* progresses, manifesting primarily as story-based Kingdom events. Rostland will eventually be forced to cut official ties with the projects it's starting in the south when Issia begins to react poorly to what northern Brevoy has begun to interpret as an act of aggression. All of this increasingly puts the PCs in charge of their own fates in their newly founded kingdom.

For now, Lady Jamandi and the rest of Rostland remain supportive of the PCs' kingdom-building, while remaining relatively hands-off. Full details for how to build a kingdom appear in Appendix 2 of this book, and you should take time with your players to get things up and running before continuing with the campaign. Feel free to roleplay out as much or as little of the establishment of the kingdom's charter, heartland, and government as you wish. The sample charter presented as **Handout 4–1** on the next page presents a generic version of the document provided by Lady Jamandi; tailor it for your players as needed.

The kingdom- and settlement-building elements of the *Kingmaker Adventure Path* add a unique spin to the game, both in play and in pacing. As the kingdom grows, the PCs' responsibility to it increases. Not only do they need to worry about gathering gear and strength for their own adventures, they'll need to take care of an entire kingdom's needs. This style of game play isn't for everyone; you know your players better than we do, and if you're worried that managing kingdoms and building cities will bore your players (or worse, that it might cause party strife when your players have different levels of interest in this element of game play), consider running Kingmaker as a more standard campaign. In this case, the evolution of the Stolen Lands into a kingdom should happen in the background, with NPCs taking on all of the leadership roles needed to develop the kingdom. This chapter, and those that follow, will have periodic "Kingdom in the Background" sidebars that you can use to track the size of the growing kingdom and the resources it provides for the PCs.

The pace at which the PCs' kingdom gains levels should roughly follow the PCs' own level increases.

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Be it known that the bearers of this charter, having delivered the northern reaches of the Greenbelt from the scourge of banditry, having provided detailed maps of the lay of the land, and having done no small amount of work in the exploration of said land and in the removal of hostile monsters and local hazards, are hereby granted the right to rule. The nature and laws of rule are theirs to define, and the wellbeing of this new nation is theirs to protect. In accordance for providing a stable nation to the south of central Rostland, let there be a generous stipend of funds, support, and advice provided to this fledgling nation as a token of Restov and Brevoy's goodwill, such that future relations between kingdoms might be mutually beneficial. So witnessed under watchful eye of the Lordship of Restov.

HANDOUT 4–1

While the mechanics of kingdom building are self-contained, many events assume that the party's level and the level of their kingdom are within 2 of each other, if not equal. If you find that the PCs are getting 3 or 4 levels ahead of the kingdom's level, consider slowing down exploration and encounter play to focus on running several Kingdom turns in succession, allowing the kingdom to catch up.

KINGDOM EVENTS

As the *Kingmaker Adventure Path* progresses, the PCs will have their wits and skills tested by more than personal combat or exploration of the wilds. Random Kingdom events can occur at the end of each Kingdom turn during the Event phase, but these are not the only events that will test the PCs' abilities as rulers. Other developments, such as those presented in this part, take place as the story of Kingmaker unfolds. Unlike the random Kingdom events detailed at the end of Appendix 2, story events play out during Downtime outside of a Kingdom turn, and in many cases require more roleplaying or even encounter mode play to resolve. Still, the PCs' kingdom comes into play during these events; full rules for resolving these events appear beginning on page 539 of Appendix 2.

Because these events assume that the PCs have taken some time to formalize their kingdom and establish their first settlement as its capital city, it's a good idea to have the PCs spend several months of game time building up their new home so that there's a place for these events to occur. The PCs can make liberal use of the Downtime rules during this period if they wish, along with spending time ruling their country, or even continuing to explore zones 1–6 of the Stolen Lands in between Kingdom turns. Ideally, the PCs explore these zones for a few weeks, then return home and run things there for a few months, giving you a chance to run the following events before proceeding with Part 2 of this chapter.

EVENT 1: THE SLAIN TOWNSFOLK — SEVERE 4

This event takes place after the PCs establish their first settlement and have resolved at least one Kingdom turn. Not long after this, as citizens begin to travel to the settlement and settle down into new lives, the PCs learn some unsettling news: just outside the settlement, two unfortunate villagers—a female human farmhand named Saki and a male human shepherd named Beven—were brutally slaughtered on consecutive nights. The villagers ask the PCs to do something, fearing the depredations of bandits or of some beast

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from the surrounding wilderness. Consider tailoring the personalities and makeup of these villagers such that your PCs will feel a particular need to protect them, as this event should help to set up the PCs as rulers who want to save their people from the dangers of the Stolen Lands. Later, you can have these same villagers play additional roles in the campaign, using them as a springboard to introduce more and more custom NPCs into your game.

The perpetrator of these slayings is a werewolf, and as such you should time this event to take place just before the last day of the full moon. Knowing that the coming night is going to be a full moon is automatic for the PCs should they ask, but don't volunteer this information unsolicited, as it's likely to spoil the secret!

Gathering Information

The PCs automatically know, via rumors and requests for aid, where the victims' bodies are being kept (see Investigating the Bodies, below). A PC can attempt to research additional information about the event with a DC 15 Diplomacy check to Gather Information. On a success, they learn that Saki was slain two nights ago while she was out gathering starberries (the sparkling these berries make under the night sky making them easier to spot); the next night, Beven and his flock of six sheep were slaughtered coming home from pasture. Neither had any known enemies. The bodies—humans and sheep alike—were savaged, and talk that a "maneater" of some sort might be stalking the hinterlands is spreading. On a critical failure, rumors of the murders have been colorfully (and inaccurately) embellished, saying that the corpses showed signs of being torn apart by human teeth.

Investigating the Bodies

If the PCs have built a shrine, cemetery, or similar structure in their village, the bodies are kept there; otherwise they're at an outbuilding on Beven's farm. Success on a DC 20 Medicine or Nature check or a DC 15 Hunting Lore check to Recall Knowledge while examining the bodies reveals that all were killed by bites from a large animal—most likely a wolf or warg—and appear to have been partially eaten. A critical success also notes additional unusual details, such as bruises in keeping with hands gripping the victims, that suggest the most likely perpetrator was a werewolf.

KINGDOM IN THE BACKGROUND

During Rivers Run Red, the NPC leaders of the new kingdom decide to call the new nation Narland and establish a capital city named Shrikewall on the north shore of the Tuskwater at the site once used by the Stag Lord as a fort. After an initial growth spurt, Shrikewall soon stabilizes as a prosperous small town the PCs can use as a home base or a place to buy and sell gear. Halfway through this adventure, two new settlements appear as well: one to the north around Oleg's Trading Post (a village named Olegton) and one to the west at a ford on the Skunk River deep in the Narlmarches (a village named Tatzlford, after the beasts that dwelt in the area until recently).



KUNDAL

Investigating the Kill Sites

Both sites are along the same road or trail into the village, separated by a distance of only a few hundred yards. At either site, succeeding at a DC 20 Survival check made to Track reveals the presence of large wolf prints that lead into a nearby copse of trees where bloodstains and additional tracks confirm the killer's passage, but further tracks leading away from the trees aren't obvious. At this point, success at a second DC 20 Survival check reveals a set of barefoot human tracks made around the same time as the wolf prints; these lead out of the woods and back toward town. A critical success on the second check allows the PCs to track the human footprints to the location the killer has chosen as his home in the village (see Confronting the Killer below).

Confronting the Killer

The source of these killings is a trapper named Kundal who recently arrived in town. If the PCs have built an inn in the village, he has taken a room there; otherwise, he's paying weekly rent on a shack in one of the settlement's housing lots.

Kundal spends his days hawking his wares in a marketplace or simply on the streets, while each night he drinks himself into a stupor. Unknown to the townsfolk and to the trapper himself, Kundal has become afflicted with lycanthropy. He knows that something is wrong—he's been plagued by dreams of blood and fury and has been drinking himself into oblivion each night to stop the dreams. Unfortunately,

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his body still hears the call of the moon, and on the past two nights he has transformed into a werewolf and gone on the hunt, only to wake up the next morning in the forest, covered in blood and clad in torn clothes.

If the PCs specifically ask around town whether anyone has been acting strangely, success on a DC 20 Diplomacy check to Gather Information reveals that the locals have noticed Kundal's recent arrival and that he has been seen stumbling around disheveled and drunk in the early morning of the past few days. If the PCs critically succeeded at tracking his prints from one of the kill sites, those prints lead right up to his shack or the inn he's staying at, at which point asking about anyone acting strangely in that specific area shifts the rolled result for the check to Gather Information up one degree of success.

If Kundal is staying in a shack when the PCs track him down, they can use Thievery to pick the simple lock on the door. If he's staying at the inn, the innkeeper will simply give them a key to the room; the PCs are town officials, after all. Either way, the man himself isn't there, though his room appears lived-in. A PC succeeding at a DC 20 Perception check finds a single blood-stained golden earring under Kundal's bed. This damning bit of evidence fell free only to become tangled in Kundal's fragmented clothes after he slaughtered Saki, then tumbled away under his bed unseen when he returned home and ripped off his tattered clothing to destroy it.

If the PCs show this blood-stained earring to anyone who knew Saki, that NPC confirms it belonged to her. If the PCs examined Saki's body, succeeding at a DC 20 Perception check allows them to recall that Saki's corpse was missing an ear, and that a match for this earring was on her remaining ear. In addition, if PCs search the room, they'll discover Kundal's ledger and bow (see Rewards on page 191).

Kundal stays out of town the whole day, hoping that being away from civilization will stop his gory dreams. When night falls, however, he transforms again. His instincts take over, and he hunts the same approach into town where his previous victims were slain. If the PCs patrol this region, they become his new targets; Kundal rolls Stealth for initiative. If the PCs decide to stake out his room, they'll encounter him in his human form when he returns from the hunt after killing again. Kundal looks startled at first but then his lycanthropic instincts take over and he shifts involuntarily into his hybrid form to attack. In this scenario, the PCs can roll for initiative with Stealth if they wish. In any case, if Kundal is reduced to 15 or fewer HP, he shifts into wolf form and tries to flee into the wilds. In the unlikely event that he's captured alive, Kundal is a mix of defiant, outraged, and ashamed at his actions, but he won't resist attempts by the PCs to cure him of his condition.

If the PCs do nothing to investigate the attacks or fail to discover Kundal's lycanthropy, he claims his third victim—a merchant named Norben. The attack happens at the very edge of town, as Norben—a newcomer to the settlement and thus unaware of the previous nights' murders—rides into town in the predawn hours. This third night of horror increases the kingdom's Unrest by 1. The kingdom then automatically suffers a Monster Activity Kingdom event (in addition to any other potential random Kingdom events) during the next Kingdom turn as Kundal continues to prey upon the settlement. This will continue each month until the werewolf is dealt with.

KUNDAL CREATURE 7

UNIQUE | CE | MEDIUM | BEAST | HUMAN | HUMANOID | WERECREATURE

Male human werewolf (*Pathfinder Bestiary* 330)

Perception +15; low-light vision, scent (imprecise) 30 feet

Languages Common, Hallit; wolf empathy

Skills Athletics +17, Nature +11, Stealth +15, Survival +15

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

Wolf Empathy (divination, primal) Kundal can communicate with lupines.

AC 25; **Fort** +16, **Ref** +13, **Will** +17

HP 140; **Weaknesses** silver 10

Attack of Opportunity ↻

Speed 35 feet

Melee ❖ jaws +17, **Damage** 2d12+9 piercing plus curse of the werewolf

Melee ❖ claw +17 (agile), **Damage** 2d8+7 slashing

Ambush Strike ❖❖ **Requirement** Kundal rolled Stealth for Initiative, and it's the first round of combat. **Effect** Kundal Strides up to his speed and then attempts a jaws Strike and a claw Strike against a single adjacent target. Apply his multiple attack penalty to each Strike normally.

Change Shape ❖ (concentrate, polymorph, primal, transmutation) Human with fist +16 for 1d4+7 bludgeoning, or wolf with Speed 40 feet and jaws with Knockdown.

Curse of the Werewolf (curse, necromancy, primal); as werewolf, but a DC 25 Fortitude save.

Moon Frenzy (polymorph, primal, transmutation) Kundal's moon frenzy functions a bit differently than for typical werecreatures: he doesn't become Large sized, but he does grow much more swift and powerful. His speed increases to 35 feet during moon frenzy and increases the damage of his jaws by +2 (these adjustments are calculated into the stats above). In addition, while in moon frenzy, at the start of his turn, Kundal gains an additional reaction that can be used only to make an Attack of Opportunity.

Rip and Drag ❖ **Requirement** Kundal damaged a target with his jaws Strike with a previous action this round. **Effect** Kundal chews the bitten creature as he attempts to overwhelm them by attempting an Athletics check against the bitten creature's Fortitude DC.

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Critical Success Kundal inflicts 5d6 piercing damage on the target, exposes them to the curse of the werewolf, and can Stride up to half his speed. If his target is Medium or smaller, he drags the target with him into a new adjacent square.

Success Kundal inflicts 5d6 piercing damage on the target and exposes them to the curse of the werewolf. He can reposition the target up to five feet into an adjacent square.

Failure As success, except only 2d6 piercing damage.

Critical Failure Kundal fails to inflict any damage.

Rewards: If the PCs defeat Kundal before he can claim a third victim, the kingdom's citizens breathe a collective sigh of relief; reduce the kingdom's Unrest by 1. If the PCs manage to capture Kundal alive and cure him, instead reduce Unrest by 1d4. If they capture him alive and simply exile or execute him, the uncertainty or violence of the resolution results in no change to Unrest at all.

Regardless, once Kundal's reign of terror is put to an end, grant the PCs 30 Kingdom XP.

Once the PCs defeat or capture Kundal, they'll have a chance to read through his ledger if they search his room; if they don't think to do so, the innkeeper or whoever takes over his home brings the ledger to the PCs' attention a few days later. This thin, leather-bound folio documents animals he's delivered to various employers. Most of these are pretty minor—deliveries of animal pelts or the like—but one entry in particular stands out. This entry is dated at about the same time the PCs fought the Stag Lord, and mentions a bandit named Eirikk, to whom Kundal delivered three brush thylacines, a tiger, and a boar. In addition to being the largest single delivery in the ledger, the entry bears a notation indicating the animals were to be unharmed and ready to be trained to fight. If the PCs captured Kundal alive, he can explain he was hired to provide the animals to Eirikk in Hooktongue Slough but didn't ask why. Kundal knows Eirikk has since left that area but doesn't know where the bandit went or anything about Nyrissa or the owlbears.

Kundal's *+1 composite longbow* awaits discovery in his quarters; he doesn't bring this with him on his werewolf-enhanced hunts.



KUNDAL

EVENT 2: THE RABBLE-ROUSER SEVERE 4

Not all threats come in the form of bandits, werewolves, and trolls. After the PCs' kingdom has had a chance to start to grow—preferably once they've expanded a settlement into a town and their kingdom has reached 4th level—their new nation catches the attention of their neighbors to the west: Pitax. And while visitors from this kingdom may be commonplace, one early arrival is anything but a common visitor.

Creature: Grigori is a charismatic orator and an agent of Pitax who seeks to undermine the PCs' authority while spying on their kingdom. He shows up in the kingdom's capital while the PCs are out adventuring and immediately begins giving speeches criticizing and denigrating their leadership. More and more of the townsfolk gather to hear him talk and, as the days wear on, he builds a wellspring of support among the disaffected settlers in the town. Every decision the PCs make has a winner and a loser, and Grigori is gifted at shifting focus to the losers in these decisions and riling them up. Whether it is appealing to the citizens who didn't get what they wanted when the PCs build a new city block, to spinning a narrative that paints a recent event in the most horrid light for those for whom the outcome was a negative, a properly played Grigori should become a constant barb in the players' side and one of the most memorable villains they encounter. Grigori takes great pains to avoid breaking any of the

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PCs' laws so that they have no justification to arrest him other than that they want to silence him.

Grigori isn't fully aware of how King Irovetti is using him. In order to cover his tracks and retain plausible deniability, Irovetti used layers of agents to hire Grigori; as far as he knows, Grigori was hired to cause trouble in this fledgling town by agents from Fort Drelev to the west, not by the ruler of Pitax itself.

If the PCs have built an inn, that's where Grigori's been staying; otherwise, he's arranged to stay in a shed or unused house in one of the capital city's housing lots. By the time the PCs first learn of the bard, his orations have increased the kingdom's Unrest by 1. Ignoring the rabble-rouser and hoping he'll go away is the worst way to handle this problem; if the PCs allow Grigori to continue to do his thing, see Repercussions below for the ramifications.



The first time the PCs have a chance to see Grigori in action, he is giving a talk in the town commons, speaking of the PCs' "gross negligence" in abandoning the town to "go gallivanting through the Narlmarches on fool's errands" and leaving the town exposed to banditry, monster attacks, and worse. He takes care to bring up recent dangerous events in particular, be they random events the PCs' kingdom endured or Kundal's attacks on the citizens. He further suggests that the PCs may be responsible because their wilderness explorations drive monsters into more civilized areas. He claims that the PCs have acquired much wealth during their adventures, and have used it only to enrich themselves, not to aid the town or its citizens; he lists any recent (or not-so-recent) acquisitions the PCs have made (whether purchased, gifted, or found) as examples.

Several townspeople have gathered to hear Grigori talk, and shouts of agreement and mutters of discontent increase as the speech progresses, helped along by Grigori's subtle use of magic. Without intervention, the discontent only grows over time. If the PCs intervene, Grigori attempts to eloquently refute any points they try to make while trying to goad them into violence. His goal is to provoke them into attacking him.

GRIGORI **CREATURE 7**

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID

Male human bard (page 596)

Initiative Perception +15

Using Force Against Grigori

If the PCs try to remove Grigori forcefully, he accuses them of oppression and of trying to "thwart the voice of the people." Should the PCs attack him, Grigori does nothing to defend himself, at least for this first skirmish, and such actions only cause more people to turn from the PCs and heed Grigori's words. Use the crowd of the kingdom's citizens as a shield for Grigori, with those unarmed citizens trying to stop the PCs from arresting the bard. If it becomes apparent that the PCs will be successful in arresting him or restraining him, Grigori attempts to flee into the city (using an infiltrator's elixir as soon as possible to aid in his escape), but if cornered he does his best to fight back. Only if he's brought below 30 HP does he give up the fight and surrender.

Diplomatic Negotiations

If the PCs approach him in private, Grigori's attitude is hostile (although he won't initiate combat). He would rather have his confrontation with the PCs in a public venue, but if the PCs prevent it, he uses Deception to convince them he'll tone down his rabble-rousing antics, only to start back up a few days later. Under no circumstances will Grigori divulge anything beyond the fact that he is working for "parties interested in seeing your little nation fail," and that he aims to remove the PCs from their positions of authority over the town; even those admissions are made only under duress. Any successful attempts at Diplomacy or Intimidation quiet him for 1 day, but he returns to the town commons the next day to continue his tirades, with new tales of his "repression" at the hands of the PCs. Should the PCs later attack him, Grigori defends himself and does his best to make the fight as public as possible, hoping the townsfolk see him as the victim and the PCs as overbearing thugs.

A War of Words

Rather than confront Grigori on the streets, the PCs can use his own tactics against him by launching a campaign of debate and introducing counterpoints of their own. When the PCs do so, they must take the Fight Propaganda downtime activity to build up citizen support and combat Grigori's undermining efforts to bring the kingdom down. By taking this activity, the PCs attempt to build up Support Points to eventually defeat Grigori's attempts to slander the government.

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Once this tactic is adopted, Grigori works to undermine progress each day that the PCs don't continue this tactic. Each day that passes with no PCs attempting to Fight Propaganda, Grigori's tireless efforts reduce the total amount of Support Points gained by 1d4.

FIGHT PROPAGANDA

CONCENTRATE DOWNTIME

A PC spends the day working to fight against Grigori's efforts to spread rumors, misinformation, and propaganda against your kingdom. A PC can use Deception to fight fire with fire by slandering or redirecting Grigori's efforts to backfire on him. A PC can use Diplomacy to convince the citizens that the kingdom's leaders are making the right choices and have the nation's best interests at heart. A PC can use Intimidation to try to frighten Grigori out of town or to make citizens wary about speaking out against the government. All three choices can build up Support points, but the repercussions for failing vary according to the skill chosen to Fight Grigori's Propaganda efforts. Regardless of the skill chosen, it's a DC 24 check.

Critical Success The party gains 2 Support Points. The next Fight Propaganda check attempted by a PC gains a +2 circumstance bonus as a result of the positive momentum of their efforts.

Success The party gains 1 Support Point.

Failure The party loses 1 Support Point.

Critical Failure The party loses 1 Support Point, but also suffers an additional penalty to the kingdom as a whole, depending on which skill check was attempted to Fight Propaganda.

Deception Grigori exposes some of the PCs' deceitful acts to the public, inspiring criminals in the kingdom to step up their game using similar tactics performed by the PC. Increase the kingdom's Crime by 1 and Unrest by 1.

Diplomacy Grigori seizes on the PC's poor attempt to be diplomatic and spins those failures into "evidence" of corruption among the city's leadership. Increase the kingdom's Corruption by 1 and Unrest by 1.

Intimidation Grigori takes advantage of the PC's bullying to drive citizens to engage in riots and vandalism. Increase the kingdom's Decay by 1 and Unrest by 1.

SUPPORT POINT THRESHOLDS

As the PCs build Support Points by Fighting Propaganda, they erode Grigori's influence over the kingdom. To completely defeat him, the party must achieve 15 Support Points, but the following Support Point thresholds grant additional bonuses along the way.

5 Support Points The skill check that resulted in achieving this threshold gains momentum. As long as the Support Points maintain a minimum threshold of 5, future checks attempted to Fight Propaganda using this same skill gain a +2 status bonus. If Support Points are reduced below 5, this bonus is lost; it can be regained (potentially with a new type of skill) by reaching the threshold of 5 points again.

10 Support Points Grigori's campaign has suffered significant setbacks, and he now reduces accumulated Support Points by only 1 per day that the PCs don't continue to Fight his Propaganda. The party can have him arrested (and move on to Grigori's Trial) at this point, but doing so is a bit premature and causes those in the kingdom who are still swayed by his influence to become disgruntled. Increase the kingdom's Unrest by 1d6 and Strife by 2.

15 Support Points Grigori's campaign is defeated, and the bard can now be arrested without any negative repercussions; move on to Grigori's Trial.

Repercussions

Every week that passes with Grigori actively pursuing his goals, increase the kingdom's Unrest by 1. If Grigori is still active when a Kingdom turn begins at the end of the month, increase the kingdom's Unrest by 1d6 at the start of the turn, and during that turn's Event Phase, the PCs must deal with a Public Scandal event (page 563) in addition to any other potential random event for that phase. These conditions continue to plague the kingdom until Grigori is dealt with—either by force or by rhetoric.

If Grigori is slain without being given a fair trial, the threat he poses is ended immediately, but if the act becomes public knowledge, the public is disturbed—increase Unrest by 1d4+1 and Strife by 2.

If Grigori is successfully bribed to end his campaign and that knowledge goes public, increase Unrest by 1d4+1 and Crime by 2.

If Grigori is convinced to cease his activity via mind-controlling or similar magic and this information becomes public, increase Unrest by 1d4+1 and Corruption by 2.

For all of these repercussions, the PCs can avoid the increase to Unrest and Ruin by keeping the methods they used to deal with Grigori secret, yet if word ever gets out about such clandestine activities, the Unrest and Ruin increases apply in full force at that time as the public's trust in their leaders erodes.

If Grigori is arrested without having broken specific laws, increase Unrest by 2d4 and record the number of points gained; if the PCs put Grigori on trial and he's found guilty, reduce Unrest by that number.

Grigori's Trial

If you choose to run Grigori's trial as a downtime activity, it takes one week to resolve. This special kingdom event should take place during the next kingdom turn.

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GRIGORI'S TRIAL EVENT +0

CONTINUOUS | DOWNTIME | LEADERSHIP

Event Once Grigori has been arrested, the PCs have the option of putting him on trial during a following Kingdom turn's Activities phase. As this is a leadership activity, it must be one of the three activities performed during Step 3 of the Activities phase. Each Kingdom turn that passes with Grigori imprisoned without a trial, increase the Kingdom's Unrest by 1d4 and Corruption by 1. If a Public Scandal random event ever occurs while Grigori is imprisoned, he is released from prison on a technicality and all previous Support Points are zeroed out as he begins to spread propaganda again, starting the whole process over from the start. If a Justice Prevails random event occurs while he's imprisoned, Grigori is either executed, exiled, or rehabilitated (players' choice) as part of that event, with the corresponding repercussions as detailed below for a successful trial.

During Grigori's trial (which lasts for several days over the month), attempt a DC 27 Intrigue, Politics, or Statecraft Kingdom skill check. This DC is equal to Grigori's Deception DC (DC 27). Each PC can attempt to lower this DC with a successful DC 24 Deception, Diplomacy, or Intimidate check, or with a DC 19 Legal Lore check; each success reduces the Kingdom skill check DC by 1 to a maximum reduction of 5 at DC 22.

Kingdom Skill Intrigue, Politics, or Statecraft; **Leader** Emissary

Critical Success The trial concludes and finds Grigori to be guilty. Reduce Unrest by 1d6, and the party must choose between the following options on how to sentence Grigori, with each option granting a different reward to the kingdom.

Execution Grigori is executed publicly. Increase Decay by 1 but reduce Crime by 2; if Grigori becomes a recurring foil, he does so as an undead creature.

Exile Grigori is released and escorted out of the kingdom. Reduce Strife by 1; Grigori can become a recurring foil.

Imprisonment Grigori is sentenced to a longer prison term. At the start of every Kingdom turn that follows, the PCs can choose one of the other three sentences (Execution, Exile, or Pardon) to end his imprisonment, or instead to keep him imprisoned. Remember that as long as Grigori is imprisoned, Public Scandals and Justice Prevails random Kingdom events have additional effects, but his imprisonment no longer automatically increases Unrest and Corruption.

Pardon Grigori is pardoned for his crimes and allowed to go free. Increase Strife by 1 but reduce Corruption by 2 unless Grigori has been imprisoned for at least 1 year, in which case the Strife increase is ignored. Whether or not he returns as a recurring foil once released is left to the GM to determine, based on how the PCs treated him up to that point.

Success As critical success, but do not reduce Unrest. Pardon cannot be chosen at this time (but can be later if the PCs imprison Grigori).

Failure The trial fails to reach a resolution. The PCs can attempt this leadership activity again if they have any more leadership activities available on this Kingdom turn, otherwise Grigori remains imprisoned for another month and the trial can be continued during the next Kingdom turn.

Critical Failure The trial ends with Grigori being found not guilty. He is released from imprisonment but knows better than to stay where he's not welcome. He flees the kingdom and may become a recurring foil. Increase Unrest by 1d4 and two Ruins of the party's choice by 2.

Resolution This event is resolved with a Success, Critical Success, or Critical Failure, as detailed above.

A Recurring Foil

Regardless of how this complex event plays out, this event foreshadows future developments in the *Kingmaker Adventure Path*. While Pitax makes no more overt moves against the PCs in this chapter, the PCs should come out of this encounter knowing that they have enemies out there somewhere. They'll learn soon enough what plans the Lord of Pitax has for their new kingdom, and they'll eventually have the opportunity to face King Irovetti in person and hold him accountable for his crimes in Chapter 8. If Grigori survived this event, he may return at a later date to vex the PCs as the antagonist behind the scenes for random dangerous Kingdom events, or even as a leveled-up foe during Chapter 8.

Final Rewards

If the PCs manage to handle Grigori without resorting to battle, award them XP as if they had defeated him in combat. Once Grigori is defeated, grant the PCs' Kingdom 30 XP; increase this to 80 XP if he is successfully put on trial.

EVENT 3: DESPERATE SPIES SEVERE 4

If the PCs seem to be hesitant at starting Part 2 of this chapter on their own, you can use this event to help spur them on to take action against the trolls. As King Hargulka expands his power, he grows more curious and concerned about the proximity of the PCs' kingdom. He understands that his troll minions are not the most subtle, so instead he sends two kobolds he's captured to spy on the PCs' kingdom for him.

These two kobolds are a curious pair named Kereek and Prazil. Their fear of Hargulka is slightly greater than their fear of adventurers and big cities, so they do their best on their spy mission to learn what they can about the kingdom without getting caught.

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DISCOVER DESPERATE SPIES — EVENT +3

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The kingdom's capital city.

Event The kobold spies slink and skulk around the city, looking for weaknesses to report back to Hargulka and taking advantage of opportunities to perform minor acts of vandalism and sabotage. Once this story event begins, it continues daily for a week. Each day, the kingdom attempts a skill check to resolve the event.

Kingdom Skill Defense or Intrigue (secret), DC 23; **Leader** Warden

- **Critical Success** The two kobold spies are captured and kept imprisoned until the PCs have a chance to speak to them.
- **Success** Rumors of kobold spies in town begin to spread. Attempt a DC 11 flat check; on a failure, increase Unrest by 1.
- **Failure** Someone or something in town is causing trouble. Increase Unrest by 1.
- **Critical Failure** Not only do the kobolds continue to cause trouble (increase Unrest by 1), but they also perform acts of vandalism and sabotage. Increase Decay by 1.

Resolution This daily event ends on a Critical Success or after 7 days have passed.

Creatures: The PCs can step in personally to track down and corner the two kobolds in Exploration mode by taking 8 hours to Search. If the settlement has sewers, the kobolds hide there and gain a +2 circumstance bonus to their Stealth checks; in order to discover, corner, and confront the duo, a PC must succeed at a Perception check against the kobolds' Stealth DC.

Once the kobolds are discovered, they attempt to flee rather than fight. If the PCs capture them, or if they're captured as a result of a critical success in the event above, they can be interrogated. Both kobolds are fearful for their lives, be they in the PCs' hands or in Hargulka's hands. They were pressed into service by Hargulka after the troll attacked their band, the Treeshouters (once located several miles south of area **NM7**). Presented with the option to serve the troll in a way that afforded them their lives, Prazil and Kereek readily agreed. Hargulka sees the two as a combination of pet and trophy, and while the kobolds hate and fear Hargulka equally, they do their best to serve him to protect their surviving kin.

Black-scaled Prazil—very excitable and a little dimwitted—views Kereek as his best friend. Clad in makeshift armor consisting mostly of a breastplate and a scale loincloth, Prazil is a cheerful optimist who's happy to meet others and typically sees the best in people. Incredibly loyal to his friends, if combat breaks out, he fights to the death to protect Kereek.

Red-scaled Kereek, on the other hand, is all cunning and pragmatism. He's willing to do whatever he must to get the job done, though his giant ego blinds him to his own shortcomings. He lords over Prazil, though in his heart he cares for his protector more than he realizes. He's willing to abandon Prazil if he must, but he will plot vengeance against an enemy who forces him to do so.

The kobolds eagerly agree to guide the PCs to Hargulka's lair if asked, hoping to earn their lives (if not their freedom) by being helpful to the PCs. They can even provide a crude map of some of the chambers within his lair.

If, on the other hand, Kereek and Prazil manage to avoid being caught for a week, the PCs can encounter them again in Part 2 once they begin exploring Hargulka's domain.



PRAZIL

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KEREEK AND PRAZIL CREATURE 5

UNIQUE CN SMALL HUMANOID KOBOLD

Male kobold spies (*Pathfinder Bestiary* 212)

Perception +12; darkvision

Languages Common, Draconic

Skills Acrobatics +13, Deception +10, Stealth +13, Survival +12, Thievery +13

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

Kereek's Items dagger, robes, *wand of burning hands* (1st)

Prazil's Items breastplate, *+1 silver warhammer*, steel shield

AC 21; **Fort** +11, **Ref** +14, **Will** +17

HP 85

Speed 25 feet

Melee (Kereek) ❖ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Melee (Prazil) ❖ *warhammer* +13 (shove), **Damage** 1d8+3 bludgeoning

Kereek's Arcane Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *burning hands*, *slow*; **2nd** (3 slots) *burning hands*, *invisibility*, *obscuring mist*; **1st** (3 slots) *burning hands*, *magic missile*, *pest form*; **Cantrips (3rd)** *daze*, *mage hand*, *message*, *produce flame*, *shield*



KEREEK

Hurried Retreat ❖ As kobold warrior.

Smash Kneecaps ❖❖ Prazil attempts a warhammer Strike on a creature that is at least Medium sized and that has legs. He gains a +2 circumstance bonus to his attack roll and deals an extra 1d8 points of damage on a hit. The creature struck must succeed at a DC 22 Fortitude save or have its Speed reduced by 10 feet for 1 minute.

Sneak Attack Prazil deals an extra 2d6 precision damage to flat-footed creatures.

Rewards: If the PCs manage to catch the kobolds or prevent them from spending a full week spying and vandalizing, grant them 30 Kingdom XP and regular character XP as if they had defeated the pair in combat. If instead they confront the kobolds in battle and defeat them, they earn XP as normal, but only earn 10 Kingdom XP.

EVENT 4: THE CULT OF GYRONNA SEVERE 4

It's not long before another menace invades the PCs' kingdom, this one much more subtle than a murderous band of trolls or a rampaging owlbear: a cult of sinister cultists devoted to the hag-goddess Gyronna. This event should begin at some point after the PCs' kingdom reaches 4th level, and after they've started to deal with Grigori's rabble-rousing.

As a goddess of hatred, extortion, and spite, Gyronna's cult represents a threat to any community, and tales abound of isolated communities throughout the River Kingdoms that tore themselves apart from within due to the machinations of the Angry Hag's priestesses. Once the cult infiltrates the PCs' capital city, the cultists must be found and eliminated before they can set the townspeople at one another's throats.

Creatures: The cult is still in its early stages, comprising four women under the leadership of a cleric of Gyronna named Malgorzata Niska. By day, "Goody" Niska is a respected midwife, a position that has enabled her to recruit new members to her growing flock as well as providing her opportunities to steal newborn babies and swap them with changelings.

All five cultists are outcasts who harbor only hatred and malice for their fellow townsfolk. They carry symbols of a bloodshot eye and wear ragged black smocks called "shabbles" when enacting their rites, but they take great care to hide these items when not using them. They otherwise appear no different from normal townspeople or travelers.

This event manifests as a Cult Activity event (page 556), except that it does so as an Event +2 rather than an Event +1. After the Intrigue check to discover where the cult's headquarters are located, run the following encounter instead of attempting the Folklore check to defeat the cult.

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The cult meets in the cellar of a barn on the outskirts of town. The barn doors are kept warded with an *alarm* spell (with the password being "Annoryg"), while the concealed trapdoor to the cellar can be found with a success on a DC 20 Perception check. Malgorzata previously led the cult in a successful *consecrate* ritual, making the entire cellar a sacred space that provides the cultists a +1 status bonus to attack rolls, skill checks, saving throws, and Perception checks, and all lawful good creatures take a –1 status penalty to those checks. Attacks made by worshippers of Gyronna within the area deal an additional 1 evil damage.

In the cellar, Malgorzata leads the other cultists in their dark rites before a simple altar of piled stones topped with a glittering gem that looks like a glaring bloodshot eye. The chamber is lit by softly glowing lanterns that hang from wall-mounted hooks. As soon as she notices the PCs, she commands the other four cultists to attack. Malgorzata has no wish to die and flees if she is reduced to 40 Hit Points. Fanatic converts, the other four fight as long as Malgorzata lives. If she is killed or flees, they lose their nerve and flee.

MALGORZATA NISKA CREATURE 5

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID

Female human cult leader

Perception +13

Languages Common

Skills Deception +13, Intimidation +13, Religion +11, Society +9

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

Items leather armor, dagger, shabble, *wand of heal (1st)*, wooden religious symbol, 23 sp

AC 21; **Fort** +9, **Ref** +13, **Will** +15

HP 85

Spiteful Command ↷ (auditory) **Trigger** Malgorzata is targeted with an attack or single-target spell. **Effect** Malgorzata commands a Gyronna cultist within reach of the triggering creature to attack the creature, allowing it to make a melee Strike after the triggering action resolves its effects.

Speed 25 feet

Melee ❖ dagger +13 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Ranged ❖ dagger +13 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Divine Prepared Spells DC 22, attack +14; **3rd** *crisis of faith*, *vampiric touch*; **2nd** *heal*, *paranoia*, *spiritual weapon*; **1st** *alarm*, *bane*, *ray of enfeeblement*; **Cantrips (3rd)** *chill touch*, *daze*, *divine lance*, *light*, *shield*

Cleric Domain Spells 1 Focus Point, DC 22; *waking nightmare*

Divine Rituals *consecrate*

GYRONNA CULTISTS (4) CREATURE 0

UNCOMMON | CE | MEDIUM | HUMAN | HUMANOID

Female human cultists (*Pathfinder Gamemastery Guide* 229)

Initiative Perception +4

Treasure: The fist-sized cat's eye chrysoberyl atop the altar is worth 50 gp, but success on a DC 20 Religion check to Recall Knowledge recalls that the goddess Gyronna watches the world through such stones, and should the PCs defile or steal from her shrine, they risk



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incurring her wrath and being cursed. Whether or not these stories are true in this chrysoberyl's case is left to the GM to decide.

In addition, a plain wooden coffer hidden behind the altar contains a payment of 100 gp, along with a short note that bears a single line written in Common: "In appreciation of our common cause." As a signature, the note bears only a symbol: three black teardrops. The PCs should automatically recognize this symbol as that of the Black Tears, the mercenaries they clashed against in Chapter 1. Malgorzata received this payment from an agent of the Black Tears for the express purpose of establishing a cult in the PCs' capital city; she knows little more about the mercenary group but appreciated the tip and payment. The Black Tears haven't been in contact with this cult since their initial bribe to have them begin harassing the PCs—one of several attempts to get revenge against the PCs for the party's actions at the Aldori manor.

ADDITIONAL EVENTS

In addition to the preceding major story events, the following four minor events should occur during the course of this chapter—they don't have to occur during this part, but the Troll Sightings event helps to set up Part 2 and can help turn the PCs' attention to that plot once you're ready.

Each of these events grants 30 Kingdom XP.

THE FOUNDING OF TATZLFORD — EVENT +0

BENEFICIAL HEX

Location Hex Encounter **GB16**.

Event The PCs are approached by a ruddy, friendly, and energetic couple, Loy and Latricia Rezbin. They have plans to establish a village deep in the Narlmarches at a ford on the Skunk River where, until recently, a pair of tatzlwyrms dwelled. The Rezbins ask the PCs for support getting their village started.

Kingdom Skill Exploration; **Leader** Warden

Critical Success Tatzlford is founded at **GB16** on the Skunk River. If this hex isn't part of the PCs' kingdom, it's automatically claimed and added to the kingdom (remember that if this hex isn't adjacent to other hexes claimed by the kingdom it counts as a secondary territory; page 534). Tatzlford is automatically integrated into the kingdom as a village that has 1 Water border. It occupies one block on the Urban Grid, and all 4 of its lots have structures built. These consist of the following: houses, inn, and town hall.

Success As critical success, but the village of Tatzlford isn't automatically claimed and added to the kingdom unless the PCs have already claimed that hex. Otherwise, Tatzlford becomes a freehold (page 536).

Failure As success, but clashes with additional tatzlwyrms and other dangerous local monsters cause the PCs to expend additional resources to help the Rezbins found their village. At the start of the next Kingdom turn, the PCs gain 2 fewer Resource Dice.

Critical Failure The Rezbins and any assistants provided by the PCs are slaughtered by monsters before they can get started. If the PCs haven't finished Part 2 of this chapter yet, then the Rezbins are captured by Hargulka's trolls, and they could potentially be rescued during Part 2 (after which the Rezbins thankfully return to the task of founding Tatzlford, and the PCs automatically gain a success as above). In the short term, the bad news increases Unrest by 1, Decay by 1, and reduces the Resource Dice gained at the start of the next Kingdom turn by 4.

RETURN OF THE BLACK TEARS — EVENT +0

DANGEROUS

Event After the PCs disrupted the Black Tears' plans and slaughtered several of their lower-ranking members during the raid on Lady Jamandi's manor in Chapter 1, the mercenary killers have seethed and plotted. As word of the PCs' new nation reaches Brevoy, the Black Tears take note and send a new group of killers south to infiltrate the kingdom. These Black Tears make their presence known by attempting a very public attack on the kingdom to send a clear message to its leaders: The Black Tears do not forget!

Once this kingdom event is completed, whether the Black Tears continue to cause periodic trouble for the PCs is left to you to decide. For example, you could link them to some random events like Assassination Attempts, Bandit Activity, Feuds, Public Scandals, Sensational Crimes, and Vandals.

Kingdom Skill Intrigue; **Leader** Emissary

Critical Success Your agents intercept the Black Tears before they can even get started on their nefarious plans. Reduce Unrest by 1d4, and the next time a random event occurs that includes Black Tears influence, treat the rolled result as one degree of success better than the actual result.

Success The Black Tears set their plans in motion, but the kingdom's defenses stop them before they cause any damage. Nevertheless, public knowledge that the Black Tears have taken an interest in the kingdom increases Unrest by 1.

Failure The Black Tears are successful in their plot to attack the kingdom. They publicly rob a caravan of merchants, murder some citizens in broad daylight, or vandalize several buildings while leaving their mark of three black tears as proof of their action. Increase Unrest by 1d4 and one Ruin of your choice by 1.

Critical Failure As failure, but the Black Tears also manage to establish a foothold in the kingdom. Increase Crime

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by 2 (this increase stacks with any potential increase to Crime from the Failure result), and the next time there's a random event that includes Black Tears influence, treat the rolled result as one degree of success worse than the actual result.

TROLL SIGHTINGS EVENT +0

DANGEROUS ONGOING

Event Trolls have grown more common and more aggressive along the borders of the kingdom, and their attacks on travelers, hunters, and others coming and going from the kingdom undermine the nation's sense of safety and well-being.

This event should occur once the PCs reach 5th level, or once they come within one hex of area **NM7**. The event then continues to repeat during every Kingdom turn's event phase automatically until it is resolved, in addition to any other potential events that might take place during the turn.

Kingdom Skill Defense; **Leader** Warden

Critical Success The trolls are rebuffed with ease, with no damage to the kingdom. Even better, the kingdom's scouts manage to track the trolls back to their home, revealing Hargulka's lair at area **NM7** to the PCs.

Success Kingdom forces manage to hold the trolls back, but worry still spreads—increase Unrest by 1.

Failure The trolls manage to slaughter a few victims despite the kingdom's best efforts. Increase Unrest by 1d4 and Decay by 1.

Critical Failure As Failure, but the trolls manage to also invade the kingdom and raze some of its lands. If the kingdom has any Farmlands, one randomly determined Farmland is reduced back to its original terrain and must be rebuilt. If it has no farmlands, one hex along the border (as close to area **NM7** as possible) is lost.

Resolution This event ends once the PCs defeat Hargulka in Part 2 of this chapter.



WEIRD GNOME

TROUBLE WITH A WEIRD GNOME EVENT +0

DANGEROUS

Event Rumors of a weird gnome with bright orange hair and glowing eyes have spread through the kingdom. Some people report spotting the strange gnome lurking in unexpected and dangerous places, such as perched atop a steep roof or in the upper boughs of a tall tree, relaxing in a prison cell thought to have been empty, or wandering around in areas that are off-limits to casual visitors, such as in a private residence or the like. As the sightings increase, people begin to associate the weird gnome's appearance with minor accidents or troubles, such as missing tools, illegible graffiti showing up in difficult to reach places, dangerous animals being set loose in the streets, and increasingly isolated fires that are caught and extinguished only moments before they could have spread to something more important.

This event can occur at any time (even well after this chapter has concluded if you wish), and while the PCs themselves should never directly encounter the weird gnome, the descriptions of a man with bright orange hair, glowing eyes, and a fashionably questionable red and yellow outfit should be repeated aspects of the rumors. This weird gnome is, in fact, a mischievous manifestation of the Lantern King himself, come to the PCs' kingdom to look around, cause minor bits of mischief, and to size up what he suspects will be Nyrissa's final conquest. The point of this event is less to give the PCs something to defeat or fight, but to foreshadow a growing element of fey influence over the region. When the PCs finally meet the Lantern King at the end of Chapter 11 of this adventure, consider having him reveal himself to have been this weird gnome if this event lingers in your players' minds by that point in the game.

In any event, the weird gnome sightings end soon after they begin, leaving many to wonder at the true nature of this strange little troublemaker.

Kingdom Skill Intrigue; **Leader** Magister

Critical Success Kingdom investigators and spellcasters confirm that the weird gnome is likely no gnome at all, but a mischievous trickster fey, potentially from the First World. This knowledge allows your kingdom to both respond to the mischief more quickly and soothes the worries of the citizens. Decrease Unrest by 1.

Success Kingdom investigators fail to track down the gnome, and while sightings eventually taper off, the damage is done and the citizens continue to worry. Increase Unrest by 1.

Failure No explanation for the weird gnome's antics are ever arrived at, and in addition to making the citizens uneasy, some of the gnome's pranks had lasting effects. Increase Unrest by 1 and one Ruin of the party's choice by 1

Critical Failure As failure, but increase Unrest by 2 and two Ruins of the party's choice by 1.

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PART 2:

TROLL TROUBLE

As part of her plan to help forge a powerful kingdom to claim as a trophy, Nyrissa sent her agents to spur a powerful troll named Hargulka into forming a kingdom of his own. Whether this troll kingdom would prevail, or whether it would simply serve as a catalyst to empower the PCs' nation is irrelevant to Nyrissa as long as one of the two emerges as the clear victor. Under the leadership of Hargulka, the trolls settled in an ancient dwarven outpost in the southwest Narlmarches at about the same time the PCs founded their own kingdom; he assembled followers and began to forge alliances with other monstrous inhabitants in the region, leading raids to amass treasure and power. As it plays out, their attacks grow more numerous, leaving ripples of discord and terror in their wake.

While the PCs can certainly stumble into the troll lair before they're ready, the challenges they'll face within are significant. As soon as the PCs reach 5th level, you can use the Desperate Spies story event (page 194) or the Troll Sightings event (page 199) to lead the PCs into this part.

THE TROLL LAIR

Hargulka has claimed an ancient guard post in the forested hills in the southern Narlmarches (location **NM7**). The fort was built by dwarves ages ago to guard a forgotten trade route, but later abandoned when a purple worm caused extensive damage before the dwarves could drive it off. The trolls cleared the fort and tunnel of their few remaining inhabitants and they

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now use the structure as a base for staging their raids in the region.

The PCs can discover the location of Hargulka's fortress via some of the events in Part 2. Alternately, they can simply explore the southern Narlmarches; it's common knowledge that the majority of troll sightings seem to come from this direction. They can also use the Hire Adventurers Leadership activity (page 524) to locate the fortress; they do so on a Successful or better result on that activity.

The original entrance to the abandoned guard post sits high on a cliff face among forested hills on the side of a rocky hill and is accessible only by a carefully concealed path. The cunningly constructed entrance cannot be seen from below. A watchtower disguised as a natural rock outcropping also rises from the top of the hill, giving a good view of the surrounding area. Once the fort is located, PCs who take the time to Search for another entrance can discover the overgrown entrance left by the purple worm with a successful DC 25 Perception check (area **A8**).

Unless otherwise noted, the rooms in the guard post are dark and are of solid dwarven construction. They're hewn stone, with smooth stone floors and uniform 15-foot-high ceilings. Doors are made of stone.

TROLL SLAYING

80 KINGDOM XP

The kingdom's citizens demand the PCs step in to defeat Hargulka's trolls.

Source: Residents of the PCs' kingdom

Completion: The PCs slay Hargulka and drive off or defeat the monsters in his fortress.

Reward: The death of Hargulka gives the people of the kingdom much cause to rejoice. Reduce Unrest by 2d6. At the start of the next Kingdom turn, the PCs begin with 3 Fame or Infamy points rather than 1.

A1. THE APPROACH

A narrow path winds its way up the hill, a steep cliff face on one side and a sheer drop-off on the other. At the top, the path follows a wide ledge, where the corner of a weathered stone building juts from the side of the hill.

Any PC climbing the path has a chance to be spotted by the harpies in the watchtower above the guard post, but these monsters aren't very observant, giving PCs a chance to slip by unnoticed (see area **A5** for details). Once the PCs reach the ledge, they can be spotted through arrow slits by the guards in the barbican (area **A2**). From the ledge, it's a 60-foot drop to the forest floor. PCs can Climb the exterior walls of the watchtower with success on a DC 20 Athletics check.

A2. BARBICAN MODERATE 5

A pair of stone doors provides the only entrance from the ledge into the guard post. When the trolls moved in, they broke one of the doors by forcing it open too far. Arrow slits overlook the approach and outside ledge to the north and east. Daylight shining through the arrow slits and the half-open door light the room with dim light. Doors in each interior wall lead further into the fort.

Creatures: A troll and two hobgoblin archers are always posted here, but they spend as much time fighting with each other as they do watching the approach to the lair. As such, they suffer a –4 penalty on initiative checks and Perception checks. Once they notice the PCs, they yell out an alarm at the top of their lungs (although only the trolls and trollhounds in area **A3** will hear it) and attack the intruders; attempt a DC 11 flat check at this time, and on a failure, the trolls in area **A3** assume the alarm is just extra vocal arguments and won't respond. The guards here are under orders to allow no one inside, but it's possible the PCs could use magic or other means to persuade them to allow a peaceful entry. If that happens, a hobgoblin first departs to warn Hargulka, who assembles his court in area **A3** to receive (and likely attack) the visitors.

TROLL CREATURE 5

Pathfinder Bestiary 314

Initiative Perception +11

HOBGOBLIN ARCHERS (2) CREATURE 4

Pathfinder Bestiary 207

Initiative Perception +10

A3. GREAT HALL SEVERE 5

Columns support the high, vaulted ceilings of this great hall. In the middle of the room, a grand staircase leads up to a massive stone throne perched on a balcony that wraps around the sides of the hall, its balustrade carved to resemble a series of stone hammers.

This room, a showcase of ancient dwarven craftsmanship, has withstood the passage of time and retains its grandeur. The balcony level is 20 feet above the main floor, while the ceiling reaches another 30 feet above that.

Creatures: The trolls and other members of Hargulka's retinue train in this room when it's not in use. Typically, two trolls and two trollhounds are stationed here. If they believe the alarm from the guards in area **A2** is real, one of the trolls goes upstairs to warn Hargulka and the other denizens of the fort, while the remaining troll pulls open the doors to the

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barbican and orders the trollhounds to join the fight. It waits in the doorway to deal with anything that gets through. If the four hobgoblin archers in area **A12** have been alerted to an attack by the PCs, they move to line the balcony here.

TROLLS (2) CREATURE 5

Pathfinder Bestiary 314
Initiative Perception +11

TROLLHOUNDS (2) CREATURE 3

Pathfinder Bestiary 2 268
Initiative Perception +6

An Audience with Hargulka: If the PCs manage to talk their way into the fort, they're greeted by many of its denizens in this room. Hargulka sits on the throne with his consort Gurija (see area **A16**) at his side. His brutish two-headed troll enforcer, Nagrundi (see area **A11**), stands ready to defend his lord. Five trolls and four trollhounds flank the PCs on the lower level of the great hall, while six hobgoblin archers stand on the balcony, crossbows at the ready.

It should be clear to the PCs that this is a situation they're unlikely to emerge from alive if they start a fight, but it gives them a chance to see many of the forces arrayed against them. During any discussion, Hargulka maintains a position of authority, peremptorily dismissing any concerns of the PCs and responding to any threats with promises of violent retribution. If a fight does break out, wise PCs flee. In this case, the trolls do not give chase, merely laughing and taunting the "heroes" in their wake—unwisely assuming that they've seen the last of the PCs.

A4. SHRINE TO TORAG MODERATE 5

Bas-reliefs on the walls of this room depict dwarves forging weapons, fighting giants, mining precious gems, and performing many other activities. Along the northern wall, water flows out of the head of a graven warhammer to fill a font. Dust covers much of the rest of the flat spaces, though it's disturbed in a path extending from the middle of the room to the eastern door.

This room was the dwarves' shrine to Torag, the Father of Dwarvenkind. The relatively clean trail through the dust was created by a hobgoblin archer who discovered the hazard in this room the hard way. Thanks to the remaining power here, the trolls and other denizens of the fort stay out of it. As a result, PCs who have the wherewithal to withstand the haunt

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could retreat here if they need a safe place to stay in the fort. The font provides a constant flow of cool, fresh water, draining at the same rate it flows in, so it never overflows. This is a minor magical conjuration effect that ends if the font is removed from the room.

Behind a door to the west, a spiral staircase leads up to area **A11**.

Hazard: While the dwarves long ago abandoned this fort, Torag's power remains strong in his shrine, and he disciplines those who don't offer proper obeisance.

THE POWER OF FAITH — HAZARD 7

UNIQUE | COMPLEX | HAUNT

Stealth DC 27 (expert) to hear whispered prayers in Dwarven to Torag

Description The lingering essence of the dwarven worshippers who established this shrine demand deference to Torag and punish those who don't offer it.

Disable Diplomacy DC 27 (trained) to calm the lingering essence, Religion DC 23 (expert) to perform the required obeisance, or Thievery DC 30 (expert) to disrupt and redirect the essence harmlessly.

Prostrate ↷ (divine, emotion, fear, illusion, incapacitation, mental); **Trigger** A creature moves more than 10 feet into the room. **Effect** A great weight settles on all creatures in area **A4**, and they must attempt a DC 25 Will save.

Critical Success The creature is unaffected by the haunt and is temporarily immune to it for 24 hours.

Success The creature feels pressed down by the weight—it takes a 10-foot penalty to all its speeds for as long as it remains in the room.

Failure The creature is knocked prone.

Critical Failure The creature is knocked prone and immobilized for 1 round.

Routine (3 actions; divine, enchantment, mental) Ghostly images of chanting dwarves float through the room, drifting between the creatures in the chamber. As they float, they use their 3 actions to target up to three different creatures in the room, touching their brows and filling that person's head with overwhelming but entirely mental choirs exalting the glory of Torag. The haunt targets prone creatures before other creatures, and a single creature cannot be targeted more than once per round. A targeted creature must attempt a DC 25 Will save; prone creatures take a –2 penalty on this saving throw.

Critical Success The creature is unaffected.

Success The creature takes 1d10 mental damage from the cacophonous choir in their head.

Failure The creature takes 2d10+9 mental damage from the cacophonous choir in their head.

Critical Failure The creature takes 3d10+18 mental damage from the cacophonous choir in their head and is knocked prone.

Reset The haunt deactivates as soon as no living creatures are in area **A4**, then resets after 1 hour has passed. It can be permanently destroyed by clearing the fortress of all creatures that don't follow Torag and rededicating it to the god with a *consecrate* ritual.

A5. WATCHTOWER — MODERATE 5

A flight of stone stairs winds around in this circular chamber to a trapdoor in the ceiling high above. A foul stench fills the air, emanating from layers of filth caked on the floor.

The trolls use this chamber as their latrine. The hallway to the west of this area once led to a stairwell leading up to the level above, but it has long since collapsed. The stairs to the east lead up 100 feet to the sole room at the top of the tower, which a pair of harpies recruited by Hargulka have turned into a nest. A trapdoor in the ceiling of the upper level leads to the tower's roof, 30 feet above the hillside.

Creatures: The two harpies are indifferent guards at best. Each time the PCs could possibly catch their interest, attempt a DC 11 flat check; on a failure, the harpies are occupied with their own interests rather than keeping an eye on the approach. If the harpies notice combat in area **A1**, they use their captivating song to try to fascinate PCs (possibly also affecting the creatures in area **A2**) and then Shove them off any heights; otherwise they assume the guards in area **A2** will handle any visitors. If reduced to 30 Hit Points, a harpy retreats to the watchtower; the first wounded harpy to retreat flies down inside the watchtower to alert the trolls in area **A6**, who go to the barbican to help fight.

HARPIES (2) — CREATURE 5

Pathfinder Bestiary 204

Initiative Perception +12

Treasure: Each harpy wears jewelry worth 60 gp—their share claimed from various raids and tributes.

A6. TROLL BARRACKS — MODERATE 5

The floor of this room is littered with a half dozen pallets made of branches, leaves, and smelly, uncured hides.

The rank-and-file trolls stay in this room when they are in the fort.

Creatures: The first time the PCs enter this room, two off-duty trolls are resting in this cavern unless they were earlier warned of intruders. They ignore the sounds of combat from other rooms, but they leap to their feet and attack any non-troll entering their living quarters.

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TROLLS (2) CREATURE 5

Pathfinder Bestiary 314
Initiative Perception +11

A7. LEUCROTTA DEN MODERATE 5

The rear wall of this room has collapsed, creating an opening between it and a rough cavern tunnel. Three pallets fill the remaining corners of the room, and various bones—some with a few chunks of raw meat still clinging to them—litter the floor.

This room was penetrated from the cavern by a purple worm centuries ago, though the trolls cleared much of the rubble when they arrived.

Creatures: The two leucrottas that could have been encountered in area **KL6** (page 80) are encountered here, unless the PCs slaughtered them already. The beasts ignore the sounds of combat elsewhere, assuming it's trollhounds or trolls fighting amongst themselves, but attack any strangers that enter their quarters. If reduced to fewer than 20 Hit Points, a leucrotta flees the region, not willing to give its life for Hargulka.

LEUCROTTAS (2) CREATURE 5

Pathfinder Bestiary 2 162
Initiative Stealth +11

A8. WORM TUNNEL

This rough tunnel left by the passage of the purple worm is 20 feet tall, has an uneven floor and ceiling, and has rocks littering the passageway. Thick vines lining the entrance make it hard to find and prevent much sunlight from entering even during the day—the first 20 feet is dim light before it fades to darkness. The tunnel slopes steeply upward as it travels west, where the worm's passage damaged some of the fort, knocking down a wall in one room. It also collapsed the spiral staircase just northwest of area **A7**, leaving no way to access it from below.

A9. TROLLHOUND KENNEL MODERATE 5

Thick chains are bolted to the walls of this cavern, and the floor is covered with bones, half-eaten rotting meat, and mounds of foul-smelling dung.

Creatures: A pack of four trollhounds are chained to the northern wall of this cavern. The chains, connected to iron collars around the trollhounds' necks, are long enough to allow the trollhounds to reach any part of the cavern. They attack any non-troll entering the area. Though not strong enough to break the thick iron chains, the trollhounds can Force Open the hooks that connect the chains to their collars with success on a DC 25 Athletics check. If Kargadd in area **A10** hears combat here, he rushes to the room to join the fight. It takes him a single action with the manipulate trait to unhook an adjacent trollhound's chain from its collar, should the need arise. If the trollhounds hear combat in area **A10**, they try to break free of their chains and rush to support Kargadd, pursuing PCs to the death.

If the PCs are ever captured by the trolls, they are chained to the southern wall here. The trollhounds' chains are shortened just enough that they can't reach any captives who stay close to the wall, though they remain a threat to anyone who tries to escape.

TROLLHOUNDS (3) CREATURE 3

Pathfinder Bestiary 2 268
Initiative Perception +6

A10. LARDER LOW 5

The temperature in this cavern seems somewhat cooler than that of the rest of complex, but the stench of decaying flesh hangs heavy in the air. Along the walls are stacked the carcasses of dozens of beasts, from foxes and wolves to deer and elk, as well as a couple of horses and what appears to be a skinned bear. The southern portion of the room holds a grislier collection of corpses: the bodies of several humanoids, from gnomes and halflings to humans and elves. Most of the cadavers seem to have been decapitated.

The trolls store their food in this cavern, which is naturally cooler than the other caves (though not cold enough to stave off decay). Most of the carcasses are already rotting and infested with vermin as a result. The trolls send out regular hunting parties to keep the larder well stocked. The heads of the humanoid bodies were given to Nagrundi to keep the two-headed giant happy and distracted (see area **A11**). The ceiling is 15 feet high in this cavern.

Creature: A cavern troll named Kargadd claims the larder as his personal domain. He has little grasp of tactics; the closest he comes to making decisions other than "smash the next one" in combat is racing to aid his beloved pet trollhounds in area **A9** if he suspects they're in trouble. He relies on his regeneration to keep him in the fight and is utterly surprised if he is slain.

KARGADD CREATURE 6

Male cavern troll (*Pathfinder Bestiary 2* 265)
Initiative Perception +14

A11. NAGRUNDI'S ROOM SEVERE 5

Gnawed bones litter the floor of this room, while shelves on

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the eastern wall hold a collection of severed heads—some from animals, but others from humanoid victims.

The spiral stairs nearby lead down to area **A4**.

Creature: One of the most dangerous and frightening members of Hargulka's retinue is a giant, two-headed brute named Nagrundi. Claiming to be the son of an ettin father and a troll mother, Nagrundi stands erect (not hunched over, like most trolls) at 15 feet tall. Although not much smarter than the other trolls under Hargulka's command, the two-headed troll possesses a brutish cunning in both his skulls. A firm believer that two heads are better than one, Nagrundi considers himself something of an intellectual and forgoes conversation with "dose idjits" in his gang in favor of mind-numbingly vapid dialogues with himself. If he becomes aware of combat in area **A16**, he rushes to help defend Hargulka. He tries to frighten and Demoralize opponents on the first round of combat using Intimidation, then moves to engage the largest-looking foe in melee. Dim to the point of foolishness (and knowing the price of failure at Hargulka's hands), Nagrundi fights to the death, roaring defiance with both heads to his last breath.

NAGRUNDI CREATURE 8

Male two-headed troll (*Pathfinder Bestiary 2* 266)

Initiative Perception +18

Treasure: Nagrundi has (poorly) hidden his treasure in a niche in the northwest corner of the room. A successful DC 15 Perception check can reveal the stash, which consists of 74 sp, 35 gp, and a *clear spindle aeon stone* that Nagrundi doesn't realize is magic.

A12. HOBGOBLIN BARRACKS SEVERE 5

Two stone tables run the length of this room, their tops cluttered with tools and outdoor gear. Rough wooden stools are tucked under the tables, and a dozen bedrolls lie along the walls a short distance from the doors that lead into this room.

Creatures: This former dining room has been made into living and working quarters for Hargulka's hobgoblin supporters. The hobgoblins joined Hargulka initially out of a desire to help build a kingdom strong enough to conquer the "softer neighboring human lands," but it didn't take long for them to become frustrated at the troll's chaotic nature. Today, they mostly keep to themselves in this room, but if warned of an attack, they dutifully report to area **A3** and spread out on the balcony to fire at any PCs who enter the room.

During a fight in the barracks, as soon as two of the hobgoblins are defeated the other two immediately surrender, dropping their weapons and promising to help the PCs defeat the trolls in return for their lives. At your option, and if the PCs grant mercy to the survivors, quick action can save the two defeated hobgoblins and, with some healing, secure another two allies in the fight against Hargulka.

HOBGOBLIN ARCHERS (4) CREATURE 4

Pathfinder Bestiary 207

Initiative Perception +10



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Treasure: In addition to the hobgoblins' armor and weapons, the room contains the equivalent of 10 adventurer's packs as well as two repair kits and a half dozen short tools the hobgoblins use to maintain their weapons and make ammunition.

A13. STOREROOM

Stacked boxes, barrels, crates, and bags fill this room from floor to ceiling and line the crude wooden shelves along the walls. Doors lead to the north, east and west.

The trolls store most of the mundane goods they have extorted or stolen in this room, which once served the dwarves as a kitchen. The more valuable items are taken to Hargulka's vault (area **A15**).

Resources: The goods stored here, including foodstuffs, lumber, mundane tools, household supplies, bolts of cloth, and so on, require several full wagonloads to transport back to civilization, but if the PCs take the time to do so, the resources grant 4 bonus Resource Dice at the start of the next Kingdom turn.

A14. KOBOLD HOLE MODERATE 5

Strange symbols are chalked in a semicircle on the floor in front of the doorway of this cramped chamber. Beyond them, a small cauldron boils merrily above a smoky fire, near a pair of threadbare blankets.

If the PCs have already slain or recruited the two kobolds, this room is empty.

Creatures: What once served as a pantry is now the quarters for Hargulka's two conscripted kobold spies, Kereek and Prazil. Kereek drew the symbols on the floor—claiming they were an arcane ward to keep the trolls out—to comfort Prazil, but in truth they're nothing more than chalk scribbles. The trolls keep the two kobolds almost as pets, forcing them to live in this somewhat cramped little room. They remain here unless ordered on a mission by Hargulka.

When the PCs enter the room, the kobolds are eager to talk and fight only if attacked. They begin as indifferent to the PCs (unless an earlier encounter already changed their attitude toward the PCs). If they can be made friendly, they can provide useful information about the fort (Kereek managed to discover the secret door connecting areas **A15** and **A16**) and its inhabitants; if made helpful, they'll volunteer this information and will even join forces with the PCs to help fight the trolls. Yet even then, their bravery remains potentially suspect, and if one of the two kobolds falls in combat, the other panics and tries to drag his fallen comrade away to safety.

KEREEK AND PRAZIL CREATURE 5

Male kobold spies (page 196)
Initiative Perception +12

Reward: If the PCs secure the kobolds' help, award XP as though they had defeated them in combat.

A15. HARGULKA'S VAULT

Piles of coins and other valuable goods sit on the floor and shelves of this room, glittering in the light from a couple of torches set in sconces on the wall.

The spiral stairs just east of this room once led down to the lower level, but the passage of the purple worm long ago collapsed the stairs below, leaving this staircase a dead end.

The secret door connecting the vault to area **A16** can be found with success on a DC 25 Perception check.

Treasure: Hargulka keeps most of the valuables the gang has acquired close to him. In addition to the two *everburning torches* on the wall, this makeshift vault holds 484 cp, 210 sp, 39 gp, a small statue of a dragon carved from rare wood worth 15 gp, a gold necklace with a jade pendant worth 30 gp, several pieces of minor jewelry worth a total 40 gp, five medium quality gemstones worth 5 gp each, three bottles of not-so-fine wine worth 1 gp each, an engraved silver tankard worth 3 gp, and a *bracelet of dashing* inside a silver goblet decorated with images of Cayden Cailean worth 8 gp.

A16. HARGULKA'S ROOM EXTREME 5

A wagon with its wheels removed sits against the western wall, heaped with smelly furs. A crude throne carved from a giant tree stump sits on a large bearskin spread on the floor in front of a large map pinned to the northern wall.

This room is the personal quarters of the troll leader, Hargulka, and his consort, Gurija. The wagon serves as their bed. The large map on the wall is drawn on the back of a thylacine hide. It notes several locations in the Stolen lands, including the troll lair and the PCs' settlements; some marked with large X marks along with several arrows and other marks showing planned raids and routes of attack. Anyone who speaks Jotun can tell that the trolls have been carrying out a series of organized, planned attacks in the region against locations where civilization has intruded on the Stolen Lands. Of particular note is a site in the Sellen Hills marked with a skull and a single word in Jotun: "DANGER." This location marks the lair of the enormous owlbear, area **SH4**.

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Creatures: Hargulka spends a fair amount of his time planning raids, enjoying the latest meals and prizes his trolls have gathered for him, and daydreaming about being the ruler of his own petty kingdom. Inspired to pursue this path by vibrant dreams of himself ruling the Stolen Lands, Hargulka doesn't suspect that those dreams were implanted by Nyrissa—a mistake his current consort Gurija has capitalized upon.

Gurija possesses a powerful inborn magical quality, elements granted by her deep faith in Urxhel, the demon lord of trolls and storms. Alone among the trolls who flocked to Hargulka's call to violence, Gurija sees beyond the immediate potential for violence and swiftly convinced Hargulka she was "sent by the thunderclouds" to guide him into his new role as king of the Stolen Lands.

Unless an alarm has been raised, the two trolls are quite surprised if the PCs make it all the way here and leap to their feet to take care of the intruders themselves. Hargulka takes up a defensive position in front of Gurija, not out of any true protectiveness, but rather because he knows her magic can be a powerful aid. They both fight to the death, certain of their own power and destiny to rule.

HARGULKA CREATURE 8

Page 598

Initiative Perception +16

GURIJA CREATURE 5

UNIQUE | CE | LARGE | GIANT | TROLL

Female troll sorcerer

Perception +11; darkvision

Languages Abyssal, Common, Jotun

Skills Athletics +10, Deception +13, Intimidation +13, Religion +11

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

Items hide armor, *wand of shocking grasp (2nd)*

AC 21; **Fort** +13, **Ref** +13, **Will** +11

HP 95, regeneration 20 (deactivated by acid or fire); **Resistances** electricity 5; **Weaknesses** fire 10

Speed 30 feet

Melee ❖ jaws +12 (reach 10 feet), **Damage** 2d10+5 piercing

Melee ❖ claws +12 (agile, reach 10 feet), **Damage** 2d8+5 slashing

Primal Spontaneous Spells DC 22, attack +14; **3rd** *lightning bolt*, *slow*; **2nd** *dispel magic*, *hydraulic push*, *resist energy*; **1st** *fear*, *magic fang*, *shocking grasp*; **Cantrips (3rd)** *electric arc*, *prestidigitation*, *ray of frost*, *read aura*, *tanglefoot*

Sudden Stormburst ↷ (evocation, primal, water) **Requirement** An ally within 60 feet is suffering persistent acid or fire damage. **Effect** Gurija summons a torrential but localized rainstorm around the ally that washes off any acid or douses any fire on it to immediately end persistent acid or fire damage.

ENDING THE TROLL THREAT

The PCs must defeat Hargulka and Gurija to put an end to the threat the trolls pose. If Gurija survives, she takes up his mantle—feel free to have her relocate to another location in the Stolen Lands, but if the PCs leave this location abandoned, she'll have no problem moving back in and, in time, recruiting more allies to a new cause—revenge!



GURIJA

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PART 3:

HUNTING THE BEAST

While the trolls of Hargulka's nascent monster kingdom are an organized threat to the PCs' own nation, it's far from the only threat. The immense owlbear driven to furious rage by the actions of the bandit Eirikk is poised to lash out at the closest civilization: the PCs' fledgling kingdom!

At some point after the PCs return to their capital city (or, at your discretion, any of their settlements located near the giant owlbear's lair), they'll be greeted with a horrific sight: buildings and structures in shambles. Newly plowed fields have been torn up, trees have been knocked down, livestock have been slaughtered, and buildings have been flattened. A pall of smoke and dust hangs over the settlement, and the few people left on the streets mill about in shock, as if they have just come from a war zone. Any inquiries are met first with blank stares, but eventually the whole story comes out.

Several hours before the PCs returned to town, an enormous owlbear attacked it. The locals have already taken to naming the creature after the settlement it attacked, calling it the "Beast of (settlement name)." The creature is referred to simply as the "Beast" in this chapter, but you should personalize it to the name of the settlement it attacked.

Once the PCs have learned the basics, run the following story Kingdom event. This event doesn't progress the timeline of your adventure; play it out in the context of a flashback, giving the PCs the opportunity not just to catch a glimpse of the Beast in action, but also to have an impact on the amount

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of damage done by the Beast. Build up to the die roll describing images and sounds of chaos and fear among the townsfolk. Don't be afraid to put some of the players' favorite NPC citizens in apparent danger; if the event ends in success or better, describe those NPCs playing heroic roles in the aftermath. After the roll, as you describe the event's outcome, make sure that the PCs' influence as leaders of the community is part of the story: With success, explain that even while absent, the PCs inspired and influenced the citizens' response; with failure, describe how the townsfolk sorely missed the PCs' support on this day.

RAMPAGE OF THE BEAST — EVENT +4

DANGEROUS | SETTLEMENT

Location A settlement of the GM's choice (preferably the PCs' capital city)

Event The city was attacked by a terrifying owlbear of immense size that crashed into the town and potentially killed dozens before it had its fill of destruction and lumbered off into the Sellen Hills.

Kingdom Skill Defense (if the settlement has only Water borders, then the Beast has a more difficult time reaching the settlement; increase the rolled result by one degree of success); **Leader** Warden (even if the Warden is a PC and thus wasn't present during this event, the PC's prior service as the kingdom's Warden still allows them to influence this event)

Critical Success The enormous owlbear inflicted only relatively minor damage, and while it wounded dozens, miraculously no one was killed. Increase Unrest by 1.

Success The Beast managed to destroy a portion of the city, killed a few citizens, and wounded dozens. Increase Unrest by 1d4 and Decay by 1. Choose one Walled border or one lot with a structure in it; that structure or improvement is destroyed.

Failure The Beast rampaged through the settlement, killing dozens and laying waste to structures. Increase Unrest by 1d6 and Decay by 1d4. Choose one Walled border and two lots with structures in it; those structures and improvements are destroyed.

Critical Failure As Failure, but the Beast's rampage is even more devastating. Increase Unrest by 2d4 and Decay by 1d6. Choose one Walled border and four lots with structures in it; those structures or improvements are destroyed.

Resolution If the PCs don't defeat the Beast by the next Kingdom turn, it becomes a Monster Activity event (page 560). Award the PCs 30 Kingdom XP for this event.

THE BEAST'S DEN

The settlement's citizens make plain their desire—they want the Beast slain before it can return to rampage through the town again. This section assumes the PCs follow the owlbear to its lair to destroy it; adjust if circumstances are different in your game.

The Beast's trail is simple to follow, requiring success on just a DC 10 Survival check to Track. It leaves a swath of felled trees, trampled brush, and churned earth across the southern Kamelands as it returns to its cavern lair at area **SH4**. Splashes of blood dot the trail, indicating that the Beast was at least wounded by the attack on the town; if the PCs hasten in their pursuit, they may be able to confront the monster in its lair before it fully recovers.

The owlbear makes its home in a small cavern complex beneath a rocky tor overlooking the Little Sellen River. There are two entrances to the lair, both normally obscured by vegetation, but the owlbear's rage has resulted in the utter destruction of the vegetation in front of area **B1**, so when this part begins, locating this entrance is automatic once the PCs explore the hex or track the owlbear to its den. A smaller entrance to the shambler's cave in area **B3** can be found only by succeeding at a DC 20 Perception check while exploring the area.

Ceiling height varies from room to room, but the main tunnels average about 10 feet high. Unless otherwise noted, all caves within the hill are dark.

HUNTING THE BEAST

80 KINGDOM XP

The kingdom's citizens demand the PCs hunt down and slay the Beast.

Source: Residents of the PCs' kingdom

Completion: The PCs slay or otherwise defeat the enormous owlbear.

Reward: Defeating the Beast gives the people of the kingdom much cause to rejoice. Reduce Unrest by 2d6. At the start of the next Kingdom turn, the PCs begin with 3 Fame or Infamy points rather than 1.

B1. BLOODY FEATHERS

A dark, gaping hole yawns in the side of a large, rocky hillock. The earth in front of the cave is trampled flat, and shattered trees and stumps bear the marks of powerful claws. Tufts of dark fur are snagged in branches, and huge feathers litter the ground.

As long as the Beast remains active, this entrance remains impossible to miss once the region is explored.

B2. MIDDEN — MODERATE 5

The cave mouth widens into a large cavern filthy with carrion and offal. A bewildering variety of molds and fungi grow on the floor and walls, some as big as a person, and

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countless insects scuttle about underfoot, feeding on the mounds of waste. A large tunnel slopes down to the east, with smaller tunnels to the north and south.

This 20-foot-high cavern is the owlbear's midden, where it deposits the remains of its kills and leaves its waste in the form of huge regurgitated pellets.

Creatures: Four violet fungi inhabit this cavern. Normally content to feed on the room's filth, they attack any creatures that remain in the room for more than 3 rounds, or that approach within five feet of the southern or northern walls, where they typically lurk.

VIOLET FUNGI (4) — CREATURE 3

Pathfinder Bestiary 2 286
Initiative Stealth +9

Hazard: In addition to the four violet fungi, two shriekers grow in the cavern, one near the western entrance and the other next to the eastern passage. If the shriekers are triggered, the giant owlbear in area **B6** comes to investigate in 2d4 rounds.

SHRIEKERS (2) — HAZARD -1

Pathfinder Gamemastery Guide 77
Stealth DC 12

Treasure: Ten minutes spent Searching the chamber turns up the following items of value: a battered breastplate, a suit of rusted chainmail, three daggers, two longswords, a shortsword, a low-grade silver warhammer, a vial of *silversheen*, a set of infiltrator thieves' tools, and 121 sp in scattered coins.

B3. CAVE OF THE SHAMBLER — MODERATE 5

Rotting leaves and other vegetation fill this irregular cavern. Passages enter from the northeast and southwest, while a smaller opening leads to a narrow tunnel to the east.

Creatures: A shambler dwells in this cavern. It occasionally feeds on the refuse harvested from the midden (area **B2**), but it gives the owlbear a wide berth, preferring to use its own smaller cave entrance to hunt fresh prey in the surrounding woods. The twisted vines of the shambler's body also provide a home to a swarm of bright red centipedes which live in a kind of symbiosis within the plant creature, feeding on bits of flesh and gristle that remain in its body after it feeds. The centipedes have greater cover as long as the shambler is alive. If the shambler is killed, the centipede swarm boils up from its remains and attacks any nearby creatures.

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SHAMBLER CREATURE 6

Pathfinder Bestiary 290

Initiative Perception +12

Symbiotic Swarm ↷ **Trigger** A creature is Grabbed by the shambler. **Effect** The creature is dealt 1d8 piercing damage (DC 20 basic Reflex save) and is exposed to centipede swarm venom.

CENTIPEDE SWARM CREATURE 3

Pathfinder Bestiary 61

Initiative Perception +9

Treasure: A PC succeeding at a DC 20 Perception check turns up a *wand of shocking grasp (2nd)* and all that remains of a hapless (and fatally misinformed) wizard who tried to use it against the shambler.

B4. TWISTING TUNNEL TRIVIAL 5

This narrow tunnel is only about five feet high and slopes gently to the east. Water drips from numerous cracks in the ceiling to flow down the passage in small rivulets.

Hazard: Water seeping down through the hillside above has weakened the floor of this tunnel and carved out a chasm beneath it, leaving a thin layer of deceptive ground that collapses once anyone walks over it.

WEAKENED FLOOR HAZARD 5

ENVIRONMENTAL

Stealth DC 26 (expert)

Description A section of the cave floor collapses under a creature, plunging it 40 feet into a chasm filled with jagged stalactites.

Disable Survival DC 20 to knock loose the unstable floor and reveal a traversable ledge to the south.

Floor Collapse ↷ **Trigger** A Small or larger creature enters the marked portion of the map; **Effect** The triggering creature falls, taking 20 damage from the fall plus 3d6 piercing damage (DC 22 basic Reflex save) from the stalagmites. A creature can Grab an Edge to avoid falling, or succeed at a DC 20 Athletics check to climb out of the chasm.

B5. SPIDER NEST MODERATE 5

The narrow tunnel widens here into a natural cavern, the dimensions of which are hard to discern due to the thick sheets of webbing that fill the place.

Creatures: Several giant spiders, black-and-red monsters known as caveweaver spiders, inhabit this cavern. They are protected from the owlbear by the narrow width of their tunnels and know better than to creep too closely into its actual cave. The spiders attack any other creature invading their lair.

CAVEWEAVER SPIDERS (6) CREATURE 2

Elite hunting spiders (*Pathfinder Bestiary* 6, 306)

Initiative Perception +9

B6. LAIR OF THE BEAST EXTREME 5

The ceiling of this huge cavern arches thirty feet into the air. A murky pool of water stands in the southern portion of the cavern in front of a narrow passage, little more than a crack, that opens in the wall. Wider, sloping tunnels lead out of the cave to the west and northeast. A jumble of bones, rocks, fur, and feathers sits piled against the eastern wall.

This cavern serves as the Beast's nest. The pool provides drinking water for the owlbear and many of the other denizens of the caves.

The body of Eirikk, the barbarian beast-handler sent by Nyrissa to control the owlbears but killed before he could get the monster under control (page 187), lies



THE BEAST

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stashed behind the owlbear's nest. A search of the body turns up a map of the Greenbelt with the PCs' town and the owlbear lair clearly marked. Of course, Nyrissa never intended Eirikk to live to see the plan through; she used him as nothing more than a tool to enrage the owlbear and send it on its way. Eirikk's remains are far too mangled to be of use for a *talking corpse* spell.

Creatures: The first time the PCs reach this chamber, the giant owlbear is sleeping in this cave, either recovering from its recent attack on the PCs' kingdom or other regional rampages if the PCs took longer than a week or so to reach this room.

While the Beast is a 9th-level creature, its hit points are lower than normal as a result of its wounds from the recent attack on the PC's settlement. Even if the PCs haven't confronted the Beast within a month of its attack, the creature's continued rampages on nearby areas keep it from ever fully healing. If you wish to have the PCs be confronted by a fully healed beast, increase its HP to 160.

THE BEAST — CREATURE 9

UNIQUE | N | HUGE | ANIMAL

Variant owlbear (*Pathfinder Bestiary* 259)

Perception +19; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +18, Athletics +20, Intimidation +18

Str +7, **Dex** +3, **Con** +6, **Int** –4, **Wis** +4, **Cha** +3

AC 28; **Fort** +21, **Ref** +16, **Will** +19

HP 120

Speed 30 feet

Melee ❖ talon +21 (agile), **Damage** 2d10+10 piercing plus Grab

Melee ❖ beak +21, **Damage** 2d12+10 piercing

Bloodcurdling Screech ❖ (auditory, emotion, fear, mental) As owlbear, but DC 25 Will save.

Gnaw ❖ As owlbear, but DC 28 Will save.

Screeching Advance ❖❖ (auditory, emotion, fear, mental) As owlbear.

Treasure: Eirikk's body is still outfitted with his gear: a chain shirt, a *+1 striking longsword*, a *ring of bestial friendship* (page 588), two *+1 throwing axes*, a jar of lesser antiplague, a vial of lesser antitoxin, two lesser smokesticks, a moderate tanglefoot bag, a moderate thunderstone, 3 gp, and 4 sp.

B7. TOMB OF THE FALLEN — SEVERE 5

The buzzing of flies fills this twenty-foot-high cavern. At the eastern end, a wide ledge runs along the wall at fifteen feet. Two tunnels exit the cavern to the west, one narrow and one wide. In the northern portion of the cavern lies the giant carcass of a great beast, surrounded by at least a half dozen torn-apart humanoid bodies.

The giant carcass is the body of the owlbear's mate, slain by Eirikk's bandits. The corpses of these bandits are scattered around the carcass, killed by the Beast after they slew his mate.

A web-choked hole in the ceiling above the ledge leads to a natural chimney. Success on a DC 15 Athletics check is required to Climb the chimney, which leads up 15 feet to area **B8**.

Hazard: The traumatic slaying of the Beast's mate and the subsequent brutal deaths of the bandits left a psychic stain on this room, creating a haunt that may play out in yet more violence. If the PCs defeat the Beast before entering this room, the otherworldly energies that sustain the haunt maintain it for a week, after which, if the PCs still haven't entered this cave, the haunt fades away.

ENDLESS STRUGGLE — HAZARD 8

UNIQUE | CE | COMPLEX | HAUNT

Stealth +18 (expert)

Description Vicious spirits of the two owlbears, Eirikk, and the rest of the bandits rise and resume their final battle.

Disable Nature DC 24 (expert) three times to empathize with the bestial spirits that comprise the haunt and to calm them, or Religion DC 28 (expert) two times to exorcise the haunt and disperse its energy.

AC 27; **Fort** +12, **Ref** +12, **Will** +18

HP 66, negative healing; **Immunities** critical hits, precision damage; **Weaknesses** positive 10; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Spectral Uprising ↻ **Trigger** More than three Small or larger living creatures are in area **B7** at the end of a turn. **Effect** Spectral figures of the bandits and owlbears manifest in a sudden and overwhelming battle of endless violence. All living creatures in area **B7** must make a successful DC 28 Will save or become frightened 1 (frightened 3 on a critical failure).

Routine (3 actions; emotion, fear, mental) The spectral violence churns and flashes through the room, targeting three separate creatures with ghostly claws, beaks, swords, and arrows. At the end of the haunt's turn, it takes its Spectral Uprising reaction.

Melee ghostly attack +20, **Damage** 2d10+7 negative plus 1d6 bleed

Reset The haunt resets after 24 hours; it can be permanently destroyed if it is either disabled or destroyed after the Beast itself has been slain.

Treasure: The corpses of the bandits still wear their gear, consisting of six suits of studded leather armor, six wooden shields, six daggers, six longswords, six shortbows, 84 arrows, and a mix of coins worth 30 sp.

Owlbear Cub: At your option, a hungry, lonely

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owlbear cub can be found here as well; if rescued, it could be raised as a pet, guardian, or companion for a PC.

B8. THE BACK DOOR — MODERATE 7

Thousands of tiny spiders scurry among the walls of this small cave, and several large web cocoons hang from the ceiling. An opening leads outside onto a ledge on the eastern face of the hill, and two smaller rooms open off the main cave to the north and south. In the rear of the cave, a wide hole drops into the earth.

This cave sits about 30 feet up the eastern side of the hill. It provides an alternate entrance to the caverns that can be used to avoid most of the dangers of the owlbear's lair. The ceilings in this cave are about 10 feet high. The hole in the back of the cave is choked with webs and is the top opening of a natural chimney. Success on a DC 15 Athletics check is required to Climb down the chimney, which drops down 15 feet to a ledge in area **B7**.

Creatures: A pair of web lurkers and their three caveweaver spider companions inhabit this cave; they avoid the owlbear's lair. The web lurkers live in the central cave, while the caveweaver spiders lair in the smaller side caves. The web lurkers attack any creature entering their cave, calling their pet spiders to their aid, then trying to immobilize foes with their web attacks. They try to avoid melee combat, but they will use their poisonous fangs to subdue difficult enemies. If one of the web lurkers is slain, the survivor tries to flee into the forest outside.

WEB LURKERS (2) — CREATURE 3

Pathfinder Bestiary 325
Initiative Perception +10

CAVEWEAVER SPIDERS (3) — CREATURE 2

Elite hunting spiders (*Pathfinder Bestiary* 6, 306)
Initiative Perception +9

Hazard: The web lurkers have strung a line of sticky webbing across the entrance to their cave to catch any intruders.

WEB-LURKER NOOSE — HAZARD 2

Pathfinder Bestiary 325
Stealth DC 22

Treasure: The cocooned body of an unfortunate explorer hangs in the western cave. He still wears his leather armor and his *healer's gloves*, and the pouch on his belt contains a large amethyst worth 40 gp and a darkwood but empty hip flask worth 10 gp.

CONCLUDING THE CHAPTER

Of all the story-focused chapters in Kingmaker, this one is the most open-ended. There's no real timeline of threats the PCs need to follow during the course of the adventure, nor is there a single "boss monster" that signals the end. The next chapter has its own set of events to get it going once the PCs reach 6th level. The events of "Rivers Run Red" can continue to play out once that chapter's events begin.



ENDLESS STRUGGLE

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CHAPTER 5

CULT OF THE BLOOM

BY STEVEN T. HELT AND JAMES JACOBS

PART 1: SEEDS OF RUIN 216
The PCs should be 6th level before the invitation to join the hunting expedition is delivered to them.

PART 2: FULL BLOOM 228
The PCs should be 6th level during their investigation of the Cult of the Bloom and their visit to Greengripe.

PART 3: CRADLE OF LAMASHTU 238
The PCs should be 7th level before attempting to explore the Cradle of Lamashtu.

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PART 1:

SEEDS OF RUIN

In the wake of obvious threats including troll kingdoms and elephant-sized owlbears, a new threat grows subtly in the kingdom's shadows. A band of Lamashtu worshippers called the Cult of the Bloom seeks to make an offering to the Mother of Monsters by sacrificing the citizens of the kingdom to her glory. They plan to accomplish this by converting the Stolen Lands into a region of marauding monsters by capitalizing on the region's growing connection to the raw forces of life itself in the First World.

The method of corrupting energies from the First World to further the demands of Lamashtu came to a fanatical cleric named Darivan in the form of a ritual learned during a series of fevered meditations. Whether or not this ritual, *monstrous bloom*, was actually sent to him by Lamashtu herself as Darivan claims, it is both effective and awful in its effects. Its power allowed Darivan to gather a sizable following and bring them into the Stolen Lands. The cult has settled their base of operations in a cave network in the western foothills of the Tors of Levenies. Their prayers and ceremonies, combined with the use of the *monstrous bloom* ritual, have cursed the ground there, creating the first of the cursed bloom pods—plants the cult can use to spread their influence throughout the Stolen Lands.

The nature of the curse is as horrifying as it is insidious. Darivan's seeds corrupt the meat of any animal that eats them. Any predator who eats a pod-infected creature in turn is also cursed, including humanoids all the way up the compromised food chain.

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This infestation takes root within, growing in the flesh of the victims and eroding their minds, causing them to become increasingly wild and emotional. The curse itself isn't particularly efficient as it spreads out through the environment—for most of those who become infected, the sensation manifests as little more than a temporary lapse of inhibitions followed by belly aches—but for those who are particularly susceptible through chance or fate, the curse takes root and eventually uses the body to fuel a burst of energies from the fecund planes of the First World and the Abyss alike. The result is a spectacular explosion as the creature transforms from within into a writhing tangle of alien plants from the heart of which emerges a ravenous monster that immediately sets out to hunt. With Lamashtu's blessing, these seeds of ruin will blossom into a brand-new season in the Stolen Lands—the Season of Bloom.

AN INVITATION TO HUNT

With Hargulka defeated and the Beast slain, the kingdom settles in for some well-deserved peace. After all, court antics and political intrigue might seem preferable to most in the wake of an army of trolls or a rampaging giant owlbear. Certainly, the work of governance has more to offer than the risk of being murdered and devoured by green-skinned giants.

Consider having several Kingdom turns play out between the end of the previous chapter and the start of this one, both to give the PCs a chance to enjoy their growing nation and to let its level and strength rise. Once some time has passed, and the PCs and their kingdom are 6th level, the Season of Bloom begins.

At this time, a hunter's guild known as the Embeth Travelers comes to the PCs' kingdom with an invitation. Whether the invitation is hand delivered by a courier or read aloud by a guild member making an official visit to the kingdom's leaders is left to you to decide. Either way, guild leader Jamel Visser's invitation is short and succinct; it is presented nearby as **Handout 5–1**.

(Feel free to adjust the timing of when Jamel hopes to meet the PCs at the rebuilt hunting lodge, which is located at area **KL7**.)

It's possible that the PCs might be suspicious of the invitation. A PC can attempt a DC 22 Society check or a DC 18 Hunting Lore check to Recall Knowledge about the Embeth Travelers. Alternatively, they can take the time to Gather Information with a DC 20 Diplomacy check. On a success, the PC recalls that the group is a hunter's guild that acts as guides and teachers to those who share their reverence for the natural world and its bounty. They hire out to governments from time to time to stamp out bandits and monsters, but mostly they're known for their expertise in tracking, hunting, and woodland survival. On a critical success, the character knows that Jamel Visser, the leader of the Embeth Travelers, has a reputation for fairness and compassion for the common folk, but has little patience for government inefficiency and corruption.

A kingdom that cares for its people meets with the grand ranger's approval, but those who use their leadership for personal gain aggravate the man and compel him to do what he can to make life better for the general citizenry. The PCs' actions against the trolls and the owlbear have caught his attention, and he wants to get to know these new regional rulers in the best way he knows how: by inviting them on a hunt.

KINGDOM IN THE BACKGROUND

This chapter assumes that the citizens are pleased with their new rulers after having been saved from the predations of monsters and trolls. Festive feelings and hopefulness are everywhere, and the invitation to the PCs to take part in the hunt is but one manifestation of this. But as this chapter progresses, the kingdom begins to suffer heavily from the fear that anyone could suddenly transform into a monster, causing the citizens to look to their leaders more than ever, not only for protection, but for a solution to the horrors.

The kingdom expands in size during this chapter to encompass Zones 1 through 5, with some expansion into Zone 6. The nation's capital of Shrikewall has already expanded into a town in Zone 3, but it isn't quite at the level of a city yet. Olegton in Zone 1 also gains town status, as does Tatzlford in Zone 2. Two new villages are established as well: Silvershore in Zone 4 where Lake Silverstep drains into the Gudrin River, and Huntvale in Zone 5 around the site of the Statue of Erastil (area **NM1**). The monsters at area **KL8** have been causing difficulty for river trade to Silvershore, so defeating them later in Part 1 of this chapter will be particularly helpful.

MORE MONSTERS

Throughout this chapter, those cursed by the cult explode into rampaging monsters. As a result of this increase in monstrous activity, the number of random encounters as the PCs travel the Stolen Lands during this chapter increases; check for random encounters one additional time every 24 hours. Once the PCs progress into Part 2 of this chapter, consider having some of these random encounters begin with a wild animal, traveler, bandit, or less threatening creature suddenly bursting to release a bloom-fresh monster. As always, keep an eye on your players' interest: if all these wandering monster encounters seem to be bogging down play, ease off on them for a time.

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Esteemed Defenders of the People
and new regents of the Stolen Lands!

As civilization comes to these wilds, you have distinguished yourselves in seeing to the safety of your people, yet much danger remains. I invite you to attend to a hunting trip to a particularly monster-infested reach on the banks of the Gudrin River, along with several other hunters and explorers of note. Three days hence, on the eve of the hunt, we shall all meet for a night of friendship and revelry at an old hunting lodge we have recently rebuilt, some 24 miles upriver from Tuskwater Lake on the Gudrin.

As your kingdom grows, integrating with neighbors on peaceful terms is important, and this event will not only give us all a chance to become friends, but to make the Stolen Lands a little bit safer for us all.

Yours in good trust,
Grand Ranger Jamel Visser

HANDOUT 5-1

THE HUNTING LODGE

The hunting lodge where the Embeth Travelers have set up the meeting with the PCs and others is located in area **KL7**. Two other groups arrive before the PCs do along with the Embeth Travelers themselves. In addition, the Travelers have hired a small staff of cooks, servers, and cleaners to turn the formerly abandoned hunting lodge into something more like a tavern.

As with the feast in Chapter 1, the PCs' interactions with the other hunters at the lodge are presented as influence encounters (*Pathfinder Gamemastery Guide* 151–153). The meeting itself begins a few hours before sunset, lasts for three hours, and plays out in three one-hour rounds. During each round, a few short, scripted scenes occur, after which each PC has a chance to Influence or Discover information about the NPCs. Influence statistics for the three groups appear at the end of this section.

Round 1—Meet and Greet: As the PCs arrive, they are greeted by Jamel Visser himself, a grinning, affable man whose congeniality can vanish in an instant if he perceives an insult or challenge. Jamel introduces the PCs to the others he has invited on this trip: Edina and Jolia Aldori from Varnhold, and Annamede Belavarah from Pitax; the latter is attended by two gruff men sent more to keep her safe than to hunt monsters. Following the introductions, Jamel informs the PCs they have a little time to mingle and chat while the lodge's staff prepares the evening's meal. If the PCs arrived on horseback, a former farmhand named Timol sees that their mounts are tended to. Jamel and the invited guests spend the hour relaxing in the outdoor seating area surrounding the lodge. Conversation ranges from small talk about the local flora and fauna to deeply interested inquiries about the PCs' plans for their kingdom. Throughout the evening, Timol regularly checks in on each of the guests to ensure their needs are being served.

Round 2—Dinner: An hour later, Timol calls everyone to dinner, and the conversation moves indoors to the lodge's dining hall. Dinner is prepared by a talented, grizzled man named Orline and served by Timol. The food is robust and tasty but not that fancy; Annamede is amused, commenting that the "rustic presentation adds an unusual texture to the flavor of the feast." A recurring conversation topic during dinner is Jamel's difficulty in deciding on a name for the hunting lodge, which the Travelers would like to open as a public tavern; he invites everyone to offer suggestions, but he isn't quite ready to make a final decision.

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Round 3—Preparations for the Hunt: As dinner winds down, mugs of cider, coffee, and tea are offered alongside cheese and fruit. Jamel requests everyone's attention and explains why he arranged this hunt. The Embeth Travelers found a grievously wounded local named Vath Locher washed up on the shore of the Gudrin River; the man perished from his wounds soon after imparting a warning about the wyvern that attacked his family in their cabin upriver. The Travelers investigated but broke off their hunt after discovering evidence of two additional monsters in the area: a hydra and a krooth. Faced with a greater concentration of threats than he was comfortable handling with his own group, Jamel initiated this gathering to make a friendly competition out of it.

At this point, he produces a small coffer and explains that the group that makes the most monster kills tomorrow shall win a prize: 80 gp, a *returning weapon runestone*, and a *wand of cure moderate wounds*. After this, the PCs and NPCs are free to chat for the remainder of the night (and play out the final round of the influence encounter). As each guest wishes to retire, Timol leads them to their room for the night.

ANNAMEDE BELAVARAH CREATURE 8

CN | MEDIUM | HUMAN | HUMANOID

Female human bard 5

Perception +16

Will +16

Discovery DC 24 Perception, DC 22 Pitax Lore, DC 24 Society

Influence Skills DC 20 Performance (to catch Annamede's attention with your artistic talent), DC 22 Society (to impress Annamede with your social graces), DC 24 Diplomacy, DC 16 Deception, DC 26 Intimidate

Influence 2: Annamede enjoys the PCs' company and responds well to them if they encounter her the next day in the hunting grounds (area **A4**).

Influence 4: Annamede takes a favorable view of the PCs. She remembers them should they meet again and may provide assistance during the Rushlight Festival in Chapter 8.

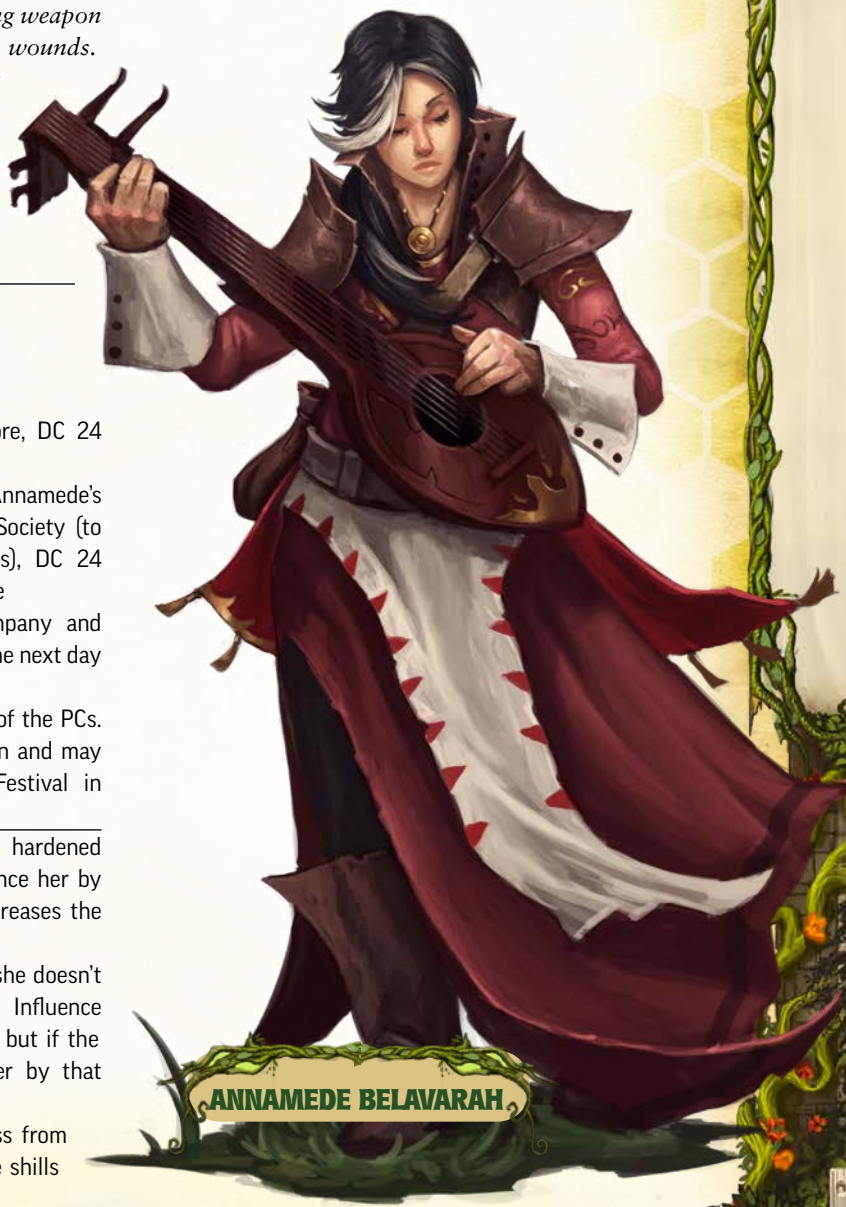
Resistances Years of living in Pitax have hardened Annamede to criticism. Attempting to Influence her by criticizing her performance or reputation increases the DC by 5.

Weakness Flattery is quite effective, provided she doesn't see through the attempt. An attempt to Influence Annamede via flattery reduces the DC by 5, but if the attempt fails, future attempts to flatter her by that character instead increase the DC by 2.

Background A popular pundit and songstress from Pitax, Annamede's few critics maintain that she shills for King Irovetti, possibly even to the extent that she's on his payroll. While it's true that her agenda at this hunt is to observe the "nobility" of both Varnhold and the PC's kingdom in hopes of getting material to bolster her sense of superiority, her first loyalty is to herself, not King Irovetti. Depending on how the PCs interact with her here, she may become an ally later in the campaign (as described in Chapter 8 on page 344).

Appearance Annamede is a beautiful Tian woman who dresses in elegant clothing that includes masterfully crafted leather armor. A striking blonde streak adorns the side of her black hair, and she's rarely found without her lute nearby. Annamede smiles sweetly but condescends with clever backhanded compliments.

Personality If the PCs win the hunt, Annamede is begrudgingly silent about their victory. If the PCs don't win,



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she'll exaggerate the details of their incompetence and loudly wonder if their lack of martial skill is why criminals thrive in the River Kingdoms. Her suggestion for the hunting lodge's name is a snarky one—"The Pest Rest."

EDINA AND JOLIA ALDORI CREATURE 7

LN MEDIUM HUMAN HUMANOID

Female human fighters 7

Perception +17

Will +15

Discovery DC 23 Perception, DC 21 Brevoy Lore, DC 23 Society

Influence Skills DC 19 Athletics (to impress the Aldori sisters with your physique), DC 21 Society (to impress them with your comportment and upbringing), DC 23 Diplomacy, DC 25 Deception, DC 25 Intimidate

Influence 2: The Aldoris are impressed; if they're rescued by the party from the hydra attack the next day (area **A2**), they automatically cede that victory to them.

Influence 4: The Aldoris are impressed enough by the PCs that—assuming they survive the hunt—the sisters put in good words about them in their next communication to Restov. (This communication goes out before the Varnhold Vanishing in the next chapter.) As a result, at the start of the next Kingdom turn, the PCs gain 2 bonus Resource Dice and one additional point of Fame or Infamy (as appropriate).

Resistances The Aldoris have no patience for whimsy. If they consider a PC to be foolish or not taking the hunt seriously, increase the DC of that PC's Influence checks by 2. If the PC incorporates comedy or whimsy into the Influence check itself, instead increase the DC by 5.

Weakness The Aldoris are proud of their legacy and traditions, and if a PC demonstrates their own skill with an Aldori dueling sword or invokes their own connections to the Aldori family while attempting an Influence check, reduce the DC of that check by 2.



JAMAL VISSER

Background These sisters from Restov seek an increased reputation as hunters and warriors, and securing the heads of several monsters on this hunt should do just the trick. They're part of Maegar Varn's operation to the east, and if they win this hunt, they hope to use their fame and proceeds to secure additional funding from Restov to help expand Varnhold's reach.

Appearance Each has short dark hair, a rugged physique with plenty of scars, and a stern expression, yet both warm quickly to fellow adventurers and diplomats—provided they take their roles seriously. Neither sister has much of a sense of humor, and both are quick to assume punchlines they don't get are being made at their expense.

Personality Edina often chides her sister impatiently and encourages her to greater valor. To Jolia, though, discretion is the better part of valor; she maintains she is still dangerous with her swordplay but respects the high stakes of tangling with a monster the size of her family's summer home. Both Aldoris greet the PCs with respect and a friendly attitude. The sisters each have a similarly unimaginative suggestion for the hunting lodge's name: Edina prefers "Kamelands Lodge" while Jolia prefers "Gudrin Lodge."

JAMEL VISSER CREATURE 8

NG MEDIUM HUMAN HUMANOID

Male human ranger 8

Perception +16

Will +16

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Discovery DC 24 Perception, DC 20 Hunting Lore, DC 22 Survival

Influence Skills DC 18 Survival (to impress Jamel with your wilderness skills and knowledge), DC 20 Hunting Lore (to "talk shop" with Jamel), DC 22 Deception, DC 24 Diplomacy, DC 26 Intimidate

Influence 2: Jamel takes note of the PC as even more competent than he expected. His approval is noted by the others, so the DC of Influence checks made by the PC against anyone in this encounter is decreased by 1.

Influence 4: Jamel is impressed with the PCs and promises that the Embeth Travelers will support their kingdom. At the end of this chapter, he completes work on the hunting lodge and pledges fealty to the PCs. If this hex isn't already part of their kingdom, it is automatically claimed at that time. If it was already part of the kingdom, the Embeth Travelers instead provide additional resources, granting 2 bonus Resource Dice at the start of the next Kingdom turn. The completed tavern functions as a Refuge, and if the PCs build a settlement here, it grants that settlement a Popular Tavern structure on the Urban Grid.

Resistances Jamel became a hunter in part to escape the frustrations of politics and urban life. He has little patience for politics, and if he gets the impression that a PC is trying to angle for political gain or is using bureaucracy in an attempt to Influence him, increase the DC of that check by 2.

Weakness Boasts impress Jamel. If a PC manages to include a boast or brag about one of their previous successes, reduce the DC of that Influence check by 2. If the result is a failure, Jamel interprets the boast as a lie, and future attempts to boast by that PC instead increase the Influence DC by 2.

Background Jamel Visser is the host of the hunt and the leader of the Embeth Travelers, a group of rangers who regard themselves as the greatest hunters and guides in all of the River Kingdoms. Jamel cares little for regional politics but is concerned about the effect huge monsters have on trade and travel, with an emphasis on the safety of those helpless against a barrage of claws and teeth.

Appearance Jamel is a rugged man with a friendly demeanor—provided the topic doesn't get too bogged down in politics. He's never far from his longbow, and his studded leather armor looks well-worn.

Personality Jamel is proud of his accomplishment in building up the Embeth Travelers, and he is quite protective of them and their ability to freely travel the River Kingdoms. He hopes to impress the PCs and secure their friendship, or at the very least, assure his ability to continue hunting within the kingdom's borders. If no other suggestion pleases him, he's likely to settle on "Embeth Hall" as the name of the hunting lodge.

Reward: Grant the PCs 80 XP for this event.

THE HUNTING GROUNDS

The region the Embeth Travelers have identified as dangerous and infested with monsters—the hunting grounds—is located upriver from the lodge on the Gudrin River, at location **KL8**.

An hour before sunrise, the hunting party boards the Embeth Travelers' barge and heads upriver to the western edge of the hunting grounds. During the trip, Jamel lays out the rules for the competition: The Travelers know of three specific monsters in the region—a wyvern, a hydra, and a krooth—though they suspect there are other dangers. The groups have until noon the next day to return to the barge with proof of their kills—the three monsters the Travelers have targeted or others they haven't yet discovered—at which point the group that has secured the greatest success is declared the winner.

The journey is uneventful, and at midday, the barge anchors at a small island in the river. From this starting point at the south end of the hunting grounds, the group can see a ruined shack to the west (area **A1**), cliffsides to the northwest (areas **A3** and **A8**), a rise to the north that dips down into what may be an obscured hollow (area **A2**), and an escarpment on the river's eastern shore (area **A4**). Jamel tells the hunting party that the shack belonged to the family of Vath Locher—the local who was recently killed—and that the Travelers have not yet given it a good look over.

Annamede and her two bodyguards head east up the river. She has no intention of hunting and wants only to spend the time relaxing while she watches events play out in the valley below, lazily gathering information about the PCs and the others (area **A4**).

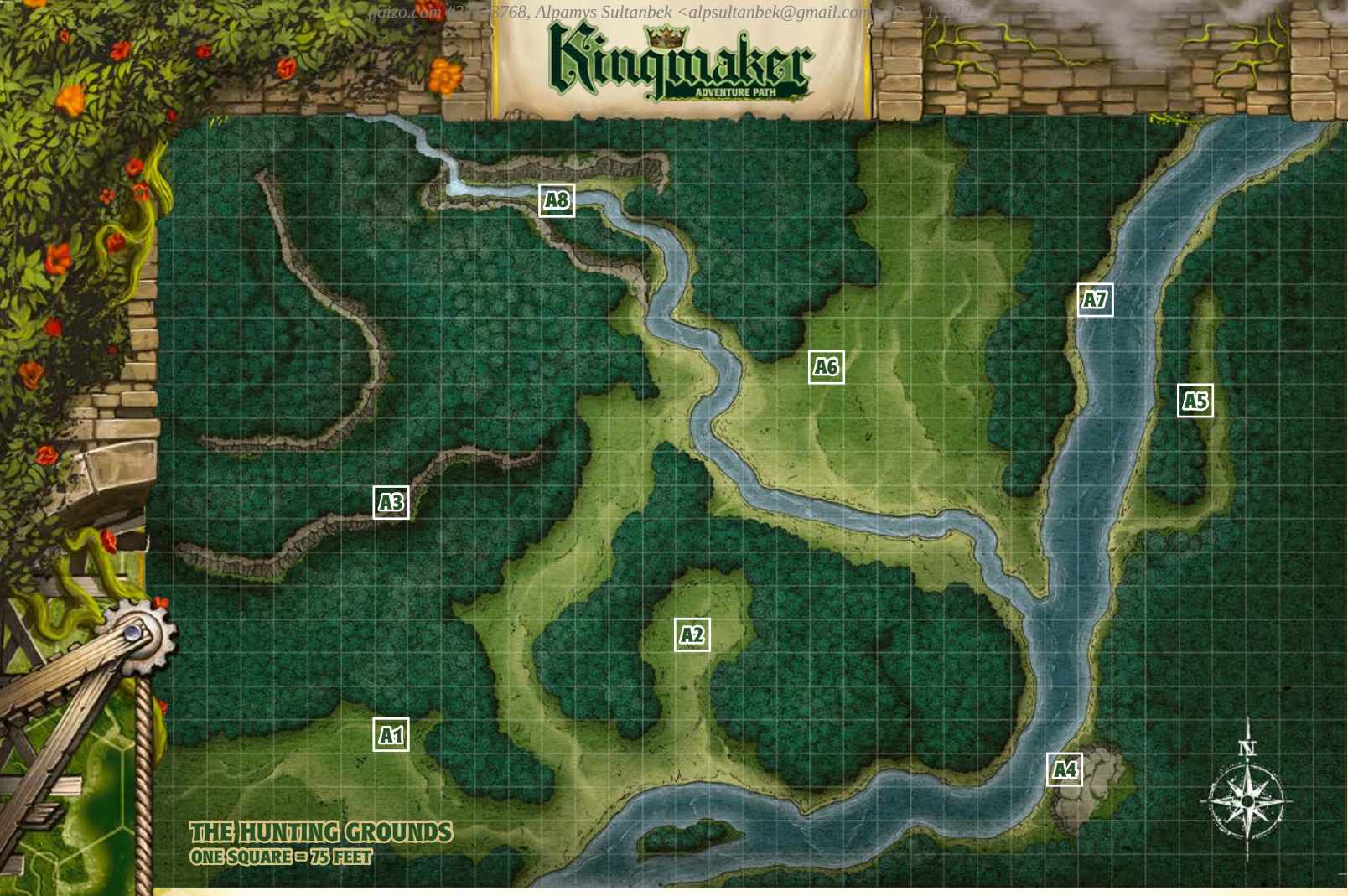
The Aldori sisters head directly north. It's not long before they're in a fight for their lives (area **A2**).

The three rangers Jamel brought to represent the Embeth Travelers in the contest head upriver along the northern bank in search of the krooth (area **A7**). Jamel himself stays at the barge, which is a safe place for any hunter to rest or recover during the hunt.

The route the PCs take is left up to them, but if they attempt to accompany the Aldoris or the Embeth Travelers, the other hunters bristle and suggest the PCs "seek their own prey." Annamede welcomes company if the PCs have managed to gain at least 2 points of influence with her, but she makes clear to them her intent to not hunt and instead spend the day relaxing "on that lovely escarpment upriver." She isn't interested in helping the PCs hunt. If the PCs haven't managed to gain any influence with Annamede, she instead rebuffs them, observing that they should probably head north into the woods and bristly thickets, snidely observing that "You're all dressed for all of that filthy bushcraft nonsense, after all."

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EXPLORING THE HUNTING GROUNDS

The hunting grounds have an unusually high density of monsters; this is the result of several creatures succumbing to the Bloom. A typical party can cover ground in this area relatively quickly, but the high density of dangerous monsters is likely to reduce PC resources faster, to the point they may need to rest for the night to recover resources and heal up. Since the monsters in the area are still adjusting to their new lives, they haven't yet come into direct conflict with each other. If the PCs choose to make camp within 300 feet (4 squares) of a monster lair, attempt a DC 6 flat check; if you succeed, that creature comes to investigate and attacks the camp at some point during the night.

After the PCs have spent 4 hours in the hunting grounds or have earned at least 2 Hunt points (Winning the Hunt, below), the PCs can attempt a DC 22 Nature or Survival or a DC 18 Hunting Lore check to Recall Knowledge. On a success, the character notes that the high concentration of apex predators in the area is not only unusual, it's unnatural—especially considering evidence that these monsters don't often travel far from their lairs to hunt. On a critical success, the PC also notes how unusually lush the vegetation is in the area, as if the plants were receiving some strange source of nutrient that bolstered their growth. If this information is noted, a successful DC 27 Nature or DC 22 First World Lore check confirms that this entire area seems to have been infused with life-giving energies from the First World, which may explain why the plants are so lush and the creatures seem to lack the compulsion to go out and hunt—this infusion seems to be providing the local flora and fauna with sustenance. Beyond this, the PCs must investigate the source of these effects at area **A8** to learn more.

WINNING THE HUNT

Each time the PCs slay a monster whose level is equal to or higher than the party's level, they earn one Hunt point. In a few encounters, the PCs can earn additional Hunt points by helping NPCs. To win the hunt, the PCs must earn a minimum of 3 Hunt points before the hunt ends the following noon.

A1. THE LOCHER RUINS

A wooden shack lies in smashed, bloodstained ruins near the edge of the woods.

Pioneers, hunters, and trappers have long attempted to harvest the resources of the Stolen Lands. The Lochers were a family of hunters who built a cabin

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here to try to live off the land, only to be savaged by the wyvern during the recent uprising of monster activity. The eldest of the Locher siblings, Vath, escaped the attack on the shack, surviving only long enough to tell the Embeth Travelers about the monster. None of his siblings or parents survived; their corpses can be found in the wyvern's roost in area **A3**. The shack itself is now a ruin—PCs who Search the building find splashes of blood amid the devastation and claw marks on shattered timbers, but not much else. A PC who succeeds at a DC 22 Perception check discovers a trail of weeks-old blood splatters leading north through the woods. On a critical success, the PC notes that this blood seems to have rained down from above, as if a mortally wounded victim had been hauled away to the north by a flying creature. The blood trail leads up to the nook in the cliffside at area **A3** and can be Tracked with a successful DC 25 Survival check.

A2. HYDRA NEST — LOW 6

This forest clearing consists of a nearly two-hundred-foot-wide bowl-shaped hollow in the terrain, at the center of which sprawls a large, nest-like structure made of broken underbrush and saplings.

Creature: This nest is the lair of one of the dangerous monsters—an elite hydra with bright green and red stripes on its scales. The monster slithers up out of its nest with a series of roars to attack any intruders as soon as it notices them and fights to the death. This hydra is particularly hale and vigorous, and emerged from the body of an elk that became corrupted from the tainted water in the creek soon after the cult performed their ritual to the north. The elk's split remains can be found in the depths of the nest itself.

If the PCs immediately follow the Aldori sisters to this area at the start of the hunt, the hydra attacks them all. If the PCs visit within an hour of the start, they'll find the hydra already in combat with the Aldori sisters; the women have each taken 60 points of damage while the hydra has taken only 10 points, thanks to its regeneration. Otherwise, the PCs find the hydra in the nest with the sisters' savaged bodies and ruined gear; their gear can be scavenged, but the hydra has already healed its wounds.

ELITE HYDRA — CREATURE 7

Pathfinder Bestiary 6, 210
Initiative Perception +17

EDINA AND JOLIA ALDORI — CREATURE 7

Female hunters (*Pathfinder Gamemastery Guide* 219)
Initiative Perception +17

Items *+1 Aldori dueling sword*, composite longbow (20 arrows), leather armor
Melee ❖ *Aldori dueling sword* +18 (finesse, versatile P), **Damage** 1d8+9 slashing

Reward: If both Aldori sisters survive, they'll thank the PCs for their help but argue that they had the situation under control and should get credit for the kill. Convincing the sisters that the PCs deserve credit requires a successful DC 25 Diplomacy check to Request or Intimidation check to Coerce. Alternately, if the PCs gained at least 2 points of Influence with the sisters the night before, the pair is much more thankful and cede the victory to the PCs automatically. If only one sister survives, the mourning survivor abandons the hunt to return to Varnhold, defaulting the win to the PCs.

If both sisters survive this encounter, grant the PCs an additional 30 XP.

A3. WYVERN ROOST — MODERATE 6

A jagged escarpment of stone scars the forest here. A narrow cleft splits the escarpment in the middle, forming a short cave-like overhang under which several mangled corpses are strewn. A larger corpse of some unidentifiable animal lies near the back of the cave, partly obscured by a carpet of brightly colored plants and wildflowers.

The bodies that lie strewn in this lair are the remains of the Locher family. A successful DC 15 Nature check to Recall Knowledge made while surveying the carnage is all that's needed to note the disturbing irregularity that the bodies do not seem to have been eaten at all; they were merely mutilated and played with.

TAINTED WATERS

The nameless creek that runs from area **A8** to the Gudrin River is still somewhat tainted with the influence of the *monstrous bloom* the Cult of the Bloom performed in area **A8**, but it is no longer concentrated enough to cause those who drink from it to become cursed. A person who drinks from this water becomes immediately satiated and doesn't need to eat or drink for the next 24 hours, but they must succeed at a DC 25 Fortitude save to avoid becoming sickened 3. The water radiates faint conjuration magic, and its effects can be learned with a DC 22 check made to Identify Magic (a success using Nature on this check reveals that the source of the magic may be from the First World). In another few weeks, this effect will fade entirely, and surviving creatures in the region will need to hunt for their food.

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An investigation of the larger corpse reveals it to be a bear's carcass that appears to have exploded from within. Succeeding at a DC 22 Nature check or a DC 17 First World Lore check to Recall Knowledge is enough to confirm that the rampant growth of plants and wildflowers on it is strange (given the lack of soil or direct sunlight), while a critical success reveals that the colorful plants are likely supernatural in nature, and possibly tied to influence from the First World.

Creature: The source of the carnage (and the Locher family's doom) is a particularly dangerous wyvern, a bulky green monster with a nest of spikes adorning its back. The wyvern burst from the body of the region's previous apex predator, a grizzly bear, after the bear fed on bloom-tainted elk. Alone among the monsters in the region, this wyvern has enough intellect to speak. It does so in roaring Draconic as it attacks, howling out single words like "meat," "die," or "mine," but doesn't really have anything of import to say. A character who can understand Draconic can attempt a DC 24 Arcana check to Recall Knowledge to note that while wyverns aren't the most intelligent of dragons, the way this particular wyvern speaks suggests something unusual in its history—along with the unusual coloration of its scales and spiky back.

BLOOM WYVERN CREATURE 8

UNIQUE | NE | LARGE | DRAGON

Variant wyvern (*Pathfinder Bestiary* 133)
Perception +16; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +17, Athletics +18, Stealth +15
Str +6, **Dex** +3, **Con** +4, **Int** –2, **Wis** +4, **Cha** +0

AC 27; **Fort** +18, **Ref** +13, **Will** +16
HP 135; **Immunities** paralyzed, unconscious
Attack of Opportunity ↷
Savage ↷ As wyvern.

Speed 20 feet, fly 60 feet
Melee ❖ fangs +20 (reach 10 feet), **Damage** 2d12+9 piercing
Melee ❖ claw +20, **Damage** 2d10+9 slashing plus Grab
Melee ❖ stinger +18 (agile, reach 10 feet), **Damage** 2d8+9 piercing plus wyvern venom
Powerful Dive ❖❖ (move) As wyvern.
Punishing Momentum ❖ As wyvern.
Wyvern Venom (poison) As wyvern, but DC 26 Fort save.



BLOOM WYVERN

A4. ANNAMEDE'S VACATION SEVERE 6

A large slab of granite looms above the placid waters of the Gudrin River below. The slab's upper surface is relatively flat, with a thirty-foot drop from the edge to the waters below.

Success on a DC 20 Athletics check to Climb allows a creature to clamber up the face of this escarpment, but it's simpler to reach the top by moving up the steep-but-navigable slopes to either side from the river's banks.

Creature: Annamede has no real interest in winning the hunt; she accepted the invitation primarily to watch and observe the region's newest settlers and to take some personal time to relax away from the city of Pitax. She has her two bodyguards erect a wooden frame for a hammock and a collapsible table within an arm's reach;

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the latter is soon covered with fruits, cheeses, and wine. Annamede intends to spend the next 24 hours relaxing, making music and singing, writing her own highly fictionalized account of the hunt, and basking in the glory of nature while her guardians stand watch at a respectable distance.

Annamede has little interest in spending time with the PCs unless they impressed her the previous night by earning at least 2 points of Influence with her, in which case she invites them to join her in enjoying the wonders that nature has to offer—although the PCs will need to make do with sitting on the bare rock. At your option, the PCs can spend time here to further influence Annamede, but it should become obvious soon enough that she has no interest in taking part in the hunt.

If the PCs get a look at Annamede's notes, what they find depends on Annamede's view of them. If any PC manages to gain 4 Influence with her, their appearance in her writing is at least not unflattering, and at your option could even be positive—otherwise, the PCs are portrayed as backwater fools, uncouth vagrants, and barely better-than-bandits mercenaries.

If the PCs threaten or attack Annamede, she calls for her two bodyguards to protect her while she uses her magic to flee the region before heading back to Pitax; in this event, her interactions with the PCs during the Rushlight Festival will be even more pointed and hostile.

ANNAMEDE BELAVARAH CREATURE 8

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID

Female human bard

Perception +16

Languages Common, Hallit, Sylvan, Tien

Skills Acrobatics +16, Deception +18, Diplomacy +16, Intimidation +18, Performance +19, Occultism +14, Society +16

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

Items *+1 dagger*, leather armor, *lesser maestro's lute*, 12 gp

AC 26; **Fort** +14, **Ref** +18, **Will** +16

HP 120

Speed 25 feet

Melee ❖ *dagger* +19 (agile, finesse, thrown 10 feet, versatile S); **Damage** 1d4+2 piercing

Occult Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *dimension door*, *invisibility*, *suggestion*; **3rd** (3 slots) *dream message*, *enthrall*, *sound burst*; **2nd** (3 slots) *comprehend language*, *mirror image*, *telekinetic maneuver*; **1st** (3 slots) *command*, *floating disk*, *sanctuary*, *soothe*; **Cantrips (4th)** *dancing lights*, *daze*, *ghost sound*, *prestidigitation*, *shield*

Bard Composition Spells 2 Focus Points, DC 26; **3rd** *dirge of doom*; **1st** *counter performance*, *inspire courage*

ANNAMEDE'S GUARDS (2) CREATURE 4

Bounty hunters (*Pathfinder Gamemastery Guide* 227)

Initiative Perception +14

A5. GLAZULIN'S PACK MODERATE 6

This dry riverbed remains relatively free of overgrowth as it winds up into the woodlands on the river's eastern bank. Numerous bones lay strewn about the area, indicating that something carnivorous dwells nearby.

Creatures: Humanoids aren't the only hunters in the region. A powerful winter wolf named Glazulin and his pack of wargs have long prowled the reaches from the Gudrin's banks to the hills to the south and east. When the PCs enter this area, Glazulin quietly signals his packmates to fan out and surround the party. They move through the woods on the eastern perimeter of the encounter map. While they do this, their alpha attempts to distract the PCs with conversation, asking if the humanoids hunt only the larger monsters or his kind as well.

Glazulin's pack has lost a few wargs to the influx of the monsters that plague the countryside, so he prefers to avoid conflict if the party present themselves as competent hunters. If they parley, Glazulin's initial attitude is indifferent. He inquires whether the party has any information about the woman and her bodyguards at the camp south of them (he's referring to Annamede and her contingent)—he has no issue with hunters or monsters on the far side of the river, but Annamede's intrusion on "his side of the river" has his hackles up. Glazulin makes no secret of his intent to attack her camp this evening; if the PCs promise to not interfere, he offers to impart some knowledge regarding the rising population of monsters across the river.

If the party gains Glazulin's trust (either by agreeing to his deal or making a successful Request, Coercion, or Lie to gain his cooperation), he reveals to the PCs that the monsters on the other side of the river are new arrivals to the region. He describes watching an elk across the river explode into a blast of plants, then watched as a giant multi-headed snake crawled out of the mess and slithered into the woods nearby. Glazulin suspects the other monsters came from similar places and suggests the PCs stay on the lookout for "exploded corpses" as proof. The winter wolf doesn't know what's causing these events or why the monsters aren't expanding their territories, but he worries that his pack will need to relocate if the monsters grow more territorial.

Glazulin is sly and his voice drips with menace. Born far to the north, he abandoned his frozen homeland to seek a place in the south where he could lord over

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"lesser wargs" and be respected as the alpha he always saw himself as. He's eager to negotiate an understanding with the party, but just as happy to eliminate them and feed his pack if it comes to it. If the party insults or threatens the winter wolf or his pack, he directs the others to attack. The pack maximizes use of their avenging bite and pack attack abilities in combat.

If the PCs leave Glazulin and his pack alone, the animals attack Annamede's group that evening. The bard herself manages to escape, but her two guards are slain unless the PCs provide assistance. If the PCs get involved after promising not to interfere, the wargs are infuriated and focus their attacks on them.

GLAZULIN CREATURE 6

Elite winter wolf (*Pathfinder Bestiary* 6, 322)
Initiative Perception +16

WARGS (4) CREATURE 2

Pathfinder Bestiary 322
Initiative Stealth +9

Reward: If the PCs learn about the regional dangers from the wargs, grant them 80 XP.

A6. NERVOUS ELK MODERATE 6

An expanse of grassland slopes gently upward here, its southern edge bounded by a slowly running creek.

Creatures: A herd of megaloceroses once dwelt here, but only four of these primeval elk now remain. Ironically, the presence of the dangerous monsters nearby has made the field here somewhat safe, since the monsters themselves are sustained (for now) by the life-giving energies that infuse them. These four megaloceroses are very protective of their field, so they lower their impressive antlers at anyone they spot crossing into this area.

Characters who can use magic like *speak with animals* are able to calm the megaloceroses and can learn much of the same information about the monsters in the area as can be learned from Glazulin. In addition, the megaloceroses can warn the PCs about the krooth lair (area **A7**) and the giant flytrap in the northern ravine (area **A8**).

MEGALOCEROSES (4) CREATURE 4

Page 608
Initiative Perception +10

Reward: If the PCs establish a way to communicate with these elk and learn about the regional dangers, grant them 80 XP.

A7. KROOTH MENACE MODERATE 6

There is no obvious indication that a dangerous monster dwells here along the western bank of the Gudrin River, but as the PCs pass through the area, success on a DC 25 Nature or Survival check or a DC 23 Hunting Lore check is enough for a character to note that what appears to be nothing more than a large tangle of dead brush gathered along the shore may actually be a creature's den.

Creature: This area is the lair of a single krooth—a monster recently emerged from the body of a megaloceros that drank from the creek to the southwest. Since this krooth doesn't travel back to drink from the tainted creek, it has grown hungry and spends most daylight hours hunting along the riverbanks upstream.

The three Embeth Travelers on the hunt discover this site early in the first day, recognize signs of the creature's lair, and hide nearby, intending to ambush the krooth when it returns. If the PCs arrive before sundown, the three hunters remain silent and watch—spotting them requires a successful DC 23 Perception check. If the PCs spot the hunters, or if they decide to settle in here to ambush the krooth as well, the hunters make themselves known and claim rights for this site. If the PCs persist in the area, the hunters grow increasingly frustrated but won't attack unless the PCs attack them first. Their initial attitude is indifferent—they'll also attack if the PCs manage to make them hostile. If the PCs can successfully Request or Coerce them, the hunters will cede this site to them and leave the area to seek out another foe.

At your option, the krooth could return during the middle of an argument with the rangers; otherwise, the monster returns at sundown to rest in its nest. If the PCs aren't here at this time and the Embeth Travelers are still waiting in ambush, they'll slay the krooth after a pitched battle.

KROOTH CREATURE 8

Pathfinder Bestiary 215
Initiative Perception +16

EMBETH TRAVELERS (3) CREATURE 6

Monster hunters (*Pathfinder Gamemastery Guide* 227)
Initiative Stealth +13

A8. THE SOURCE SEVERE 6

A steep crevasse cut into the earth forms a narrow valley lined with rough stone. The bottom of the ravine lies twenty feet below the clifftops to the north and south, with the eastern side opening to a steep decline. A cascading waterfall at the west end is the source of a creek running through the ravine. On the shores, swaths of strange-

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looking dead plants bear dozens of rotting, withered fruits the size of watermelons.

Climbing the rock walls here requires success on a DC 25 Athletics check. The strange dead plants growing along the banks of the creek here defy casual attempts to identify them, and the stink rising from the decaying fruits they once bore requires any PC who approaches within 10 feet of the river bank to attempt a DC 20 Fortitude save to avoid being sickened 1; once exposed to the smell, a character is temporarily immune to this effect for 1 hour.

A character who takes 10 minutes to examine the dead plants can attempt a DC 24 Nature check or a DC 22 First World Lore check to Recall Knowledge. Even on a failure, the PC notes that the strange plants seem to be completely unlike anything that should be growing in the region. On a success, the PC confirms the plants are alien and probably magical in nature, likely vegetation that has been influenced by or even potentially transplanted from the First World, but the plants are too far decayed to be of much use to determine whatever qualities they may have had while they were living. On a critical success, the character notes that there's more than First World influence here—there's an element of Abyssal taint as well.

Success on a DC 25 Perception check attempted while Searching the area uncovers a swath of ground near the densest patch of these plants where it appears that several humanoids gathered in a circle several weeks ago. Once this area is noted, success on a DC 25 Arcana, Nature, Occultism, or Religion check confirms that this seems to have been the epicenter of a magical ritual performed here within the last month; a critical success confirms it was a Divine ritual, but not enough evidence remains to reveal more.

Creature: Before the PCs can fully investigate this area, they'll need to deal with one surviving plant that, while suffering from the aftereffects of the *monstrous bloom* ritual, is still quite dangerous. This giant flytrap looms at the northern bank of the creek in the middle of this cleft in the land, its leaves withered and browned and its roots tangled and diseased. In a few more weeks, the giant flytrap will perish from the influence of the ritual, but for now it remains dangerous and ravenous; it attacks as soon as anyone approaches within the 60 foot range of its tremorsense, or as soon as it's damaged from ranged attacks. It fights to the death but does not pursue victims from this region—the same fell influence that is slowly killing it ironically compels the plant to remain in close proximity to the source of the magic.

WEAK GIANT FLYTRAP **CREATURE 9**

Pathfinder Bestiary 6, 160

Initiative Perception +15

FINISHING THE HUNT

At noon, the day after the hunt begins, the event draws to a close. The surviving hunters return to Jamel's barge on the river island at the southern edge of the hunting grounds to compare stories and trophies. If any hunters fail to return, Jamel recruits the PCs to help him look for them for a few hours before heading back.

In order to win the hunt, the PCs must have accumulated 3 Hunt points—slaying the hydra, the wyvern, and the krooth are enough to win, for example, with Glazulin the winter wolf and the weakened giant flytrap being other opportunities for bonus points. If the PCs failed to achieve 3 Hunt points, the Embeth Travelers win the competition. The Aldori sisters, at best, manage only the hydra (and may well have died), while Annamede never bothered trying to win at all.

Jamel invites the hunters to return to the Travelers' lodge for another feast celebrating the hunters' accomplishments (and mourning their losses, if any), where he'll present the promised reward to the winning team (see page 219 for details of the reward). The barge makes it back to the lodge just at sunset, with most of the hunters ravenous for a meal and eager for a good night's rest in comfortable beds.



GLAZULIN

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PART 2:

FULL BLOOM

In Part 1 of this chapter, the PCs got their first exposure to the monstrous curse the Cult of the Bloom seeks to spread through the kingdom. In this part, the PCs encounter the bloom in all of its awful glory, then investigate these strange and frightening occurrences, do their best to keep an increasingly frightened populace comforted and protected, and eventually track down the cult's headquarters to confront them in Part 3.

BACK TO THE LODGE

Once the PCs return to the lodge after the hunt, Jamel Visser and his rangers offer to prepare a meal from one of the cleaner beasts killed during the day (preferably the krooth). The lodge staff prepares side dishes, sets the table, and makes up the attendees' rooms; as before, Timol makes sure the guests' needs are satisfied.

The PCs can rest, socialize, or even try get in one more attempt to Influence other hunters while the meal is being prepared. The topic of some sort of supernatural influence over the monsters is unlikely to be brought up unless the PCs do so themselves, at which point the other hunters, who hadn't noticed much amiss, are a combination of incredulous, intrigued, and worried.

TIMOL'S DOOM — SEVERE 6

As the meal wraps up, Visser awards the contents of the coffer he displayed earlier to the faction with the most successful hunt—the PCs if they achieved 3 Hunt points, or the Embeth Travelers otherwise.

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Jamel thanks all the hunters for participating and announces the new name of the hunting lodge he's decided on—this should be a PC's suggestion of your choice—but before the group can offer much in the way of congratulations to the winning suggestion, something horrific occurs.

Creature: A sudden howl and scream interrupts the proceedings as Timol suddenly doubles over in pain, clutching at his stomach before tearing his shirt open to reveal protrusions moving under his skin. His ribs separate unevenly, as if something is forcing them apart from the inside. With a wild-eyed look of pain, Timol suddenly screams before exploding into a mass of coiling plants, vines, and vibrant wildflowers. From the midst of this sudden burst of verdant material crawls a hissing, eight-legged creature—a basilisk!

Timol has become the latest victim of the Cult of the Bloom, having inadvertently exposed himself to the curse several days ago by feasting on rabbits and drinking water from another infected stream similar to the one in the hunting grounds during his journey to the lodge to join its staff. When he ate some of the beast cooked for this feast, the curse took hold and used his body and his life to pull a powerful basilisk from the First World, infused it with Abyssal energies, and burst it forth into the midst of the lodge's dining hall.

The freshly bloomed basilisk is a deadly threat to the entire group, so the surviving hunters all leap to join the battle as well. The monster acts on a purely instinctual basis fueled by the evil of the ritual that created it; it attacks immediately and fights to the death.

FRESHLY BLOOMED BASILISK CREATURE 9

UNIQUE | CE | MEDIUM | BEAST

Perception +18, darkvision
Skills Athletics +19, Stealth +18
Str +6, **Dex** +1, **Con** +6, **Int** –3, **Wis** +3, **Cha** +2

AC 26; **Fort** +21, **Ref** +14, **Will** +18
HP 188

Petrifying Glance ↷ (arcane, aura, transmutation, visual) As basilisk, but DC 25 Fortitude save.

Speed 20 feet
Melee ❖ jaws +21, **Damage** 2d12+9 piercing
Petrifying Gaze ❖❖ (arcane, concentration, incapacitation, transmutation, visual) As basilisk, but DC 27 Fortitude save.

Aftermath: Once the basilisk is defeated, the hunters, lodge staff, and likely the PCs are shocked and concerned about what could have caused this unexpected event.

Jamal Visser puts on hold his plans to build the lodge into a way station for travelers, making clear his intent to use the Embeth Travelers to investigate the cause of Timol's unnatural demise—and he strongly suggests the PCs do the same. Annamede and the Aldori sisters depart for their own homes.

The remainder of this chapter focuses on the PCs' investigation into the mystery, which can start here in the lodge's dining hall, then proceeds into the wilds of the Stolen Lands and, potentially, into the heart of the PCs' kingdom.

Once the PCs do move on, no specific additional role exists for the lodge itself in the *Kingmaker Adventure Path*, but that doesn't mean it should fade from your game entirely. It can continue to serve as a base of operations for the PCs as long as they wish.

INVESTIGATING THE BLOOM

Throughout this chapter, the Cult of the Bloom continues to escalate their plans. They've performed *monstrous bloom* rituals in numerous locations throughout the Stolen Lands, and their focus now shifts toward "curation" of their victims. Whereas the primary victims of the bloom have so far been wild animals, the curse is beginning to afflict humanoids with alarming frequency. The fate of poor Timol serves as a sudden warning to the PCs about the danger facing their kingdom.

In order to defeat the cult, the PCs must learn not only the location of their hideout in the foothills of the Tors of Levenies, but also the nature of the curse itself. While the PCs may fear that they are themselves in danger of succumbing to the curse, the way this chapter is presented leaves it entirely in the GM's hands who does and doesn't succumb. Season of Bloom assumes the PCs are never truly in danger of becoming infected by this affliction, but the players themselves shouldn't know this.

The best place to learn more of the cult and their secrets is the small, remote goblin village of Greengripe, a stockade settlement that has recently fallen under the cult's control. The cultists hope to use Greengripe as a sort of smoke screen, so that when the heroes of the land inevitably seek to stop it, they'll mistake the source of the cult as coming from the goblins rather than the actual perpetrators. What the cultists don't count on is the Greengripe goblins' potential willingness to ask the PCs for help—that is, once the characters follow up on the clues the cult left, which lead them to the goblins in the first place.

In order to learn more about the curse and its source—and eventually determine the best way to defeat it—the PCs must research clues, investigate rumors, and examine evidence using the research rules as presented on pages 154–155 of the *Pathfinder Gamemastery Guide*. Rather than performing this research in a single library, though, these investigations

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take place throughout the PCs' kingdom and the surrounding Stolen Lands. And rather than having different divisions in a library to perform this research, the PCs must physically travel to one of several research sites where clues can be found.

Since much of this part of the chapter plays out over downtime and exploration mode, time will pass more quickly than it did in Part 1 of "Cult of the Bloom," and it's likely that the PCs will have at least one or more Kingdom turns during this part. Each time a Kingdom turn takes place during this part, a new Monster Activity continuous event automatically begins during the turn's Event phase (in addition to any other events—random or otherwise—that would otherwise occur). If the PCs don't handle the Cult of the Bloom soon, each following month brings a new automatic Monster Activity event to the Kingdom turn, which can quickly spiral out of control as the curse spreads.



BLOOM CULTIST

DISCOVERING A RESEARCH SITE

There are several research sites the PCs can learn about in their quest to discover more about the Cult of the Bloom. At the start of Part 2, the PCs already know of two research sites: the hunting grounds and the lodge where Timol met his fate. As they perform research at these sites, and as more bloom-related events occur, additional research sites open up for the PCs to investigate.

Researching at a site takes a day of work spent between on-site investigations, ruminating on the evidence, and supporting actions such as interviewing locals, consulting texts, praying for guidance, comparing theories, and so on.

CULT OF THE BLOOM — INVESTIGATION 6

DIVINE | FIEND | PRIMAL

Hunter's Lodge The PCs investigate Timol's remains and the body of the slain basilisk that bloomed from his body (page 228); **Maximum RP** 5

Research Checks DC 20 Medicine, DC 22 Nature, DC 24 Perception

Hunting Grounds The PCs further investigate strange corpses, the remnants of strange plants at the ritual site, and the fading taint in the nameless creek (page 223); **Maximum RP** 10

Research Checks DC 20 Hunting Lore, DC 22 Nature, DC 24 Survival

Attack Site Whenever a Too Close to Home or Urban Outbreak event occurs (page 232), a new Attack Site becomes available to research in the hex or settlement where the monster attack took place; **Maximum RP** 5

Research Checks DC 20 Medicine, DC 22 Nature, DC 24 Survival, DC 26 Perception

Cult Site Whenever a Cult Activity event occurs during this chapter and the PCs manage to locate the cult headquarters, a new Cult Site becomes available to research in the settlement where the cult activity took place; **Maximum RP** 10

Research Checks DC 20 First World Lore or Abyss Lore, DC 22 Religion, DC 24 Occultism

Library If the PCs have an Academy or a Library in any of their settlements, they can use that building to research the Cult; **Maximum RP** 10 per Academy or Library

Research Checks DC 20 Religion, DC 22 First World Lore or Abyss Lore, DC 24 Occultism, DC 26 Perception

5 Research Points The PCs confirm that more individuals have been bursting into masses of colorful, strange vegetation that unleashes a single ill-tempered and powerful monster. These monsters don't seem to be driven to violence out of an instinctual need to eat, but instead

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from a deeper, more sinister urge to cause pain. The PCs hear initial rumors that a cult is responsible for spreading the affliction through the region.

10 Research Points The source of the affliction seems to be a sinister curse associated with conjuration magic. The victims don't transform into these monsters—it's more like their bodies are transformed into some sort of strange portal through which the creature is created. It seems that any living creature may be subject to this curse, but the method of its spread is unknown at this time. Rumors about a cult being responsible are now widespread; this cult is said to be based primarily in the wilderness, and it's trying to return the Stolen Lands to the rule of monsters.

15 Research Points Those who suffer the curse show no symptoms until near the end, when crippling pain ripples through their entire body. The type of creature that emerges from a victim's body is unpredictable. It may be possible to save someone from the curse if the affliction can be detected before it runs its course, but doing so is difficult given the widespread nature of the curse. While a wide range of people are supposedly joining the cult, most of the rumors suggest the original cultists were goblins.

20 Research Points Armed with their knowledge from previous research, the PCs confirm that the bodies spawning the strange plant growth and monsters also have tiny, difficult-to-spot black seeds embedded along their throats, esophagi, and stomach linings. These seeds seem to be mostly inert, but evidence suggests that it takes only one active seed to trigger the effect. The knowledge that the affliction is gained via ingestion is a breakthrough, and if the PCs make this knowledge available to the public, the kingdom's citizens become more watchful of the food and water they take. At the same time, the PCs discover more evidence implicating goblin cultists said to keep a hideout somewhere in the Sellen Hills.

25 Research Points The PCs confirm that when the curse is triggered, it transforms the victim's body from the inside out into a portal to the First World that draws in a dangerous monster, but that the process infuses the monster with Abyssal energies as well. The combination of these planar energies from two particularly fecund planes is key to the curse's power, but the element of chaos also present in the curse makes it, fortunately, unreliable. Most of those who become infected by the seeds never know it, but the number of so-called "blooms" is growing. The PCs also learn the location of the goblin village of Greengripe in the Sellen Hills, with evidence suggesting it may be the genesis of the curse. If that's the case, it's quite likely that a method of undoing or neutralizing the curse entirely could be found there.

30 Research Points The fact that this affliction seems to manifest so sporadically suggests that the cult spreading it hasn't yet managed to fully integrate it into the region. It may be but a matter of time before every cursed seed that pollutes the region's food and water supplies will transform those who ingest them! PCs who reach this research threshold also start to see deeper hints that the actual cult, known to them now (if they haven't learned already) as the Cult of the Bloom, may be using the goblins of Greengripe as a scapegoat. Finally, the PCs' research confirms that if they could find the site where the Cult first created this affliction, they could neutralize its effects in one fell swoop throughout the Stolen Lands.

35 Research Points The PCs confirm that the Cult of the Bloom are worshipers of Lamashtu, and that while the goblins of Greengripe also worship the Mother of Monsters, their faith is very different than that pursued by the Cult. The goblins of Greengripe are certainly patsies for the cult, but there may be additional clues about the cult to be found there nonetheless. It's very unlikely that the curse's source is located in Greengripe.

40 Research Points The Cult of the Bloom is using the goblins of Greengripe as a distraction. They've managed to keep the actual location of their headquarters very well hidden, but the PCs who reach this research threshold find strong evidence that the cult has a hidden agent among the goblins in Greengripe who is likely to know more about the cult's true hideout. Finally, the PCs confirm that the curse's source has been hidden in the true hideout.

50 Research Points After studying enough clues, the PCs have narrowed down the most likely location of the cult's base of operations: It's somewhere in the foothills of the Tors of Levenies, directly south of the Little Sellen River. At this point, the PCs have exhausted their research; to discover anything more, they'll have to either investigate Greengripe in person or discover the true cult headquarters on their own.

THE CULT SPREADS

At the end of each day that the PCs spend performing research, attempt a DC 20 flat check. On a success, a bloom-related event takes place somewhere in their kingdom—resolve this event at once as if it were a standard Kingdom event (see Appendix 2 on page 553), rather than waiting until the end of the net Kingdom turn to do so. On a failure, the DC for this flat check is reduced by 2. Once a bloom-themed Kingdom event occurs, the base DC for another one occurring resets to 20. You can choose which event occurs or roll on the Random Cult Events table. The Cult Activity event is detailed on page 556, while the other events are unique to this chapter and are detailed below.

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The first time one of these Cult events occurs, the PCs earn 80 Kingdom XP regardless of how successful the kingdom was in dealing with the event; they do not earn additional Kingdom XP for repeated events.

RANDOM CULT EVENTS

d10	Result
1–3	Cult Activity
4–6	Public Outburst
7–9	Too Close To Home
10	Urban Outburst

CULT ACTIVITY — EVENT +1

See page 556 in Appendix 2.

PUBLIC OUTBURST — EVENT +0

DANGEROUS

Event The citizens of the kingdom grow particularly nervous and fearful about the spread of monster attacks, with more reports of monsters bursting out of random victims. Each time this event occurs, increase the event's level modifier by 1 to a maximum of +2, at which point the curse has become the populace's greatest fear. The PCs must work to calm the nation and convince the people that they are doing everything they can to stop this supernatural affliction.

Kingdom Skill Politics; **Leader** Ruler

Critical Success The citizens are comforted by promises. This occurrence of Public Outburst does not increase the level modifier of the next occurrence.

Success The citizens are somewhat comforted, and you prevent Unrest from rising.

Failure Rumors that the affliction might be beyond the party's capability to stop make it difficult to quell fear. Increase Unrest by 1.

Critical Failure As failure, but the rumors spread more quickly and have kernels of truth to them. Increase Unrest by 1d4, and at the end of the next day, a Cult event automatically happens.

TOO CLOSE TO HOME — EVENT +1

DANGEROUS | HEX

Location A hex of the GM's choosing within the influence of the settlement that's closest to the PCs' current location.

Event A monster blooms from a citizen and begins to rampage the area. The type of monster should be chosen by the GM; its level should equal the party's level + 1 (a Low threat encounter). The PCs can choose to resolve this event with a Kingdom skill check, or they can travel to the hex the monster is rampaging in to challenge it in encounter mode. If they don't defeat the monster by the end of the next day, treat this event as having a Critical Failure result.

Kingdom Skill Defense; **Leader** Warden

Critical Success The monster is defeated before any more lives are lost.

Success The monster is defeated but may have slain some citizens. Attempt a DC 11 flat check. On a failure, a few locals were slain; increase Unrest by 1.

Failure The monster slays several citizens before it is defeated. Increase Unrest by 1.

Critical Failure The monster continues to rampage unopposed. This event becomes Continuous and occurs every day until the monster is defeated; additional Cult events still occur as normal. Increase Unrest by 1d4 and Decay by 1.

URBAN OUTBREAK — EVENT +2

DANGEROUS | SETTLEMENT

Location The settlement the PCs are currently located in, or the closest settlement to the PCs' location if they're not in a settlement.

Event A monster blooms from a citizen in the city itself and runs rampage through the streets! The type of monster should be chosen by the GM; its level should equal the party's level + 2 (a Moderate threat encounter). The PCs can choose to resolve this event with a Kingdom skill check, or they can travel to the settlement the monster is rampaging in to challenge it in encounter mode. If they don't defeat the monster by the end of the next day, treat this event as having a Critical Failure result.

Kingdom Skill Defense; **Leader** Warden

Critical Success The monster is defeated before any more lives are lost.

Success The monster is defeated but slew a citizen. Increase Unrest by 1.

Failure The monster slays several citizens before it is defeated. Increase Unrest by 1d4 and Decay by 1.

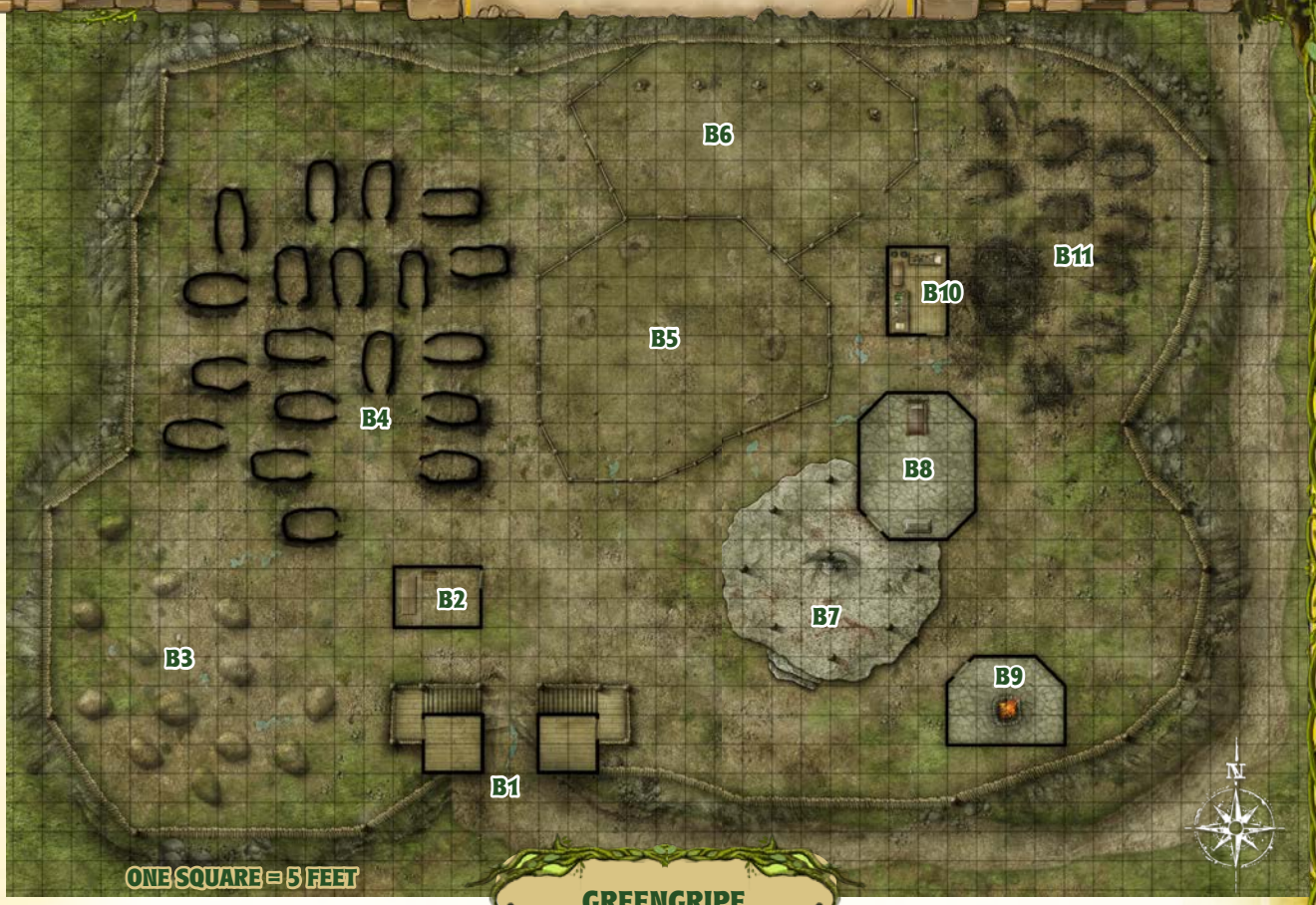
Critical Failure The monster continues to rampage unopposed. This event becomes Continuous and occurs every day until the monster is defeated; additional Cult events still occur as normal. Increase Unrest by 1d6 and Decay by 2.

GREENGRIPE

The goblin village of Greengripe (encounter site **SH5**) has been quietly thriving in the Sellen Hills for several years. Their chosen home, situated atop a narrow mesa and surrounded by a solid wooden palisade, is inconveniently far from trade routes or villages (or at least, it had been until the PCs' kingdom began to expand). More by accident than intent, this isolation has caused the Greengripe goblins to avoid antagonistic activities and pursue lives of self-sufficiency. They get all the water they need from a creek about a hundred feet north of the mesa that eventually flows into the Little Sellen River, and they learned to supplement their diet of local goats and deer with what was once

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GREENGRIPE

a relatively robust pickling operation overseen by Greengripe's lead alchemist.

Unfortunately for the goblins, the Cult of the Bloom's manipulation of Greengripe has increasingly forced them into a desperate situation. Darivan, the leader of the Cult of the Bloom, knew that it would take time before the repetition of the *monstrous bloom* rituals would reach a point where the curse's effects would cascade out of control. Until then, there would be a delicate phase where the PCs could potentially step in and halt the process before it could reach the tipping point. He chose the goblins of Greengripe as his smokescreen, laying clues that he hoped would distract the heroes into thinking that defeating the goblins would bring an end to the curse, when in fact that false sense of accomplishment would merely afford the curse the final few weeks or days it needed to reach full spread throughout the Stolen Lands.

In addition to laying clues throughout the region to lead the PCs to suspect Greengripe (the PCs uncover these clues at the lower thresholds of their research into the Cult of the Bloom), Darivan sent one of the Bloom's own cultists to infiltrate Greengripe and replace its current religious leader. This replacement is a doppelganger priest of Lamashtu named Virthad, who murdered Greengripe's previous priest Muglund and replaced him. Since then, Virthad has been using their influence to manipulate the goblins' behavior so that when the heroes do inevitably come, they'll find the goblins acting in a very suspicious manner indeed.

There are two things, though, that Darivan and Virthad didn't count on. First, the fact that the PCs have already likely encountered this tactic before with Tartuccio's invasion of the Sootscale kobolds is likely to make them more able to notice tactics to manipulate a society (see the We've Seen This Before sidebar on page 237 for more details). Second, the goblins of Greengripe are cannier than the cult expected, and rather than react immediately with violence to the PCs' arrival, the goblins may well see them as saviors and recruit their help.

APPROACHING GREENGRIPE

Greengripe is located about two day's travel to the south of the Embeth Travelers' hunting lodge. There are no obvious paths or trails to the goblin village, but once the PCs approach area **SH5**, the hilltop palisade is difficult to miss. Within several hundred feet of the village, a trail up to Greengripe becomes apparent, beaten into the earth by the passage of countless goblin feet as they travel out of the village to hunt or scrounge for food. Virthad has let the goblins know

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GREENGRIPE ENRAGED

While it's not the intent of this encounter, the PCs could decide to use violence against the goblins of Greengripe. In all, there are 19 goblin warriors and 1 goblin war chanter living in Greengripe, and if the PCs start a fight, the goblins bravely gather together to protect their village. When the attack begins, the war chanter is at area **B9**, 2d4 warriors are at area **B4**, 2d4 warriors are at area **B6**, 2 warriors are at **B1**, 1 warrior is at **B5**, and any other goblins are out hunting or foraging. The goblins' morale breaks once at least 10 goblins are slain, at which point the survivors abandon the village and flee into the wilds, never to return. At some point during the fight, the true danger in Greengripe—the doppelganger Virthad—abandons the site and stealthily makes their way back to the cult's hidden headquarters, expecting that the PCs will leave Greengripe believing (incorrectly) that they've stopped the curse. See *Pathfinder Bestiary* pages 180–181 for goblin statistics.

that "longshank bandits" are likely coming for the village soon, so the goblins are on high alert as the PCs approach, yet they are not eager to start a fight.

The majority of Greengripe's goblins are very low level, and even in large groups, they're likely to be a trivial encounter at best for a 6th-level party. Certainly a clash with Virthad will challenge 6th-level PCs, but until that confrontation occurs, Greengripe should offer the PCs a combination of levity and potential answers to the true nature of the Cult of the Bloom; it's meant more to be a site of awkward investigation than simple combat. If the PCs do attack the goblins (and thus play right into the Cult's plans), all the village's inhabitants marshal to the cause to defend their home, taking the PCs' aggression as proof that their leader "Muglund" was right about them.

Greengripe itself is completely surrounded by a wooden wall constructed of timbers, branches, logs, and stumps. It's ten feet tall and can be scaled by succeeding at a DC 20 Athletics check to Climb.

Unless the PCs make an effort at stealth, any approach to the village results in them being spotted by a pair of goblin guards; this adventure assumes that the PCs are spotted at the village gate (area **B1**). Once the goblins notice the PCs, proceed with the Wary Guards encounter (page 236).

B1. VILLAGE GATE

The main entrance to Greengripe consists of a ramshackle gate made of lashed-together branches and twigs bound by lengths of thorny vine. Two wooden watchtowers have platforms about ten feet off the ground. A goblin warrior stands guard on each watchtower—see the Wary Guards encounter on page 236 for their reaction to the PCs. The gate itself is not actually attached to the watchtowers but is merely wedged in between the structures. Success on a DC 12 Athletics check to Force Open the gate wrenches it aside, or a character can take three Interact actions to wriggle it open (this is the option the goblins generally take to come and go from the village).

B2. PICKLE STORAGE

One of the four permanent structures in Greengripe is this solid stone building. Within sit several barrels of pickled vegetables—emergency food stores for the village. The door to the structure is solid and kept "locked" with ropes tied between its handle and a nearby iron piton driven into the wall. Success on a DC 15 Athletics check can Force Open the door; otherwise it takes three Interact actions to unlock the door. While the contents of this building are not particularly valuable, the goblins are very protective of their pickles, and if they notice the PCs attempting to gain entry, they'll confront them—see the Greengripe Enraged sidebar.

B3. CEMETERY

This region of the village is Greengripe's cemetery, consisting of dozens of low mounds of earth and stone where the goblins have traditionally buried their dead. The goblins haven't bothered to adorn these locations with gravestones or other markers. Succeeding at a DC 20 Perception or Survival check is all that's needed to note that more than half the mounds here are fresh; these graves house victims of the fire (area **B11**). Persistent local goblin rumors that burning ghosts haunt the cemetery are purely tall tales, but that doesn't keep the goblin citizens from keeping an eye out here in hopes of spotting a fiery spirit.

B4. GOBLIN HOMES

A large collection of tents once occupied the east and west sections of Greengripe, but after a recent devastating fire at area **B11**, this grouping of wood-framed tents covered in hides and furs now houses the bulk of Greengripe's 19 goblin warriors. At any given time, 2d4 goblin warriors can be found resting here.

B5. LIVESTOCK

The walls of this large pen consist of a relatively solid five-foot-high stick fence. The ground within is muddy. The goblins use this pen to keep animals they manage to capture alive for eventual use as food, but with fears of upcoming longshank attacks, the stock here has

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grown thin: a single muddy goat wanders aimlessly in here now. A goblin warrior is always perched on one of the fence posts surrounding the pen. "Goat-watching" is a pretty important job since the doomed goat is the tribe's last reserve of fresh meat until the latest hunting party returns to the village. The goblins are eager to make sure the goat, who they've taken to calling "Tomorrowfood," remains in place.

B6. MARSHALLING GROUNDS

This fenced-in area has hard-packed dirt, with several movable combat dummies made of straw and sticks scattered around the place. The goblins use this area to practice warcraft, and at any one time, 2d4 goblin warriors can be found here, taking turns at hacking away or repairing the human-sized dummies.

B7. LAMASHTU'S ROCK

A forty-foot-wide slab of stone protrudes five feet from the ground here. The goblins set two smaller slabs of stone along its southern side to serve as steps up to its surface, and they have long used the slab as an open-air temple to their goddess, Lamashtu. Along the slab's edges stand seven tree trunks, each adorned with hides stripped from the bodies of Greengripe's greatest victories over "monsters" (several of these are horse hides, but there are also a few crocodile hides, two owlbear hides, and even a hide from a manticore slain several generations ago by one of Greengripe's founders). A ten-foot-tall stone statue of Lamashtu stands at the center of the rock; it has recently been adorned with a two-foot-high mound of earth surrounding its feet. Thick tangles of strange plants grow in this soil, their long creepers coiling up along the statue's frame to shroud the figure in green vines and strangely colored flowers. Success on a DC 25 Nature or DC 20 First World Lore check to Recall Knowledge confirms these strange vines are not natural to this world but are intrusions from the First World that bear many similarities to the plants that grow out of creatures that burst to release bloom monsters. This addition to the statue is recent, placed by Virthad while disguised as Muglund to help convince the goblins that Lamashtu dwells in the very plants of the world (and also to make it appear that Greengripe has links to the cult). The plants wrapping the statue are strange and unsettling but ultimately harmless.

B8. LAMASHTU'S SHRINE

The largest building in Greengripe sits on a dozen solid tree-trunk stilts so that its floor is at an even level with Lamashtu's Rock. The current occupant of this shrine is the doppelganger Virthad, disguised as the village's priest-chieftain Muglund. The building itself is relatively empty save for a bed, a personal altar, and a wooden chest in which Virthad has secured Greengripe's treasures; the doppelganger plans to return to the cult with this treasure as an offering to Lamashtu once Greengripe has outlived its usefulness. The chest isn't locked and contains 1 pp, 37 gp, 190 sp, 800 cp, and 30 gp in gems and jewelry. One of the pieces of jewelry is a *ring of the ram*. See the Confronting the Priest encounter on page 236 for further details.

B9. CRAFTSGOBLIN

This small stone building houses Greengripe's only remaining workshop (since the alchemy lab at area **B11** burned down). A lone goblin war chanter named Zangel lives and works here; while she isn't particularly skilled at crafting weapons, she's the best Greengripe has since its previous crafter perished in the fire. She spends her time cobbling together dogslicers, arrows, bows, and other weapons or tools needed by the village, and has only recently managed to catch up to the demand. Zangel harbors concerns that Muglund might have "gone rotten," and she has whispered her fears to a few other goblins. If the PCs manage to contact Zangel before the doppelganger confronts them, see the Confronting the Priest encounter on page 236.

B10. "GREENHOUSE"

Greengripe's previous alchemist perished in a tragic fire (area **B11**) that also burned down the laboratory. This structure, the newest building in Greengripe, was built by the goblins at "Muglund's" command, with a promise that a new alchemist would be chosen soon. Until then, the doppelganger has forbidden any goblin from entering this building. As a result, the goblins have taken to viewing the "replacement" alchemy lab with a mix of curiosity and frustration, with each day that passes without a local alchemist to look to for inspiration weighing heavy on goblin morale.

Within, Virthad has set up several alchemical stations and strange potted plants to make it appear that the goblins have been using this building to grow the strange plants responsible for the affliction ravaging the lands. Any PC who examines the laboratory here and succeeds at a DC 20 First World Lore or Crafting check to Recall Knowledge confirms that the equipment here seems to be focused on cultivating alien plant life, but there are no dangerous plants here at this time. As this is part of Virthad's deception, the PCs may gain a bonus on these checks to Recall Knowledge (We've Seen This Before, page 237). A critical success at this check reveals to the PCs that the gear kept here is, in fact, not what one would expect, and that the whole greenhouse seems to be staged.

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B11. BURNT BUILDINGS

Soon after Virthad infiltrated the goblin village, the doppelganger realized that the village's alchemist (and Greengripe's local pickling expert) had a canny mind and would likely see through their deceptions. So Virthad lit the alchemy lab on fire under the cover of night, using the fire to dispose of Muglund's body as well. The alchemist perished quickly, but the fire spread to several nearby goblin tents before it was contained. Ironically, Virthad's use of magic to help extinguish the flames helped cement their deception as Muglund. The superstitious goblins have avoided this part of the village since the fire out of fear that the alchemist's ghost might be haunting the area. If the PCs succeed at a DC 25 Perception check while searching the laboratory ruins, they'll find the partial skeleton of a goblin that still clutches a metallic object in its hand: a silver religious symbol of Lamashtu worth 2 gp. If the PCs discover this evidence, they'll have an easier time convincing the goblins of Greengripe to rise up against Virthad; see the Confronting the Priest encounter on below.



VIRTHAD

WARY GUARDS TRIVIAL 6

Creatures: When the PCs approach Greengripe, they're likely to be confronted by the two goblin warriors on guard duty at area **B1**. While all of Greengripe's goblins have been warned by their leader "Muglund" of the likelihood that violent longshanks will soon attack the village, the goblins themselves aren't automatically eager for a fight. They'll demand to know if the approaching characters are lost, warning that there's no place for them here. The goblins are initially unfriendly to the PCs; it requires success at a DC 18 Diplomacy check to Make an Impression on them. If there's at least one goblin character in the PCs' party, the DC for this check is reduced to 13.

If the PCs can manage to convince the guards that they mean no harm and want only to talk things over, they'll need to successfully Lie, Request, or Coerce the guards. On a success, the guards agree to let the PCs in to speak to their leader Muglund—continue with the Confronting the Priest encounter below. On a critical success, the guards let the PCs in and follow them but don't escort them directly to Virthad. In this case, every 10 minutes, attempt a DC 16 flat check; on a success, Virthad notices something strange is going on and steps out of the temple to investigate. Virthad automatically comes to investigate if a fight starts, if the PCs climb onto Lamashtu's Rock, or if they enter the shrine.

GOBLIN WARRIORS CREATURE -1

Pathfinder Bestiary 180

Initiative Perception +2

CONFRONTING THE PRIEST SEVERE 6

Eventually, the PCs' presence in Greengripe attracts Virthad's attention. Maintaining the disguise as Muglund—a goblin priest of Lamashtu armed with a dogslicer, wearing bloodstained green robes, and carrying a weirdly bulging cloth sack—Virthad accuses the PCs of plotting the destruction of Greengripe even as its goblins have done their best to live off the land and avoid confrontation. Virthad's hope is to simultaneously goad the PCs and the goblins to attack each other and then flee from the resulting battle.

If Virthad realizes that the PCs aren't interested in fighting—or worse, that they suspect something else is going on—the doppelganger accuses them of being unbelievers and says their bodies shall be fertilizer for Mother Lamashtu's glorious garden. Virthad attacks at once, starting by deploying the snapping flytraps against the PCs, hoping to defeat the party and therefore solve the cult's hero problem all at once.

Virthad won't reveal their true form in this battle, as they know that to do so would undo all their hard

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work at deceiving the goblins and the PCs. Upon their death, though, Virthad reverts to their true form as a doppelganger, which shocks, frightens, and shames the goblins significantly. See Greengripe's Future below for the ramifications of this revelation.

VIRTHAD CREATURE 8

UNIQUE CE MEDIUM HUMANOID

Doppelganger priest of Lamashtu (*Pathfinder Bestiary* 103)
Perception +18; darkvision
Languages Abyssal, Common, Goblin
Skills Deception +18, Diplomacy +16, Nature +15, Religion +17, Society +15, Stealth +18
Str +4, **Dex** +4, **Con** +3, **Int** +3, **Wis** +6, **Cha** +4
Items *+1 striking dogslicer*, robes, sack of flytrap pods

AC 26; **Fort** +13, **Ref** +16, **Will** +18
HP 135
End the Charade ↻ (attack) As doppelganger.

Speed 25 feet
Melee ❖ *dogslicer* +19 (agile, backstabber, finesse, goblin); **Damage** 2d6+7 slashing
Arcane Innate Spells DC 23; **3rd** *mind reading* (at will)
Divine Prepared Spells DC 26, attack +18; **4th** *divine wrath*, *heal*, *fear*; **3rd** *blindness*, *dispel magic*, *sound burst*; **2nd** *ghoulish cravings*, *heal*, *silence*; **1st** *command*, *ray of enfeeblement*, *sanctuary*; **Cantrips (4th)** *daze*, *divine lance*, *message*, *read aura*, *shield*
Change Shape ❖ (arcane, concentrate, polymorph, transmutation) As doppelganger.
Deploy Flytraps ❖❖ (divine, manipulation, transmutation) **Requirements** Virthad is carrying a sack of prepared flytrap pods; **Effect** Virthad dumps the contents of the sack into two adjacent squares while invoking prayers to Lamashtu. The pods grow into two elite snapping flytraps that immediately attack any non-worshipper of Lamashtu they can detect.

ELITE SNAPPING FLYTRAPS (2) CREATURE 4

Pathfinder Bestiary 6, 160
Initiative Perception +9

GREENGRIPE'S FUTURE

The *Kingmaker Adventure Path* assumes that the PCs take a less violent route. If the PCs manage to save the goblins and successfully expose Virthad for the monster they truly are, the future of the goblin village of Greengripe lies very much in the PCs' hands.

In the unlikely event that Virthad is captured alive, the doppelganger's attitude is hostile, but they can be convinced to give up the cult's location if the PCs manage a critical success at Coercing them; magical solutions may work at your discretion. Virthad takes advantage of any opportunity to escape and return to the cult.

WE'VE SEEN THIS BEFORE!

If the PCs have handled the Sootscale problem and learned how Tartuccio deceived the kobolds by posing as a leader via shape-changing magic, they'll notice clues and similarities to the situation in Greengripe even if they aren't suspicious initially. Each PC gains a +2 circumstance bonus to checks made to see through deceptions and trickery put in place by the doppelganger Virthad; decrease the Perception DC by 2 when Virthad attempts to Lie to them.

If the PCs slaughter the goblins or scatter them to the wilds, it's likely that Virthad escapes the attack, in which case the PCs might find themselves at a dead end in tracking down the cult. It's possible to find Virthad's tracks and follow them all the way to the cult's actual hideout; doing so requires a success at a DC 20 Perception check made while Searching to notice the doppelganger's footprints leaving the village, at which point it's a DC 20 Survival check to Track them all the way southeast to the cult's lair in encounter site **SH8**. This DC increases to DC 30 if the PCs don't immediately start following the trail, and if they haven't started following the trail within a week, the prints can no longer be followed. If the PCs don't Claim the hex and rebuild it, the village falls into ruin in time; at your discretion, a more powerful monster might move in at a later date.

If Virthad is defeated, the goblins of Greengripe are thankful and their attitude becomes friendly to the PCs; they promise to work with them and help them in reward for saving them from the pretender. At this point, Greengripe's Negotiation DC drops from 25 to 15, and as such, the PCs will have a much easier time establishing diplomatic relations with the village (see Appendix 2 for details on Negotiation DCs and diplomatic relations). While the goblins are still shocked that a doppelganger infiltrated their village, they quickly rally to the cause and volunteer to scour the region for clues to help the PCs track down the cult's actual hideout; as a result, the PCs can track the doppelganger at once as detailed above without having to attempt the Perception check to find the footprints. The PCs can, of course, still discover the cult lair on their own (such as by tracking a fleeing Virthad, simply stumbling upon the cult site while exploring, or by achieving a threshold of 50 RP by researching the cult), but each day after the PCs' defeat of Virthad, attempt a DC 20 flat check; this DC drops by 3 each day that follows. On a success, the goblins discover the location of the cult's lair at area **SH8** and report their findings to the PCs as soon as they can.

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PART 3:

THE CRADLE OF LAMASHTU

In the weeks before Season of Bloom begins, the Cult of the Bloom claims a cave network in encounter site **SH8** in the foothills of the Tors of Levenies—if, in your game, the PCs have already explored and claimed the hex where the hideout is located, you can either have the cult remain where it is or relocate it to a hex that's still unclaimed. The Cult of the Bloom calls their cavern hideout the "Cradle of Lamashtu," and it was here that the cult leader Darivan created the *monstrous bloom* ritual.

Darivan didn't simply pick these caves at random—he was guided here by his visions for this was one of the few places that the first *monstrous bloom* ritual could even be attempted, due to the presence of a breach scar.

First World breach scars occur when the barriers between the Material Plane and the First World are worn thin by overuse of powerful conjuration magic, a malfunctioning portal between the two planes, magical "erosion" in the underlying structure of reality, a disruptive convergence of shifting ley lines, or another unusual magical effect. Despite the wide range of features that can cause breach scars, they remain incredibly rare events, and the fact that the First World itself works to heal these scars over time means that even when a breach scar does form, it almost never persists for more than a few years.

The breach scar in these caves is an exception to this rule, for before it could heal properly, it became "infected" by a taint from the Abyss when, several decades ago, a demonologist tried to capitalize on the fragility of reality to redirect the scar from the First World to the Abyss. The resulting backlash of magic

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obliterated the demonologist, but it did infect the breach scar and make it such that it simply couldn't heal on its own.

Fortunately, the corrupted breach scar wasn't enough to allow unaided intrusions across the planes, and so for years it simply festered in the caves until its presence was discovered by chance by a wandering druid named Jin Durwhimmer, who noticed the strange fluctuations after performing a *commune with nature* ritual in the nearby foothills. He investigated, was shocked at what he found, and attempted to heal the breach scar on his own, but the same magical backlash that slew the demonologist lashed out at him, blasting away his arm. Jin died soon thereafter, his attempt to heal the scar worse than failing, for it was this pulse of energies that caught the attention of another: Darivan.

When he arrived at the caves, Darivan didn't try to redirect or remove the scar's energies; instead, he harnessed them and developed the *monstrous bloom* ritual to weave both the First World and the Abyss into a singular monstrosity—a bloom of Lamashtu. This discovery was the key to his plot to spread the curse through the region, and as long as this sinister sorcerer lives, his curse continues to threaten the Stolen Lands.

CRADLE FEATURES

The Cradle of Lamashtu is a sizable cavern with a single entrance in the side of a sheer cliff wall where the rugged foothills of the Tors of Levenies transition into a jagged mountainscape. Little in the surrounding terrain gives away the true nature of what awaits discovery inside the caverns themselves.

Inside, the caves are warm and humid as a result of the breach scar. Water condenses on the walls and pools on the floor, and as the caves themselves slope gently upward overall, this condensation constantly drains out of the cavern entrance in tiny little trickles. Mold grows on many surfaces and in many colors, and the air smells musty with an unpleasant undercurrent of decaying plant matter. The first time breathing PCs enter the Cradle, they must succeed at a DC 15 Fortitude save to avoid becoming sickened 1 by the foul smell, after which they are temporarily immune to the scent in the Cradle of Lamashtu for 24 hours. The caverns are lit dimly by softly glowing patches of phosphorescent fungi, and ceiling height averages at a roomy fifteen feet.

THE BREACH SCAR

The breach scar itself suffuses the entire cave complex with its energies. To heal it, the PCs must defeat the bloom of Lamashtu, as the Abyssal corruption from the scar itself was largely drawn out to empower the evil plant's creation. Until the plant is slain, the humidity, warmth, and awful smell in the caverns will persist. Yet these are only minor side effects to the scar's true and insidious danger.

As a result of the scar, the Cradle of Lamashtu exists in two realities at the same time. One of these is within the Material Plane (where the Cult of the Bloom dwells) and one is within the First World (where several dangerous monsters have been attracted to the caverns). The cultists and the dangers from the First World have come to terms with one another and either avoid or (in the case of the redcaps in area **C8**) have allied with each other.

SHIFTING REALITIES

The Cult of the Bloom drew upon energies from the First World and the Abyss to create their curse, and these energies infuse the Cradle of Lamashtu. At your discretion, you can present the encounters in these caves as shifting between realities–now and then giving the PCs glimpses of strange skies above where a cave ceiling loomed only moments before or dense walls of vegetation instead of cavern walls. If you wish, you could even have additional foes manifest in the caverns from the First World on repeat visits!

C1. CRADLE ENTRANCE — LOW 7

A fifteen-foot-wide cave entrance looms at the base of this cliffside. Tendrils of vibrantly colored plant life coil out from the cave's edges along the cliff and across the ground like verdant arteries, with strangely colored flowers blooming here and there along the growth. Rivulets of water run from the cave to drain away into the surrounding terrain, while the smell wafting from the entrance is that of rotting plants.

The cave entrance is at all times warded by an *alarm* spell, renewed as needed by the bloom cultists. The *alarm* is triggered if a Small or larger creature enters the cavern without speaking the password, "Kurnugia" (the name of Lamashtu's Abyssal realm), creating an audible sound of jackals yipping and barking.

Creatures: A group of three bloom cultists stand guard here at posts about twenty feet beyond the cave entrance. If they notice a disturbance, or if the *alarm* is triggered, one of the cultists instantly retreats into area **C2** to alert their fellows therein. If the PCs surprise the cultists, the guards shout warnings toward area **C2**, alerting the cultists there. Once a bloom cultist engages in combat, they fight to the death.

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BLOOM CULTISTS (3) CREATURE 5

RARE CE MEDIUM HUMAN HUMANOID

Human cleric of Lamashtu

Perception +13

Languages Abyssal, Common

Skills Deception +11, Intimidation +11, Nature +13, Religion +13

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

Items *+1 kukri*, robes

AC 22; **Fort** +11, **Ref** +12, **Will** +15

HP 75

Speed 25 feet

Melee ❖ *kukri* +13 (agile, finesse, trip); **Damage** 1d6+5 slashing

Divine Spells Prepared DC 21, attack +13; **3rd** *chilling darkness*, *harm*; **2nd** *dispel magic*, *heal*, *spiritual weapon*; **1st** *alarm*, *command*, *ray of enfeeblement*; **Cantrips (3rd)** *divine lance*, *forbidding ward*, *message*, *read aura*, *shield*

Rituals *monstrous bloom* (page 586)

Absorb the Bloom ❖ (divine, manipulate, necromancy) The bloom cultist places a hand against the wall or floor in the Cradle of Lamashtu and utters a prayer to the Mother of Monsters. Filaments of fungus slither up into the cultist's flesh, healing 4d6 points of damage. The cultist can't Absorb the Bloom for 24 hours.

C2. CULTIST BARRACKS LOW 7

The tunnel walls widen here, forming a larger cavern with fifteen-foot-wide exits to the north and south. To either side of the cavern sit six low wooden pallets that allow bedrolls to lie a few inches above the glistening wet, fungus-encrusted ground below.

Creatures: The beds here are where the bloom cultists rest and relax—by utilizing a chamber so near the entrance for the cultists' barracks, Darivan not only ensures these, his "most disposable" minions, bear the brunt of any initial invasion, but also allows the more dangerous threats deeper in the caves to persist without having to introduce unwanted safety measures.

While there are a dozen beds in this room (revealing the total number of bloom cultists active in the Cradle at this time), when the PCs first arrive there are only three cultists resting here; the other cultists currently located in the Cradle (apart from the three guards the PCs likely already encountered in area **C1**) are either attending the seeds in area **C3** or the shrine in area **C5**. Even if particularly loud combat breaks out here or in area **C1**, the other cultists do not come to the aid of those here and instead prepare to defend their charges in areas **C3** and **C5** respectively.

If the PCs catch these bloom cultists off guard, they are all sleeping in their beds. If the cultists here are woken by a guard from area **C1**, though, they wake quickly and prepare to defend the cavern. Once a fight starts here, a cultist flees to area **C5** to warn the others there as soon as another cultist is slain.

BLOOM CULTISTS (3) CREATURE 5

Page 240

Initiative Perception +13

C3. BLOOM BED MODERATE 6

The floor of this cave slumps downward at a slight angle, resulting in a shallow slurry of fungus, mud, and foul-smelling water pooling on the ground. Over a dozen watermelon-sized pods of pulsating plants grow within tangles of greasy-looking foliage in the slop, amid swaths of rotting meat and bone.

The most important components of the *monstrous bloom* ritual are seed pods harvested from the bloom of Lamashtu in area **C10**. The cult chose this cave to grow and nurture the pods for use in further rituals due to the depression in the floor. In addition to feeding the pods flesh harvested from animals and sapient victims alike, the cultists keep a constant cycle of prayer to Lamashtu in order to infuse the pods with Abyssal energies. A PC who studies the pods for a minute (either before or after they burst—Hazard, below) and succeeds at a DC 25 Nature or Religion check recognizes the plants as being some sort of supernatural hybrid of First World and Abyssal vegetation.

A character can move through the bloom bed normally or treat it as difficult terrain; anyone who moves through the bloom bed normally triggers the hazard below.

Creatures: A group of four cultists tends the bloom pods, periodically adding new flesh for the plants to sup upon while constantly maintaining their prayers. These prayers can be paused for short periods now and then, such as when a group of cultists swaps out for a new shift, or when the four band together to attack intruding PCs. The cultists prefer to fight the PCs in the ten-foot-wide tunnel leading into the bloom bed to prevent them from potentially damaging the pods, but if the PCs manage to defeat three of the four, the final cultist retreats into the pods to try to lure the PCs into following and, potentially, triggering the hazard. This will destroy the current crop of pods, of course, but the cultist hopes that the burst will slay the PCs and thus begin a new crop.

BLOOM CULTISTS (4) CREATURE 5

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Initiative Perception +13

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Hazard: While the slowly pulsing bloom pods growing here haven't yet matured to the point where they can be used in *monstrous bloom* rituals, they remain a dangerous hazard to anyone who doesn't move carefully through the bloom bed.

EXPLODING BLOOM PODS — HAZARD 8

ENVIRONMENTAL

Stealth DC 28 (expert)

Description Moving too quickly through the bed of pods causes them to shudder, emit eerie gurgling sounds, and then burst.

Disable DC 28 Survival (expert) (4 checks) to slice through all four of the larger shared root systems to render the dangerous pods inert, or inflict enough damage to the pods on the first attempt to reach the hazard's BT (damage that doesn't reach the hazard's broken threshold causes it to trigger)

AC 24; **Fort** +19, **Ref** +13

HP 66 (BT 33); **Immunities** critical hits, object immunities, precision damage

Burst ↷ Trigger A Small or larger creature moves at normal speed through the area, or the area takes less than 33 points of damage from any source; **Effect** The pods explode into a burst of toxic foliage, mold, and poisonous vapors. All creatures in area **C3** must attempt a DC 28 Reflex save, while all creatures in the ten-foot-wide tunnel leading south must attempt a DC 24 Reflex save.

Critical Success The character takes no damage.

Success The character takes 1d10+6 bludgeoning damage and 1d10 poison damage from the explosion.

Failure The character takes 2d10+11 bludgeoning damage and 2d10 poison damage from the explosion and also takes 1d10 persistent poison damage as the toxins in the fungus and vapor continue to work in the character's flesh. Being restored to full hit points automatically ends this persistent poison damage.

Critical Failure As failure, but the character is also affected by Lamashtu's bloom (page 242) and automatically starts at Stage 1 of the affliction, bypassing the regular onset period entirely.

C4. STONE WALL

At two locations in the Cradle, areas **C4a** and **C4b**, Darivan has used several *walls of stone* to seal off access to deep caves within the Cradle, shaping the wall to resemble a cavern wall. At area **C4a**, he did so to hide access to area **C10**, where the first *monstrous bloom* ritual was performed, while at area **C4b**, he did so to block access to area **C9** and the troublesome ghost therein. Success at a DC 26 Perception check is enough to recognize the *walls of stone* for magical

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LAMASHTU'S BLOOM CURSE 7

CONJURATION CURSE DISEASE MAGICAL

While some NPCs become afflicted by Lamashtu's bloom curse during Parts 1 and 2 of this chapter, during Part 3 the PCs may be exposed to it as well. While the bloom is itself a curse, it functions mechanically more like a disease, and as such features both of these affliction traits. As long as the curse persists, a creature cannot recover from the disease, and removing the curse does not automatically remove the disease element of the affliction. Both elements must be dealt with individually before a victim suffering from Lamashtu's Bloom is safe. As with all elements of this curse, slaying the bloom of Lamashtu in area **C10** automatically removes this affliction.

Saving Throw DC 23 Fortitude; **Onset** 1 week; **Stage 1** no ill effects (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and 2d6 poison damage (8 hours); **Stage 4** unconscious and 4d6 poison damage (10 minutes); **Stage 5** death; **Special** a creature that dies from Lamashtu's bloom explodes in a blast of First World foliage, releasing a monster. This creature is typically a low-intelligence beast or dragon between 7th and 9th level, depending on the GM's whim.

creations, although the walls do not themselves radiate magic. Darivan uses *passwall* to come and go through these walls as needed.

Hazard: While Darivan believes he has sealed away the troublesome ghost of the caves' previous inhabitant, Jin's lingering presence allows a manifestation to appear before non-cultists who approach the *wall of stone* at area **C4b**.

Jin's presence manifests as a flickering, nearly completely transparent image of his ghostly self that emerges out of the wall. This manifestation eagerly beckons for the PCs to follow him, then it fades back into the wall. Every few rounds the PCs remain in the area, the haunting presence emerges again to beg them to follow. This is not Jin's actual ghost, as that undead spirit cannot travel far from his physical remains in area **C9**, but a PC who studies the spirit and succeeds at a DC 21 Nature check or a DC 25 Religion check to Recall Knowledge recognizes the gnome's attire as being that of the druidic order of the Green Faith.

C5. SHRINE OF THE MOTHER TRIVIAL 8

Tunnels exit from this cavern to the north and west, while to the east, the cave widens into a chamber that has been cleared of debris. The walls and floor remain encrusted with the dank, moist mold and strange flora seen elsewhere in the caverns, but several long rows of stone risers form a two-tiered amphitheater surrounding a square wooden lectern in the center of the room. The walls are adorned with bas-reliefs of three-eyed jackals cavorting in a verdant forest while they chase and feast upon fey creatures.

Through the application of *shape stone* and *wall of stone*, Darivan sculpted this cave into a shrine to the Mother of Monsters, forming the rows of seats and the sculptures adorning the walls. It was here that he taught his cultists the *monstrous bloom* ritual, but more recently, he uses it as a place to give sermons and bolster resolve among his followers.

A successful DC 15 Religion check to Recall Knowledge confirms that the wall carvings depict images sacred to the worship of Lamashtu, while a critical success on this check reveals something more: These images represent the worship of Lamashtu merged with a twisted reverence for the First World.

Creatures: A pair of cultists attend this shrine at all times, either working to keep the quickly growing layers of mold and strange foliage from obscuring the carvings and benches or simply offering prayers to Lamashtu. If the alarm is raised, it is to here that the cultists eventually retreat—at your option, Darivan himself may come to join the fight from area **C7**, but keep in mind that he's a powerful foe and pairing him up with a large number of cultists can quickly overwhelm a 7th-level party.

BLOOM CULTISTS (2) CREATURE 5

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Initiative Perception +13

Sermon Schedule: Darivan gathers his cultists to this area at midnight every three days to perform his one-hour sermons, so if the PCs time their investigation of the cult just right, they'll find all twelve bloom cultists and Darivan himself gathered here. During the sermon, they take a –4 circumstance penalty to Perception checks as a result of their focus on the unholy prayers. Of course, a fight against Darivan and a dozen bloom cultists is well beyond an Extreme encounter for 7th-level characters, so wiser PCs might use this hour instead to scout out other locations in the Cradle rather than launch an attack.

C6. MOLD FARM LOW 8

Whereas the other caverns elsewhere in this complex have had a fair amount of fungus and strange plant growth clinging to the walls and growing on the floor, this large cavern is almost a jungle of fungus and unusually vibrant

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plant life. A thin layer of softly tawny fungal matter grows over everything in this cavern.

Hazard: Experienced cavern explorers may swiftly suspect this entire cavern to be infested with dangerous yellow mold, but such suspicions are only partially right. Indeed, a few patches of yellow mold grow in here, but the majority of the layer of yellow fungus that grows in this room is harmless. The yellow mold itself has been carefully cultivated by Darivan, not so much as a defense but because the spores are a component of the *monstrous bloom* ritual.

Five patches of yellow mold grow on the floor here; the locations of these patches are indicated on the map.

YELLOW MOLD (5) HAZARD 8

Pathfinder Core Rulebook 524
Stealth DC 28 (trained)

C7. DARIVAN'S RETREAT SEVERE 7

The floor of this cavern slopes upward to the south, slowly ascending out of the soggy mess of water and fungus that stains the cave floor elsewhere. Rivulets of condensation still drip from the walls, forming trickling trails of water that run down the cave floor to the north. The walls to the far south are decorated with bas-relief images of three-eyed jackals with plants and flowers growing from their bodies.

As in area **C5**, the decorations on the wall were placed via *shape stone* and can be recognized in the same way.

Creatures: Darivan, leader of the Cult of the Bloom, uses this cavern as a personal retreat to rest, relax, and study. A few times a day, he emerges from this area to check on his followers or the growth of the pods in area **C3**, to confer with his redcap allies in area **C8**, to harvest spores from area **C6**, or even to spend time meditating in area **C10**—it's up to you if the cult leader is found in one of these other areas, but it's recommended that the first time the PCs investigate the Cradle, they encounter him here.

When Darivan is here, he uses his *explorer's yurt* to shelter within, filling much of the southern area of the cavern with its confines. The cult leader is entirely convinced that it is his destiny to transform the Stolen Lands into a region ruled by monsters, and as such he regards intruders as yet another offering arrived for his sacrifices to Lamashtu. He sneers in combat and brags that the Mother's Bloom will continue to slaughter the fools and unleash the monsters, regardless of anything the PCs do to try to stop him. He fights to the death.

DARIVAN CREATURE 10

Page 594
Initiative Perception +19

Treasure: In addition to Darivan's magical gear, Darivan's collected books and folios (mostly prayer books devoted to the worship of Lamashtu) lie on tables within the *explorer's yurt*. Here, the PCs can uncover the full details of Darivan's plan to transform the Stolen Lands into a haven for Lamashtu's monstrous minions. These notes mention how he first learned of



BLOOM CULTIST

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the caverns via a vision showing his success at creating the *monstrous bloom* ritual in area **C10**. The notes conclude with his (correct) theory that the bloom of Lamashtu that "quickened within the body of a most unusual chimera my Goddess saw fit to provide" drew its power directly from the corruption in the breach scar, effectively transferring the site's magical energy into the creature itself. Darivan spends time gloating that "now the chimeric host sees me as its master, and when I speak to it in the Mother's tongue, it obeys without question." The notes also mention his fear that "should the bloom host be destroyed, all my work will have been for naught," concluding with tentative plans for relocating the "chimeric host" to somewhere more secure so the curse can spread through the Stolen Lands with ease.

C8. VIOLENT VISITORS — SEVERE 7

The layer of fungus that grows across the floor of this cave has been scraped and pushed into mounds along the edges of the chamber, leaving swaths of moist, bare stone.

Creatures: While most of the fey who learn about the Cult of the Bloom oppose the cult's goal of merging the worship of Lamashtu with the vibrant energies of the First World, some of that realm's more sadistic inhabitants are intrigued and delighted by the plot.

A small band of redcaps approached Darivan with an offer to help spread the curse. Darivan intends to use this group to seed the next crop of pods from area **C3** into the surrounding region, but until the latest crop is ripe, he's given this cavern over to the redcaps to use as they see fit. The redcaps are allowed to come and go (they know the locations of the yellow mold patches in area **C6**), but for the moment, they are content here. They've recently been passing time with a macabre game involving the construction of a set of baskets made from the tangled legs of a dozen dead grigs that they intend to then use as target practice for severed grig heads. The redcaps abandon this activity as soon as they notice the PCs, and they attack at once. Once four redcaps are slain, the remaining two flee, racing through area **C6** in hopes that the PCs stumble into patches of yellow mold as they seek to exit the Cradle entirely.

REDCAPS (6) — CREATURE 5

Pathfinder Bestiary 278
Initiative Perception +12

C9. ALL THAT REMAINS — MODERATE 7

The air in this cave is much cooler and drier than that of the caverns leading up to it, with not a spot of mold or vegetation growing on its floors or walls, which are entirely free of the shine of condensation. Very little of interest lies within this empty, dry cavern, save for the skeletal remains of a gnome slumped against the southwestern wall, one of its arms missing beyond a fragmented stump of bone.

Creature: The gnome druid Jin Durwhimmer came to these caverns years ago when a *commune with nature* ritual revealed the presence of the corrupted breach scar within. He explored the cave system before realizing there was no centralized point of corruption for the scar, and he chose this cavern as the place to attempt to heal the breach only to meet his end when the attempt backfired. Tormented by his failure and mocked by the corruption's continued presence, Jin's spirit rose as a ghost after death. Darivan fought Jin when he first encountered the ghost, but decided to wall the cave over, leaving Jin to suffer in his undeath alone—far enough away that he couldn't directly influence the cult, but near enough at hand that he could feel their corruption of the First World breach.

As a ghost, Jin is neither cruel nor violent; his driving motivation at this point is to see to the defeat of the cult and the healing of the breach scar. Anger and shame at Darivan's use of the site for his own corrupt needs have wreaked havoc on the gnome's mind, but he recognizes those who do not belong to the cult instinctively and begs them for help. The PCs likely experienced a brief glimpse of Jin calling for aid at area **C4b**.

Once the PCs encounter him in this cave, though, Jin is more vocal, pleading for the PCs to "cut out the sickness within the breach," "banish the jackal's breath from these caverns," and "heal the scar." If the PCs press for more information, Jin reveals that "the bloom of Lamashtu has grown within and feeds on the scar itself. It drew in the corruption to grow strong, but that gives us the key to finally cleanse these caves: Defeat the bloom, and the scar will heal itself!"

He won't attack the PCs unless they attack first, in which case his pleas shift to rage as he calls the PCs "pawns of Lamashtu" and "playthings of the demon's bloom." He's lost access to his druidic spellcasting power (although he retains knowledge of three rituals he knew in life), but he remains a dangerous foe. If the PCs defeat Jin, then return here at a later date, they find the ghost has rejuvenated (assuming that the corruption in area **C10** is still active) and carries no memories of their previous violence against him.

Jin's primary story purpose here is to fill in gaps in the lore the PCs have gathered, or to confirm their suspicions about what is truly going on in the Cradle with the Cult of the Bloom, but not to solve their problems for them. Use the one-armed ghost to push the PCs toward a confrontation with Darivan if needed, but also to help the PCs realize that the source of the curse lies to the west in area **C10**.

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JIN DURWHIMMER CREATURE 9

UNIQUE | N | SMALL | GHOST | INCORPOREAL | SPIRIT | UNDEAD

Male gnome ghost (*Pathfinder Bestiary* 166)
Perception +19; darkvision
Languages Common, Gnomish, Sylvan
Skills Nature +17, Religion +17, Stealth +17
Str –5, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2
Site Bound

AC 25; **Fort** +15, **Ref** +19, **Will** +19
HP 120, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)
Rejuvenation (divine, necromancy) Jin is put to rest if both Darivan (area **C7**) and the bloom of Lamashtu (area **C10**) are defeated.

Speed fly 25 feet
Melee ❖ ghostly hand +19 (agile, finesse, magical), **Damage** 2d8+10 negative
Rituals *awaken animal*, *commune with nature*, *primal call*
Frightful Moan ❖❖ (auditory, primal, emotion, enchantment, fear, mental) DC 28
Telekinetic Assault ❖❖ (primal, evocation) 5d6 bludgeoning, DC 28

Reward: If the PCs promise Jin that they'll do their best to defeat the cult and destroy the bloom of Lamashtu, Jin tells them he'll reward them with some of his knowledge of primal magic as his soul moves on to the Great Beyond. He tells the PCs about the three rituals he knows, and once the bloom of Lamashtu is defeated, he'll focus his remaining ghostly energies on one PC of the party's choice (preferably a druid or a primal spellcaster), automatically imparting full knowledge of all three of these rituals in that character's mind as he goes.

If the PCs manage to put Jin's ghost to rest before they fight him, grant them XP as if they'd defeated him in combat. They don't earn this extra XP if they already had to defeat the ghost once before in a previous encounter, though.

C10. GARDEN OF THE BLOOM SEVERE 7

It's difficult to discern the exact dimensions of this vast, sprawling cavern due to the riot of strange vegetation and fungus that grows within. Clouds of mist roiling twenty feet above obscure both the cave roof and the tops of the strange trees, oversized ferns, and enormous mushrooms that grow within. The ground below is a moist tangle of roots, moss, soil, and decaying plant matter, and the air is uncomfortably warm, humid, and thick with the stink of decay. Somewhere above, a sickly yellow light sifts through the mist to light the entire cavern below, almost as if there were no roof to the chamber and sunlight were drifting down through the vapors.

Upon entering this room, the very heart of the corrupted bloom that maintains the effects of the cult's curse, breathing PCs must succeed at a DC 25 Fortitude save to avoid becoming sickened 1 (or sickened 2 on a critical failure). This sickened condition stacks with any caused by the general odor of the Cradle, but once the PCs are exposed to the stink here, they will not have to attempt the save again for 1 hour.

The thick vegetation in this chamber, combined with the sloppy unstable footing, constitutes difficult terrain. The cave itself is 50 feet



JIN DURWHIMMER

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BYPASSING STONE WALLS

Two key areas in the Cradle of Lamashtu, areas **C9** and **C10**, lie beyond *walls of stone* that the PCs must bypass. Even if the PCs lack magic like *shape stone* or *dimension door*, they can always attempt to smash through the walls; see page 383 of the *Pathfinder Core Rulebook* for statistics. Some parties might have difficulty figuring out that there is more to explore beyond what appears to be a solid wall; the manifestation of Jin's ghost at area **C4b** and Darivan's journals at area **C7** are meant to serve as clues to the PCs that these walls hide secrets, but if you find that your players are having trouble progressing beyond these walls, feel free to have Jin's ghost be clearer in his hints, or add in a few *scrolls of shape stone* as additional treasures in area **C5**.

high—the "light" glowing above is a manifestation of the chamber's proximity to the First World.

Creature: While the PCs might initially fear that they'll need to completely destroy all the strange foliage in this cavern, the vegetation is merely a side effect. The focus of the first *monstrous bloom* ritual performed in this chamber by Darivan and his cultists is in fact an immense, mutated chimera named Akuzhail, a creature drawn decades ago into these caves by the strange lure of the breach scar, and interpreted by Darivan as a gift placed here by Lamashtu to serve as the initial focus for his plot. Now that it has become the host for the bloom of Lamashtu, as long as this ferocious chimera lives, the energies that maintain the curses the Cult of the Bloom has spread through the region persist.

Akuzhail no longer needs to feed and barely has the capacity for nonviolent thought. It exists now as a living manifestation of the first *monstrous bloom* rather than as an individual creature with plans or desires or motivations of its own. The creature spends its time nesting in the center of the room, and while the foliage prevents it from having line of sight to the entrance, it has keen hearing and scent; as soon as it notices anyone approaching, it gives out a ferocious triple roar and moves to attack. It won't attack anyone it believes to be Darivan and follows the commands of anyone it believes is Darivan, provided those orders are spoken in Abyssal, up until the point "Darivan" or his allies attack the chimera or an attempt to Lie to it fails. At this point, the chimera becomes confused for 1 round, after which it focuses its fury on the one posing as Darivan.

Akuzhail's three heads are those of a vulture in the center, a rattlesnake on the left, and a centipede on the right. It has feathered wings, a lion's body, and a tail that ends in a rattlesnake's rattle. A foul stink of rotting vegetation wafts from the creature, although in this room, that unpleasant smell is hard to tell apart from the rest of the chamber's odor. Once a fight begins, the mutant chimera battles to the death, yet slaying it only starts a new conflict as the bloom of Lamashtu that lives within the chimera's body bursts from its remains to continue the fight. Only by slaying this monstrous Abyssal plant can the PCs end the threat posed by the curse and the Cult of the Bloom!



AKUZHAIL

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AKUZHAIL CREATURE 10

UNIQUE | CE | HUGE | BEAST | MUTANT

Variant chimera (*Pathfinder Bestiary* 63)

Perception +21, darkvision 60 feet, scent (imprecise) 30 feet

Languages Abyssal

Skills Acrobatics +19, Athletics +21

Str +7, **Dex** +3, **Con** +5, **Int** –3, **Wis** +5, **Cha** +0

AC 29; **Fort** +21, **Ref** +17, **Will** +19

HP 195; **Resistances** acid 10, poison 10

Life Bloom (conjuration, death, primal) When Akuzhail dies, its body explodes in a riot of seething vegetation and raw life. All living creatures within a 60-foot radius are restored 12d6 Hit Points from this energy. A fully grown bloom of Lamashtu (below) emerges from the carcass, but it can take no actions on this round. Next round, this bloom of Lamashtu enters combat at the same point in the turn during which Akuzhail perished on the previous round, but the bloom is slowed 1. At the end of the bloom's turn, it attempts a DC 11 flat check; on a success it loses the slowed 1 condition at the start of its next turn.

Of Three Minds ↻ **Trigger** Akuzhail fails or critically fails a Will save; **Effect** Akuzhail rerolls the Will save with a –4 penalty. If it fails this second save, it may make a third attempt but with a –8 penalty. It cannot make a third attempt if its second attempt was a critical failure.

Three Headed As chimera.

Triple Opportunity As chimera.

Attack of Opportunity ↻

Speed 25 feet, fly 40 feet, bloom stride

Melee ❖ vulture beak +23, **Damage** 2d8+11 slashing plus 1d8 bleed

Melee ❖ snake fangs +23, **Damage** 2d12+11 piercing plus bloom venom

Melee ❖ centipede mandibles +23, **Damage** 2d6+11 piercing plus 2d6 acid

Melee ❖ claw +23 (agile), **Damage** 2d8+11 slashing

Bloom Stride Akuzhail can move through the undergrowth in area **C10** without issue and does not treat this cavern as difficult terrain.

Bloom Venom (poison, primal) **Saving Throw** Fortitude DC 29; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and enfeebled 1; **Stage 2** 2d6 poison and enfeebled 2; **Stage 3** 2d10 poison, enfeebled 2, and exposure to Lamashtu's bloom (sidebar on page 242).

Breath Weapon ❖❖ (primal, evocation) Akuzhail breathes a 60-foot line of venom from its snake mouth that deals 11d6 poison damage (DC 29 basic Fortitude save). Akuzhail can't use Breath Weapon for 1d4 rounds.

Frightening Rattle ❖ (emotion, enchantment, fear, mental, primal, sonic) Akuzhail shakes the rattle at the end of its tail to distract and frighten its enemies. Any creature within 30 feet must succeed at a DC 29 Will save or become frightened 1 (frightened 2 on a critical failure). On a critical success, a creature is temporarily immune to Akuzhail's Frightening Rattle for 24 hours.

Three-Headed Strike ❖❖ Akuzhail makes a Strike with its vulture beak, snake fangs, and centipede mandibles, each at a –2 penalty and targeting a different creature. These Strikes count as only one attack for its multiple attack penalty, and the penalty doesn't increase until it has made all three attacks.

BLOOM OF LAMASHTU CREATURE 10

Page 611

Initiative Perception +21

CONCLUDING THE CHAPTER

Slaying the bloom of Lamashtu in area **C10** immediately ends the curse afflicting the kingdom and saves all of those who otherwise would have been doomed to burst into fresh new monsters, but unless the PCs also defeat Darivan and his cultists, the Cult of the Bloom could return in the months or years to come to attempt to spread the *monstrous bloom* again. At your option, Darivan could even ally with Pitax, Fort Drelev, or another enemy, agreeing to use the bloom only against the PCs in return for a safe place to set up a brand new cult headquarters.

If Darivan does manage to escape, feel free to have the PCs continue to encounter monsters born from his sinister influences. The easiest way to adjust existing monster statistics to represent those capable of transmitting the curse is to have one of their melee Strikes become capable of inflicting a creature damaged with them with Bloom Venom (using the monster ability from Akuzhail, but with the Fortitude DC adjusted to be a standard save DC for the monster in question). Don't forget to give these infected monsters a little bit of extra unique flavor so that the PCs can tell that the creature is a familiar-looking mutant. At the very least, a successful Recall Knowledge check to identify such a monster should alert the PC that they face yet another of the infectious monstrosities that have fallen under the influence of the Cult of the Bloom.

Even if the PCs defeat the cultists and slay the bloom of Lamashtu, fears about the curse linger in the kingdom. While these worries generally don't cause problems in and of themselves, you should pepper in rumors about fears of a new bloom curse whenever the kingdom gains Unrest, or flavor random kingdom events with elements that can point to the unease caused by the cult. In time, an even more dangerous contagion of blooms wrack the kingdom—these sent by Nyrissa herself—but until then, keeping the threat of such events at least in the back of the PCs' minds can help to keep them prepared for almost anything to come.

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CHAPTER 6

THE VARNHOLD VANISHING

BY GREG A. VAUGHAN

PART 1: BEFORE THE VANISHING 250
The PCs can be of any level if they visit Varnhold before Part 2 begins.

PART 2: THE VANISHED VILLAGE 252
The PCs should be 8th level before investigating the vanishing at Varnhold.

PART 3: AMONG NOMEN 266
The PCs should be 8th level during their meeting with Nomen centaurs.

PART 4: VORDAKAI'S TOMB 270
The PCs should be 9th level during the exploration of Vordakai's tomb.

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PART 1:

BEFORE THE VANISHING

In the age before Earthfall, fortunes were forged by vast empires like Azlant and Thassilon. Yet other empires existed in these times as well—empires ruled not by humans but by creatures of legend. The cyclopes ruled two such empires, notably one in Garund and another in northwestern Casmaron. As with their contemporaries, time brought an end to their rule.

Yet while the cyclops empires crumbled, they have not vanished from Golarion altogether. Pockets of them exist today, although they possess but a shadow of their former glory. Only in remote locations does evidence of ancient cyclops empires still exist. One such remnant lies deep in the Tors of Levenies in the form of the cyclops lich Vordakai, once a notorious tyrant and powerful necromancer in Casmaron long ago. Vordakai himself did not survive the uprising and turmoil that followed Earthfall during the Age of Darkness, yet ironically his name did. The least of his apprentices appropriated his master's name in the hope of using its power to rebuild an empire. Yet in the end, this task would require more than notoriety. This new Vordakai became the last when those he was attempting to command rose up against him and, in an ironic turn of events, trapped him in a tomb of his own design, hidden away at the westernmost edge of Casmaron in a minor mountain range often overlooked by explorers and adventurers.

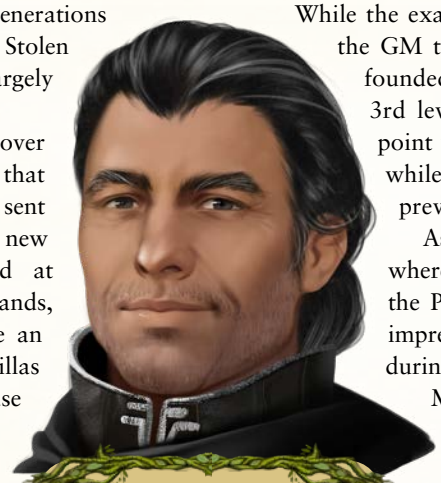
As the ages wore on and Vordakai's torpor changed into an ageless slumber, his name lived on in the legends of the region's Nomen centaurs, who took up

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a tradition of standing vigil over the approach to his tomb, ready to act upon any sign of his return. But when Taldor's militaristic expansion into the Stolen Lands drove the Nomen centaurs east into Iobaria, the approach to Vordakai's tomb was left unguarded. When Nomen refugees returned generations later after Taldor abandoned the Stolen Lands, the tales of Vordakai had largely been forgotten.

This status quo has remained over the intervening years—until now, that is. When the swordlords of Restov sent agents south into the Stolen Lands, a new colony—Varnhold—was established at the edge of the old centaur rangelands, and along with these settlers came an ambitious treasure hunter named Willas Gundarson. Using Varnhold as a base of operations and following an ancient map copied from an even more ancient tablet recovered from deep Casmaron, Willas hoped to find a previously undiscovered hoard of treasure. Unfortunately for Willas, he mistranslated the ancient tablet, and what he had assumed was an indication of vast magical wealth was actually a warning of vast magical danger.



MAEGAR VARN

Armed with his mistranslated lore, Willas ranged far and wide while Varnhold was being established, operating under the guise of a scout determining the lay of the land and identifying any potential threats facing the fledgling settlement. It was on one of these journeys that he discovered Vordakai's Tomb and crossed the deep waters of the Little Sellen on a *swan boat feather token*. On the island, he located wards designed to prevent intrusion and grasped something of their dire nature. He was about to turn back when he glimpsed a cache of treasure just a short way down the corridor leading into the tomb. Greed overcame his common sense, and he crept inside to investigate—but as he did, he felt the ancient warding alarms go off. Pausing only to snatch a single jade bracelet, Willas fled the tomb and retreated back across the river.

Willas knew he'd triggered the guardian wards but managed to creep back out of the ruined complex without triggering any others. He then returned to Varnhold with the bracelet. Along the way, he worked up a story about how he found the jade bracelet on the shore of a riverbank, hoping to cover up his momentary lack of judgment. Unfortunately, Willas's fears were well founded, for the triggering of the wards woke Vordakai from his ageless slumber, and in so doing, the treasure hunter had doomed Varnhold.

VISITING VARNHOLD

The town of Varnhold is established early during this campaign, with its founder, Maegar Varn, claiming the site for the settlement some time before the PCs defeat the Stag Lord and begin their own kingdom.

While the exact timing of this is left to you as the GM to determine, Varnhold should be founded at about the point the PCs reach 3rd level. The village vanishes at some point while the PCs are 7th level, likely while they're handling the events of the previous chapter.

As a result, there's a window of time wherein the PCs could visit Varnhold. If the PCs made a particularly favorable impression on Varnhold's founder during Chapter 1 of *Kingmaker*, Maegar Varn invites them to pay a visit to Varnhold once the PCs get their own kingdom up and running. Diplomatic relations with Varnhold can help out a fledgling kingdom, and a visit to the settlement can give the PCs an additional emotional tie to the location when they learn of the settlement's eventual doom.

If the PCs do receive a letter of invitation to visit Varnhold, that letter comes with a shipment of resources—a gift from an already prosperous neighbor that grants the PCs 2 bonus Resource Dice at the start of their next Kingdom turn.

VARNHOLD — SETTLEMENT 5

NG TOWN

Bustling but doomed settlement

Government Lord Mayor (appointed)

Population 149 (95 humans, 11 halflings, 10 gnomes, 8 half-orcs, 8 dwarves, 6 half-elves, 4 elves, 7 other)

Languages Common, Hallit

Religion Erastil

Threats spriggans, Vordakai's plot

Frontier Town Varnhold is located on a remote frontier. As a result, trade is lacking–treat Varnhold as a 3rd-level settlement for the purposes of buying equipment.

Caspar Morgarion (LG male human cleric of Erastil 6) Town priest and counselor of Varnhold

Cephal Lorentus (NG male human wizard 7) Emissary of Varnhold

Edina and Jolia Aldori (LN female human fighters 7) General and warden of Varnhold

Maegar Varn (NG male human swordlord 8) Lord Mayor of Varnhold

Willas Gundarson (CG male human ranger 7) Ambitious explorer and treasure hunter

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PART 2:

THE VANISHED VILLAGE

After Willas Gunderson woke Vordakai from his slumber, the undead wizard swiftly realized that thousands of years had passed. Faced with a new world of wonder, the cyclops lich dispatched minions to explore and bring back word of how things had changed. Vordakai became particularly obsessed with the audacious human who had freed him, and upon noticing the theft of the jade bracelet, set about tracking the thief back to the settlement of Varnhold. Unleashing ancient cyclops magic, Vordakai emptied the settlement of its inhabitants in a single night of horror. Now, Vordakai studies the lore he has learned from Varnhold's vanishing and draws his plans to establish a new empire. With his kin gone from the region, the undead cyclops is confident that this time, his will be a lasting rule.

JAMANDI'S MESSAGE

When Vordakai steals away the people of Varnhold, it's not long before Rostland takes note. Lady Jamandi Aldori first learns of the vanishing of Varnhold when two of her distant cousins, Edina and Jolia Aldori, arrive at her manor with disturbing news: they found their village abandoned after they returned from a long hunting trip. If the Aldori sisters perished already in Chapter 5, Lady Jamandi hears the news from elsewhere.

The news comes at an awkward time for Lady Jamandi, as the political climate in Restov has become dangerously tense. With Rostland's perceived interest in the Stolen Lands being interpreted by northern Brevoy as evidence they're seeking to increase their

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holdings in preparation for a potential civil war, Restov's government is increasingly forced to disavow any contact or alliance with its agents to the south. Should it come to civil war, Rostland cannot afford to be distracted by events in the Stolen Lands.

All of this puts Jamandi in a tough situation—she wants desperately to learn what has become of Varnhold but cannot act directly without triggering a conflict, nor can she send her cousins back south since she wants Edina and Jolia to remain close at hand in case they're needed to aid in Rostland's defense. Since the PCs hold the closest colony to Varnhold, Lady Jamandi reaches out to ask them to investigate. Her request arrives via courier when you are ready to have the PCs begin this part of the adventure; the message is presented on the next page as **Handout 6–1**.

FATE OF VARNHOLD

80 XP

The PCs must travel to Varnhold, discover what happened to its vanished citizens, and take steps to ensure such a mass disappearance will not happen again.

Source: Jamandi Aldori (at your discretion, the PCs could learn of the vanishing via another source—perhaps even from their own citizens if they've established diplomatic relations with Varnhold).

Completion: Slay Vordakai and release as many imprisoned villagers as possible from captivity in the lich's dungeon of souls (area **F5**).

Reward: With Vordakai's defeat and the captured villagers released from the dungeon of souls, the citizens of Varnhold eagerly ask to join the PCs' kingdom; see page 285 for details.

THE VARNHOLD DOOM

When Willas Gunderson came to Varnhold, he had visions of treasure in his mind, for he had an ancient map claiming to lead to a long-forgotten crypt southwest of town. Yet when Willas found the site promised on his map, he gained naught but a single jade bracelet before waking an ancient evil.

Maegar Varn took interest in the jade treasure, but like Willas, he mistook the giant-sized ring for a bracelet and tentatively identified its markings as associated with Nomen centaurs. Believing the "bracelet" to be an artifact of that culture, he sent word to an old colleague from Oppara—Ervil Pendrod, a scholar specializing in Iobarian antiquities. Maestro Pendrod is also a composer, and as he was in the beginning stages of composing an epic opera dedicated to the history of the Iobarian steppes, he gleefully accepted word of the artifact as evidence of a link between Nomen centaurs and those of ancient Iobaria. He set out for Varnhold to study this magnificent find.

KINGDOM IN THE BACKGROUND

After the events of "Cult of the Bloom," the citizens of the kingdom are shaken but thankful for the PCs' actions in defeating the curse. The size of the kingdom doesn't expand much during this chapter, as its people are focused on recovering from recent events. When news of the Varnhold vanishing occurs, the PCs' kingdom grows even more timid about expanding its borders, and it isn't until Vordakai is defeated and the next chapter begins that expansion returns to normal.

Yet Maestro Pendrod was not the only individual interested in the "bracelet," for with its theft, Vordakai awoke. Using his powers to recover the ring and discover the location of the thief, the lich located both in Varnhold. Vordakai emerged from his crypt for the first time in thousands of years and made his way toward the village. One still evening soon thereafter, he used a potent artifact known as the *Oculus of Abaddon* to create a haunting beckon from a hillock at the edge of town. The magic called forth all of the townsfolk in a daze. By drawing upon ancient reserves of magic, Vordakai captured each villager's soul and stored them within his crypt as a source of information to educate himself about the new world he finds himself in.

THE WATCHER — TRIVIAL 8

Vordakai left his familiar, the raven Horagnamon, to spy on Varnhold and the surrounding lands. For several hours a day, Vordakai explores the world by watching through Horagnamon's eyes. At some point during the adventure, Horagnamon notices the PCs and swoops low to watch, following with interest as



HORAGNAMON

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Greetings from Restov and congratulations on your triumphs. I hope that we are entering a time in which these lands will be called "stolen" only in history texts. Yet it seems that for all your victories, your fellow settlers to the east have met with trouble. The people of Varnhold have, according to eyewitness accounts, vanished!

As the political climate here in Restov grows more turbulent, we find ourselves increasingly limited in the amount of aid we can send. Certainly, we cannot send troops south to investigate without our overly watchful "allies" to the north misinterpreting the act. And so it falls to you, I fear, to investigate the mystery behind Varnhold's vanishing, whether it is the Nomen centaurs or another threat. If something dire has befallen the town, you must realize that your own could be next!

Trusting in your discretion and expedience,
Jamandi Aldori, Swordlord of Restov

HANDOUT 6-1

Vordakai observes the PCs through the raven's eyes. Horagnamon is careful to remain more than 100 feet away from the PCs to avoid arousing suspicion, but as the adventure goes on, you should let the PCs know that they have a strange feeling, as if they're being watched. Once per day, allow the PCs to attempt a DC 30 Perception check or a DC 25 Nature check to note that one raven in particular seems to be following and watching them intently.

If confronted, Horagnamon flees to the southwest, seeking to avoid all combat if possible. If the PCs manage to capture and interrogate the raven, he begs to be released. If the PCs don't comply within a round, Vordakai uses his link to the familiar to destroy it by activating Horagnamon's Death Throes.

HORAGNAMON CREATURE 8

UNIQUE NE TINY ANIMAL MINION

Male raven familiar

Perception +18; low-light vision

Languages Cyclops, Daemonic, Jotun, Necril

Skills Acrobatics +18, Stealth +18, Thievery +18

Str –3, **Dex** +6, **Con** +3, **Int** +0, **Wis** +6, **Cha** +0

Cunning Horagnamon can use simple items as tools, such as poking a stick at an opening to tease out a piece of food. He's also quite adept at stealing objects. He can't use Thievery to Palm an Object, Disable a Device, or Pick a Lock, but he can use Thievery to Steal light objects that he can carry in his beak or talons or to accomplish other relatively simple tasks.

AC 28; **Fort** +13, **Ref** +20, **Will** +16

HP 100

Death Throes ↷ (death, necromancy, occult) **Trigger** Horagnamon takes any damage or suffers a condition while Vordakai is using Familiar Farsight; **Effect** Horagnamon dies, then bursts into a 30-foot-diameter burst of feathers and seething black tendrils of smoke and energy. All creatures in this area must attempt a DC 23 Fortitude save.

Critical Success The creature takes no damage.

Success The creature takes 3d10 negative damage.

Failure The creature takes 6d10 negative damage and becomes drained 1.

Critical Failure The creature takes 12d10 negative damage and becomes drained 2.

Speed 10 feet, fly 40 feet

Melee ❖ beak +20 (finesse), **Damage** 1d6 piercing

VARNHOLD FEATURES

Most of Varnhold's buildings have stone foundations and wooden walls. Their windows bear shutters and are unglazed unless otherwise noted, and their roofs are uniformly wooden shakes. The town is constructed around a ford of the Kiravoy River, next to a low, flat-topped hill. Atop this hill stands the hewn-log stockade and blockhouse built for the colony's defense—the seat of Varnhold's lord mayor, Maegar Varn.

As the PCs explore the town, impress upon them the eerie nature of the abandoned settlement—and that what happened here could happen at home!

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A1. HOG KEEPER'S FARM LOW 8

This structure, though fairly new, is poorly built. The clapboard walls have large gaps, and its roof sags alarmingly. The smell of decay and filth emanating from this dwelling is horrendous. Behind the cottage is a mud-filled enclosure and a covered shed.

This building was the home of a hog keeper who hunted the surrounding hills for wild boars, some of which he attempted to domesticate. The hog keeper was a vile man of questionable hygiene and habit, ill-liked by his neighbors. His home is a shambles simply because of his personal habits.

Creatures: The rotten, half-eaten corpses of a number of hogs lie scattered around the muddy pigpen, covered in clouds of fat black flies. One wall of the pen has collapsed, allowing (in an ironic turn of events) a group of four daeodons to enter and feed on the bodies. If these oversized boars notice the PCs, they immediately charge to attack, although the first daeodon has to take an action to smash through the poorly built split-rail fence as it does so.

ELITE DAEODONS (4) CREATURE 5

Pathfinder Bestiary 6, 43
Initiative Perception +14

A2. FARMHOUSES

All of these homes show signs of having been derelict for several weeks, though each appears to have been abandoned in the midst of normal activities.

A3. HIDES FROM RIDES

The stench of a tannery wafts from this modest building. An outhouse stands across the yard.

The village tanner, an unpleasant man who lived alone, dwelt and worked here. Out back is a fenced enclosure with what appear to be three horse hides stretched upon it. A PC who succeeds at a DC 15 Nature check to Recall Knowledge recognizes them as being strangely incomplete above the withers, while a critical success confirms the disturbing truth: these are actually centaur hides missing the humanoid portion.

A4. DELVER'S BREWERY

This building partially overhangs the riverbank. A wagon sits at the loading dock with a pair of barrels on its bed. A sign above the front entrance shows a barrel and a smiling dwarf.

This small brewery established Varnhold's own beer brand: Cheerful Delver Stout. The wagon and loading dock hold sealed barrels of the stout—still good—and another dozen barrels of the completed product are inside the building. The spriggans who have invaded the town have not yet searched this structure due to the presence of the hungry chuuls at the ford.

Treasure: The stout is of decent quality, though lacking refinement, and the 15 barrels could be sold for 7 gp each. A PC who succeeds at a DC 25 Perception check notices a loose floorboard beneath one of the brewing vats; underneath is a lockbox (requiring a successful DC 25 Thievery check to Pick the Lock) that holds 115 sp and the recipe for Cheerful Delver Stout (worth 50 gp to the right buyer).

A5. KIRAVOY FORD LOW 7

The ground slopes steeply downward to the riverbank where the river runs wide and shallow, though it's muddy with the runoff of recent rains to the south.

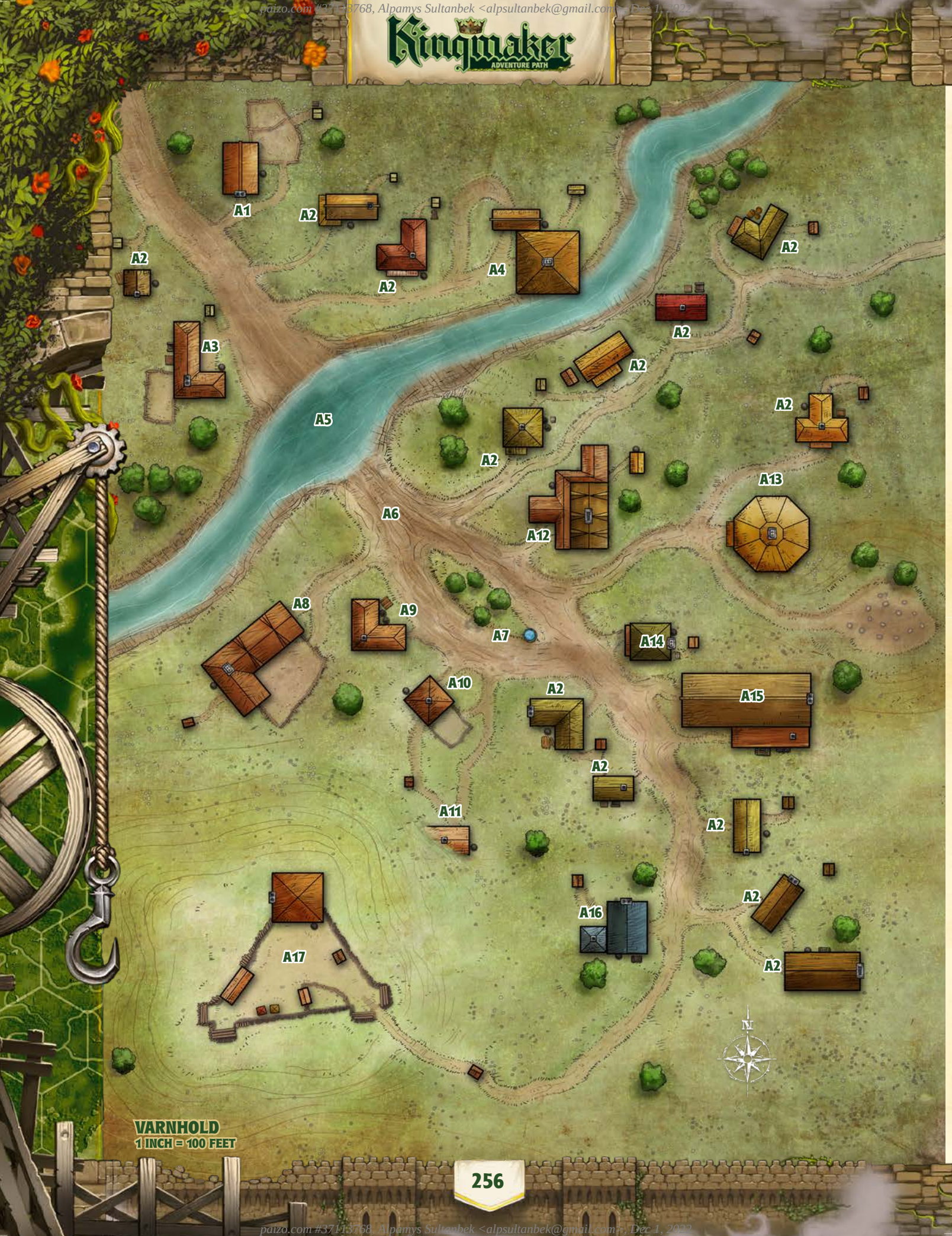
The Kiravoy River is shallow here, only 4 feet deep at the center. To the east, the riverbed drops into a



DAEODON

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VARNHOLD
1 INCH = 100 FEET

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20-foot-deep pool— anyone using the ford who strays too far in this direction could unexpectedly end up underwater. A PC who succeeds at a DC 20 Perception check while searching the pool's depths can find a 5-foot-wide tunnel that leads south—this flooded tunnel connects to the well in area **B10**.

Creatures: Two chuuls that were displaced from the pool when Maegar Varn and his mercenaries drove them out have returned to their old home from upriver. They have caught and eaten several of the spriggans, and the surviving spriggans now avoid the ford. The chuuls are currently content to ignore the remaining spriggans if they leave them alone, but hunger may eventually force them to become more aggressive.

CHUULS (2) CREATURE 7

Pathfinder Bestiary 64
Initiative Perception +15

A6. TRAPPED ROADWAY TRIVIAL 8

The spriggans placed three funnel-shaped, spike-lined pits here and obscured them with cloth sheets and dirt. A character who enters this area stumbles into one of the three traps. Once a character falls into a pit, they can Climb out by succeeding at a DC 15 Athletics check.

CAMOUFLAGED SPIKED PITS (3) HAZARD 8

MECHANICAL TRAP

Stealth DC 31 (expert)
Description A 20-foot deep, funnel-shaped pit with dozens of wooden spikes lining its walls.
Disable Yanking the cloth away is a simple way to expose the danger to allow someone to merely avoid it by walking around its edges, but it cannot be quickly disabled.
Spiked Pitfall ↷ **Trigger** A creature walks onto one of the pits; **Effect** The triggering creature falls and rolls through several spikes as it slides to the bottom. This inflicts 5 bludgeoning damage from the fall itself down the steep slope (the falling PC can't attempt to Grab an Edge due to the lack of defined edges to the pit's walls), but the falling PC must also attempt a DC 26 Reflex save.
Critical Success The character avoids all of the spikes and takes no additional damage.
Success The character takes 2d10+11 piercing damage from the spikes.
Failure The character takes 4d10+22 piercing damage from the spikes.
Critical Failure The character takes 4d10+22 piercing damage from the spikes plus 2d6 bleed damage. While the character is taking this bleed damage, they are also sickened 2 from the pain.
Reset Creatures can still fall into the trap once it has been exposed, but the camouflaged cover must be reset manually for the trap to become hidden again.

A7. TOWN COMMONS

A greensward occupies the center of town. A few trees grow around an unoccupied pillory, and a well has been dug at the southern end. Although the 20-foot-deep well once held good drinking water, it currently contains the decaying body of a naked spriggan, the victim of a prank gone too far. The spriggans avoid the well now.

A8. THE HORSE AND HAMMER LOW 8

This long, low building partially surrounds a yard encompassed by a sturdy fence. A sign above a wide, barn-like entrance shows a harness for a horse and a blacksmith's anvil. Despite the abandonment of the village, it appears that many mounts and a great deal of livestock were left behind, trapped in the livery and yard. A half-dozen horse carcasses, decomposing and partially eaten by the crows that continue to pick at them, lie sprawled in the yard.

When Vordakai led the villagers away, the animals kept here were left trapped within and ultimately died of thirst. Their bodies have been serving as food for the crows for some time now. A character who looks into the yard of dead livestock can try to succeed at a DC 15 Perception check to notice that one dead horse in the center of the yard wears particularly expensive-looking tack.

Creatures: Because of the large number of animal carcasses lying here and the easy access to the yard and the stable itself by means of the hayloft doors, a huge number of scavenging crows have been attracted to this place to feed upon the remains. This murder of crows is particularly dangerous due to the huge number of ill-tempered birds in the swarm, but as long as the PCs don't attempt to enter the building or its yard, the crows leave them alone.

MURDER OF CROWS CREATURE 9

RARE N LARGE ANIMAL SWARM

Variant raven swarm (*Pathfinder Bestiary 2* 221)
Perception +19; low-light vision
Skills Acrobatics +19, Thievery +19
Str +0, **Dex** +6, **Con** +4, **Int** –4, **Wis** +6, **Cha** +0
AC 27; **Fort** +7, **Ref** +12, **Will** +9
HP 150; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, piercing 10, slashing 10
Speed 10 feet, fly 40 feet
Enraged Cunning A murder of crows can get past most barriers to hound their prey. Simple latches, unsecured chimney flues, loosely shuttered windows, and similar obstacles rarely keep a murder away. A murder of crows automatically bypasses many of these simple

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obstructions and can attempt a DC 25 Thievery check to get through more complex obstructions (such as closed windows or simple barricades).

Swarming Beaks ❖ The crows' angry pecking deals 2d8 piercing damage to each enemy in the swarm's space (DC 28 basic Reflex save). A creature that critically fails its save is blinded for 1d6 rounds as the crows focus their attacks on the target's vulnerable face.

Treasure: The dead horse wearing the expensive tack belonged to Maestro Pendrod. The tack is worth 50 gp, and when outfitted on a horse, grants a +1 item bonus to the rider's checks to Command the Animal. While Pendrod's name doesn't appear on the tack, a PC who succeeds at a DC 20 Society check to Recall Knowledge confirms that the style of the tack suggests Taldor's aristocracy. A critical success narrows that to the city of Oppara in particular.

A9. CLOAKS FOR FOLKS

This modest cottage is neatly kept and has curtains hanging askew in its windows.

This house served as the workshop for the village tailor, as evidenced by the torn cloth and mangled tools within. It has been thoroughly looted by the spriggans.

A10. POTTER'S HOME

Unlike the other houses in town, the front door of this one has been broken down. A small yard adjoining the house and surrounded by a low picket fence holds the smashed remains of many clay vessels and statuettes.

This building served as the home of the village potter, who died several weeks ago of a fever. The spriggans had to break through the door to loot this building, and the entire floor is covered by a welter of smashed pottery fragments as a result.

Treasure: Though the spriggans took great delight in destroying the potter's wares, a PC who succeeds at a DC 20 Perception check locates a hidden panel. Nestled in a cushioning bed of straw is an elegant set of flagons and platters, hand-crafted and chased in platinum, that was intended as a wedding gift for King Noleski's eldest daughter next spring as indicated by a small placard. The set is worth 30 gp because of its fine craftsmanship.

A11. GUNDARSON'S HOUSE

This sod house has been dug into the base of the hill. Its heavy oaken door hangs askew.

This was the home of the Ulfen ranger Willas Gundarson—the man who awoke Vordakai and brought the cyclops lich's wrath down on the village. Like the other homes south of the Kiravoy, the spriggans have looted it.

Treasure: Lying among the debris strewn about by the spriggans' search of the house is a small wooden box about the size of a wizard's spellbook. Nearby is a book that has been torn in half at the spine. It's about three-quarters filled with handwriting in Skald. This is Willas's journal. It records his career as a ranger in the company of Maegar Varn and includes a description of several skirmishes that occurred between the Varnling Host and a tribe of "dangerous centaurs" who inhabit the hills east of Varnhold. The journal names the centaur tribe as Nomen. The last journal entry is dated approximately 2 weeks before the beginning of the chapter and relates a mundane scouting report of Varnhold Pass and concludes with a single sentence: "Found jade bracelet by the river." The remainder of that page has been torn away. The next page contains a single large rune inscribed in charcoal, which a PC who succeeds at a DC 25 Occultism or Society check to Recall Knowledge identifies as an archaic Ulfen symbol that is supposed to ward off bad luck.

While the diary is certainly of interest to the PCs, the nearby box is the true treasure. It contains a collection of *feather tokens* that the spriggans overlooked: an *anchor feather token*, three *bird feather tokens*, a *fan feather token*, four *holly bush feather tokens*, a *ladder feather token*, a *swan boat feather token*, and a *whip feather token*.

VARNHOLD'S TREASURE

80 XP

The PCs return the belongings of Varnhold's citizens.

Source: The PCs are not assigned this quest, technically, although if they rescue the surviving Varnhold citizens, the citizens ask for the return of their belongings.

Completion: The PCs shouldn't loot any of the treasure remaining in Varnhold (with the exception of the scrolls in the church of Erastil), but if they do, they must return the items (unless, in the case of consumable items, they've been used). In addition, the Varnhold treasure held by Agai, the spriggan leader, must be returned as well. At your discretion, the PCs can petition to keep certain items by securing deals with the original owners.

Reward: If the PCs make sure that the wealth of the villagers remains safe and is returned to them once the villagers are rescued, they start their next Kingdom turn with 3 Fame if their kingdom is famous; otherwise, they instead immediately gain 1d4+2 Unrest. In addition, the grateful townsfolk of Varnhold send additional support as thanks to the PCs' kingdom, and they start their next

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Kingdom turn with 4 bonus Resource Dice. In any event, in thanks for their rescue, the townsfolk ask the PCs to keep the scrolls from area **A13** as thanks.

A12. THE WATERHORSE

A two-story inn stands just off the village commons. A sign above the door depicts a rider clinging to the back of a madly galloping horse with a green mane and a fish's tail extending from its hindquarters. The inn's walls are painted a cheerful shade of yellow to complement the red shutters.

The Waterhorse was the center of social interaction in Varnhold on days other than Sundays (when the focus shifted to the church). The hostler, Miriam Kolescu, was of old Issian stock from a fishing village on the shore of the Lake of Mists and Veils. She brought many of her family's traditions and beliefs with her to Varnhold, though she was also a staunch loyalist to the Surtova crown. Her inn is simple but well kept. Its first floor consists of a common room (whose tables are set with rotting plates of food), a kitchen, a bathing chamber, and stores, along with a wing for the Kolescu family. The second floor consists of six guest rooms, all of which save one were unoccupied at the time the population vanished.

The inn's most recent patron was also its most famous. Ervil Pendrod had been staying at the inn for about a week before the vanishing. Maestro Pendrod hailed from Oppara's Kitharodian Academy. His studies into the indigenous peoples of ancient Iobaria brought him to Varnhold when Maegar Varn, a former student of his, sent word of Willas Gundarson's unusual find.

The first thing PCs notice upon approaching the front door of the inn is a single word hastily scratched into the wood of the front door in Common: "NOMEN." When the beckon of Vordakai summoned Maestro Pendrod along with the rest of the village, he finally realized the true source of the jade "bracelet" and used his last ounce of willpower to scratch this word with his dagger. He did so not as a warning, but in the hopes that those who came to investigate the vanishing would seek out the centaurs for more information about the cause of the event.

Ervil Pendrod established himself in a comfortable corner of the inn's common room, where he conducted his research on the "bracelet" and the surrounding region, entertained questions from the colonists, and gave impromptu lectures on his findings. He was in the midst of his research when Vordakai came, and the notes he left behind (see Treasure below) intrigued a spriggan who wandered into the tavern the day the Culcheks came to town. Unfortunately for the spriggan, they triggered a defensive ward Pendrod had placed on his collection; the spriggan's body lies dead on the ground, their arms, chest and face battered and shattered. A PC who succeeds at a DC 23 check to Identify Magic while investigating the notes and the body confirms that the spriggan was likely slain by a heightened *sound burst* stored in the notes via a *glyph of warding*.

Treasure: Maestro Pendrod's research materials remain on the table in the corner, somewhat scattered by the spriggan's ill-advised attempt to search them, but still readable. They include several books with titles such as *Iobarian Prehistory*, *Centaurs of Central Casmaron*, *The Untold Cost of the Taldan Armies of Exploration*, and the book that once bore Pendrod's *glyph of warding*: *Secrets of the Rashalka Mounds*. Among these works is an incomplete ethnography of the indigenous peoples of the Iobarian steppes—Pendrod was working on a section on the Rashalka centaurs and speculated that a local group known as Nomen is an offshoot of the greater Rashalka population who broke away and relocated to this area in the distant past. Mixed in with the books are a number of charcoal sketches of a heavy jade bracelet bearing peculiar markings that Maestro Pendrod has attributed to the premigration Nomen centaurs.

At the bottom of the stack sits a letter from Maegar Varn dated 2 months ago and addressed to Maestro Pendrod. This letter describes Willas's discovery of the jade bracelet on the banks of a "river of local provenance" and requests Pendrod's presence for further study of the artifact. The "bracelet" itself, however, is nowhere to be found.

A search of the inn's guest rooms reveals that only one of them was inhabited at the time of the vanishing. An investigation of the personal effects that remain indicate its occupant was Ervil Pendrod. Among the more mundane possessions in his travel trunk is a small library of further reference works. These tomes seem to be of less immediate relevance to his current project, but a PC who succeeds at a DC 25 Perception check locates a centuries-old geography book by one Carmyn e'Brothasa, chronicler of Taldor's Third Army of Exploration into the north. One passage is marked by Maestro Pendrod and reproduced as **Handout 6–2**. Pendrod's own handwriting in the margin of the text contains a simple but strange note: "Vordakai—sounds familiar—wish I had my full library to research..." The book frustratingly doesn't provide a location for the mythical island mentioned in the text, nor does it provide any further clues to Pendrod's cryptic margin note. The name "Vordakai" is a difficult one to recognize, but a successful DC 25 Arcana, Occultism, or Society check or a DC 20 Iobaria Lore check to Recall Knowledge allows a PC to recall it as the name of an ancient Iobarian

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necromancer. A critical success recalls also that Vordakai was a cyclops from an empire that predated Earthfall. Anyone who speaks Sylvan recognizes that "Olah-Kakanket" translates into Common as "Valley of the Dead," and a successful DC 33 Survival check or DC 31 Hills Lore check to Recall Knowledge is enough to remember that a location bearing this name lies somewhere to the south in the foothills of the Tors of Levenies; it's unlikely that the PCs will be able to achieve this success, though—they are more likely to learn this from the Nomen centaurs in Part 3.

Maestro Pendrod's collection of books could be sold to a bookdealer for as much as 50 gp, though they might question how the PCs came by books that bear the professor's own sigil as well as that of the Kitharodian Academy on the inside cover. The academy itself would pay a 75 gp reward for the return of all of Maestro Pendrod's books and papers. His finely crafted viola, a *lesser maestro's instrument* (recognizable as the work of the master craftsman Azores of Wispil), can be found in a case beneath his bed by a PC who succeeds at a DC 20 Perception check.

The inn's till holds 1 gp, 37 sp, and 52 cp.



A13. CHURCH OF ERASTIL

A small church stands here, its whitewashed walls and stained-glass windows gleaming in the sun. The bow symbol of Erastil shines like a beacon above the doors. Behind it on one side sits a neatly kept parsonage, and on the other side a low hill holds the beginnings of a small graveyard.

This small church of Erastil was established by Maegar Varn's companion, the cleric Caspar Morgarion. It served as the official church of Varnhold. The interior is simply furnished with wooden pews and a humble altar, and it has been thoroughly looted by the spriggans. The graveyard was established when the colony experienced its first casualties, who succumbed to the elements and dangerous wildlife. It holds a total of 14 wooden grave markers, the latest standing over a fairly fresh grave. That marker reads, "Andrisha the Potter" and is dated several weeks ago.

Treasure: The spriggans weren't completely efficient in looting the church; succeeding at a DC 25 Perception check reveals to a PC a hidden drawer in the altar that contains several scrolls the priest had stashed in case of emergencies: three *scrolls of heal* (3rd), three *scrolls of remove paralysis*, a *scroll of restoration* (6th), a *scroll of remove curse*, a *scroll of breath of life*, and a *scroll of raise dead*. Since the current situation in Varnhold certainly qualifies as an emergency, if the PCs claim and use these scrolls, they won't suffer any backlash from the villagers as a result.

A14. WEAVER'S HOME

This cottage has cheerful curtains in its windows. A number of wooden children's toys lie abandoned in the front yard.

This was the home of the colony's weaver, his wife, and their four children, who ranged in ages from 2 to 15. The cramped house is occupied by a loom as well as large reels of thread.

With a successful DC 15 Perception check, a PC discovers a half-starved calico cat hiding beneath the loom and watching the party warily. Success at either a DC 23 Nature check or a DC 18 Diplomacy check to use Wild Empathy is enough to coax the hungry cat out (using food to lure the cat grants a +4 item bonus to this check), at which point the PCs can attempt to communicate with it by magical means like *speak with animals*. The cat, whose name is Dragon, relates, "My feeders left me at the red-sun time when they heard the new birdsong. I was busy eating a bit of fish and did not follow them out. My feeders did not come back, and I am now quite hungry for some more fish!" A PC who succeeds at a DC 10 Nature check identifies the "red-sun time" as the evening and the "new birdsong" as some sort of music, perhaps, but can make no further headway with the animal's description.

A15. VARNHOLD GRANGE MODERATE 8

This barn has a wide door on the front and a smaller door on the side. The strong odor of barley and other grains wafts through the seams in the clapboard walls.

Creatures: The grange was never vermin-proof in the best of times, and since the vanishing, the foodstuffs here have become infested by thousands of horrific vermin, including three swarms of sportlebores. To the casual observer, these deadly creatures are indistinguishable from the dried fruits that they've infested. The three swarms swiftly move to attack anyone who enters the grange.

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SPORTLEBORE SWARMS (3) **CREATURE 7**

Pathfinder Bestiary 2 251

Initiative Stealth +17

A16. GLITTERWORKS

The wooden walls of this house have been staved in at several locations, and the door has been battered down.

This house served as the home and shop of the local gemcutter, his wife, and his hired guard. The spriggans who searched this house quickly discovered that it contained considerable wealth and literally demolished the interior to find any secret panels or hidden caches. Nothing of value remains here.

A17. STOCKADE AND BLOCKHOUSE

Perched atop a low hill, this triangular fortification looms over the town. A palisade of sharpened stakes leaves enough gaps for archers within to fire out upon the surrounding hillsides. The southern corners of the fort each have twin watch platforms, and the northern corner is anchored by a solid-looking blockhouse of sturdy timbers. A thin column of smoke drifts upward from a fire in the compound.

The 8-foot-tall stockade wall surrounding the blockhouse requires a PC to succeed at a DC 20 Athletics check to surmount it. Before clearing the top, a climber must succeed at a DC 20 Acrobatics check to avoid being impaled on the fire-hardened spikes for 1d6 piercing damage—remember, taking damage while climbing can result in a fall!

VARNHOLD BLOCKHOUSE

The stockade and blockhouse have been claimed by the Culchecks, a mob of 14 brutish spriggans who moved here from their previous cavern lair about a week ago after noticing the human village had been abandoned. While 13 of the Culcheck spriggans have the stats of a spriggan warlord (*Bestiary 2* 253), a powerful sadist named Agai is their leader.

If an alarm is sounded, the spriggans' first priority is to seal the blockhouse (areas **B8–B20**). The spriggan in area **B8** closes and bars the door and retreats to area **B9**, where she is joined by the spriggans from **B11**; together, they defend the door. One spriggan in area **B18** climbs to area **B20** and assumes Large form in order to throw rocks at intruders, while the other spriggan in **B18** becomes Large and holds the room. Agai and his two guards move from area **B15** to join the two spriggans already in area **B19** to station the murder holes and firing loops. Those spriggans trapped outside the blockhouse assume Large form and try to drive back the invaders.

And so it was, high upon the Torres and well above the Vale's Stairs, where rises from the high water a stony isle of dire report. Known as Vordakai's Island to those that do live thereabout, some legend of its name doth come down through the locals. For they speak of a guardian that doth destroy all who would set foot upon its accursed shores. They did name no fewer than a twelvecount of their hero-knights who had left their bones upon its rocky shores over the years after having tested their mettle against its dread warden, 'til none would any longer go there for fear of its hidden terror. And the name of this terror was given unto this Island.

HANDOUT 6–2

B1. GATEHOUSE

The gatehouse towers are composed of fifteen-foot-tall sharpened stakes. A ladder-accessible platform, ten feet above the ground, stands against the two walls. A number of helmets are barely visible over the edge of the wall.

Three sticks have been propped up on each of the platforms; helmets taken from the armory are balanced on them to give the appearance of guards standing watch. A PC who succeeds at a DC 20 Perception check sees through the ruse. The gate can be opened easily, as the spriggans destroyed its lock when they broke in.

B2. WEST GATETOWERS TRIVIAL 8

Creature: This area is similar to area **B1**, save for the lack of a gate. Instead of the fake guards set up at **B1**, an actual spriggan keeps guard here, peeping between the tips of the sharpened stakes with only his helmet visible over the top. If he sees anyone approach within 30 feet, he raises the alarm and then attacks.

SPRIGGAN WARLORD **CREATURE 7**

Pathfinder Bestiary 2 253

Initiative Perception +14

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B3. TOOL SHED LOW 8

This area is surrounded by a split-rail fence, anchored at one end by a rough shed built from logs. The corral is empty save for a number of gnawed and picked bones.

The spriggans have eaten the livestock that was once kept here. Two male spriggans who are supposed to be on guard duty at area **B1** snuck into this tool shed to drink dry several barrels of ale they found stored here. As a result, they are currently sickened 3. If the alarm is raised, they wake and join the battle in 1d3 rounds.

SPRIGGAN WARLORDS (2) CREATURE 7

Pathfinder Bestiary 2 252
Initiative Perception +11

B4. OUTHOUSES

These two rickety outhouses are mundane in every way, although the spriggans have been somewhat poor caretakers and cleaners.

B5. STOREHOUSE

This long, low building is composed of logs reinforced with a mixture of mud and mortar.

This building holds stores for the stockade. It contains a sizable store of dried fruits and vegetables, bags of grains, and assorted roots and tubers (all food not to the spriggans' tastes), along with a large number of tools and other supplies.

Resources: If the PCs claim the supplies here, they gain 1 bonus Resource Die at the start of the following Kingdom turn. Of course, if they use these resources before completing the Varnhold Treasure quest (page 258), they'll fail that quest, as these resources belong to the town.

B6. SMITHY

This small building has an open front, where a forge and anvil sit unused.

Varnhold's smith and weapons master Howitt Gurney once plied his trade here. The anvil could make an excellent thrown weapon for a Large spriggan (base damage 2d8 bludgeoning, range increment 10 feet).

B7. YARD MODERATE 8

This yard is composed of churned mud and scraggly weeds. A well stands near the center, while not far away is a large bonfire with a spit holding a side of beef over it.

A spriggan watches this yard, along with a group of five giant wolverines.

SPRIGGAN WARLORD CREATURE 7

Pathfinder Bestiary 2 252
Initiative Perception +14

GIANT WOLVERINES (5) CREATURE 5

Pathfinder Bestiary 2 295
Initiative Perception +9

Hazard: The spriggans have set up a spiked pit in the yard near the main entrance to the blockhouse. The spriggans are careful to walk around the trapped area when they come and go from the structure.

CAMOUFLAGED SPIKED PIT HAZARD 8

Page 257
Stealth 31 (expert)

B8. ENTRY TRIVIAL 8

The entrance into the blockhouse is kept secured by a bar; success on a DC 25 Athletics check to Force Open the door can break it down. The spriggans come and go by speaking the passphrase "Glory to Agai" in Aklo to get the guard posted within to let them in; if the PCs scout the site out, it'll be just a matter of time before they observe this. They must successfully Lie to the guard within while using this phrase in Aklo to trick them into letting them in.

Creature: A spriggan warlord guards this room.

SPRIGGAN WARLORD CREATURE 7

Pathfinder Bestiary 2 252
Initiative Perception +14

B9. STRONGROOM

This chamber has a strong wooden door that can be barred from the inside (requiring success on a DC 25 Athletics check to Force Open) and firing loops that look out into area **B8**. The firing loops provide greater cover.

B10. WELL ROOM

This chamber contains a small well and several water barrels. Twenty buckets are stacked against the south wall.

The buckets are used in case of fire; if the PCs use fire to try to smoke out the spriggans, the spriggans use these buckets to put out the fire. The well is 40 feet deep, the bottom 20 feet of which are filled with water. A PC must succeed at a DC 20 Athletics check to scale the well's shaft. Underwater, a 5-foot-wide, water-filled tunnel winds north several hundred feet to eventually connect to the deep pool at area **A5**.

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Treasure: A PC who clambers down into the well and succeeds at a DC 25 Perception check notes a hidden niche in the wall. Inside are four *potions of water breathing*.

B11. BUNKHOUSE LOW 8

This bunkhouse holds beds for a dozen individuals and has hooks on the wall for their clothing and equipment.

Creatures: Currently, two spriggans are asleep in here. If an alarm is sounded, they require 6 rounds to gather their weapons and armor.

SPRIGGAN WARLORDS (2) CREATURE 7

Pathfinder Bestiary 2 252
Initiative Perception +14

B12. SERGEANT-AT-ARMS'S QUARTERS

This bedroom contains a well-used sparring dummy.

This room served as the abode of Howitt Gurney, adventuring companion to Maegar Varn and weapons master, armorer, and sergeant-at-arms of Varnhold.

B13. ARMORY

Weapons and suits of armor are stored here. The gear seems to have been rifled through but not thoroughly searched.

Treasure: This chamber has been largely ignored as the equipment here is of little interest to the spriggans, who are happy with their current weapons and armor. Hanging from racks and packed in chests are 12 suits of padded armor, a breastplate, seven wooden shields, 20 spears, three shortswords, two hatchets, a shortbow, two longbows, four light crossbows, two heavy crossbows, a *+1 grievous scimitar*, 200 arrows, and 220 crossbow bolts.

B14. DOVECOTE

Wire cages hang from the rafters of this chamber, and the floor beneath is spattered with droppings. Sacks of seed are stacked near the door. The cage doors stand open and are empty but for a sprinkling of feathers, while in the ceiling above, shutters close up a skylight.

Messenger pigeons were once kept here by Cephal Lorentus. They have all been eaten by the spriggans.

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B15. KITCHEN AND STORES SEVERE 8

This chamber is a cluttered kitchen. Crates and boxes are stacked in the western portion, while the main area has been converted into a bedroom.

Creatures: This is the den of the Culcheck leader, Agai. He spends most of his time here with his two lieutenants sorting through the treasures recovered from the village and worrying about the villagers' return. If the alarm is raised, he and his guards join the spriggans in area **B19** to fire their crossbows out of the arrow slits at any foes outside. If attacked here, he raises a cry to bring the other spriggans in the building here as quickly as they can come. If he's slain, once the other spriggans realize their leader has been defeated, they abandon the building and flee for their lives.

AGAI CREATURE 9

UNIQUE | CE | SMALL | GNOME | HUMANOID | SPRIGGAN

Variant male spriggan warlord (*Pathfinder Bestiary 2* 253)

Perception +19, low-light vision

Languages Aklo, Common, Gnome

Skills Acrobatics +19, Athletics +17, Intimidation +19, Society +15, Stealth +17, Survival +17, Thievery +19

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

Items *bag of holding* (type II), breastplate, *lesser healing potions* (3), *+1 morningstar*, *+1 striking crossbow* (20 bolts), 30 gp

AC 28; **Fort** +17, **Ref** +21, **Will** +19

HP 155

Enlarged Growth ↷ (polymorph, primal, transmutation) As spriggan warlord.

Speed 20 feet

Melee ❖ *morningstar* +16 (versatile P), **Damage** 1d6+8 bludgeoning

Ranged ❖ *crossbow* +21 (range increment 120 feet, reload 0, two hands), **Damage** 2d10+8 piercing

Primal Innate Spells DC 27; **4th** *fear*, *fly*, *shatter*; **3rd** *dispel magic*; **2nd** *blur*; **Cantrips (4th)** *dancing lights*

Sneak Attack Agai's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

Warlord's Training As spriggan warlord.

SPRIGGAN WARLORDS (2) CREATURE 7

Pathfinder Bestiary 2 252

Initiative Perception +14

Treasure: Agai's *bag of holding* contains the following treasure (items marked with an asterisk are from the spriggans' original lair and were not looted from Varnhold, and taking these items doesn't cause the PCs to fail the Varnhold Treasure quest): 600 gp in assorted coins and jewelry, a small payroll coffer holding 500 sp, an assortment of gems* worth 350 gp, a *+2 longsword** with the crest of House Varn on its pommel guard (this belonged to Maegar Varn; he left it behind when he was lured to his doom, and the villagers eagerly award it to the PCs in thanks, so it doesn't count as one of Varnhold's treasures), a *wand of spectral hand**, a *messenger's ring*, and *Skybolt**—an exquisite *+1 thundering composite longbow*. A PC who succeeds at a DC 20 Nature or Society check identifies *Skybolt*'s construction as being similar to weapons created by the centaurs of Iobara, with a critical success confirming the bow is a sacred ancestral relic of Nomen centaurs.

B16. MASTER OF DISPATCH'S QUARTERS

These quarters are an absolute mess of broken furniture and scattered parchments.

This room served as the chamber for Cephal Lorentus, Varn's wizard, birdkeeper, and master of dispatch. The spriggans destroyed much of the contents of this room, but a search through the scattered parchments still reveals mundane correspondence between the town and Restov. There are a number of mentions of conflicts with Nomen centaurs, but nothing to hint at what may have befallen the village.

Treasure: A PC who succeeds at a DC 25 Perception check locates an intact page torn from one of Cephal's spellbooks. The PCs can attempt such a check up to a total of seven times, with each success discovering one of the following spells: *comprehend language*, *flaming sphere*, *phantom steed*, *private sanctum*, *shrink item*, *spider climb*, and *stoneskin*.

B17. LORD MAYOR'S QUARTERS

The only hint that this room once housed the leader of the village of Varnhold is the large map of Nomen Heights tacked to one wall. The map has been torn to shreds, and the other bedroom furnishings are either similarly ruined or missing.

Treasure: Agai claimed many of the furnishings from Maegar Varn's bedroom for his new home and destroyed the rest. The map on the wall is fragmented, but a PC who succeeds at a DC 20 Perception check can partially reconstruct it. Doing so allows the PCs to fill in all of the terrain details and nonhidden encounter areas within 2 hexes of Varnhold, as well as the hex containing the Nomen centaurs (area **NH1**). Consider these hexes explored by the PCs (although to resolve any unvisited encounter areas, they have to actually travel to those areas).

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B18. GUARDROOM LOW 8

Creatures: Two off-duty spriggans pass their time in this room. The ceiling of this chamber contains a 5-foot-wide shaft that extends upward 20 feet to the floor of area **B20**. A ladder bolted to the north wall gives easy access to the trapdoor that provides entrance to the watch post. If the alarm sounds, the two spriggans here assume Large form; one climbs to area **B20** and watches for opportunities to throw rocks at intruders while the other attempts to hold the room.

SPRIGGAN WARLORDS (2) CREATURE 7

Pathfinder Bestiary 2 252

Initiative Perception +14

B19. OVERLOOK LOW 8

This narrow corridor ringing the blockhouse is set with firing loops and murder holes to provide a view of the surrounding grounds and the area immediately below.

The firing loops provide greater cover. Stacked in the corners are piles of broken rock for throwing down through the murder holes on attackers.

Creatures: Two spriggans patrol this corridor, looking out the loopholes every few minutes. They raise the alarm and fire their crossbows if they spot intruders.

SPRIGGAN WARLORDS (2) CREATURE 7

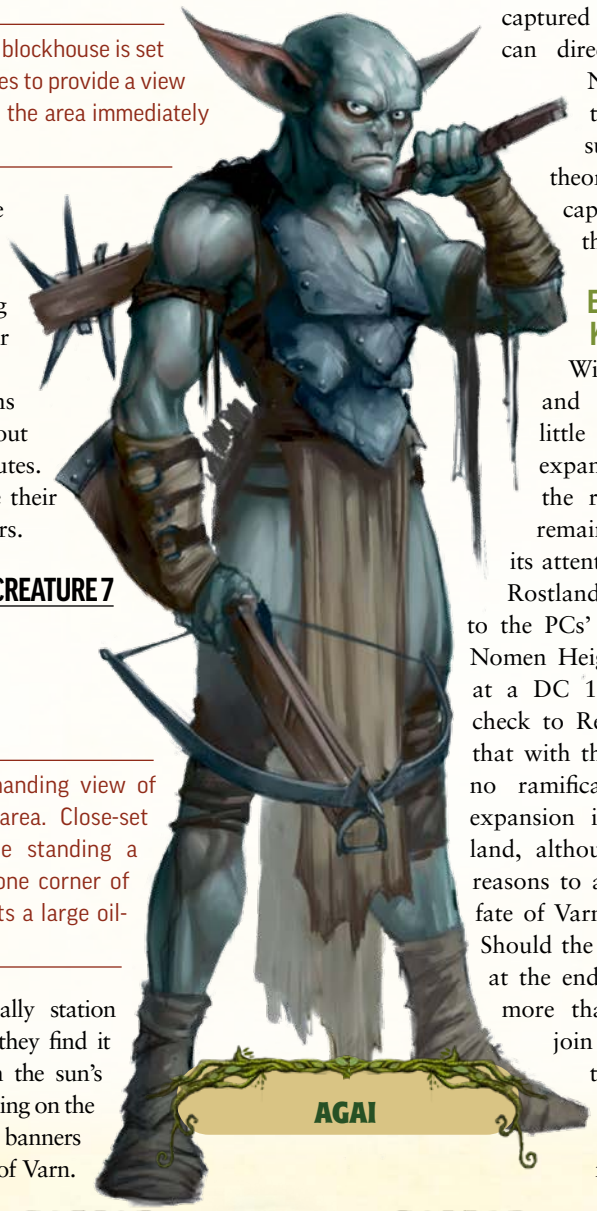
Pathfinder Bestiary 2 252

Initiative Perception +14

B20. WATCH POST

This rooftop provides a commanding view of the village and surrounding area. Close-set logs provide cover to anyone standing a watch. A single barrel sits in one corner of the platform, while opposite sits a large oil-burning brazier.

The Culchecks don't typically station anyone in the watch post, as they find it too hot and uncomfortable in the sun's unshaded rays. A broken pole lying on the platform floor bears the soiled banners of both Brevoy and the house of Varn. When Varnhold was active, the brazier served as a beacon and was lit every evening to bring good luck on the next day. This is little more than a local superstition—although the night Vordakai came to town, a guard did forget to light the beacon.



AGAI

FOLLOWING THE CLUES

When the PCs explore Varnhold, they may initially suspect that the spriggans were the cause of the vanishing, despite the fact that no bodies or, indeed, any evidence of fighting exists in the town. Any spriggan the PCs speak to can make plain that they found the village empty, and the Culchecks have no idea where the people who lived here went.

The logical next step in investigating the Varnhold vanishing should be to contact the Nomen centaurs. If the other clues in Varnhold aren't enough, a captured or cooperating spriggan can direct the PCs toward the Nomen centaurs, even though there's no evidence supporting the spriggans' theory that the people were captured and taken away by the centaurs.

EXPANDING THE KINGDOM

With Varnhold abandoned and its leaders gone, there's little to prevent the PCs from expanding their kingdom into the region or annexing what remains of the settlement. With its attention diverted to the north, Rostland won't notice or react to the PCs' kingdom expanding into Nomen Heights. A PC who succeeds at a DC 15 Legal Lore or Society check to Recall Knowledge confirms that with the citizens gone, there are no ramifications against the PCs' expansion into this now unclaimed land, although there may be moral reasons to avoid it, at least until the fate of Varnhold's citizens is learned. Should the PCs rescue the townsfolk at the end of this chapter, they are more than eager and willing to join the PCs' kingdom—see the section on Annexing Varnhold at the end of this chapter (page 285) for additional details.

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PART 3:

AMONG NOMEN

Nomen centaurs are an offshoot of the mighty Rashalka centaurs that once ruled the northern Casmar steppes. In the distant past, the branch that would become Nomen migrated northwest into the fringes of Avistan, eventually coming into conflict with the people who would one day form the nation of Brevoy.

Nomen follow two key traditions that they no longer fully understand. First, they serve as guardians against an ancient evil they know only by the name Vordakai. Second, the Valley of the Dead and the Tors of Levenies above it are taboo to them. Over the generations, the reasons behind these traditions have fallen into obscurity, but to Nomen centaurs, the traditions themselves are all they need to continue in their ways.

Nomen centaurs form a matriarchal society led by a war-priestess dedicated to the worship of Desna in an aspect they call "Mother Moon." Their history with the armies of Taldor have left them wary of the motives and interests of all bipedal folk.

A PC who succeeds at a at a DC 25 Nature or Society check or a DC 20 Iobaria Lore check to Recall Knowledge knows the above, while a critical success confirms that the original Nomen served a key role in protecting the region from a malign necromancer named Vordakai many centuries ago.

FINDING NOMEN CENTAURS

Some of the clues the PCs find in Varnhold implicate Nomen centaurs, while others suggest that members

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of the Nomen tribe might have further answers. Despite the fact that Nomen have had their share of clashes with Varnhold, they aren't responsible for the vanishing. Instead, their traditions and knowledge of the area can set the PCs on the right path to rescuing the villagers.

The PCs can discover the location of the Nomen encampment (encounter site **NH1)** from the map in the Varnhold blockhouse (area **B17**), or they can simply stumble upon the site on their own. Contacting the Nomen tribe is simple enough; the PCs automatically encounter Nomen centaurs within hours of entering any hex within Nomen Heights.

Creatures: Generations of conflict with humanity have left Nomen centaurs with an ill opinion of bipedal people: they consider "two-leggers" warlike and untrustworthy. If the PCs decide to seek out members of the Nomen, they'll need to tread lightly and diplomatically, or they'll have a conflict on their hands—the centaurs' initial attitude toward the PCs is unfriendly. Nomen centaurs speak Common, though they prefer to speak in Sylvan.

Unless the PCs are successfully stealthy, they're initially approached by a Nomen patrol consisting of eight centaur scouts—a severe-threat encounter for 8th-level characters. The centaurs move to surround the PCs and gauge their responses to their presence. If the PCs attack, the centaurs fight back until at least three of their number are defeated, at which point they flee back to their campsite—inadvertently leading the PCs to their homes, for the trail they leave in this case is simple to track.

If the PCs instead attempt peaceful contact, they can do so by Lying, Making an Impression, or Coercing. Multiple attempts are possible, but any repeated attempt by the same character takes a –2 circumstance penalty. Making an Impression on the initially unfriendly centaurs requires a DC 25 Diplomacy check. Attempts to gain their favor via Lying are a bit tougher and require a DC 28 Deception check. On a successful Lie, the centaurs' attitude improves to indifferent, but on a critical failure, they become hostile. Coercing the centaurs is the riskiest. Success on a DC 25 Intimidation check to Coerce the centaurs makes them indifferent, but on a failure the centaurs become hostile; furthermore, once a PC attempts to Coerce the centaurs, the DC to Make an Impression on them for all future attempts increases by 5.

If the PCs recovered the magic longbow *Skybolt* from the spriggan chieftain in the Varnhold blockhouse (area **B15**), they can hand the ancestral weapon over to automatically change the centaurs' attitude to friendly. If any PC openly carries the bow, the centaurs confront the PCs and demand its return. If the PCs don't return the bow, the centaurs become hostile.

Helpful: In order to make the centaurs helpful, the PCs must return *Skybolt* to them and then successfully Make an Impression to change their attitude from friendly. The warband then escorts the PCs to their camp and makes no requests about the PCs' weapons.

Friendly: The centaurs escort the PCs to their campsite to meet the leader of the tribe, but they warn the PCs to keep their weapons sheathed and stowed; failure to comply shifts their attitude to indifferent.

Indifferent: The centaurs escort the PCs to their campsite but only if the PCs temporarily hand over their weapons. These confiscated weapons will be returned once the meeting with their leader is over and the PCs are on their way.

Unfriendly: The centaurs continue to be wary about the PCs. They don't attack, but they won't agree to escort the PCs to their camp. Any attempt by the PCs to push on to the Nomen campsite causes the centaurs to become hostile.

Hostile: The centaurs attack. If the PCs surrender, the centaurs confiscate their weapons, bind their wrists, and lead them into their camp to meet their leader to decide their fate.

CENTAUR SCOUTS (8) CREATURE 5

RARE N LARGE BEAST

Variant centaurs (*Pathfinder Bestiary* 60)
Perception +13; darkvision
Languages Common, Elven, Sylvan
Skills Athletics +12, Diplomacy +8, Intimidation +12, Nature +11, Survival +13
Str +5, **Dex** +3, **Con** +2, **Int** +0, **Wis** +4, **Cha** +1
Items leather armor, spear

AC 22; **Fort** +11, **Ref** +12, **Will** +15
HP 75

Speed 40 feet
Melee ❖ spear +14, **Damage** 1d6+8 piercing
Melee ❖ hoof +14 (agile), **Damage** 1d10+8 bludgeoning
Ranged ❖ spear +12 (thrown 20 feet), **Damage** 1d6+8 piercing
Trample ❖❖❖ Medium or smaller, hoof, DC 22

SKYBOLT

30 XP

The PCs return the ancestral treasure *Skybolt* to the Nomen centaurs.

Source: The PCs can find the treasure in Agai's *bag of holding* (page 264); otherwise, the leader of the Nomen centaurs can ask them to find it.

Completion: Return *Skybolt* to the Nomen centaurs.

Reward: Completing this quest not only proves to the Nomen centaurs that their spriggan enemies have been defeated, but it also earns their trust and changes their attitude to helpful.

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Reward: If the PCs make the centaurs friendly or helpful, grant them 50 XP.

MEETING AECORA SILVERFIRE

The Nomen campsite is located at encounter site **NH1** of Nomen Heights. The camp sits in a low hillock surrounded by a sea of grass. A large bonfire dominates the center of the camp, while nearly a hundred open-sided hide huts are ranged around the central fire. It is within these huts that Nomen centaurs congregate, eat, and sleep.

The encampment is home to the majority of the tribe. In all, the Nomen consist of 200 centaurs, and even though at any one time 60 to 80 are out hunting or patrolling, the remaining numbers are sizable enough that open hostility should not be a viable option.

If the PCs arrive at the encampment without being intercepted by a war party, they'll be confronted as soon as they make themselves known. In this case, all DCs to Lie, Make an Impression, or Coerce the centaurs increase by 5, as the centaurs are startled by the PCs' sudden appearance in their camp. If the PCs fail to make the centaurs' attitude indifferent, they're forcefully escorted out of the encampment; otherwise, they are brought into the center of the camp near the bonfire for an audience with their war-priestess leader.



AECORA SILVERFIRE

Creature: If the PCs came peacefully, they are brought to the war-priestess, Aecora Silverfire, patron of "Mother Moon." A PC who succeeds at a DC 25 Religion check or a DC 20 Desna Lore check is enough to note that Mother Moon is an aspect of Desna. Aecora is long embittered by the violent territorial expansion of humans, but she believes that trespassers are not always the enemy. She does her best to adhere to Desna's teachings, but years of betrayal and conflict with humanity have left her cynical. Varnhold's recent expansion into the land has pushed her to the edge, and only her faith in Mother Moon has kept her from an overreaction that could well lead the tribe into war against Restov.

Aecora's initial attitude is unfriendly, but if any PC is obviously a worshipper of Desna, her attitude shifts to indifferent. She must be made friendly before she'll agree to provide aid to the PCs. This requires a DC 27 Diplomacy check to Make an Impression on her (DC 25 if the PCs are escorted by friendly Nomen scouts, or DC 22 if they're escorted by helpful Nomen scouts) or a DC 27 Deception check to Lie to her well enough to make her friendly. A PC who attempts to Coerce her must succeed at a DC 32 Intimidation check; on a failure, she orders the PCs to be escorted from the camp, and on a critical failure, she also becomes hostile.

Aecora Becomes Hostile: Aecora draws her weapons, as do the eight centaur scouts (page 267) nearby, and she orders the PCs to leave the camp immediately. If they don't, she and the scouts attack.

Aecora Becomes Friendly: The war-priestess confirms that she knew about the vanishing at Varnhold, having learned of it from her scouts, but she says that she hasn't sent her people to investigate. She denies any involvement beyond this with the vanishing, and in truth, the mystery disturbs her, as she fears that what happened to the human town could happen to her people next. She presents the PCs with an opportunity to prove their worth: she asks them to seek out the Culchek spriggans and return with an important magical bow

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the monsters stole from her people several years ago. Aecora can give the PCs directions to the Culcheck cavern (area **LV3**); she is unaware that the spriggans have moved into Varnhold unless the PCs tell her.

Aecora Becomes Helpful: Aecora reveals the information for becoming friendly, but as she does, her voice softens and she even grows somewhat apologetic. She explains that her people have a violent history with humans, going back to Taldor's Army of Exploration, and she offers to let the PCs stay the night in the camp to recover and rest as a show of her goodwill.

Aecora's Story: If she's made friendly or helpful, Aecora shares more information with the PCs. If the PCs haven't mentioned Vordakai, she does so now, revealing that the Nomen centaurs believe Vordakai to be a "slumbering warlord—an ancient, powerful figure from the distant past." Aecora apologizes for being unable to give the PCs more information, as her people have lost much of their history in the years since they were dispersed by Taldor's armies.

At this point, Aecora tells the PCs of a place to the west called Olah-Kakanket—the Valley of the Dead. This place is taboo to the Nomen centaurs, but their traditions also dictate that they must watch the valley for signs of disturbance or strange awakenings. Recently, a Nomen hunter saw a frightful shape lumbering amid the stones of Olah-Kakanket. Aecora wonders if, perhaps, the humans of Varnhold with their insatiable curiosity and drive to expand and conquer might have entered Olah-Kakanket and if this, perhaps, might be tied to the vanishing. One thing she can confirm, though, is that the name "Vordakai" is associated with a narrow trail that leads up into the mountains from the far end of Olah-Kakanket; she believes that the valley is a cemetery and that this trail leads to Vordakai's tomb.

If at any time the PCs mention the mysterious bracelet mentioned or sketched in Pendrod's notes (see area **A12**), she says that Nomen centaurs wear no such jewelry, only further convincing her that someone from Varnhold disturbed something that should have been left alone in Olah-Kakanket.

Before the party departs, Aecora makes one final plea. She admits that the centaur who claimed to see a strange shape lumbering deep in Olah-Kakanket was her headstrong daughter Xamanthe. When Xamanthe confronted Aecora, demanding to learn more about the site, Aecora was unable to satisfy her daughter's curiosity. Xamanthe has now been missing for several days, and Aecora fears the worst: that her daughter has broken tradition and entered Olah-Kakanket to investigate it on her own. The possibility that her daughter broke this taboo is painful for Aecora to contemplate, but the possibility of the loss of her daughter is more painful. She asks the PCs to remain observant if they enter Olah-Kakanket and to search for clues as to Xamanthe's whereabouts, if they can.

Once the meeting with Aecora is over, the centaur politely but firmly asks the PCs to leave their encampment, as their presence makes most of Nomen centaurs uncomfortable and nervous.

AECORA SILVERFIRE — CREATURE 7

UNIQUE | CN | LARGE | BEAST

Female centaur war-priestess (*Pathfinder Bestiary* 60)
Perception +17; darkvision
Languages Common, Elven, Sylvan
Skills Athletics +14, Diplomacy +13, Intimidation +17, Nature +15, Religion +17, Survival +17
Str +5, **Dex** +2, **Con** +4, **Int** +2, **Wis** +6, **Cha** +4
Items breastplate, *+1 spear*, wooden shield (Hardness 3, HP 12, BT 6)

AC 25; **Fort** +15, **Ref** +13, **Will** +17
HP 120

Speed 40 feet
Melee ❖ *spear* +17, **Damage** 1d6+8 piercing
Melee ❖ hoof +16 (agile), **Damage** 1d10+8 piercing
Ranged ❖ *spear* +14 (thrown 20 feet), **Damage** 1d6+8 piercing
Divine Spells Prepared DC 25, attack +17; **4th** *heal*, *outcast's curse*; **3rd** *dream message*, *heal*, *sound burst*; **2nd** *heal*, *restoration*, *silence*; **1st** *command*, *ray of enfeeblement*, *sanctuary*; **Cantrips (4th)** *daze*, *disrupt undead*, *know direction*, *message*, *stabilize*
Trample ❖❖❖ Medium or smaller, hoof, DC 25

Reward: If the PCs make Aecora friendly or helpful, grant them 80 XP.

RESCUING XAMANTHE

30 XP

The PCs are tasked with rescuing the centaur Xamanthe from Vordakai's Tomb.

Source: Aecora Silverfire.

Completion: Bring Xamanthe back to the Nomen centaurs, or spin a convincing tale of her fate to Aecora (requiring a critical success at Lying or at Making an Impression).

Reward: If the mystery of Xamanthe's disappearance is explained, Aecora thanks the PCs and rewards them with four *moderate healing potions* and four *scrolls of restoration*; if the PCs returned *Skybolt*, she also gives them the bow to honor their service. If Xamanthe is brought back alive, the act restores some of Aecora's faith in humanity and she not only won't oppose expansion into Nomen Heights by the PCs' kingdom, but she may in time become chaotic good and work to establish peaceful relations between the Nomen tribe and their humanoid neighbors. In this event, award the PCs 80 Kingdom XP.

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PART 4:

VORDAKAI'S TOMB

Deep in the Tors of Levenies, where the Little Sellen River cascades over a cliffside into a deep mountain tarn, lies a strange island—the grave marker of Vordakai's tomb and a surviving complex from a cyclops empire that predated Earthfall. This island protrudes dramatically from the pool, almost like a stony finger pointing into the sky.

Though the island is all but forgotten today, ancient texts (such as the ancient geography book by Carmyn e'Brothasa that the PCs may have found in area **A12**) refer to it as Vordakai's Island, little suspecting the name refers not to some forgotten explorer but to the cyclops lich that dwells in a tomb carved into the island's stony heart. Since he was defeated eons ago by kin, Vordakai has slumbered in his tomb, unmoving while he awaited the call of his otherworldly masters. He rests unaware that a watch has been set by the centaurs of Iobaria—bitter enemies of his people—to prevent intrusion into his tomb and the subsequent awakening that would surely follow. Even in recent years, when the Nomen watch faltered and humans from surrounding lands managed to penetrate the outer precincts of the tomb, its remote location has continued to ensure that none broke the wards that kept him in his torpor. Not until Willas Gundarson came from Varnhold and stole a treasure from the tomb, setting off the tomb's wards, did Vordakai finally awaken.

Now, the ancient lich studies a strange new world through the eyes of a recently acquired raven familiar and via interrogations of villagers he snatched from

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Varnhold. As he reacquaints himself with the world and learns that his people's time has long passed, Vordakai grows increasingly convinced that he has been reborn into a world that is ripe for his rule.

SEEKING VORDAKAI'S TOMB

The lich Vordakai remains in his tomb, but he's far from uninformed about the outside world. In particular, his raven familiar, Horagnamon, has been scouring the Nomen Heights while Vordakai uses the *Oculus of Abaddon* (page 587) to see the world through the bird's eyes. In this way, Vordakai has learned of the PCs and has been following their movements and progress (see The Watcher on page 253).

WHAT COMES IN DARKNESS MODERATE 9

Vordakai eventually realizes that the PCs are going to find his tomb, and the lich decides to strike first with hideous conjured assassins: soul eaters. The timing of this event is left to you to determine, but the sinister nature of the creatures lends well to a midnight attack on a campsite, or even an ambush against the PCs while they are exploring another unsettling location in the wilderness. You should avoid having them face the soul eaters while they're in the middle of another combat or before they have a chance to recover from a battle, though, if only because the soul eaters are here for the PCs, not for any enemies they may be facing.

Creatures: Vordakai uses the *Oculus of Abaddon* to conjure four soul eaters from Abaddon. Once conjured, the soul eaters leave Vordakai's tomb and, using their Find Target ability, seek the PCs out. You can time this encounter to occur anytime after the PCs have been spotted by Horagnamon but before they reach Vordakai's tomb (but keep in mind that if the PCs are still 8th level, this becomes a Severe encounter). An attack on the PCs' camp at night could be one exciting possibility, as could a siege against them as they slumber in a reclaimed Varnhold building.

When this encounter occurs, Vordakai assigns a different PC to each soul eater as their target. The lich prefers to target arcane spellcasters first, then other spellcasters, then non-spellcasters.

SOUL EATERS (4) CREATURE 7

Pathfinder Bestiary 2 247
Initiative Perception +15

VORDAKAI'S ISLE

Vordakai's tomb lies within a massive, 100-foot-tall, naturally formed stack that rises from the center of a small lake in encounter site **LV6**. Its rooms and passageways are all hewn from limestone, often following the natural cracks and seams in the stone, and many bear the linear and pictographic artwork of the ancient cyclops empire embossed in bas relief.

C1. RIVER CROSSING

A jagged limestone cliff hems in the scene. A mighty waterfall rushes over its edge into a wide pool of black, frothing water. In the center of the pool stands a massive, hundred-foot-tall limestone pillar of weathered stone—the last, lonely sentinel marking where the cliff once stood in an age long past. At various points on the island's top, plumes of black smoke waft upward before swiftly fading away.

The trail from encounter site **LV7** leads up to this point on the Little Sellen River's southern bank. Anyone searching for tracks along the trail or the riverbank can attempt a DC 25 Survival check. Success reveals a few signs of passage by at least three different creatures over the past several weeks. The oldest of these signs appears to be a few human footprints; these were left by Willas Gundarson as he explored the area. The next oldest appears to be a larger set of skeletal humanoid footprints; these were left by the six undead cyclopes now lurking at encounter site **LV7**. The most recent, perhaps only a few days old, are of what appears to be an unshod horse; these are from the centaur Xamanthe.

The plumes of black smoke rising from the top of the island are foul-smelling gases emitted from a series of vents along the island's western face. These are poisonous gases escaping via several narrow fissures connected to area **E10**; once the gases escape into the air, their debilitating effects are lessened to being nothing more than foul-smelling vapor.

C2. LITTLE SELLEN RIVER

At this point, the Little Sellen River's average depth is 40 feet, but the pool surrounding the island is much deeper: at their deepest, the waters reach a depth of 120 feet. The waters themselves are relatively slow flowing, and it's only a DC 10 Athletics check to Swim across them.

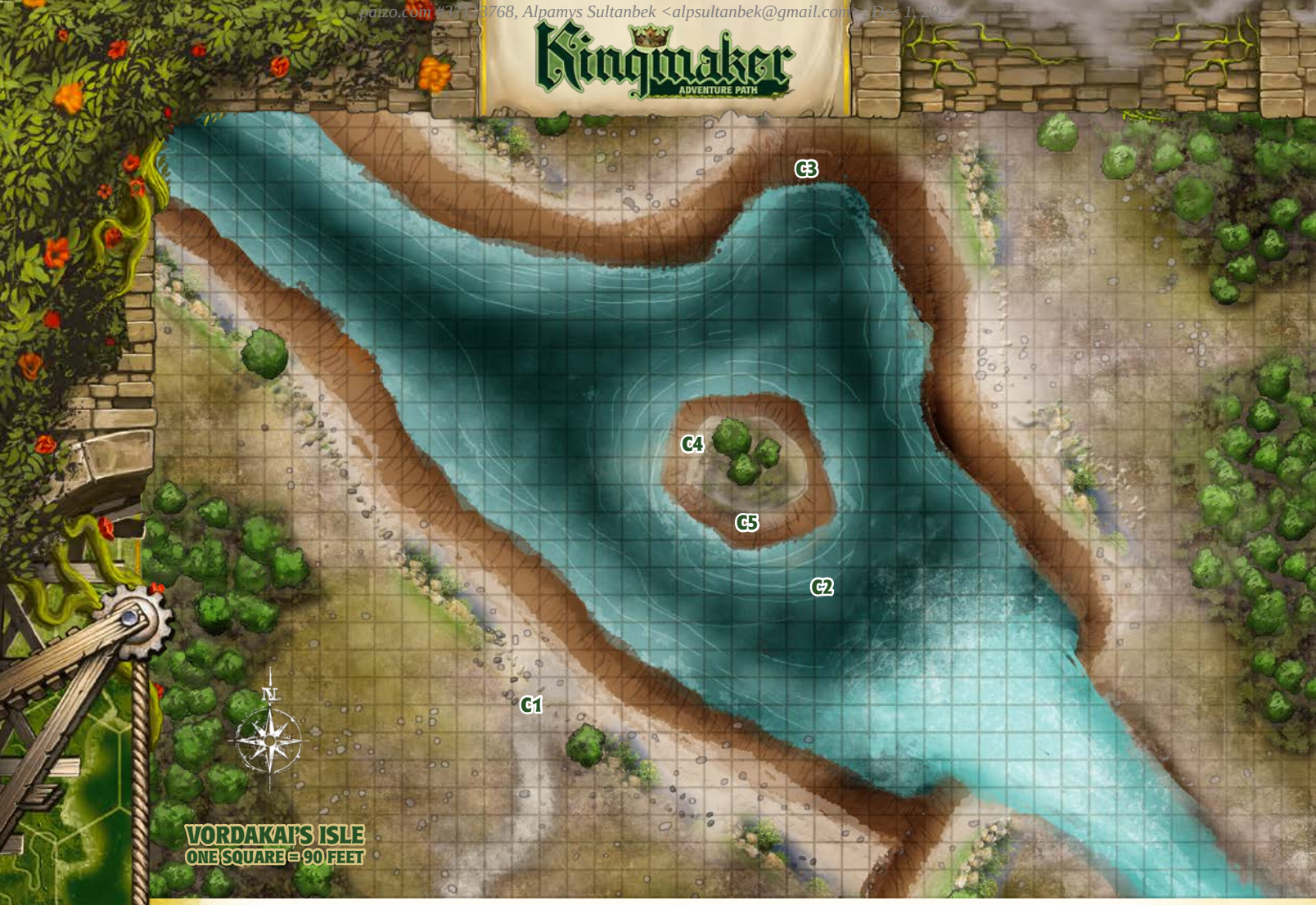
C3. WYVERN BLUFFS MODERATE 9

Limestone bluffs overlook the waterfall and the pool. Their surface is striated and pocked by weathering—crumbling in places and supporting creepers and other scrub foliage in others. Hundreds of bird nests fill the tiny seams and nooks that dot the cliff face, and the air before the cliffs is constantly abuzz with the insects that dwell in the foliage and the wrens and starlings that feed on them.

The bluffs are 100 feet high and level off evenly with the top of the cairn stack. The face is unstable

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and crumbling from long years of erosion, though it has many handholds (DC 20 Athletics check to climb).

Creatures: A naturally eroded declivity widens at the bottom into a sheltered cave chamber here. A PC who succeeds at a DC 28 Perception check can spot the chamber from the lake or the central island. This cave serves as the home for a family of three wyverns. Unless the PCs are stealthy when they approach the central island, the wyverns are swift to notice and swoop down to attack when the PCs are relatively spread out so the creatures can focus their violence on one or two foes at a time.

ELITE WYVERNS (4) CREATURE 7

Pathfinder Bestiary 6, 133
Initiative Perception +15

Treasure: The wyverns' stored treasures include a tattered backpack holding a complete set of Ustalavic silverware worth 75 sp, a pouch holding 37 sp among other odds and ends, a +2 *striking maul* stamped with the Issian coat-of-arms, and a messenger's bag containing five green spinels worth 10 gp each. A successful DC 26 Perception check notes a hidden pocket in the bag that contains a *scroll of sending*.

C4. HIDDEN OVERLOOK

A natural cleft in the side of the stone tower creates a sort of overlook here. The far wall is encased in a thick layer of vines.

It's a 60-foot drop from here to the surface of the river, and the cleft in the rock is 10 feet high. The vines along the back wall obscure a door that a PC can notice from the outside by succeeding at a DC 25 Perception check while at the same height as the door, 60 feet above the river.

The stone door is warded by a heightened *lock* spell (2nd level, requiring a successful DC 32 Athletics or Thievery check to open) but it isn't otherwise protected. Beyond the door, the passage slopes down to area **E11** in the tomb.

C5. BEACH ENTRANCE

At the foot of the cliff, where the beach meets the limestone scarp, a dark opening in the stone beckons, partially obscured by creepers and dangling foliage.

A faint path in the mud reveals the passage of three creatures over the past several weeks—Willas

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Gundarson, the undead cyclopes that wandered out of the crypt down to encounter site **LV7**, and the centaur Xamanthe. A PC who succeeds at a DC 24 Survival check can pick out one set of prints, while critical success notes all three and the order in which they were left.

VORDAKAI'S TOMB

The entire structure of Vordakai's tomb radiates faint transmutation magic. A PC who succeeds at a DC 25 Arcana check identifies this aura as preservative magic intended to maintain the structure over the ages. While this magic won't prevent damage from significantly destructive events (either intentional or by natural disaster) or stop magical effects like *disintegrate* or *passwall*, it does protect the ancient tomb from subtler effects like erosion.

Ceilings within the tomb arch from 10-foot-high walls, rising to 15 feet at the center of passages and reaching 20 feet high in rooms unless otherwise noted. None of the rooms have a light source unless noted. PCs can discover secret doors by succeeding at a DC 25 Perception check; they are made of 2-foot-thick stone and require a PC to succeed at a DC 25 Athletics check to Force them Open. Regular doors are made of bronze and cannot be locked unless indicated otherwise; unlike the secret doors, they swing open easily.

D1. TOMB ENTRANCE

This darkened passageway is decorated to the east and west with alcoves. Midway down the hall, just before the second set of alcoves, a decorative arch is carved into the stone. Upon its lintel are various runes and symbols. The eastern alcove just past the arch holds an ancient amphora that has broken open, spilling its contents into the corridor.

It was here that Willas Gundarson of Varnhold first laid eyes on the treasures of the cairn and chose to risk the tomb's defenses by taking something from them. A PC who succeeds at a DC 25 Arcana check identifies the symbols on the archway as some sort of magical warding or alarm that was recently discharged, its power now expended. They were a part of the protections placed on the cairn both to alert the nearest undead guardians and to awaken Vordakai if any of his treasures were taken. Willas activated them when he rushed in and stole the jade "bracelet," but he fled the island before the guardians from area **D2** could arrive—the sound of the skeletal hulks smashing through a wall and then squeezing their way toward his location was more than enough to scare Willas off.

A PC who succeeds at a DC 15 Survival check notes fairly recent tracks in the thick dust. The oldest of these are human (left by Willis); these lead from the beach up to the fallen amphora and then retreat back toward the beach. The next oldest are from several huge skeletal creatures (the six skeletal hulks) traveling from area **D2** to the beach; these tracks do not return. The most recent are hoofprints (left by Xamanthe); these go from the beach to area **D2**.

Around the corner toward area **D2**, a pile of rubble marks where a wall of stones once blocked the passage into area **D2**. A PC who succeeds at a DC 20 Perception or a DC 15 Architecture Lore check determines that the wall was broken down by a powerful force from the east; the skeletal hulks broke through the wall after the power of the tomb's wards was expended.

Treasure: The contents of the spilled amphora include 32 gp and 369 sp. Buried among the spilled coinage is another jade "bracelet" just like the one described in Maestro Pendrod's notes; this piece of jewelry—actually a ring for a cyclops—is worth 20 gp. A PC who succeeds at a DC 28 Crafting check or DC 24 Cyclops Lore check recognizes it as a ring and not a bracelet.

D2. SEPULCHER — MODERATE 9

This chamber vaults to a height of nearly thirty feet at the center of the room. The room is shaped like a diamond with squared-off corners. The western corner leads to the tomb entrance, the northern corner is a wall of mortared stone, and the eastern and southern corners have empty cobweb-shrouded alcoves holding stone biers.

When Xamanthe reached this room, she was immediately attacked by the chamber's remaining guardians. She put up a good fight, but in the end, she was defeated.

For many centuries, six skeletal hulks stood guard in this room, all but filling the chamber with their bony girth, but when Willas broke in, the undead cyclopes lurched to unlife. Compelled further by Vordakai, they didn't return to this post but instead took up guardian positions down in the Valley of the Dead (encounter site **LV7**), leaving behind bony footprints in the drifts of dust on the floor.

The wall in the northern corner can be breached as any stone wall (hardness 14, 56 HP, 28 BT), though after the leukodaemon stationed in the alcove behind it uses *dimension door* to enter area **D1**, the alcove contains nothing else.

The back of the eastern alcove conceals a secret door to area **D3** that a PC can find by succeeding at a DC 25 Perception check.

Creatures: Once the skeletal hulks moved on, Vordakai sent two other minions to stand guard in their place: a pair of leukodaemons called in via the *Oculus*

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of Abaddon. One of the skull-headed fiends stands in the eastern alcove, while the other initially hides in the alcove behind the wall in the northern corner. Both leukodaemons bear fresh scars caused by what appear to be spear thrusts and kicks from a hoofed animal; these wounds were given by Xamanthe before she was overpowered and captured.

The eastern leukodaemon immediately attacks anyone who enters the room, moving forward to catch the PCs in its infectious aura before using its Breath Weapon to try to inflict daemonic pestilence on as many creatures at once. It then engages in melee, while the second daemon uses *dimension door* to exit the western alcove into the hallway (area **D1**) to try to trap the PCs within area **D2**, using Quicken Pestilence on diseased PCs before attacking at range with its longbow. The daemons fight until slain, pursuing PCs throughout the tomb but not outside. They do their best to capture living PCs and will even attempt to stabilize dying PCs with Medicine checks in order to do so, leaving them unconscious on the floor. Vordakai wants living creatures to interrogate (and eventually experiment upon); the dead are still useful to him, but not as much. Vordakai checks this room once a day with his *Oculus of Abaddon*, and if he sees new victims to collect, he gathers them up and returns with them to the tomb's third level—such was the fate of Xamanthe, who's now imprisoned in area **E5**.

LEUKODAEMONS (2) CREATURE 9

Pathfinder Bestiary 72
Initiative Perception +20

D3. POOL STAIRS MODERATE 9

This wide, natural cavern seems to have been artificially enlarged in places. A wide pool occupies the entire chamber save for a narrow rocky shelf hugging the cavern wall. Nearly thirty feet above, the vaulting ceiling is an upside-down forest of slowly dripping stalactites.

A submerged flight of steps descends from the eastern ledge into the water. A PC must succeed at a DC 15 Perception check to note the underwater portion of the flight of stairs from above the water. The stairs are immediately obvious to anyone underwater, although silt and murk in the water reduces underwater sight to a limit of 10 feet.

The stairs descend steeply for 20 feet before turning and entering a completely flooded 10-foot-high tunnel

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to the north that leads back out of the water via a flight of steps rising up to area **D4**

The pool itself is 30 feet deep and has a 15-foot-diameter underwater passage at its base that leads 140 feet west into the river basin. It is via this passageway that the pool's denizen comes and goes. A DC 25 Perception check is enough to see the underwater entrance from the surface. The waters here are still; it's a DC 10 Athletics check to Swim here.

Creature: A particularly large and dangerous river elasmosaurus has inhabited this pool for many years, living off the abundantly available eels. The animal is ferociously territorial, immediately attacking anyone who enters the water and pursuing foes onto land for short distances if needed.

RIVER ELASMOSAURUS CREATURE 11

RARE N HUGE ANIMAL

Variant elasmosaurus (*Pathfinder Bestiary 2* 105)
Perception +21; low-light vision, scent (imprecise) 30 feet
Skills Athletics +22
Str +7, **Dex** +5, **Con** +6, **Int** –4, **Wis** +6, **Cha** +0
Deep Breath The elasmosaurus can hold its breath for 2 hours.

AC 31; **Fort** +23, **Ref** +18, **Will** +21
HP 195
Long Neck As elasmosaurus.
Attack of Opportunity ↷ Jaws only.

Speed 5 feet, swim 35 feet
Melee ❖ jaws +24 (reach 15 feet), **Damage** 2d12+13 piercing plus Grab
Melee ❖ paddle +24, **Damage** 3d6+13 bludgeoning
Drag Below ❖ (attack) As elasmosaurus.
Thrashing Retreat ❖❖ As elasmosaurus.

Treasure: A diver who succeeds at a DC 25 Perception check can find the calcified, skeletal remains of a long-dead adventurer on the pool bed. Within a ruined belt pouch is a *jade serpent wondrous figurine*, and gripped in the skeleton's hand is a *wand of freedom of movement*.

D4. POTTERY STORE

This oddly shaped chamber has stairs descending into cloudy water to the south and another set of stairs descending to bronze double doors to the northwest.

The pottery in here is of ancient cyclops make, elaborate pieces painted primarily in black and white and depicting lotus flowers, cities, and one-eyed humanoids engaged in everything from worship to fighting to athletic contests. Some even show vicious confrontations between these humanoids and centaurs. A PC who succeeds at a DC 30 Society check or DC 25 Iobaria Lore check notices that the humanoids are all portrayed in a distinctive stylistic manner—with wide-legged, sway-backed stances—associated with the ancient Iobarian cyclops empire.

Treasure: The pottery is worth 50 gp in all, but the pieces' awkward sizes results in every 10 gp worth of pottery being 1 bulk.

D5. RIVER TRAP MODERATE 9

A ten-foot-high hallway extends at an angle from bronze double doors, passing two shallow alcoves before reaching a square room. Standing in the side alcoves are two human-sized statues of painted stone depicting one-eyed humanoids. More of these statues stand in ranks within the ten-foot-high room beyond.

The statues are of cyclops warriors clad in ancient Iobarian style. Anyone entering this hallway and succeeding at a DC 28 Perception check notices the telltale points of a raised portcullis in a shadowy recess of the hall's ceiling just east of the alcoves. The backs of the alcoves have sealed secret doors, unopened since the cairn was first excavated; a PC can detect them by succeeding at a DC 35 Perception check. Opening one of these secret doors requires pressing the eye of its nearby statue, causing the door and statue alike to grind down into the ground, revealing the 10-foot-deep alcove beyond.

The statues in the main room are identical to those in the alcoves. A PC can find a secret door on the room's western wall by succeeding at a DC 25 Perception check; opening this door triggers the room's trap. In the ceiling just beyond it is another hidden portcullis; detecting it requires a character standing within 10 feet of it to succeed at a DC 28 Perception check.

Creatures: A single cyclops zombie stands in each alcove beyond the secret doors east of the room. These creatures remain motionless and silent until either their door is opened or the room's trap is triggered, at which point they stomp out into the room to attack any living foes they find.

CYCLOPS ZOMBIES (2) CREATURE 7

NE LARGE MINDLESS UNDEAD ZOMBIE

Variant zombie hulk (*Pathfinder Bestiary* 341)
Perception +8; darkvision
Skills Athletics +18
Str +7, **Dex** –1, **Con** +4, **Int** –5, **Wis** +0, **Cha** –2
Slow A cyclops zombie is permanently slowed 1 and can't use reactions.

AC 21; **Fort** +16, **Ref** +9, **Will** +12
HP 160, negative healing; **Immunities** death effects, disease,

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mental, paralyzed, poison, unconscious; **Weaknesses** critical hits 14, positive 10; **Resistance** all 7 (except positive and critical hits)

Speed 25 feet

Melee ❖ fist +17 (reach 10 feet), **Damage** 2d10+9 bludgeoning

Hazard: This entire room is a deadly and complex trap that triggers as soon as the secret door to the west is opened. On the ceiling are arranged 12 cleverly hidden circular doors, each just under 5 feet in diameter and located in the center of each full 10-foot square area in the room. Noticing one of these trapdoors before it opens requires a PC to succeed at a DC 33 Perception check; on a critical success, a character notices all 12 doors. Treat these trapdoors as stone doors if the PCs attempt to force them open (hardness 10, HP 80, BT 40)—but once one of these doors is forced open or broken, the trap triggers.

FLOODING ROOM HAZARD 9

UNIQUE COMPLEX MECHANICAL TRAP

Stealth +23 (master)

Description When the western secret door is opened or any of the trapdoors in the ceiling are forced open, the trap is triggered. As soon as this occurs, the portcullises to the east and west come crashing down, each consisting of solid iron sheets that form watertight seals. At the same time, the dozen 5-foot-wide trapdoors open in the ceiling. These holes are the mouths of winding tunnels that connect to a second pair of apertures on the submerged side of the island outside, allowing the waters of the Little Sellen River to plunge down into this room, possibly damaging or knocking prone those in the square portion of the room itself (but not in the adjoining hallway) and eventually flooding the entire chamber.

Disable Thievery DC 26 (this increases to DC 30 once the trap is activated) to disable one of the 12 trapdoors and seal it shut; disabling all 12 of the trapdoors completely deactivates the trap, but a critical failure on any attempt causes the trap to trigger; Thievery DC 24 to disable one of the watertight portcullises and prevent it from falling; magic such as *shape stone* or *wall of stone* or even *lock* can also be used to disable portions of this deadly trap at the GM's discretion

AC 25; **Fort** +23, **Ref** +15

Portcullis Hardness 16; **Portcullis HP** 70 (**BT** 35); **Immunities** critical hits, object immunities, precision damage

Rushing Water ↷ **Trigger** The secret door to the west or any trapdoor is opened. **Effect** The 12 ceiling trapdoors open along with the two secret doors to the cyclops zombie alcoves, releasing river water and zombies into the room. Any creature standing in the central 40-by-40 foot section of the main room must attempt a DC 28 Reflex save; the trap then rolls initiative.

Critical Success The creature takes no damage.

Success The creature takes 1d10+6 bludgeoning damage from the cascade of water.

Failure The creature takes 2d10+13 bludgeoning damage from the cascade of water.

Critical Failure The creature takes 2d10+13 bludgeoning damage from the cascade of falling water and is knocked prone.

Routine (12 actions) The trap loses 1 action for each of its 12 ceiling trapdoors that are disabled. On each of the trap's actions, it pours water into the room, filling it to a depth of one inch. If all 12 trapdoors are open, it thus fills the room at a rate of 1 foot per round. If one of the portcullises is breached, the trap fills the room at half the rate, and if both are breached, it fills at one quarter the rate. Once the cascade of water begins, it's easy enough for a PC to avoid the downpour, but any creature that deliberately enters the cascade is subjected to the trap's Rushing Water reaction. If a creature is struck by Rushing Water while already underwater, the result of its Reflex save is automatically improved one degree of success.

The flooding ends and the trap deactivates once the area is filled to the ceiling–at this point, the water's surface is at the level of the river, and at the top of the stairs leading down from areas **D4** and **D6**. A Medium or smaller creature can try to Swim to freedom through one of the 5-foot-wide tunnels leading to the river from a trapdoor, but doing so requires navigating 200 feet of flooded tunnels.

Reset The trap must be reset with a major engineering effort.

D6. WINDING STAIR

This crooked stair is uneven. It winds upward, curving to the left as it rises.

These stairs lead up to area **E1** on the second level of Vordakai's tomb.

E1. DESCENDING STAIR

This crooked stair is uneven. It winds downward, curving to the right as it descends.

These stairs lead down to area **D6** on the first level of Vordakai's tomb.

E2. DAEMONIC SHRINE

This room is divided in two by a pair of pillars carved in the likeness of leering fiends. West of these pillars, the floor is tiled with light-colored slate. To the east, the walls are unadorned, and plain bronze double doors open to the north and south. An alcove on the south wall houses a

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VORDAKAI'S TOMB: SECOND LEVEL
ONE SQUARE = 10 FEET

simple stone altar bearing an unlit oil lamp. In the eastern part of the room, the slate floor tiles are darker, and friezes on the walls depict processions of animal-headed creatures marching along a black river's banks toward dual shrines in opposite corners of the chamber. These shrines, carved out of quartz, bear depictions of a shadowy individual standing in a sinister longboat, and an unlit oil lamp and a shallow cup rest atop each. Between the shrines stand bronze double doors, their faces decorated with a mosaic of a winding river crafted from obsidian tiles.

A PC who succeeds at a DC 20 Religion check to Recall Knowledge readily identifies the shrouded figure in the boat as Charon. Collectively, the Horsemen of the Apocalypse fueled Vordakai's vision, but the cyclops' interest lay primarily in the demigod Charon, the Horseman of Death.

The oil lamp on the western shrine is empty. The lamps on the eastern shrines are fueled, and the cups atop them are stained with a dark residue; succeeding at a DC 15 Medicine check to Recall Knowledge identifies this as dried blood no more than a week old. Success on a DC 25 Religion check to Recall Knowledge recognizes these dual altars as an archaic and obscure form of worshipping Charon in which the smoke of the two shrine lamps symbolizes the rising spirits of the dead as they approach the River Styx. On a critical success, the character knows that to properly light these lanterns, an offering of blood must be given to each lamp before they are lit. A character can collect enough blood to make an offering for one lamp by inflicting 1d4 points of slashing or piercing damage to themselves, but blood from any source (including bodies that aren't more than an hour deceased) works.

Hazard: If the PCs open the double door to area **E3** without first making the blood offerings and lighting both eastern shrine lamps, the quartz altars burst into freezing black fire that carries in it the eldritch properties of the River Styx.

STYGIAN FIRES — HAZARD 12

UNIQUE | COLD | CONJURATION | MAGICAL | TRAP

Stealth DC 35 (master)

Description Freezing black fire bursts from the two quartz altars, filling the room with numbing black flames that scour away memories and emotions as swiftly as they sear flesh and bone.

Disable Thievery DC 30 (master) to sever the links between the door and the lanterns, Religion DC 35 (master) to use prayer to deactivate the divine magic, or *dispel magic* (6th level; counteract DC 30) to counteract the trap

Stygian Fire ↷ (divine, cold, conjuration) **Trigger** The doors to area **E3** are opened without someone making blood offerings and lighting the lanterns. **Effect** Every creature

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in area **E2** must attempt a DC 32 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes 3d10+13 cold damage and is stupefied 1 for 1 minute.

Failure The creature takes 6d10+27 cold damage and is stupefied 1.

Critical Failure The creature takes 6d10+27 cold damage, takes 1d10 persistent cold damage, and is stupefied 2.

Reset The trap resets one minute after the doors to area **E3** are closed.

E3. FALSE STAIR

This chamber is roughly hewn, as if it were never fully finished. Bronze double doors open to the north and west, and a passage exits to the east.

Once intended to lead to a large wing of the dungeon that was to contain priestly quarters, the tunnel to these chambers (as well as the chambers themselves) were indeed never finished. The northern doors open onto an unfinished stairway that climbs 30 feet and dead-ends at a stone wall. If you wish to expand Vordakai's tomb into additional areas, this presents an excellent place to add in more encounters of your own design.

E4. GUARD CHAMBER MODERATE 9

The construction of this chamber differs from those seen previously. The ceiling reaches to a height of twenty feet overhead and appears to bear many fractures in the rock. In the center of the chamber, two columns of mortared stone support a ceiling of strange, delicate arches of stone.

Creature: As soon as any living creature enters this room, a dreadful conjured guardian appears in a burst of foul-smelling damp mist. This monstrosity is an elite piscodaemon, and as soon as it manifests in the room, it speaks telepathically to the intruders, demanding to know in whose name they dare intrude upon the inner sanctum of the Horseman of Death. Any response that includes the name "Vordakai" is enough to persuade the piscodaemon to stand down. However, if anyone attempts to leave via this chamber with the prisoner from area **E5** in tow while the piscodaemon remains, the daemon attacks, even if Vordakai's name is invoked. (The piscodaemon can see invisible creatures, but other methods of hiding the prisoner from **E5** can fool it.)

ELITE PISCODAEMON CREATURE 11

Pathfinder Bestiary 2 6, 58

Initiative Perception +21

E5. PRISON

Masonry columns form shallow alcoves around a central pillar in this flat-roofed chamber. Manacles hang from the walls near ancient bloodstains.

Creature: Slumped in the southern corner of this room is Vordakai's latest prisoner, the curious Nomen centaur Xamanthe Silverfire, daughter of war-priestess Aecora Silverfire. After Xamanthe was defeated and captured by the daemons in area **D2**, Vordakai had her brought to this prison. After ensuring the centaur was under the effects of his paralyzing touch, he stayed long enough to mock her before leaving her to her pain.

Xamanthe remains paralyzed by the lich's touch, her mind in a delirious state brought on by malnutrition and fear. Once every few days or so, Vordakai makes sure to send a minion (usually the piscodaemon in area **E4**) to feed the prisoner a pan of watery gruel—just enough to prevent her from dying of thirst or starvation, but far from enough to allow her to recover from her trials.

The paralysis effect Xamanthe suffers is a permanent affliction, the result of a critical failure against Vordakai's paralyzing touch. Removing this effect requires magic capable of counteracting a magical paralyzing curse (6th level, counteract DC 28). Characters who lack these capabilities can still rescue the paralyzed centaur, but getting her out of the tomb will be more difficult as long as she can't move on her own. A dose of the *panacea* found in area **F4** has an excellent chance to free Xamanthe from paralysis.

If she's rescued, Xamanthe can describe how she broke her people's taboos and disobeyed her mother's commands to investigate the Valley of the Dead, and she can tell of how she took the strange pathway leading up into the mountains. She ruefully admits her curiosity got the better of her, but she stubbornly says that she'd do the same if she had the chance again—though she'd be a bit more cautious! After she was defeated by the leukodaemons in area **D2**—she doesn't realize how fortunate she is to have avoided contracting any diseases from that fight—she has only flashes of memories: periodic visits by a "tentacled fiend" who brought her foul-tasting food, pain-filled dreams and nightmares, and a growing sense of despair. She has a particularly disturbing memory of a nearly skeletal cyclops with a glowing red gem wedged in his otherwise-empty eye socket, who whispered the following to her at some point during her ordeal after she'd been imprisoned here: "You should be honored to be a guest of Vordakai. I shall return once your fear and dread drive all semblance of will and self from your mind, at which point you will thank me for these gifts

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of pain." Xamanthe is relatively certain this hateful creature is the one who paralyzed her, but she knows little more apart from the fact that the name the creature used is the same as one long used by her people as that of a sort of ancestral, legendary boogeyman.



XAMANTHE SILVERFIRE

If invited, she readily joins the PCs in helping them explore the tomb, but she knows she may well be out of her depth here. Without an invitation, she asks only for an escort out of the tomb; from there, she's confident she can make the return journey to her people (provided, of course, she receives healing). She has no gear to offer the PCs in reward, but she does describe to them her magic spear and says that they are welcome to keep it if they find it, wherever it may have ended up in this tomb. (This *+1 cold iron shifting spear* is currently amid the other treasures in area **F4**).

XAMANTHE SILVERFIRE CREATURE 5

Female centaur scout (page 267)
Initiative Perception +13
HP 75 (currently 3)

E6. CENTRAL CRYPT MODERATE 9

This chamber's walls are composed of burial alcoves. All are empty save for assorted bits of pottery.

This was the main burial chamber for Vordakai's minions. All of them were roused when Willas Gundarson disturbed the cairn—some can now be found elsewhere in this tomb, but others made their way out into the surrounding wilderness.

Creatures: Vordakai used *planar binding* to summon a quartet of soul eaters in this chamber as guardians. The eerie monsters float near the central pillars and swiftly move to attack any living creatures that enter the room.

SOUL EATERS (4) CREATURE 7

Pathfinder Bestiary 2 247
Initiative Perception +15

E7. VESTIBULE

The walls of this chamber are covered in plaster and bear frescoes whose colors are still vibrant. This artwork depicts one-eyed humanoids rendered in a sway-backed style.

The frescoes are all in the ancient cyclops style and show scenes relevant to Vordakai's life millennia ago. They provide glimpses into the ancient cyclops culture and would be of great interest to a historian seeking more information about ancient Iobaria's culture.

E8. SACRISTY

A stone bench sits at shoulder height against the far wall of this chamber; upon it rest a number of stone vessels and bronze tools. A human-sized statue of a sway-backed humanoid, its hand clamped over its single eye, stands against the wall.

This chamber was used to prepare bodies for interment and houses an assortment of funerary tools, though none are of particular value. A PC can find the secret door behind the statue by succeeding at a DC 25 Perception check. This secret door is locked with both an excellent mundane lock and a heightened *lock* spell—it requires a successful DC 30 Thievery check to Pick the Lock or a DC 30 Athletics check to Force Open the door.

E9. OCULUS FOCUS

The walls of this room bear eye-shaped patterns and carvings, all of which seem to be looking at a point on the south wall where a single carving of a giant, stylized eye looms. The eye's pupil is an intricately engraved relief roughly the size of the palm of a hand.

The southern eye carving radiates strong conjuration and divination magic, and is part of a specialized *teleportation circle* linked to the *Oculus of Abaddon* carried by Vordakai. If the *Oculus of Abaddon* eyepiece is placed in the engraving's pupil (or if its current wearer merely touches the pupil), the walls of the room glow briefly before the chamber magically teleports everyone within into area **F2**.

If the eye carving is broken (hardness 22, HP 80, BT 40), the *Oculus of Abaddon* cracks inside of Vordakai's eye socket. This sends a searing jolt of pain through the lich's mind, removing the *Oculus*'s ability to use *true seeing* and *familiar farsight*. If the eye carving is fully destroyed, whenever Vordakai attempts to cast a spell, he must first succeed at a DC 5 flat check or the spell is lost. In either event, Vordakai immediately mobilizes and seeks out the PCs after casting his preparatory spells—he uses *dimension door* to enter this room and then begins tracking down the PCs from there.

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E10. TAR POOL MODERATE 9

This wide chamber appears to have been naturally formed; its ceiling rises twenty-five feet and is festooned with stalactites. The stink of sulfur and tar are strong, as a huge lake of bubbling black tar dominates the chamber. From rock outcrops here and there on the walls bubble small springs of milky-looking water from which clouds of steam rise. Across the chamber, a stony shelf provides purchase for a door stoop before a black wooden door swollen in its frame. The broken stumps of two support posts protrude from the rock of the shelf as well as that of the main entrance near the pool's edge, showing where a wooden bridge once spanned the inky soup.

This chamber is quite inhospitable to living creatures—see the Hazard below. A PC can discover the secret door in the northwest wall by succeeding at a DC 25 Perception check. Flight allows a character to navigate this room without being exposed to the tar, of course, as does climbing along the walls (with a successful DC 25 Athletics check).

Originally, a bridge did indeed once allow easier access over the pool from north to south, but when the tomb neared completion, Vordakai had the bridge destroyed to limit access to the chambers beyond.

The mist and steam in the air impose a –2 circumstance penalty to Perception checks in this room.

Creature: While some of Varnhold's citizens have perished as a direct result of Vordakai's necromantic tortures and interrogations, others were not so lucky. One such doomed soul was the wizard Cephal Lorentus, who now serves Vordakai in undeath as a particularly violent undead thrall. In life, Cephal was a middle-aged, bearded man of above-average height. In undeath, his flesh is foul and blackened, in part due to the fact that he's been charged with guarding this room from intruders. He still wears tatters of his wizardly robes, and his head hangs to the side after his neck was broken by Vordakai's crushing grip (he is still capable of hissing out speech or verbal components for his spells, though). While Cephal lost most of his wizardly abilities in the transition to undeath, the arcane spells he had prepared in life have become innate spells as a result of his necromantic transformation.

Cephal stands motionless on the ledge before the door in the southern part of the chamber, impassively watching the room and waiting with endless patience for enemies. His first act upon noticing intruders is to cast *fly* on himself, but he remains at the southern ledge for most of the fight, relying upon his ranged spells to harry the PCs. If anyone closes to melee, he flies out over the tar to maintain distance. The use of *telekinetic maneuver* to shove a PC into the tar pool could be particularly deadly. If reduced to fewer than 60 HP, Cephal takes a moment to cast *sending* to warn Vordakai of the danger—the lich won't react directly to aid Cephal (who thereafter fights until destroyed), but Vordakai does prepare for the PCs' arrival as a result.



CEPHAL LORENTUS CREATURE 9

UNIQUE NE MEDIUM UNDEAD

Unique male undead

Perception +18; darkvision

Languages Common, Draconic, Hallit, Jotun, Sylvan

Skills Arcana +20, Diplomacy +17, Nature +19, Society +19, Survival +17

Str +0, **Dex** +2, **Con** +0, **Int** +6, **Wis** +2, **Cha** +4

Items *+1 dagger*, *ring of wizardry I*, tattered robes

AC 28; **Fort** +15, **Ref** +15, **Will** +21

HP 140, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** bludgeoning 10, piercing 10

Speed 25 feet

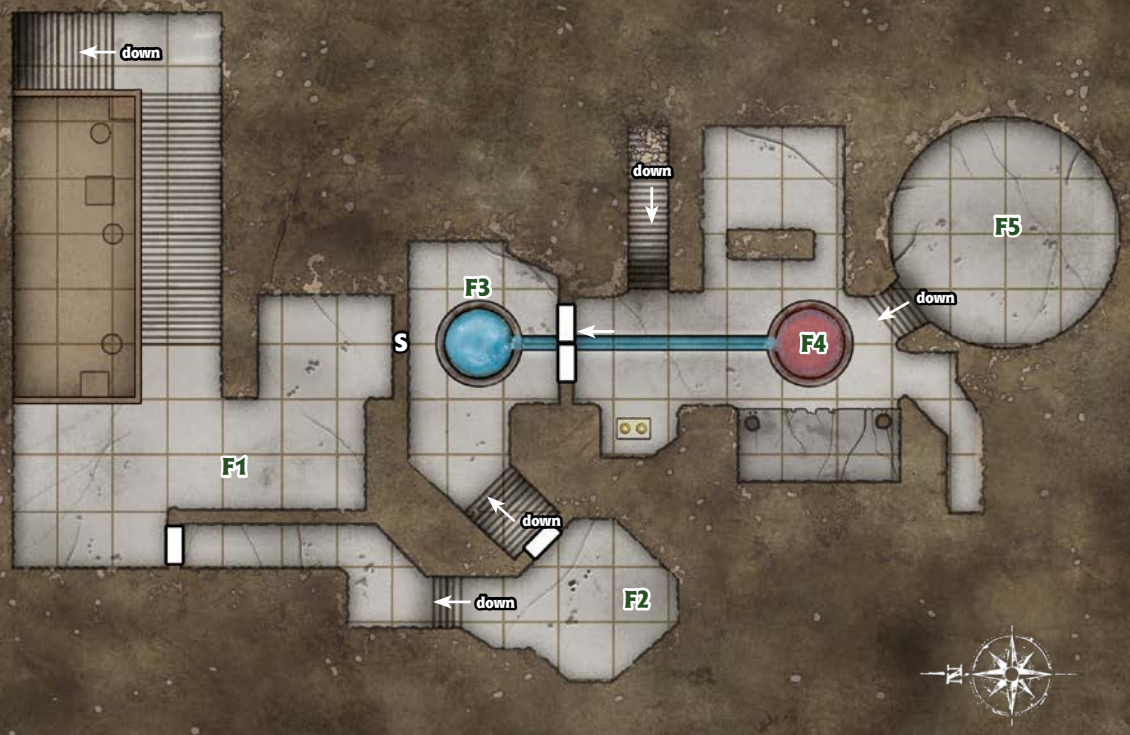
Melee ❖ *dagger* +18 (agile, finesse, magical, versatile S), **Damage** 1d4+2 piercing plus 4d6 negative

Melee ❖ jaws +15, **Damage** 2d6+2 piercing plus 4d6 negative

Arcane Innate Spells DC 29, attack +20; **5th** *fireball*, *sending*; **4th** *dispel magic*, *fly*, *resist energy*; **3rd** *lightning bolt*, *slow*, *vampiric touch*; **2nd** *acid arrow*, *mirror image*, *telekinetic maneuver*; **1st** *command*, *feather fall*, *magic missile*, *mending*, *unseen servant*; **Cantrips (5th)** *detect magic*, *electric arc*, *light*, *message*, *shield*

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VORDAKAI'S TOMB: THIRD LEVEL
ONE SQUARE = 10 FEET

Feasting Bite If Cephal critically succeeds at a jaws Strike against a foe or successfully hits a helpless foe with a jaws Strike, he gnaws upon the foe's flesh and drains its life force to bolster his own health. This restores 3d6 HP to Cephal (he gains any excess HP as temporary HP, and also becomes quickened 1 during his next turn; he may use his extra action only to make a jaws Strike).

Hazard: The lake of bubbling tar that fills most of this chamber steams and sputters a few feet below the various ledges in this room. The tar is only 3 feet deep, but moving through it counts as greater difficult hazardous terrain that inflicts 2d6 fire damage each turn. *Water walk* allows a character to move across the surface of the tar at normal speed but doesn't protect from the heat hazard presented.

In addition, the fumes put off by the bubbling lake of tar in this cavern has made the air itself toxic to breathe, causing eyes to water, throats to burn, and lungs to ache within a few seconds. All breathing creatures who inhale the air in this chamber are automatically exposed to the toxins and must attempt a DC 26 Fortitude save. On a failure, they become sickened 2; on a critical failure, they also become enfeebled 1 for 1 hour.

SCALDING TAR LAKE — HAZARD 9

UNCOMMON | COMPLEX | ENVIRONMENTAL

Stealth DC +0 (the tar lake is blatantly obvious, and its effects occur near the end of each round)

Description The bubbling tar churns and seethes, periodically bursting in a burning hot splatter of scalding sludge and gas.

Disable DC 30 Survival check to throw rocks or other bits of debris into areas within the tar lake that are about to burst, allowing the lake to vent harmlessly for that round (on a critical success, this prevents the lake from venting for 3 rounds); permanently disabling the tar pit would require powerful magic or long-term engineering projects (subject to the GM's discretion).

Scalding Burst ↻ **Trigger** A creature attempts to move through the tar; **Effect** A scalding burst of hot tar burns the creature, which must immediately attempt a DC 28 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes 3d6 fire damage.

Failure The creature takes 6d6 fire damage and 1d6 persistent fire damage.

Critical Failure The creature takes 9d6 fire damage, 2d6 persistent fire damage and takes a –10-foot status penalty to its Speed as long as it continues to take the persistent fire damage from the hot tar clinging to it.

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Routine (1 action) The bubbling lake of tar churns and sputters. One randomly determined target within 5 feet of the tar lake is targeted by a Scalding Burst.

E11. SECONDARY ENTRANCE

Hewn stairs rise to the north from this room, and the air is foul with the stink of sulfur and tar.

The air in this room and the hallway leading up to area **C4** to the west is foul smelling due to air seeping through the secret door's cracks from the tar lake , but not quite noxious enough to cause problems. A PC can discover the secret door in the southeast wall by succeeding at a DC 25 Perception check.



WILLAS GUNDERSON

E12. SECONDARY CRYPTS LOW 9

This crypt stretches into darkness. The floor is strewn with rubble and the filth of opened graves. Sprawled on the floor is a fairly fresh corpse of a middle-aged Ulfen man, no more than a week or two old.

These secondary crypts once held additional servants of Vordakai, not all of whom were converted into festering undead horrors. The bones of the rest of them lie scattered upon the floor. The Ulfen corpse is none other than Willas Gundarson, who recovered from Vordakai's beckoning enchantment just as the feasting began in room **E13**. Willas retreated here and fought valiantly for his life with nothing more than the hunting knife at his belt, but he ultimately fell to the undead cyclopes.

Creature: A combination of horror at the fate of his fellow colonists and overwhelming guilt over his role in bringing it about caused Willas to give in to despair as he finally fell to his attackers. His troubled soul now haunts the crypt as a powerful dread wraith. He doesn't leave this chamber but mercilessly attacks anything that enters. The dread wraith has no memories of life and seethes now only with a hatred of the living. He fights until destroyed.

WILLAS GUNDARSON CREATURE 10

Elite dread wraith (*Pathfinder Bestiary 2* 6, 298)

Initiative Perception +21

E13. FEAST HALL MODERATE 10

Thick pillars ascend to this large chamber's twenty-foot-high ceiling, while a wide stone staircase climbs to a darkened gallery above. A long table surrounded by chairs sits in the middle of the room.

The purpose of the chamber is apparent from the great stone table running across its center. Dozens of seats have been set about this massive affair and propped upon them is a thing of horror. Each chair holds the corpse of a human locked in its death throes, its mouth agape in anguish, the top of its cranium brutally removed, and the brains within excised.

The dead bodies are 33 of Varnhold's colonists. If the PCs have interacted with any of Varnhold's citizens, a PC who succeeds at a DC 15 Society check to Recall Knowledge can recognize a few faces. No check is needed to recognize the body seated at the head of the table: Maegar Varn himself. Also

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present is a corpse wearing the trappings of a priest of the faith of Erastil—Maegar's longtime companion, the cleric Caspar Morgarion. All of these poor souls are victims of the cyclops lich Vordakai. Unlike the lich's undead minions, which are compelled to feed out of their necromantic nature, Vordakai feeds on the brains of the recently dead not to satisfy an aberrant hunger for flesh but out of a darker hunger for knowledge. Consuming the brain of a living creature doesn't grant the lich increases to his mental ability scores or other quantifiable boons, but he does have the ability to absorb snatches and bits of memory from those he feeds upon—yet another way in which he is fitting himself to the new world he has found himself in.

This adventure assumes that the victims in this room have already been judged by Pharasma and cannot be raised from the dead, but if you wish to allow the PCs to resurrect Maegar Varn, Caspar Morgarion, or any other villagers, feel free to do so; such resurrected NPCs will doubtless become loyal allies to the party in return for the mercy granted.

The stairs to the east lead upward to area **F1**.

Creatures: Guarding this chamber are four cyclops zombies. When they notice the PCs, the undead cyclopes spread out and attack, fighting and pursuing until destroyed (although they won't pursue the PCs out of the tomb entirely).

CYCLOPS ZOMBIES (4) CREATURE 7

Page 275

Initiative Perception +8

F1. BALCONY

This balcony has no rail and overlooks room **E13**, 30 feet below. A PC can find the secret door to area **F3** by succeeding at a DC 25 Perception check.

F2. OCULUS CHAMBER

The walls of this octagonal chamber, which vaults to a twenty-foot-high ceiling, are composed of multiple slabs of opaque, white crystal fitted together to form a dome in the distinctive shape of an inverted eye, its gaze focused into the room below. This white crystal gleams with a subdued moonlike glow. The walls of the chamber are covered with arcane symbols, stylized line art, and images of cyclopes. A twenty-foot-diameter circle is incised into the stone of the floor directly beneath the great eye-shaped dome.

This chamber is sacred to the daemonic demigods of Abaddon and has existed longer even than the tomb itself—this chamber being one of the central reasons Vordakai chose this site for his tomb in the first place. His only change to the room was to eradicate the previous wall carvings and replace them with the current designs; the original carvings were too horrid for even the cyclops to stomach. This room is where Vordakai discovered the *Oculus of Abaddon*, and it's the original force behind Vordakai's descent from cruelty into true evil.

The Oculus Chamber radiates an aura of overwhelming conjuration and divination and serves as a focal point of daemonic energies in ways that even Vordakai does not yet fully understand. A character who attempts to Identify Magic in this chamber can, with a successful DC 30 Occult or Religion check, confirm the basic function of the room. A critical success at this check confirms to the PC that the planar boundaries here between the Material Plane and Abaddon are unusually tenuous.



CYCLOPS ZOMBIE

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F3. POOL GUARDIAN — MODERATE 9

A burbling fountain and pool that stinks of sulfur occupies the center of this chamber. A shallow channel cut into the stone of the floor passes beneath bronze double doors, funneling the foul-smelling water out to the south.

This chamber, the foyer to Vordakai's throne room, contains a naturally occurring sulfur spring. The water tastes horrible, and anyone who drinks it must succeed at a DC 25 Fortitude save or be sickened 1 (sickened 2 on a critical failure).

Creature: Dwelling within the sulfurous pool is an elemental creature twisted by the archdaemons an age ago and left here as a guardian: a neutral evil elemental tsunami that obeys the commands of anyone who wears the *Oculus of Abaddon*. Vordakai has commanded it to attack anyone who enters the chamber; if he casts *dominate* on a PC, he takes a moment to inform the elemental tsunami that this victim is to be allowed to pass unharmed as well. Otherwise, the tsunami fights to the death.

ELEMENTAL TSUNAMI — CREATURE 11

Pathfinder Bestiary 153
Initiative Perception +22

F4. THRONE OF BONES — SEVERE 9

A channel of sulfurous water runs down the center of this chamber into a placid pool tinged in red and surrounded by kneeling forms. Just inside the room, a small stone shrine decorated with several freshly severed human heads sits in a small alcove to the west. To the east, a collapsed staircase leads nowhere. Deeper into the room, a large workspace to the north houses a large stone table. Across from it to the west, a hideous throne made of bones looms over the pool. At the southern end of the room, a staircase rises into the darkness and a hallway leads out of sight.

This is Vordakai's throne room—the chamber wherein he slept for countless ages and where he now toils on new plans of destruction at the behest of visions granted by the Four Horsemen. A PC who succeeds at a DC 20 Religion check to Recall Knowledge identifies the shrine as being dedicated to the Four Horsemen. The heads on it are recently "released" Varnhold victims; their bodies are the forms huddled around the pool, eviscerated such that their entrails are laid out in intricate patterns sacred to Vordakai's daemonic overlords. The ruined staircase once led to the top of the cairn, but it's now collapsed and useless.

The workspace to the east consists of Vordakai's library and laboratory. Here, the PCs can find numerous stone tablets, crumbling scrolls, and even some strangely intact ancient tomes, all of which concern the worship of the Four Horsemen of the Apocalypse and methods by which to engineer great disasters in the world to feed their insatiable gluttony for souls. Among these records are several newer notes concerning Vordakai's confusion about how the world has changed in the last 10,000 or so years, his frustration at having forgotten so much of his knowledge and wizardly skills in that span of time, and his desire to learn more about this new world before he attempts to resurrect his empire. The abduction of Varnhold to use their citizens as research tools is but the first step in this mission. It should be obvious to anyone who studies the information here that, while it would be many years before Vordakai was in a position where he was ready to attempt his plans for the world, if the lich had been left to his own devices, he could have swiftly become a terrible danger to both Brevoy and the River Kingdoms—and perhaps beyond. All of these notes are written in Cyclops.

The hallway to the southwest remains unfinished to this day and leads nowhere.

Creatures: Vordakai sits upon his throne of bones in this chamber, staring into his bloody oracular pool and arrogantly awaiting the PCs while he pores over one of his tomes and puzzles out the mysteries of this strange new world he has awakened into. The cyclops lich's power has waned over the centuries, but he remains a powerful foe; his tactics in combat can be found alongside his statistics on page 606.

VORDAKAI — CREATURE 12

Page 606
Initiative Perception +23

Treasure: Beyond his spellbook and gear, Vordakai keeps his treasures in neatly organized mounds and piles behind his throne. The majority of this treasure consists of ancient coins (24 pp, 200 gp, and 1,300 sp) and various art objects altogether worth an additional 200 gp—among this collection is the 20 gp "bracelet" stolen by Willas after Horagnamon retrieved it for Vordakai. In addition to the ancient treasures, several magic items Vordakai found on his victims can be found here. These include a pair of *eyes of the eagle*, a *moderate sturdy shield*, a *greater hat of disguise*, a pouch holding three *panaceas*, and a *+1 cold iron shifting spear* (taken from Xamanthe).

Perhaps an even greater treasure can be found in the area that serves as Vordakai's laboratory. The preserved knowledge of ancient Casmaron to be found here is contained in dozens of stone tablets weighing nearly 1,000 pounds in all. The tablets are worth 500 gp to a scholar of this ancient land (such as Tamerak

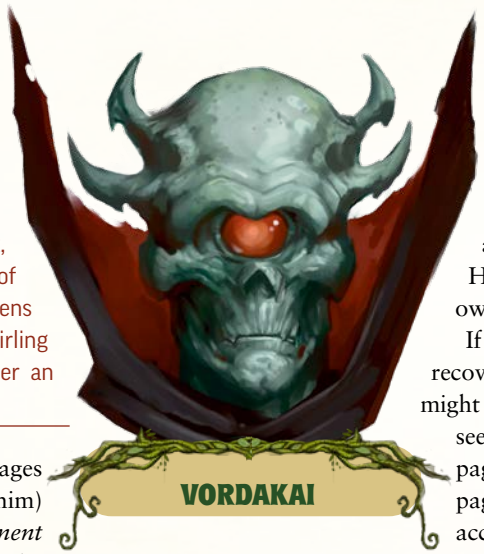
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Elenark—see page 529—though he would need several weeks to arrange for the funds to be brought to the PCs' capital).

F5. DUNGEON OF SOULS

The walls of this room are filled with stone niches, each bearing a number of strange glass jars. Each jar is about a foot tall, is stoppered with a clot of black wax, and contains a swirling plume of glowing white smoke. There are dozens of these jars on display, and the swirling light each emits gives this chamber an otherworldly feel.



VORDAKAI

Vordakai built this chamber ages ago, using his (now lost to him) knowledge of the *imprisonment* ritual to build a prison in which he planned to build a sort of "library" of experts to keep on hand to interrogate as needed. Although the ability to use *imprisonment* is now beyond his ability, the jars in this room each retained the capability to absorb a soul. A PC who succeeds at a DC 26 check to Identify Magic can discern the basic use of this room (including the fact that the jars contain trapped souls that can be released by breaking or opening them). A PC who critically succeeds at this check reveals that the jars were enhanced long ago via use of an *imprisonment* ritual, but since they currently contain souls, they cannot be used to do so again.

Vordakai managed to create 42 of these soul receptacles before he was defeated, and today, each holds a citizen of Varnhold, among them Maestro **Ervil Pendrod** (LN male human bard 5). A character who touches one of these jars can communicate telepathically with the soul trapped inside. By breaking, opening, or simply removing a jar from this room, the jar becomes nonmagical and disgorges its trapped soul in a plume of smoke, re-forming into the trapped victim's physical body in the same condition they were in when they were captured.

The prisoners are extremely grateful if rescued and confused about how they got here. While mournful for those among their number who have already been slain (particularly their leader, Maegar Varn), they remain quite anxious to escape this prison and return to Varnhold.

CONCLUDING THE ADVENTURE

With the destruction of Vordakai and most (if not all) of his monstrous minions, an ancient threat has finally been expunged from the Stolen Lands. This is far from a minor accomplishment—not only do the surviving villagers of Varnhold swiftly pledge their loyalty to the PCs and their nation, but the Nomen centaurs are impressed as well and vow to live peacefully with the human settlers in deference to the great work the PCs have accomplished. All the centaurs ask is that they be left the Nomen Heights (zone 8) as part of their own territory.

If the PCs rescued Xamanthe or recovered *Skybolt*, the Nomen centaurs might have further rewards for the PCs; see the Rescuing Xamanthe quest on page 269 and the *Skybolt* quest on page 267. In any event, the PCs have accomplished something neither Taldor nor Brevoy could achieve: peace with the Nomen centaurs.

As for Brevoy to the north, events continue to escalate as tensions between Issia and Rostland grow, while to the west, another kingdom is most assuredly not ignoring the growing power in the eastern Stolen Lands. Self-proclaimed King Irovetti of Pitax has already defeated and displaced the Brevic agents who dared attempt to colonize the Glenebon Uplands and the Slough, and as the PCs' nation grows, so does Irovetti's jealousy—jealousy destined someday soon to ignite a new war in the River Kingdoms, where blood will be traded for blood until only one leader rules the Stolen Lands.

ANNEXING VARNHOLD

With the rescue of Varnhold's citizens and the defeat of the spriggans and Vordakai, the PCs have earned more than the gratitude of the devastated town. Before the vanishing, Varnhold had established a sizable territory of its own, including a road along much of the Kiravoy Bridge and a fair amount of farmland. By rescuing Varnhold's remaining citizens from captivity in area **F5** and gaining the allegiance of these citizens, the PCs can readily annex Varnhold. If they do, they immediately integrate the town as if they'd achieved a critical success on a Pledge of Fealty activity (page 520). Details of Varnhold's resources and structures appear on page 90 in Chapter 2. Furthermore, all checks on Region activities taken in hexes adjacent to Varnhold have their results improved one degree of success, representing eager help from the rescued citizens. In time, Varnhold will recover from its vanishing, provided the PCs continue to provide for the citizens.

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CHAPTER 7

BLOOD FOR BLOOD

BY NEIL SPICER

PART 1: TROUBLE IN TATZLFORD 288
The PCs should be 10th level when they begin to build their armies and move to defend Tatzlford.

PART 2: FORT DRELEV 300
The PCs should be 11th level before they begin their infiltration of Fort Drelev.

PART 3: THE TWICE-BORN WARLORD 318
The PCs should be 12th level before exploring Armag's Tomb.

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PART 1:

TROUBLE IN TATZLFORD

More than 40 years ago, when a cabal of cultists known as the Sisters of the Bloodshot Eye fled Brevoy after their sinister actions united the populace against them, they foretold the coming of Armag the Twice-Born. According to their prediction, the Twice-Born would be a child formed from the spirit of the original Armag, a warlord who terrorized the northern plains during the Age of Destiny. However, because prophecy had ceased being a trustworthy source of prognostication with the onset of the Age of Lost Omens, the foretelling of Armag the Twice-Born took shape as little more than a wishful curse uttered against the Sisters' enemies. So when no reborn warlord rose to give flesh and fury to the cult's prediction, the sisters did not remain idle: they vowed to take an active hand in forcing their prediction to come true and retreated into the Stolen Lands where they abducted a Tiger Lord out on his first hunt. For years, they raised their pawn in the ways of spite and rage and gave him the name Armag.

The Sisters convinced their pawn that the spirit of the original Armag lay within him, and that they would serve as his guides to aid him in setting his ancestral might free. By advising and strengthening Armag, they planned to guide him to his rightful place among his people, uniting them to fulfill their own prophecy and strike back at Brevoy with an army of nomadic warriors eager to please their reincarnated warlord of old. Armag embraced these goals as his own, aspiring to lead the Tiger Lords. Empowered by the deceptive

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touch of Gyronna's faithful, he slew a Tiger Lord boss and assumed the mantle of leadership.

Then settlers arrived from Brevoy. A group of soldiers and diplomats led by Baron Hannis Drelev spread south into Tiger Lord lands along the East Sellen River. These settlers not only established a fort on the shore of Lake Hooktongue, but they also sought out and looted several ancient tombs and burial sites sacred to the Tiger Lords. The final insult came when Drelev's soldiers tried to establish an unfair alliance with the Tiger Lords. Armag saw through their trickery and ordered his people to attack, but he underestimated his enemy, assuming that "soft diplomats" would not be able to stand in combat. Drelev's soldiers proved an able match for Armag's kin and, after three nights of battle, the Tiger Lords fell back. Not only did Armag see his destiny of raiding Brevoy endangered, but suddenly he and his people were on the defensive, losing territory to Drelev's expansion. However, as Armag fell back deeper into the hills, he found a new ally from an unexpected source: the realm of Pitax.

King Irovetti, ruler of Pitax, had already become concerned with Rostland's expansion into the Stolen Lands, and when he heard rumors that other Brevic agents were expanding south into more distant borderlands and displacing some of the Tiger Lords—a culture Pitax had often clashed with over borders—his paranoid fears saw opportunity. If Irovetti's forces and the Tiger Lords could work together, they could swiftly defeat these intruders. And if events could be engineered so that the Tiger Lords were at the front of the battle, the bulk of the losses would be from among their troops, further reducing opposition to Pitax's slow but eventual expansion into the Stolen Lands.

And so Irovetti and his guards traveled northeast to contact the Tiger Lords and establish a truce. Working together, they descended upon Fort Drelev with a fury and conquered the invaders in a single bloodless wave, for as Hannis Drelev saw the combined forces of Armag's warriors eager for revenge and Irovetti's armies readying their siege engines, he made a fateful choice. Always a realist, he saw immediate surrender as the only option to save his life.

The craven noble sent three riders under a flag of truce to plead with Armag and Irovetti to spare his region, proposing instead to ally with the bandits and to turn control of Fort Drelev to them. His offer to provide information on Rostland and PCs' kingdom intrigued Irovetti but frustrated Armag, who had hoped for more bloodshed. To force the loyalty—and obeisance—of Drelev's people, and to help appease the frustrated Tiger Lords, Irovetti accepted Drelev's surrender, but only on the condition that Drelev's settlers hand over five of their own as hostages until Drelev himself could prove his loyalty through servitude to Pitax.

Over the objections of his own men, Drelev did as Irovetti requested, commanding his senior officers to give their eldest sons and daughters to the warlord. However, one captain—a lord-knight named Terrion Numesti—refused. Drelev chose to make an example of Numesti by throwing him in jail and handing his daughter over to the Tiger Lords. Drelev justified this action to his people by assuring everyone it would save their lives and reiterating Armag's promises that the hostages would eventually be returned unharmed.

In truth, Drelev cares little for anyone or anything that doesn't advance his personal agenda. Jealous of the success garnered by the neighboring kingdoms—particularly that of the PCs—he believes his alliance with the Tiger Lords and Pitax will finally give him the means to take over the entire frontier. And with such a large nation under his command, he'll be able not only to strike back against the Tiger Lords and Pitax, but he will perhaps be able to expand his control into Brevoy itself. In an attempt to sweeten the alliance, Drelev has returned several of the artifacts and treasures he and his soldiers looted from Tiger Lord burial tombs, something that Armag quite appreciated.

When Armag returned to his people with these artifacts, though, the Sisters recognized them as ancient relics in the style of the nomadic warriors of the original Armag's time. Correctly assuming the barrow mounds these treasures came from would hold even greater treasures that could legitimize and spread their champion's influence over his people, the Sisters advised the Twice-Born warlord to claim them as his own. To encourage his choice, they cited legends of how a Kellid shaman laid the original Armag to rest within the same hills along with his famous sword, *Ovinrbaane*, a weapon blessed by Gorum to win any war and triumph in every conflict.

KINGDOM IN THE BACKGROUND

With the PC's defeat of Vordakai and the rescue of Varnhold, that town joins the PCs' kingdom. With this success, the citizens finally put behind them the fears of the Season of Bloom, and the kingdom enters a growth spurt, expanding south up to the Tors and north beyond the Narlmarches. But as the kingdom grows, rumors and whispers that Pitax is growing nervous about their neighbor begin to spread. When running the troll attack on Tatzlford, simply have the mass combat elements play out in the background; focus instead on the PCs' fight against Ameon Trask and his troll king allies. By the end of the adventure, the kingdom expands north of Hooktongue and talks of annexing Drelev may be afoot.

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Greetings, my lieges!

Would that I had the opportunity to contact you via missive in gentler times. Since its founding, Tatzlford has faced many challenges, but recent rumors of a much more disturbing sort abound. A woman named Kisandra Numesti has come to Tatzlford bearing warnings that, if they are to be believed, indicate we may face a terrible threat. She speaks of armies of bandits, hordes of Tiger Lords-and worse!-organizing to the west beyond Hooktongue Slough. To date we have had no trouble with these elements, but this woman is quite convincing. She tells us an army from Drelev is marching on Tatzlford. If this is true, we will need your aid in defending our homes. Please come as soon as you can.

-In good faith, your faithful friend and humble servant,
Mayor Loy Rezbin

HANDOUT 7-1

Now, while Armag is distracted with attempts to delve the tombs of his ancestors and Irovetti has returned to Pitax to prepare for his next audacity—an attempt to lure the PCs out of their kingdom so he can attack their homes in secret (a treachery detailed in full in the next chapter)—Lord Drelev has spent much of his time plotting and brooding. He hopes Armag meets a terrible fate in his people's tombs, but he isn't aware that Armag intends to collect the ancient weapon *Ovinrbaane*—and therefore Gorum's blessing—and use it to raise his own army. Left unchecked, a mighty champion of war will walk Golarion again, brushing aside all opposition in the River Kingdoms and beyond.

TATZLFORD

This chapter begins after the PCs have solved the problems facing Varnhold and, hopefully, have not only rescued many of that village's citizens from the clutches of the cyclops lich Vordakai but have also secured a treaty of peace with Nomen centaurs. Whatever the resolution of the previous chapter, give the PCs some time to pursue Downtime activities or explore more of the Stolen Lands. You can start this chapter the day after the PCs solve the vanishing at Varnhold, or you can start a year (or two, or five) later—whatever works best for your campaign. Of course, if your players seem anxious to get on with Kingmaker's story or are eager to begin exploring Hooktongue Slough, such desires should also trigger the beginning of this chapter.

In Chapter 4, the PCs were likely approached by an energetic couple—the Rezbins—who offered to establish a village deep in the Narlmarches at a ford on the Skunk River (located at the site where a pair of mated tatzlwyrms previously dwelt in encounter area **GB16**). If the PCs have managed to claim several hexes in the Narlmarches, including the one containing Tatzlford, everything is already set up for you. If the PCs haven't officially integrated Tatzlford into their kingdom yet, it remains a freehold; the event that kicks off this chapter will provide the PCs the opportunity to integrate it into their kingdom.

This chapter details Tatzlford as a thriving settlement 466 residents strong. If the PCs have developed Tatzlford differently, adjust the map and other information in this section as needed to reflect your campaign. You could even have these incidents take place in a different settlement altogether.

Once you're ready to begin the main adventure, a short message from Tatzlford's mayor, Loy Rezbin,

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is delivered via messenger bird to the PCs, indicating treachery and trouble brewing in the village. This missive is presented as **Handout 7–1**.

If the PCs come to the settlement's defense and save it from the attack before they've added the settlement to their kingdom, Loy Rezbin pledges Tatzlford to the PCs; treat this as if the PCs had achieved a critical success in a Pledge of Fealty activity with Tatzlford. At that time, Rezbin sends a gift of lumber and supplies to the PCs; their kingdom gains 5 Lumber Commodities, and at the start of the next Kingdom turn, they gain 2 bonus RP dice.



LOY REZBIN

Tatzlford's stats below represent the current state of the settlement—it has grown from a village into a town since it was founded during Chapter 4. Currently, Tatzlford has one water border with a wooden bridge, and occupies four blocks of its Urban Grid. All but one of the town's 16 lots contain structures (note that some of these structures take up more than 1 lot): 4 house lots, a brewery, a festival hall, a general store, an inn, a library, a popular tavern, a shrine, a smithy, a specialized artisan, and a town hall.

TATZLFORD — SETTLEMENT 3

NG TOWN

Imperiled forest town

Government autocracy (mayor)

Population 466 (426 humans, 18 half-elves, 12 half-orcs, 10 other)

Languages Common, Hallit

Religions Erastil

Threats Ameon Trask's warband, dangerous Narlmarch denizens and predators

Coren Lawry (NG male human fighter 3) Captain of the Tatzlford guard.

Emraeli Emfaun (CG female elf wizard 4) Librarian and Tatzlford's teacher.

Latricia Rezbin (LG female human cleric of Erastil 5) Priestess of Erastil and counselor of Tatzlford.

Loy "Tanner" Rezbin (NG male human ranger 5) Mayor and founder of Tatzlford.

GATHERING ARMIES

With this chapter, the PCs are presented with the first scripted war encounter in the *Kingmaker Adventure Path*. War encounters are streamlined encounters that resolve mass combats; they are fought by entire armies rather than individual characters. Full rules for building armies, maintaining them, hiring specialized armies, and playing out war encounters appear in Appendix 3 (starting on page 566). This chapter assumes the PCs have not yet started to build up armies, and that they will rely upon defenders already in place at Tatzlford to handle an attack by a band of trolls and mercenaries, after which the PCs should realize they'll need to start building up their own kingdom defenses over the following Kingdom turns. The Adventure Path doesn't confront the party with war encounters again until the next chapter, which should give the PCs plenty of time to build up their military, even if they haven't begun that process until now.

WATCHING THE BORDERS

If Drelev's forces must pass through areas directly controlled by the PCs' kingdom before reaching the hex that contains Tatzlford, the PCs have a chance to learn of the attack even before Rezbin's urgent missive reaches the PCs. In this case, ask the PCs to attempt a DC 27 check using one of the following Kingdom skills: Defense, Exploration, Intrigue, or Magic. On a success, they'll hear rumors that a large band of mercenaries was spotted in the western Narlmarches. On a critical success, they'll hear that those forces consist of soldiers, Tiger Lords, and some trolls, and that they seem to be headed for Tatzlford. In this case, the PCs should have time to reach Tatzlford with any armies they bring along with them in ample time to bolster the town's defenses, and they might even intercept the courier bearing Rezbin's message en route!

TATZLFORD FEATURES

Tatzlford is a cozy town located in encounter area **GB16**, in a large clearing deep in the Narlmarch woods, just south of a ford in the Skunk River. The beginnings of a road lead north and south from the town, but unless the PCs have taken the time to further develop these roads, they do not go far before petering out at outlying homes and farms.

Tatzlford is governed by mayor Loy "Tanner" Rezbin, a retired ranger, although most of the important decisions are made by his wife Latricia, the town's priestess of Erastil. Together, they founded Tatzlford with the intent to help build up the PCs' new nation as it rises in the Stolen Lands. The settlement has attracted settlers from all around, primarily from Pitax, Mivon, and Rostland. A small wooden fort sits at the heart of the town, but the settlement has outgrown the defense

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this walled complex can provide. Construction of a larger stone wall around the village has been started but is not yet complete. The map of Tatzlford indicates several locations of interest, each of which is described here in brief.

A1. Able's Inn

A no-nonsense man named Able Morkentian runs this cozy two-story inn. The building has only five rooms, but they're all clean.

A2. Gnori's Gems

Gnori Berwekertan is Tatzlford's only gnome resident—a fact that he takes a strange bit of pride in, often introducing himself as "Tatzlford's only official gnome." A gifted gem cutter, he's told no one in town that he's on the run from a thieves' guild in distant Tamran. He hopes to build his humble workshop into a true luxury store.

A3. Ironhand Smithy

Kole Jhargee, a mountain of a man, provides for all of Tatzlford's smithing needs. He and his family are from Brevoy, but he has few kind words to say about his previous home.

A4. River Run Alehouse

Owned by Killough Margrom (also the proprietor of Tatzlford's only tavern), this small brewery has already established a reputation for producing fine huckleberry mead and sweet ale.

A5. Skunk River Bridge

Built over the ford in the Skunk River where once a pair of tatzlwyrms laired, this wooden bridge is sturdy and safe.

A6. Tatzlford General Store

Karl Roschinder owns and runs Tatzlford's general store. He keeps several chairs on his front porch to encourage locals to gather, gossip, and relax, and he even supplies them with free lunches when the mood strikes him.

A7. Tatzlford Library

This building houses a sizable collection of important works focusing on history, literature, and mathematics. The library also functions as a school for a few dozen children. The teacher and librarian is a lonely (but still generally quite pleasant and kindly) elven woman named Emraeli Emfaun.

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A8. Tatzlford Lodge

This lodge is a holy shrine devoted to Erastil. Its substantial communal area has seen frequent use for town meetings of late, as the smaller chamber in the town hall can no longer fit enough people. The temple is overseen by Latricia Rezbin.

A9. Tatzlford Fort/Town Hall

The fort at the heart of town is used mostly as storage and as a residence for the village's mayor, Loy Rezbin.

A10. Tatzlwyrm Tavern

Primarily serving locally brewed ale and mead, and with a menu that never strays far from venison and fish, the Tatzlwyrm Tavern's claim to fame is a taxidermy tatzlwyrm coiled above the bar.

A11. Thrillseekers

The newest business to appear in town, this gaudy structure presents a facade promising games of chance and fun. It also is building up a reputation as a brothel, spurring many local arguments about who goes there.

ARRIVING AT TATZLFORD

As soon as the PCs arrive, they immediately gain the attention of everyone in town unless they do so stealthily or undercover. Captain Coren Lawry, commander of the Tatzlford guard, meets the PCs on the outskirts of town and quickly offers to escort them to the Tatzlford Lodge so they can meet Mayor Rezbin and speak with the woman who has brought them news of war. He can also give the PCs a quick tour of the town, pointing out shops and key sites, so they can learn their way around town.

Mayor Rezbin does his best to greet the PCs in a manner befitting their status as the highest dignitaries to ever visit Tatzlford. Short and unassuming, he has put on weight since retiring and seems ill-suited for the stress and rigors of governing a settlement. Despite this, Rezbin comes across as likable, down-to-earth, and loyal. He has no hidden agenda, only a desire to do what's right for those who put their trust in him. He is accompanied by his wife Latricia.

WARNING FROM THE WEST

Even as the PCs arrive in Tatzlford, a sizable force of bandits, Tiger Lords, and hired trolls approach the town from the west through the Narlmarches. Led by a man named Ameon Trask, this assault force is Baron Drelev's first attempt to impress King Irovetti by launching an attack against the PCs' kingdom.

Yet several days before this small army set out on their march, a woman named **Kisandra Numesti** (NG female human rogue 5), the youngest—and most free-spirited—daughter of a knight and aristocrat stationed at Fort Drelev, made a risky decision. Her father, Terrion Numesti, was the commander of Fort Drelev's garrison until he refused to ally with Armag and allow his oldest daughter Tamary to serve as a hostage. After Kisandra's father was thrown into Drelev's dungeon and her sister was given to the Tiger Lords, she fled Fort Drelev and came to Tatzlford to warn them of the imminent attack.

After the PCs meet with the mayor, Kisandra presents herself to the PCs and is willing to answer any questions they may have. Her responses to likely questions are listed below.

Who are you? "My name is Kisandra Numesti. I come from the Drelev Demesne, northwest of here on



KISANDRA

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INTERCEPTING THE ENEMY

The PCs may decide not to wait for the fight to come to Tatzlford, and instead ride out with their army to intercept (or even ambush) Ameon Trask and his forces on the march. If the PCs have only Tatzlford's army to attack with, Rezbin is wary as he rightfully points out that the town's guards would be at a severe disadvantage in an open battlefield; by using the town's fortifications as defenses, they'll even up the odds.

If the PCs insist, Rezbin relents, especially if the PCs have brought their own forces. If the PCs ride out to try to intercept the enemy, have them attempt a DC 27 Exploration or Wilderness Kingdom skill check. On a success, they find the army camped in a large woodland clearing. On a critical success, they gain a +4 circumstance bonus on their initiative checks in the resulting war encounter. On a failure, they don't find the army and, upon returning to Tatzlford, find Trask's forces have seized the town; in this event, Trask's forces gain the defensive advantages of the town, rather than the PCs' forces.

If the PCs fight in a forest clearing, the battlefield offers no terrain advantages for either side.

the far side of Hooktongue Slough—it was established by Baron Hannis Drelev of Brevoy. My father is Lord Terrion Numesti, a knight who once served the baron but then rebelled against him and was thrown into the dungeon as punishment. I came here to warn you of an imminent attack on this town."

Who's attacking Tatzlford? "Baron Drelev's troops, Tiger Lords, and trolls! I left Fort Drelev as soon as I could and raced here to warn you. They can't be that far behind me—a few days at most!"

Why would Drelev attack us? "To save himself. And so he can claim everything you've built. Drelev surrendered to the Tiger Lords and the Lord of Pitax so they wouldn't overrun his kingdom. I suspect he sees attacking you as a way to prove his worth to his new master, King Irovetti, but he's long been jealous of your success. He covets just about anything he deems more valuable than what he already has. I'm afraid your kingdom is no exception."

Why did your father rebel? "My father refused to play along with Lord Drelev when the Tiger Lords demanded a tribute of several nobles—including my sister—as hostages. Baron Drelev has lost his way—he wants only to impress King Irovetti by allying with the Tiger Lords and defeating your kingdom in hopes of becoming a vassal state to Pitax, and my father would have none of it. So Drelev threw him in prison and sent my sister to the Tiger Lords anyway. The monster!"

How do we know you're not trying to trick us? "Any loyalty I may have once owed to Baron Drelev died as soon as he sent my sister off to those murderers and imprisoned my father for refusing to obey his orders. I hoped that by warning you I might earn your favor and obtain aid in freeing my family, but even if you choose not to help me, I can't sit idly by and watch as the baron's forces attack this town."

PREPARING FOR BATTLE

Kisandra's estimate is accurate, and it won't be long before Fort Drelev's forces arrive at Tatzlford and launch their attack. Without reinforcements, the battle against the army will be tough, but not impossible, and its ultimate success will depend heavily on the success of the PCs' own simultaneous attack on the army's leadership. If the PCs traveled with an army or armies of their own, they can add those forces to the battle, but otherwise there may not be enough time to deploy any of their other armies to this location. Normally, the Deploy Army activity must be taken during a Kingdom turn, but if you wish, you can allow the PCs to attempt to Deploy Armies that are relatively close to Tatzlford. On a failure, the army won't arrive in time (and on a critical failure the army becomes lost as normal for a Deploy Army activity). On a success, if the army had to travel no more than 2 hexes, it arrives at Tatzlford in time to aid in the battle, while on a critical success, an army that had to travel no more than 4 hexes can arrive in time. Regardless, the forced march causes any army deployed in this way to increase its weary condition by 1.

Thankfully, Kisandra's warning affords the PCs enough time (barely) to mount a defense of Tatzlford. She can tell the PCs that the attacking group consists of 100 human mercenaries armed with longswords and composite longbows, 50 human Tiger Lords armed with axes, and a dozen immense trolls. The group is commanded by one of Drelev's right-hand thugs—a pig of a man named Ameon Trask.

Kisandra can tell the PCs that Ameon's forces are somewhat disorganized and sloppy—Ameon's not all that great of a leader and his tactics for the attack are likely to be little more than orders to charge the village en masse while he hangs back with a few guards to observe the clash from afar. The number of trained soldiers and grizzled nomadic warriors he commands more than makes up for these blunt tactics with sheer force; if Tatzlford's guards were to meet Trask's forces on even ground, the result would likely be a slaughter. She finishes by pointing out that since Ameon is likely to hang back to observe rather than take part in the battle, a targeted strike on him by the PCs could sway the battle in their favor.

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TATZLFORD'S FORCES

The PCs have precious little time to prepare a defense of the town, but if they do, the battle will go much better for them. In the last few days, Tatzlford has managed to scrabble together two relatively small armies to defend itself.

Statistics for these two armies are presented below; unlike armies recruited by the PCs, these armies do not adjust their level to match the Kingdom's level. If the PCs wish to keep either or both of these armies on after the Battle for Tatzlford is over, they can automatically recruit them, at which point they adjust their level upwards to match the Kingdom's level. If the PCs prefer not to take on the additional consumption these two armies bring, the guards and hunters disband and return to their normal jobs after the battle.

Perhaps the greatest asset available to Tatzlford, though, are the PCs themselves. If the PCs don't act on Kisandra's suggestion, Loy pleads that they reconsider while the battle rages, the PCs should skirt around the battlefield to confront its commander, Ameon Trask. Overpowering him could make the difference between victory and defeat, depending on how the tide of battle goes in Tatzlford itself.

TATZLFORD TOWN GUARD — ARMY 7

NG INFANTRY

Scouting +15
Recruitment DC —; **Consumption** 1
Description Tatzlford's town guards have been organized into an impromptu army armed with longswords and led by Captain Coren Lawry.

AC 25; **Maneuver** +12 (low); **Morale** +18 (high)
HP 5 (RT 2)
Melee longswords +18
Tactics Hold the Line, Toughened Soldiers

NARLMARCH HUNTERS — ARMY 6

NG SKIRMISHER

Scouting +14
Recruitment DC —; **Consumption** 1
Description This army is a band of hunters and trappers who have gathered into a ragtag group of archers led by Mayor Loy Rezbin.

AC 24; **Maneuver** +17 (high); **Morale** +11 (low)
HP 4 (RT 2)
Melee hatchets and shortswords +15
Ranged longbows +18 (7 shots)
Tactics Efficient Ammunition, Sharpshooter

THE BATTLEFIELD

While Tatzlford has no siege engines, it does feature some partially completed walls along steep escarpments, a river with a single bridge that serves as a choke point, and a fortified town hall. These features provide three significant benefits to armies that begin the battle entrenched in the town.

Advantageous Positioning: Being able to fight in and around the houses of Tatzlford and its defenses grants armies that start the War encounter defending the town a +2 item bonus to AC and to saving throws for the first 3 turns.

Fortification: One army can start the battle fortified within the Tatzlford town hall (AC 20, HP 2; see page 578 in Appendix 3 for more information about battlefield fortifications).

The Skunk River: Attacking armies who approach from the north must contend with the Skunk River, and on the first 2 turns of the War encounter are treated as if they are in difficult terrain—they take a –2 penalty on Maneuver checks during these first two turns.

Additional Defenses

As soon as the meeting with Kisandra is over, Loy Rezbin suggests the PCs take a quick tour of Tatzlford to see what sort of defenses can be prepared.

ASSESSING TATZLFORD'S DEFENSES

CONCENTRATE EXPLORATION

The party takes an hour to tour Tatzlford to assess potential improvements to the town's defenses. They automatically come to the conclusion that erecting barricades will help, giving them access to the Erect Barricades activity below. Attempt a single DC 23 Defense check or DC 27 Warfare kingdom check to identify additional defensive improvements, potentially allowing access to the Post Snipers, Prepare Firepots, Recruit Wildlife, or Set Traps activities below. If the players come up with any of those ideas on their own (or at your discretion, similar enough ideas) they gain access to the corresponding activity regardless of the check result.

Critical Success The party gains all four additional defensive actions.
Success The party gains two additional defensive actions, determined randomly.
Failure The party gains one additional defensive action, determined randomly.
Critical Failure Only the Erect Barricades defense suggests itself to the PCs.

Setting Up Defenses

Once the PCs have assessed Tatzlford, there's enough time before the battle begins for each PC to choose and attempt one of the defensive activities the party gained access to; each action other than Erect Barricades may be chosen by no more than 1 PC. On a non-critical failure, the attempt produces no significant advantage or disadvantage to Tatzlford's defenders.

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A QUICK-PLAY ALTERNATIVE

If you'd rather not run a warfare encounter at this point, but you don't want to simply have the battle play out in the background, you can simulate the battle by simply having the party roll a DC 30 Warfare check to determine if the town is successful in defeating the enemy. For each defense other than Erect Barricades that the PCs successfully put in place, this DC is lowered by 2. If this check results in a failure (but not a critical failure), the PCs can improve the result to a success by defeating Ameon and his troll bodyguards in the Attacking Trask encounter.

Enough time passes during these downtime events so that the PCs finish in the late afternoon. At this point, a breathless scout races into town with alarming news: Trask's armies are drawing near and the attack on Tatzlford is imminent!

ERECT BARRICADES

DOWNTIME | MANIPULATE

Open gaps in the walls, in alleys, or even on streets can be fortified with barricades to prevent easy passage into town, using lumber, trees, barrels, wagons, rubbish, and even sharpened poles. Erecting a Barricade requires a Crafting check. This activity can be performed by more than one PC to create more than one barricade.

Critical Success The barricade is a success. When a defending army takes the Guard action, it gains a +2 item bonus on its Maneuver check. A barricade can grant this bonus only twice before it is ruined by enemy attacks.

Success As critical success, but the barricade only works for one Guard action.

Critical Failure A catastrophic accident occurs! Not only is the barricade ruined, but the PC attempting to erect the barricade takes 10d6 points of bludgeoning damage (DC 25 basic Reflex save).

POST SNIPERS

DOWNTIME | MANIPULATE

The Narlmarch Wardens are skilled hunters, but by taking a few of these archers out of the army's ranks and posting them on hidden locations on rooftops or in trees throughout the battlefield, the PCs can maximize their potential.

Critical Success The snipers are posted in several key positions. At the end of a turn during the Battle for Tatzlford, attempt a +18 ranged Strike against any army that is not engaged. The snipers deal 1 point of damage on a hit (2 points on a critical hit). The snipers can perform this bonus attack up to 3 times during the Battle for Tatzlford, but no more than once at the end of any one turn.

Success As critical success, but the snipers can perform the bonus attack only once during the battle.

Critical Failure Not only are the snipers posted in areas that end up not proving advantageous, but the PCs drew too many archers from the ranks. The Narlmarch Hunters suffer a –2 penalty on ranged attacks during the Battle for Tatzlford.

PREPARE FIREPOTS

DOWNTIME | MANIPULATE

With the knowledge that there are some trolls in the army, preparation of firepots containing alchemical fire, oil, or some form of quickly combustible material may be invaluable to the battle. Preparing Firepots requires a Crafting (trained) check.

Critical Success Enough firepots are created that they are quickly available at all points in the battlefield, and as a result, the troll army that attacks Tatzlford loses its regeneration tactic.

Success Not enough firepots are created to ensure quick deployment. At the end of the troll army's turn, it must attempt a DC 20 Mobility check. If it fails, it loses its regeneration tactic until the end of its next turn.

Critical Failure The attempt to prepare firepots results in a spectacular explosion that inflicts 10d6 points of fire damage to the PC (DC 25 basic Reflex save).

RECRUIT WILDLIFE

DOWNTIME | MANIPULATE

A fair amount of wildlife dwells in the forest surrounding Tatzlford. While the animals can't be organized into an actual army, the PCs can still attempt to use their skills to turn the local fauna to their advantage. Recruiting Wildlife requires a Nature (expert) check. If a PC has Wild Empathy or can cast spells like *speak with animals*, they can opt to attempt this check using Diplomacy (trained) instead.

Critical Success The PCs interpret animal reactions to the enemy armies' approach, giving their armies a +3 circumstance bonus on initiative checks made during the Battle for Tatzlford. In addition, at one point during the battle, a pack of hungry brush thylacines attack an enemy army. This attack takes place at the end of a turn chosen by the party, at which point the PCs can attempt a +20 melee Strike against any non-engaged army. The thylacines do 1 point of damage to that army on a hit (or 2 points on a critical hit) before the animals flee back into the woods.

Success As success (including the thylacine attack), but the circumstance bonus on initiative checks is only +1.

Critical Failure Not only do the local animals refuse to aid, the PCs actions accidentally send a pack of crazed brush thylacines into town to attack. The Tatzlford Town Guard manages to defeat the attack, but they start the war encounter with 1 point of damage.

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SET TRAPS

DOWNTIME MANIPULATE

By setting a number of quickly built traps in the surrounding woods or in narrow alleys, the PCs can impede the attackers' movement and even injure some of them. Setting Traps requires a Survival (trained) check.

Critical Success At the end of each turn during the Battle for Tatzlford, one enemy army of the PCs' choice becomes mired 1 and takes 1 point of damage.

Success At the end of each turn during the Battle for Tatzlford, one enemy army of the PCs' choice becomes mired 1 or takes 1 point of damage.

Critical Failure The attempt to set traps not only fails, but one of them misfires spectacularly during setup: An attempt to rig a timber covered with spikes fails, smashing the PC against a building wall. That PC takes 5d6 piercing and 5d6 bludgeoning damage (DC 25 basic Reflex save).

THE BATTLE FOR TATZLFORD

Once the PCs have completed any last-minute defenses of the town, the Battle for Tatzlford begins as Ameon's army of Tiger Lords, bandits, and trolls lumbers into view along the Skunk River. With a roar of challenge, this ragtag group charges. Ameon's plan is simple: rush east along the Skunk River's northern bank, storm across the bridge and race into Tatzlford, killing anyone they meet along the way.

This battle plays out using the rules for War encounters in Appendix 3. Ameon's soldiers consist of two armies, detailed below. These armies are meant to have an advantage over the forces stationed in Tatzlford, but this advantage can fade quickly if the PCs were effective in planning ahead. If the PCs brought their own armies, they may well be able to defeat Trask's forces with ease; in this case, let the PCs revel in their victory—there'll be plenty more difficult battles to fight in the next chapter!

DRELEV IRREGULARS ARMY 7

CE INFANTRY

Scouting +15

Description The Drelev Irregulars are composed of equal parts Tiger Lords and mercenaries who were once bandits. Their fighting style is more akin to a mob than a disciplined force; while this allows the irregulars an advantage in mobility, it decentralizes their command structure and lessens their morale.

AC 25; **Maneuver** +19; **Morale** +11

HP 4 (RT 2)

Melee swords and axes +18

Tactical Training (unique tactic) The Drelev Irregulars can use the All-Out Assault, Counterattack, and Dirty Fighting tactical actions.

Unpredictable Movement (unique tactic) It's difficult to do significant damage to the Drelev Irregulars with ranged attacks, as the mob moves about in a haphazard manner. All ranged attacks against the Drelev Irregulars suffer a –2 circumstance penalty as a result.

TROLL MARAUDERS ARMY 8

NE INFANTRY

Scouting +14

Description There are only a few dozen trolls in this army, but their ferocity and regenerative capability make them a dangerous force nonetheless.

AC 28; **Maneuver** +13; **Morale** +19

HP 5 (RT 1)

Melee claws and fangs +20

Brutal Assault ❖❖ (unique tactic) The Troll Marauders can use the All-Out Assault action. When they do, an army damaged by the assault must succeed at a DC 24 Morale check to avoid becoming shaken 1 (or shaken 2 on a critical failure) as a result of the brutality of this attack.

Darkvision (unique tactic) The Troll Marauders possess the Darkvision tactic for free–this tactic does not count against the maximum number of tactics the Troll Marauders can possess.

Frightening Foe (unique tactic) The Troll Marauders can use the Taunt tactical action. When they do, they gain a +2 status bonus on their Morale check if they used the Regeneration tactic this turn.

Regeneration (unique tactic) At the beginning of its turn, the Troll Marauders regain 1 Hit Point. The Troll Marauders cannot be destroyed as usual unless they lose this tactic. The PCs can cause the trolls to lose the Regeneration tactic via prepared firepots (see page 296); while the trolls' Regeneration tactic is lost, their RT increases to 3. Otherwise, an army that engages the Troll Marauders while they are defeated can take a three-round action to burn the trolls and destroy their army.

ATTACKING TRASK SEVERE 10

With Kisandra's news that the enemy forces' leader, Ameon Trask, intends to hang back and observe the battle from afar rather than take part in the fight, the PCs can do something of the same—leave the Battle for Tatzlford to be fought out by the armies while they head across the Skunk River to confront Ameon personally. If the PCs don't, the outcome of the Battle for Tatzlford will worsen (see After the Battle below). If the PCs win the battle without confronting Ameon, he flees back to Drelev, and the PCs can encounter him in Part 2 of this chapter as you see fit.

The War encounter and the PCs' clash against Ameon Trask happen simultaneously, but for pacing reasons, it's best if you resolve the War encounter then proceed with this one.

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Ameon chooses to observe the battle from the relative safety of one of the smaller isles in the river, just north of the Skunk River Bridge. You can use the map for the tatzlwyrm encounter for this fight (see page 68), with the Skunk River Bridge running across the southern banks of the largest isle and the rubble and deadfall to the middle cleared away.

Ameon is a bit shocked and astounded to be personally confronted, but revels in the opportunity to show off his battle prowess against the heroes. After all, if he can defeat the leaders of the kingdom in this fight, he'll have succeeded in his plans beyond his initial expectations. The two troll kings he's retained at his side serve him as bodyguards, but much prefer to serve as murderous killers; they fight to the death. Ameon Trask is far less devoted to the cause, and if reduced below 70 hit points he uses his potions to try to escape. If reduced to 0 hit points, consider using the dying rules instead of having him be instantly slain, so the PCs can potentially capture him for questioning.



AMEON TRASK

AMEON TRASK CREATURE 10

UNIQUE | LE | MEDIUM | HUMANOID | HUMAN

Male human mercenary

Perception +16

Languages Common, Skald

Skills Acrobatics +21, Athletics +19, Deception +20, Intimidation +20, Warfare Lore +16

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

Items *+1 chain mail*, composite shortbow (20 arrows), *+1 striking short sword*, cold iron short sword, *invisibility potion*, *moderate healing potion*, 50 gp

AC 30; **Fort** +19, **Ref** +21, **Will** +16

HP 175

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ *short sword* +23 (agile, finesse, versatile S); **Damage** 2d6+9 piercing

Melee ❖ cold iron short sword +22 (agile, finesse, versatile S); **Damage** 1d6+9 piercing

Ranged ❖ composite shortbow +22 (deadly d10, propulsive); **Damage** 1d6+9 piercing

Sneak Attack Ameon Trask deals 2d6 extra precision damage to flat-footed creatures.

Twin Feint ❖❖ Ameon Trask makes a series of attacks with both short swords, using the first attack to throw his foe off guard against a second attack at a different angle. He makes one Strike with each of his short swords, both against the same target. The target is automatically flat-footed against the second attack. Apply Ameon Trask's multiple attack penalty to the Strikes normally.

Twin Parry ❖ Ameon uses his two short swords to parry attacks. He gains a +2 circumstance bonus to AC until the start of his next turn, but loses this bonus if he no longer wields a weapon in each hand.

TROLL KINGS (2) CREATURE 10

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Initiative Perception +19

AFTER THE BATTLE

The Battle for Tatzlford ends once you've played out the War encounter and once the PCs have had the opportunity to defeat Ameon Trask. Determine victory or defeat as detailed on page 578 of Appendix 3; if the PCs managed to kill or capture Ameon Trask, the

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result is improved by one degree, but if the PCs didn't bother to attack Ameon at all, the result is worsened by one degree.

Successful Victory: If Tatzlford won the battle and the party achieves at least a success when Determining Victory, award the PCs 120 Kingdom XP, reduce Unrest by 1d4, and reduce one Ruin of the PCs' choice by 1.

Costly Victory: If Tatzlford won but the party failed when Determining Victory, or if Tatzlford lost the battle but the PCs achieved at least a success when Determining Defeat, they have a costly victory. The PCs earn 60 Kingdom XP and must attempt a DC 27 Defense check. On a failure, 2 structures (chosen by the players) in Tatzlford's Urban Grid are destroyed; on a critical failure, 4 structures are destroyed.

Total Defeat: If Tatzlford lost the battle and the party fails when Determining Defeat, Tatzlford suffers extensive damage (8 structures of the GM's choice are destroyed) and is controlled by Ameon Trask. The PCs earn 20 Kingdom XP. Increase Unrest by 1d4 and increase one Ruin of the PCs' choice by 1. If the PCs had claimed the hex, they lose it. If they act quickly and have more armies, they can attempt to retake Tatzlford, but this time Ameon's forces gain the battlefield advantage. Alternately, they could sneak into the village to try to remove Ameon Trask from control; this causes the troops occupying the town to quickly panic and disband, at which point the PCs can reclaim the village. Over time, feel free to augment Ameon's armies with additional forces or even have them attack other areas in the PCs' kingdom; see Chapter 8 for advice on how to handle wartime events like these.

AFTERMATH

If Ameon escapes, he returns to Fort Drelev. The baron is displeased with his failure, but not enough to throw the man into the dungeon. In this case, the PCs can encounter Ameon again in Drelev Keep, either in his quarters plotting a new campaign against the PCs' nation or leading the keep's guards in battle.

If the PCs capture Ameon alive, his attitude is hostile. He remains silent unless made friendly, whether with Diplomacy to Make an Impression, Intimidation to Coerce, or magic such as *charm*, at which point he can reveal much about Fort Drelev and its baron (see page 301 for more details). If made helpful, Ameon even agrees to accompany the PCs back to Fort Drelev to aid them in putting the baron down.

KISANDRA'S PLEA

After the PCs recover from the battle, Kisandra praises the PCs for their skill and renown for problem-solving and asks them to save her father from the dungeons of Drelev Keep and her sister from the clutches of the Tiger Lords. She further explains the recent developments in the Drelev Demesne, providing details about the arrival of Armag. She tells the PCs that Baron Drelev is a craven bully who, if left in charge of the Drelev Demesne, will cause the death of hundreds. She urges them to save her people from Armag and the Tiger Lords and to repay Drelev for his treachery by forcing him to cede control of his domain.

Kisandra has little in the way of personal wealth to offer in payment for these requests, but she does pledge her family's loyalty to the PCs if they accept her quests. She also points out that if they can liberate Fort Drelev, its beleaguered citizens will certainly treat them as heroes and join their nation.

Despite her worries for her father and sister, Kisandra is not willing to accompany the PCs. She fears Baron Drelev and does not want to return to the fort until he has been dealt with. She sketches a map of the town for the PCs, and she offers the name of a possible ally in the town: Satinder Morne, the proprietor of Fort Drelev's gaming hall and brothel. Kisandra gives the PCs a jade ring (worth 40 gp) that can show Satinder that they're friends. Kisandra is hesitant to admit how she knows Satinder—they are secretly lovers—she tells the PCs that Satinder is no friend of Baron Drelev despite the fact that the mercenary guards who now serve as the city watch are among her best customers. If the PCs are looking for a safe place to hide in Fort Drelev, they should mention Kisandra's name to Satinder and give her the jade ring with a long-stemmed flower threaded through the ring itself.

KISANDRA'S PLEA

80 XP | 80 KINGDOM XP

Kisandra asks the PCs to rescue her father Terrion from the dungeons below Drelev Keep, to retrieve her sister Tamary from the Tiger Lords, and to remove Baron Drelev from power and seize control of the city of Fort Drelev, thus liberating its citizens from the baron's despotic rule.

Source: Kisandra Numesti.

Completion: The three portions of this quest can be completed in any order. Kisandra's father and sister must be delivered to safety from their respective locations. Fort Drelev counts as a safe location once the baron is removed and Irovetti's mercenaries are routed; to liberate Fort Drelev, the PCs must earn 20 Liberation Points in the city and either kill or capture Baron Drelev. See page 301 for how the PCs can earn Liberation Points.

Reward: Completing this quest allows the PCs to claim Fort Drelev and its lands without increasing their nation's Unrest; see Claiming Drelev on page 317 for details on how they can gain favor with the citizens of Drelev and successfully annex their lands.

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PART 2:

FORT DRELEV

Fort Drelev is the seat of power from which Baron Hannis Drelev once governed his chartered holdings on behalf of Brevoy. Although he and his companions managed to develop Fort Drelev into an impressive town, times have not been good there of late. Ever since the baron capitulated to Irovetti and Armag, the town has been under a pall of fear and gloom. Many of the fort's original complement of Brevic soldiers are dead, replaced by mercenaries, not-quite-reformed bandits sent from Pitax; morale is made worse by the fact that many of these mercenaries represented the dregs of Pitax's militia in the first place.

Today, the citizens of Fort Drelev are a downcast and desperate lot. There's very little activity in the streets, and while shops and markets remain open and farmers and craftsmen continue to ply their trades, they do so quietly and without much noise. No one wants to draw attention to themselves in Fort Drelev, not with the surly and easily angered mercenary guards patrolling the streets and, increasingly, taking what they want from the citizens, be it food or gold or wares. The fact that there's little indication from the baron or his guards that things will be changing soon has many of the town's citizens on the edge of revolt, but they lack the courage or conviction to rise up—especially in light of the cruelty often displayed by the guards. The town is under martial law, with a curfew running from an hour before sunset to an hour after sunrise. Those who break curfew are sent to Drelev Keep for punishment. Few have emerged, and whispers of what fate awaits those in the keep's dungeons grows increasingly grim as more and more citizens vanish into them.

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INTO FORT DRELEV

Fort Drelev is a sizable town, but the baron has overbuilt. Many of the buildings were empty or partially completed even before he capitulated to Irovetti. Since then, the town's population has decreased further as citizens succumb to illness or starvation, are imprisoned or beaten to death by unruly mercenary guards, or manage to build up enough courage to flee the town.

FORT DRELEV **SETTLEMENT 3**

NE TOWN

Government overlord

Population 2,758 (2,400 humans, 118 dwarves, 88 half-elves, 59 elves, 44 halflings, 40 half-orcs, 9 other)

Languages Common

Religions none

Threats corruption from within

Oppressed Until Fort Drelev is liberated, it is treated as a neutral evil 3rd level settlement. If liberated and allowed to remain a freehold, it returns to being a neutral 4th level settlement after a month, unless the PCs take action to adjust the settlement's alignment further.

Hannis Drelev (NE male human baron 12) Scheming philanderer and Lord of Fort Drelev.

Pavetta Stroon-Drelev (NE female human baroness 9) Imperious socialite.

Imeckus Stroon (LE male human wizard 12) The baroness' brother; advisor to the baron.

Quintessa Maray (CN female human bard 11) An opportunistic spy from Daggermark; the baron's mistress.

Satinder Morne (CN female human cleric of Calistria 6) Priestess of Calistria and ally of Kisandra Numesti.

B1. WATCHTOWER

This watchtower is staffed at all times by six Drelev guards (page 304). They spend most of their time watching the gap in the wall, hoping to spot anyone trying to escape the town, than they do looking outward for anyone approaching. The wall gap itself is evidence of the unfinished defense—the baron has promised to finish the job once things "settle down" in town, but most locals assume the job is as finished as it'll ever get.

B2. DRELEV KEEP

This large structure of stone and wood is the home of Baron Drelev, his family, and his allies. This location is fully detailed starting on page 306.

B3. SUTTON'S STABLES & SMITHY

Gask Sutton's (N male human stabler 5) horses have all been given over to the Tiger Lords and Pitax as tribute. Gask himself spends his days toiling at building more weapons to arm the guards with or to ship to Pitax.

B4. TEMPLE OF ERASTIL

This large stone building is only a shell—the interior is incomplete and empty. The three priests who were to officiate here were all taken into the keep the day the baron surrendered, and there has been no sign of them since (all three were fed to the oozes in the caves below the keep).

B5. SECRET ESCAPE TUNNEL

At the base of a 30-foot-high bluff is the secret entrance to the escape tunnel Satinder mentions to the PCs (see page 305). Spotting the hidden door from nearby requires success at a DC 35 Perception check; with Satinder's advice, the DC to locate the entrance drops to 25. The tunnel beyond leads to area **C51**.

B6. BELLWEATHER'S SOUP N' KETTLE

This tavern and eatery is one of the only busy establishments in town—although the mercenaries who frequent it don't pay for their meals. **Asaia Bellweather** (N female human cook 5) and her four children provide these meals anyway, fearing reprisals should they do otherwise.

B7. IRON STEEPLE INN

Once Fort Drelev's largest inn, this building is empty.

B8. THE VELVET CORNER

This is Fort Drelev's only gambling hall and brothel, an establishment owned and run by a priestess of Calistria named Satinder Morne. She does brisk business these days, but an increasing amount of her time is spent making sure her rowdy customers don't cause too much damage to her equipment or hurt her employees. Satinder Morne could be an important ally to the PCs; see page 305 for details.

B9. THE RAT'S SHRINE

This small stone shrine was originally dedicated to Hanspur, the god of rivers and river travel, but it now stands abandoned—its only priest fled Fort Drelev the day the baron surrendered.

LIBERATING FORT DRELEV

In order to free Fort Drelev, the PCs must accomplish two goals: they must defeat Baron Drelev, and they must reach a total of 20 Liberation Points (LP) by accomplishing certain actions while avoiding others. Methods of gaining and losing Liberation Points are summarized below. (It is possible to have negative Liberation Points.)

Citizen Death: –3 LP per citizen killed by the hill giants or the Drelev guards; –10 LP per citizen killed by a PC (other than those listed below)

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Defeat Drelev Guards: +1 LP for every two Drelev guards defeated

Defeat Hill Giant: +1 LP per Drelev hill giant defeated

Kill/Capture Armag: +6 LP

Kill/Capture Baron Hannis Drelev: +6 LP

Kill/Capture Baroness Pavetta Stroon-Drelev: +2 LP

Kill/Capture Imeckus Stroon: +4 LP

Languishing: –2 LP per day spent without gaining any LP (this penalty cannot reduce LP lower than 0)

Public Destruction: –5 LP per building partially ruined, –10 LP per building destroyed

Public Fight: –1 LP per round combat persists, to a maximum penalty of –5 LP per fight (this penalty is avoided if the fight takes place out of sight of the public or in Drelev Keep)

Rescue Lord Terrion Numesti: +4 LP

Rescue Tamary Numesti: +4 LP

Return Kisandra Numesti to Drelev: +2 LP

After Baron Drelev is defeated, if the PCs haven't yet reached 20 Liberation Points, they can use the following additional methods to earn more points.

Relief Work: If the entire party spends a day of downtime helping restore Fort Drelev (by rebuilding, casting healing magic, entertaining, training soldiers, and so on), they can attempt one of the following kingdom skill checks—a DC 25 Engineering or Industry check or a DC 30 Politics or Trade check. On a success, they earn +1 LP; on a critical success, they earn +2 LP.

Stimulate Economy: If the PCs take a penalty to the next Kingdom turn's Resource Dice, they can stimulate the town's economy. Reduce Resource Dice by 2 on the next Kingdom turn to gain +1 LP. The PCs can repeat this act up to four times for a maximum bonus of +4 LP per month.

ENTERING FORT DRELEV

To reach the baron, the PCs must enter Fort Drelev and gain access to his keep. Storming into town and attacking the city is a bad choice—the resulting panic and collateral damage will erode the PCs' Liberation Point total—but once the PCs can get into Drelev Keep itself, they'll have more freedom to pursue combat.

If the PCs simply stride into town openly, they'll be confronted by a patrol of 4 Drelev guards (see below)—combat quickly ensues unless the PCs take action to deescalate the conflict.

The stealthiest way to enter the keep is via a secret tunnel entrance along the rocky shores of Lake Hooktongue that leads directly to Drelev Keep's

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dungeons, but without aid or directions it's unlikely that the PCs will just happen to stumble across this well-hidden entrance on their own.

INFILTRATION TACTICS

The PCs can infiltrate the town and gather information to assess the situation. Perhaps non-intuitively, daytime is the safer time to do so, as the bulk of the soldiers tend to spend more time sleeping during the day so that they can be more active patrolling the city once its curfew begins. As the town's defenders are more vigilant and numerous during curfew hours—an hour before sunset to an hour after sunrise—the DCs of the skill checks detailed below are increased by 5 during that time.

The following tactics each afford the PCs a number of hours to explore Fort Drelev. At the end of that time, they'll need to bring their infiltration to a grinding halt—if they're moving about in public, they'll be confronted by 4 Drelev guards within an hour during the day, or within 10 minutes during curfew.

For all tactics other than Stealth, the fact that the PCs are leaders and heroes of the neighboring kingdom works against them. A character who succeeds at a Deception check to Impersonate or otherwise disguise themselves against the guards' Perception DC avoids this complication. If the guards recognize even one of the PCs as the enemy, they'll attempt to arrest them, or even attack them if circumstances warrant.

A fight on the streets against a group of guards not only lowers accumulated LP (page 302), but also limits the PCs' options as word of the violence spreads. After the first fight, guards automatically recognize the PCs—if not as enemy leaders, then certainly as troublemakers—forcing the PCs to adopt stealth or disguises to avoid future confrontations. As a general rule, 4 more guards come to investigate a fight within 1d12 minutes of the first fight's beginning. Potentially, the PCs could defeat all of the guards active in the town, after which point they'll be able to explore the town freely—albeit at a significant LP cost!

Bribery: Fort Drelev's current guards are mostly recruited from mercenaries and ex-bandits, and as such, they can be bribed to look the other way. A bribe worth at least 40 gp purchases the PCs 8 hours of time to explore Fort Drelev, but the guards are greedy and word spreads quickly. With each bribe, the minimum price of the next bribe increases by 20 gp.

Deception: The PCs can attempt to Lie to the guards to convince them they're legitimate visitors to the town (perhaps as merchants or traveling mercenaries seeking a place to rest for the night), or to claim that they are in fact citizens of the settlement. The guards haven't bothered to get to know the townsfolk, so this latter lie is just as likely to succeed as claims of being merchants or mercenaries. Attempting to present themselves as friends of the baron will be met with derision and replies like, "The baron's got new friends now!"; resulting Deception checks suffer a –2 circumstance penalty. On a successful Deception check, the PCs earn 8 hours of exploration time (or 24 hours on a critical success), while on a critical failure, the guards sense something is off and threaten to arrest the PCs if they don't immediately leave town.

Diplomacy: The attitude of Drelev's guards is initially unfriendly, but the PCs can attempt to Make an Impression on them. If made indifferent, the PCs earn 1d4 hours of exploration time; making the guards friendly earns 8 hours. Making guards helpful via this method isn't possible, although it can be accomplished with certain types of magic—doing so earns 24 hours of exploration time. If the guards become hostile, they immediately threaten arrest.

Intimidation: The guards are used to intimidation tactics, so any attempt to Coerce them suffers a –4 circumstance penalty. Success on an Intimidation check to Coerce the guards earns the PCs 1d4 hours of exploration time, while a critical success earns 8 hours.

Stealth: The party can use the Avoid Notice and Follow the Expert exploration activities to enter Fort Drelev stealthily. Avoiding the guards' notice requires success on a DC 27 Stealth check (this equals a Drelev guard's Perception DC); on a success the PCs earn 1d4 hours of exploration, while on a critical success they earn 8 hours. On a failure, they can quickly turn back if they were attempting the check to initially enter the city and avoid a confrontation, but on a critical failure—or on a regular failure while already in the city and attempting to extend exploration time—the PCs are confronted by 4 guards.

Drelev Guards

Creatures: The mercenaries sent by Irovetti to aid Baron Drelev in keeping the town secure are numerous There are 36 assigned to the town, and several more in Drelev Keep. At any one time, 6 guards are stationed at the watchtower (area **B1**) and another 16 patrol the streets in groups of 4. The other 16 guards are off duty, relaxing at the Velvet Corner, eating at Bellweather's, or sleeping on the ground floor of the watchtower.

The guards are quick to anger; given any excuse, they threaten to "arrest" the PCs—a poor euphemism for "kill and loot;" these guards aren't interested in capturing the PCs alive unless they recognize who they are, in which case they do attempt to legitimately arrest the PCs so they can present them to the baron.

Killing all the guards assigned to the town is certainly one way to secure safety in exploring the fort, but too

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AN "AUDIENCE" WITH THE BARON

The PCs can attempt to deal with the baron diplomatically, but the baron is not a trustworthy man. If the PCs reveal who they are to the guards and request an audience with the baron, the guards arrest them, stripping them of weapons, armor, and gear before marching them to Drelev Keep. There, the PCs are taken down to the dungeons and imprisoned in area **C46**, while their gear is put in storage at area **C48**. In time, the baron may or may not come to speak to them; it's more likely he'll rely upon Imeckus Stroon to perform these interrogations. The baron is interested in the defenses of the PCs' kingdom and, ultimately, in them surrendering to his rule. He eventually grows bored with interrogations and executes any PCs who are imprisoned rather than risk keeping them around.

Obviously, the party should resist this fate, whether it's at the start by attacking the guards or later in a daring prison break. Full details on the keep itself begin on page 306.

many public battles can panic the populace and thus reduce Liberation Points. News of the slaughter reaches Drelev Keep within a few hours, at which point the baron orders the keep into lockdown (see page 306).

DRELEV GUARDS CREATURE 8

UNCOMMON | NE | MEDIUM | HUMANOID | HUMAN

Human fighters

Perception +16

Languages Common

Skills Athletics +18, Intimidation +16

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

Items breastplate, composite longbow (20 arrows), *+1 striking longsword*, steel shield (Hardness 5, HP 20 [BT 10]), 10 gp

AC 27; **Fort** +18, **Ref** +14, **Will** +16

HP 135

Attack of Opportunity ↷

Shield Block ↷

Speed 25 feet

Melee ❖ *longsword* +19 (versatile P), **Damage** 2d8+8 slashing

Ranged ❖ composite longbow +17 (deadly d10, range 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Formation Fighters A Drelev guard gains a +2 circumstance bonus on attack and damage rolls as long as he is adjacent to at least two other Drelev guards.

Intimidating Strike ❖❖ (emotion, fear, mental) The Drelev guard makes a melee Strike. If he hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Raise Shield ❖

Reward: If the PCs achieve at least a success in any attempt to placate the guards (including successfully bribing them), grant them 60 XP. The PCs can earn this XP award up to 4 times, but no more than once every 24 hours.

Exploring Fort Drelev

Once the PCs succeed at placating the town guards, they'll earn a number of hours during which they can mingle freely with the local citizens, attempt to Gather Information, or simply explore the town. Shortly after their time runs out, the PCs will inevitably be confronted by a patrol of guards, at which point they'll need to interact with the guards again to earn more exploration time.

Gathering Information from the locals is an excellent method to learn about opportunities in Fort Drelev, and some of the information they uncover may lead them to consider alternate plans for accessing Drelev Keep. For instance, by posing as friends of Imeckus Stroon or Lady Quintessa rather than the baron himself, they might manage to Lie their way past the guards and request an audience.

Fort Drelev's citizens aren't eager to talk—it's dangerous to help strangers in town these days—so their attitudes are unfriendly. Locals slam doors in the faces of strangers who appear on their stoops or simply look away and ignore those who approach them in public. As a result, Gathering Information takes 2 hours of work and success at a DC 30 Diplomacy check. A critical failure results in the locals becoming panicked and calling for the town guard; this immediately ends any remaining time the PCs had to explore the town freely and forces a confrontation with 4 guards.

On a successful check, the PC learns one of the following pieces of information (or two pieces of information on a critical success). You can either determine the information learned randomly or pick one that feels appropriate.

- "Things in town are bad. The baron sold us out to bandits and raiders, and now he and his favorites never come out of Drelev Keep. They let those mercenary guards to do what they want by day. There's even giants up by the keep, and now and then the baron lets those lumbering brutes out to patrol the town after dark!"
- "Businesses are still open during the day, but no one's buying anything. The tavern and brothel are busy, but mostly just because of the mercenaries in town, and even then they often don't pay—they 'put it on the Baron's tab' with the expectation that payment will come later, but it never does. Shipments of food come in every week or so from Pitax, but most of that goes to the guards or up

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to the keep. The common folk have to beg or scavenge what they can."

- "Baron Drelev recently gave shelter to a young foreign noblewoman named Lady Quintessa at his keep. She's a lot younger and prettier than his wife, Baroness Pavetta. I'm sure there's more going on there than mere kindness."
- "Shortly after the baron surrendered to Pitax and the Tiger Lords, his wife's brother—a rather brusque, foul-tempered wizard named Imeckus Stroon—came to town. Since then, he's sequestered himself in the keep, rarely emerging. No one in town knows what he's up to."
- "No one knows for sure where the warlord Armag has gone. After accepting Drelev's offer of an alliance in exchange for sparing the town, he took several people as hostages and marched into the hills. He's supposed to return the hostages once the baron has proven his loyalty to Pitax (whatever that means), but most folk assume the hostages are already dead."

Contacting Satinder Morne

Satinder Morne exudes a sense of confidence, bravado, and charm in all she does. She rarely lets her temper show, always smiling and waiting until she has the upper hand on an enemy before releasing her anger and savoring the sweetness of Calistria's revenge. This trait has served her well of late, as her current clientele are growing increasingly hard to manage and control.

If the PCs attempt to contact Satinder, she'll initially assume they're just another batch of mercenaries looking for a good time. Her initial attitude is unfriendly, but if the PCs mention that they're hoping to liberate the town and depose the baron, they gain a +6 bonus on Diplomacy checks to adjust her attitude. Giving her Kisandra's ring and a flower while mentioning her friend's name automatically makes her helpful.

If made friendly, Satinder helps the PCs by giving them three pieces of information from the previous section. More importantly, she'll tell them something she learned some time back: the baron built a secret escape tunnel from his keep that exits onto the shore of Lake Hooktongue just north of town. Satinder gives the PCs directions to this secret entrance's location (area **B5**).

If made helpful, Satinder agrees to let the PCs use the Velvet Corner as a hideout while they're in town; she has several hidden rooms in her establishment that can house the PCs. In this case, time spent in the Velvet Corner (either resting and relaxing or Gathering Information) does not reduce time earned by placating guards. She'll even provide free healing and spellcasting services for the PCs as long as they're in town.

Satinder casts *undetectable alignment* on herself every day. She is a shrewd woman who prefers to fight only when she's absolutely sure she has an overwhelming advantage. In combat, she prefers to turn her enemies against each other with magic, or at least get them to sit the fight out with spells like *blindness*. She targets remaining opponents with debilitating spells like *silence* or *ray of enfeeblement*, saving her damaging spells for foes that she feels deserve it. If reduced to less than 80 Hit Points, she casts *sanctuary* and attempts to flee, but as a worshipper of Calistria she'll be certain to seek revenge on those she escapes from.



SATINDER MORNE

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SATINDER MORNE CREATURE 6

UNIQUE | CN | MEDIUM | HUMANOID | HUMAN

Female human cleric of Calistria

Perception +15

Languages Common, Elven

Skills Gambling Lore +12, Deception +14, Diplomacy +12, Intimidation +12, Religion +13, Society +12, Stealth +12

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

Items daggers (6), leather armor, religious symbol of Calistria, ruby ring worth 20 gp, 5 gp

AC 22; **Fort** +10, **Ref** +12, **Will** +15

HP 75

Vengeful Sting ↷ **Trigger** A creature damages Satinder Morne with a melee Strike; **Effect** Satinder Morne makes a melee Strike against the triggering creature. She suffers a –2 penalty on the attack roll but gains a +2 bonus on the damage roll if the Strike hits.

Speed 25 feet

Melee ❖ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ❖ dagger +14 (thrown 10 ft.), **Damage** 1d4+6 piercing

Divine Spells Prepared DC 23, attack +13; **3rd** *blindness*, *enthrall*, *heal*×4), *vampiric touch*; **2nd** *calm emotions*, *silence*, *undetectable alignment*; **1st** *charm*, *ray of enfeeblement*, *sanctuary*; **Cantrips (4th)** *detect magic*, *divine lance*, *light*, *prestidigitation*, *shield*

Cleric Domain Spells 1 Focus Point, DC 23; **1st** *charming touch*

Divine Font *heal*

Sneak Attack Satinder Morne deals 1d6 extra precision damage to flat-footed creatures.

Story Award: If the PCs secure Satinder's aid by making her helpful, award them XP as if they'd defeated her in combat.

DRELEV KEEP

Drelev Keep is a monument to Baron Drelev's vanity and self-interest. The corrupt ruler skimped on the construction of the city's wooden walls in favor of protecting himself with a keep of solid stone. Drelev Keep encompasses almost the entire hill, and the main gates represent the only obvious means of entering the structure. The keep's walls incorporate numerous watchtowers, including a larger main tower housing the baron and his retainers. Climbing the outer walls requires success on a DC 30 Athletics check. All of the outer windows are secured with wooden shutters and a 2nd-level *lock* spell, courtesy of Imeckus Stroon.

The ceilings reach 15 feet in most areas. Doors are made of reinforced wood and can be locked (DC 30 Thievery to Pick the Lock); each patrol of guards carries one master key among them that can unlock most of the keep's doors; a few locks (specified in the text) require unique keys. When combat starts, the guard carrying the key hangs back to provide ranged support; if it seems like the PCs are going to win the fight, the key-carrying guard flees to another group of guards, or performs an Interact action to break the key or throw it somewhere inaccessible rather than risk the PCs taking it.

If the alarm is raised in the keep, or if the PCs make their presence in town widespread (such as if they slaughter most or all of the town guards), Baron Drelev orders the keep into lockdown. In this case, guards move quickly through the building to lock all doors, and all guards on patrol are at heightened alert and gain a +2 circumstance bonus to Perception checks for 8 hours, after which the guards are exhausted and suffer a –2 penalty on Perception checks for the following 16 hours.

Many of the encounters with guards are trivial on their own; you should strive to have guards posted in nearby areas react quickly to the sounds of combat to help make these fights less repetitive and more dynamic and significant when they do occur. The PCs should fight 4 guards for a low-threat encounter, 5–6 guards for a moderate encounter, or 8 for a severe threat.

Drelev Keep encompasses numerous rooms and areas, many of which are not particularly important and are given only brief descriptions with no read-aloud text. Feel free to expand on these locations as you see fit during play—any of them could serve as places to hide or areas for combat to spill over into.

C1. FRONT GATE

The iron gate at the keep's entrance is kept closed and locked at all times (Thievery DC 30 to Pick the Lock).

C2. WATCHTOWERS SEVERE 11

Creatures: A pair of Drelev guards stands watch in each of these four watchtowers, their focus being on the eastern approach to the keep. If a fight breaks out in area **C3**, they'll emerge into the courtyard to join the battle.

DRELEV GUARDS (2 PER TOWER) CREATURE 8

See page 304

Initiative Perception +16

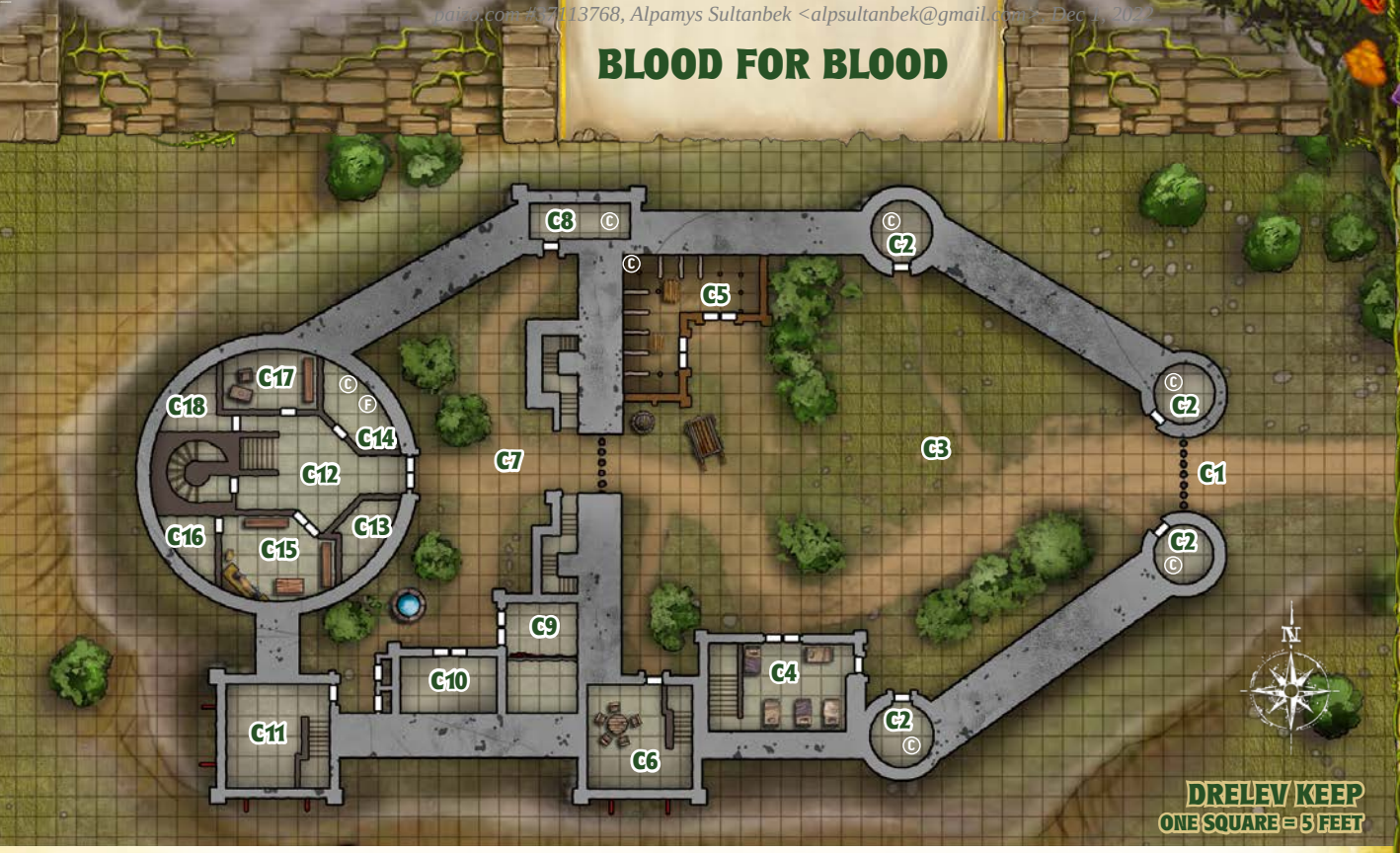
C3. COURTYARD MODERATE 11

A winding path tracks through this courtyard, leading past the windows of a two-story building and a large stable before ending at the inner wall's fifteen-foot gate.

Creatures: Irovetti left a group of six hill giants with the baron, both as a "gift" to help him defend his keep and as an implied threat should he betray Pitax. These giants are well-behaved, as far as hill giants go, since they're amused by the idea of living in a "person house"

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but primarily because Baron Drelev has managed to keep them happy with lots of food—mostly horses and cattle, but now and then an unruly prisoner.

In their spare time, they like harassing the guards. One night each week, the baron turns the giants loose on the city streets, allowing them to prowl at will during curfew. They have orders to not break any houses, but anyone they find breaking curfew is fair game.

HILL GIANT MERCENARIES (6) CREATURE 8

Elite hill giants (*Pathfinder Bestiary* 6, 170)
Initiative Perception +15

C4. BARRACKS MODERATE 11

Creatures: Six off-duty guards sleep in beds here. The stairs lead up to area **C22**.

DRELEV GUARDS (6) CREATURE 8

See page 304
Initiative Perception +16

C5. STABLE

Since all of the horses once kept here have been fed to the hill giants, this stable is now empty. A ladder in the northwest corner leads to area **C20**.

C6. MEETING ROOM

This room hasn't seen much use lately. A stairway leads up to **C23**.

C7. INNER COURTYARD

The gate into this inner yard is identical to the one at area **C1**; the stairs on either side lead up to area **C19**. A well here provides fresh water to the fortress.

C8. STORAGE

This side building is used to store grain, firewood, and other supplies. The stairs lead up to area **C21**.

C9. WASHROOM

This building houses several large tubs serving double duty for bathing and laundry.

C10. SERVANTS' QUARTERS

The keep's six beleaguered and frightened servants (all human commoners) live here. They won't alert the guards to the PCs' presence, but are too frightened to be of much help.

FRIGHTENED SERVANTS (6) CREATURE -1

Human servants (*Pathfinder Gamemastery Guide* 222)
Initiative Perception +9

C11. ARMORY

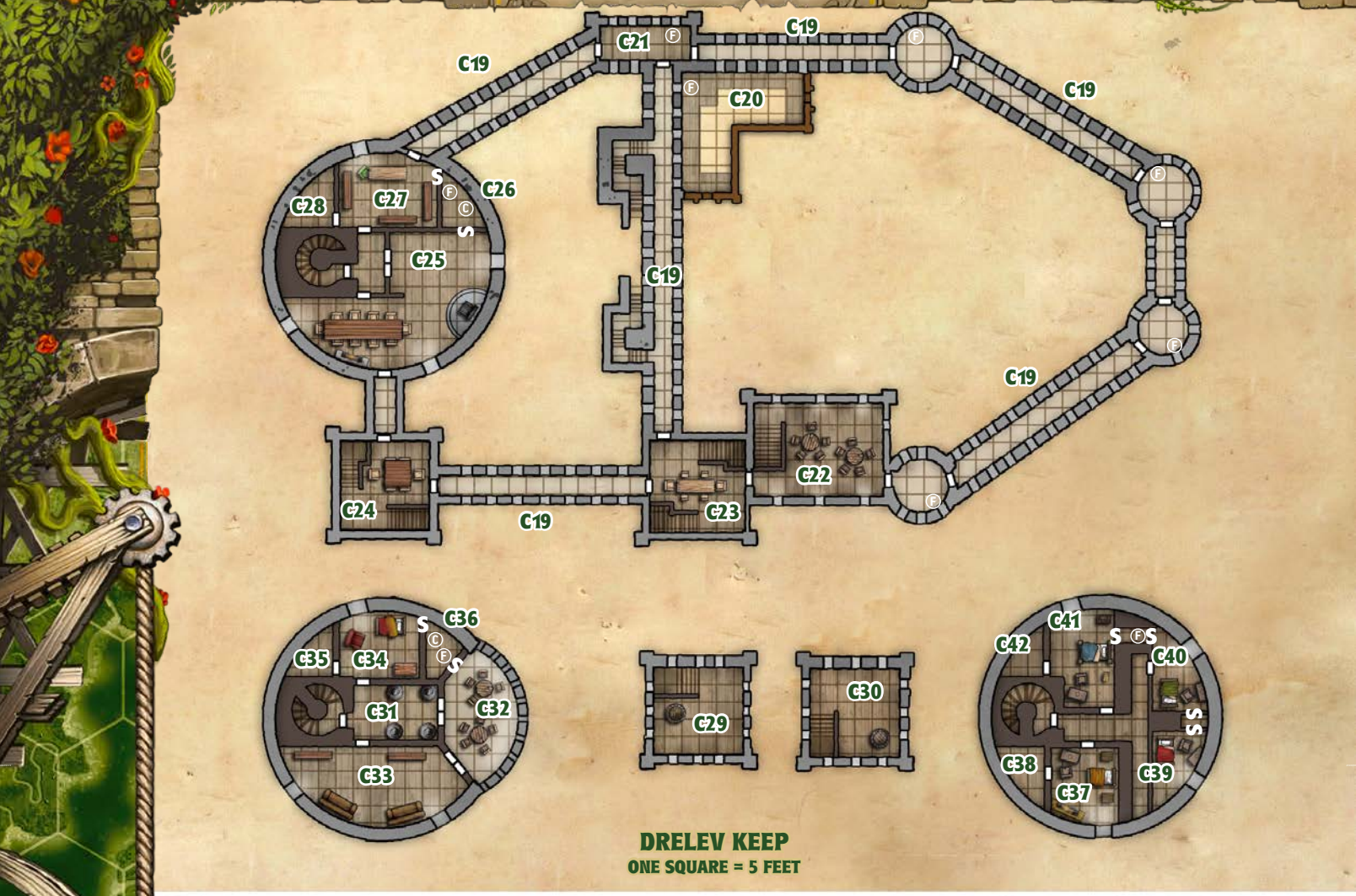
This chamber is used to store weapons and armor. Most of these are currently being used by the Drelev guards, but two longswords, three breastplates, and 120 arrows remain here. The stairs lead up to area **C24**.

C12. FOYER TRIVIAL 11

The flight of stairs to the northwest lead down to area **C43**. Just southwest of these stairs, a spiral stairwell beyond a door leads upward, connecting this floor to the second, third, and fourth floors of the tower above.

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DRELEV KEEP
ONE SQUARE = 5 FEET



Creatures: A pair of Drelev guards stand duty here. If confronted, they fight until one of them is reduced to fewer than 75 HP, at which point both of the guards panic and flee upstairs to the banquet room (area **C25**) to warn the baron rather than continue to fight.

DRELEV GUARDS (2) **CREATURE 8**

See page 304

Initiative Perception +16

C13. STOREROOM

This storeroom holds a collection of unused linens, tapestries, and seasonal decorations.

C14. CLOAKROOM

This chamber provides access to secret passages on each level of the main tower. Hidden trapdoors (requiring success on a DC 30 Perception check to notice) in the floor and ceiling provide access to ladders leading up to area **C26** and down to area **C48**. The trapdoor leading

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down is locked (DC 32 Thievery to Pick the Lock), but can be opened with a key carried by Baron Drelev.

C15. KITCHEN

This large room contains a stone fireplace set with roasting spits and a hanging cookpot containing a simmering stew.

C16. PANTRY

This storeroom contains cluttered shelves and stacks of crates and casks holding all manner of foodstuffs, seasonings, cooking oils, and preserved goods.

C17. WORKSHOP

This dry, dusty chamber holds a variety of tools and supplies for carpentry, leatherworking, sewing, and mortaring.

C18. WASHROOM

This chamber features a privy and a large washtub.

C19. KEEP WALLS

The tops of these walls are fitted with battlements that provide cover to archers posted here. Scaling these walls requires succeeding at a DC 30 Athletics check.

Creatures: A total of four guards patrol this area. If a fight breaks out in area **C3**, they'll support the hill giants there with ranged attacks, descending down to area **C2** and thence to the courtyard below to fight in melee if they see that the PCs are making their way toward area **C7** or an indoor area facing the courtyard.

DRELEV GUARDS (4) **CREATURE 8**

See page 304

Initiative Perception +16

C20. HAY LOFT

Several moldering bales of hay lie forgotten in this loft. Stealth checks attempted in this area gain a +4 circumstance bonus due to the numerous hiding spots.

C21. STORAGE

The upper floor of this storeroom is used to store extra furniture and tools.

C22. BARRACKS

Six off-duty guards are here, polishing weapons, playing cards, and eating.

DRELEV GUARDS (6) **CREATURE 8**

See page 304

Initiative Perception +16

C23. MESS HALL

The Drelev guards eat at their posts or in area **C22**—this room hasn't been used since the keep's surrender to Pitax. A stairway leads up to area **C30** and down to **C6**.



HANNIS DRELEV

C24. BRIEFING ROOM

Stairs lead down from this room to area **C11** and up to area **C29**.

C25. BANQUET ROOM SEVERE 11

Yellow and brown tiles cover the floor of this chamber, presenting a rich scheme of royal appointments leading to a raised dais and throne against the far wall. A pair of windows flanks the throne.

Creatures: Baron Drelev has taken to having his meals here with Lady Quintessa, though the Baroness refuses to sit at the table with them and has her dinner delivered to her room or to the balcony at **C32**. When Drelev entertains entreaties from his subjects, he sits on the throne. Lately, however, he has refused all appointments, growing more withdrawn as he considers his gamble to ally with Armag and the Tiger Lords. Only Lady Quintessa (area **C40**) helps ease his mind, sometimes keeping him company as he consults Imeckus Stroon for advice. Out of paranoia, he now keeps four guardsmen with him at all times as bodyguards; if the alarm is raised, he sends two of them to area **C37** to guard his wife while he takes the other two up to **C40** to guard his mistress.

Hannis Drelev sees the PCs' defeat as his only way forward. He's already had to surrender once, and his ego won't let him do so again, yet neither does he wish to die. If he's reduced to fewer than 100 HP, he'll flee into the caverns below the Keep and out the secret tunnel to make his way into the wilds. If cornered, he drops his weapons and begs for his life. If he escapes, or if the PCs grant him mercy and exile him, imprison him, or simply let him go, it's up to you to decide if he turns over a new leaf or comes back later as a recurring villain with a grudge and a thirst for revenge.

BARON HANNIS DRELEV **CREATURE 12**

See page 597

Initiative Perception +17

DRELEV GUARDS (4) **CREATURE 8**

See page 304

Initiative Perception +16

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C26. SECRET ROOM

The secret doors and trapdoors (one leads down to area **C14**, while the other leads up to area **C36**) here can be noticed with a DC 30 Perception check.

C27. LIBRARY LOW 11

Large bookcases dominate this room. A reading desk and chair sit by the window and a woolen rug covers the floor.

A parchment on the desk contains a map of the region on which Stroon has marked the location of Armag's campsite. Notes in the margins summarize the legend of the original Armag including the possibility that one of the barrow mounds might serve as his tomb.

Creatures: Stroon's dust mephit familiar, Lintwerth, has made a nest for himself on the top shelves of the library. He hides when the PCs enter the room, then attempts to sneak off to warn Stroon in **C34** (using *sending* if prevented from doing so). If confronted, he uses his breath weapon, then uses *elemental form* to take the shape of an earth elemental to fight, but flees to seek out Stroon if reduced to fewer than 60 HP.

LINTWERTH CREATURE 11

UNIQUE | LE | SMALL | AIR | EARTH | ELEMENTAL

Variant dust mephit (*Pathfinder Bestiary 2* 112)

Perception +22; darkvision

Languages Auran, Common, Terran

Skills Acrobatics +22, Stealth +22

Str +1, **Dex** +7, **Con** +3, **Int** +2, **Wis** +5, **Cha** +2

AC 32; **Fort** +18, **Ref** +24, **Will** +22

HP 180, fast healing 10 (in dust or sand); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 35 feet

Melee ❖ claw +24 (agile, finesse); **Damage** 1d6+5 slashing

Arcane Innate Spells DC 30; **6th** *elemental form*; **5th** *sending*; **2nd** *glitterdust*

Breath Weapon ❖❖ (air, arcane, earth) Lintwerth breathes a cloud of dust in a 15-foot cone that deals 6d6 slashing damage to each creature within the area (DC 30 basic Reflex save). The air in this area remains thick with dust for the next 4 rounds; while Lintwerth is in this area his fast healing functions normally, but other breathing creatures who end their turn in the area must make a DC 30 Fortitude save or become sickened 1 (sickened 2 on a critical failure) from coughing on the dusty air. Lintwerth can't use Breath Weapon again for 1d4 rounds.

C28. WASHROOM

This chamber features a privy and a large washtub.

C29. AMEON'S CHAMBERS

This bedroom belongs to the captain of the guards, Ameon Trask. If he managed to escape the PCs' justice after the Battle for Tatzlford, he can be encountered here—he emerges to defend the keep with the rest of the guards if an alarm is raised. If Ameon is dead or captured, this room is empty—Drelev has no immediate plans to replace him. The stairs lead down to area **C24**.

C30. GUARD TOWER LOW 11

Creatures: Four guards are stationed here; if they notice fighting down below, they mobilize to join the fight as soon as possible.

DRELEV GUARDS (4) CREATURE 8

See page 304

Initiative Perception +16

C31. ART GALLERY

Treasure: The walls here hold recessed stone ledges containing sculptures and paintings. Baroness Pavetta filled this small antechamber with works of art brought from Brevoy. Her favorite pieces include ceremonial armor and garb decorating a statue of Choral the Conqueror (worth 100 gp) and a sculpture of the two-headed red dragon Veylmalourne (worth 70 gp).

C32. BALCONY

Two wrought-iron tables and outdoor chairs dominate this expansive balcony 30 feet above the inner bailey. Baroness Pavetta is particularly fond of taking her meals at one of the outdoor tables rather than in the dining hall. At night, Drelev's guards lock the double doors leading into areas **C31** and **C33**.

C33. BALLROOM

Several tapestries hang from the walls of this wide chamber, depicting a variety of distinctive floral patterns. This chamber once saw frequent use by Baron Drelev and Baroness Pavetta for throwing parties, hosting visiting dignitaries, or entertaining guests from town. When not spending time in her room, the baroness spends several hours a day here planning and dreaming up parties she might throw someday.

C34. IMECKUS'S BEDCHAMBER LOW 11

This bedroom contains elegant furnishings. A bed faces an open window along the north wall. A bookshelf stands to the west and a small table and chair sit next to the entrance.

Creatures: Imeckus Stroon, Baroness Pavetta's older brother, chose this room as his sleeping quarters while he's stationed at the keep. At his sister's invitation, he journeyed to the River Kingdoms to help the Drelevs against the Tiger Lords. He casts daily *scrying* spells

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to follow Armag's activities in the hills as part of the baron's strategy of letting the horrors of the burial site claim the warlord first.

The skilled wizard brings a level of organization and structure to every task he undertakes. Very detailed and analytical, he speaks softly and listens carefully. Like his sister, Stroon also enjoys the finer things in life, frequently relying on his magic to conjure or provide them. But having traveled widely, he also knows how to bear temporary inconveniences while treading a path to greater gain. Recently, and at his sister's request, Stroon has started to formulate plots to remove the baron and his mistress from power, but he hasn't taken any steps toward this tactic yet. He sees the PCs as a potential ally in this regard; before a fight begins, he asks them to hold and hear him out.

If the PCs agree to listen, Stroon suggests that the problems facing Drelev Keep would end if its namesake were to go away. If the PCs agree to take out the baron and his mistress (whom Stroon suspects is a spy, although he's not sure for whom) and remove the threat Armag poses to the region, Stroon promises that he and his sister will ally with the PCs. Stroon is forthright in this offer, but also remains self-centered and arrogant. If the PCs agree to aid him, he won't help them directly, but neither will he hinder them.

In combat, Imeckus seeks to prevent enemies from approaching him easily through tactical use of wall spells. He then uses his spells to pick foes off one at a time. If he's confronted in this room, such tactics are less effective, and as such one of his first objectives in battle is to lure the PCs into a larger area to fight—preferably by casting *fly* and then swooping out of the room's open window to use his spells from outside at PCs who remain in this chamber.

Stroon serves Drelev only as a courtesy to his sister, the baroness, not because he has any loyalty to the baron. If reduced below 40 hit points, he flees and attempts to escape to his home in Pitax—if he escapes, he uses *sending* to warn his sister to take care, but he won't return to Fort Drelev. In this case, feel free to have the PCs encounter Stroon again as you see fit later in the campaign.

Stroon allows his dust mephit familiar Lintwerth freedom to wander the keep—normally, Lintwerth can be found in area **C27**. If the PCs haven't defeated the mephit already, Imeckus uses his Recall Lintwerth action on the first round of combat to bring the familiar to his side.

IMECKUS STROON — CREATURE 12

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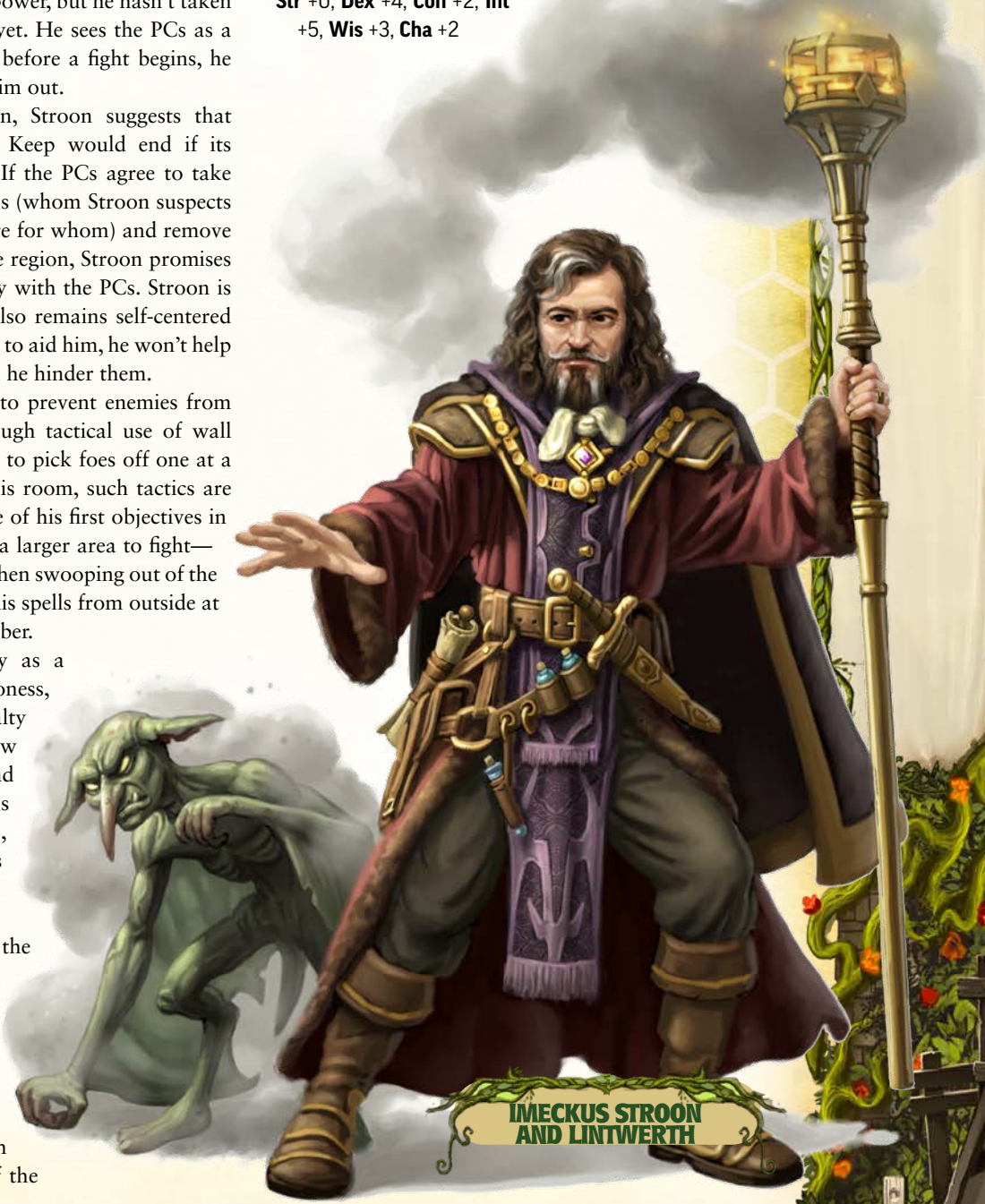
Male human wizard

Perception +25

Languages Auran, Common, Jotun, Hallit, Skald

Skills Academia Lore +25, Arcana +25, Crafting +23, Diplomacy +22, Nature +21, Occultism +25, Society +23

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



IMECKUS STROON AND LINTWERTH

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Items dagger, *+1 major striking staff of fire* (7 charges), spellbook (*The Inward Flowing Source*—contains all prepared spells plus an additional 4 spells of each level of the GM's choice—including *lock*)

AC 33; **Fort** +21, **Ref** +23, **Will** +22

HP 210

Speed 25 feet

Melee ❖ *staff* +24 (two-hand d8), **Damage** 2d4+3 bludgeoning

Melee ❖ dagger +21 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ❖ dagger +21 (thrown 10 ft.), **Damage** 1d4+3 piercing

Arcane Spells Prepared DC 33, attack +23; **6th** *chain lightning*, *scrying*, *teleport*; **5th** *dispel magic*, *sending*, *wall of ice*; **4th** *discern lies*, *fly*, *wall of fire*; **3rd** *fireball*, *lightning bolt*, *wall of wind*; **2nd** *acid arrow*, *flaming sphere*, *lock*; **1st** *charm*, *magic missile*, *ray of enfeeblement*; **Cantrips (6th)** *detect magic*, *electric arc*, *light*, *produce flame*, *shield*

Drain Lintwerth ❖ (arcane) **Frequency** once per day; **Requirements** Imeckus hasn't yet acted on his turn and Lintwerth is in an adjacent square; **Effect** Imeckus draws power from his bond with his familiar. During his turn, he gains the ability to cast one spell he prepared today and already cast, without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.

Enhanced Familiar Imeckus Stroon's familiar Lintwerth is a loyal companion and is a bit more powerful than the standard familiar in that he does not possess the minion trait; Imeckus can direct Lintwerth's actions verbally as a free action. If Lintwerth is slain, Imeckus becomes drained 1 for 24 hours.

Steady Spellcasting If a reaction would disrupt Imeckus's spellcasting action, he attempts a DC 15 flat check; if he succeeds, his action isn't disrupted.

Recall Lintwerth ❖ (arcane, conjuration, teleportation) Imeckus calls out Lintwerth's name and snaps his fingers, causing his dust mephit familiar (and up to 1 Bulk of objects carried by Lintwerth) to instantly transport to an adjacent square of Imeckus' choice, providing Lintwerth is within a mile.

Quickened Casting ❖ (concentrate, metamagic) **Frequency** once per day; **Effect** If Imeckus's next action is to cast a cantrip or spell that is 4th level or lower, reduce the number of actions to cast it by 1 (minimum 1 action).

Reward: If the PCs agree to work with Imeckus and his sister, grant them 80 XP.

C35. WASHROOM

This chamber features a privy and a large washtub.

C36. SECRET ROOM

The secret doors and trapdoors here can be noticed with success on a DC 30 Perception check. One leads down to area **C26**, while the other leads up to the hallway between areas **C40** and **C41**.

C37. BARONESS'S BEDCHAMBER TRIVIAL 11

Elegant silk hangings cover most of the wall space in this elaborately decorated bedroom, expertly framing the large window looking south. A canopy bed takes up the center of the room, with teak end tables placed to either side. A small writing desk and cushioned stool also stand along the north wall, and a large fireplace in the south corner heats the room comfortably.

Creatures: Baroness Pavetta Stroon-Drelev is a creature devoted to excess and comfort, and her bedchamber reflects her personality in every way. Long before Hannis Drelev was chosen to lead a settlement attempt of the Slough, she was a master of the game of social politics and quite enjoyed life in Brevoy. Originally, she balked at the idea of joining him in the "gods-forsaken frontier." But since arriving, Pavetta has discovered the pleasing advantages of holding the highest social stature of anyone within dozens, if not hundreds of miles. She enjoys lording over the simple folk of the Drelev Demesne and now grows agitated over the possibility of losing control of the region to the bloodthirsty warlord Armag.

Baroness Pavetta has made her wishes to cut ties with the Tiger Lords well known to her husband, but she senses he's too weak to know how to handle the unpredictable warriors. Recently, she encouraged the baron to contact her brother, Imeckus Stroon, a powerful and well-traveled wizard. She hoped to use Imeckus's arcane skills to undo her husband's mess for him. But now that Drelev has shown an eye for the pretty young Lady Quintessa, the baroness has quietly encouraged her brother to find the means to "accidentally" remove the baron and his mistress from the picture as well, and she is preparing to assume complete control of Fort Drelev herself. As with her brother, the baroness sees the PCs as a handy tool, and offers them a similar alliance to her brother's (see area **C34**) if they agree to listen to her before they attack.

The baroness is rarely seen without Jewel, her shrill, obnoxious, and almost unbearably noisy little dog. Although ferocious and brave, Jewel is little more than a nuisance in combat. This doesn't prevent the baroness from using the dog for defense. The baroness isn't a particularly threatening combatant, and she surrenders in the face of any real show of force as soon as she's reduced below 75 Hit Points. She's also excellent at harboring grudges and does her best to keep an eye out for any opportunity to cause trouble for the PCs if they grant her mercy after they attack her.

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PAVETTA STROON-DRELEV — CREATURE 9

UNIQUE | NE | MEDIUM | HUMANOID | HUMAN

Female human baroness

Perception +19

Languages Common, Skald

Skills Deception +19, Diplomacy +19, Intimidation +19, Nature +17, Nobility Lore +17, Performance +15, Society +17

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

Items dagger, emerald ring worth 50 gp, royal outfit worth 60 gp, sapphire earrings worth 80 gp, gold signet ring worth 60 gp

AC 25; **Fort** +15, **Ref** +15, **Will** +21

HP 150

Vengeful Rage ↻ (emotion, mental) **Trigger** Jewel is either killed or knocked unconscious; **Effect** Pavetta flies into a rage. She gains 20 temporary Hit Points, gains a +4 circumstance bonus on attack rolls, and deals 4d6 additional damage with melee weapons. In addition, she becomes confused. This rage persists for 1 minute or until she ceases to be confused, after which she becomes fatigued.

Speed 25 feet

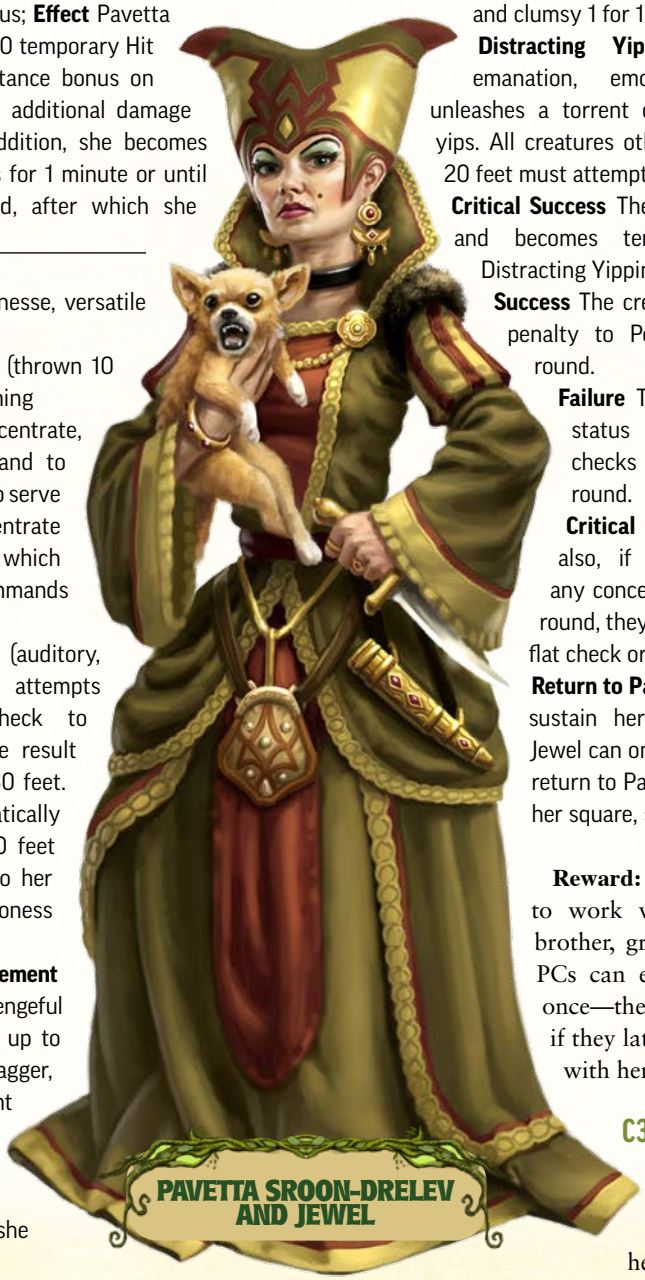
Melee ❖ dagger +17 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ❖ thrown object +17 (thrown 10 ft.), **Damage** 1d6+3 bludgeoning

Release Jewel ❖ (auditory, concentrate, manipulate) With a command to Jewel, Pavetta releases her to serve as a minion. She must concentrate to sustain this ability, during which she continues to shout commands to the little dog.

Baroness's Scream ❖❖ (auditory, emotion, mental) Pavetta attempts a single Intimidation check to Demoralize and applies the result to every opponent within 30 feet. Additionally, she automatically alerts any allies within 100 feet that are able to hear her to her need for assistance. The baroness can't Scream for 1 round.

Stabbing Fit ❖❖ **Requirement** Pavetta is affected by Vengeful Rage. **Effect** Pavetta makes up to five melee Strikes with her dagger, each against a different target. These attacks count toward her multiple attack penalty, but the penalty doesn't increase until after she makes all of her attacks.



PAVETTA SROON-DRELEV AND JEWEL

JEWEL — MINION

UNIQUE | N | TINY | ANIMAL | MINION

Ferocious little dog

Perception +21; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +19, Intimidate +17

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

AC 29; **Fort** +17, **Ref** +21, **Will** +19

HP 60

Speed 30 feet

Melee ❖ jaws +19 (agile, finesse), **Damage** 1d4+1 piercing plus Ankle Bite

Ankle Bite If Jewel damages a Small or larger creature standing on the ground with her jaws Strike, that creature becomes flat-footed for 1 round (or flat-footed and clumsy 1 for 1 round on a critical hit).

Distracting Yipping ❖❖ (auditory, emanation, emotion, mental) Jewel unleashes a torrent of grating, high-pitched yips. All creatures other than Pavetta within 20 feet must attempt a DC 25 Will save.

Critical Success The creature is unaffected and becomes temporarily immune to Distracting Yipping for 24 hours.

Success The creature takes a –2 status penalty to Perception checks for 1 round.

Failure The creature takes a –4 status penalty to Perception checks and is flat-footed for 1 round.

Critical Failure As failure, but also, if the creature attempts any concentrate action during the round, they must succeed at a DC 11 flat check or the action is lost.

Return to Pavetta If Pavetta doesn't sustain her Release Jewel action, Jewel can only take Stride actions to return to Pavetta's square. If she's in her square, she takes no actions.

Reward: If the PCs agree to work with Pavetta and her brother, grant them 80 XP. The PCs can earn this reward only once—they don't earn it again if they later make the same deal with her brother.

C38. CLOSET

Treasure: Baroness Pavetta stores her elaborate wardrobe here. The closet contains

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ALTERNATIVE JEWELS

While Jewel is intended to be a frustrating nuisance, some groups won't be comfortable with a small dog in a fight. You know your group best, so make sure to adjust this encounter to match your table's preferences. If you do so, you can rule that Jewel is merely knocked unconscious if reduced to 0 HP. Alternatively, you can simply have Jewel be a flavorful, noisy addition to the combat rather than a participant. Pavetta isn't a loving mistress to the dog, so if she's slain, Jewel doesn't mourn her passing. In such an event, Jewel can potentially be adopted by a PC as a pet, or potentially an animal companion or familiar if a PC has such an option.

two dozen royal outfits, complete with a collection of accompanying footgear, headdresses, scarves, and decorative shawls. She considers most of the outfits already woefully out of fashion, but she keeps them for their sentimental value. The entire collection is worth 800 gp.

C39. GUEST BEDROOM

This currently unoccupied bedroom includes a large bed draped in rose-pink blankets.

C40. LADY QUINTESSA'S BEDCHAMBER TRIVIAL 11

This richly appointed bedroom includes a decorative, handmade bed with a carved headboard depicting satyrs and nymphs at play. Lavender curtains match the bed's blankets; they trim a massive window that overlooks the inner courtyard.

Creatures: This bedchamber belongs to Lady Quintessa Maray, Baron Drelev's lover and (currently unknown to the baron) a spy from the distant River Kingdom of Daggermark. Quintessa has used her natural talents and skills to convince Baron Drelev that she's a poor, exiled noblewoman from Galt in need of shelter. Since moving into Drelev Keep, she has maneuvered to become his mistress—a fact that sits none too well with Baroness Pavetta. Drelev often uses the secret passage between their rooms to visit her at night. It's certainly become clear to the keep's inhabitants that the baron dotes on her far more than a married man should.

Quintessa knows the arrival of Imeckus Stroon serves as a harbinger for new developments in the Drelev Demesne. So far, her charms have proven fruitless in enticing him to share any of the plans he's made with his sister. Quintessa also senses the disdain Baroness Pavetta holds for her, but she hopes that she'll be able to keep going for at least a few more weeks to learn more information for her contacts in Daggermark.

Quintessa has no real interest in fighting the party on her own; her first act in a battle if she's caught alone is to cast *dimension door* to flee to wherever she suspects Baron Drelev might be, so she can both warn him and recruit his aid. If the baron or his guards are present, Quintessa focuses on supporting her allies with spells and *inspire courage*. She particularly likes using *confusion* or other distracting magic on enemies, as she enjoys seeing cooperation and well-laid plans fall apart. She surrenders immediately if she has no escape route and no allies left, or as soon as she's brought below 60 Hit Points.

If the PCs defeat Baron Drelev before they encounter Quintessa, or if she surrenders to them, she feigns dismay at being held a veritable hostage in the tower while the baron and baroness allowed Tiger Lords and giants to control things. If the PCs fall for the ruse, she works at developing a relationship with the PCs to ensure she is close at hand to keep tabs on them. Daggermark isn't scheduled to play a major role in the rest of Kingmaker, but it could become an important player if you intend to keep playing this campaign beyond the conclusion of the Adventure Path. In time, she may even come to value her PC friends and switch allegiances to the PCs' kingdom, but exactly how loyal she'll remain to the PCs and their kingdom in such a development is left to you.

QUINTESSA MARAY CREATURE 11

UNIQUE | CN | MEDIUM | HUMANOID | HUMAN

Female human bard

Perception +20

Languages Common, Elven

Skills Acrobatics +19, Deception +24, Diplomacy +20, Performance +22, Society +21, Stealth +21, Thievery +23

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

Items *+1 striking silver dagger*, *+1 glamered chain shirt*, mithral necklace worth 30 gp

AC 32; **Fort** +19, **Ref** +23, **Will** +20

HP 145

Damsel Act ↻ (mental) **Trigger** A critical hit is scored against Lady Quintessa; **Effect** Lady Quintessa exaggerates the impact of the blow, attempting to trick her foes into underestimating her as weak and frail. She makes a Feint attempt against the triggering creature. If she successfully performs her Damsel Act while she has an *inspire courage* composition active, the duration of that composition increases by 1 round.

Speed 30 feet

Melee ❖ *dagger* +23 (agile, finesse, versatile S), **Damage** 2d4+4 piercing

Bard Spontaneous Spells DC 30, attack +22; **6th** (2 slots)

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feeblemind, *spirit blast*; **5th** (3 slots) *hallucination*, *sending*, *subconscious suggestion*; **4th** (3 slots) *confusion*, *dimension door*, *glibness*; **3rd** (3 slots) *haste*, *mind reading*, *vampiric touch*; **2nd** (3 slots) *dispel magic*, *invisibility*, *mirror image*; **1st** (3 slots) *charm*, *soothe*, *sleep*; **Cantrips (6th)** *dancing lights*, *ghost sound*, *prestidigitation*, *shield*, *telekinetic projectile*

Bard Composition Spells 2 Focus Points, DC 30; **6th** *inspire heroics*; **Cantrips (6th)** *inspire courage*

Quickened Casting ◆ (concentrate, metamagic) **Frequency** once per day; **Effect** If Quintessa's next action is to cast a bard cantrip or a bard spell that is 4th level or lower, reduce the number of actions to cast it by 1 (minimum 1 action).

Signature Spells Quintessa can heighten the following spells freely: *dimension door*, *dispel magic*, *hallucination*, *soothe*, and *vampiric touch*.

C41. BARON DRELEV'S BEDCHAMBER

Baron Hannis Drelev claims the largest bedroom of the upper tower as his own. During the day, he rarely spends time here, while at night, he often sneaks over to area **C40** to spend time with his mistress, Lady Quintessa, using the secret passage to the east (DC 30 Perception check to detect this secret door).

C42. WASHROOM

This chamber features a privy and a washtub.

C43. CELLAR

This cold, earth-floored cellar helps keep food from spoiling as quickly as it would in the upstairs pantry. The door to area **C46** is an iron door that is always kept locked—a key carried by the baron himself can unlock this door, as can a key carried by a guard stationed in area **C47**.

C44. WINE CELLAR

Baron Drelev keeps a wide selection of spirits on hand in his wine cellar. Something of a connoisseur, he has collected Taldan fire-brandy, liquor from Andoran, and delicate berry wines out of the elven nation of Kyonin. In all, his wine cellar holds 119 bottles representing 48 separate vintages. The entire collection is worth 600 gp, and ironically represents a greater treasure than what is now kept in the actual vault nearby.

The secret door to area **C48** is locked (DC 32 to Pick the Lock) and can be found with success on a DC 30 Perception check.

C45. TREASURE VAULT

Despite the fact that much of the keep's treasure has already gone on as tribute, the baron always keeps the iron door to this room locked. This lock can be Picked with success on a DC 35 Thievery check.

Treasure: All that remains here are 11 pp, 97 gp, 492 sp, 160 cp, and 10 silver ingots bearing the baron's personal seal, each worth 5 gp.

C46. DUNGEON

Five cells, complete with meticulously crafted iron bars and doors, fill most of this cold, musty dungeon.

The middle cell along the eastern wall rarely holds prisoners since it also includes a locked secret door (DC 30 Perception to detect, DC 32 to Pick the Lock) into the baron's prized treasure vault and the caverns below the keep.



QUINTESSA MARAY

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The door to area **C47** is generally kept open; unless the alarm has been raised or a lot of noise (such as by bashing down a door) is generated here, the sound of two guards playing cards in area **C47** is obvious to anyone who manages to enter this room quietly.

Creatures: Currently, the largest cell along the northern wall contains Kisandra's father, Lord Terrion Numesti. The other cells stand empty since Baron Drelev released the former prisoners and pressed them into service as part of the army that attacked Tatzlford. Those who refused to go were fed to the giants that now guard the Keep's courtyard. Captured PCs are likely to end up in these cells.



Terrion himself is in poor health but remains determined to defy Drelev to the bitter end. He would like nothing more than to take up arms against the corrupt baron, but his responsibilities to his family weigh more heavily on his mind. If the PCs rescue him (DC 30 Thievery to Pick the cell's Lock), he thanks them by pledging his life to their service. He prefers to escape the keep as soon as possible to seek out his daughters, but if armed and armored, he agrees to aid the PCs with their remaining tasks in the keep.

Terrion's statistics presented below in parentheses represent his statistics when the PCs rescue him from the prison, while he is unarmed, fatigued, and clad in prisoner's clothing. His personal gear is long gone along with other tributes sent to Irovetti and Armag, but if rescued he attempts to arm and armor himself with gear taken from a Drelev guard. In this case, you can treat his stats instead as an elite Drelev guard.

TERRION NUMESTI — CREATURE 9

UNIQUE | NG | MEDIUM | HUMANOID | HUMAN

Male human soldier

Perception +18

Languages Common

Skills Athletics +20, Intimidation +18

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

AC 24 (23 while fatigued); **Fort** +20 (+19 while fatigued), **Ref** +16 (+15 while fatigued), **Will** +18 (+17 while fatigued)

HP 155 (currently 50)

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ fist +18 (versatile P), **Damage** 1d4+10 slashing

Formation Fighter Terrion gains a +2 circumstance bonus on attack and damage rolls as long as he is adjacent to at least two other allies.

Intimidating Strike ❖❖ (emotion, fear, mental) Terrion makes a melee Strike. If he hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

C47. GUARD ROOM — TRIVIAL 11

Creatures: This cramped room contains a very small table and a pair of chairs—furnishings to give a bit of comfort to the two guards stationed here. The dungeon's sole occupant is well behaved, but "dungeon duty," as the Drelev guards call it, is nevertheless one of the least desirable posts in the keep, since the accommodation is uncomfortable at best. The guards have been trying to while away the hours playing cards and are deep into their game—they suffer a –2 circumstance penalty to Perception checks as a result as long as the alarm hasn't been raised. If they're attacked, the guards attack at once but as soon as one is dropped below 40 Hit Points, they try to flee upstairs to gather more guards to return in force.

DRELEV GUARDS (2) — CREATURE 8

See page 304

Initiative Perception +16

Items one guard carries the keys to area **C46** and the cells found within.

C48. SECRET VAULT

A table sits in the southeast corner of this dusty chamber, its velvet-lined surface displaying a number of precious stones and pieces of jewelry. A couple of large, ornately carved cedar trunks take up the other corners of the room.

Baron Drelev keeps this vault hidden from all but his most trusted senior officers, as it contains priceless treasures collected over his many years. Accessing the room requires entry through one of three secret doors (DC 30 Perception to detect) or the hidden trapdoor from the cloakroom (area **C14**). All of these doors are locked (DC 32 Thievery to Pick the Lock).

Treasure: Upon the display table rests a golden yellow topaz worth 50 gp, a deep blue spinel worth 40 gp, an amethyst worth 35 gp, a chrysoberyl worth 10 gp, five freshwater pearls worth 10 gp each, and eight moonstones worth 5 gp each. The table also holds a golden circlet worth 75 gp, which the baron wears only on special occasions.

In one of the cedar chests, Drelev has stored valuable gear taken from various prisoners and would-be

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heroes whom he captured and sent on to their fates among the Tiger Lords. It includes a suit of *+1 resilient leather armor*, a set of *druid's vestments*, an *oathbow*, a moderate elixir of life, a greater antidote, and four doses of wyvern poison. Any gear taken from PC prisoners is stored here as well.

In another chest, the baron has stored a variety of treasures taken from the Tiger Lords' barrow mounds worth a total of 150 gp. Among these treasures is a *greater ring of acid resistance* made of green wood carved to depict a snake and a lizard locked in a tangle. This ring is a companion to the *ring of the tiger* hidden in the warrior cairn in encounter site **NM1**.

C49. LIMESTONE CAVERN

When Baron Drelev designed his keep, he purposefully built it over these natural limestone caverns to take advantage of their access to the lakeshore as an emergency evacuation route in the event of an attack. He occasionally uses this entrance to smuggle in goods or visitors he wishes to keep away from prying eyes.

C50. STORAGE CAVE

Treasure: Success on a DC 25 Perception check is all that's needed to discover a hidden stash tucked into a nook on the northern wall of this cavern. Within a *knapsack of halfingkind* are stored emergency supplies should the baron need to flee the keep: several days of trail rations, four *potions of flying* (to aid in both speeding through area **C51** out of reach from its denizens and swift escape from the region), and four *greater healing potions*.

C51. UNDERGROUND POOL SEVERE 11

The stone walls of this massive cavern bear signs of discoloration from occasional flooding, no doubt due to water from Lake Hooktongue entering through the eastern passage when the lake rises during the rainy season. Stagnant runoff has collected in a natural limestone basin of filthy water to the north. An iron gate caked with rust blocks a tunnel to the west.

The iron gate can be opened from the west side by pulling a lever on the wall ten feet down the tunnel to the west, but from the east, the gate must either be destroyed or Forced Open—fortunately, the gate's poor repair makes this a little easier than for most iron gates (Hardness 16, 60 HP (30 BT), DC 28 Force Open).

The tunnel to the east ends at a secret door that opens onto the beach of Lake Hooktongue (area **B5**) at the base of a ridge just outside of Fort Drelev.

Creatures: This cavern and the tunnel to the east existed before the castle was built; Drelev incorporated it into his design as an escape tunnel. The cavern has recently become the lair of a pair of particularly dangerous black puddings that have adapted to an amphibious environment; these rare variants are known as fen puddings. Originally, the baron intended to slay them, but when he recruited Imeckus Stroon to aid in burning the deadly oozes out, the wizard convinced him to leave the monsters as "free guards." The oozes are content to remain here as long as Imeckus tosses a few slabs of meat to them every few days (usually from livestock, but now and then unfortunate prisoners), and in the meantime, the wizard has been studying the monsters in hopes of finding a safe way to harvest portions of their protoplasmic material as weapons.

When the PCs arrive, it has been a day since the oozes have been fed—or longer, if the PCs' actions have prevented Stroon's feedings—so if after 1 round no food has been tossed into the waters, the oozes surge up out of the pool to attack, using Stealth for initiative. They pursue fleeing PCs relentlessly—canny players can potentially use the oozes' tenacity to lead them up into the keep and loose them on the guards.

FEN PUDDINGS (2) CREATURE 12

RARE | N | HUGE | AMPHIBIOUS | MINDLESS | OOZE

Variant black pudding (*Pathfinder Bestiary* 255)
Perception +15; motion sense 60 feet, no vision
Skills Athletics +26, Stealth +23
Str +7, **Dex** –5, **Con** +7, **Int** –5, **Wis** +0, **Cha** –5
Motion Sense As black pudding.

AC 20; **Fort** +26, **Ref** +11, **Will** +16
HP 300; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual
Corrosive Mass As black pudding, but DC 29 Reflex.
Split As black pudding.

Speed 20 feet, swim 20 feet
Melee ❖ pseudopod +26 (reach 10 feet), **Damage** 2d8+12 bludgeoning plus 2d8 acid, corrosive touch, and Grab
Constrict ❖ 1d8+12 bludgeoning plus 1d6 acid, DC 32
Corrosive Touch As black pudding.

CLAIMING DRELEV

Once the PCs have amassed 20 Liberation Points and overthrown the baron, the government of Drelev quickly collapses and its hexes become uncontrolled and ripe for annexation by the PCs and their kingdom. The PCs may have the chance to ally with remaining named NPCs, or they might hunt them down and confront them. In any event, kingdom expansion into the region (zone 11) will no longer be opposed by the baron, and Fort Drelev itself becomes a freehold that can be integrated normally (see Appendix 2). See page 104 of Chapter 2 for full details on Fort Drelev's currently constructed structures.

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PART 3:

THE TWICE-BORN WARLORD

Armag's Tomb was built unknown ages ago to inter the bones of Armag, one of the Tiger Lords' greatest heroes, and his legendary magic sword *Ovinrbaane*, a weapon sacred to the faith of Gorum. Today, this tomb serves as a testing ground intended to reveal the God of War's next champion.

ARMAG'S TOMB

In the earliest days of the Tiger Lords' history, the original Armag led his people out of the Realm of the Mammoth Lords and into Numeria. They clashed repeatedly with others, eventually pushing through the Rostland plains to clash against the Iobarian warlords and centaurs of Casmaron. These conflicts hardened Armag, forging him into a legendary champion who earned the direct favor of Gorum, the Iron Lord and god of war.

Pride was Armag's weakness. He boasted he would live forever—that death herself couldn't slay him. Pharasma heard his boasts and was offended, and her anger manifested as psychopomps aided Armag's enemies or sought to lay him low on the battlefield. This angered Gorum, who had come to enjoy Armag's audacity and brutal nature, and as Armag fought against his enemies on the Material Plane, Pharasma and Gorum engaged in a battle of wits in the Great Beyond over the ultimate fate of Armag's soul. When Armag finally succumbed and died on the field of battle, laid low by a mighty red dragon who served neither deity, Gorum intervened and infused Armag's soul

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into his sword *Ovinrbaane*, preventing his soul from entering the Boneyard. He then sent visions to a Tiger Lord priest named Zorek, inspiring him to construct a fitting tomb for the Iron Lord's champion—a tomb that would be sufficiently protected with traps and guardians to test any who might come to claim the legendary sword. Gorum also elevated Zorek into a supernatural guardian to watch over the tomb, charging him with slaying the unworthy and adding their souls to the ranks of those keeping Armag out of Pharasma's reach.

Pharasma, in her own inscrutable way, allowed all of this to occur, for it had been Armag's fate. Still, she brooded for an eon before losing interest, while Gorum eventually moved on to other distractions as well. And so, for several centuries, just as the Tiger Lords themselves became estranged from their own past, Armag's legacy dwindled into obscurity among the minds of mortals and gods alike.

This history of Armag's Tomb is very obscure—success on a DC 35 Religion check or a DC 30 check in an appropriate Lore skill (such as Gorum Lore, Pharasma Lore, or Warfare Lore) is needed to recall the legend. Alternatively, a PC who uses *read omens* or similar divination magic in Armag's Tomb could learn fragments of this history, depending upon what legends they seek.

FINDING THE TOMB

Armag's Tomb and the Tiger Lord camp itself lie in encounter site **TL3** in zone 12. While the PCs could certainly stumble across this site while exploring the hills, they can also learn of its location from the map found in Fort Drelev's library (area **C27**). If the PCs don't recover this important clue, after they've liberated Fort Drelev, NPC allies (likely one of the Numestis, but potentially someone like Quintessa or Imeckus, eager to prove their worth to their new rulers) can discover this map and bring the information to the PCs' attention. Kingmaker assumes that the PCs travel to Armag's Tomb well before Armag himself emerges, but if the PCs take too long, at your option the Twice-Born Warlord could rise to gather vast armies to his banner, forcing several mass conflicts against the Tiger Lords before the PCs are able to track him down to this location.

FATE OF THE IRON WRAITHS

At the start of this campaign, an adventuring party known as the Iron Wraiths were considered by Restov and Lady Jamandi to be the most capable group they were sending out into the Stolen Lands. It was for this reason the group was assigned to the dangerous hills known collectively as Glenebon, yet after these four adventurers accept their charter during Chapter 1, the PCs hear very little of them, and for a good reason: the Iron Wraiths' greatest strength was not their skill and power, but their ability to oversell their capabilities. This, combined with the group's pride, doomed them to failure.

If the PCs were intrigued by the appearance of the four heavily armored adventurers at the start of this Adventure Path, they may well seek more information about them as the campaign progresses. They can do so by attempting to Gather Information—at any time before the end of Chapter 4, a DC 20 Diplomacy check to Gather Information is enough to dig up rumors that the Iron Wraiths set their sights against the Tiger Lords of Glenebon, and made their way west along Brevoy's southern border before heading south into the hills just beyond Wyvernstone Bridge, where news of their clashes with raiders and hill giants alike inspires tavern tales and promotes speculation about what sort of nation the Iron Wraiths might be seeking to found.

Once Chapter 5 begins, though, no further news of the Iron Wraiths is forthcoming. Success at a DC 25 Diplomacy check to Gather Information confirms that the last known sighting of the Iron Wraiths was as they were heading deep into Tiger Lord territory, seeking

WHO WERE THE IRON WRAITHS?

The four adventurers known as the Iron Wraiths all wore distinctive suits of heavy armor with full helms. Fond of spreading rumors that they were indeed wraiths within suits of armor, these four adventurers were all very much alive until they perished in Armag's Tomb. Success at a DC 20 Diplomacy check to Gather Information is enough to learn a bit more about the Iron Wraiths, including the fact that the fighter Quain provided special training to the others allowing them to utilize the full plate armor they wore. The information in parentheses is revealed only with critical success on the check.

Quain Kortun: A male human Taldan fighter from Galt who fought with a magic (electricity infused) warhammer and was the leader of the group.

Kralanx: A female half-orc ranger from Druma who fought with a magic composite longbow (that was particularly effective against undead).

Arven Vendrivinn: A male human Varisian cleric from Daggermark who worshiped Hanspur and was armed with a magic trident (that returned to his hand after he threw it).

Nolfi of Trollheim: A female human Ulfen bard from the Land of the Linnorm Kings who carried a magic warhorn (capable of blasting targets with damaging sound).

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to "cut off the head of the beast" by confronting a rising chieftain. A critical success at this check reveals the chieftain to be someone named Armag. No further news comes forth.

If the PCs consult with Lady Jamandi about the Iron Wraiths, she can confirm that the adventuring party seems to have gone missing, but she notes that Glenebon is a dangerous place; she hopes the PCs have better luck in their pursuits.

In truth, at about the time the PCs were dealing with the Cult of the Bloom, the Iron Wraiths got in over their heads when they confronted Armag. The Tiger Lords captured the four adventurers and held them prisoner for a time. When it came time for Armag to explore the tomb with his honor guard, he used the Iron Wraiths as advance scouts, stripping them of their armor and gear and then marching them into the tomb. All four died as victims to the tomb's traps and guardians, sacrifices that allowed Armag to more safely reach his goal. Their bodies can be found as the PCs explore the tomb, while their recognizable suits of armor now serve those camped outside the tomb as decor.

THE TIGER LORD CAMP SEVERE 12

Armag's favorite companions and bodyguards have settled in a small box canyon that shelters the entrance to the tomb. The camp itself is located at the edge of a small forest, against the side of a 50-foot cliff in the hills. The encampment consists of only the leaders of Armag's army, including several of his best kinsmen and clan champions, along with the Sisters of the Bloodshot Eye who helped put him on the path toward this location. The rest of his loyal followers camp to the east and north in small groups, waiting until Armag gives the call to join and rise as one. Armag took several of his kin with him into the tomb days before the PCs finally reach this site, and the remaining warriors left behind wait here in this camp for his return while keeping watch over their five hostages (including Kisandra Numesti's sister, Tamary). The campsite consists of 11 circular tents, a fenced-in area for horses, and a wooden cage with a roof made of leather. But perhaps the most striking features in the camp are the four suits of plate armor that have been set up along the fenced-in area to serve as trophies; these formerly belonged to the Iron Wraiths.

Creatures: In all, there are a dozen Tiger Lords waiting at the campsite. At any one time, four of them are sleeping, four are relaxing in various tents, and four are on guard duty, hidden in nearby trees or standing sentry at the campsite's edge. A Tiger Lord who notices any sort of intruder raises an alarm by giving a powerful roar, bringing all of the others into the conflict. The Tiger Lords are not interested in talking and quickly attack any intruders in their territory, fighting to the death to defend it.

TIGER LORDS (12) CREATURE 8

UNCOMMON CN MEDIUM HUMANOID HUMAN

Human barbarians

Perception +18

Languages Common, Hallit

Skills Acrobatics +16, Athletics +18, Intimidation +16

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

Items *+1 striking battle axe*, hatchets (6), heavy wooden shield, hide armor

AC 26; **Fort** +16, **Ref** +14, **Will** +18

HP 160

No Escape ↷ **Trigger** A foe within reach attempts to move away from the Tiger Lord; **Effect** The Tiger Lord Strides up to its Speed, following the foe and keeping it in reach throughout its movement until it stops moving or the Tiger Lord has moved its full Speed.

Speed 30 feet

Melee ❖ *battle axe* +21 (sweep); **Damage** 2d8+8 slashing

Ranged ❖ hatchet +21 (agile, sweep); **Damage** 1d6+8 slashing

Ranged ❖ hatchet +21 (thrown 10 feet); **Damage** 1d6+8 slashing

Closing Volley ❖❖❖ The Tiger Lord makes a ranged Strike with a hatchet, then Strides up to twice its speed. If it ends its movement within melee reach of the target of its ranged Strike, it may make a melee Strike against that enemy. If the ranged Strike hit the target, the target is flat-footed against the melee Strike.

Vengeful Rage ↷ **Requirements** The Tiger Lord is not fatigued or already in a rage; **Trigger** The Tiger Lord suffers damage that reduces its Hit Points to 100 or less. **Effect** The Tiger Lord flies into a rage that lasts 1 minute. While raging, the Tiger Lord gains a +1 status bonus to attack rolls, gains a +2 status bonus to damage rolls, and takes a –2 status penalty to AC. After the rage, the Tiger Lord is fatigued.

Hostages: The large cage at the center of the campsite contains the five hostages that Armag took from Baron Drelev. While these men and women (Anjan, Galine, Marinda, and Staven, along with Tamary Numesti, Kisandra's sister) are all terrified, they've been treated relatively well—not because the Tiger Lords are particularly interested in honoring the wartime tradition of taking hostages, but because they see these soft, squealing "city folk" as relatively pitiful creatures who are already adept at terrorizing themselves into compliance without extra work needed. All five hostages are ordinary aristocrats unused to the rigors of combat or adventure, and thus relatively useless in a fight; they'll need to be escorted to safety.

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FRIGHTENED HOSTAGES (5) CREATURE 3

Nobles (*Pathfinder Gamemastery Guide* 206)
Initiative Perception +11

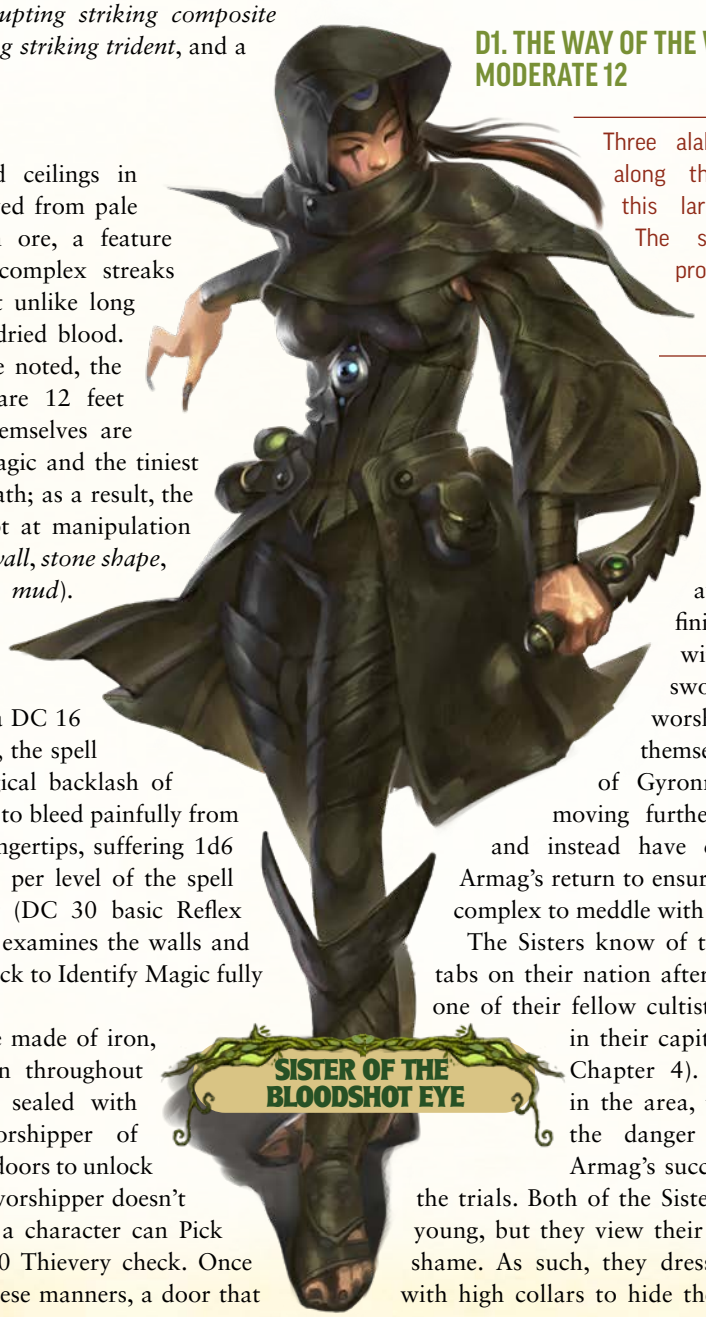
Treasure: The four suits of armor strung up along the corral's fence once belonged to the Iron Wraiths; the PCs should automatically recognize these distinctive suits of plate mail, having met the Iron Wraiths at the start of this campaign. All four suits are battered, filthy, and spattered with blood, but are otherwise fully functional suits of *+1 full plate*. In addition, each suit of armor is also adorned with one of the Iron Wraith's distinctive pieces of magical gear—a *+2 shock striking warhammer*, a *+1 disrupting striking composite shortbow*, a *+1 returning striking trident*, and a *horn of blasting*.

TOMB FEATURES

The walls, floors, and ceilings in Armag's Tomb are carved from pale stone heavy with iron ore, a feature that gives the entire complex streaks of oxidized brown, not unlike long dead flesh streaked in dried blood. Except where otherwise noted, the rooms and corridors are 12 feet high, and the walls themselves are infused with ancient magic and the tiniest fraction of Gorum's wrath; as a result, the walls resist any attempt at manipulation via magic (such as *passwall*, *stone shape*, or *transmute rock to mud*). In order to affect the stone of the tomb with such a spell, the caster must succeed at a DC 16 flat check—on a failure, the spell is wasted and the magical backlash of energy causes the caster to bleed painfully from the eyes, mouth, and fingertips, suffering 1d6 points of force damage per level of the spell they attempted to cast (DC 30 basic Reflex save). A character who examines the walls and succeeds at a DC 30 check to Identify Magic fully understands this ward.

The tomb's doors are made of iron, and the divine infusion throughout the tomb keeps them sealed with magical locks. A worshipper of Gorum can cause these doors to unlock at a touch (even if the worshipper doesn't realize this); otherwise a character can Pick the Lock with a DC 30 Thievery check. Once unlocked in either of these manners, a door that remains unbroken automatically closes and locks after 10 minutes. Several rooms include tests and tricks that can cause the doors to open as well; these represent opportunities for creatures who don't worship Gorum to prove their worthiness.

Several chambers within Armag's Tomb present dangerous tests that give intruders a chance to display qualities valued by the faithful of Gorum. Some of these dangerous tests are presented as traps that trigger only if the PCs fail to complete the test in a specified amount of time. Characters can bypass any of these tests completely if they have other methods of opening the doors.



D1. THE WAY OF THE WARRIORS THREE MODERATE 12

Three alabaster statues stand along the western wall of this large square chamber. The statues depict well-proportioned Kellid men, each set in a different warlike pose.

Creatures: Armag's hateful advisors, the Sisters of the Bloodshot Eye, have come to this chamber to await him while he finishes his communion with Gorum and the sword *Ovinrbaane*. Not worshippers of Gorum themselves, the two clerics of Gyronna are wary about moving further into the complex and instead have chosen to wait for Armag's return to ensure that none enter the complex to meddle with Armag's awakening.

The Sisters know of the PCs, having kept tabs on their nation after a failed attempt by one of their fellow cultists to establish a cult in their capital city (page 196 of Chapter 4). More than anyone in the area, the Sisters recognize the danger the PCs pose to Armag's successful completion of the trials. Both of the Sisters are actually quite young, but they view their youth as a mark of shame. As such, they dress in hooded clothes with high collars to hide their faces. They hope

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that as a reward for helping to achieve vengeance against Brevoy by leading a horde of warriors north, Gyronna will care for them in their old age to come. Each has abandoned her personal life and even her name in pursuit of this singular goal.

If the Sisters notice the PCs approaching (likely as a result of a particularly noisy fight in the Tiger Lord camp), they cast *freedom of movement* and *resist energy* on themselves, then each takes up a defensive position before one of the two double doors. They cast *globe of invulnerability* as soon before combat starts as they can manage, but on their first actions they cast *repulsion*. Following this, they'll cast *globe of invulnerability* (if they haven't already) followed by *summon fiend* to each summon an invidiak (*Pathfinder Bestiary 2* 65) to attack the PCs in melee before moving on to fight with their ranged spells. Their primary goal is to prevent the PCs from moving deeper into the tomb, and while they'll pursue intruders throughout the complex, they won't chase them back outside. Otherwise, they fight to the death.

SISTERS OF THE BLOODSHOT EYE (2) CREATURE 12

UNIQUE | CE | MEDIUM | HUMANOID | HUMAN

Female human cleric of Gyronna

Perception +23

Languages Abyssal, Common, Hallit

Skills Deception +22, Intimidate +22, Religion +25, Society +20, Survival +23

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

Items *+1 wounding striking dagger*, *+1 breastplate*, religious symbol of Gyronna

AC 31; **Fort** +22, **Ref** +20, **Will** +25

HP 250

Speed 25 feet

Melee ❖ *dagger* +24 (agile, finesse, versatile S), **Damage** 2d4+6 piercing plus 1d6 bleed

Divine Spells Prepared DC 36, attack +26; **6th** *blade barrier*, *harm* (×3), *repulsion*, *summon fiend*; **5th** *dispel magic*, *heal*, *shadow blast*; **4th** *divine wrath*, *freedom of movement*, *globe of invulnerability*; **3rd** *blindness*, *chilling darkness*, *vampiric touch*; **2nd** *ghoulish cravings*, *resist energy*, *silence*; **1st** *bane*, *command*, *ray of enfeeblement*; **Cantrips (6th)** *daze*, *detect magic*, *divine lance*, *message*, *shield*

Divine Font *harm*

Infectious Wrath ❖ (aura, divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** The Sister projects her wrath and rage into the minds of any number of creatures of her choice within 30 feet. Targeted creatures must attempt a DC 32 Will save.

Critical Success The creature is unaffected.

Success The creature is flat-footed for 1 round as they become distracted by the unexpected fit of rage.

Failure The creature is confused for 1 round.

Critical Failure The creature is confused for as long as they remain within 30 feet of the Sister, or until they succeed at the DC 11 flat check to recover.

D2. TEST OF STRENGTH

Four boulders of varying size lie within this chamber. At the far end, progressively larger steps rise toward a set of iron doors. Each step bears a round depression corresponding in size to one of the boulders. The crushed body of a dead half-orc dressed in rags lies on the floor near the north.

The dead half-orc is one of the Iron Wraiths—Kralanx the ranger.

Hazard: This chamber presents a Test of Strength to challenge those who seek to enter the Tomb of Armag. Properly weighting each step with the appropriately sized boulder opens the iron doors at the south end of the hall. Rolling the boulders into place requires progressively harder Athletics checks due to their size and the height at which they need to be placed. From smallest to largest, the Athletics DCs to move each boulder are DC 28, DC 30, DC 32, and DC 35. One additional character may use the Aid action, attempting the same check. It takes 1 minute to attempt to move a boulder into place. The PCs can retry failed checks, but if they don't move quickly enough, the room's trap soon activates.

TEST OF STRENGTH HAZARD 13

MECHANICAL | TRAP

Stealth DC 37 (expert)

Description The steps angle downward into a slope, releasing all currently placed boulders to roll back down to the north.

Disable Thievery DC 37 (expert) to disable the hidden hinges for one of the steps, thereby locking all four steps into place

Open Doors ↷ **Trigger** All four boulders are placed within six minutes; **Effect** the doors to area **D3** open.

Release Boulders ↷ **Trigger** All four boulders are not placed within six minutes; **Effect** All four steps angle downward, causing any boulders held within to roll toward area **D1**. Each rolling boulder inflicts 3d6+6 bludgeoning damage on all creatures in area **D2** (DC 37 basic Reflex save).

Reset The trap Releases Boulders 24 hours after it Opens Doors. Once the trap Releases Boulders, it resets itself automatically.

D3. TEST OF ENDURANCE

Columns of fused iron weapons emerge from a sheet of iron on the chamber floor. An iron wheel protrudes from

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the floor in the middle of the room. A human corpse, a man dressed in rags, lies slumped on the ground near the wheel.

A DC 25 Medicine check made while examining the body suggests the man perished from a blast of deadly, magical cold. This body is that of Quain Kortun, once the leader of the Iron Wraiths.

Hazard: If the iron wheel in the middle of the room is rotated for seven complete revolutions, the locks on the doors in this room are deactivated for 12 minutes. One character can attempt to rotate the wheel by taking the Rotate the Wheel action (others may Aid this action). If the wheel is released before seven revolutions are complete, it unwinds, resetting its revolutions to 0, and the Test of Endurance's trap is triggered.

ROTATE THE WHEEL ◆▶▶▶

MANIPULATE

The character takes time to rotate the wheel. Doing so is exhausting, and at the end of a round the PC must attempt a DC 25 Fortitude save. The DC of this save increases as the attempts to Rotate the Wheel progress. Achieving a full 7 revolutions causes both double doors in this room to open (they close automatically in 24 hours).

Critical Success The wheel rotates 2 revolutions. The DC to Rotate the Wheel increases by 1.

Success The wheel rotates 1 revolution. The DC to Rotate the Wheel increases by 1.

Failure The character fails to complete a revolution. The DC to Rotate the Wheel increases by 2.

Critical Failure The character stumbles and loses their grip on the wheel, triggering the Test of Endurance hazard. The wheel unwinds, resetting its revolutions to 0 and its DC to 25.

TEST OF ENDURANCE HAZARD 13

COLD EVOCATION MAGICAL TRAP

Stealth DC 40 (master)

Description The room fills with swirling vortexes of freezing wind that swiftly freeze flesh and chill the bones.

Disable Thievery DC 33 (master) to adjust the wheel's mechanisms so that it won't trigger the Test of Endurance, or *dispel magic* (7th level, counteract DC 31) to counteract the trap's magic.

Freezing Wind ↷ (cold, evocation) **Trigger** A creature critically fails at an attempt to Rotate the Wheel or releases their grip on the wheel once they've started to rotate it; **Effect** A vortex of freezing wind howls through the room—all creatures in the room must attempt a DC 33 Fortitude save.

Critical Success The creature takes no damage.

Success The creature takes 1d6 cold damage for each revolution the wheel has been rotated (max 7d6).

Failure The creature takes 2d6 cold damage for each revolution the wheel has been rotated (max 14d6) and becomes fatigued.

Critical Failure The creature takes 3d6 cold damage for each revolution the wheel has been rotated (max 21d6), becomes drained 1, and becomes fatigued.

Reset The trap resets automatically.

D4. THE TACTICIAN'S WAY

An alabaster statue of a human warrior stands in this antechamber against the north wall. Two five-foot passageways open to either side.

This alabaster statue's unwavering gaze stares at a secret door on the south wall (requiring success on a DC 30 Perception check to locate the door).

D5. TEST OF TACTICS MODERATE 12

Large sigils the size of shields, each glowing softly with a pale blue light, adorn the walls of this long hallway. Judging by the dust and abandoned cobwebs, the passageway itself appears to have lain unused for centuries.

Hazard: The sixteen magical sigils glowing on these walls each represent a personal rune for the sixteen great champions who once fought in Armag's armies so many years ago and are now skeletal undead in the Cavern of the Slain and beyond (areas **D10–D12**). Anyone who speaks Hallit can understand these sigils are highly stylized representations of given names for different men and women, although none of the names seem particularly noteworthy from a historical vantage. A character who succeeds at a DC 32 check to Identify Magic on the runes reveals that they are imbued with necromantic energies meant to bind the souls of those named to their mortal remains for all eternity, yet there are other runes hidden within these sigils that comprise the Test of Tactics.

If this trap is disabled, the links between the skeletal Tiger Lords and their sigils here is severed, and the undead in areas **D10–D12** lose their rejuvenation ability.

TEST OF TACTICS HAZARD 13

MECHANICAL TRAP

Stealth DC 37 (expert)

Description Obscure magical runes hidden within the runes of the 16 named warriors bind a pair of derghodaemons into the walls of this hallway.

Disable Thievery DC 37 (expert) to remove a set of runes linked to one bound derghodaemon, or *dispel magic* (7th level, counteract DC 31) to counteract the trap's magic.

Conjure Daemon ↷ **Trigger** A creature moves past the bend

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in the middle of the hall; **Effect** A pair of derghodaemons rise up from the floor to the north and southeast near the stairs; the daemons roll for initiative using Stealth, and fight to the death but do not pursue foes out of this area.

Reset If at least one of the derghodaemons survives, the trap resets after 1 hour, causing the surviving derghodaemons to be completely restored to full health and to merge with the floors.

DERGHODAEMONS (2) CREATURE 12

Pathfinder Bestiary 2 60

Initiative Stealth +24

D6. TEST OF AGILITY LOW 12

The ceiling of this circular room rises from the floor in a hemisphere, reaching a height of ten feet. The floor is highly polished and smooth.

Hazard: Despite its appearance, this chamber is actually spherical—the "floor" is the top of a circular disc balanced on a pivot rising to the center of the room from below. When any creature steps into the room, the floor underfoot shifts downward under the creature's weight while rising up at the far side of the room. By moving around the room, one can control the angle of the floor's tilt. Standing exactly in the center allows the floor to return to level, as would placing two objects of equal weight on opposite sides of the room, in theory. Unfortunately, the pivot on which the disk balances is itself unstable, causing the floor to wobble and shake even when the characters take care to keep things as balanced as possible.

Navigating the room by foot is difficult. The smooth walls and floor offer no handholds for climbing, and as such it's a DC 40 Athletics check to Climb them. Flight offers a safer route through the room, as does jumping across the room, but any character who puts weight on the floor triggers this hazard.

TEST OF AGILITY HAZARD 13

COMPLEX | MECHANICAL | TRAP

Stealth DC 37 (expert)

Description The floor of this circular room pivots and shifts awkwardly when weight is placed upon its surface, pitching those who attempt to walk on it off their feet and potentially into one of two deep spiked pits.

Disable Thievery DC 37 (expert) to wedge scraps of material into the edges of the room to hamper the floor's tilt (requires 4 successes).

Tilt and Roll ↷ Trigger A creature or object of at least 3 bulk moves onto the floor; the trap can use this reaction multiple times in a round, but only once per triggering creature or object; **Effect** The floor pitches and rolls. The triggering creature must attempt a DC 33 Reflex save.

Critical Success The character can move across the room normally this turn, without having to attempt Acrobatics checks, but treats the unstable floor as difficult terrain.

Success The character treats the ground in this room as difficult terrain, but each time they move they must succeed at a DC 30 Acrobatics check or they fall prone at the start of their turn. A character who falls prone must succeed at a DC 33 Reflex save or fall into one of the two spiked pits to the north or south of the room (see Failure).

Failure As success but the character automatically falls prone and must succeed at a DC 33 Reflex save to avoid being pitched into one of the two spiked pits to the north or south of the room. A character who is pitched into a pit can attempt to Grab an Edge to avoid falling. The DC to Grab an Edge or Climb a pit's walls is 33.

A character who falls into one of the pits plunges 50 feet onto a bed of spikes, taking 25 points of bludgeoning damage and 2d6 piercing damage (DC 33 basic Reflex save).

Critical Failure As failure, but the character automatically rolls into one of the two pits.

Routine (1 action) On its initiative each turn, the floor tilts randomly, forcing all characters standing on the floor of the room to attempt a DC 33 Reflex save to avoid being pitched into one of the two pits.

Reset This trap resets instantly.

Treasure: Lying among a number of ancient bones in the north pit is a *+1 flaming longsword*, while the south pit contains a scroll case within which is a *scroll of blade barrier*, a *scroll of remove curse*, and a *scroll of drop dead*.

D7. ANT NESTS MODERATE 12

The hall ends at a precipice overlooking a natural stone cavern, the earthen floor of which lies thirty feet below. The ceiling arches another thirty feet overhead. Throughout the chamber, pillars of rounded rock rise at varying levels like uneven stepping-stones leading to another tunnel opening on the far side. The body of a dead woman dressed in rags, her remains covered in welts, lies sprawled on the earthen floor below.

Those who cannot fly or easily climb the walls of this chamber (DC 30 Athletics check to Climb the relatively smooth walls) can navigate the chamber by using the Leap basic action. Characters also can perform a long jump to Leap over several pillars at once, but when doing so they take a –5 penalty on the Acrobatics check

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to Balance when they land on the pillar. A creature that falls into the room takes 15 bludgeoning damage from the fall.

The body is that of Nolfi of Trollheim, the Iron Wraiths' bard. A successful DC 20 Medicine or Nature check suggests her cause of death was from the hundreds of stinger wounds on her remains. A critical success at either check reveals that her death was from a brutal swarm of army ants.

Creatures: Anyone who walks across the ground or otherwise disturbs the earth at the bottom of the pit (such as by falling onto it) awakens this chamber's nightmarish guardians: swarms of bright red army ants, each the size of a person's finger. There are two swarms present in the soil here; once roused, they'll climb up pillars or walls to attack foes, pursuing creatures as far as area **D6** or **D9**.

VICIOUS ARMY ANT SWARMS (2) CREATURE 12

RARE | N | LARGE | ANIMAL | SWARM

Variant army ant swarm (*Pathfinder Bestiary 2* 20)

Perception +23, darkvision, scent (imprecise) 30 feet

Skills Athletics +16

Str –2, **Dex** +7, **Con** +5, **Int** –5, **Wis** +5, **Cha** –4

AC 32; **Fort** +25, **Ref** +23, **Will** +19

HP 155; **Immunities** precision, swarm mind; **Weaknesses** area damage 15, splash damage 15; **Resistances** bludgeoning 8, piercing 15, slashing 15

Cling As army ant swarm, but 7d6 damage.

Speed 30 feet, climb 30 feet

Swarming Bites ❖ As army ant swarm, but 7d6 damage (DC 31 basic Fortitude save).

D8. SIDE CHAMBERS

Treasure: Each of these six chambers previously served as living space for those who helped construct the tomb. Now they contain a variety of historical relics and curious minor art objects from Armag's age. Each chamber contains 2d20 gp worth of valuable but forgotten treasures.

D9. TEST OF PROWESS MODERATE 12

Four massive pillars hold up this large, dome-shaped chamber's ceiling, which rises to a height of fifty feet. A man's corpse, his limbs and back broken, lies at the feet of a tall, spiky suit of plate armor standing in the middle of the room.

The body belonged to Arven Vendrivinn, the Iron Wraiths' cleric. He was slain by the creature that now stands over his remains.

Creatures: What appears to be a towering spiky statue of a suit of plate armor standing at the center of the room is actually an iron golem crafted to resemble Gorum himself; the imagery can be recognized with a DC 10 Religion check to Recall Knowledge. The golem animates as soon as anyone enters this chamber, and it fights until destroyed, pursuing foes throughout the tomb if necessary.

ELITE IRON GOLEM CREATURE 14

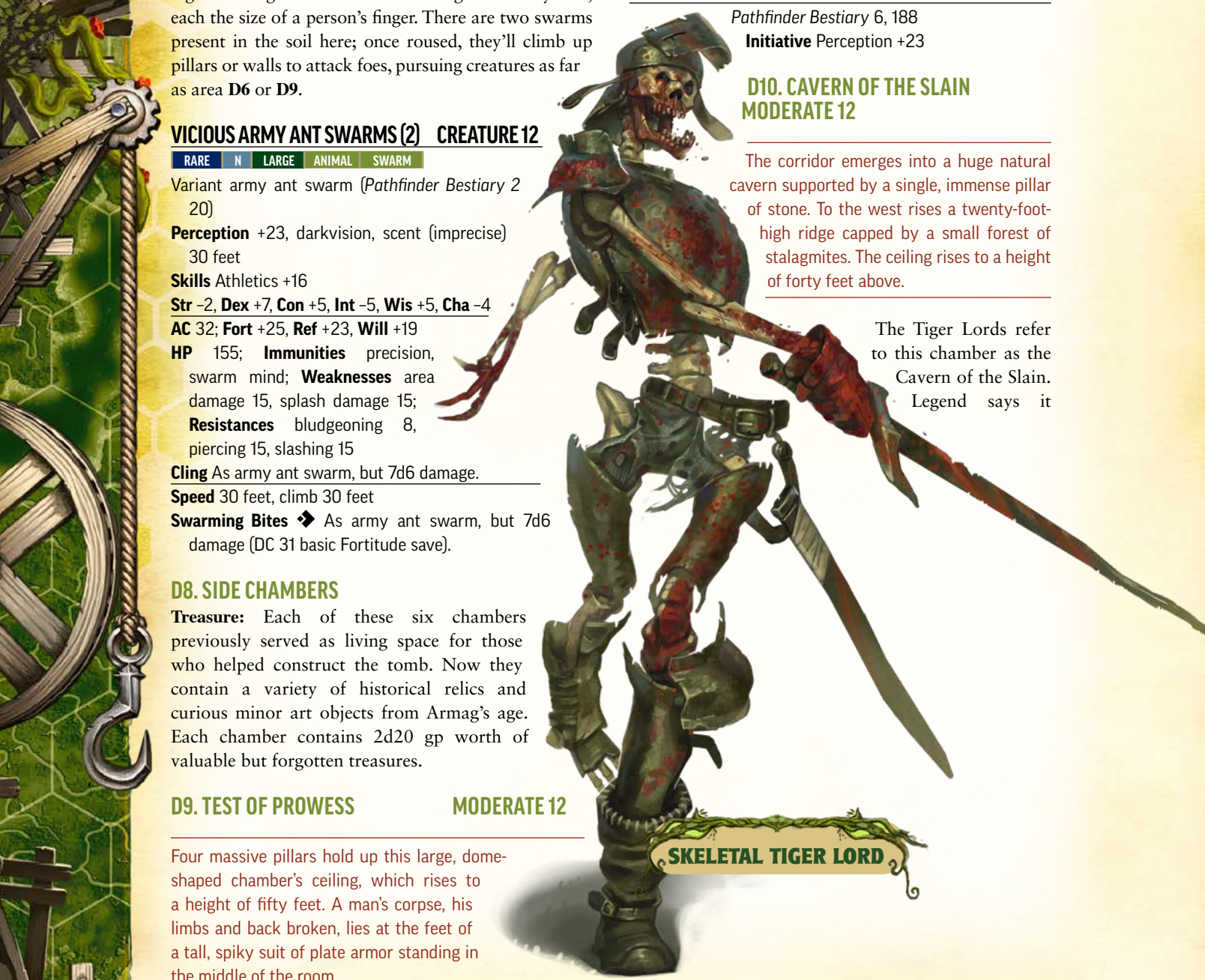
Pathfinder Bestiary 6, 188

Initiative Perception +23

D10. CAVERN OF THE SLAIN MODERATE 12

The corridor emerges into a huge natural cavern supported by a single, immense pillar of stone. To the west rises a twenty-foot-high ridge capped by a small forest of stalagmites. The ceiling rises to a height of forty feet above.

The Tiger Lords refer to this chamber as the Cavern of the Slain. Legend says it



SKELETAL TIGER LORD

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contains an army of undead forever bound to Armag's will—this rumor is true. The ridge to the west can be Climbed with a DC 20 Athletics check.

Creatures: A small army of deadly undead skeletons stands at eternal attention in the western part of this room, hiding among the spires of sharp stalagmites and watching for intruders into the Cavern of the Slain. Each of these blood-soaked skeletal warriors were, in life, devoted to the first Armag, and in undeath their loyalty remains. The wielder of *Ovinrbaane* can continue to command the obedience of these undead—Armag has thus called eight of the skeletons from this room to areas **D11** and **D12**, leaving eight here to protect the cavern.

The remaining eight skeletal Tiger Lords are stationed within the stalagmites on the western ridge, looking out over the lower portion of the cavern to the east. The skeletons will initially attack intruders using longbows; when they run out of arrows, they'll clamber down the ridge to engage in melee. They won't pursue characters into area **D9**, but they will pursue them into area **D11**.

SKELETAL TIGER LORDS (8) CREATURE 8

RARE CE MEDIUM SKELETON UNDEAD

Variant skeleton (*Pathfinder Bestiary* 298)

Perception +18

Languages Hallit

Skills Athletics +18

Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0

Items breastplate, composite longbow (20 arrows), greatsword

AC 28; **Fort** +18, **Ref** +16, **Will** +16

HP 99, negative healing, fast healing 10; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

Rejuvenation (divine, necromancy) When a skeletal Tiger Lord is destroyed, its bones clatter to the ground in a tangle and its armor and weapons crumble to dust. It automatically reforms with its armor and weapons intact (regaining a full quiver of 20 arrows) 1 hour later at 1 Hit Point, allowing its fast healing to resume healing it thereafter. If the trap in area **D5** is disabled, the skeleton loses this ability; otherwise, the only way to permanently destroy a skeletal Tiger Lord is to reduce it to 0 Hit Points with positive damage or good damage.

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ greatsword +20 (versatile P); **Damage** 1d12+10 slashing plus 2d6 negative

Ranged ❖ composite longbow +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet); **Damage** 1d8+10 piercing

D11. TEMPLE OF GORUM MODERATE 12

Two churning fountains take up alcoves to the east and west of this immense chamber, their water cascading down the faces of beautifully rendered women as if they were crying for the souls lost in battle. Directly ahead, four rows of intricately carved columns reach deeper into the chamber, resembling armed soldiers kneeling in honor of the massive statue of a suit of spiky armor at the chamber's far end. Stairs descend into a passageway between two braziers to the north.

Creatures: Ageless Zorek, sacred guardian of the Tomb of Armag, resides in this temple, administering the Test of Faith to all who reach his inner sanctum. A confrontation with Zorek need not result in battle, for Zorek is loyal first to Gorum. As the tomb's guardian, he can sense the PCs' successes as they confront the various tests, and when they first step into this room, he greets them with open arms, saying the following in Hallit.

"And so another group steps before me, bathed in blood and armed with weapons. Tell me your purpose within this sacred place!"

Assuming the PCs understand and can speak Hallit, they can take this opportunity to explain themselves, using Deception, Diplomacy, or Intimidation. Zorek responds best to Intimidation: impressing him in this way requires only a DC 30 check. He's less patient with friendly overtures (DC 32 Diplomacy) and actively dislikes liars (DC 35 Deception). One PC attempts this check, but all others can Aid that PC by attempting the same check. In addition, for each of the tests the PCs encountered and survived, reduce the DC of the check by 2. On a success, Zorek steps aside and orders his skeletal guardians to stand down, informing the PCs that they are free to enter Armag's Armory to the north to challenge Armag himself. On a critical success, if the PCs have with them one or both of the tiger lord rings (the *ring of the tiger* from encounter site **NM1** or the *ring of acid resistance* from area **C48** of Fort Drelev), Zorek thanks them for spreading the war glories of Gorum through the world before infusing either or both rings present. This gift from the guardian changes the rings into the greater versions of each—a permanent upgrade to the magic items.

If the PCs fail to succeed on the check, or if they simply cannot communicate with him, Zorek simply shakes his head sadly before he attacks—one sure way to determine the intruders' value in Gorum's eyes. He sends four skeletal Tiger Lords to engage the PCs in melee while he moves to the top of the stairs leading to area **D12** before casting *repulsion*. He then uses his ranged spells to soften up the PCs for 4 rounds before

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moving to engage them in melee. He uses one-action *heal* spells on himself whenever he is below 150 HP, but he fights to the death. Although Zorek is not aware of this fact, if he is slain by mortals, he's granted the true freedom of death as certainly as if his charge to guard the tomb had been completed.

ZOREK CREATURE 12

UNIQUE CN MEDIUM HUMANOID HUMAN

Ageless male human cleric of Gorum

Perception +25

Languages Hallit

Skills Athletics +24, Gorum Lore +20, Religion +25, Survival +23

Str +7, **Dex** +4, **Con** +5, **Int** +0, **Wis** +7, **Cha** +4

Items *+1 resilient hide armor*, *+2 anarchic striking spear*

AC 32; **Fort** +23, **Ref** +20, **Will** +25

HP 220, fast healing 10; **Immune** controlled, disease; **Resistances** physical 10 (except lawful), poison 15; **Weaknesses** lawful 10

Attack of Opportunity ↷

Speed 40 feet

Melee ❖ *spear* +32, **Damage** 2d6+8 piercing plus 1d6 chaotic (against lawful creatures)

Divine Spells Prepared DC 36, attack +26; **6th** *heal* (x3), *repulsion*, *spirit blast*, *weapon storm*; **5th** *dispel magic*, *flame strike*, *heal*; **4th** *divine wrath*, *harm*, *spiritual weapon*; **3rd** *blindness*, *searing light*, *vampiric touch*; **2nd** *heal*, *resist energy*, *silence*; **1st** *bane*, *fear*, *ray of enfeeblement*; **Cantrips (6th)** *detect magic*, *divine lance*, *guidance*, *light*, *shield*

Divine Innate Spells DC 36; 5th *banishment*; 3rd *alarm* (x3);2nd *augury* (x3), *lock* (x3); **Cantrips** (7th) *dimension door* (to any location in Armag's Tomb)

Blessed Life Zorek does not age or breathe, and he doesn't need to eat, drink, or sleep.

Divine Font *heal*

Divine Recovery ↷ **Frequency** once per day; **Trigger** Zorek fails a saving throw; **Effect** Zorek loses all negative conditions he is currently affected by and may attempt a new saving throw against the effect that triggered Divine Recovery. His armor and weapons glow with blood-red light when he uses this ability.



ZOREK

SKELETAL TIGER LORDS (4) CREATURE 8

See page 327

Initiative Perception +18

D12. ARMAG'S ARMORY SEVERE 12

Ten flickering braziers cast long shadows across this huge chamber, their wavering light gleaming from walls spattered with blood. The air reeks of decay, for the violently hacked bodies of a dozen men lie strewn about the chamber.

The dead bodies are all that remains of Armag's honor guard—once he claimed *Ovinrbaane*, the cursed weapon forced him to attack and slay his guards as proof of his devotion.

Creatures: Armag the Twice-Born has slaughtered his guards, but he is not alone; he is accompanied and protected by four skeletal warriors from area **D10**. Warned by Zorek of the PCs' approach, Armag eagerly awaits their arrival—another chance for him to prove his worth to his new weapon. He and his skeletal warriors attack as soon as the PCs arrive. Even before he succumbed to the bloodlust of *Ovinrbaane*, Armag never retreated or surrendered—he fights to the death.

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ARMAG THE TWICE-BORN CREATURE 14

See page 592

Initiative Perception +24

SKELETAL TIGER LORDS (4) CREATURE 8

See page 327

Initiative Perception +18

Treasure: If you aren't comfortable with giving the PCs a powerful weapon like *Ovinrbaane*, simply play up its disadvantages—if you wish, you might add that anyone in possession of the weapon must succeed on a DC 35 Will save once per minute to avoid becoming confused. You should certainly play up the artifact's personality if the PCs keep it. Its power will certainly come in handy as the *Kingmaker Adventure Path* enters the final chapters, but you should never let the PCs feel fully comfortable in the chaotic artifact's presence. See page 587 for *Ovinrbaane*'s statistics.

D13. ARMAG'S TOMB

To the west of this large, austere chamber, a massive raised dais supports a coffin of black stone; to the east, the walls are decorated with a bas-relief of a stern man dressed for war and wielding a greatsword.

This chamber serves as the final resting place for the original Armag's body, which lies within the sarcophagus. The wall carving is actually a secret door (DC 30 Perception to detect) that lifts upward to provide access to area **D14**.

Treasure: Armag's body measures just over 6-1/2 feet tall and is dressed in *+1 resilient hide armor*. A *greater sturdy shield* decorated with chasings of dire tigers lies over his chest.

D14. HOLY SEPULCHER

Within this roughly octagonal chamber, a five-foot-square alabaster pedestal sits inside a ring of brilliant light shining from the ceiling.

Treasure: Piled around the pedestal lies a treasure hoard of immense value. Altogether, it contains 112 pp, 2,276 gp, 4,724 sp, and 9,762 cp. The gems and jewelry include a 1,000 gp diamond, a 200 gp fire opal, three 100 gp violet garnets, an electrum crown with a blue star sapphire worth 500 gp, a ruby-encrusted silver armband worth 250 gp, and a malachite-adorned gold necklace worth 180 gp.

Also included among these items are a *bag of holding* (type IV), a *decanter of endless water*, a *triton's conch*, a *necklace of fireballs* (type V), a *javelin of lightning*, a dose of giant wasp venom, a *cloak of the bat*, and a *wand of heroism*.

CONCLUDING THE CHAPTER

"Blood for Blood" doesn't really have an endpoint as much as it has a point where the next chapter begins. Even after the PCs depose Baron Drelev and defeat Armag, they can continue exploring the surrounding regions and expanding their kingdom into this realm as long as they wish. Still, there are three elements to this chapter in particular that the PCs should seek to address.

The East Sellen River has been closed to trade for several years due to the aggression of the boggards of M'botuu. If the PCs manage to either defeat these boggards or secure their cooperation in allowing river trade, an important economic link between Brevoy and the south reopens. Once the PCs have claimed at least nine hexes that include a portion of the East Sellen River or Lake Hooktongue as part of their nation, their kingdom gains 120 XP, and at the start of the next Kingdom turn they receive 6 bonus Resource Dice.

Without Armag or the Sisters of the Bloodshot Eye stirring the pot, the Tiger Lords cease to be a true threat to their neighbors, but their raiding parties continue to be an annoyance. Handing *Ovinrbaane* over to the Tiger Lords as a peace offering is the best way to appease them—in this case, the sword still works at remaking a new warlord in Armag's image, but without the Sisters' influence, this new Armag focuses his anger not at the PCs or Pitax but north and east at Numeria and Brevoy. Alternately, the PCs could seek to secure diplomatic relations with the Tiger Lords (see Appendix 2 for details on how a kingdom can achieve diplomatic relations with the Tiger Lords).

Finally, if the PCs liberate Fort Drelev, they also push back Lord Irovetti's presence in the region. Not only can they add a sizable city to their nation by incorporating Fort Drelev, but the PCs' kingdom should also be well on course to becoming the largest and most successful nation in the Stolen Lands.

As the PCs' successes grow, however, Irovetti of Pitax grows ever more jealous and wary. While there's no hard evidence to suggest he encouraged Baron Drelev to attack the PCs, the political situation should certainly suggest it. And while Irovetti would certainly love to annex the PCs' nation, he knows that they've grown far too powerful to defeat in a fair war. And so, as the PCs settle into their newly expanded nation, Lord Irovetti sets in motion a fresh treachery as he makes his move to claim the Stolen Lands. For what at first may seem like an idle invitation to a local tournament is destined to erupt into a war of the River Kings.

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CHAPTER 8

WAR OF THE RIVER KINGS

BY JASON NELSON

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The PCs (and their kingdom) should be 15th level before attempting to invade Irovetti's Palace.

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PART 1:

THE RUSHLIGHT TREACHERY

The River Kingdoms are fluid by nature, mirroring the flow of the waterways from which their name is taken. Rulers rise and fall like the changing of seasons in this tumultuous region, but some of the kingdoms found here have endured and prospered for generations, cementing their place in the pecking order of this confederacy of outlaws. Every new upstart dreams not just of conquest but of legacy, and the wise know full well that the greatest threat to security and legacy typically comes not from established kingdoms but from upstarts fighting for the last seat at the table.

Pitax is a River Kingdom of some pedigree, able to trace its history back over three centuries. During those centuries, it has been overrun on more than one occasion, first by the Steel Phalanx of Numeria, then a generation later by invaders from Mivon, and it was even split for half a century by civil war between its leading families. Yet through this all, Pitax has remained a hub for trade and a haven for smugglers. But now it faces its most dangerous enemy yet, an enemy from within—its own king, Castruccio Irovetti, who may be able to do through corruption and pride what three centuries of war and upheaval could not: bring Pitax to an end.

The man known today as Castruccio Irovetti was not born unto that name. The bastard son of a crusading Taldan knight and a Numerian noblewoman, Castruccio's birth name was the even more flamboyant Mandalarucio. His father sent regular deliveries of gold from the field of battle, so he and his mother Cimany

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never wanted for wealth. Mandalarucio's mother doted on him, paying for dance, music, and language lessons and parading him among the other nobles of Hajoth Hakados as often as possible. Mother and son knew little of hardship until the payments from Mandalarucio's father—a man the future king never met—ceased with the elder's death at the hands of the Worldwound's demonic host. Cimany did her best to make ends meet, but she and her child had both grown used to extravagances, and within two months their funds had given out. The cutthroat aristocracy of Hajoth Hakados swiftly took action to reclaim the family estate, and just like that the two were out on the street.

After suffering another two months of indignities, Mandalarucio turned to crime, using occult magic to gain the confidence of rich visitors and then robbing them, leaving behind victims too shamed at being duped to pursue justice. Eventually, though, Mandalarucio made a critical error by attempting to con and rob a member of the Technic League. When the con went sour and the Technic League sorcerer lost his hand to Mandalarucio's blade, the budding con artist went into hiding to escape punishment. But the Technic League didn't need *him* to repay the blood debt—operating under the aegis of the Black Sovereign and the slanderous whispers of local aristocrats, they quickly found that the missing man had a mother. They arrested Cimany, and by the time Mandalarucio heard of her arrest, she'd already been executed.

When he learned of this development, Mandalarucio wasted no time. He stole into the inn the Technic League agents were staying at and extracted his revenge in a single night of red ruin. When the sun rose, the five Technic League agents were dead and the delivery of rare Numerian artifacts they had been entrusted with delivering to Starfall had vanished. Hajoth Hakados's government had its suspicions, but the case was never solved, for Mandalarucio had fled Numeria entirely, never to return.

The next two years of his life were spent lying low in the River Kingdoms. He changed his name to Castruccio Irovetti, combining the first and last names of his mother's favorite artists. He periodically sold off some of the Numerian artifacts he'd stolen for funds, but overall, he kept a low profile. It wasn't until his wanderings took him to Pitax that his fortunes finally changed. After hearing rumors of strange treasures hidden in the forest called Thousand Voices, Irovetti entered the mysterious woodland in search of riches. It may have been his good looks and strong singing voice that attracted the attention of the cruel queen of Thousand Voices, but more likely it was the intrusive stink of the technological items he carried that caused the nymph Nyrissa to take special note of this latest intruder. She sent her minions against Irovetti to test him, but he defeated them all with a combination of his magic, his wits, and his Numerian devices.

Intrigued, Nyrissa realized that here was a perfect tool to use to increase her influence over the encroaching tide of civilization. She appeared before Irovetti, who in the face of such power had little choice but to fall to his knees in adoration. Nyrissa took Irovetti away for a month to her strange and wondrous realm in the First World. There she showed him great marvels and fearsome sights, and on the eve she returned him to Pitax, she granted him her favor and became his muse, giving him a lock of her hair. In return, she asked only that he perform one favor for her in the world of mortals—recovering a sword called *Briar*, lost long ago somewhere in the region. (For more information on how Nyrissa lost *Briar*, what the sword actually means to her, and why she can't simply retrieve it on her own, see Chapter 10.)

With Nyrissa's favor granting Irovetti even greater skill, he made his way to the city of Pitax. He reasoned that with a kingdom at his command, the search for a missing sword would be a trivial thing. Armed with his two remaining Numerian devices and an idea of how to become Pitax's newest ruler, Irovetti wasted no time setting his plot into motion. One of his Numerian devices is a mindrender baton—a technological wonder capable of commanding false loyalty in a victim's mind. Irovetti began building his reputation in the city by using the mindrender baton to aid in purchasing several warehouses for scandalously low prices and securing relationships and deals with several important merchants and smugglers. Eventually, he invited two of Pitax's leaders, the brothers Lothaire and Berengar, to a card game at one of his warehouses. Through the use of his mindrender baton and magic (particularly *modify memory*), Irovetti swindled the brothers out of their rule; the next morning, neither had any memories of being duped, but Irovetti owned a signed document legally handing over all the possessions of the ruling family to him, including the crown of Pitax.

KINGDOM IN THE BACKGROUND

By this point, the PC's kingdom is the largest in the Stolen Lands. Fort Drelev has been incorporated into the kingdom, and its borders are creeping toward Pitax to the west. For the most part, you should present the battles that take place during this chapter (largely in Part 2) as events that occur in the background, and tie the overall success or failure of the war to the PCs' own success in opposing King Irovetti.

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Greetings from His Supreme and Inimitable Magnificence, Castruccio Irovetti, by the grace of the gods the rightful King of Pitax, Marvel of Numeria, Master of Mormouth, and Prince-Regent of the Sellen.

It is with great delectation and delight that I greet you, my fellow River Kings! I would be honored if you would accept my invitation to attend the fifth annual Rushlight Tournament as my guests. I know you to be discerning rulers and trust you would not dare miss such an extravagance, for I plan this to be the finest Rushlight yet! And to sweeten the pot, as it were, I have secured a glorious magical item, a gold-and-gemstone wand capable of creating a wondrous and magnificent mansion worthy of the bearer's regal nature, which I am willing to bestow upon the nation that proves itself by fielding the true Rushlight Champion! Could this champion be one of your own?

Please confirm your attendance via this invitation's courier. I look forward to your attendance!

-King Castruccio Irovetti of Pitax

HANDOUT 8-1

At first, Irovetti used his new resources as king of Pitax to search for *Briar*. But as the years wore on, his memories of his time with Nyrissa began to pale against the reality of the decadence and power that ruling a River Kingdom brought. While her influence continued to subtly manipulate Irovetti's personality (and is in large part responsible for his founding of Pitax's Academy of Grand Arts), her hold over his heart and lusts faded. So when several of Irovetti's agents came to him years later with the good news that *Briar* had been found, Irovetti did something his fey patron hadn't foreseen: he had his agents murdered before they could spread the news, then hid *Briar* away in a chamber deep under his palace. Irovetti feared that upon returning the sword to Nyrissa, she would cast him aside. He was not yet ready to lose the power her favor granted him, and he reasoned that he could simply rule Pitax for another decade or so and keep *Briar's* recovery secret; then, when he grew tired of life as a king, he could announce to Nyrissa his "recent recovery" of *Briar* and enjoy the reward for his service to the fey queen.

Yet Nyrissa has had little time to wonder why it has taken Irovetti so long to find the sword, for as "War of the River Kings" begins, the time for her to gather up the Stolen Lands draws near. Through her manipulation of Irovetti, she hopes to spur the headstrong king into attacking the PCs' kingdom. If the PCs don't react in kind, she is prepared to send one of her agents to provoke them, but she hopes that Irovetti's unprovoked attack does the trick. She then has but to wait for the human kingdoms that control the lands she wishes to take to weaken each other; she hopes that after the war is over, the surviving kingdom will be worthy of her eldritch assault on the land.

THE RUSHLIGHT TOURNAMENT

Once the PCs reach 13th level and have defeated Drelev and Armag, it's time to begin this chapter. The PCs receive an invitation from Pitax's King Irovetti to something called the "Rushlight Tournament." The invitation arrives via messenger—a fleet-footed man named Velemandr (use the stats for a Pitax warden if necessary) who is willing to wait up to a day for the PCs to make their decision before returning to Pitax to report their response to Irovetti. The invitation is presented above as **Handout 8–1**.

A PC who succeeds at a DC 20 Society check to Recall Knowledge knows that the Rushlight Tournament is one of King Irovetti's most popular traditions. A Rushlight Tournament has been held every year since King Irovetti claimed the crown; it's a popular event that draws the majority of its contestants from Pitax

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but also sees participants from throughout the River Kingdoms. The tournament traditionally takes place on a small area of cleared land on the southern shore of the Rushlight River near the northeastern border of Pitax, just a few days' travel west of Fort Drelev.

If the PCs don't seem interested in attending the Rushlight Tournament, you can have helpful NPCs give some good reasons for taking part in the competition: even if the PCs don't compete in the numerous events, attending the Tournament is a great opportunity to meet other notables of the River Kingdoms and to present themselves as the rulers of the newest River Kingdom, and failure to appear at this well-known and much anticipated event could be misinterpreted by other River Kings as a sign of weakness or even a deliberate insult or veiled act of aggression. Actually competing in the tournament and winning (or even placing) in the events would bring fame and prestige not only to the PCs, but to their entire kingdom. And finally, there's the lure of the promised magical wand—this year's grand prize for the kingdom that scores the most points during the tournament.

THE FESTIVAL GROUNDS

The Rushlight Tournament is held at a massive festival ground erected by King Irovetti a dozen miles northeast of the city of Pitax, about a half-mile from the southern shore of the Rushlight River itself on the banks of a minor waterway called Cutter's Creek (encounter site **RU2**). Once the tournament gets underway, the festival grounds become thronged with people, essentially transforming the area into a town overnight. Merchants from numerous River Kingdoms come to hawk their wares at this event; traditionally, even Brevoy sends some representatives, although this year marks the first with no official Brevic presence as internal tensions in that nation are nearing a breaking point. Wandering merchants jockey for space, crying their wares, whether hot from a basket or cool from a cask. Stages with jugglers, minstrels, mummers' troupes, and trained animals dancing and leaping all vie for the attention (and the coin) of the crowds reveling in King Irovetti's bounty.

The festival begins on the first Fireday of the month (although you should feel free to adjust this date to anything that you wish to fit the realities of your Kingmaker campaign). The first day of the tournament is given over to trading, feasting, a preview of the beasts of the traveling menagerie, entertainment (of varying quality), and after sunset, a grand display of fireworks. The next three days are highlighted by contests at the Coliseum, then followed by a day of rest. Finally, on the sixth day, the tournament concludes with a nightlong celebration of wine in honor of Pitax's many vintners, all culminating in the traditional Midnight Joust, after which the winner of the tournament is announced.

ALTERNATE PRELUDES TO WAR

This chapter assumes the PCs take up the invitation to participate in the Rushlight Tournament, but Kingmaker is first and foremost a sandbox campaign. Some parties may not be interested in participating in a tournament, and others may well (and rightly) suspect treachery from Irovetti. If the PCs decline the invitation, Irovetti is frustrated yet continues forward with his plans. The events of the Rushlight Tournament take place off-screen (and you can use the rules here later if you wish, with a few names changed, to present a tournament the PCs' own citizens put on in their honor—in this case, the competition is largely for fun rather than for a vaunted prize, fame, and glory), and the PCs are free to continue to explore the Stolen Lands and build up their resources. Once the PCs reach 14th level, King Irovetti launches an attack on one of their kingdom's settlements and you can proceed with Part 2.

The festival grounds themselves are laid out along Cutter's Creek, a minor tributary of the Rushlight River. The major features of the festival grounds are described below; all of these locations can be visited at any time by curious PCs.

Coliseum: All of the official tournament events take place in this large field of hard-packed dirt. The northern side of this large, open field has rows of bench seats for spectators. A noble's box stands at the east end of the field; seating there is limited.

Menagerie: This enormous purple pavilion is a showplace of tamed horrors and monstrosities from across Golarion. The mysterious **Madame Duclarion** (CN female human sorcerer 10) and her hulking handlers, the **Brothers Ohka** (CN male ogre warriors; *Pathfinder Bestiary* 252), keep a charmed menagerie of dinosaurs, rare animals, and supernatural beasts culled from every land for the viewing pleasure of festival-goers. Madame Duclarion keeps her creatures (and her handlers) calm and controlled through judicious use of various enchantment effects.

Rotunda: The Rotunda is where tickets to tourney events can be purchased; each day's events cost as little as 1 sp for a single ticket to as much as 100 gp for a noble "box" suitable for seating up to 10.

The Royal Blue: The buildings that surround this small lake are grand silk pavilions facing the water. These are reserved for the private use of visiting dignitaries from the other River Kingdoms, with flags flying above them marking the lands of their inhabitants. If the PCs accept their invitation to the event from Lord Irovetti, they are granted the use of the easternmost pavilion for the duration of the event.

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Royal Pavilion: This pavilion is used by the king. Irovetti keeps the pavilion protected with a *private sanctum* heightened to 8th level, so that anyone who peers into the tent sees only a dark, foggy mass.

Staging Pavilion: This pavilion is used for competitors preparing for games or other competitions in the coliseum. The pavilion has several smaller areas formed by canvas walls around a central area for competitors to gather in before they emerge when announced for a competition.

TOURNAMENT SECURITY

Many of Pitax's most capable guards serve long hours as security. The bulk of these guards are the equivalent of palace guards (*Pathfinder Gamemastery Guide* 206) or watch officers (*Pathfinder Gamemastery Guide* 234), but a more dangerous type of guard patrols the tournament grounds—and Pitax itself. These are the notorious Pitax Wardens—battle-trained soldiers who augment their skill at swordplay with occult magic. They are encountered often throughout this adventure, so their stats are presented below and referenced as needed in the text.

PITAX WARDEN — CREATURE 12

RARE N MEDIUM HUMAN HUMANOID

Human royal guard

Perception +22

Languages Common, Hallit

Skills Acrobatics +22, Athletics +25, Intimidation +24, Occultism +20, Performance +24, Society +20

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

Items *+1 full plate*, *+1 striking greatsword*, *moderate healing potions* (2), composite shortbow (20 arrows)

AC 33; **Fort** +23, **Ref** +21, **Will** +23

HP 215

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ *greatsword* +26 (versatile P), **Damage** 2d12+9 slashing

Ranged ❖ shortbow +23 (deadly d10, propulsive, reload 0), **Damage** 1d6+9 piercing

Occult Spontaneous Spells DC 30, attack +22; **4th** (1 slot) *discern lies*; **3rd** (1 slot) *haste*; **2nd** (1 slot) *telekinetic maneuver*; **1st** (1 slot) *ray of enfeeblement*; **Cantrips (4th)** *daze*, *shield*

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Power Attack ❖❖ The warden makes a melee Strike. This counts as two attacks for their multiple attack penalty. If it hits, it deals an extra die of weapon damage.

Sudden Charge ❖❖ The Pitax warden dashes up to their foe and swings. They Stride twice; if they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

AN AUDIENCE WITH THE KING

When the PCs first arrive at the Festival Grounds, King Irovetti expects them to pay a visit to his Royal Pavilion (allow the PCs a DC 20 Society check to realize this). If the PCs don't visit the king within a few hours of arriving at the festival grounds, a Pitax warden arrives to request their presence and escort them to the Royal Pavilion to greet the king.

The royal pavilion stands in sharp contrast to its relatively plain exterior. Lush, red carpets cover the ground and a dais supporting a carved and gilded chair evoke the feel of a throne room, while a haphazard collection of pedestals bearing sculptures and mounted paintings of wildly varying quality and realism suggests a strange sort of art gallery. A small, raised stage supporting numerous large musical instruments sits to one side of the pavilion.

King Irovetti is a handsome, muscular, dark-haired man clad in deep red velvets. A crown sits comfortably on his brow and an elegant cloak drapes his shoulders. His belt is thick with tools, weapons, and pouches, bespeaking an adventuring lifestyle not completely left behind. He also carries two strange pieces of equipment: The first and most impressive is a long staff of unusual metal, one end of which is fitted with thin blades and a spike that periodically shift and move with a soft whirring noise. The second is a thin, short rod of strange metal with a single spike at the end; small, circular lights periodically flash along the length of this rod. Both of these curious items are Numerian devices (a rod of razors and a mindrender baton; see page 589 and 586 respectively for details). Attended by a pair of servants, Irovetti greets the PCs enthusiastically.

"My most illustrious guests! I am so eternally and unendingly happy to see that you have safely arrived. Come, my pretties, bring refreshment for these weary travelers—whether by magic or by mare's shank, traveling is thirsty work! Drink with me to our continued success and to the bonds of brotherhood and friendship that shall be ours."

Irovetti may seem friendly and calm, but in fact he's already sizing up the PCs for what he believes is an inevitable conflict—whether in person or on the battlefield remains to be seen. For now, though, he wants the PCs to feel as comfortable as possible, and he has no intention of treachery. The food and wine he offers are safe and delicious, and the idle questions about how they and their kingdom fare are relatively meaningless. If the PCs ask him point blank about Drelev, he seems to be somewhat embarrassed and admits that "Lord Drelev was, shall we say, a bit too eager for his own good. He got what he deserved, and I'm only thankful that you put him down before he caused both of our kingdoms more damage. I trust his attack on your town of Tatzlford left no lasting problems?" Irovetti does his best to steer talk away from politics, though, reminding the PCs that they are here for a festival, not a summit.



PITAX WARDEN

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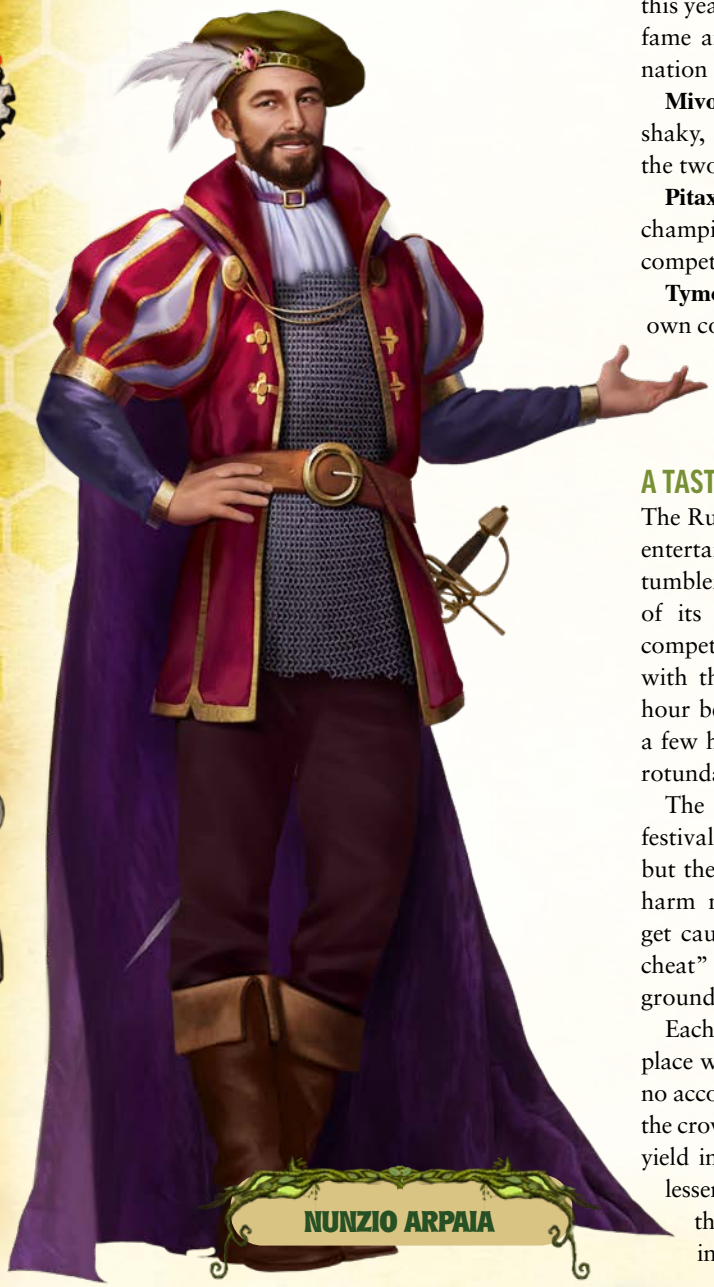
This chat should be relatively short—before long, Irovetti indicates he has much to do to prepare for the games, and he invites the PCs to retire to their assigned pavilion on the Royal Blue. He wishes them well in the games to come, and with that the PCs are expected to leave the tent and return to the festival grounds.

QUEST: THE RUSHLIGHT CHAMPION

80 XP | 80 KINGDOM XP

The PCs must compete in the Rushlight Tournament against several other River Kingdoms, either on their own or by selecting champions to represent their kingdom.

Source: King Irovetti.



NUNZIO ARPAIA

Completion: Earn the most tournament points overall (page 339).

Reward: A *wand of magnificent mansion* and 8000 gp.

MEETING THE COMPETITION

This year, the participants consist of six kingdoms in all, including the PCs' kingdom.

Daggermark: Daggermark, as one of the most successful River Kingdoms, attends the competition out of a sense of duty, although their competitors are generally more interested in the entertainment than they are at actually competing for the prize.

Gralton: The kingdom of Gralton has suffered long and hard to survive, and their reasons for competing this year are the same as every year: if they can win, the fame and glory and monetary awards will help their nation greatly.

Mivon: Although Mivon's relations with Pitax are shaky, with skirmishes common along their borders, the two nations are currently in something of a peace.

Pitax: Although Pitax hosts the competition, its champions feel no shame or awkwardness over competing themselves.

Tymon: The kingdom of Tymon is famous for its own competitions and gladiatorial battles. King Ungin sends representatives to all of the competitions and tournaments that occur in the River Kingdoms if he can, large or small.

A TASTE OF GLORY

The Rushlight Tournament has all manner of common entertainments, minstrels, mummers, singers, jugglers, tumblers, trained animals, and on and on, but much of its allure lies in the glory of competition. All competitive events take place in the Coliseum and, with the exception of the Midnight Joust, begin an hour before noon. Typically, the competitions last for a few hours, with the day's winners announced at the rotunda in the Commons in the early evening.

The schedule of games is posted throughout the festival grounds. Each competition has its own rules, but there are three rules that govern all of the events: harm no spectators, kill no competitors, and don't get caught cheating (canny PCs will note that "don't cheat" is not a rule). Breaking any of these rules is grounds for disqualification from that event.

Each contest has a first-place winner and a second-place winner; those who don't place first or second win no accolades at all and are instead mocked ruthlessly by the crowd after the competition. Contestants can always yield in a contest if they wish, although this does not lessen the mockery. Most of the contests are timed by the use of a large and extravagant water clock kept in the nobles' palisade to the east of the coliseum.

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Although King Irovetti serves as the arbiter and final judge for all of the events, his master of ceremonies, an unarmored Pitax Warden named **Nunzio Arpaia** (N male human royal guard), handles all of the announcements, introductions, and commentary during the games. At some point on the first day of the ceremony, Nunzio approaches the PCs and briefly outlines the nature of the four events for them, describing them as "an archery contest using longbows, a test of strength using handaxes or greataxes, a boasting contest, and a drunken jousting competition." He assumes the PCs' kingdom will be participating in the tournament and needs to know who their competitors will be for each event, along with how each competitor wants to be announced at the start of each contest.

Contest Rules: The rules for each contest differ, but each participant in the contest has a stat block with all the information you need to determine their rolls or if they can catch a PC cheating. In most cases where a character attempts to cheat, observers (including the PCs, all other contestants, and Nunzio Arpaia) have a chance to notice.

First-Place Win: If the PCs win first place in a contest, they earn 2 Tournament Points, 80 XP, and 80 Kingdom XP.

Second-Place Win: If the PCs win second place in a contest, they earn 1 Tournament Point, 40 XP, and 40 Kingdom XP.

EVENT 1: AIMING AT THE TARGET

The first tournament event is an archery competition on the second day of the Rushlight Tournament. Since this competition is meant to test skill and not magic, each contestant must use a nonmagical longbow provided by Irovetti. Contestants stand at the eastern end of the Coliseum and fire at one of three targets set up at varying distances to the west. Particularly foolish or daring observers enjoy sitting on the benches on the west side of the shooting range; if they're accidentally shot, this does not count as a "harming spectators" disqualification. The four hours leading up to the actual competition are filled with exhibition archery from a wide range of archers of various levels of talent (or lack thereof).

Contest Rules: Each contestant is given six arrows to fire at three different targets—a short-range blue target, a medium-range green target, and a long-range red target. To score points, the contestant's arrow must make a solid hit, not only hitting the target but sticking into it—a shot that fails to do enough damage to overcome the target's Hardness bounces off and does not stick. A critical hit on a target indicates a bull's-eye. All shots must be taken in 6 rounds or the shooter is disqualified. Likewise, if no shots hit, the shooter is disqualified. If the shooter fires all six arrows in fewer than 6 rounds, they earn 2 bonus points for each remaining round.

BLUE TARGET

This target has a picture of a kobold painted on it. The target is made of canvas stretched over straw.

Range 50 feet (no range penalty)
AC 25; **Hardness** 2
Solid Hit 1 point; **Critical Hit** 3 points

GREEN TARGET

This target has a picture of an owlbear painted on it. The target is made of wood reinforced with metal bands.

Range 150 feet (–2 range penalty)
AC 30; **Hardness** 6
Solid Hit 3 points; **Critical Hit** 9 points

RED TARGET

This target has a picture of a dragon painted on it. The target is made of reinforced iron.

Range 450 feet (–8 range penalty)
AC 35; **Hardness** 10
Solid Hit 5 points; **Critical Hit** 15 points

Contestants: The five other contestants are listed below, with the kingdom they represent indicated as a trait, after which their individual strategy for accumulating as many points as possible is presented. As more contestants shoot, the target number of points becomes a quantifiable goal, which might spur a contestant to abandon a strategy to take riskier or easier shots, depending on what the established point total to beat is. Determine the order in which the contestants shoot randomly.

DAMANJOT

TYMON

CN male half-orc rogue 13

Damanjot has made a career of winning competitions by cheating, and he sees no reason to change tactics that have served him well—this time, he has smuggled in six adamantine-headed arrows to give him an advantage.

Perception +23
Skills Deception +24, Thievery +27
Will +21
Items disguised adamantine arrows (6)
Ranged longbow +27, **Damage** 1d8+4 piercing
Far Shot Damanjot takes no range penalty when shooting at the green target and only a –4 penalty when shooting at the red target.
Strategy Before the contest begins, Damanjot uses his skill at Thievery to attempt to swap out the normal arrows he's given at the start of the competition with adamantine-tipped arrows he has prepared beforehand (these arrows treat the targets as if they had half as much Hardness). He attempts a Thievery check opposed by the Perception DC of all observers. If anyone notices and calls him on

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the swap, he attempts a Deception check to Lie, spinning a tale that he was only making sure that everyone was watching for cheaters and trying to prove a point. If he succeeds at his Lie against the observers, he's allowed to continue with normal arrows—otherwise he's disqualified. If no one notices his arrow swap, the adamantine arrows are eventually noticed after the contest while the arrows are being gathered up, but by this point it's too late to accuse anyone in particular of the cheating. Damanjot takes two shots each round—the first at the red target and the second at the green one.



NAVARATHNA

FLORANTE MAYANK

GRALTON

CG female half-elf fighter 9

Florante is an eager, proud archer who has been looking forward to representing Gralton in the Rushlight Festival, but her placement has more to do with pulled political strings than actual skill; she'll need luck to stand a chance against the PCs and most other archers.

Perception +21

Will +16

Ranged longbow +21, **Damage** 1d8+3 piercing

Precise Aim ❖❖❖ Florante takes the entire round to line up her shot and aim at its weak points. She makes a ranged Strike against her target. On this Strike, she gains a +2 circumstance bonus to the attack roll and reduces the target's Hardness by 4 (minimum 0).

Strategy Florante takes one shot per round, using Precise Aim to make each shot count. She shoots her first three arrows at the green target, hoping to score at least one critical hit. If she does, she shoots her second three attacks against the red target. If she misses two shots in a row, she takes the next shot against the blue target before returning to her previous choice.

ILRAITH VALADHKANI

DAGGERMARK

CN male human rogue 12

Ilraith is a smirking cad of a man, a thief whose dabbling in bardic traditions and archery have afforded him both the will and the means to cheat at contests such as these.

Perception +22

Skills Performance +25

Will +22

Ranged longbow +26, **Damage** 1d8+6 piercing

Occult Spontaneous Spell DC 30; **1st** (1 slot) *true strike*

Far Shot Ilraith takes no range penalty when shooting at the green target and only a –4 penalty when shooting at the red target.

Braggadocio ❖ (concentrate, manipulate, metamagic) Ilraith can disguise his spellcasting with an over-the-top oration proclaiming his skill and predicting where his shot will land. If the next action he takes is to cast *true strike*, he attempts a Performance check against all observer's Perception DCs. If his check is successful against an observer's Perception DC, that observer doesn't realize Ilraith has cast *true strike*.

Strategy Each round, Ilraith spends one of his actions to brag (not using Braggadocio) about his skills, then he takes two shots. His first shot is at the red target, and his second shot is at the green target. If he is down on points on the third round, he fires only one arrow at the green target, then on the fourth round he uses Braggadocio before casting *true strike* and shooting at the red target.

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NAVARATHNA

MIVON

CN female elf ranger 11

Navarathna is something of a show-off, and she has a habit of not thinking through her plans. This, combined with a stubborn streak, puts her at a significant disadvantage in this contest.

Perception +21, low-light vision
Will +22
Ranged longbow +23, **Damage** 1d8+3 piercing
Triple Shot ❖❖❖ Navarathna makes three longbow Strikes, each against a separate target and with a –4 penalty.
Strategy Navarathna's plan is to fire her arrows as quickly as possible in the first 2 rounds of the contest, so she can automatically pick up the extra 8 points for finishing off all six of her arrows early. She does so by using Triple Shot to fire at each of the three targets. If she makes at least 4 points, she repeats this tactic on round 2, otherwise, her bravado breaks and she takes only single shots at the blue target on each of the following rounds, saving her last shot for the red target in hopes of making up a few extra points.

VILLAMOR KOTH

PITAX

CE male human barbarian 15

Villamor is a foul-tempered, unpleasant, bristly mountain of a man. King Irovetti makes sure Villamor participates in as many of the contests as possible; the king has privately promised the man additional fame and riches if he manages to win out over the PCs.

Perception +27
Will +27
Ranged longbow +25, **Damage** 1d8+4 piercing
Strategy Villamor takes only one shot per round. His first five shots are all against the red target. If he misses more than two of these shots, he chickens out and takes his last shot at the blue target.

Winning: The contestant with the high score wins first place, and the contestant with the second highest score wins second place. In the unlikely event of a tie, the contest moves on to as many tiebreaker stages as are necessary, with each tied contestant given only 1 arrow per stage (Damanjot has no more adamantine arrows to use in such an event).

EVENT 2: TEST OF THE AXE

This event is a test of strength that occurs on the third day of the Rushlight Tournament. In the test of the axe, each contestant is assigned to one of six fifteen-foot squares demarcated at each corner by a large upright log. The winner is the first contestant to hew through all four of their square's logs using a greataxe. Similar to the archery competition, the four hours leading up to this event are filled with exhibition woodchopping from a wide range of would-be lumberjacks.

Contest Rules: At the start, contestants are supplied with a greataxe and are then directed to take position inside their square. Nunzio holds a bright red flag up in the air, and when he lowers it, the six contestants can start hacking away at their logs (AC 20, Hardness 5, HP 20 [BT 10]) with their greataxe. Magic is allowed, but only to enhance an axe or its wielder—if the contestant damages or directly targets a log with something other than a greataxe or casts a spell on another competitor or their axe, they are disqualified.

It's easiest to set up this contest in encounter mode, assigning each contestant a three-by-three grid of five-foot squares with the contestant starting in the grid's center square and the logs in the middle of each corner square. The six grids should all be close together so that each contestant starts no more than 15 feet from at least one other contestant; some of the NPCs have tactics below that can affect other targets in range. Let the PC contestant choose whichever grid they want to be assigned to them (note that this contest is designed for Small or Medium contestants—larger contestants are not allowed, since they would have an unfair advantage). Once Nunzio lowers his flag, each contestant determines Initiative by rolling a Perception check, then attempts to chop through their logs as detailed in their Strategy section.

Contestants: The five NPC contestants are listed below, along with their strategies for chopping through their logs as quickly as possible.

YEGINA VARUDU

DAGGERMARK

N female human sorcerer 12

Yegina looks rather small and frail, and she receives a fair amount of mockery during the early portions of this contest–mockery she heroically ignores with a smile on her face. Despite being something of a waif, Yegina is a talented sorcerer with a few magical tricks up her sleeve. She picked up proficiency with several martial weapons as a result of growing up in a family of mercenaries, and her ability to mix magic with her axe blows, she hopes, will help her not only win, but humiliate the other, more brawny contestants.

Perception +25 (+27 rolling initiative)
Will +25
Melee *greataxe* +16, **Damage** 2d12+2 slashing
Strategy On the first round, Yegina casts *magic weapon* on her greataxe, then uses Quickened Spell metamagic to cast *haste* as her third action on that round. She spends the following rounds powering through as many logs as she can. Her melee strike above includes adjustments for *magic weapon*.

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KILBASKIAN ORD

GRALTON

CN male human ranger 10

Kilbaskian is a handsome man with a full beard and broad shoulders who has spent much of his youth as a border guard for Gralton. He's somewhat frustrated that he has to use a single greataxe rather than a pair of battleaxes (his preferred fighting style).

Perception +22

Skills Intimidation +22

Will +19

Melee greataxe +23, **Damage** 1d12+6 slashing

Threaten Competition ↷ (emotion, mental) **Trigger** another contestant destroys a log; **Effect** Kilbaskian quickly hurls a string of threats at the triggering contestant, promising the contestant that they'll be the first thing he chops in half once this contest is over if they don't back out at once. Kilbaskian attempts to Demoralize the foe but suffers a –2 circumstance penalty on his Intimidation check to do so.

Strategy Kilbaskian spews profanities as he starts hacking away at his logs, increasingly angered by the fact that "last year, we could use any axe, not just these big clumsy things!" He'll make use of his Threaten Competition reaction as often as he can. While this isn't strictly against the rules, it's close. The other contestants do their best to ignore him, but any PC (not just a PC contestant) can attempt a DC 31 Diplomacy check to appeal to Nunzio to issue a warning to Kilbaskian. On a success, Nunzio does so and Kilbaskian doesn't use the reaction for the rest of the competition. On a critical success, Nunzio disqualifies Kilbaskain after the competition. On a critical failure, Kilbaskian is emboldened and at the start of his next turn, he gains an additional reaction that he can use to Threaten Competition.

DIZON MARMADA

MIVON

LN female dwarf fighter 12

Dizon is a no-nonsense woman who agreed to take part in this contest only after pretty much everyone she knows cajoled her into it. She's the only professional lumberjack among the contestants, and her skill at chopping trees makes her a formidable competitor, although her personality makes her particularly vulnerable to Kilbaskian's attitude.

Perception +22

Will +20

Overreaction If Kilbaskian successfully intimidates Dizon with Threaten Competition, she wastes an action on her next turn yelling back at him in addition to suffering the normal penalty for being Demoralized.

Melee greataxe +26, **Damage** 1d12+7 slashing

Lumberjack Style Dizon treats the logs as if they have Hardness 2 when she strikes them.

Power Attack ◆◆ Dizon makes a particularly powerful attack. She makes a melee Strike that counts as two attacks when calculating her multiple attack penalty. If this Strike hits, she deals two extra dice of damage.

Strategy Dizon uses Power Attack every turn, followed by a standard attack.

VILLAMOR KOTH

PITAX

CE male human barbarian 15

The PCs recognize Villamor from the archery contest.

Perception +27

Will +27

Melee greataxe +28, **Damage** 1d12+25 slashing

Strategy Villamor rages as his first action, then focuses his actions each round on simply hacking logs apart. If he hits a log but fails to destroy it, he then takes an action to use Knockback to push the log into a square adjacent to another of his logs. Once he does so, if he critically hits a log, he can use the axe's critical specialization effect to deal damage equal to his 1d12 roll to damage the first log to an adjacent log.

TIMSINA SIRAJ

TYMON

CN female human cleric of Gorum 12

Timsina is a very well-known face among the many fighting pits and arenas of Tymon, where she's built up a reputation for violence. She'd hoped a grand melee style event would take place at the tournament, but she settled for "chopping up some logs with a big axe" instead. She chants prayers to Gorum throughout the contest.

Perception +25

Will +25

Melee greataxe +24, **Damage** 1d12+6

Strategy Timsina initially hopes to win this competition based solely on her physical might, but if she's falling behind, she casts *magic weapon* on her greataxe. If it becomes apparent that she's not going to get first or second place, she uses *cry of destruction* heightened to inflict 6d8 points of sonic damage (DC 32 basic Fortitude save) to one of her remaining logs (potentially catching a PC or other competitor in the 15-foot-cone at your discretion); since she has already lost this competition, she isn't too worried about being disqualified.

Winning: The winner is the first contestant to destroy all four of their logs. The contestant who is the second to destroy their logs comes in second place.

EVENT 3: BOASTING

The third tournament event is a test of boasting and storytelling; it occurs on the fourth day. This is the event the audience is anticipating the most, as it is

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one of the most traditional events—it has occurred in every Rushlight Tournament from the start, beating out the Midnight Joust by a year for that honor. Much speculation on the audacity and nature of the tales to be shared during the boast make the rounds in the days leading up to this event.

Contest Rules: For this event, a wooden platform is built in the center of the Coliseum. In turn, each contestant takes this stage and boasts to the audience of one of their greatest accomplishments. The boast must last for 15 minutes and must consist of a beginning, a middle, and an end. The contest requires the boaster to take the Boast activity three consecutive times to determine how well they tell their tale and how the audience responds.

BOAST

AUDITORY | CONCENTRATE | EXPLORATION | LINGUISTIC

You recount a crowd-pleasing tale, showing off something you and your allies may (or may not) have actually done—the story you tell just needs to be exciting. In this contest, a Boast consists of three parts: a beginning, a middle, and an end. To begin, the character introduces themselves and sets the scene for the story. The character then goes on to tell the bulk of the tale in the second part. In the final part they conclude with the story's climax. In each part, the character can decide to entirely make things up by attempting a Deception check, to relate the events in a way that appeals to the specific audience's interests with a Diplomacy check, to present the story in an intense and frightening way with an Intimidation check, to enhance the tale with their own storytelling craft with a Performance check, or to impress the audience with fine details and bits of knowledge on the topic with a Lore check appropriate to the story's topic. Boasting is meant to keep the audience enthralled and surprised, so the boaster must use a different skill check for each of the three parts unless they critically succeed at a check, in which case the audience loves that style of boasting so much that the boaster can use that check again for their next Boast check.

This particular contest is a 13th-level encounter, so in all cases, the DC for these checks is 31. If you wish to include Boasts in other encounters, you should use the appropriate DC by level.

Critical Success The audience reacts with cheers, screams, and laughter as appropriate to the tale. The boaster gains 2 Victory Points and can use the same skill check that just achieved this critical success again for their next Boast.

Success The audience is delighted with the tale. A few chuckles and screams and applause happen here and there. The boaster gains 1 Victory Point.

Failure The audience is not quite bored, but also not quite engaged—awkward silences, coughs, and shifting in seats reveal the crowd's growing disinterest. The boaster gains no Victory Points.

Critical Failure The audience reacts with derisive laughter, catcalls, or even thrown food. The boaster loses 1 Victory Point.

Contestants: The order in which the contestants boast doesn't matter, though Memon should go before Mialolessa. Each contestant's boast is presented in abbreviated form in their strategy entry; you can use this summary as presented or you can expound upon it as you see fit. After the strategy entry is a Boast Checks entry that lists the order in which the NPC makes skill checks for the beginning, middle, and end of their boast (NPCs don't take advantage of critical successes to roll the same check for the next boast).

MEMON ESPONDE

DAGGERMARK

NE male human rogue 12

Memon Esponde is a dashing rogue with an immaculately groomed mustache and beard.

Perception +23

Skills Deception +25, Intimidation +22, Performance +19

Will +21

Strategy Memon introduces himself as a master infiltrator and implies that he has manipulated the ebb and flow of political power in the River Kingdoms for nearly a decade. He then lightens the mood, going on to spin an implausible tale about how he stole into a temple of Calistria and seduced all seven of its priestesses, including the high priestess, in a single night; when the clergy realized he loved none of them, he escaped on the back of the temple's sacred giant wasp with the high priestess's corset as a trophy. A successful DC 35 Perception check to Sense Motive during this boast gives the distinct impression that the high priestess Memon is talking about is none other than Tymon's contestant, Mialolessa, although she's nonplussed by Memon's story.

Boast Checks Intimidation, Deception, Performance

ANKUS DEPERGODE

GRALTON

N male dwarf rogue 10

Ankus Depergode is a relatively flamboyant dwarf with a bombastic voice.

Perception +20

Skills Deception +24, Diplomacy +19, Performance +22

Will +18

Strategy Ankus boasts of how he stowed away on the *Seawraith*, the ship of the goddess of pirates, Besmara, and of his adventures in the Outer Sphere. In particular, he boasts of how he won a deva's wings and a devil's beard in a single gambling game. Despite the audacity

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of Ankus's claims, the crowd seems to be particularly excited and delighted by his tale. This is because Ankus has a ringer in the crowd—a bard friend who's using his various talents and spells to subtly manipulate key members of the audience to make it appear that Ankus is far more popular than he really is. At the end of each of Ankus's Boast activities, allow each of the PCs to attempt a DC 33 Occult or DC 36 Perception check to notice Ankus's ringer behaving strangely. If the PCs call out the ringer and confront him, Ankus panics and King Irovetti bemusedly disqualifies the dwarf for cheating.

Boast Checks Performance, Diplomacy, Deception



ANKUS DEPERGODE

CEALA RAVENBROW

MIVON

CG female human fighter 11

Ceala Ravenbrow is something of a folk hero in her home nation of Mivon. She wears her signature raven-themed helm and cloak of black feathers, and her fans in the crowd are particularly excited to hear her story, even though it's arguably the least impressive of the boasts on offer today.

Perception +17

Skills Intimidation +22, Galt Lore +21, Performance +19

Will +19

Strategy Ceala's boast is a tale of blood and danger—she single-handedly saved a small village in northern Galt from the ravages of a demonic chimera who had wings of fire and a scorpion's tail. If her tale is to be believed, Ceala lopped off the chimera's dragon head with her sword, crushed the goat head under a falling rock, and tore the chimera's tail from its body and strangled its remaining lion head in order to kill it—all without spilling the glass of elven absinthe she'd started to drink when the chimera spotted and attacked her.

Boast Checks Galt Lore, Intimidation, Performance

ANNAMEDE BELAVARAH

PITAX

CN female human bard 13

Annamede is one of Pitax's best-known comedians and social commentators. King Irovetti has a strong dislike of the woman, as she has rebuffed his advances numerous times and seems to have no fear of speaking out against his rule in Pitax, yet the fact that she's so well-loved by the populace and has won the boasting competition every year ensures her role—Irovetti would rather Pitax keep its crown in this contest than silence the bard. Annamede remains as charming and arrogant as she was when the PCs first encountered her during the hunt at the start of the Season of Bloom (see Chapter 5). Since then, her fortunes in Pitax have grown considerably, and she's gained five levels of experience since her previous encounter with the PCs. (If Annamede did not survive the hunt, her sister Ilemestra fills her role here; Ilemestra is antagonistic to the PCs as—rightly or wrongly—she believes their actions contributed to Annamede's death.)

Perception +23

Skills Deception +26, Diplomacy +24, Performance +27

Will +23

Strategy Annamede's boast should interest the PCs in particular, for she claims to have spent the past several months (or years, as appropriate for your campaign) spying upon the PCs' kingdom. The nature of her boast varies. If the PCs didn't particularly impress or befriend her in Chapter 5, she speaks of how she used her influence and skills to cause all sorts of misfortune in the PCs' kingdom. You can cite specific events or developments

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from the past several sessions of play to make it seem like Annamede was the behind-the-scenes instigator of these events. If, on the other hand, the PCs impressed her in Chapter 5 by gaining at least 4 Influence with her, her boasts instead reveal how she aided the PCs' kingdom behind the scenes, helping to prevent greater disasters or otherwise taking the credit for kingdom successes in the past several sessions. Whether or not these boasts are true, her knowledge of various embarrassing failures and problems the PCs have had with their kingdom should feel eerily accurate. At your option, if a particular PC made a significant impression upon Annamede (either negative or positive), she'll throw out a specific insult or compliment as appropriate.

If Annamede's boast is positive or complimentary to the PC's kingdom, a PC can attempt a DC 30 Perception check to notice some pointed glances between Annamede and King Irovetti—she's obviously enjoying how her compliments are making the king squirm. King Irovetti manages to mostly hide his frustration and anger... but only just barely.

Boast Checks Performance, Deception, Diplomacy

MIALOLESSA

TYMON

CN female elf cleric of Calistria 14

Mialolessa is an elven woman, well-known and well-loved in her home kingdom of Tymon as a priestess of Calistria who specializes in mocking and humiliating failed gladiators.

Perception +22

Skills Deception +24, Intimidation +27, Performance +22

Will +26

Strategy Mialolessa boasts of her days spent in Kyonin, and of how she seduced a succubus who had been sent from Tanglebriar to capture her and drag her back to Treerazer to serve as the demon's consort. After captivating the succubus, Mialolessa sent her back into Tanglebriar and, to this day, the elf receives gifts of strange fungal potions and wines with which the succubus attempts to win her back. She ends her story with a stinger: it took her weeks to recover from a particularly embarrassing condition she "caught" from her succubus lover, and she hopes none of her lovers since then have been suffering from a painful rash of late. At this, she casts a sly glance at Memon, who seems to look a bit worried.

Boast Checks Performance, Deception, Intimidation

Winning: The first- and second-place winners of the boast are determined by the accumulated Victory Point totals. In the unusual event of a tie for second place, all of those boasters are awarded a second place reward, but in the event of a tie for first place involving a PC, the tied boasters must perform a single new tie-breaking boast (rather than 3 boasts); the DC for this tiebreaker round increases by 2 to DC 33. Each time a tie repeats, this "sudden death" round repeats, with the DC increasing by 2 each time. If the tie for first place doesn't involve PCs, you should just decide which of the tied boasters wins the tie-breaker round rather than force the players to sit through rolls that don't directly affect them.

EVENT 4: THE MIDNIGHT JOUST

The final tournament event is one that many look forward to, if only since it's the Midnight Joust that promises the best chance at seeing competitors really hurt each other. It's something of an unspoken tradition that those who participate in the Midnight Joust are drunk; certainly, the majority of the audience is. The Midnight Joust, as implied by its name, takes place at midnight on the last day of the Tournament. The Coliseum is well lit by dozens of *everburning torches*, many of which are held by drunken observers in the stands. Those who elect to participate in the jousting while drunk are effectively sickened 2 at the start of their joust; jousting while drunk amuses the crowd but doesn't grant any additional points.

Contest Rules: Each jouster is equipped with a lance and a wooden shield. Riders may provide their own armor and gear, but they must use the weapon and shield provided. A heavy horse and a military saddle are provided for anyone who doesn't have their own mount. Once all six contestants have their mounts, the joust plays out over three stages, with each nation's champion facing off against one opponent. King Irovetti has predetermined who's jousting whom, but he does not reveal this information until the start of each stage.

A joust consists of both competitors beginning at opposite ends of the jousting arena. The competitors have 1 round in which they can prepare for the joust (the PCs are allowed to cast spells or otherwise prepare the jousting PC for the event as they wish during this round), after which Nunzio drops the flag and the two jousters charge toward each other, lances lowered, in an attempt to unhorse the other. Both jousters make Nature checks to Command an Animal to determine initiative as they charge toward each other; a character with wild empathy or who can speak to their mount can instead roll Diplomacy to determine initiative if they wish. In the event of a tie, both strike at each other simultaneously, possibly unseating each other in a dramatic clash.

When a character attempts to unseat a foe during a joust, they attempt an Athletics check to Shove their opponent. On a success, the foe can attempt a DC 30 Reflex save to resist being unseated; on a critical success, the foe is automatically unseated. On a critical failure, the Shoving character is instead unseated and tumbles to the ground. If the first jouster fails to unseat their foe but remains seated themselves, then the second jouster

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attempts to Shove the first jouster. If neither jouster is unseated, they replace their lances and shields (both are designed to shatter dramatically when they are used) and line up for another go. Any attack against a foe's horse is grounds for disqualification.

Stage One: This stage consists of three separate bouts. In the first, Pitax's champion Villamor Koth, whom the PCs encountered in the first two events, faces off against a staggeringly drunk human man named Khristel Cotoio from Mivon. As the joust begins, Khristel vomits and topples from his horse, blacking out from the drink. The crowd particularly enjoys this turn of events, although Villamor is frustrated at being denied a chance to show off his skills and sends a tirade of insults at Khristel as his allies drag him from the field.

In the second bout, the champions from Daggermark and Gralton clash spectacularly, with Chantal Urena (a female human ranger from Daggermark) unseating Sir Briannel Paulson (a male human ranger from Gralton) from his horse.

In the third and final bout of Stage One, the PC's chosen jouster faces off against Damanjot, the Tymon champion whom the PCs previously encountered in the archery contest. Damanjot is drunk and waves off all attempts form his supporters to provide aid; his statistics below include calculations for being sickened 2.



VILLAMOR KOTH

DAMANJOT

TYMON

CN male half-orc ranger 11
Perception +19
Skills Athletics +19, Nature +21
Fort +19, **Ref** +22, **Will** +16

Stage Two: As the reigning champion of the Midnight Joust from the previous year, Villamor Koth sits stage two out and watches impassively as the PCs face off against Chantal Urena of Daggermark (or a clash between Chantal and Damanjot, in the case the PCs' champion failed to progress from stage one). Chantal drinks a greater juggernaut mutagen before the bout to gain a +3 bonus on her Fortitude save but taking a –2 penalty to her Will saves, Perception checks, and her Nature check to determine initiative; these modifications are calculated into the following statistics already.

CHANTAL URENA

DAGGERMARK

CG female human ranger 13
Perception +21
Skills Athletics +24, Nature +27 (+25 when determining initiative)
Fort +26, **Ref** +26, **Will** +18

Stage Three: In the final stage, Villamor Koth faces off against the winner of stage two. If this is Chantal Urena, Villamor automatically wins the bout, much to King Irovetti's delight.

If the PCs face Villamor, though, then set up for a jousting match as in the first two stages. Villamor spends his round of preparation by drinking one of his *potions of barkskin* while a Pitax Warden casts *haste* on him (these effects are not included in his stat block below). He avoids raging since he needs to Command his mount in the joust.

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Villamor has no intention of keeping this friendly—he intends to humiliate and hurt his opponent—especially if they're doing well in the competition and look like they have a good chance at winning. He figures that if he can egg his jousting contestant into attacking him, he can kill that PC in self-defense without getting in too much trouble. He does not attempt to unseat a PC contestant when it gets to his turn in the joust, but instead makes a lance Strike against his opponent, following a successful Strike up with a Knockback. This forces the PC to attempt a DC 30 Reflex save to resist being unseated. To the observing crowd, Villamor's tactics are easily mistaken for overly aggressive attempts to unseat a rider—the crowd certainly loves the violence. If he's properly unseated by a PC, Villamor swallows his pride for now and nurtures the thought of revenge—he's one of Irovetti's closest allies, after all, and knows that the king plans to go to war.

Villamor does not fight to the death at this time. If the PCs respond to his goading by attacking, he'll "defend" himself (and attempt to kill the attacking PC), but if all the PCs start to gang up on him, or if he's reduced to fewer than 150 Hit Points, he breaks off his attack and Irovetti steps in to try to calm things down. Villamor resists the urge to Rage during this fight so he can keep his cool and not escalate things too far as a result. If the PCs continue to attack, Irovetti uses magic to escape back to the Royal Pavilion with Villamor and announces that the Rushlight Festival is canceled due to unwarranted aggression on a visitor's behalf. He gives the PCs an hour to leave Pitax before he attempts to have them arrested as criminals; this development gives him a handy, if flimsy, excuse to go to war with the PCs' kingdom. Certainly, the PCs aren't thought of kindly by the other competitors and attendants at the festival, for they see the PCs as the ones responsible for the tournament's cancellation in this case. See Part 2 for more information on how the war develops.

VILLAMOR KOTH CREATURE 15

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID

Perception +27

Languages Common, Hallit

Skills Athletics +30, Intimidation +26, Nature +27, Survival +27, Warfare Lore +25

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

Items *+2 resilient hide*, *+2 striking grievous greataxe*, lance

AC 35; **Fort** +27, **Ref** +23, **Will** +27

HP 350

Deny Advantage Villamor Koth's foes struggle to pass his defenses. He isn't flat-footed to hidden, undetected, or flanking creatures of his level or lower, or to creatures of his level or lower using surprise attack. However, these creatures can still help their allies flank.

Raging Resistance While raging, Villamor Koth gains resistance 7 to physical weapon damage (but not physical damage from other sources, such as unarmed attacks).

Attack of Opportunity ↷

Speed 35 feet

Melee ❖ *greataxe* +30 (sweep), **Damage** 2d12+13 slashing

Melee ❖ lance +28 (deadly d8, jousting d6, reach), **Damage** 1d8+12 piercing

Axe Specialization Villamor Koth gains the critical specialization effects for all axes he wields.

Furious Finish ❖ (rage) Desperate to finish the fight, Villamor Koth pours all his rage into one final blow. He makes a Strike. If it hits, he gains a circumstance bonus to damage equal to the number of rounds remaining in his Rage (maximum 10). After this Strike, his Rage immediately ends and he is fatigued until he rests for at least 10 minutes.

Giant's Lunge ❖ (concentrate, rage) Villamor Koth extends his body and prepares to attack foes outside his normal reach. Until his rage ends, all his melee weapons and unarmed attacks gain reach 10. This doesn't increase the reach of any weapon or unarmed attack that already has the reach trait, but it does combine with abilities that increase his reach due to increased size.

Knockback ❖ (rage) **Requirements** Villamor Koth's last action was a successful Strike. **Effect** Villamor Koth pushes his foe back 5 feet, with the effects of a successful Shove. He can follow the foe as normal for a successful shove.

Rage ❖ Villamor begins raging. He gains 19 temporary Hit Points. This frenzy lasts for 1 minute, until there are no enemies he can perceive, or until he falls unconscious, whichever comes first. He can't voluntarily stop raging. While he is raging, he deals 12 additional damage with melee weapons and unarmed attacks. This additional damage is halved if his weapon or unarmed attack is agile. While raging, Villamor Koth's AC is 33.

SPOILS OF VICTORY

With the end of the Midnight Joust, King Irovetti and his master of ceremonies take the field, inviting the contestants to join them as they award the grand prize—a *wand of magnificent mansion* and a iron-bound treasure chest filled with 8,000 gp. (If your group contains no spellcasters capable of using the wand, fee free to swap it for a different 15th-level item.) See page 339 for how to determine the actual tournament winner. In any event, once the ceremony is over, the crowd breaks up quickly, eager to either attend one of the many post-tournament celebrations or to get some much-needed rest. Traditionally, visitors to Pitax spend several days unwinding in the city, but the PCs are likely to receive urgent news from home before the dawn—see Part 2.

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PART 2:

BEHIND ENEMY LINES

As entertaining as the Rushlight Tournament is, and as friendly as King Irovetti might seem, the entire tournament is little more than a devious distraction. Irovetti has entrusted the general of his armies, an onidoshi oni named Avinash Jurrg, to lead some of Pitax's army—including a flight of wyverns—on an initial attack against the PCs' heartland. When word of this attack reaches the PCs' ears, they'll doubtless react in kind, and war will come to the Stolen Lands—just as Nyrissa had planned.

THE WAR BEGINS

How the War of the River Kings begins depends on the situation in your game and how your players have built their kingdom, but the assumption is that the PCs learn about an attack on one of their settlements (such as Fort Drelev, Tatzlford, or Varnhold) by a sizable group of Pitaxian soldiers and a flight of wyverns. If the PCs are the aggressors, then Irovetti's armies should react as makes sense to their actions. There's no way to predict what a PC kingdom looks like, so the following suggestions should be used and adapted as needed to fit your game.

IROVETTI'S FIRST STRIKE — SEVERE 13

The settlement Irovetti chooses to attack depends on where your players have placed their settlements. It's best if he targets a smaller settlement with at least one standing army in the same hex, so that the PCs can actually react to the fight and play out the battle as detailed below.

The PCs should hear about Pitax's attack on their kingdom via a message, perhaps delivered by a

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spellcasting NPC from the settlement via something like *sending* or *dream message*. You can then play out this War encounter in the context of a flashback.

The forces Irovetti sends on this first strike consist of three armies: a warband of mercenaries, a band of mammoth-mounted hill giants, and a flight of wyverns. This force is expected to crush the PCs' resistance, thus impressing on the players the seriousness of the situation, but it also represents the bulk of Irovetti's field forces. The rest of his armies remain behind to fortify his territories (detailed in Wartime Exploration on page 350).

Irovetti's armies are led by Avinash Jurrg, the commander of all of Pitax's forces, and the defenders should witness the onidoshi acting during the battle—perhaps he's using *cone of cold* to blast foes, or he's simply bellowing commands to foreshadow the PCs' eventual confrontation with him later in this chapter—but he does not remain behind once the battle is over. Avinash isn't particularly stealthy in his approach, and any defending armies should be able to march out onto the field to meet him before they reach the settlement. As a result, the assumption is this battlefield is open without unusual terrain, but if you wish to move the War encounter into the settlement, feel free to adjust this as you see fit.

PITAXIAN RAIDERS — ARMY 12

CN SKIRMISHER

Scouting +22

Description The Pitaxian Raiders consist of a mix of Pitax city guards and mercenaries eager for battle.

AC 33; **Maneuver** +25; **Morale** +19

HP 4 (RT 2)

Melee swords +26

Ranged longbows +24 (7 shots)

Pitaxian Training (unique tactic) The Pitaxian Raiders can use the Counterattack, Dirty Fighting, and Feint tactical actions.

TUSKER RIDERS — ARMY 14

CE CALVARY

Scouting +24, darkvision

Description The hill giant warlord Kob Moleg sent these mammoth-mounted hill giants to King Irovetti as a gift.

AC 35; **Maneuver** +22; **Morale** +28

HP 8 (RT 4)

Melee morningstars and tusks +30

Ranged thrown rock +28 (5 shots)

Tusker Training (unique tactic) The Tusker Riders can use the All-Out Assault, Covering Fire, and Taunt tactical actions.

Trampling Charge ❖❖❖ (unique tactic) The Riders trample an enemy army. They attempt a Maneuver check against a target non-engaged army's Maneuver DC. Trampling Charge does not trigger Counterattack reactions.

Critical Success The target army takes 2 points of damage and increases their Shaken value by 1.

Success The target army takes 1 point of damage.

Failure The target army takes 1 point of damage. The Tusker Riders are now engaged with the target army.

Critical Failure The Tusker Riders are now engaged with the target army and are flat-footed until the start of their next turn.

WYVERN FLIGHT — ARMY 12

CE SKIRMISHER

Scouting +23, darkvision

Description This flight of wyverns has been trained to obey orders in battle.

AC 33; **Maneuver** +25; **Morale** +17

HP 4 (RT 3)

Melee fangs, claws, and stingers +18 plus wyvern venom

Flight (unique tactic) The Wyvern Flight ignores all ground-based difficult terrain and cannot become mired by effects that can be escaped by flight. When they use the Disengage action against armies that can't fly, their check result is improved one degree. Armies that lack the ability to fly suffer a –2 circumstance penalty on Advance actions against a Wyvern Flight.

Wyvern Venom (unique tactic) An army that takes damage from a Wyvern Flight's melee strike increases its weary condition value by 1. If this would cause an army to increase its weary condition above 4, it instead takes 1 point of damage. Each time an army regains Hit Points during a battle, it can attempt a DC 11 flat check; on a success, it no longer suffers the ongoing effects of Wyvern Venom (but can still be affected by it later from a future attack, and does not reset its weary condition). The effects of Wyvern Venom also end as soon as an army escapes the battlefield or once the battle ends.

Wyvern Tactics The Wyvern Flight can use the All-Out Assault and Counterattack tactical actions.

Loss: If the PCs' forces lose the battle (or if they simply had no armies stationed near the attacked settlement), then Avinash's remaining forces encamp in the settlement, claiming it and its hex for Pitax. In the coming months, Pitax attempts to expand their territory from this hex if left unchecked; see Kingdom Turns during the War on page 350 for details.

Victory: If Avinash's forces are defeated, he abandons the field and flees back to Pitax to report to King Irovetti, who puts his city on the defensive for the next three months before they manage to rebuild forces enough to field another warband like this one to send into the PCs' kingdom for further attacks.

AID FROM ILORA

Ilora Nuski is a Pitaxian exile who has spent her recent life living on the run in the wild. Her camp is detailed in encounter site **GU3** (page 111). She's eager

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WARTIME FATIGUE

War takes a toll on all kingdoms, more so when the fighting is active and close at hand. As long as the threat of Pitax's armies remains, the PCs' kingdom suffers as detailed below.

Avinash's Forces Are Raiding: If, when a Kingdom turn begins, Avinash's forces are still active, with at least one of his armies undefeated in the PCs' kingdom, the kingdom gains 1d6+4 Unrest and increases a Ruin of the party's choice by 2; the other three Ruins each increase by 1.

Avinash's Forces Were Defeated: If, when a Kingdom turn begins, Avinash's armies have been defeated and the general has retreated into his palace in Pitax, the kingdom gains 1d4 Unrest and increases a Ruin of the party's choice by 1.

Field Armies Were Defeated: If Avinash's forces and all four field armies have been defeated, Pitax's aggression against the PCs' kingdom is dramatically reduced. In this event, at the start of a Kingdom turn, the kingdom gains 1 Unrest and does not increase any Ruins.

King Irovetti is Defeated: Once the PCs defeat Irovetti (either by killing him, forcing him to abandon the region, or securing his surrender), the War of the River Kings ends and wartime fatigue penalties to the kingdom no longer accrue.

to find a way to strike back at Pitax, so when the War of the River Kings begins, the PCs seem to her to be the perfect tool for this task. Within a few days of the start of this part, Ilora contacts them as detailed in encounter site **GU3**.

Ilora's has much to reveal about the tactics and training used by Pitax's armies. The PCs must spend several hours speaking to her, and within a few days, the intelligence spreads to all of the PC armies. Thereafter, all armies gain a +1 bonus on all checks made during War encounters against Irovetti's armies; this bonus stacks with all other bonuses.

Ilora can also reveal the locations of all of the Pitaxian army's remote campsites, including the Catspaw Camp (encounter site **RU3**), Tusker's Raiders (encounter site **GL1**), the Marshaling Ground (encounter site **GL2**), and the tragic fate of Littletown (encounter site **PX1**).

WARTIME EXPLORATION

When this part begins, King Irovetti mobilizes his troops throughout the regions bordering Pitax. At this point, four of the encounter areas presented in Chapter 2 become modified by the presence of field army encampments as detailed on the following pages. If the PCs defeat these four field armies, King Irovetti realizes he may have acted a bit rash and recalls his forces back to his capital city for an extended period of time, during which the PCs can infiltrate Pitax in an attempt to end the war for good.

KINGDOM TURNS DURING THE WAR

The Rushlight Tournament begins on the first Fireday of the month, so by the time it concludes and the war begins, the PCs should have a few weeks to react before the next Kingdom turn begins. When the war starts, Pitax has several different armies as listed below.

Avinash's Forces: These three armies are detailed as part of Irovetti's First Strike (page 348). If that War encounter ended with the PCs losing the hex, defeating Avinash's remaining armies before the end of the month prevents them from spreading through the kingdom. If any of Avinash's armies still exist when a Kingdom turn begins at the end of each month, one of his defeated armies (the GM chooses which) is replenished in the conquered settlement with new forces from Pitax, then each army moves one hex in a direction of your choice, automatically causing that hex to become lost as it is claimed by Pitax.

Field Armies: These four armies of Pitaxian soldiers are detailed under Field Army Encounters (page 351); Irovetti holds them back to help maintain control in Pitax's zone. With the exception of the wyverns in Littletown, who do not leave that location, these armies can react to seek out PC armies within the zone, at your discretion. If a field army attacks the PCs in a hex other than their listed encampment, adjust the battlefield terrain as you see fit.

Pitax Regroups: Once Avinash's forces and the four field armies are defeated, King Irovetti orders his forces to regroup in his capital city. No further encounters with Pitaxian armies occur in the Stolen Lands for 2 months. After this point, if Irovetti still remains in charge, you can have new field armies or forces under Avinash's command begin to threaten the PCs' kingdom again, but this adventure expects the PCs to have dealt with King Irovetti personally by then.

NATURE'S WRATH — SEVERE 13

Nyrissa doesn't sit idly by as Pitax goes to war against the PCs. As the war unfolds, she warps reality within her domain to allow a horrific tempest to bleed through from the First World to strike at the PCs sometime during this part, hoping to further tax their resources and resolve. The timing of this encounter is left to you.

The storm's gathering clouds are impossible to miss, but the strange, supernatural element can be interpreted by PCs who are expert in Survival. When Nyrissa's Tempest rolls initiative with its Stealth check, it uses the PCs' Survival DCs rather than Perception DCs to determine success. If the tempest fails to beat even one PC's Survival DC, the party has enough time to attempt

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a DC 42 Survival check to prepare for the hazard. On a success, the PCs and any armies with them secure emergency shelter from the environment and gain some defense against the tempest (as detailed below).

NYRISSA'S TEMPEST HAZARD 16

RARE COMPLEX ENVIRONMENTAL MAGICAL

Stealth +32 (expert)

Description Sudden dark clouds gather in the sky above, and moments later, blasts of lightning and swirling tornadoes begin to rip the landscape apart.

Disable Nature DC 42 (master) to note the magical nature of the storm and to perform a quick ritual and prayer to the fey spirits of the region to cause the tempest to disperse, or *dispel magic* (9th level, counteract DC 36) to counteract the tempest immediately.

Raging Storm ↷ Trigger The PCs fail an attempt to Disable the tempest, or 10 minutes pass without any attempt to leave the area (whichever comes first); **Effect** Bolts of lightning lance down from above. If the PCs managed to succeed at a Survival check to prepare for the storm, their armies are protected and only one PC (determined randomly) is targeted by this bolt, otherwise all PCs and armies are targeted by bolts. Against PCs, the bolt inflicts 10d6 electricity damage (DC 38 basic Reflex save). Against armies, the bolt inflicts 1 point of damage (DC 30 Mobility check negates). Then, whether or not the PCs managed to take shelter, roll initiative for Nyrissa's Tempest.

Routine (4 actions) If the PCs successfully sought shelter with a Survival check, the storm takes no actions if the GM fails a DC 16 flat check. Otherwise, the storm takes four of the following actions, each determined by rolling a d4, during the round. On each successive round, the number of actions the storm takes is reduced by 1; when the storm is reduced to 0 actions in this way, the hazard ends.

1 Thunderclap A blast of sound rips through the region. Unsheltered armies must attempt a DC 30 Morale check or increase their shaken value by 1. Unsheltered PCs take 10d6 sonic damage (DC 38 basic Fortitude save).

2 Lightning The tempest takes its Raging Storm reaction as a single action.

3 Tornado A tornado funnel extends down from the storm to unerringly strike at a PC, who must attempt a DC 38 Fortitude save.

Critical Success The PC escapes unscathed.

Success The PC is knocked prone and takes 8d6 bludgeoning damage.

Failure The PC is hurled through the air, taking 8d6 bludgeoning damage and then falling 1d6×10 feet for appropriate falling damage, landing prone.

Critical Failure As failure, but 8d6 bludgeoning damage and a fall of 2d8 × 10 feet.

4 Renewal Blasts of wind tear through the area but do no real damage. Attempt a DC 11 flat check; on a success, the number of actions the storm takes next round is not reduced as usual.

FIELD ARMY ENCOUNTERS

During the War of the River Kings, the following hex encounters from Chapter 2 are modified as follows.

GL1. TUSKERS' STOMPING GROUND SEVERE 13

STANDARD WARFARE

The hill-giant chieftain Kob Moleg has gathered a large force of hill giants to serve at his side, and when King Irovetti first approached him with an offer of alliance, Kob Moleg proved his worth as chieftain by considering the tactics of the offer. Rather than attacking Irovetti and his army, Kob Moleg agreed to the offer, after securing for himself a sizable payment of treasure and tribute. He agreed to split some of his hill giants off to aid on the surprise attack against the PCs' kingdom, but he retained



NYRISSA'S TEMPEST

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most of his hill giants here, in a sprawling field of mud and gravel. If the PCs haven't attacked any of Pitax's other field armies yet, the giants are on low alert and automatically start combat with an initiative result of 0.

Battlefield: After weeks of marshaling and training and combat drilling, most of this hex has been trampled into mud and gravel. This doesn't bother larger creatures like giants or their mammoth mounts, but PC armies treat the terrain of this otherwise open battlefield as difficult terrain. There are two armies of Tusker's riders stationed here.



KOB MOLEG

TUSKER RIDERS (2 ARMIES) ARMY 14

See page 349

Scouting +24

Creature: The commander of the Tuskers, Kob Moleg, does not take part in the battle. As combat begins, though, his vantage point atop a low hill may present to the PCs a tempting target. If the PCs wish to confront Kob Moleg themselves, they can do so during the battle itself in hopes of bolstering the conditions of this War encounter's results in their favor. Kob Moleg is astounded by the PCs' audacity to confront him in person, but he quickly realizes that defeating them (or at least capturing them) could give him the perfect leverage against King Irovetti to demand even more outlandish tributes. Kob Moleg fights with a greatclub that has jagged shards of metal nailed to it, granting him increased damage and the versatile piercing trait with this unusual weapon. Kob-Moleg fights to the death.

KOB MOLEG CREATURE 16

UNIQUE | CE | LARGE | EARTH | GIANT | HUMANOID

Variant male hill giant (*Pathfinder Bestiary* 170)

Perception +27; low-light vision

Languages Common, Jotun

Skills Athletics +31, Intimidation +30, Survival +29, Warfare Lore +27

Str +9, **Dex** +5, **Con** +6, **Int** +1, **Wis** +5, **Cha** +6

Items *+2 greater striking spiked greatclub*, *+2 resilient hide armor*, sack with 5 rocks

AC 39; **Fort** +30, **Ref** +27, **Will** +27

HP 295

Attack of Opportunity ↷

Catch Rock ↷

Speed 35 feet

Melee ❖ *spiked greatclub* +33 (backswing, reach 10 feet, shove, versatile P), **Damage** 3d12+17 bludgeoning

Melee ❖ fist +31 (agile, reach 10 feet), **Damage** 1d6+17 bludgeoning plus Grab

Ranged ❖ rock +29 (brutal, range increment 120 feet), **Damage** 1d8+17 bludgeoning

Kob's Ruinous Strike ❖❖ Kob Moleg makes a melee Strike. If he hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Throw Rock ❖

Wide Swing ❖ As hill giant.

Treasure: Kob Moleg has accumulated 872 gp, a *+2 striking flail* and a *+1 striking thundering warhammer*. His spiked greatclub isn't particularly valuable beyond its runes, but a collector might cough up 5 gp for the weapon. It's too large, in any event, for a Medium or smaller creature to wield.

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GL2. MARSHALING GROUND — SEVERE 13

STANDARD

Here, on the easternmost edge of what Irovetti likes to think of as Pitax's border (although in truth it's a no-man's land), the nomadic warriors known as the Pitax Horde wait for the order to attack. Unfortunately, Irovetti's recent alliance with the Tuskers, a traditional enemy of the Pitax Horde, has put a strain on the warriors' morale. They'll still fight if presented with an invading army, but more out of a lust for battle than loyalty to Pitax.

If the PCs enter this hex without being accompanied by an army, they'll have a chance to observe the Pitax Horde.

If the PCs establish diplomatic contact with the Horde and shift its leader's attitude from hostile to helpful, he lets the PCs' army pass. If the PCs agree to destroy the Tusker's Riders at encounter site **GL1**, the Pitax Horde will even join the PCs in the march against Irovetti.

A successful DC 33 Society check or DC 29 Hills, Politics, or similar Lore check is enough for the PCs to recognize that the nomadic warriors gathered here are from numerous smaller clans throughout Glenebon, and that the Tusker hill giants are their traditional enemies. If, instead of approaching members of the Horde with intent to battle, the PCs seek to show them that they've defeated Kob Moleg (the giant's armor or weapon are sufficient for these purposes), a PC can attempt a DC 33 Diplomacy or Intimidation check to impress upon some of the warriors that the PCs should be the ones the warriors are working for. On a success, the PCs convince two of the seven clans to defect to their cause; on a critical success they convince four of the clans to defect. A defection like this automatically triggers a battle, but any of the defected armies that survive agree to join the PCs' forces.

Battlefield: The Pitax Horde knows the open plains and rolling dells of this area well and can use the terrain to their advantage if they are attacked here.

PITAX HORDE (7 ARMIES) — ARMY 10

CN INFANTRY

Scouting +19 (+22 in encounter site **GL2**)

Description The Pitax Horde consists of human warriors from seven different minor clans in Glenebon.

AC 30; **Maneuver** +22 (+24 in encounter site **GL2**); **Morale** +16

HP 5 (RT 2)

Melee greater magic axes +25

Tactics Live off the Land, Merciless, Toughened Soldiers

PX1. LITTLETOWN — SEVERE 13

LANDMARK RESOURCE

Just before the war began, King Irovetti used Littletown as "currency" to pull together a wyvern army. His agents worked to contact numerous flocks of wyverns of the Glenebon Uplands and southern Pitax, promising them an entire town of cattle and humans if they would band together to aid King Irovetti in the coming war. If proof of the atrocities that King Irovetti allowed to happen here come to full light, the citizens of Pitax will be even more receptive to new rule.

Battlefield: The ruins of Littletown consist of burnt buildings and rubble strewn throughout the streets. The entire battlefield functions as difficult terrain, although the flying wyverns ignore this element. A small group of the Littletown wyverns was sent to attack the PCs' kingdom in Irovetti's first strike against the PCs.

WYVERN FLIGHTS (4 ARMIES) — ARMY 12

CE SKIRMISHER

Scouting +23, darkvision

RU3. CATSPAW CAMP — MODERATE 13

STANDARD

The Catspaw Marauders consist of a displaced thieves' guild, forced out of the city of Hajoth Hakados in Numeria a year ago after a failed coup against the city's leaders. Many of the Catspaws were slain, but enough survived to remain a significant threat. They became a mercenary company for hire in the River Kingdoms, rebuilding their numbers until they came to Irovetti's attention. Impressed by their loyalty to each other, he paid them a significant amount of money from Pitax's treasury to join his army. When the war begins, the Catspaw Marauders create a semi-permanent camp amid a small copse of trees in this hex.

The Marauders are uninterested in betraying Pitax as long as their leader, Alasen, lives. This adventure assumes that the PCs won't confront Alasen until later (page 389), but if the PCs manage to confront her here, they may be able to break the morale of these mercenaries with one stealthy assassination mission. The logistics of this are left to the GM to devise.

Battlefield: The Catspaw Marauders' camp includes two fortifications—a trench and a tower. When the battle begins, one of the Catspaw Marauder armies has fortified in the trench, and another is within the tower. The other two armies move to engage foes while the fortified ones use ranged attacks.

CATSPAW MARAUDERS (4 ARMIES) — ARMY 11

CN SKIRMISHER

Scouting +21

Description The Catspaw Marauders consist mostly of humans and half-elves who fight with kukris and longbows.

AC 31; **Maneuver** +24; **Morale** +18

HP 4 (RT 2)

Melee kukris +23

Melee magic longbows +26

Tactics Ambush, Low-Light Vision, Sharpshooter

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PART 3:

THE GHOST OF WHITEROSE

Armies aren't the only weapons that King Irovetti has ready to use against the PCs. Having lived the adventurer's life for several years himself, he has a good idea what kinds of folks are attracted to the dangerous lifestyle. And as such, he's prepared a dangerous trap for overly curious PCs—a trap set atop a distant hill in the Branthlend Mountain foothills at an abandoned abbey and winery, now cursed and haunted by a dangerous ghost.

SETTING THE BAIT

The way in which you introduce this part of the chapter is left to you. The PCs could simply stumble upon Whiterose Abbey as they're exploring, but with the proper foreshadowing and implied threat, a visit to Whiterose can be much more than an extra-detailed hex encounter.

King Irovetti knows that the PCs are the heart and soul of their kingdom. If the PCs can be eliminated, he reasons, their kingdom will fall all the easier to his armies. Yet Irovetti knows that, having deceived the PCs once already, he'll need to be far more subtle if he hopes to get them to investigate Whiterose and expose themselves to the dangers that wait there.

Irovetti hopes to lure the PCs into his trap by tricking someone he thinks the PCs will listen to into believing false tales of a new threat to their kingdom. Perhaps this information comes to the PCs from someone they already know, or perhaps it comes from someone new to the PCs, such as an NPC working for Mivon or another River Kingdom who wants to get into the good

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graces of the PCs. You can choose any NPC other than Ilora Nuski to pass this information on to the PCs—not only should Ilora remain a source of trustworthy information, but King Irovetti can't use her because he doesn't know where she is.

One elegant way to introduce the information engineered to get them to investigate Whiterose is as the result of the PCs taking an Infiltration kingdom activity (page 526) to try to learn something about Pitax. On a success, you can supply the PCs with the disinformation, but on a critical success, you should inform the PCs that something seems off about the intelligence. It's still worth investigating, but in this case, the PCs should know beforehand that they might well be walking into a trap.

The PCs could also learn the information from an officer they capture and interrogate. Irovetti has informed several of his key commanders of the ambush for the PCs he's set up at Whiterose, and by giving his commanders a convenient bit of information to give up under the duress of an interrogation, they might gain mercy from the PCs even as they're sending them into a trap.

The nature of the lure is simple: Irovetti wants the PCs to believe that he has developed a way to create a massive *cloudkill* effect using a modified *horn of fog*, the talents of a master poisoner from Daggermark, and a mystical font said to lie within the abandoned Whiterose Abbey. The truly devious part of Irovetti's plan is that even if the PCs learn that there is no actual "*horn of cloudkill*," the rumors of his interest in Whiterose—or perhaps merely the rumors of a font that can enhance poisons, drugs, and potions—will likely be enough to reel the PCs into the trap.

THE POISON PLOT

30 XP

The PCs learn of a plot by King Irovetti to create a poison-spewing magical horn. They must travel to Whiterose Abbey (encounter site **GU2**) to investigate the information, determine if such a device actually exists, and if it does, capture or destroy it.

Source: An NPC unknowingly carrying false information.

Completion: Discover that no such device exists and survive the assassination attempt by Irovetti's agents.

Reward: Apart from the experience points earned for completing this quest, traveling to Whiterose Abbey gives the PCs the chance to gather some information about Irovetti's past and his link with the nymph Nyrissa and the sword *Briar*.

WHITEROSE ABBEY

Briar is more than a sword to Nyrissa—it is a fundamental part of her being, and without the sword she is not whole. Crafted from a fragment of her own soul, the blade holds Nyrissa's capacity for love. Said to be the weapon that would one day slay her, *Briar* was created by the Eldest to punish Nyrissa for her claims that she was equal among them. One of the Eldest in particular, the Lantern King, used *Briar* as one of several tools to curse her, whisking the sword away to the Material Plane. This curse makes it impossible for Nyrissa to find *Briar* as long as it remains quiescent on the Material Plane. King Irovetti is but the latest in a long line of champions Nyrissa chose to seek the sword, though he is the first to have found it. Yet Nyrissa chose her champion poorly, for Irovetti now hides the sword from her. See Chapter 10 for the full story of *Briar* and its tragic connection to Nyrissa.

The Lantern King's sense of humor means that, each time Nyrissa's focus shifts to a new kingdom, he sends his agents out to relocate *Briar*'s hiding spot to somewhere within the potential kingdom Nyrissa is focused on at that time, knowing that she'll never find it and taking cruel delight in how close she comes to recovering the sword. When Nyrissa's attentions turned to the Stolen Lands years ago, the Lantern King's agents chose Whiterose Hill as *Briar*'s new hiding spot, placing it in a subterranean pool below the hill.

The pool and the hill itself were far from unpopulated. Above, Whiterose Hill had long been the site of an abbey dedicated to Cayden Cailean and built by priests from Galt, while downhill a small winery produced high-quality, small-batch wine and beer. A cave entrance near the winery led deep under the hill to the pool, where a nereid named Evindra had dwelt long before the priests came to the hill. For many years, Evindra remained hidden from the priests, watching quietly in hiding each time they came to the pool to gather the remarkably pure waters to aid in the production of their beer, but eventually the need for companionship drove Evindra to reveal herself. The priests welcomed her presence, seeing her as a benevolent spirit once she began to teach them the secret of how to enhance the quality of their brewing even further using a combination of primal magic and more precise methods of water filtration. The priests themselves agreed to limit their trips to her home, visiting her only once each year when their grain harvest began.

When the Lantern King's agent, a unique shapeshifting fey creature named Werendegar ("Weren" for short), arrived with *Briar* not so many years ago, he tricked Evindra into believing the weapon was a cursed sword that needed to be hidden from the world. She fell for the smooth-talking fey's lies, and never told the abbey priests of her new role.

It all came to an end when a new priest, Barlin Gablivix, arrived at Whiterose Abbey. When his lechery

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and embarrassing antics caused him to fall out of favor at a temple to Cayden Cailean in Galt (just a year before the Red Revolution would tear that nation apart), the church gave Barlin a choice: excommunication or exile. He chose the latter and was sent to Whiterose Abbey, a place the church assumed would be remote enough that Barlin would have the chance to reflect on his choices while gaining the guidance of the local priests to mend his ways. At first, Barlin's skill at gardening and cultivating vineyards was seen by the priests as a great boon, but when they finally revealed to the halfling their secret—that their beer production was aided by a fey ally—he became obsessed with Evindra.

One night, Barlin stole Evindra's shawl and gained a considerable bargaining chip. He forced Evindra to assume elemental form, and then imprisoned her in a water clock that would prevent her from returning to her true form, so he could keep her to himself. Soon after, the gardener discovered the treasure Evindra had been guarding—an exquisite sword. As soon as Barlin touched the weapon, its suppressed personality stirred, influencing Barlin and amplifying his jealousy and paranoia. It was only a matter of days before *Briar* drove Barlin to believe that the other priests at the abbey coveted his "bottled bride." Driven beyond reason, he used *Briar* to slay everyone else in the Abbey, then retreated into hiding near the subterranean pool. The abbey's remote location and the fact that those who had financed it in the first place had been slain during Galt's recent Red Revolution ensured the gardener's isolation for many years.

It wasn't until recently that Irovetti's agents discovered Whiterose was the site of *Briar*'s hidden vault. They found the subterranean chamber and the fanatic gardener therein. A battle ensued, but they prevailed—after slaying the gardener, they returned to Pitax with *Briar* and other treasures Barlin had hoarded, including Evindra's shawl. They left Evindra herself trapped in her water clock simply because they didn't find where Barlin had stashed the elegant device away.

Yet the ill times at Whiterose did not end. Barlin lost his name and his life when he rose as a ghost, finally bringing a bit of truth to the old stories that the place is haunted. This latest development is unknown to Irovetti—he chose Whiterose as a place to spring his trap on the PCs partially because of its remote location and partially because if the PCs succumbed at a supposedly haunted abbey, suspicion would be levied against the supposed ghosts and not himself. To ensure such a fate meets the PCs when they arrive, the king of Pitax sent one of his most dangerous minions—a wererat murderer named Gaetane—along with a small group of soldiers to set up an ambush. Yet the would-be murderers have found, much to their discomfort, that the rumors of Whiterose being haunted and infested by dangerous vermin are disturbingly accurate, and as a result they've had some difficulty in preparing their deadly reception for the PCs.

RESEARCHING WHITEROSE ABBEY

EXPLORATION | CONCENTRATE | SECRET

Once the PCs hear about Whiterose Abbey or learn of Irovetti's supposed plot, they may wish to do a bit of research on the site before they visit it. Attempting a DC 25 Alcohol or Cayden Cailean Lore check or a DC 30 Crafting or Society check to Recall Knowledge, or at a DC 30 Diplomacy check to Gather Information can potentially reveal more information.

Critical Success The PC learns the success and failure information, but also that the priests of Whiterose Abbey were said to have an alliance with a fey creature that dwelt in a subterranean pool somewhere under the hill, and it was through her grace and advice that the priests were able to brew such potent alcohol. The priests were likely not slain by bandits, though, as none of the abbey's valuables ever surfaced in illicit markets where bandit-stolen treasures would have likely to have been sold. Prevailing theory is that the priests fell to internal treachery involving a poisoner or an alchemist, for today, the flora on Whiterose Hill grows strangely.

Success The PC learns the failure information, but also that Whiterose Abbey was founded about 75 years ago, financed by a church of Cayden Cailean in Galt. The priests were master brewers and vintners, and beer brewed in their blessed vats gained unusual potency and marvelous flavor. The priests of the abbey were slaughtered and the site plundered, rumor holds, by bandits, back in 4668 AR. No in-depth investigation was performed, as the financing church had fallen to Galt's Red Revolution several years prior, leaving Whiterose and its abbot, Ildeben, to fend for themselves.

Failure Whiterose Abbey is abandoned and has been for decades. It was built by the church of Cayden Cailean, and for many years the priests who dwelt there were renowned for their rich and potent beer. It's located about a dozen miles southeast of Mount Branthlend.

Critical Failure The PC learns the failure information, but also incorrect information that the priests were slaughtered by a band of brigands led by an alchemist who poisoned the abbey's wine.

WHITEROSE HILL

Patches of white roses still grow on parts of Whiterose Hill, but in the absence of *Briar*'s influence and the presence of the Gardener's ghostly powers, the land has grown wild and dangerous. Thick swaths of kudzu-like vegetation grow on the hill, and the wide path that once led up to the abbey itself is now little more than an overgrown trail. A low stone wall encircles the hill,

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built decades ago by the priests to delineate the land granted them by the church. This same stone wall now marks the extent of the Gardener's influence—inside the wall, the air feels strangely thick and humid, almost as if the hill were under an immense greenhouse rather than on the slopes of a temperate mountain range. The Gardener's influence manifests in other ways as well, causing vegetation to shift and writhe at times without an apparent breeze and causing weeds and vermin to grow to excessive size and strength. At night, the susurrus of the fields and vegetation rustling is unnerving in the still air, and languid fireflies the size of apples bob and dip in the air generating motes of sickly green and pale yellow light. A PC who succeeds at a DC 25 Nature check to Recall Knowledge confirms that the wilds seem unnaturally verdant here and that a magical influence is likely behind the hearty growth. A critical success on this check reveals that the boundaries between this world and the First World are thin in this region. Yet for all this eerie atmosphere, the Gardener himself does not manifest directly except in a few specific locations detailed in the encounter text.

Few signs remain of the expansive vineyards and grain fields that once surrounded the hill, although here and there, overgrown posts and tangles of wild grapes hint at the region's past. The stone abbey looms at the hill's peak; while the ruins of the winery stand to the south at the hill's base. A long (now overgrown) trail winds down the hill from the abbey through the overgrown vineyard—once a scenic route intended to give the workers time to admire the regional beauty on each trip to and from the winery, but now a barely recognizable trail that winds up to area **A1**. No map of the hill itself is provided, as beyond the encounters associated with the Abbey at its peak, the winery down on its lower slope, or the cavern below, no dangers exist on the now overgrown hillside.

Whiterose Hill is located at area **GU2** of the Glenebon Uplands. With the Branthlend Mountains in the background, the hill itself is just one of many in the region, but it's the only one in the whole of the uplands with a structure at its peak. As the PCs approach, hints of an overgrown trail become obvious in places. It's merely a DC 15 Survival check to follow the path, which finally grows more distinct for a few hundred feet as it approaches the abbey plaza from the west—those who take the road come to area **A1**.

A1. PLAZA

Atop Whiterose Hill, at the end of the overgrown track, lies a weed-choked plaza. To one side stands a vine-draped bell tower. Facing the plaza, the weathered doors of the abandoned abbey hang askew.

The plaza is surrounded by light undergrowth within 20 feet of its border and heavy undergrowth elsewhere. Success on a DC 20 Survival or DC 25 Perception check reveals recent footprints in the area; these prints were left by the ambushers to give the impression that troops recently massed in the plaza before entering the abbey, in hope of luring the PCs within. A critical success on this check suggests that the prints look suspiciously like they might have been staged.

The road leads down the hill before fading away entirely into undergrowth. The winding trail through the vineyard to the winery to the north is almost entirely overgrown as it leaves the plaza to the northeast—a successful DC 25 Survival or DC 30 Perception check is enough to note the path's route. If the PCs follow this trail, a ten-minute winding walk through overgrown vineyards leads to the ruined winery sheltered in the lee of the hill's northern face (area **A14**).

A2. BELL TOWER TRIVIAL 14

A trio of fallen iron bells lies amid a pile of broken beams on the floor of this partially collapsed stone tower.

The first time the PCs enter this tower, they'll automatically hear what sounds like bells ringing from a vast distance. The ringing continues until the fallen bells are touched, at which point the sound ceases—an unnerving but harmless effect of the Gardener's influence over the area.

Creature: A Pitax warden is hidden atop this tower, standing guard. If he spots the PCs approaching, he descends and warns his companions in area **A6**, who ready their ambush. If he's caught here by surprise, he uses *telekinetic maneuver* to shove a PC into one of the fallen bells to create a loud thud that alerts his companions inside the abbey, who then prepare their ambush without him; he fights to the death in this case.

PITAX WARDEN CREATURE 12

See page 336

Initiative Perception +22

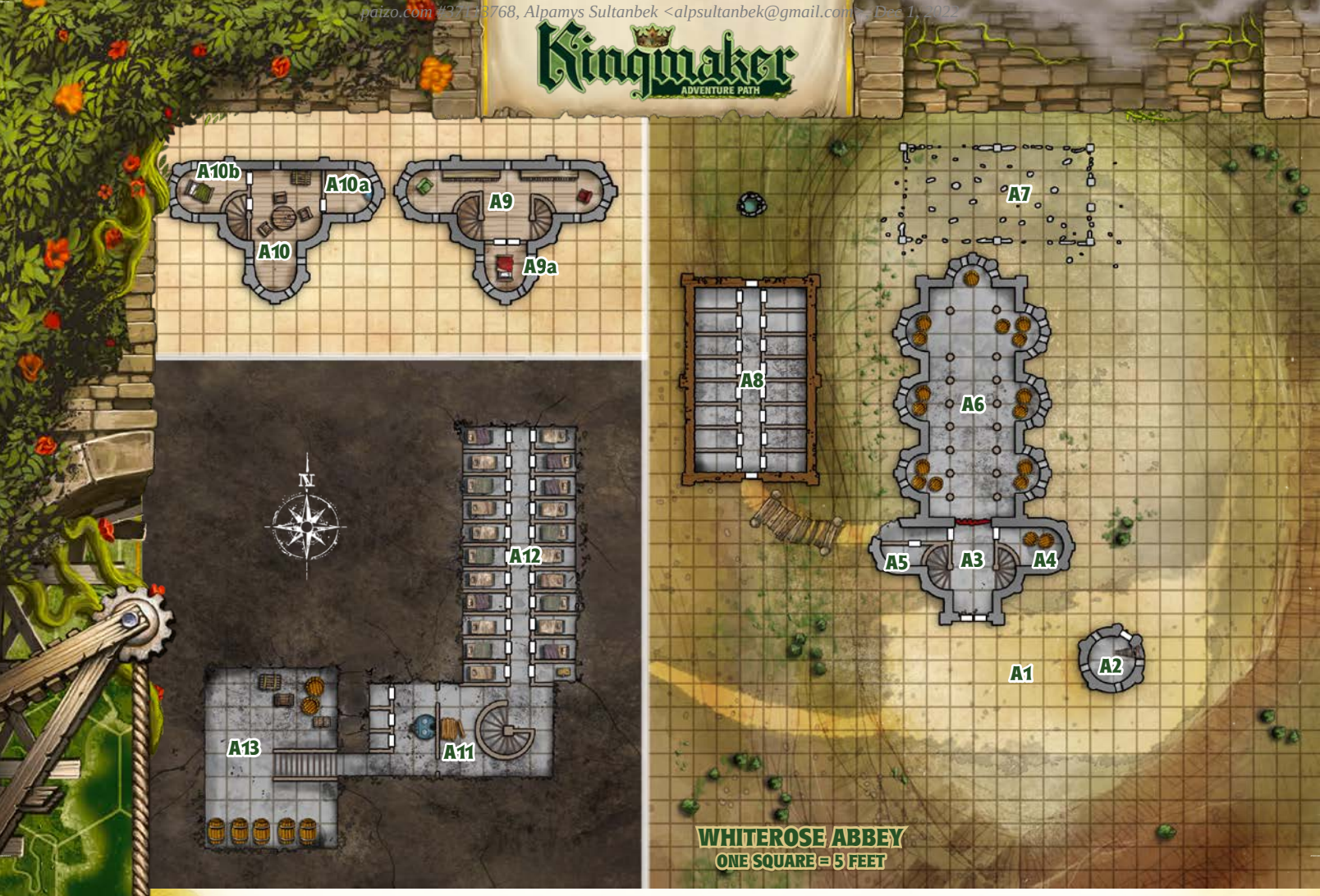
A3. NARTHEX

The walls and ceiling of this room are tiled in vine patterns. Spiral stairs curve down to the west and up to the east. Between two doors on opposite sides of the room, a heavy curtain divides the narthex from the sanctuary.

The ruined double door can easily be opened, but the creaking noise that results alerts the ambushers who wait in area **A6**. The stairs to the east lead up to area **A9**, while those to the west lead down to **A11**.

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A4. VESTRY

A number of hooks extend from the wall of this abandoned vestry; heaps of ancient cloth are piled on the floor below.

Treasure: The mounds of cloth are nothing more than rotted cloaks and old robes bearing the symbol of Cayden Cailean, but a successful DC 30 Perception check made while investigating the row of hooks reveals that one of them can be triggered like a switch. Doing so causes a cleverly-hidden niche on the wall just above to swing open, revealing a hollow space within which sits three greater ghost charge bombs (*Pathfinder Advanced Player's Guide* 253), three *greater healing potions*, and two *panacea potions*.

A5. WASHROOM

Judging by the broken basins, this must have once been a washroom and lavatory.

The first PC to look into one of the basins sees that it is filled with crystal-clear water, but upon blinking, the water vanishes; this is a harmless but eerie effect of the building's strange condition.

A6. SANCTUARY SEVERE 14

This long, colonnaded hall is marked by three rounded bays along either side, each containing dusty old barrels. Piles of wood mark where kneeling benches have long since fallen to ruin. Overhead, wooden rafters form a complex network of supports for the roof; on the floor are numerous bedrolls and alchemical supplies of obviously recent manufacture.

The bedrolls are used by the soldiers, but they've arranged them along with several alchemical supplies so that it looks like a group of "poisoners" has set up shop in here to keep the ruse going a few precious moments longer once the PCs arrive. Success on a DC 30 Crafting check is enough to confirm that the alchemical "laboratory" is cleverly staged and is not a functional workspace.

Creatures: Gaetane and his four wardens lie in wait in this room. If the PCs catch them unawares, they are at rest, sparring, talking in hushed tones, or playing cards while they wait—they scramble for weapons and attack as soon as they recover from the surprise of being ambushed themselves. If they have time to prepare, the wardens hide amid the barrels and prepare to ambush the party.

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Gaetane himself hides in the rafters 20 feet above. The wererat remains in the rafters (which provide standard cover from those on the ground below) and fires arrows at the PCs, preferably at human targets (and specifically a human target he has activated his *oathbow* against). He does his best to avoid melee if possible.

Gaetane fights until reduced to 40 Hit Points, at which point he cowardly surrenders and attempts to bargain with the PCs, offering to exchange information for his life. If any other soldiers remain alive at this time, they drop their weapons and surrender as well. In this case, you can use Gaetane to fill the PCs in on the truth about the "poison plot." When it comes time to infiltrate Pitax in the next part of the adventure, Gaetane can be a potential source of intelligence on the city.

The four Pitax wardens are quite unnerved by the strange aura of the place and are frightened 1 for the duration of the battle. They cannot reduce their frightened level below 1 while they remain on Whiterose Hill. A PC who succeeds at a DC 25 Perception check to Sense Motive sees that the soldiers are visibly uncomfortable about being in the area for some reason; a critical success confirms they fear the entire site around them.

GAETANE CREATURE 14

UNIQUE | LE | MEDIUM | BEAST | HUMAN | HUMANOID | WERECREATURE

Male human wererat ranger (*Pathfinder Bestiary* 329)

Perception +27; low-light vision, scent (imprecise) 30 feet

Languages Common, rat empathy

Skills Acrobatics +28, Athletics +26 (+28 to Climb or Swim), Nature +22, Stealth +28, Survival +25

Str +4, **Dex** +6, **Con** +4, **Int** +0, **Wis** +5, **Cha** +2

Items *+1 resilient chain shirt*, *oathbow* (20 arrows)

Rat Empathy (divination, primal) Gaetane can communicate with rodents.

AC 36; **Fort** +25, **Ref** +28, **Will** +25

HP 315; **Weaknesses** silver 15

Speed 25 feet

Melee ❖ jaws +28 (finesse), **Damage** 2d10+10 piercing plus curse of the wererat

Melee ❖ claw +28 (agile, finesse), **Damage** 2d8+10 slashing

Ranged ❖ *oathbow* +30 (deadly d10, range 100 feet, reload 0, volley 30 ft.); **Damage** 2d8+10 piercing

Change Shape ❖ (concentrate, polymorph, primal, transmutation) as wererat; human with fist +24 for 1d4+10 bludgeoning, or Small rat with Speed 30 feet, climb 10 feet.

Curse of the Wererat (curse, necromancy, primal); as wererat (DC 34 Fort save)

Deadly Aim ❖ **Requirement** Gaetane hasn't attempted a Strike during his turn yet; **Effect** Gaetane makes a ranged Strike against his target at a –2 penalty. He gains a +6 circumstance bonus to damage on that Strike.

Distracting Shot If Gaetane critically hits a creature with a ranged weapon, or hits a creature at least twice on the same turn with a ranged weapon, and if that creature is one he has used his *oathbow* to swear an oath to destroy, that creature is flat-footed until the stat of Gaetane's next turn.

Hunted Shot ❖ **Frequency** once per round; **Effect** Gaetane makes two ranged *oathbow* Strikes against a target. If both hit the same target, combine their damage for the purpose of resistances and weaknesses. He applies his multiple attack penalty to each Strike normally.

Moon Frenzy (polymorph, primal, transmutation) As wererat.

Targeting Shot ❖ (concentrate) **Requirement** Gaetane is currently suffering a multiple attack penalty; **Effect** Gaetane aims carefully, then makes an *oathbow* Strike; he ignores the target's concealed condition and all cover.



GAETANE

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PITAX WARDENS (4) CREATURE 12

See page 336

Initiative Perception +22

A7. OVERGROWN GRAVEYARD MODERATE 14

Stone markers with weathered inscriptions mark this as a place where the faithful lie in repose. Each stone is engraved with the emblem of a rose winding around a wine goblet.

The graveyard is covered in heavy undergrowth. An examination of the gravestones reveals that the majority of them bear the same death date, including the grave of Abbot Ildeben (in a fit of guilt after his murderous rampage, the gardener himself buried all his victims here). Although none of their spirits haunt the graves, the Gardener's influence causes the weeds in the place to rustle and writhe constantly.

Creatures: The real danger in this area isn't the spirits of the dead, but rather two particularly dangerous viper vines that lie in heaps amid the undergrowth. Influenced by the presence of the Gardener's spirit, these carnivorous plants have grown large and powerful. When they rise up to attack (using Stealth to roll initiative), the impression is, if only temporarily, of the entire graveyard uprooting to attack, for these viper vines have infested the entire area with their twitching roots (which also enhances their existing tremorsense within the area to be precise). The viper vines pursue foes throughout the hilltop area, but do not chase foes into buildings or further than two-hundred feet from the graveyard's boundaries. If they do exit the graveyard, their tremorsense reverts to imprecise and they lose their Grasping Roots action until the plants have 24 hours to reintegrate their root network into the area's soil. The viper vines fight to the death.

OVERGROWN VIPER VINES (2) CREATURE 14

RARE N LARGE PLANT

Variant viper vines (*Pathfinder Bestiary 2* 287)

Perception 24, low-light vision, tremorsense (precise in area **A7**, otherwise imprecise) 60 feet

Skills Athletics +29, Stealth +26

Str +8, **Dex** +5, **Con** +7, **Int** –4, **Wis** +5, **Cha** –3

AC 35; **Fort** +28, **Ref** +26, **Will** +24

HP 290; **Resistances** poison 15

Cold Vulnerability As viper vine.

Speed 20 feet

Melee ❖ jaws +29 (reach 10 feet), **Damage** 3d6+13 piercing plus 3d6 poison

Melee ❖ vine +29 (agile, reach 15 feet), **Damage** 3d10+13 bludgeoning plus Grab

Captivating Pollen ❖ enchantment, incapacitation, mental, poison) As viper vine.

Constrict ❖ 3d8+10 bludgeoning, DC 35.

Grasping Roots ↷ **Trigger** a creature attempts a Move action in area **A7**; **Requirement** the overgrown viper vine is in area **A7**; **Effect** The viper vine manipulates its roots to cause foliage around the triggering creature to suddenly seem to spring to life. The triggering creature must attempt a DC 35 Reflex saving throw.

Critical Success The target is unaffected.

Success The target treats the first square of its movement as difficult terrain.

Failure The target becomes immobilized by the foliage, (escape DC 35).

Critical Failure As failure but the target also falls prone.

A8. CONTEMPLATION QUARTERS

A long central hall is flanked by a row of doors on either side. Every door is ajar, and the rooms are virtually identical in their sparse furnishings.

These rooms were the study and meditation chambers for the most devoted priests who had completed their training and taken their vows before the abbot and the assembled brethren.

An overgrown well behind the empty building drops a full 80 feet into the cold water of area **A16** below. If the PCs make an excessive amount of noise at this area, the Gardener's ghost may rise up from the well to attack at your option; see area **A16** for details.

A9. LIBRARY

Moldering books and scrolls sit on the sagging wooden shelves that line the walls of this chamber. Another stairwell curves up to the floor above; to the south a wooden double door hangs open to reveal a small bedroom.

The few surviving books are mundane tomes on religion, viticulture, and old tales of bravery by religious figures from a variety of faiths. The room to the south (area **A9a**) was the librarian's bedroom.

Treasure: A drawer in a narrow desk against the bedroom's west wall contains the librarian's personal journal, a small leather affair with elaborate knotted designs, as well as a thick tome with soggy leather covers. The journal indicates that the librarian had a growing worry about "the gardener's" interest in unnatural topics. He describes a book that he obtained for the gardener but ended up not giving him—after seeing the book, the librarian held it back, telling the gardener that he had been cheated by the bookseller; this story refers to the tome with the sodden covers. The book has no title and is written in Aklo. It is difficult to read, but if consulted for 10 minutes, it grants a +2 circumstance

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bonus on Recall Knowledge checks dealing with astrology, astronomy, or the stars. The book is worth 10 gp, but it can also be used to momentarily distract the Gardener when he is encountered (see area **A16**).

A10. ABBOT'S CHAMBERS

This room holds a desk engraved with the icon of a wine cup, perhaps indicating the study of a leader of the order. Moldering tapestries depicting Cayden Cailean making wine and beer hang askew from the walls. A large and quite old bloodstain mars the floor to the south.

This was the room in which the gardener murdered Abbot Ildeben. Area **A10a** to the east was the abbot's personal shrine, while area **A10b** was his bedroom—neither room contains valuables.

Hazard: The first time any PCs enter this area, a haunt created by the murderous act that took the abbot's life strikes out at them.

CUTTHROAT HAUNT — HAZARD 14

RARE HAUNT

Stealth DC 41 (master)

Description The pain and agony endured by Abbot Ildeben as the Gardener cut his throat lingers on in this room.

Disable DC 38 Diplomacy check to appeal to the haunt and convince it the PCs aren't the source of its pain, or DC 33 Religion to rebuke the haunt in Cayden Cailean's name.

Slash Throat ↻ (divine, necromancy) **Trigger** A creature comes within 5 feet of the bloodstain; **Effect** A spectral sickle manifests behind the triggering creature, then slices around to cut at that creature's throat. The target must attempt a DC 39 Fortitude save.

Critical Success The target is unaffected.

Success The target takes 4d10 negative damage.

Failure The target takes 4d10+35 negative damage and is drained 1. An eerie white scar manifests on the target's neck; this scar persists as long as the drained effect caused by this haunt lasts.

Critical Failure As failure but 4d10+70 negative damage and drained 2. The eerie white scar periodically appears to drip with blood, but this is purely an unsettling cosmetic side-effect; it does no additional damage to the victim.

Reset 1 hour.

A11. KITCHENS

Large clay and stone ovens fill the far wall, and the open room has tables for preparing food and basins for washing. Crocks once filled with knives, long spoons, and other kitchen supplies have spilled their contents onto the countertops, which are covered with a film of dust and debris.

This room is where the priests once cooked and prepared meals. The stairs here lead up to area **A3**.

A12. PRIESTS' CELLS — MODERATE 14

This long hallway contains nearly two dozen narrow cells, each furnished with an equally narrow bed. Old bloodstains mar the walls and floor in many places here.

Hazard: It was here that the gardener slew the majority of the abbey's priests so long ago, moving from room to room as he quietly opened throats. When guilt overtook him, he returned later to drag the bodies outside and buried them in the graveyard, but the spirits of the murdered priests returned here, infusing these cells with a dangerous haunt.

LIGHTS OF THE LOST — HAZARD 16

RARE COMPLEX HAUNT

Stealth DC 42 (master)

Description The murdered spirits of the slain priests manifest as churning, glowing spheres of floating, blood-red wine that drift and slither through the air. Within each can be glimpsed a silently screaming face.

Disable DC 42 Diplomacy check to promise the restless spirits that justice will be served and the cause of their pain will be punished, or DC 36 Religion to invoke Cayden Cailean to calm the haunt.

AC 39; **Fort** +23, **Ref** +26, **Will** +29

Hardness 25; **HP** 106 (BT 53); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** positive 15

Waves of Fear ↻ (divine, emotion, enchantment, fear, mental) **Trigger** A creature opens any of the doors into a priest's cell; **Effect** Waves of fear wash through area **A12** as all creatures in the room realize that, one by one, their loved ones are being murdered and that they will be the last to be slain. Every creature in area **A12** must attempt a DC 37 Will save.

Critical Success The creature is unaffected.

Success The creature becomes frightened 1.

Failure The creature becomes frightened 2 and stunned 1.

Critical Failure The creature becomes frightened 3 and stunned 3.

Routine (3 actions) Up to four different creatures in area **A12** are each targeted by one of the floating, churning spheres of wine drifting through the air; it hurtles toward them and douses them with wine that turns to life-draining blood as it strikes unerringly. The haunt cannot target the same creature more than once each round. After the haunt is reduced to its broken threshold of 53 HP, it can target no more than two different creatures. A creature targeted by the lights of the lost must attempt a DC 37 Fortitude save.

Critical Success The creature is unaffected.

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Success The creature takes 4d6 negative damage and is sickened 1 from drunkenness.

Failure The creature takes 8d6 negative damage and is sickened 2.

Critical Failure The takes 16d6 negative damage, is sickened 3, and becomes doomed 1. As long as the creature is doomed from this trap, they cannot reduce their sickened condition below 1, and they take a –1 circumstance penalty on all further saving throws made against fear effects as lingering traces of the terror the priests felt loom in their memories.

Reset 1 hour.

A13. WINE CELLARS

This wine cellar is filled with wooden racks containing hundreds of wine bottles, their corks sealed with white wax stamped with the rose-entwined goblet sigil of the abbey.

Treasure: Although most of the wine has soured, a dozen bottles of incredibly fine Whiterose chardonnay remain. It's difficult to tell these remaining 12 viable bottles apart from the rest, but a successful DC 30 Alcohol Lore check to Recall Knowledge is enough to note them. Each of these bottles have aged quite well and is worth 100 gp. Loading up all of the bottles for transport elsewhere to have them sorted and inspected requires transport of a total of 8 Bulk of bottles.

A14. RUINED WINERY LOW 14

Whiterose Abbey built its crushing, filtering, fermenting, and cooperage facility on the lower slope of the hill, next to a tunnel entrance in the side of the hill leading to the mystic subterranean pool that long served as the lair of the abbey's "guardian spirit," Evindra. Today, the buildings that once sat against the cliffs along the northern face of Whiterose Hill have fallen into ruins, but the entrance to the tunnel, while somewhat overgrown with hanging vines, is still quite obvious to anyone who approaches. Several more buildings in much greater states of disrepair lie amid the overgrowth just to the south of the two still-standing structures near the hill's base. If the PCs followed the trail from area **A1** down the hill, all remnants of that trail fade away into the undergrowth within a hundred feet of this area, but by the time this occurs on the walk, the buildings themselves are readily apparent.

Creatures: While the smaller of the two ruined buildings (area **A14b**) contains little of interest, the larger building has become the den of a pair of irlgaunts that clambered into the ruins through a hole in the roof. They

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scuttle out to investigate any unusual sounds in the area, potentially ambushing PCs who emerge later from area **A15**, but flee if reduced to fewer than 50 Hit Points.

IRLGAUNTS (2) CREATURE 13

Pathfinder Bestiary 2 148
Initiative Perception +24

A15. CISTERN TUNNEL

This long tunnel bores straight into the hillside. For the first hundred feet or so, the tunnel contains long side tunnels opposite narrow alcoves. These side tunnels are dead ends that were once used as cool storage. Some still contain barrels of supplies, lumber, and tools or large barrels of wine long since soured.

After the storage tunnels, the main tunnel proceeds a further 900 or so feet to the northwest.

A16. THE CISTERN SEVERE 14

The tunnel ends at a large, vaulted cavern filled with a crescent-shaped pool of softly rippling, crystal-clear water. The southeast arc of the pool cuts across the end of the passage, separating the tunnel from a cavern floor covered with softly writhing green mold and pale fungus; a rickety-looking wooden bridge spans the fifteen-foot gap. On the cavern floor itself, numerous large wine casks lie around a large central pool of glowing blue water. Along the ceiling thirty feet above, what appear to be a half-dozen pinpoints of light slowly wriggle and move, almost as if forming and reforming strange constellations in a false night sky.

For many years, Evindra watched over *Briar* in this chamber. Charged with keeping the sword hidden and safe by the duplicitous fey Werendegar, Evindra chose to keep *Briar* hidden in the cistern itself, which was already infused with energies from the First World. The waters from this cistern were also used by the abbey's priests to enhance the beer they produced, never realizing the true source of the cistern's power.

A hole in the ceiling near the western wall extends up to the well near area **A8**. During daytime, the hole allows faint sunlight into the cavern, but at night it's a DC 25 Perception check to notice the hole from below.

Creatures: The ghost known now only as the Gardener haunts this chamber, though his presence can be felt throughout the entirety of Whiterose Hill. The ghost spends his time either manipulating the fungus that grows on the central island here or "stargazing" upon the constantly shifting constellations above. He remains infused into the walls, water, and floor of this chamber for 1d6+2 rounds after the first PC enters the place, after which he emerges in eerie silence from the walls; he rolls for initiative using Stealth. As the Gardener advances, the "stars" near the ceiling begin to spin and spiral as if caught in a vortex.

The "stars" are in fact four ancient will-o'-wisps that have grown powerful feeding upon the ghost's anger and jealousy; they have allied with the ghost by forming strange patterns of stars for him to gaze upon. When the ghost rises up to attack the PCs, the will-o'-wisps join the Gardener in the battle as they do not wish to see their banquet of fear destroyed.

The Gardener uses his Corrupting Gaze throughout combat. While his transformation into a ghost resulted in the loss of much of his sorcerous power when he lived, he retains a small selection of powerful spells. On

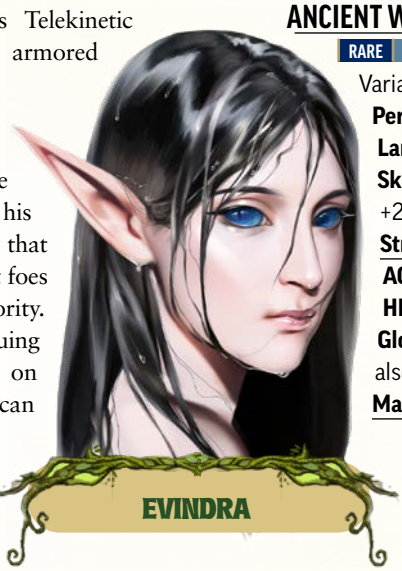


THE GARDENER

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the first round, he casts *haste* on himself and the will-o'-wisps, then uses Quickened Casting to cast *phantasmal killer*. On the second round, he casts *black tentacles*. On the third round, he uses Telekinetic Assault on the most heavily armored foe and then moves to an advantageous position to set up a *vampiric exsanguination* on the subsequent round. The Gardener then attacks with his Draining Touch, alternating that with his remaining spells against foes who maintain ranged superiority. He fights until destroyed, pursuing his victims anywhere they flee on Whiterose Hill. The Gardener can be laid to rest by releasing or killing the nereid trapped in the hidden water clock (see treasure and *Briar*'s Guardian below).



THE GARDENER CREATURE 16

UNIQUE | LE | SMALL | GHOST | INCORPOREAL | SPIRIT | UNDEAD

Male halfling ghost (*Pathfinder Bestiary* 166)

Perception +24; darkvision

Languages Common, Gnome, Halfling

Skills Crafting +28, Deception +33, Nature +26, Religion +26, Stealth +30

Str –5, **Dex** +6, **Con** +3, **Int** +6, **Wis** +2, **Cha** +9

Site Bound As ghost.

AC 36; **Fort** +27, **Ref** +30, **Will** +26

HP 220, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Releasing the nereid and allowing her to leave this place (or, alternatively, killing her) allows the Gardener to move on to the afterlife.

Speed fly 25 feet

Melee ❖ ghostly hand +27 (agile, finesse, magical), **Damage** 4d8+12 negative

Arcane Spontaneous Spells DC 34, attack +28; **8th** (1 slot) *vampiric exsanguination*; **7th** (1 slot) *haste*; **6th** (1 slot) *phantasmal killer*; **5th** (1 slot) *black tentacles*; **4th** (1 slot) *confusion*; **3rd** (1 slot) *slow*; **2nd** (1 slot) *mirror image*; **1st** (1 slot) *ray of enfeeblement*; **Cantrips (8th)** *daze*, *dancing lights*, *electric arc*, *ray of frost*, *telekinetic projectile*

Corrupting Gaze ❖❖ as ghost, but 9d6 negative (DC 37 basic Will save).

Draining Touch ❖❖ as ghost.

Quickened Casting ❖ (concentrate, metamagic) **Frequency** once per day. If the Gardener's next action is to cast a 6th- or lower level spell, reduce the number of actions to cast it by 1 (minimum 1 action).

Telekinetic Assault ❖❖ (divine, evocation) as ghost, but 9d6 bludgeoning (DC 37 basic Reflex save).

ANCIENT WISPS (4) CREATURE 10

RARE | CE | SMALL | ABERRATION | AIR

Variant will-o'-wisps (*Pathfinder Bestiary* 333)

Perception +22; darkvision

Languages Aklo, Common

Skills Acrobatics +23, Deception +20, Intimidation +20, Stealth +21

Str –5, **Dex** +7, **Con** +0, **Int** +4, **Wis** +6, **Cha** +4

AC 33; **Fort** +16, **Ref** +23, **Will** +20

HP 130; Immunities magic

Glow (aura, light) 30 feet. As will-o'-wisp, but can also appear as a tiny pinpoint of light.

Magic Immunity As will-o'-wisp.

Speed fly 50 feet

Melee ❖ shock +23 (electricity, magical), **Damage** 2d12+10 electricity

Feed on Fear ❖ (concentrate) As will-o'-wisp, but regains 2d8 hit points.

Go Dark ❖ (concentrate) As will-o'-wisp.

Treasure: Although *Briar* and most of the gardener's gear was taken by the Pitaxian agents who murdered him years ago, they neglected to remain long enough to search this chamber further, as they were eager to return to Irovetti with *Briar*. A DC 30 Perception check reveals a secret door in the side of the cask closest to the cistern. Opening it reveals the cask to be a cozy, halfling-sized hideaway—it was here that the gardener spent much of his time. The cask contains a small bed laden with dusty furs, on which sits a *wand of widened fireball (5th)*, while nearby stands an incredibly beautiful and intricate water clock of colored glass, bronze, silver, and darkwood. This water clock is worth 250 gp alone for its workmanship, but it also serves as Evindra's prison—see *Briar*'s Guardian below.

The waters of the cistern, if used as an additional component in the construction of any alchemical fluid, poison, or magical liquid (such as a potion or elixir) have a wondrous effect, although using the waters doubles the time required to create the item. Consult the list below for the exact effects, depending on the fluid; a character can use these effects to generate additional mixtures if you wish. A single dose of the glowing waters is worth 20 gp. The pool itself contains enough water for 10 uses, but with *Briar* taken from the area, the cistern lacks the ability to generate more doses.

Alchemical Bombs: The bomb gains a +2 item bonus on damage done on a direct hit and a +1 item bonus on damage done by a splash.

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Alcohol: The alcohol becomes much more delicious and increases in value (typically resulting in alcohol worth twice as much as normal).

Antidote or Antiplague: The item bonus to Fortitude saving throws increases by +1.

Poison: The poison's save DC increases by +2.

Potion or Elixir: The potion or elixir's effects last for twice as long. In the case of items that heal wounds, the potion or elixir restores 50% more Hit Points.

BRIAR'S GUARDIAN TRIVIAL 14

The water clock hidden in area **A16** is not magical, but it does function as a prison for the nereid Evindra simply by containing her in the form of a water elemental mixed with a healthy dose of water from the magical cistern. In this state, Evindra cannot communicate and is effectively unconscious (although neither does she have a need to eat or drink). A PC who examines the water clock and succeeds at either a DC 31 Perception check or a DC 29 Crafting or Nature check notes something strange about the device—be it faint watery cries for help, an unusual shifting sensation when the clock is held, or another clue that something might be hidden inside of the device

If the water clock is destroyed or drained, Evindra returns to her true form, that of a breathtakingly beautiful woman with pale skin, pointed ears, dark hair, deep blue eyes, and webbed fingers and toes. She thanks the PCs profusely for rescuing her and just as quickly begs them for her shawl. If the PCs attack her, she fights back as best she can, but she hopes to befriend them in an attempt to gain their aid in reclaiming her shawl, using her natural and magical charms if necessary. See the Quest: Evindra's Shawl sidebar for details.

In combat, Evindra casts *summon elemental* to conjure a water elemental on the first round of combat, then uses her poison touch against the PCs. If this tactic proves unworkable, she assumes the form of a water elemental to attack physically. If reduced to 30 Hit Points or fewer, Evindra attempts to flee into the nearby pool to hide.

While Evindra knows much about Nyrissa and her plots for the Stolen Land, she keeps this information to herself until the PCs return her shawl. In the meantime, though, she'll agree to use her restorative magic on them as a token of her good will and trust in them, and may even promise to teach them one of the rituals she knows if this will further entice them into helping her in turn.

Evindra also tells the PCs that the powerful magical sword she once guarded here was probably taken by the same people who took her shawl, and that if the PCs can find her shawl, they'll certainly find the sword as well. She has no issues with the PCs claiming the sword as their own, explaining that it's far past time that *Briar* was once again carried by a hero rather than left forgotten in a pool, but she won't yet go into further detail why she hopes the PCs take up the sword as one of their weapons until after they prove themselves by aiding her in reclaiming her shawl.

If she thinks that telling them will help convince them to help, Evindra explains to them what *Briar's* basic magical functions are, although if the PCs want to know more of what she knows of the sword's history or potential, they'll need to first do her the favor she asks of them and retrieve her shawl from Pitax.

EVINDRA CREATURE 13

UNIQUE | CN | MEDIUM | AQUATIC | FEY | WATER

Variant female nereid (*Pathfinder Bestiary 2* 182)

Perception +24; low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +17 (+23 to swim), Deception +27, Diplomacy +27, First World Lore +25, Stealth +27

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

AC 35; **Fort** +22, **Ref** +27, **Will** +24

HP 210; **Immunities** poison; **Weaknesses** cold iron 15

Watery Transparency (primal, transmutation, water) As nereid.

Speed 25 feet, swim 50 feet

Melee ❖ poisonous touch +27 (agile, finesse, magical), **Damage** 8d6 poison

Primal Innate Spells DC 33; **7th** *heal* (×3), *summon elemental* (water elementals only); **6th** *elemental form* (×3, water only), *restoration* (×3), *suggestion*; **5th** *control water*

Drowning Touch ❖❖ (conjuration, incapacitation, primal, water) As nereid, but DC 33 Fortitude save.

Manifest Shawl ❖❖❖ (conjuration, primal) As nereid. Evindra currently does not posses her shawl.

EVINDRA'S SHAWL

30 XP

The gardener stole Evindra's shawl many years ago and used this leverage to force her into the water clock. She's not sure where the shawl went but suspects that whoever killed the gardener and took the magic sword she had been entrusted to guard has it now.

Source: Evindra (area **A16**).

Completion: The PCs must recover the shawl from the dungeon below Irovetti's palace and return it to Evindra.

Reward: Evindra agrees to tell the PCs all she knows about *Briar*'s history, Nyrissa, and the danger the nymph poses to the Stolen Lands; she may even remain with the PCs as an ally if they wish. Evindra's revelations about *Briar* and Nyrissa are detailed on page 426 of Chapter 10.

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PART 4:

INFILTRATION

As the War of the River Kings progresses, King Irovetti's fear causes him to seclude himself in his palace. If Pitax is doing poorly in the war, his primary concern is retribution from the PCs; if his armies are doing well, he instead worries that public appearances will expose him to potential assassins. In either case, Irovetti is readying for a direct attack—but he isn't preparing for the PCs to stoke insurrection among his people.

Many of Pitax's citizens rankle and chafe at their king's rule, but on their own they lack the gumption, outrage, and bravery to stand up to him. With some careful work, canny PCs can turn Pitax's citizens against their king and weaken his hold on them, making the inevitable confrontation against him in his palace less dangerous.

THE CITY OF PITAX

For nearly 400 years, Pitax remained a relatively small and unassuming city. Though marred by strife with neighboring nations, and even suffering some scars from a brief but brutal civil war, Pitax always stood as a sanctuary of sorts at the edge of the Stolen Lands. With the arrival of just one man only six years ago, however, this legacy changed. As the bandit king Castruccio Irovetti took control of Pitax, the city began to mirror his dark and brutal personality, becoming a force to be reckoned with in the River Kingdoms and drawing the ire and envy of the lands surrounding it.

By far, the most startling change made to Pitax by the decree of Irovetti has been his ham-fisted attempt

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to focus upon the fine arts. Determined to make Pitax a center of genteel refinement and culture, Irovetti ordered the construction of the Red Crescent theater, which became the cornerstone of other revitalized parts of Pitax. The city grew, attracting many actors, musicians, and other artists, causing the city's coffers to swell with fresh gold. But by bringing in so many new souls, Pitax suddenly found a sinister, unsavory element becoming a part of its very core.

The presence of so many bards and storytellers from so many places has made the city a haven for secrets, rumors, tall tales, and occasionally even the truth. If one seeks information that might be little more than whispers and dust, Pitax might be the place to unearth clues. What sages don't know, Pitax often does. The only trick to finding rare secrets in Pitax—secrets that could possibly lead to treasures or dooms beyond imagination—is knowing where to look.

That, and perhaps living long enough to escape with these secrets.

PITAX — SETTLEMENT 10

CN CITY

Government King (overlord)

Population 5,781 (4,706 humans, 320 halflings, 260 gnomes, 200 half-elves, 100 elves, 60 goblins, 95 dwarves, 40 other)

Languages Common, Elven, Halfling, Gnome, Hallit

Religions Calistria, Desna

Threats criminals, political corruption, the PCs' kingdom

Performer's City Pitax prides itself on the diversity of its arts and entertainments, but at the same time has a legacy of artists and performers being unjustly persecuted for their work. Treat Pitax as a 14th-level settlement for determining the availability of jobs for Performance and art-themed Crafting or Lore attempts to Earn Income. If a PC critically fails at an attempt to Earn Income using these skills, they have angered someone enough that repercussions will occur—be it an arrest by Pitax Wardens or even an assassination attempt by an outraged former fan of their work.

Annamede Belavarah (CN female human bard 13) Famous comedian and agitator against Irovetti

Atlee Quinge (NG female human bard 7) Director of the Red Crescent Troupe

Castruccio Irovetti (CE male human bard 16) King of Pitax

Drey Yarness (CN male human cleric of Calistria 10) High priest of Calistria

Eliste Strocalle (NE female human rogue 8) Leader of the Strocalle Bandit House

Gasperre Liacenza (N male human aristocrat 5) Leader of the Liacenza Bandit House

Ghare Leotos (CG male human cleric of Desna 6) High priest of Desna

Jhofre Vascari (LN male human rogue 9) Leader of the Vascari Bandit House

Kharne Vareel (NE male gnome rogue 13) Ringleader of the Dealers of Pitax

Salvarri Cattanei (N male human bard 8) Leader of the Cattanei Bandit House

THE EIGHT FACTIONS

On the surface, Irovetti rules Pitax, but a deeper look into the city's political landscape reveals a more complex situation. Before Irovetti's arrival, eight factions held different degrees of influence over the city. Some of them supported Pitax's rulers while others opposed them, and this hasn't changed with the new rule, although the factions tread carefully in how they interact with Irovetti—he has already proven to some of them that he has the temperament and the power to break them if they cross him.

Each of these eight factions traditionally identifies itself with specific colors, symbols, and types of clothing. This information is presented in the Eight Factions table on page 368, while additional details are given below.

The Bandit Houses

Long ago, a group of bandits fleeing reprisal in Brevoy founded the safehold that would become Pitax. Their leader became the patriarch of the Cattanei family, esteemed residents who ruled over Pitax during the early centuries of its existence. Descendants of the other original bandits also formed three other influential families: the Liacenzas, the Vascaris, and the Strocalles. And while today these four families operate more as merchant cartels than criminals, tradition has kept their label as the Bandit Houses of Pitax. Today, three of the four Bandit Houses own and control their own warehouses, which serve as their means of conducting business. The fourth family, the Liacenzas, recently lost control of their Trade House to Irovetti, but for the time being, they retain enough influence in town to remain an important faction.

Dealers of Pitax

The main rival to the Bandit Houses is a loose coalition of despicable merchants, drug dealers, and criminals who seek to win fortune for themselves at the expense of Pitax's honest traders. Pitax's criminal underground wields formidable influence in the city, and with the arrival of Irovetti, their power—and ambition—grows daily. These criminals are referred to collectively as the Dealers of Pitax, and increasingly, a gnome man named Kharne Vereel serves as the one they look to for leadership. Kharne and his favored agents can be found at the Rose Tower (see area **B6**).

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THE EIGHT FACTIONS

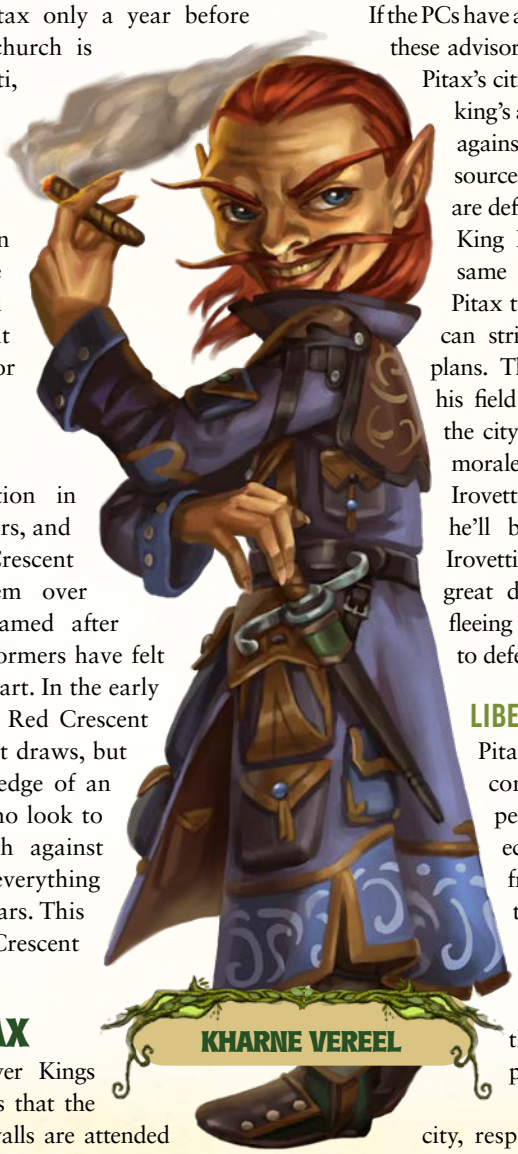
Faction	Type	Color	Symbol	Clothing
Calistrians	Faith	Black, yellow	three daggers	religious raiment
Cattanei Family	Bandit House	Green	coiled snake	black vest with green thread
Dealers of Pitax	Criminals	Gray	two X marks	long coat with hidden pouches
Desnans	Faith	Blue, white	butterfly	religious raiment
Liacenza Family	Bandit House	Dark red	fox's head	left glove with a dark red mark
Red Crescent Troupe	Entertainers	Red, black	crescent	gaudy, blue and purple outfits
Strocalle Family	Bandit House	Purple	cracked coin	long sash attached to belt
Vascari Family	Bandit House	Light blue	blue heron	blue tabard with large collar

Pitax's Churches

While Pitax itself isn't a particularly religious city, two churches in particular have widespread favor. The church of Calistria (see area **B13**) is the more powerful, as it represents the oldest religious tradition in the area. The church of Desna (see area **B8**) is relatively new, having arrived in Pitax only a year before Irovetti himself. Neither church is particularly fond of Irovetti, but each has their reasons for not taking a harder stance against him. One would perhaps expect a temple of Shelyn in a town purportedly devoted to the arts, but the city's general attitude ironically makes it an unwelcoming place for this faith.

The Red Crescent Troupe

The newest notable faction in Pitax are the actors, directors, and playwrights of the Red Crescent troupe. Irovetti won them over by financing a theater named after them, and as such the performers have felt indebted to him from the start. In the early years of Irovetti's rule, the Red Crescent was among the city's largest draws, but the troupe is now on the edge of an internal schism as those who look to rebel against Irovetti clash against those who fear losing everything they've built up over the years. This faction is based in the Red Crescent Theater (area **B17**).



KHARNE VEREEL

LIBERATING PITAX

Once the War of the River Kings begins, King Irovetti ensures that the war machines on the city walls are attended at all times and he orders his Pitax Wardens to regularly patrol the city streets. Civil unrest grows quickly, as factions and groups within Pitax that have long loathed being under Irovetti's rule grow restless and, in some cases, openly resistant. When the PCs come to Pitax, they find the city bristling with soldiers and ready for a battle or a siege.

If the PCs have allied with Pitaxian rebels such as Ilora, these advisors impress upon the PCs that most of Pitax's citizens are innocents caught up in their king's agenda, and they strongly recommend against attacking or besieging the city. These sources suggest that once Pitax's field armies are defeated and Avinash's forces are routed, King Irovetti's bravado will falter. At the same time, clandestine infiltrations into Pitax to destabilize his support from within can strike a devastating blow to Irovetti's plans. Through a combination of defeating his field armies and turning factions within the city against him, the PCs can break the morale of the Pitaxian army and force King Irovetti to retreat into his palace, whereupon he'll be cornered. These allies point to Irovetti's legendary stubbornness as another great disadvantage, for he won't consider fleeing "his" kingdom as long as the chance to defeat the PCs exists.

LIBERATION ACTIVITIES

Pitax is a nation united under a competent and canny leader. Irovetti's people may not love him, and his eccentricities regarding the arts frustrate and bewilder many, but they'd rather have him on their side than against them... at least until his bold and daring war of conquest threatens to bankrupt the kingdom and bring it from prosperity to ruin.

If the PCs wish to preserve the city, respect its citizens, and potentially set

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themselves up as saviors instead of proving that they're the warmongers Irovetti's propaganda portrays them as, they'll need to pursue more subtle tactics than throwing armies against the city walls. They can pursue this goal using Liberation activities. Doing so awards Liberation Points (or penalizes them in the case of failures). Liberation Points can also be gained or (more often) lost through other developments, as summarized in the Liberation Point Adjustments table on page 370.

Liberation activities play out in Exploration mode. Unless otherwise specified, a Liberation activity takes 3 hours to resolve, so during a typical day (which assumes the PCs spend 8 hours resting, 1 hour taking daily preparations, and 3 hours eating, relaxing, and potentially performing other exploration activities) a PC can attempt four Liberation activities.

The primary way in which the PCs earn Liberation Points is by discovering and pursuing opportunities keyed to specific locations in Pitax. A PC can certainly discover a location's liberation activities by stumbling on the location and asking the right questions, but it's perhaps more efficient for a PC to use the Seek Opportunity activity instead to learn about these specific opportunities.

Initial Liberation Points: If the PCs won the Rushlight Tournament, their fame precedes them and they begin with 6 Liberation Points. If they made second place, they start with 3 Liberation Points. Otherwise, they start with 1 Liberation Point. Add 2 Liberation points for each battle the PCs have won against any of Pitax's field armies, and subtract 2 for each such battle lost.

30+ Liberation Points: Once the PCs accumulate at least 30 Liberation Points, the atmosphere on Pitax's streets grows very decidedly anti-Irovetti. As long as the PCs' Liberation Point total remains at 30 or higher, no Warden patrols are encountered on the streets of Pitax, and the number of guards and defenses present at the palace is reduced as detailed in Part 5. Once Irovetti is defeated, it will be much easier for the PCs to bring Pitax into their kingdom if they have at least 30 Liberation Points (see the end of this chapter).

0 Liberation Points: Liberation Points can't be reduced below 0. As long as the PCs are at 0 Liberation Points, they suffer a –4 status penalty on all checks made to resolve Liberation activities. If something would normally cause Liberation Points to go below 0, the PCs are instead confronted by two Warden patrols (a Severe 14 encounter) or increase the status penalty to Liberation checks to –4 for the next 24 hours (GM's choice). If the PCs are at 0 Liberation Points in their quest to free Pitax when a Kingdom turn begins, enough volunteers join the Pitaxian army that a new Pitax Horde field army (page 353) encamps in a hex of the GM's choice along the border of the PCs' kingdom.

LAYING SIEGE TO PITAX

If the PCs wish to lay siege to Pitax, they must station at least four separate 13th-level or higher armies in the hex containing the city. The presence of these armies is enough to blockade the city from gaining supplies, but while this tactic can certainly reduce Irovetti's morale, it will also bring harm and suffering to the city's citizens and make them less able to help the PCs. Each week that Pitax remains under siege, all Liberation activities the PCs attempt in the city suffer a cumulative –1 circumstance penalty (maximum –4 after four weeks of siege).

An all-out attack on the city isn't a much better option. In this case, Irovetti draws upon all four of his war machine armies (see page 373) to defend the city. These siege engines start the battle fortified, but if the PCs' armies can take them down, they'll force the king to retreat to his palace, at a significant cost in damage to the city itself. Once the PCs attack Pitax, they cannot pursue Liberation activities within the city for one month, as its citizens are too fearful for their lives.

WARDEN PATROLS LOW 14

Trios of Pitax Wardens patrol the city streets, and they confront the PCs if they notice them. Generally, such a confrontation occurs only when the PCs fail or critically fail at certain Liberation activities, but at your option (such as if the PCs make an extremely public appearance), they are confronted by a Warden patrol that attacks them at once. If characters wish to escape the Warden patrol, you can have them attempt an Acrobatics, Athletics, Deception, or Stealth check against the Pitax Wardens' Reflex DC to see if they can get away, with a failure resulting in a fight. Once an encounter with a Warden patrol finishes, if the PCs don't use their next Exploration activity to Lie Low, they lose 1d4+2 Liberation Points as a result of increased patrols spreading fear through the populace.

PITAX WARDENS (3) CREATURE 12

See page 336

Perception +22

LIBERATION ACTIVITIES

Liberation activities can be taken at any point, and do not need to be "unlocked" by visiting a specific location in Pitax. When the PCs first begin to work at liberating the city, you should provide them with a list of all of these activities so they'll know what options are available for them to pursue. Liberation points may only be earned once per success or critical success, regardless of how many attempts are made.

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LIBERATION POINT ADJUSTMENTS

Each time the following events occurs, adjust the PCs' current Liberation Point (LP) total as indicated.

The PCs slay a Pitax civilian: –5 LP

One of Pitax's field armies is defeated: +2 LP

One of Pitax's field armies wins a battle: –2 LP

The PCs cause public destruction in Pitax: –1 to –5 LP (varies, with examples including –1 for minor vandalism or –5 for destroying a building)

The PCs do not Lie Low after an encounter with a Warden patrol: –1d4+2 LP

The PCs attack Pitax with an army: LP can no longer be gained for 1 month

CLANDESTINE ACTIVITY

EXPLORATION MOVE

You spend time pursuing urban activities in Pitax that don't directly impact the city's liberation. When you shop for items, gather information, craft, attempt to earn income, or take other Exploration or Downtime pursuits, you automatically attract the attention of a Warden patrol unless you make that activity clandestine. To do so, attempt a Deception, Society, or Stealth check to trick observers, appear as if you belong, or simply avoid notice.

Critical Success The activity takes no more time than normal, and you avoid attracting the attention of any Pitax Wardens.

Success The activity takes twice as long to finish, but you avoid attracting the attention of any Pitax Wardens.

Failure After spending half the time on the activity, you attract the attention of a Warden patrol. If you immediately halt your activity and do not complete it, you avoid a confrontation with the Pitax Wardens. If you don't stop your activity, this result becomes a Critical Failure.

Critical Failure As failure, but you cannot avoid the Pitax Wardens, and have an encounter with a Warden patrol.

GAIN FACTION FAVOR

CONCENTRATE EXPLORATION

You spend time speaking with the leaders of a faction you've made contact with, and you attempt to gain favor with them so that when the time comes to take control of Pitax, they can aid in spreading your influence and helping to get the citizens of Pitax on your side. When you seek to Gain Faction Favor, you can always do so by attempting a DC 34 Diplomacy check. You can also attempt a different DC 30 skill check or Lore check as noted in the location entry for that faction.

Critical Success The faction is impressed with you. Gain 2 LP, and you may use that faction's headquarters as a safe haven in Pitax—any Exploration or Downtime activities that don't require open travel in the city can be performed at this safe haven without needing to be a Clandestine Activity.

Success The faction agrees to support you. Gain 1 LP.

Failure You fail to gain favor with the faction, but you can try again the next day.

Critical Failure You insult or antagonize the faction. Lose 1 LP; you cannot attempt to gain favor again with this faction for 1 month.

LIE LOW

EXPLORATION

When Pitax Wardens grow too suspicious or up their patrols, all PCs can spend 3 hours deliberately avoiding confrontation, hiding, and keeping an eye out for when the coast is clear to continue exploration. If you aren't in a safe spot (such as a refuge provided by a faction, or a location the GM has decided is secluded enough) you must attempt a DC 30 Stealth check (you can Follow the Expert for this check). If you are in a safe spot, no roll is needed; you automatically achieve a Success result.

Success Things calm down on the streets enough that you can go back to pursuing Liberation activities.

Failure Things remain tense, but if you Lie Low again for your next action, you achieve a Success automatically even if you aren't in a safe spot.

Critical Failure You've been found or ratted out! All PCs have an encounter with a Warden patrol.

PURSUE OPPORTUNITY

CONCENTRATE EXPLORATION

Most locations in Pitax detail opportunities for the party to earn Liberation Points. The details of each varies according to the location, but the mechanics remain the same. Once you've discovered an opportunity, attempt a DC 32 check using the skill called for by that opportunity. You can continue to Pursue an Opportunity multiple times until you critically succeed at it, but only earn Liberation Points once the first time you succeed or critically succeed at this activity.

Critical Success Earn 2 Liberation Points and gain an additional minor boon or advantage as detailed in the location's Opportunity entry.

Success Earn 1 Liberation Point.

Critical Failure Lose 1 Liberation Point.

RESEARCH FACTION

CONCENTRATE EXPLORATION SECRET

Once you discover one of Pitax's factions, you can spend time gathering information and investigating that faction to learn more about it. To do so, attempt a DC 32 Society check. Unless you have a critical failure, you learn basic information about the faction, including the name of its leader, the location of its headquarters, and a bit about their goals.

Critical Success You learn what the faction's associated skill is, along with additional information that gives

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you a +2 circumstance bonus on checks made to Gain Favor with that Faction.

Success You learn what the faction's associated skill is.

Critical Failure As success, but the information you learn is false.

SEEK OPPORTUNITY

EXPLORATION | MOVE

You ask around town, eavesdrop on conversations, and keep an eye on the streets to search for opportunities to liberate Pitax. When you Seek Opportunity, choose a spot on the map of Pitax, then attempt a DC 34 Perception check or a DC 30 Society check as your character Seeks Opportunities nearby.

Critical Success You learn of the two closest opportunities to the position you chose. The GM reveals the location of these opportunities on the map; you must still travel to that location and investigate on site to determine what sort of opportunity exists. If no more opportunities exist in Pitax to discover, you learn that fact instead.

Success As critical success, but only the one closest opportunity.

Critical Failure You attract too much attention, and if your next activity within 1,500 feet of the spot you chose is anything other than Lie Low, that activity attracts a Warden patrol.

EXPLORING PITAX

A hundred years ago, Pitax endured a small but bloody civil war in which the northern part of the kingdom seceded and formed a small realm known as Corvenn. The violence between Pitax and Corvenn culminated in an incident known as the Deafening Flames, when rebels from Corvenn torched the southern wall of Pitax and razed the southern half of the city. Though Corvenn and Pitax eventually resolved their differences and merged back into a single River Kingdom, the damage was done. The southern half of Pitax lay in ruin for decades, just a pile of rubble and lingering ashes.

Recent additions to the entire city can be found in the form of statues, particularly gargoyles. Commissioned by Irovetti himself to mimic the historic pomp of aged southern cities, most of these statues are disgusting or crude works of monsters or human figures—sometimes both. Many of the gargoyles that sit ominously atop rooftops in Pitax—especially those closest to the palace where Irovetti resides—are works of genuine quality, but over the past few years, more sloppy and crude efforts have spread across Pitax like a disease.

The wharfside of **Troutmouth** is a strange mix of hardworking warehouse workers living with their families and freebooting sailors who drift in and out of the city with their ships. Though this often leads to loud and boisterous conflicts between the two groups in the wee hours of the morning, both the workers and the sailors share a grudging respect for one another. The two groups are unified by a shared loathing for the Bandit Houses, which they believe to be rich, selfish, and indifferent to their problems. Wooden warehouses standing amid smaller wooden buildings line the docks of Troutmouth. Of these smaller buildings, most are old and weatherworn, with even the newer buildings bearing obvious water damage from the Pitax River's occasional floods. Muddy roads crisscross their way through Troutmouth, but these slowly give way to cobblestone streets as they finally enter the Shattered Ward and the heart of Pitax.

Long the spiritual heart of Pitax, the **Shattered Ward** grew from the remnants of the bandit keep built during the city's earliest days. This is where most merchants and travelers conduct their business. Its streets are the busiest, its buildings the largest, and its shadows the most likely to hide secrets and dangers. Large buildings made of dark limestone, some several stories in height, rise throughout this area, surrounding the Common Square like stones ringing a campfire. A large wall known as the Inner Fortress, made from limestone of a lighter hue, runs along the southern border of the Shattered Ward.

Old and new gates alike lead from that wall into the **New Ruins**, the part of Pitax that was once overrun and destroyed during the city's bloody civil war a century earlier. New stone roads and small stone buildings, built from the remains of the great towers that once stood proudly over the city in earlier days, stand amid the genuine ruins in this partially rebuilt sector. When Irovetti ascended to power, he proceeded to take ownership of this area that had long lain fallow, and he began rebuilding it according to his own garish tastes. The Red Crescent Theater and the Academy of Grand Arts became the heart of the revitalized west end of Pitax. Though both were built ostensibly for the purpose of making Pitax a haven for fine art, Irovetti had a shrewder purpose in mind: attracting builders, artists, and merchants, and, by extension, more money. The New Ruins now presents a half-realized appearance, with the sculpted stone facades of buildings along the Inner Fortress turning to carved wood and eventually to plain timber near the edge of town. At its farthest reaches, public funding and interest waned, leaving several blocks of aging rubble and dangerous, burnt-out frames available for whatever squatters or dangerous creatures dare to claim them.

CITY WALLS

Pitax's stone city walls are strong and sturdy, oft repaired and enhanced—particularly over the past year as Irovetti has had increasing convictions that his city should be more fortified. The walls themselves offer few handholds—it's a

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DC 30 Athletics check to Climb them—but their primary purpose is to provide numerous points of fortification for a wide range of ballistae, catapults, and other siege engines. The king makes sure to keep these well-attended, ensuring that any attempt to take Pitax by force will pay dearly for the attempt.

PITAX WAR MACHINES (4) ARMY 14

CN SIEGE

Scouting +25

Description These siege weapons are positioned atop all of the city's watchtowers and afford a controlling view of all approaches.

AC 36; **Maneuver** +22; **Morale** +28

HP 8 (RT 4)

Ranged siege engine +29 (7 shots)

Tactics Efficient Ammunition, Explosive Shot, Toughened Soldiers (2)

PITAX LOCATIONS

Details on the most significant locations in the city of Pitax are presented on the following pages. Each location (other than Irovetti's palace itself) gives the PCs a chance to earn Liberation Points and other advantages when they Pursue Opportunity (page 370), or serves as the headquarters for one of the eight factions and includes information on how to Gain Faction Favor (page 370). Remember, regardless of the skill used to Pursue Opportunity or Gain Faction Favor, it's a DC 32 check.

B1. THE DEVIL'S TUSKS

Pitax makes its home along a tributary of the Sellen River known as the Pitax River, a place known for its treacherous rapids. Here, two small peninsulas jut out from the shore, forming a natural gateway and protective harbor. Those unfamiliar with navigating the narrow strait between the peninsulas—the Devil's Tusks, known more informally as the Tusks—quickly find their ships stuck on the jagged rocks lurking just beneath the water's surface. A pair of lighthouses, one on each of the Tusks, serve as beacons to guide ships safely into the harbor, but presently only the southern lighthouse functions as originally intended.

Pursue Opportunity: If the PCs seek out and contact the eastern lighthouse's attendant **Saufie Cintost** (CN female human lightkeeper 5), a stocky woman with an endlessly creative penchant for foul-mouthed but good-natured jokes, they can attempt a Diplomacy check to convince her to aid the rebellion by misleading enemy ships, flashing signals as needed, or observing harbor traffic. On a critical success, she'll give the PCs two *greater healing potions* to aid them in their fight against Irovetti.

B2. MOONDOCK

Once past the Tusks, ships sailing into Pitax find four smallish wooden docks along the city's shores. The docks are prominently flanked by warehouses owned by the major Trade Houses.

Only one average-sized ship is allowed to dock at each of the four piers at any given time, which often proves problematic during heavy trading seasons. Savvy merchants with ships headed to Pitax usually provide their captains with handsome bribes to pay the Trade Houses of the city to shorten their wait for docking time.

Pursue Opportunity: Several dockworkers do what they can to help smuggle those in danger out of the city, but their methods and tactics could use some improvement. The PCs can attempt a Stealth check to teach the dockworkers a few quick trade secrets on how to smuggle. On a critical success, a dockworker reveals that, less than a month ago, he peeked into a shipment that was to be delivered to Irovetti's palace and was surprised to see a crate full of clockwork parts and explosives. He later did some research and determined that these parts could be used to craft automatically-firing crossbows or debilitating bombs. Until the PCs came along, the worker hadn't met anyone he trusted to share this knowledge with. Armed with it, the PCs gain a +4 circumstance bonus on Perception and skill checks made to notice or disarm the clockwork crossbow or flash-bang traps in the palace (see page 381).

B3. RIVERSONG TRADE HOUSE

From this large warehouse, the Vascari family controls trade with the ships that come to Pitax. As a result, every sailor in Pitax owes at least a little allegiance to the Vascaris, since if word gets out that the crew of a ship has been disrespectful or treacherous against the Vascaris, that ship can find itself never getting scheduled time for official import, limiting their trade opportunities to illicit markets or smuggling operations.

The Vascaris follow the rule of **Jhofre Vascari** (LN male human rogue 9). At a young age, Jhofre departed the city; he then spent much of his life as an ordinary merchant captain, establishing contacts along the length of the Sellen River. Despite his lineage, the other Bandit Houses and most citizens view Jhofre as an outsider, so his influence is diminished.

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Vascaris using Society or Mercantile Lore.

B4. IRON FOX ARMORY

The Liacenzas based their operations in this building for many years, but in the span of just a few weeks,

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the previous leaders, brothers Lothaire and Berengar, lost control of the Iron Fox Trade House to Irovetti in a series of bizarre incidents culminating in some very unfortunate games of chance. Two short weeks after that, the two brothers disappeared without a trace. Irovetti now uses his newly renamed Iron Fox Armory as a staging ground for the Pitax Wardens' patrols.

Pursue Opportunity: Traffic through the Iron Fox Armory is constant and brisk, but there are gaps every now and then where the building is mostly empty. During this time, the PCs can Pursue an Opportunity by attempting a trained Thievery check to sabotage armor and weapons stored here. On a critical success, the work is so effective that, from this point onward, all Pitax Wardens fought by the PCs during this chapter receive a –1 item penalty to their AC and attack rolls as their gear has been tampered with in ways that they never quite catch on to.



JHOFRE VASCARI

B5. THE DWARF'S CAVE

Near Moondock sits a short, squat building reminiscent of its stout owner, Shipmaster of the Yards **Joravin Pyathe** (N male dwarven fighter 8). Appointed to his position by the Liacenza brothers during their rule of Pitax, the shipmaster keeps close watch over the goods that make their way between the ships and city, ensuring that merchants coming into the city pay the appropriate tariffs for their goods. Though none of the Bandit Houses particularly like Pyathe, he acts as an arbiter for disputes between the various families, and his gruff but fair disposition means that he never shows favorites. Although Irovetti's tendency to implement arbitrary adjustments to shipping codes and taxes often makes Joravin an unwelcome sight on the docks, the dwarf proves adept at deflecting ire from himself to the city's lord.

Pursue Opportunity: The PCs can use Diplomacy to Pursue an Opportunity with Joravin to convince him to increase those "arbitrary adjustments" on anything associated with Irovetti or the Pitax Wardens while relaxing things going to the Bandit Houses slightly. On a critical success, word gets back to the Bandit Houses about the PC's influence—from this point on, reduce all of the DCs for Gaining Faction Favor by 2.

B6. THE ROSE TOWER

Raids by river pirates caused significant damage to this structure, rendering it inoperable. Seeing no immediate need to repair this lighthouse, the Trade Houses let it lie abandoned for years. In recent times, though, several allied groups of drug dealers and alchemists have taken over its ruins, using the lower levels as a laboratory to concoct their stupefying tinctures.

These are the so-called Dealers of Pitax, and their current leader, **Kharne Vareel** (NE male gnome rogue 13) sees nothing but opportunity in how the fear of war has frightened the citizens, for during such times, the Dealers' wares are in even greater demand. Irovetti isn't interested in disrupting the drug trade flourishing in his city, far preferring it to the active banditry of the past, but he does demand that the Dealers provide him with a share of their profits. Vareel has paid the king's cut regularly so far, seeing it as something of a "sin tax" that helps the Dealers gain more traction among the desperate of Pitax.

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Dealers using Intimidation or Underworld Lore.

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B7. TOWER OF THE FALLEN

In recent years, with the rebuilding of the New Ruins, the people of Pitax lost much of the land that they once used as a graveyard. For a brief time previous to this, they had buried most of their dead on a small hill just outside the city, but then learned—much to their dismay— that the burials had begun to attract ghouls. With few options apart from inviting more ghoul attacks, clerics of Calistria expanded and converted the basement of one of the largest of the city's guard towers into a hallowed sepulcher, and since that time, many of the respected dead of Pitax have been laid to rest in the tower's several new sub-basements in vaults meant to keep things in as well as out.

Pursue Opportunity: The ghouls that infest this area are individually not matches for the PCs, but they are tenacious and numerous. The PCs can Pursue an Opportunity here by attempting a Religion check to cull some of the ghouls and create divine wards that prevent them from returning. On a critical success, the churches of Desna and Calistria alike take note. This reduces the DCs to Gain Faction Favor with both religions by 2, and also sees agents from both churches granting the PCs a few scrolls as thanks: a *scroll of restoration (4th)*, a *scroll of heal (4th)*, and a *scroll of raise dead*.

B8. THE TEMPLE OF DESNA

Mostly ignored by the sailors coming into port, the Temple of Desna nevertheless has a small but faithful congregation of worshippers. The old but venerable priest **Ghare Leotos** (CG male human cleric 6) leads the services for these faithful and is responsible for organizing many of the festivities on Desna's holy days for the city. Since Irovetti took over, the priests here have trodden lightly, taking care not to anger their fickle king. So far, the tactic is working, which has emboldened some of the clergy into slowly expanding their efforts to support and aid those in the city who are oppressed or have fallen on hard times.

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Desnans using Religion or Desna Lore.

B9. SERPENT'S BREATH TRADE HOUSE

Xapiri Yasmina (LE female human sorcerer 10), a mysterious merchant from Cheliax, recently purchased controlling interest in the Serpent's Breath Trade House. While the Cattaneis themselves wanted no part of this deal, they were forced to accept it lest they succumb to complete financial ruin. Today, the Trade House functions primarily as a base of operations for Xapiri's studies into sorcery as she seeks proof of her theory that infernal influences on a person's blood make them more suited to leadership, and that hellspawn tieflings should be idolized and encouraged rather than vilified as examples of weakness by House Thrune. She has been using the Trade House's revenue to fund these investigations and experiments, with the needs of the Cattaneis often being set aside, marginalized, or entirely ignored. What Xapiri has told no one is that she didn't leave Cheliax voluntarily but was forced to flee when House Thrune caught wind of her research.

Though the Cattanei family had the greatest role in founding Pitax, its influence in the city diminished with each passing year. The actions of the traitor Ludov Cattanei a hundred years ago weakened their reputation, and the civil war that followed shortly thereafter nearly destroyed them. The Cattaneis, along with their Serpent's Breath Trade House, possess just a fraction of the wealth of the other Houses, yet they cling tenaciously to their legacy. **Salvarri Cattanei** (N male human bard 8) saw the influx of money from Xapiri's purchase as a chance to rebuild his family's reputation, but now he's coming to realize he may have sold more than the Trade House itself.

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Cattaneis using Society or Mercantile Lore.

Pursue Opportunity: Xapiri has largely ignored the politics of the region, but after watching or observing her for a time, the PCs might notice that she seems nervous about something. The PCs can Pursue an Opportunity with a Perception check to realize she's fearful of Chelish agents finding her. A success or critical success at this check doesn't grant Liberation Points but does allow the PCs to attempt a DC 32 Deception check to convince Xapiri that there are Chelish agents in the region. On a success at this check, she decides to take a lower profile and to lean into the role of a trader, focusing her efforts more on bolstering the Cattanei fortunes for the short term. This grants the PCs 1 Liberation Point and a +2 circumstance bonus on checks to Gain Faction Favor with the Cattaneis. On a critical success at this Deception check, Xapiri instead abandons Pitax entirely, leaving the Trade House fully in control of the Cattaneis. This grants the PCs 2 Liberation Points and either gives them an automatic Critical Success at Gaining Faction Favor with the Cattaneis (if the PCs haven't attempted this yet) or earns them a reward of 250 pp from the grateful Bandit House (if they have already gained favor).

B10. DARKWIND TRADE HOUSE

The Darkwind Trade House is run by the Strocalle family and focuses on trade that comes and goes from the city via land routes. While this Trade House continues to do well (particularly during peak trade seasons when river trade is heavily moderated and controlled), the Strocalles have had to spend the majority of the income

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from these dealings to pay bribes, recruit protection, and otherwise fend off attempts by others who seek to horn in on their business.

No one in Pitax trusts the Strocalles. Their loyalties lie first with profit and second with members of their own house, with all others being a very distant third. Strocalle treachery weaves its way throughout the history of Pitax. Of all the families, the Strocalles maintain the closest ties with the city's criminal element. **Eliste Strocalle** (NE human female rogue 8) controls both the Darkwind Wind Trade House and the Strocalle family. Scheming and ambitious, her plotting proved instrumental in Irovetti's ascent to power. Her family's alliance with the city's ruler is stronger than many suspect, and she eventually plans—with Irovetti's help—to eliminate the other Trade Houses.



XAPIRI YASMINA

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Strocalles using Society or Mercantile Lore, but due to their strong alliance with Irovetti, the DCs for checks to Gain Faction Favor with them are increased by 5 unless the PCs have already gained favor with the other three Bandit Houses, in which case peer pressure removes this DC increase.

B11. THE CROW'S FEATHER

This once sleepy inn doubles as the city's library, granting access to a hodgepodge collection of books to anyone with the coin to pay for a meal. The mead is watery and the bread is stale, but this matters little to its scholarly patrons. Though the Crow's Feather remained a little-known oddity to the citizens of Pitax for years, the recent influx of scholars and artists has transformed the small tavern into a bustling meeting place, constantly filled at all hours with would-be academics. A curmudgeonly fellow by the name of **Roald Celinnas** (LN male human wizard 8) owns the inn. Thought to be the great-grandson of a wizard from Brevoy, Celinnas publicly shows little interest in magic and claims to have found his vast collection of writings "in a box somewhere." He gladly lets those interested in the collection read through whatever they like, but only so long as they do so in the confines of the Crow's Feather while ordering from its overpriced menu. Although no part of the collection is for sale, Roald does accept trades—though his measure of what marks a book's worth is a mystery only he knows the answer to—and he seems to have an uncanny sense of who might be scheming to rob him.

Pursue Opportunity: The PCs can Pursue an Opportunity here by attempting an Arcana check to talk shop with Roald while simultaneously working to convince him to aid the PCs' liberation efforts. On a critical success, he agrees to let the PCs use the back rooms of the Crow's Feather as a place to hide out, giving the PCs a refuge in town. Additionally, he'll relate to the PCs that he's heard rumors that several of Irovetti's closest allies—and perhaps even his current consort—are monsters capable of changing shape. This information grants the PCs a +2 circumstance bonus to Perception checks when determining the effectiveness of any creature in the palace that uses magic to adopt a disguise.

B12. THE COMMON SQUARE

Most residents of the Shattered Ward congregate in the Common Square daily, particularly in the early hours

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of the morning and at high noon when the bells of Calistria's cathedral ring loudest. These are the times when the town criers of Pitax appear in the square, announcing the important news of the day and the events of days to come. Merchants and nobles gather in the square to meet and conduct their business, often sitting side by side on the wooden benches circling the giant Fountain of Sorrows, which commemorates those lost in the recent civil war.

The Common Square also draws crowds to its two other prominent features: the stocks and the yardarm (a mast-like structure from which multiple offenders can be hanged and displayed at once). Criminals in Pitax are typically punished with branding, maiming, whipping, or hanging. Irovetti's Wardens mete out all of these punishments in the square, in full view of all those who choose to bear witness. Many of Pitax's citizens eagerly turn out to watch, enough so that bread and cheese vendors make handsome profits selling food to the crowds on the days of hangings.

The Common Square has long been the favored place for **Annamede Belavarah** (CN female human bard 13) to hold court. If the PCs have established a good relationship with her over the course of the adventure—and assuming she survived the hunt in Chapter 5—she'll notice them here and offer her aid in helping to resist Irovetti. With Annamede's help, one PC every 3 hours automatically gains a +2 circumstance bonus from Annamede's assistance on any Liberation activity that relies on a Deception, Diplomacy, Intimidation, Performance, or Society check.

Pursue Opportunity: The PCs can Pursue an Opportunity here to encourage performance-based criticisms of the king and even direct protests with a Performance check. On a critical success, word of the scathing performances gets particularly under Irovetti's skin; as a result, he grows increasingly distracted by these reports and his own efforts to come up with rebuttals—he suffers a –2 penalty on Perception checks for the remainder of this chapter.

B13. CALISTRIA'S CATHEDRAL

This cathedral—a building converted from the last remnants of the original keep built by the Cattanei family and the other original settlers of Pitax—is where most of the citizens of Pitax worship. The cathedral's walls are worn and battered, but those who live in Pitax like it that way. The building stands as a symbol that no matter what happens, Pitax stands above the fray. Lending credence to this is **Drey Yarness** (CN male human cleric 10), a middle-aged priest and notorious bachelor who watches over the cathedral. Fit and possessing a sharp tongue, Yarness knows much about the city and what goes on within its walls; some say he knows far more than a simple clergyman has any right. As one of Irovetti's sharpest critics, Drey has drawn a fair number of admirers to his church—people who seek leadership from someone other than their current king more than those who are particularly interested in worshipping Calistria. For now, Irovetti's fear of potentially angering the goddess of revenge has kept him from publicly reacting to Drey's attitudes, but it's growing more and more difficult for the king to resist his urge to send his Wardens into the cathedral in an attempt to have its high priest replaced.

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Calistrians using Religion or Calistria Lore.

B14. THE TURNING WHEEL

On windy days, the sharp smell of cheese fills the air of east Pitax. This odor emanates from a small, broken tower known as the Turning Wheel, a butcher and cheese shop famed for its foodstuffs. The Wheel serves all of Pitax from its lowliest sailors to its richest merchants, and it's one of the city's more popular attractions. **Ingras Quill** (CG female human cheesemaker 5), its ever-cheerful, middle-aged proprietress, greets all who visit the Wheel, and her ribald jokes attract as many patrons as the food itself. Her weekly shipments to the palace to deliver fresh wares to Irovetti have afforded her a fair amount of goodwill from the king, but what few (particularly Irovetti himself) ever see, however, is Ingras's loathing for the Pitax Wardens, who callously slaughtered her son for some arbitrary affront a few years ago. Ever since then, a secret room in the Turning Wheel's basement has served as a meeting place and safe house for any who would bring harm to the city's ruler or have need to keep watch on the palace nearby.

Pursue Opportunity: The PCs can Pursue an Opportunity here to encourage Ingras to step up her efforts to provide shelter to people persecuted by the Wardens by attempting a Diplomacy check. On a critical success, the PCs can use the Turning Wheel as a refuge, and Ingras shares with them one of her closest guarded secrets—a journal in which she's kept exacting notes on guard patrols (including her suspicions of likely places for secret doors that grant the guard patrols shortcuts) in the palace. This information grants the PCs a +2 item bonus on initiative checks made against Pitax Wardens in the palace and to Perception checks to notice secret doors there.

B15. THE PALACE

Once the sprawling manse of an eccentric wizard, this estate—known simply as "the palace"—presently serves as home and headquarters to Irovetti and his loyal followers. Like most things accomplished by Irovetti in Pitax, the

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bandit king's acquisition of the palace was both swift and sudden. Full details of Irovetti's stronghold can be found in Part 5.

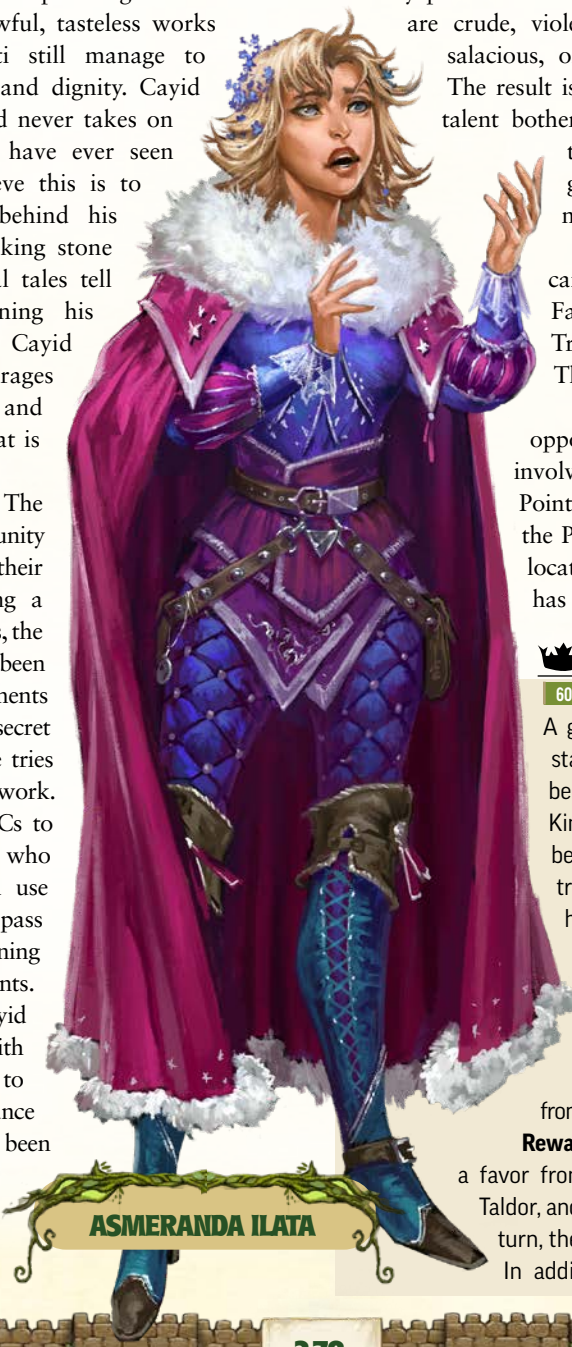
B16. FACES OF STONE

Amid all of the artistic abominations to be found in Pitax, one shop, Faces of Stone, stands out as a ray of light and hope. The shop is run by sculptor **Cayid Caconna** (CN male human artisan 10), whose stone works—largely made from the limestone ruins of the fallen walls of Pitax—are genuinely exquisite, and nobles and merchants throughout the River Kingdoms commission work from him. He is responsible for the best of the gargoyle statues spreading across Pitax's rooftops, and even the awful, tasteless works commissioned by Irovetti still manage to retain vestiges of beauty and dignity. Cayid works mostly at night and never takes on apprentices; in fact, few have ever seen him at work. Most believe this is to guard the dark secret behind his remarkable knack for making stone appear almost alive—local tales tell of Cayid magically turning his artistic rivals into stone. Cayid himself humorously encourages such tales of foul magic and murder, as they flatter what is in actuality pure talent.

Pursue Opportunity: The PCs can Pursue an Opportunity here to impress Cayid with their own artistry by attempting a Crafting check. On a success, the PCs learn that Cayid has been including hidden compartments in his carvings as a sort of "secret signature" in case someone tries to claim ownership of his work. Learning this allows the PCs to spread word so that those who seek to resist Irovetti can use these compartments to pass notes or supplies, thus earning the PCs Liberation Points. On a critical success, Cayid reveals that when tasked with delivering some gargoyles to the palace, he had a chance to swipe a key that had been misplaced. He's not sure why he snatched it up—it was a spur of the moment urge—but he suspects that the PCs can make greater use of it. This key unlocks the door to the palace's service entrance at area **C10**.

B17. THE RED CRESCENT THEATER

Both a center for entertainment and a haven for learning, the Red Crescent Theater is where many a would-be actor seeks fame and fortune. A small group of actors directed by **Atlee Quinge** (NG female human bard 7) puts on elaborate productions every month at the behest of Irovetti. The king's mandate that the theater must "serve as an institute of learning" is partly a cover to recruit cheap performers; as a result, performances have suffered. Irovetti also insists the theater put on only productions that he likes, meaning that most are crude, violent, poorly written, tastelessly salacious, or a combination of all these. The result is that few actors with any true talent bother to work for the theater, and the shining promise it once held grows dimmer with each passing month.


ASMERANDA ILATA

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Red Crescent Troupe using Performance or Theater Lore.

Pursue Opportunity: The opportunity presented here does not involve a check to earn Liberation Points; instead, Atlee approaches the PCs with the hope that they can locate one of the troupe's actors that has recently gone missing.

THE MISSING DIVA

60 XP

A group of actors worry that their star, singer Asmeranda Ilata, has been kidnapped by none other than King Irovetti, who seems to have become obsessed with her. The troupe suspects that she's being held somewhere in the palace, and their leader begs the PCs to find and rescue her.

Source: Atlee Quinge, leader of the Red Crescent.

Completion: Rescue Asmeranda from Irovetti's palace.

Reward: The Red Crescent calls in a favor from a wealthy patron in faraway Taldor, and at the start of the next Kingdom turn, the PCs receive a reward of 350 pp. In addition, Asmeranda offers to play

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any theater of the PCs' choice with her troupe, giving them the benefit of a Visiting Celebrity kingdom event.

B18. THE FALLING STAR

Owned by **Gasperre Liacenza** (N male human aristocrat 5), this ramshackle inn bustles with business both day and night. With most of the performers from the Red Crescent Theater and the students from the Academy of the Arts perpetually out of work, they have little to do but drink and smoke away their sorrows and look for any means of income possible. The rearmost haze-shrouded booths of the tavern are generally filled with the most hopeless causes, who have turned to narcotics instead of ale to dull their pain. The tavern also serves as a gathering place for those who conspire against Irovetti. Such patrons gather around tables, always keeping an eye on one another, trying to decide who works for whom, and what eyes and ears are within the structure's walls.

Until recently, the Liacenza family's Iron Fox Trade House was the city's most prosperous, giving them control over much of Pitax. Though the other Bandit Houses held influence over what happened in the city, the Liacenzas determined its fate. At least, they did until Castruccio Irovetti took control of their trade house and the family's two eldest leaders disappeared. Now, young Gasperre has assumed the mantle of leadership for his family, which still holds controlling interests in the famed vineyards of Sarain as well as most of the other orchards in the area, but Gasperre's youth and inexperience hamper his efforts to restore the family's honor.

Gain Faction Favor: The PCs can attempt to Gain Faction Favor with the Liacenzas using Society or Mercantile Lore.

B19. THE ACADEMY OF THE ARTS

Led by Headmistress **Atalia Gitaren** (NG female half-elf bard 12), this institution ostensibly exists to train the finest artists in all of the River Kingdoms and, according to Irovetti, all of Golarion. However, although no expense was spared to construct several new buildings for the academy, Irovetti proved notoriously cheap when it came to attracting skilled teachers of the various arts. Unable to tell the difference between good art and bad, and generally preferring bad anyway, Irovetti recruited a faculty of failed artists, has-beens, and never-weres, most deluded into believing themselves unrecognized geniuses rather than mere hacks. Bad teachers begat bad students, so combined with Irovetti's heavy-handed control over the art projects in Pitax, the academy bears a reputation for producing publicly funded affronts to good taste.

Fortunately, Headmistress Gitaren—who does have genuine talent and a wonderful singing voice—manages to rise above much of this. In the small hours of the morning, the few talented students and teachers attending the academy put their skills to work, creating marvelous works of art that remain, for the most part, unseen by the rest of Pitax. Atalia works for the day when she can exercise total control over the academy, but at the moment, her efforts are shackled by Irovetti's demands.



ATALIA GITAREN

Pursue Opportunity: Atalia is frustrated and outraged at her king's actions, but she worries that if she directly opposes King Irovetti that the backlash will catch her students in the crossfire. The PCs can Pursue this Opportunity to help spread the popularity of her students and faculty to show that, despite Irovetti's bad taste, the opportunity to create art still exists in Pitax. Doing so requires a Society check to spread the word. On a critical success, Atalia is so thankful that she gives the PCs one of her own treasures—a *moderate maestro's instrument*; adjust the exact type of this instrument to match one favored by a PC.

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PART 5:

THE KING'S PALACE

When the war begins, King Irovetti and his closest guards and allies remain barricaded in his palace. Any Pitaxian allies the PCs may have gained during the adventure, such as Ilora Nuski, can advise the PCs that the king has dug into his palace, and that an invasion of the large edifice would be the best way to break his hold over the nation

Even if the PCs defeat Pitax's field armies, push back those forces from their own kingdom, and work to undermine his influence in the city itself, Irovetti remains stubbornly within the walls of his home. While this might seem foolish to the PCs, Irovetti has surrounded himself with several powerful and dangerous allies, and he hopes that if the PCs do attempt to invade his palace that his bodyguard, generals, and other companions can help him cut the PCs down and turn their invasion into a powerful retort against their kingdom. Regardless of his motivation, at this point in the adventure, it will all come down to the PCs versus King Irovetti, and whoever is standing at the end of this chapter is the heritor of Pitax's destiny.

IROVETTI'S PALACE

Irovetti's palace is one of the oldest buildings in the city, built by an eccentric wizard who had a strange fascination with doors, twisting mazes, and architectural whimsies. The baffling structure fits Irovetti's needs well, and the tangle of halls and doors makes it an easy place to get lost in and an even easier place for its denizens to defend. The palace certainly

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earns its nickname—the "House of a Hundred Doors." In fact, the palace has well over a hundred doors, many of them secret.

Approaching the Palace: If the PCs haven't accumulated at least 30 Liberation Points, any approach to the Palace is potentially observed by the guards. Pitax Wardens are posted at the six watchtowers in the palace (see below), and during the day they'll automatically notice the PCs approaching and raise the alarm unless they disguise themselves or use magic to provide some sort of cover (but if the magic is obvious, such as a sudden fog bank rolling in, the Wardens still notice it and raise the alarm). At night, the PCs can attempt a DC 32 Stealth check to approach the Palace undetected. If the alarm is raised, patrols within the Palace quickly move to ballista chambers to fire upon the PCs (see area **C7** for details). If the PCs are at or above 30 Liberation Points, the guards have largely fled the Palace and the PCs can approach safely without needing to use Stealth.

Walls: Despite the expansive size of the house, the palace has only one floor above ground. Its roofline is a complex tangle of slopes, domes, and pitches that barely seems to match the underlying layout of rooms and halls. The external walls and roof are comprised of two 1-foot-thick stone walls sandwiching two 3-inch-thick iron walls, which themselves sandwich a thin layer of lead sheeting—all of which has been enhanced to resist magical effects that target the walls themselves. The walls attempt to counteract any spell that targets them as a result (7th level, counteract +22). The exterior walls (Hardness 18, HP 70 [BT 35]) can be Climbed with a DC 30 Athletics check. The interior walls (Hardness 14, HP 56 [BT 28]) are of similar construction but half the width.

Watchtowers: Most of the spiral stairs in the palace (with the notable exception of the flights found in areas **C15** and **C16**) lead up to small watchtowers on the palace roof above. As long as the PCs haven't reached 30 Liberation Points, these rooftop watchtowers are each occupied by a Pitax Warden ready to raise the alarm if they see anyone attempting to enter the palace from above. Each rooftop watchtower is accessed via a trapdoor that can be locked and bolted. Opening a trapdoor requires three DC 34 Thievery checks to Pick a Lock or a DC 36 Athletics check to Force Open—each door has its own unique key held by its accompanying guard. If the PCs have achieved 30 or more Liberation Points, the Wardens have abandoned their posts but left the doors locked.

PITAX WARDEN **CREATURE 12**

See page 336

Initiative Perception +22

Other Palace Features: Most hallways and chambers in the palace have 18-foot ceilings, but several areas have even higher ceilings; these variations are mentioned in the text. Light inside the palace is provided by *everburning torches* in the grand hall and by common oil lamps elsewhere. In addition, most rooms possess slit windows or slitted skylights. These windows, rarely more than 1 foot wide, are of leaded crystal in narrow diamond-shaped panes between 1-inch-thick leaded steel bars (Hardness 20, HP 50, [BT 25]). The fireplace chimneys in the Great Hall and kitchens are blocked by similar grates without the glass. Unless otherwise noted, secret doors in the palace can be discovered with a successful DC 30 Perception check.

Raised Alarms: Those infiltrating Irovetti's palace must be very careful if they wish to avoid a general alarm. Once the alarm is raised, word spreads throughout the palace rapidly, and the alarm stays raised for 24 hours. In addition to the various guards listed at key locations, there are six roving bands of guards, each consisting of four Pitax Wardens. If the alarm is raised, two of these groups mobilize and move to investigate the source of the alarm, arriving in the area after 2d6 rounds. In addition, as long as the alarm is raised, all of the palace's defenders and inhabitants gain a +2 circumstance bonus on Initiative checks.

If the PCs have achieved 30 Liberation Points, these six bands of guards have abandoned the palace, and a raised alarm only bolsters the Perception of those who remain behind in keyed areas.

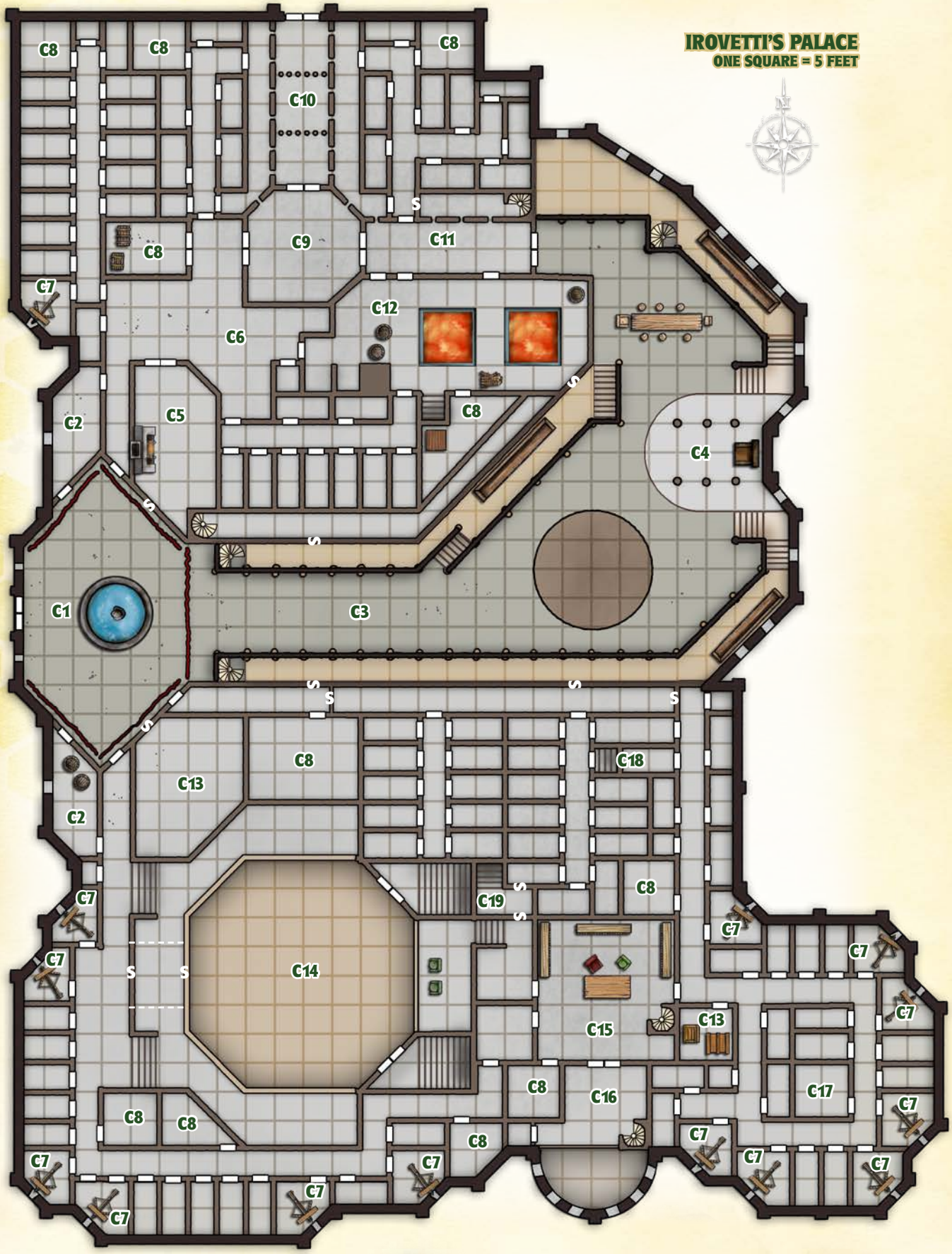
UNKEYED ROOMS

The majority of the rooms in Irovetti's palace aren't labeled on the map. These unkeyed rooms consist of two types: the 5-foot square rooms are privies containing a single toilet, and the 5-by-10-foot rooms are bedrooms for guards, servants, or guests (although Irovetti has currently dismissed all of his servants and his only guest—the weretiger Alasen—has her own larger room). Each of these unremarkable rooms contains a single bed, a nightstand, and a footlocker. The doors of these rooms can be latched from within but not locked. Unlatching a door from the other side requires a DC 25 Thievery check to Pick the Lock.

Some of these unkeyed rooms have been trapped by the guards in an attempt to slowly erode the resources of any intruders into the palace. Each time the PCs enter an unkeyed room, attempt a DC 8 flat check (or a DC 16 flat check if the PCs have achieved at least 30 Liberation Points). On a success, the room contains either a clockwork crossbow (treat as a scything blade snare that inflicts piercing damage) or a flash bang (treat as a stunning snare that raises the alarm if it's triggered), with an equal chance of either; see

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Pathfinder Core Rulebook 591 for stats for both. Keep track of the number of snares the PCs encounter—there are only a dozen of them in all in the Palace, so once the PCs reach this number of snares, no further snares will be encountered.

If your group doesn't like to map a maze of doors and traps in minute detail, you may wish to handwave much of the exploration of the mundane parts of the palace, having your players come up with a standard operating procedure for each door and only pulling them into the action when something out of the ordinary takes place. Exploration Mode can be used if the PCs aren't being attacked.

C1. GRAND ATRIUM MODERATE 15

The exterior iron doors to this room are kept locked and barred from the inside; Irovetti carries the only key. A character can attempt a DC 36 Thievery check to Pick the Lock, but the doors must still be Forced Open with a DC 32 Athletics check (DC 36 if the doors are still locked). In addition, a magical alarm bell on the door rings out if not disabled beforehand; spotting the alarm requires success at a DC 32 Perception check, after which a PC can attempt to Disable the Device with a DC 36 Thievery check.

This hexagonal chamber is dominated by a huge fountain containing a surreal idealized gold statue of King Irovetti, glowing richly in the light of torches along the walls and chandeliers dangling from the domed ceiling. The walls on every side are draped with enormous tapestries showing Irovetti triumphant in every field, from battle to art and from music to learning and erudition.

While the fountain and statue are real, the appearance that they're made of gold is provided by two separate *item facades* (3rd) placed by Irovetti. It's a DC 37 Perception check to notice the secret doors in this room (this DC drops to DC 35 if the PCs specifically check behind tapestries).

Creatures: Irovetti has a fondness for trolls and maintains their loyalty through payments of gold and regular use of *inveigle* rituals as necessary. While many of the trolls that work for him are typical specimens of their kind, those he retains as guards here in his palace are well-trained fighters capable of and eager for great violence. The troll guards focus attacks on foes who use fire or acid, working together to destroy those threats first, and then turn their attacks on the most heavily armored foes. They fight to the death.

If the troll guards use their Primordial Roar, the alarm is raised and all four Wardens from both guardrooms (area **C2**) join the fight on the next round.

TROLL GUARDS (2) CREATURE 15

RARE CE LARGE GIANT TROLL

Variant troll kings (*Pathfinder Bestiary* 315)
Perception +27; darkvision
Languages Common, Jotun
Skills Athletics +31, Intimidation +27
Str +8, **Dex** +4, **Con** +8, **Int** +0, **Wis** +6, **Cha** +4
Items *+1 striking battleaxes* (2), *+2 resilient full plate*

AC 35; **Fort** +29, **Ref** +23, **Will** +27
HP 340, regeneration 40 (deactivated by acid or fire); **Weaknesses** fire 15
Attack of Opportunity ↷
Vigorous Shake ↷ As troll king.

Speed 30 feet
Melee ❖ *battleaxe* +31 (reach 10 feet, sweep), **Damage** 4d8+16 slashing



TROLL GUARD

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AVINASH JURRG

Avinash Jurrg led the attack on the PCs' kingdom during Part 2 of this chapter. Kingmaker assumes that by the time the PCs infiltrate Irovetti's palace, Jurrg has returned to Pitax and will be encountered in area **C4**. If this isn't logical in your game (perhaps Jurrg's armies are still active in the PCs' kingdom, or they managed to track him down and kill him before he could return to the palace), replace him here with the weretiger Alasen from area **C17**, which would then be empty.

Melee ❖ jaws +30 (reach 10 feet), **Damage** 3d12+16 piercing
Rend ❖ battleaxe
Axe Critical Specialization The troll guard has access to axe critical specialization effects.
Forced Regeneration ❖ (concentrate) As troll king, but regenerates 20 HP.
Primordial Roar ❖ (auditory, emotion, fear, mental) As troll king, but DC 35 Will save.
Twin Chop ❖ **Frequency** once per round; **Effect** The troll guard lashes out at two foes with its axes. The troll guard attempts two battleaxe Strikes, each of which must target a different foe within reach. These attacks count toward the troll's multiple attack penalty, but the multiple attack penalty doesn't increase until after the troll makes both attacks.

C2. GUARDROOMS TRIVIAL 15

This chamber has a pair of chairs around a small table alongside a small brazier and a water barrel.

Creatures: In each of these two chambers, two Pitax Wardens keep themselves prepared to respond at a moment's notice. Individually, the guards here should be little threat to the PCs, but together (or joined with the trolls in area **C1**) they constitute a moderate threat.

These guards abandon their posts if the PCs achieve at least 30 Liberation Points.

PITAX WARDENS (2) CREATURE 12

See page 336
Initiative Perception +22

C3. GREAT HALL LOW 15

This high-vaulted hall is flanked on either side by a long colonnade supporting an ornately carved balcony. Staircases span from balcony to floor at irregular intervals around the room.

Note that the secret doors along the walls of this great hall are located under the balconies and provide access to the ground-level halls beyond.

Creatures: Each of the lavishly decorated balconies is patrolled by two Pitax Wardens who, unlike most other Wardens in the palace, do not abandon their post even if the PCs earn 30 Liberation points. The sturdily constructed balustrade gives them lesser cover against any attack that is not from above. They move to join a fight in area **C4**, but not one they hear elsewhere.

PITAX WARDENS (4) CREATURE 12

See page 336
Initiative Perception +22

C4. THE BURGUNDY THRONE VARIES 15

A regal throne carved of burgundy stone sits atop a broad dais of red-veined, white marble in this large throne hall. An impressive circular stage stands beneath a high dome to the southwest of the throne, and on the north side of the dais lies a banquet hall with a massive oak table. The eastern wall of the room features several towering stained-glass windows depicting King Irovetti in various regal and heroic poses.

Creatures: Two Pitax Wardens stand at attention at the base of the stairs to the north and south of the throne's dais. If the alarm is raised, the PCs also find King Irovetti, General Jurrg, and Villamor Koth awaiting them (an extreme 15 encounter). Otherwise, during the day, Irovetti is seated on his throne discussing defense tactics and reports with Jurrg (a severe 15 encounter); during the night, Irovetti and Jurrg are in their respective quarters and Koth is in area **C14** until midnight, when he retires to area **C5**.

If Irovetti is present, he doesn't immediately attack when the PCs arrive. Instead, he holds up a hand to halt the PCs' advance (and to halt any ongoing battle the PCs might have dragged with them), then he addresses them with a sneer and a challenge.

"So you have come for me at last, have you? I knew you would. Very well. No more games. No more tricks. No more decoys. Skill against skill, strength against strength, and we shall see who deserves to rule and who deserves to die."

Irovetti is impressed at the party's resilience, furious at his own failures, and unsurprised they have managed to reach his throne room. He's eager to vent his frustrations with a good, old-fashioned fight and orders his allies to step up to attack while he rises from his throne to join the battle. Irovetti is uninterested in diplomacy or explanations at this point, yet he isn't

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ready to throw his life away. If he takes more than 50 points of damage here, he orders his remaining allies to "handle this situation!" before fleeing via his *wand of dimension door* to his sanctuary at area **F1**.

Until then, Irovetti lets his allies enter melee while he hangs back and supports them with inspire courage or casts defensive spells like *mirror image*. If he's still in the fight after 3 rounds, his increased bravado leads him to enter melee wielding his rod of razors. If he can't retreat by casting *dimension door*, he casts *invisibility* and attempts a physical retreat. Regardless of his method, his guards continue the fight—he has informed them that he doesn't intend to stick around for the whole fight if things don't immediately go well, and they are not demoralized if he retreats.

General Jurrg prefers to fight in melee, taunting the PCs for any failures or defeats they or their kingdom may have suffered during his army's attacks. He starts the fight with *cone of cold*, then follows up with melee attacks, trusting Irovetti to aid him with support magic or *soothe* spells if he is wounded. As long as he is in the king's presence, he fights to the death, but if Irovetti has fled and Jurrg is reduced to fewer than 100 Hit Points, he casts *invisibility* and retreats, seeking out Irovetti to report to his king and stand by his side.

Villamor Koth prefers to focus his wrath on any PC that vied against him during the Rushlight Tournament. Technically Irovetti's bodyguard, Koth loses sight of this charge when he rages as the fight begins, drawing upon a fury he held back from during the tournament. He fights to the death, pursuing the PCs relentlessly even should he become fatigued.

KING CASTRUCCIO IROVETTI — CREATURE 16

See page 593

Initiative Perception +26

GENERAL AVINASH JURRG — CREATURE 14

UNIQUE | LE | LARGE | GIANT | ONI | SHAPECHANGER

Variant male onidoshi (*Pathfinder Bestiary 2* 188)

Perception +26; darkvision, low-light vision

Languages Common, Jotun

Skills Acrobatics +24, Arcana +26, Athletics +28, Deception +28, Intimidation +28, Nature +24, Society +24, Warfare Lore +26

Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +4, **Cha** +6

Items *+1 glamered resilient breastplate*, *+1 composite longbow* (20 arrows), *+2 striking greatsword*

AC 36; **Fort** +28, **Ref** +24, **Will** +24; +1 status on all saves vs. magic

HP 225, regeneration 15 (deactivated by acid or fire)

Attack of Opportunity ↷

Speed 30 feet, fly 30 feet

Melee ❖ greatsword +30 (versatile P), **Damage** 1d12+12 slashing

Ranged ❖ composite longbow +28 (deadly d10, propulsive, volley 30 ft.), **Damage** 1d8+4 piercing

Primal Innate Spells DC 36; **7th** *cone of cold*; **6th** *chilling darkness*; **4th** *gaseous form*, *invisibility*, *sleep*; **2nd** *darkness* (at will), *invisibility* (at will)



AVINASH JURRG

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Battlefield Command ❖ (auditory, enchantment, incapacitation, linguistic, mental, primal) **Frequency** once per round; **Effect** General Jurrg roars out a simple command during battle, using his supernatural power to force a foe within 30 feet to pursue a tactic in combat. The targeted creature must attempt a DC 34 Will save and is thereafter temporarily immune to new Battlefield Commands for 24 hours.

Critical Success The creature is unaffected.

Success The creature is stunned 1 as their mind rails against the command.

Failure The creature must spend 1 action at the start of their turn to perform a basic action commanded by the general, chosen from those listed on pages 470–471 of the *Pathfinder Core Rulebook*.

Critical Failure As failure, but the creature must spend all 3 actions to perform basic actions commanded by the general. At the end of their turn, they must save against Battlefield Command again to determine how the effect continues into their next turn, but each time this save is attempted the DC is reduced by 2.

Change Shape ❖ (concentrate, polymorph, primal, transmutation) As onidoshi.

VILLAMOR KOTH — CREATURE 15

See page 347

Initiative Perception +27

PITAX WARDENS (2) — CREATURE 12

See page 336

Initiative Perception +22

C5. VILLAMOR KOTH'S BEDROOM — TRIVIAL 15

This spacious chamber is well appointed, with furnishings in a colorful and unexpected style, a looming fireplace, and walls covered with maps and diagrams of fortifications under construction. A massive, wrought-iron bed dominates one corner of the room, its heavy posts supporting a canopy of chains, surmounted with massive manacles stained with crusty smears of blood.

Creature: This is the chamber of Villamor Koth. As Captain of the Guard and Irovetti's bodyguard, Koth doesn't spend much time in this room, but he can be found here relaxing or sleeping between midnight and dawn. At other hours, he's either sparring in area **C14**, or if the alarm is raised, at Irovetti's side in area **C4**. If the PCs have already confronted Irovetti and forced his retreat, Koth tries to join him in area **F1**.

VILLAMOR KOTH — CREATURE 15

See page 347

Initiative Perception +27

Treasure: A pair of tapestries, laced with gold and mithral thread, hang on the walls here. One depicts a pair of dragons mating in midflight, while another shows a silvery tree growing up toward a lacy golden sun—each are worth 150 gp but are 4 Bulk. A locked payroll chest, which a PC can attempt to open with a DC 36 Thievery check to Pick the Lock, sits under his bed. It contains 334 gp, 12 *moderate healing potions*, and three greater antidotes. The key to the chest is hidden in a secret panel in the bed's headboard (DC 36 Perception to discover).

C6. COMMON MESS HALL — LOW 15

This large chamber is scattered with well-worn but sturdy tables and chairs. Large bins by the walls hold refuse, soiled laundry, and dirty dishes.

Creatures: If the PCs enter this room without the alarm being raised, a group of Pitax Wardens is sharing a meal, unless the PCs have reached 30 Liberation Points, in which case this room is empty.

PITAX WARDENS (4) — CREATURE 12

See page 336

Initiative Perception +22

C7. BALLISTA CHAMBER

An iron and wood ballista sits in this chamber, loaded and aimed toward a long but narrow horizontal gap in the outer wall. A barrel near the ballista holds a dozen massive bolts.

Hazard: Each of these 14 rooms contains a ballista and a barrel of ten bolts for use in defending the palace. From the outside, the six-inch-wide ballista firing slits are obscured by illusory strips of stone created by *illusory object* (5th) that all of the palace's occupants have long ago disbelieved and can thus see through.

If the alarm is raised while the PCs approach the palace, guards within these chambers use the ballistae to fire upon them on sight; treat this as a hazard. Once the PCs get into the palace, the guards posted at these rooms abandon them to form back into their patrol groups. If the PCs have reached 30 Liberation Points, there are no guards to use these ballistae, so the PCs can come and go without fear of being fired upon.

BALLISTA DEFENSE — HAZARD 11

COMPLEX | MECHANICAL

Stealth DC +23 (master)

Description A ballista armed with a massive bolt fires on a creature approaching the Palace.

Disable DC 36 Thievery (master) to sabotage the ballista

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by reaching through the firing slit from outside (this DC is reduced by 10 if the PCs are in the room with the ballista), or DC 33 Intimidation to frighten off the Pitax Warden operating the ballista.

AC 31; **Fort** +24, **Ref** +18

Hardness 20; **HP** 80 (BT 40); **Immunities** critical hits, object immunities, precision damage

Ready and Load ↷ **Trigger** The alarm is raised while the PCs are approaching the Palace; **Effect** The guards ready and load the ballista. The ballista defense then rolls Initiative.

Routine (3 actions) The ballista takes 1 action to fire a ballista bolt and 2 actions to reload. After ten rounds, the ballista is out of ammunition and can no longer function.

Ranged ❖ ballista bolt +24 (range 300 feet), **Damage** 2d12+15 piercing

Reset (1 day) If the PCs haven't reached 30 Liberation Points, additional ammunition for a ballista can be secured in a day, but if the PCs have reached 30 Liberation Points, a ballista that runs out of ammo cannot be reset.

C8. STORAGE ROOM

This storage room contains linens, tools, firewood, and other miscellaneous supplies.

Each of these rooms tends to be quite cluttered; any Stealth check made to Hide in one of these rooms gains a +2 item bonus.

C9. GUARD POST TRIVIAL 15

The broad portals of the outer corridor open into an irregularly shaped room with doors to the west and east.

Creatures: A troll guard watches over this chamber. A lever against the northeast wall allows the troll guard to disable the portcullis trap in **C10**. If the troll hears the portcullises drop, it moves quickly into that area to attack potentially trapped PCs.

TROLL GUARD CREATURE 15

See page 383

Initiative Perception +27

C10. SERVICE ENTRANCE

Iron portals open into a wide passage leading within. The walls here angle inward, with arrow slits on either side.

The locked double door here can be unlocked using the key stolen by sculptor Cayid Caconna (see area **B16**) or the master key carried by King Irovetti.

Hazard: This passageway is normally used by servants to bring supplies to the kitchens and cellars. A pair of iron portcullises hidden in the ceiling above have been rigged to drop down and trap invaders. Servants normally signal the troll in **C9** to disable the trap when they have to deliver things. If this trap goes off, the troll in that area steps in to attack the PCs using his reach Strikes, which gain the benefit of lesser cover as a result of the portcullis bars. If the alarm is raised and the PCs have not reached 30 Liberation points, a group of four Pitax Wardens is stationed in each of the halls to the east and west; they fire arrows on PCs in this room as well.

TRAPPED PORTCULLIS HAZARD 11

MECHANICAL TRAP

Stealth DC 36 (master)

Description Two portcullises drop down to block progress through this area.

Disable DC 33 (master) to disable the trigger that causes the portcullises to drop

Portcullis AC 30; **Fort** +24, **Ref** +18

Portcullis Hardness 18; **HP** 72 (BT 36); **Immunities** critical hits, object immunities, precision damage

Drop from Ceiling ↷ **Trigger** A character enters a square between the two portcullises; **Effect** Both portcullises drop from the ceiling; attempting to lift one requires a DC 30 Athletics check to Force Open. When the portcullises drop, creatures in adjacent squares must attempt a DC 30 Reflex save.

Critical Success The creature is unharmed and can take a Step as a reaction to move to an adjacent square.

Success As critical success, but the creature takes a glancing blow from the falling portcullis for 2d12+15 bludgeoning damage.

Failure The creature is struck by the falling portcullis for 4d12+30 bludgeoning damage and is knocked prone in their square.

Critical Failure The creature is struck by the falling portcullis for 6d12+45 bludgeoning damage, is knocked prone, and is immobilized by the portcullis as it pins them to the ground until they can Escape or Force Open the portcullis (DC 30).

Reset The trap can be manually reset with a 10-minute Manipulate activity performed in the hallways to the east or west of this area, as long as neither portcullis is broken or destroyed.

C11. CROSSFIRE CORRIDOR LOW 15

A line of arrow slits adorns the northern wall of this corridor.

If the alarm is raised and the PCs haven't reached 30 Liberation Points, four Pitax Wardens are in the hallway just north of this area; they fire into this room through the arrow slits as soon as they notice the PCs.

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PITAX WARDENS (4) CREATURE 12

See page 336

Initiative Perception +22

C12. KITCHENS

This large chamber contains a pair of massive firepit-like ovens with plenty of work and preparation space all around them.

The kitchens, normally a scene of bustling activity, are currently empty—all of the help staff have been ordered to leave the palace, as Irovetti doesn't want to deal with the blowback from endangering his servants should he come out the winner in the war. The stairs in the south wall lead down to area **D1**.

C13. TROLL BARRACKS

This oversized chamber holds four enormous nests of rags and filthy hay.

The troll guards sleep in these nests in shifts, but at this time, all of the palace trolls are on duty.

C14. THE OCTAGON MODERATE 15

This domed chamber has a large, octagonal fighting pit. A ten-foot-wide balcony runs around the western part of the pit, while to the east a small royal box with large chairs provides an even better view of the central area. Massive wooden double doors in the pit presumably allow access from a lower level of the palace.

The floor of the eight-sided arena is 20 feet below the main level. The double doors in the pit's east wall lead to the prison (area **E2**) and the monster pens (areas **E4–E5**); both of these doors are normally kept locked with massive chains (DC 35 to Pick the Lock). A secret door in the pit's west wall opens into a 10-foot-square chamber under the balcony that leads to a second secret door (both of these secret doors require success on a DC 30 Perception check to notice), which in turn opens into the western hall—this entrance is used to access the fighting pit with ease from the main floor.

Creatures: The octagon is used for battles between condemned prisoners, magically controlled monsters, and whatever other entertainments Irovetti and his agents can think up, although no bouts have been scheduled since the king holed up in the palace. If the alarm isn't raised and it's between sunset and midnight, Villamor Koth is in the pit sparring with a troll guard; when the PCs arrive, the pair immediately attacks them, fighting to the death.

VILLAMOR KOTH CREATURE 15

See page 347

Initiative Perception +27

TROLL GUARD CREATURE 15

See page 383

Initiative Perception +27

C15. LIBRARY

This magnificent library has books by the thousands lining its walls, with moving ladders mounted on rails circling the chamber. Plush chairs and reading tables with stand-lamps dot the room.

The library contains much literature of questionable quality, lurid tales of adventure, ribald poetry and melodrama, and the like. Still, enough legitimate reference works can be found to grant a +2 item bonus to any Recall Knowledge checks made while Investigating the history, current events, or nobility of the River Kingdoms. The spiral staircase here leads down 20 feet to area **E3**.

C16. CONSERVATORY TRIVIAL 15

This richly appointed chamber contains an assortment of musical instruments, polished to a shine, highlighted by an elaborate pipe organ. Rich, burgundy velvet chairs are arrayed on a Qadiran carpet worked intricately in gold, orange, and yellow. A spiral staircase to the southeast leads up to what appears to be a solarium to the south.

This chamber is one of Irovetti's favorites in the palace, but he currently has little time to spend here.

Creatures: The solarium is raised 10 feet above the conservatory and features numerous large windows. It thus makes for an excellent watch post and is manned by two Pitax Wardens. If they see anyone approaching, they raise the alarm. If the PCs have reached 30 Liberation Points, though, the solarium is abandoned.

PITAX WARDENS (2) CREATURE 12

See page 336

Initiative Perception +22

Treasure: There are eight virtuoso musical instruments of various types here, each worth 50 gp. A search of the room and success on a DC 35 Perception check turns up a watercolor of a nude nymph tucked into the base of a drum. The painting—a poor depiction of Nyrissa—isn't very good, but it's certainly scandalous. The Qadiran carpet is worth 120 gp but is 6 Bulk.

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C17. ALASEN'S ROOM TRIVIAL 15

This cozy room is furnished with a large bed, a writing desk, and a fireplace. Numerous books lie stacked on the desk.

Creature: Unless the PCs already confronted and defeated her elsewhere, the leader of the Catspaw Mercenaries is found here. This is Alasen, a weretiger and a bandit. She has been given this room to use as her personal quarters for as long as her service to Irovetti continues. Alasen is relaxing and reading a stack of violent war books she's borrowed from the library, but if the alarm is raised, she assumes her hybrid form and begins stalking the palace, looking for the PCs and waiting for them to enter combat with another defender before she sneaks in to attack. You can use Alasen as a recurring menace to attack the PCs as you wish in this case.

Alasen prefers to wait for the PCs to be engaged in battle with other palace defenders, so she can skulk into place and attack from invisibility with Pounce. She goes invisible again after attacking, then repositions for another attack. She does her best to avoid being caught in melee for more than a few rounds at a time. Alasen's loyalty to Irovetti collapses if she's reduced to fewer than 40 Hit Points, at which point she attempts to flee the palace and Pitax altogether.

ALASEN CREATURE 14

UNIQUE | NE | LARGE | BEAST | HUMAN | HUMANOID | WERECREATURE

Female human weretiger (*Pathfinder Bestiary 2* 291)

Perception +26; low-light vision, scent (imprecise) 30 feet

Languages Common; tiger empathy

Skills Acrobatics +25, Athletics +28, Stealth +25, Thievery +25, Survival +21, Warfare Lore +20

Str +8, **Dex** +6, **Con** +5, **Int** +0, **Wis** +6, **Cha** +5

Items *+1 greater invisibility resilient leather armor*, *ring of fire resistance*, *ring of cold resistance*

Tiger Empathy (divination, primal) Alasen can communicate with felines.

AC 36; **Fort** +23, **Ref** +28, **Will** +26

HP 245; **Weaknesses** silver 10; **Resistances** cold 5, fire 5

Defensive Roll ◈ **Frequency** once per 10 minutes; **Trigger** A physical attack would reduce Alasen to 0 Hit Points. **Effect** Alasen drops into a roll to disperse the force of the blow and takes half damage from the attack.

Speed 25 feet

Melee ◆ jaws +28, **Damage** 3d6+16 piercing plus curse of the weretiger

Melee ◆ claw +28 (agile), **Damage** 3d4+16 slashing

Change Shape ◆ (concentrate, polymorph, primal, transmutation) Medium human with fist +26 for 2d6+16 bludgeoning, or tiger with Speed 30 feet and Wrestle (*Pathfinder Bestiary* page 53).

Curse of the Weretiger (curse, necromancy, primal) As weretiger, but DC 34 Fortitude save.

Critical Debilitating Strike ◈ **Trigger** Alasen's Strike hits a flat-footed creature and deals damage. **Effect** The target becomes enfeebled 1 or takes a –10-foot status penalty to its Speeds, as chosen by Alasen. On a critical hit, the target must also attempt a DC 34 Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 until the end of Alasen's next turn.

Failure The target is slowed 2 until the end of Alasen's next turn.

Critical Failure The target is paralyzed until the end of Alasen's next turn.

Mobility When Alasen takes a Stride action to move half her Speed or less, that movement does not trigger reactions.

Moon Frenzy (polymorph, primal, transmutation) As weretiger.

Pounce ◆ As weretiger.



ALASEN

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Rend ❖ claw
Sneak Attack Alasen deals 2d6 extra precision damage to flat footed creatures.

C18. ARMORY STAIRS

These stairs lead down to area **E1**.

C19. SECRET STAIRS

These stairs lead down to a hidden passageway that winds underground to a cavern deep below the palace, 50 feet below even the dungeon level, eventually reaching area **F1**.

D1. PANTRY CELLAR

Rows of crates, boxes, and barrels fill this room, leaving only a few narrow areas to walk through.

This chamber stores the palace's food supplies. The stairs lead up to area **C12** above. The door to the wine cellar is locked, but a PC can bypass it with a DC 35 Thievery check to Pick the Lock.

D2. WINE CELLAR

Barrels and crates fill the southern portion of this room, while three wine racks sit against the wall to the east.

Treasure: This chamber stores the palace's wine, ale, mead, and other spirits, including the collection Irovetti seized from the Liacenza family cellars. A half-hour of sifting through a lot of low-quality spirits turns up 14 bottles of fine wine worth 30 gp each, as well as five bottles of Whiterose chardonnay worth 100 gp each.

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E1. ARMORY

Empty racks for weapons and armor decorate the walls here. A large, closed cabinet stands to the east, while a pair of barrels filled with bundles of arrows stands nearby.

Treasure: Most of the weapons normally stored here are already in use by the Pitax Wardens in the palace (or, if the PCs have attained at least 30 Liberation Points, were taken by the Wardens when they fled). However, the unlocked cabinet contains two suits of *+1 full plate*, six composite shortbows, two *+1 striking greatswords*, and six *moderate healing potions*. The barrels contain 500 arrows, 50 cold iron arrows, and 50 silver arrows.

E2. THE BLACK CELLS LOW 15

The western end of this chamber is lit by large braziers shedding light on several immaculate, pain-producing mechanisms. A large table mounted with winching racks sits in the middle of the room, while strappados, a manacled wheel, vats of brine and oil, and baskets of knives, saws, pokers, and pins lie along the walls. To the east is a large block of cells, several of which contain the ruined, mutilated corpses of prisoners.

When Irovetti took over the palace, he inherited these implements of pain. The torture devices sat idle for the first years of his reign, but as his paranoia grew, he began turning to them to extract confessions with increasing regularity. Yet he never quite developed a taste for torture, so he placed this foul duty in the more than eager hands of a singularly vile tormentor.

Although most of the prisoners in the cells are dead, you can place any missing individuals the PCs may be looking for (such as the missing diva, Asmeranda Ilata—see the quest on page 378) here as you see fit.

Creature: Several years ago, Pitax endured several months of terror as a serial killer stalked its streets. Although most folks believe that the "Riverfront Ripper" was killed when he accidentally attacked someone deadlier than himself, in fact, Irovetti and his guards captured the killer and gave him a job. Today, this sadistic gargoyle, a murderous fanatic named Gedovius, not only gets to live out his torture fantasies comfortably, but he also gets room, board, and even a pet.

The gargoyle has spent much of his time here torturing prisoners, but since Irovetti sealed the palace, there have been no new ones and he's running short on supply. If the PCs enter this room while the alarm isn't raised, they find Gedovius here polishing and calibrating his torture implements. He rolls Perception for initiative, and if he's reduced to fewer than 80 HP, he retreats to area **E4** to recruit his pet gogiteth's aid in finishing the fight.

If they reach this room while the alarm is raised, though, Gedovius has brought his pet gogiteth from area **E4** into this room, while the gargoyle himself uses his Statue ability to appear as a creepy statue in a corner, allowing him to roll Stealth for initiative.

If fighting alongside his pet, Gedovius moves to flank foes, and this becomes a Moderate 15 encounter. On his own, he attempts to Demoralize a target, which he can then sneak attack. Gedovius fights to the death.

GEDOVIUS CREATURE 16

UNIQUE | NE | MEDIUM | BEAST | EARTH

Variant male gargoyle (*Pathfinder Bestiary* 161)

Perception +28; darkvision



GEDOVIUS

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Languages Common, Terran, Undercommon
Skills Acrobatics +31, Athletics +28, Intimidation +26, Stealth +33, Torture Lore +28
Str +6, **Dex** +9, **Con** +5, **Int** +2, **Wis** +6, **Cha** +2
Items *+2 resilient leather armor*, key to area **E4**

AC 39; **Fort** +27, **Ref** +31, **Will** +28
HP 222; **Resistances** physical 15 (except adamantine)
Clawed Feet ↷ (attack) As gargoyle.

Speed 25 feet, fly 40 feet
Melee ❖ jaws +32, **Damage** 3d8+12 piercing
Melee ❖ claw +32 (agile), **Damage** 3d6+12 slashing
Dread Striker Any creature that has the frightened condition is also flat-footed against Gedovius's attacks.
Intimidating Prowess Gedovius ignores the penalty for not sharing a language when he attempts to Demoralize a target.
Sneak Attack Gedovius deals 3d6 extra precision damage to flat-footed creatures.
Statue ❖ (concentrate) Until the next time he acts, Gedovius appears to be a statue. He has an automatic result of 44 on Deception checks and DCs to pass as a statue.
Rip and Rend ❖ **Frequency** once per round; **Requirement** Gedovius's last action was a melee Strike that dealt sneak attack damage to a flat-footed target. **Effect** Gedovius deals 6d6 persistent bleed damage to the target.

E3. TORTURER'S DEN

This chamber is decorated with all manner of preserved hides, horns, heads, and bones of creatures malevolent and benign. A set of spiral stairs in the southwest corner leads upward, and an archway to the east opens into a roughly hewn chamber in which stands, of all things, a bed.

Gedovius doesn't spend much time in this room, which was originally intended for a much more human jailer to use.

The spiral stairs lead up to area **C15**.

E4. MONSTER PEN TRIVIAL 15

This chamber seems to be the den of some filthy monster, judging by the half-eaten cow carcasses and the enormous nest.

The door to the pen is kept locked. It can be opened with Gedovius's key or Irovetti's master key, or a DC 30 Thievery check can be attempted to Pick the Lock.

Creature: This chamber is the den of one of Irovetti's more dangerous pets, a gogiteth that he has left in the hands of Gedovius to care for. Gedovius enjoys conversations with the monster, even though the gogiteth doesn't have the patience for long discussions and only bothers since it knows food comes after. It prefers eating creatures that can cry for mercy, but it won't turn down livestock. It attacks anyone it doesn't recognize on sight, but if reduced to fewer than 50 HP it attempts to flee upward, squeezing through narrow hallways as it makes its way into the palace and, given time, out into Pitax.

ELITE GOGITETH CREATURE 13

Pathfinder Bestiary 6, 183
Initiative Perception +23

E5. FROZEN FURNACE MODERATE 15

This chamber widens out to the south into a bowl-shaped cavern, the walls of which are caked with thick sheets of ice and frost.

Irovetti spared no expense having this room magically enhanced to make a more comfortable den for his favorite pet. In this room, the temperature remains at a constant extreme cold (–40° F), which causes 2d6 cold damage to creatures every 10 minutes (*Pathfinder Core Rulebook* 517).

Creature: The denizen of this frozen chamber is a particularly deadly remorhaz that Irovetti encountered several years ago on an expedition to the Realm of the Mammoth Lords. He managed to *charm* and later *inveigle* the monster and got it all the way back to Pitax, leading it through the city amid great fanfare. The creature's name is Rezatha, and the king quite enjoys feeding prisoners and criminals to it in the Octagon (moving it in and out via *teleport*—the same way he got the monster in here in the first place). The creature remains *inveigled* to this day—if the PCs dispel the ritual, the remorhaz is smart enough to realize it has been oppressed and immediately wants to help the PCs kill Irovetti. Of course, the immense beast can't speak, and won't fit in most of the palace, but clever player characters should be able to come up with some way to take advantage of the monster's aid. If the ritual is not dispelled, Rezatha sees the PCs as enemies and attacks at once, fighting to the death.

REZATHA CREATURE 17

UNIQUE N HUGE BEAST

Variant remorhaz (*Pathfinder Bestiary* 280)
Perception +28; darkvision, tremorsense (imprecise) 60 feet
Languages Jotun (can't speak any languages)
Skills Athletics +34, Stealth +29
Str +9, **Dex** +6, **Con** +9, **Int** –3, **Wis** +6, **Cha** –2

AC 39; **Fort** +32, **Ref** +27, **Will** +29
HP 330; **Immunities** cold, fire
Heat (aura, evocation, fire, primal) 5 feet. A creature that starts its turn in the aura takes 4d6 fire damage. Whenever Rezatha takes damage from an enemy, this damage increases to 6d6 until the start of its next turn. Any creature that hits Rezatha with an unarmed strike takes 6d6 fire damage, and a weapon that hits Rezatha takes 6d6 fire damage.

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Speed 35 feet

Melee ❖ jaws +34 (reach 15 feet), **Damage** 3d12+17 piercing plus Grab

Melee ❖ tail +34 (fire, reach 15 feet), **Damage** 3d6+17 bludgeoning plus 3d6 fire

Breath Weapon ❖❖ (evocation, fire, primal) Rezatha unleashes a gout of flame that deals 18d6 fire damage in a 30-foot cone (DC 38 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Swallow Whole ❖ Large, 2d10+8 bludgeoning damage plus 3d6 fire, Rupture 30

Thrash ❖❖ Rezatha Strikes once with its jaws and once with its tail, each targeting a different creature. Each attack counts toward its multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks have been made.

F1. IROVETTI'S BEDROOM SEVERE 15

This is a sumptuously appointed bedchamber with a polished tile floor and walls, a tinkling fountain, and dozens of sculptures, all lit by stained-glass lamps and sconces. An owlbearskin rug lies before a large bed in the corner of the room, while to the east, a thick purple curtain hangs from the ceiling. The sound of rippling water echoes from somewhere beyond the curtain.

This chamber is Irovetti's personal hideaway and bedroom, one of the most secure and secret chambers in the entire palace. Although this bedroom is separated from the cold, damp cave to the east by only a thick purple curtain, the temperature and humidity in this bedroom remain at comfortable levels.

The stairs behind the northwestern door lead to area **C18**, while the room beyond the northeastern door is a closet.

Creatures: During the day, or if the alarm has been raised, Irovetti is in area **C4**; otherwise, he's here spending time here with his naga consort Engelidis (who uses a combination of *humanoid form* and *illusory disguise* to change her appearance during these trysts) or catching what few hours of sleep he can. If he has retreated to this chamber after confronting the PCs in the throne hall, he and Engelidis do not leave this chamber until they receive an "all clear" from Villamor Koth, Jurrg, or another key NPC from above—and at your option, some of those NPCs could well be encountered here as well after fleeing the PCs.

In any case, once Irovetti is confronted here, he does his best to finish the PCs off. Yet he does not wish to die—if reduced to fewer than 40 Hit Points, he attempts to flee again using all of his remaining magic. If escape is impossible, he surrenders and begs for mercy. See Concluding the Chapter for ramifications of the PCs accepting King Irovetti's surrender or of his escape.

Engelidis herself takes a supportive role when fighting alongside King Irovetti and targets those foes who seem to be specifically causing her lover the most harm and trouble. If Irovetti isn't here, Engelidis is instead in her lagoon in area **F2**.

KING CASTRUCCIO IROVETTI CREATURE 16

See page 593

Initiative Perception +26

ENGELIDIS CREATURE 16

UNIQUE | CE | LARGE | ABERRATION

Variant female spirit naga (*Pathfinder Bestiary 2* 179)

Perception +28; darkvision

Languages Aklo, Common

Skills Acrobatics +30, Athletics +27, Deception +33, Intimidation +31, Occultism +29, Stealth +30

Str +5, **Dex** +6, **Con** +5, **Int** +5, **Wis** +6, **Cha** +9



ENGELIDIS

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Coven As spirit naga.

AC 40; **Fort** +25, **Ref** +30, **Will** +28

HP 290

Speed 25 feet, swim 15 feet

Melee ❖ fangs +29 (agile, finesse), **Damage** 5d8+13 piercing plus spirit naga venom

Arcane Spontaneous Spells DC 39, attack +26; **8th** (2 slots) *discern location*, *power word stun*; **7th** (4 slots) *mask of terror*, *power word blind*; **6th** (4 slots) *chain lightning*, *mislead*; **5th** (4 slots) *cone of cold*, *telekinetic haul*; **4th** (4 slots) *dimension door*, *fly*; **3rd** (4 slots) *clairaudience*, *illusory disguise*, *lightning bolt*; **2nd** (4 slots) *dispel magic*, *humanoid form*, *invisibility*, *misdirection*; **1st** (4 slots) *charm*, *mindlink*, *ray of enfeeblement*, *sanctuary*; **Cantrips (8th)** *detect magic*, *ghost sound*, *mage hand*, *message*, *telekinetic projectile*

Rituals DC 39; *inveigle*

Spirit Naga Venom (poison) As spirit naga but DC 37.

Treasure: This room is littered with minor objects d'art—tapestries, brocades, linens, statuary, decanters, goblets, and more. A thorough looting produces 850 gp in 6 Bulk of treasure, and a lurid tome that contains all the details for learning the ritual *inveigle*.

Perhaps even more compelling to the PCs, though, are the pages of notes Irovetti has been keeping on their own kingdom. A PC who takes a few hours sorting through these pages can put together the king's plans and goals as regards their kingdom, and you can use this resource to answer any lingering questions the players may have about Irovetti himself. Additionally, the notes can point the PCs toward any undiscovered points of interest in the Stolen Lands if you wish, as Irovetti's scouts have been exploring and reporting on the area for years.

Of particular interest among these notes are those found in a slim, red leather folio. These notes, written in Aklo, document numerous points of research into "places of power" hidden within the Stolen Lands. A PC who takes an hour to research these notes discovers that Irovetti has been sending scouts and explorers out to investigate areas within the region where he suspects potent magic might be recovered to aid him in his fight against the PCs' kingdom. You should tailor these locations to make it appear that Irovetti's growing increasingly frustrated as sites he explores end up either disappointing them or are places the PCs have already explored during the campaign, but one site in particular should catch the PCs' attention—the island of Candlemere.

Irovetti's notes on Candlemere focus on initial reports that cite old rumors of a great treasure or a great danger—or perhaps both—having been sealed into a vault below a magical seal placed centuries ago by the priesthood of Pharasma. The reports from his field agents speak of encountering large numbers of will-o'-wisps on Candlemere, of an oppressive magical aura, and of an intriguing spiral seal found in an underground chamber below. If the PCs already explored Candlemere earlier in the campaign, they may well recognize some of these, but the extent to which Irovetti has started to research the spiral seal (including his hopes that he might make contact with a powerful ally potentially trapped below the seal that he could recruit against the PCs' kingdom) should kindle curiosity about the site again. These notes can aid the PCs in researching the spiral seal, as detailed at the start of the next chapter.

One element that's mostly absent from this collection, though, is Irovetti's association with Nyrissa. He never mentions the nymph queen by name, and left only one brief, cryptic mention of *Briar* that the PCs should take note of, as the note is the only one that appears on the page: "The blade was hidden under Whiterose all this time—it's safe now, but I don't think I'll be telling her about it yet."

F2. ENGELIDIS'S LAGOON LOW 15

This placid pool glows from the many crystal lamps mounted above and below the water line. A gilded statue with Irovetti's face and an impossibly perfect body rises from the waves with arms extended, as though reaching out toward a lover. A large dry area seems to have once served as a treasury, but now all of the chests appear to be empty.

This 12-foot-deep pool is quite cold and contains a subtle underwater current noticeable with success on a DC 30 Survival check; those who notice it gain a +4 circumstance bonus to find either of the secret doors. Both of these incredibly well-hidden doors are underwater, and each can be found by succeeding at a DC 35 Perception check. The door leads to a 3-foot-wide submerged tunnel that winds for nearly a thousand feet before ending at a second secret door (also DC 35 to notice) that opens into the Pitax River. The secret door to the east leads to area **F3**.

Irovetti's treasury, once overflowing with wealth, has suffered greatly due to his war effort—he hopes that if he wins the war, looting the PCs' kingdom will replenish this wealth.

Creature: King Irovetti has had his share of consorts over his years as ruler, yet he has no interest in sharing the rule of Pitax with a queen. Whenever a consort grew too keenly interested in marriage, he always found a way to end the relationship. With Engelidis, Irovetti feels he's found the perfect partner: a creature content to serve as a guardian and (with the aid of magic) a lover. Engelidis is the only one who knows about the sword Irovetti keeps hidden in area **F3**, and she offers

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up its location as a bargaining chip to the PCs if she's too wounded to carry on a fight against them and she thinks it could help buy her freedom.

ENGELIDIS **CREATURE 16**

See page 393

Initiative Perception +25

F3. *BRIAR*'S GROTTO

This underwater cave is a wonder to behold. Masses of what appear to be white, rose-shaped crystals cover every inch of the walls, floor, and ceiling of this grotto. Something floats in the middle of the room, slowly turning in the water's currents: a long object wrapped in a white cloth.

Treasure: This secret cavern is where Irovetti has hidden the magic sword *Briar*. Wrapped in Evindra's shawl, the sword floats languidly in the water despite the fact that it should sink. The crystals on the wall are a side effect of the strange weapon's presence in the area for the past several years, and while beautiful, they crumble when touched.

Briar's long period of absence from the First World has left the sword a mere shadow of its former power, although even as a shadow, the weapon is still formidable. As Nyrissa begins to saturate the Stolen Lands with First World power, and as *Briar* is used to slay creatures from the First World, its powers quickly return and its cunning intelligence awakens. When *Briar* is first handled by a PC, that character will feel a sudden sensation of heart-sickening loneliness that quickly passes, replaced by the realization that the weapon they hold is potent indeed. *Briar*'s abilities appear on page 584 of Appendix 4, and its role to play as Nyrissa turns her attention to the Stolen Lands—as well as how the PCs can learn more about the weapon's history—is detailed in Part 1 of Chapter 10.

CONCLUDING THE CHAPTER

By the end of this adventure, the PCs have waged a war against an enemy and likely have recovered a powerful weapon. While it may seem that they face no further organized opposition to claiming the rest of the Stolen Lands, nothing could be further from the truth. They may have learned some disturbing hints about the nymph Nyrissa's interest in the region, and if they recover *Briar* and return Evindra's shawl, they soon gain a chilling insight into the true peril that faces them. Yet these revelations can wait, for the PCs have won a war, and other concerns are likely more pressing.

Whether the party has exacted its revenge upon Irovetti or he fled, the throne of Pitax stands empty and the city itself is now a Freehold. Until the PCs convince the citizens of Pitax that they are trustworthy leaders by accumulating at least 30 Liberation Points, the nation remains in turmoil and any attempt to expand into Pitax's territory foments unrest and fear.

Once the PCs have defeated Irovetti and achieved at least 30 Liberation Points, though, things rapidly change. At the start of the next Kingdom turn, they can begin claiming hexes once controlled by Pitax without fear of reprisals or protests from the nation's grateful citizens, and the Negotiation DC to secure a Pledge of Fealty from Pitax drops from DC 28 to DC 18.

Pitax has 1 Water border and 3 Land borders; all of the Land borders have Stone Walls. The city has the Paved Streets infrastructure, and occupies all nine blocks on its Urban Grid, with all 36 lots containing structures. These consist of 9 houses, an alchemy lab, a barracks, an illicit market, a cathedral, a graveyard, a guildhall, an inn, a palace, a popular tavern, a secure warehouse, a shrine, two specialized artisans, a theater, and a waterfront.

WHAT IF IROVETTI ESCAPES?

The PCs don't need to kill or capture Irovetti to defeat him, though his escape is unlikely. If he does manage to survive (either alone or with some of his allies), Irovetti still effectively abandons his role as king, and any of his remaining allies are quick to abandon the region or even beg for forgiveness from the PCs. In this case, you can either have Irovetti leave the region and never return or have him continue to plague the PCs from the wilderness as he attempts to recruit new allies. He might even find his way to Thousandbreaths and beg for aid from Nyrissa, in which case the nymph is likely to either imprison him in her domain or transform him into some sort of strange new monster to serve as a guardian. In the latter event, feel free to pick one of the monsters the PCs face in Chapter 10, and when that creature is slain, its body shrinks down to reveal it was Irovetti all along.

If the PCs capture Irovetti alive, interrogating him can help the PCs learn more about Nyrissa—this development is detailed at the start of Chapter 10. Whether or not a captured Irovetti can be redeemed is left to the GM to determine.

A CHANCE TO RELAX

With the defeat of King Irovetti, the PCs have earned a chance to relax. For the months following this triumph, give them all the time they wish to recover and rebuild their kingdom from the damage caused by the war, and allow them to continue exploring the Stolen Lands and expanding their kingdom at their own pace. Investigating the mysteries to be found under Candlemere at their leisure should provide a welcome respite from the intensity of a full-blown war. You'll want to give the players this breather, since when Nyrissa makes her move, the PCs' kingdom will face its most dangerous threat yet!

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CHAPTER 9

THEY LURK BELOW

BY RON LUNDEEN

PART 1: THRESHOLD OF DREAD..... 398

The PCs should be 16th level before they attempt to explore the contested level below Candlemere.

PART 2: THE DEATH OF FEAR..... 412

The PCs should be 16th level before they attempt to explore the Spiral of Yog-Sothoth. Note that the encounters in this chapter are particularly dangerous, and the PCs are likely to reach 17th level before completing this part. If you're using milestones for leveling up, consider letting the PCs level up to 17th level the first time they retreat to rest and recover during this chapter rather than waiting for them to defeat Foras at the end.

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PART 1:

THRESHOLD OF DREAD

As detailed in Part 7 of Chapter 2, a misanthropic cultist named Foras built a complex for his cult of Yog-Sothoth worshippers, the Thresholders, under the island of Candlemere. When the cult was confronted by worshippers of Pharasma eons ago, a desperate fight took place. With the aid of their own great hero Korog, Foras's younger brother, the Pharasmins achieved initial success quickly in their attempt to defeat the Thresholders. Foras hadn't shared his powers with everyone in the cult of Yog-Sothoth, so the unenlightened acolytes at the Thresholders' lowest ranks couldn't stand against the zealous onslaught of the furious Pharasmins. Soon, the entire tower of Candlemere was taken, and the Pharasmins used it as a base of operations while they turned their attentions to the chambers below.

In the basement, the Pharasmins' advance was thwarted, for they hadn't realized how powerful Foras's inner circle of mystics and disciples were. After several failed attempts to progress into the chambers deep below Candlemere's basement, Korog made the difficult choice to seal the cultists within rather than risk defeat at his older brother's hands. The Pharasmins made a desperate push with their bravest fighters—including Korog—along with several allied psychopomps. As the Pharasmins penetrated the upper dungeon level, those behind them sealed the entrance to the dungeons shut with a magical ward on a stone plug. The Thresholders weren't defeated, but they could menace the surface no longer.

But the Thresholders had ensured their immortality, and they could afford to simply wait out the Pharasmins

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that had established a beachhead in the upper dungeon. The Pharasmins trapped within the dungeon made a difficult (and, in their beliefs, blasphemous) choice to ensure their continued ability to hold the cultists at bay. Using forbidden lore gleaned from collections of tomes they'd seized in their final push, Korog convinced his fellow Pharasmins to undertake a ritual to end their lives and rise as eternal graveknights so they could stand between the Thresholders and the surface forever.

Korog knew he had to keep this secret from the psychopomps who had accompanied the Pharasmins—the grim and resolute monitors would consider embracing undeath to be treachery of the highest order. Korog therefore tricked the psychopomps into entering a stasis which has, by now, stretched into millennia.

The divisions between the dungeon chambers held by Korog and the Pharasmins and those held by the Thresholders are now well defined, and both are laden with traps and guardians. While this standoff has remained for thousands of years, the cultists have not been idle; they have continued their pursuit of esoteric rituals and are preparing to open a metaphysical portal to pull Yog-Sothoth into the Material Plane. This ritual isn't close to completion, and as such the PCs have plenty of time to learn how to enter the dungeon and dispatch its ageless denizens—but if Foras and his cultists aren't stopped, Yog-Sothoth's arrival will not only free the cult back into the world, but will bring horror to the entire River Kingdoms as well.

RETURNING TO CANDLEMERE

It's likely that the PCs have already explored the uppermost level below Candlemere. This basement's threats are geared toward a 4th-level party (see Part 7 of Chapter 2 for details), but the Spiral Seal of Pharasma in area **F6** of that level (page 147) is powerful enough to block access beyond to 4th-level characters. While the encounters in this chapter are aimed at 16th-level PCs, the timing at which the characters return to Candlemere to explore its secrets is left open. The dungeons below Candlemere are in large part optional in the grand scheme of Kingmaker's plot, so if the PCs manage to reach 18th level without exploring the dungeons presented here, they can proceed directly to Chapter 10.

Yet while the encounters in this chapter are largely apart from the campaign's primary plot, PCs who explore this dungeon and defeat the cult that dwells within will gain a significant advantage once they reach Nyrissa's stronghold at the end of the next chapter. Her fortress, the House at the Edge of Time, has a unique relationship with time itself, and if the PCs defeat Foras and master the strange rite that awaits them below Candlemere, their ability to endure the warped temporal effects within the House at the Edge of Time will increase significantly.

KINGDOM IN THE BACKGROUND

The PCs' adventures under Candlemere are focused entirely within two self-contained dungeon levels, so there is nothing new to track with their kingdom as this chapter's encounters play out.

RESEARCHING THE SPIRAL SEAL

The PCs can begin researching the Spiral Seal as soon as they discover it, but initial attempts to do so may well meet with frustrating dead ends as lore about the Seal is difficult to find. Once they recover King Irovetti's notes on the Spiral Seal, though, they'll gain a much-needed boost to their research. If the PCs don't discover these notes, and/or they don't seem interested in returning to Candlemere (perhaps even as a result of having forgotten about the mysterious chambers below the tower on the isle), you could reintroduce the topic by having them hear rumors of an increasing number of lights swirling in the air above the ruins (these are more will-o'-wisps being drawn to the region as the power of the cult's rituals grows deep below ground), or even be asked by a trusted NPC to investigate rumors of strange sounds or magical manifestations witnessed on the island lately.

In any event, the PCs can investigate the Spiral Seal using the Research rules as detailed on pages 154–155 of the *Pathfinder Gamemastery Guide*. If the PCs have access to Irovetti's notes, they gain a +4 item bonus on all research checks made to research the Spiral Seal.

SPIRAL SEAL RESEARCH — LIBRARY 16

OCCULT

Regional Libraries Investigations pursued at a library in the PCs' kingdom, or one in a neighboring city like Restov or Pitax; **Maximum RP** 5

Research Checks DC 33 Library Lore or Pharasma Lore, DC 37 Occultism, DC 35 Religion

2 Research Points The PCs find that the Spiral Seal was created several thousand years ago by worshippers of Pharasma, and that it was intended to both physically and dimensionally seal off whatever chambers existed below. Further, the PCs learn that when creating the seal, some of the Pharasmins had to be in those chambers, resulting in them being trapped within.

5 Research Points The PCs determine that it might be possible to break the Spiral Seal open with physical damage, or even to remove it with *dispel magic*, but that these attempts can cause some sort of magical backlash. Alternately, they can attempt to remove the seal using Occultism or Religion checks, as detailed in Breaking the Spiral Seal below.

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KOROG'S HERESIES

It's worth keeping in mind that the choice the ancient Pharasmins made to become eternal undead servants was prompted not by religious fervor but by a mix of ego, shame, and self-righteousness. Korog knew that the Spiral Seal would keep the cultists entombed, but rather than have faith in that magic or in the worshippers of Pharasma who remained on guard in the outer world, he ordered his followers to turn their backs on their beliefs to embrace undeath. As the PCs discover the undead Pharasmins and learn more about the nature of their decision, allow them to attempt a DC 30 Religion or DC 25 Pharasma Lore check to understand that Korog's choice to become undead was blasphemous. A PC who uses this information against the undead Pharasmins gains a +2 circumstance bonus on Intimidation checks to Demoralize the undead and to the DCs of any emotion-based effects used against the undead, at the GM's discretion.

BREAKING THE SPIRAL SEAL

The Spiral Seal itself isn't technically a hazard, since it doesn't trigger like a trap or have any ability to affect the PCs unless they botch an attempt to remove it, but the methods for breaking the Spiral Seal follow those for dealing with a trap closely enough that it is presented below in the hazard format. (Since it's not particularly hidden, and since it only reacts under certain circumstances, the Spiral Seal has no Stealth entry.)

Once the Spiral Seal is removed, the ten-foot-diameter section of stone onto which it was inscribed vanishes, revealing a hole in the ground that drops 100 feet down into area **A1** below. The walls of this shaft can be Climbed with a DC 30 check—the cultists used magical flight or *teleport* to make the trip.

SPIRAL SEAL HAZARD 16

UNIQUE MAGICAL

Description A spiral shape suggesting the curling religious symbol of Pharasma is carved into the stone floor.

Disable DC 37 Occultism (master) or DC 40 Religion (master) to unmake the Spiral Seal through occult ritual or prayer performed as a 10 minute activity with the Concentrate trait, or *dispel magic* (9th level, counteract DC 40) to counteract the Spiral Seal.

AC 39; **Fort** +30, **Ref** +25

Hardness 27; **HP** 106 (BT 53), recovery; **Immunities** critical hits, object immunities, precision damage

Backlash ↷ (abjuration, incapacitation, occult) **Trigger** A creature fails an attempt to disable the Spiral Seal or inflicts damage to it without successfully breaking it; **Effect** The magic stored within the Spiral Seal blasts outward in a concussive wave of power, surging in a spiraling vortex. All creatures within 60 feet of the Spiral Seal must attempt a DC 41 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is knocked prone.

Failure The creature is knocked prone and is stupefied 1 for 24 hours.

Critical Failure The creature is knocked prone, is stupefied 3 for 24 hours, and increases their doomed value by 1.

Recovery ◈ **Frequency** once per round; **Trigger** The Spiral Seal is damaged but is above its Broken Threshold; **Effect** The Spiral Seal repairs itself, regaining 30 Hit Points.

Reward: Grant the PCs 60 XP for breaking the Spiral Seal.

DUNGEON FEATURES

While the Spiral Seal is in place, the entirety of the Candlemere dungeon is shrouded in a powerful magical aura that prevents almost all travel in and out of the dungeon by any means, especially via teleportation effects, but also including any attempt to tunnel physically out of the complex (the one exception involves entry via dreams, but even then only one way; see Part 2 for more information). Once the Spiral Seal is removed, these limitations vanish, but, apart from the stone disappearing and thus granting the PCs access to the chambers below, there are no physical or spiritual cues that anything has changed. Unless the occupants witness the PCs using previously impossible actions, it'll likely be months or even years before they discover that the Seal has been lifted, as centuries of waiting have lulled them into lassitude. Once they do notice, they may (at the GM's discretion) begin tentative explorations into the world beyond.

Both levels of the Candlemere dungeon are carved from natural stone. Smaller stones the size of bricks are cunningly fit together to smooth out the walls and floors, while the ceilings are bare stone; only a few indicated areas are natural caverns. The paper-thin gaps between these smaller stones emit a pale glow that suffuses the dungeon with light from the walls and floor. This light has no apparent source; if the bricks are pulled out to expose the natural stone, the glow ceases. Natural caverns are dark. Unless indicated otherwise, halls throughout the dungeon are 10 feet high, while chambers are 20 feet high. The doors are all made of heavy stone that grind closed when not held open, but none bear locks or bars.

If the PCs haven't disabled the Dread Aura that infuses Candlemere (see page 144 of Chapter 2 for details), those effects continue to persist down into these dungeons.

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THE CONTESTED LEVEL

The chambers of Candlemere's upper dungeon are the site of a centuries-long stalemate between the Thresholders and the Pharasmins who wish to keep the cultists imprisoned. There were once three passages connecting the areas controlled by the Pharasmins (areas **A1–A8**) and the cultists (areas **A9–A17**), but one of these passages has collapsed, one is defended by a banshee loyal to neither side, and the other bears a trap the Pharasmins put in place long ago.

A1. THE LANDINGS

Removing the Spiral Seal in area **F6** of Chapter 2 (page 147) reveals a circular shaft descending 100 feet to a stone landing in the shape of a crescent moon. Stairs from this landing lead down to another just like it, and stairs from that landing lead to area **A2**. The air in this area blows steadily upward and brings the scent of dust and rot, like some massive creature exhaling its fetid breath.

A2. HALL OF THE OATHKEEPERS MODERATE 16

This large hall has doors to the west, southwest, and south. Also to the west, a steep staircase ascends and curves out of sight. Several pillars, each carved to resemble a tentacle reaching from the floor to the ceiling, surround the room and give an ominous sense of being caged by a monstrous beast.

The door leading south opens on a hall wholly blocked by rubble from an ancient collapse that occurred during the initial invasion of the dungeon by the Pharasmins. Several days of work with the proper tools (or much more quickly at the GM's discretion with the right magic) could restore this hallway to area **A14**.

Creatures: Four of the Pharasmins who chose to abandon their faith in order to stand forever against the cult remain here as graveknights. The armor they wear bears Pharasma's religious symbol—a spiraling comet—but the symbol itself appears smeared with fresh blood that constantly wells up and drips to the floor only to have those spatters fade away. Success on a DC 10 Religion check is all that's needed to identify Pharasma's symbol, but a critical success reveals that the blood dripping from it indicates very specific blasphemies against Pharasma—the creatures that wear this armor no longer serve her.

The graveknights don't expect intruders to come down the stairs, as they believe the Spiral Seal is still in place. So long as the PCs haven't loudly announced their presence, these graveknights have a –2 penalty to their initiative rolls. Once they notice the PCs, they attack at once. They fight until destroyed, but don't pursue anyone who flees up the stairs.

KELLID GRAVEKNIGHTS (4) CREATURE 14

RARE NE MEDIUM UNDEAD

Variant graveknight (*Pathfinder Bestiary* 190)

Perception +27; darkvision

Languages Hallit

Skills Acrobatics +29, Athletics +32, Intimidation +30, Religion +27, Survival +27

Str +8, **Dex** +5, **Con** +4, **Int** +2, **Wis** +5, **Cha** +4

Items +1 *greater frost greater striking dagger, resilient splint mail*, *+2 greater frost warhammer*

AC 37; **Fort** +24, **Ref** +25, **Will** +27

HP 255, negative healing, rejuvenation; **Immunities** cold, death effects, disease, paralyzed, poison, precision, and unconscious

Sacrilegious Aura 30 feet. As graveknight, but +23 counteract modifier.

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ *warhammer* +30 (magical, shove), **Damage** 3d8+16 bludgeoning plus 1d6 cold

Melee ❖ *dagger* +28 (agile, finesse, versatile S), **Damage** 3d4+14 piercing plus 1d6 cold

Ranged ❖ dagger +27 (agile, finesse, versatile S), **Damage** 1d4+14 piercing plus 1d6 cold

Devastating Blast ❖❖ (arcane, cold, evocation) As graveknight, but 8d12 cold damage (DC 34 basic Reflex save)

Repulsing Blow ❖ (arcane, enchantment, incapacitation, mental) **Requirements** The graveknight's last action was a success with a Strike using a shove weapon. **Effect** The target struck by the shove weapon is knocked back 10 feet and must succeed at a DC 33 Will save or be unable to approach within 5 feet of the graveknight for 1 round. If the last action was a critical hit, the target automatically fails the Will save.

Graveknight's Curse As graveknight, but DC 34.

Weapon Master As graveknight.

Treasure: The pillars around the room, if Searched, have small niches that slide open when pressed. Most of these niches contain only dust, but success on a DC 30 Perception check reveals that one of them holds a *+3 greater striking kukri* stashed here long ago by a cultist.

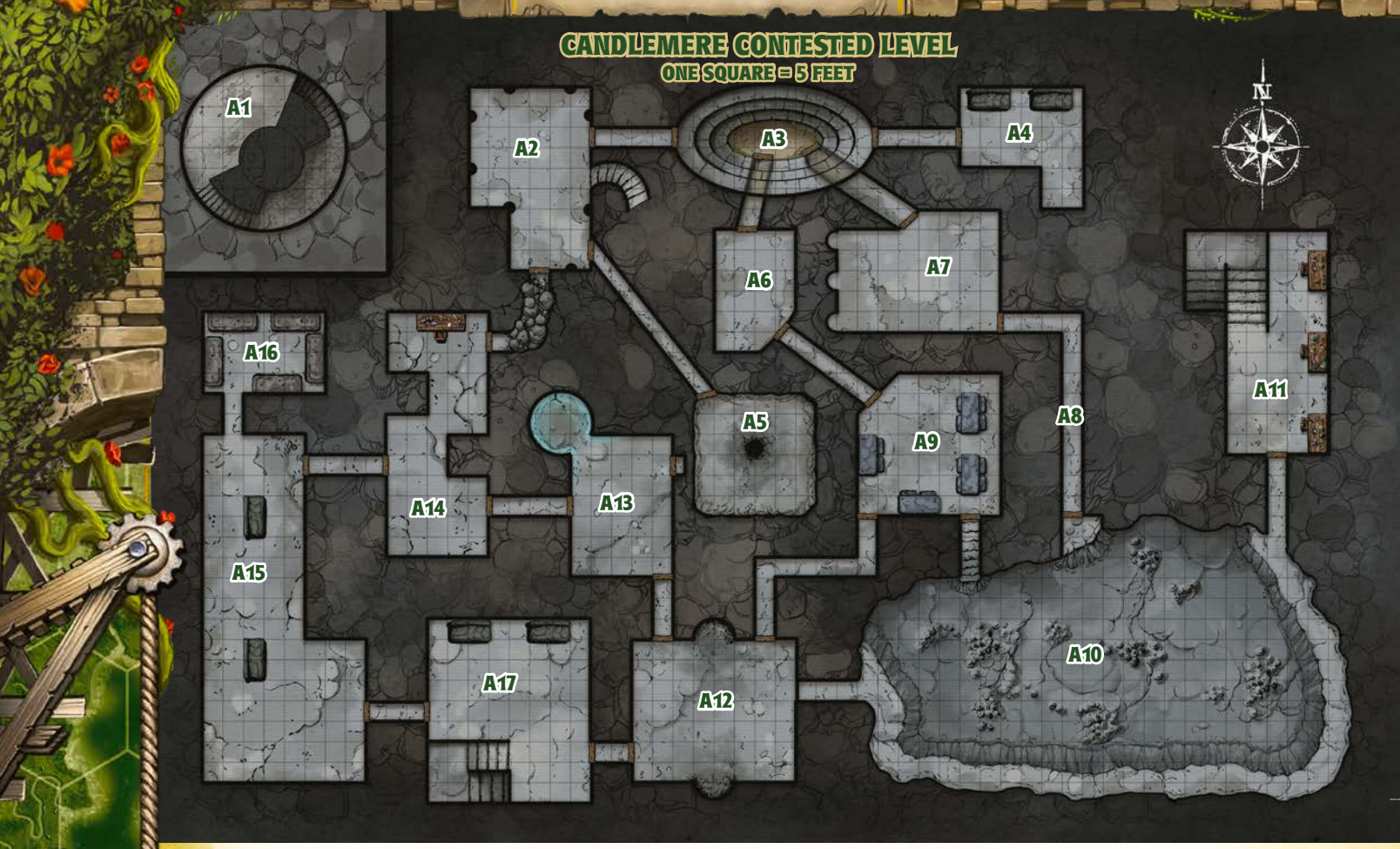
A3. AMPHITHEATER

This large, oblong room resembles an amphitheater. Three enormous ledges, each five feet wide and five feet high, descend in concentric ovals to a stony floor fifteen feet below. Two doors leave this room at the highest level—one at each end—and two more doors exit from the floor level.

The cultists sometimes used this room for meetings, or to force creatures to battle to the death on the floor below the ledges. The ledges were once connected by

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wooden stairs that long ago rotted and fell into dust, so ascending or descending now requires scrambling up and down blocks of stone (DC 20 Athletics check to Climb).

A4. SPEAKER'S CHAMBER MODERATE 16

This room has a few benches and a stone table along the north wall. An alcove to the south has a few rusted iron rings hanging from the ceiling. The rings bear tatters and scraps of a curtain that once concealed the alcove.

In important lectures or debates, the principal speaker used this room to prepare. The short hall to the amphitheater (area **A3**) allowed such speakers to compose themselves before making an appropriately dramatic entrance. There are a few metal writing tools on the stone desk, but no evidence of what would have been written here other than the words "He Knows the Gate" scratched on the desk in Aklo.

The once-curtained-off alcove was used for resting or meditation, but the current occupants haven't needed the privacy and tore down most of the curtain. The alcove contains a stack of metal folios carved with various disconnected pieces of occult lore written in a combination of Aklo and Necril. The books at the top walk through the steps required to transform a human warrior into a graveknight; it was these books that gave Korog the idea to use undeath to extend the Pharasmins' role as guardians indefinitely. In a fit of shame, Korog destroyed portions of these texts; while a DC 30 Religion check is enough to piece their original purpose together, the method itself cannot be learned from these fragments.

Creatures: Korog, the chief graveknight and younger brother of the Thresholders' leader, spends much of his time here. Once a powerfully built Kellid chieftain, he retains his imposing build even as a skeleton as a result of his armor. This full plate armor—a true rarity among the Kellids back in Korog's day—is black iron marked with rusted, bloody symbols of Pharasma. While the armor looks ancient and in poor condition, the supernatural effects of his presence as a graveknight keeps the armor functioning perfectly. Korog always preferred fighting to talking, which made him an impetuous chief, and he never got over the shock and shame of learning that his brother was the leader of the vile kidnappers and cultists hiding in Candlemere.

Korog sometimes checks in on the guards in area **A2**, but these patrols rarely take him long. He has two loyal guards with him at all times in the event the Thresholders

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try to breach the defenses. If they spot intruders, the graveknights draw their weapons and attack. Korog insists (in Hallit) that the trespassers depart if they value their lives, warning that their bumbling intrusion might unleash ageless evils and powerful cultists into the world again. These graveknights all fight until destroyed. If Korog's armor restores him, he does his best to ascertain the status of the Thresholders and return to his principal task of keeping them contained. Korog lacks the magic to restore the Spiral Seal, but he might work to physically block the passages out by collapsing the stone construction. These efforts will likely take him several weeks, but if the PCs depart Candlemere and return after a long period of time, they might have to bypass one of Korog's makeshift barriers.

KOROG CREATURE 16

UNIQUE | NE | MEDIUM | UNDEAD

Variant graveknight (*Pathfinder Bestiary* 190)

Perception +29; darkvision

Languages Hallit

Skills Acrobatics +29, Athletics +33, Intimidation +30, Religion +29, Survival +29

Str +8, **Dex** +5, **Con** +4, **Int** +2, **Wis** +5, **Cha** +4

Items *+2 resilient full plate, +2 greater shock maul*

AC 39; **Fort** +30, **Ref** +27, **Will** +27

HP 295, negative healing, rejuvenation; **Immunities** death effects, disease, electricity, paralyzed, poison, precision, and unconscious

Sacrilegious Aura 30 feet. As graveknight, but +26 counteract modifier.

Attack of Opportunity ↻

Speed 25 feet

Melee ❖ *greater shock maul* +30 (magical, shove), **Damage** 3d12+17 bludgeoning plus 1d6 electricity

Designate Blood-Foe ❖ Korog declares one creature he can see within 30 feet to be his blood-foe whom he swears to defeat. He can have up to three blood-foes designated at a time; any additional blood-foe removes another blood-foe of Korog's choice. Korog treats the results of Perception checks made against blood-foes as improved by one degree, and he has a +2 circumstance bonus to AC against his blood-foes' attacks.

Devastating Blast ❖❖ (arcane, electricity, evocation) As graveknight, but 9d12 electricity damage (DC 37 basic Reflex save).

Graveknight's Curse As graveknight, but DC 37.

Korog's Command ❖ **Frequency** once per round; **Effect** Korog commands his allies to take an action. All allies who hear or see him are quickened 1 for 1 round and can use this extra action to Step, Stride, or make a Strike against one of Korog's blood-foes.

Weapon Master As graveknight.

KELLID GRAVEKNIGHTS (2) CREATURE 14

See page 401

Initiative Perception +27

Treasure: One larger fragment of the curtain is imbued with a minor preservative magic running through a silver thread sewn into the curtain. In the center of the fragment, the silver thread creates script that functions as a *scroll of heroism* (9th)—although the magic has been tainted. When this spell is cast, it functions normally, but once its duration ends, it leaves the target feeling like the magic has attracted something's attention. The feeling of paranoia resulting from this weird sensation leaves the creature stupefied 1.



KOROG

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A5. THE VOID PIT

The corners of this simple square room look partially melted, giving the stone chamber a soft, rounded look. A small hole in the floor leads down to darkness, its edges caked with ice and flickering faint light shining from somewhere within. The room's only door stands in the northeast wall.

The cultists once performed experiments and sacrifices requiring the void of deep space, so they created the Void Pit in this room to serve as a conduit for these rituals. Once the Spiral Seal was in place, the Void Pit became inert; this, plus the fact that it lies in an area held by the Pharasmins, has kept the cultists from attempting to retake the room.

Hazard: When the PCs remove the Spiral Seal, the Void Pit reactivates. The hole in the floor is a stone-lined well only 3 feet wide. The pit's walls are slick with ice and can be Climbed with a DC 35 Athletics check, but within it is supernaturally cold—a character takes 8d6 cold damage (DC 40 basic Fortitude save) at the start of any turn they begin in the pit. There's no bottom to the pit—after dropping ten feet, it opens into the black void of outer space, and anyone who looks down into it views the night sky below. A faintly shimmering magical barrier at the bottom keeps air from leaking out into space. This barrier also stops anything thrown or dropped into the pit from being pulled through, but determined creatures can push through the barrier—doing so feels like pushing through a layer of thick tar as the sheet spreads around the creature and closes immediately behind them.

The Void Pit is a potentially dangerous hazard, but it's also relatively safe as long as the PCs don't force their way through the barrier beyond. If it remains active, the Void Pit makes a great location to dispose of the gate icon (see area **B14**), or any other dangerous item the PCs might wish to dispose of, for once an object is pulled through here into the depths of space, it's lost for good, barring powerful magic to locate and retrieve it (a spell like *wish* would work).

VOID PIT — HAZARD 20

UNIQUE MAGICAL TRAP

Stealth DC 10 or *detect magic*

Description An ice-caked pit with no bottom looks out into the depths of space.

Disable DC 48 Thievery (legendary) to deactivate the pit's magical link to outer space or *dispel magic* (10th level, counteract DC 44)

Beyond the Barrier ↷ Trigger A creature within the pit takes three consecutive Interact actions to push their way through the barrier in the pit; **Effect** The creature is pulled through the portal into the depths of space. It can attempt to Grab an Edge with a DC 42 Reflex save, otherwise it discovers the portal is one-way—no return route to Golarion exists. The creature takes 10d6 bludgeoning damage (DC 42 basic Fortitude save) at the start of each turn and begins to suffocate. Without powerful magic like *plane shift* or *wish*, even a creature that can survive the depths of space will be lost forever—as the Void Pit deposits them in the unimaginably vast gulf between galaxies in which sound cannot exist, where they cannot cast spells with verbal components.

Reset The Void Pit resets instantly.

A6. HALL OF THE RELINQUISHED — MODERATE 16

This angled room has several wall carvings depicting a variety of people in unpleasant situations: folks being crushed under stones, prisoners locked behind spiked iron grates, kneeling people weeping beside dead trees, and so on. The carvings aren't uniform and appear to have been made over many years by many different hands.

The cultists made the carvings here, each designed to depict something they left behind in their old lives to dedicate themselves wholly to Yog-Sothoth. Each cultist was required to add something to this room upon becoming one of the Thresholders. As most cultists were—and remain—mean-spirited people, the carvings here are an inventory of petty jealousies, perceived wrongs, and persecution complexes.

Creatures: A cunning and powerful elven mercenary named Kyetriel joined the Pharasmins in their push to stop the Thresholders. Kyetriel met her end here when the cultists sprung a magical trap to



VOID PIT

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damage her soul and poison her flesh. Kyetriel died, but the trap and her feelings of betrayal and agony anchored her soul here. Kyetriel rose as a powerful banshee, and she torments anyone who enters this room. The cultists know to stay out of the room for fear of Kyetriel's dread keening, and the Pharasmins consider Kyetriel to be a useful deterrent to prevent the cultists from coming this way.

Kyetriel attacks any living creatures that enter this room, opening with her Wail and then relying on her melee Strikes. Although she's normally bound to this room and can't leave it, if she affects an opponent with her Terrifying Touch, she can enter any room that character enters so long as it remains frightened. This means Kyetriel can follow PCs she injures, perhaps all the way to the surface to escape Candlemere at last.

KYETRIEL CREATURE 18

Elite banshee (*Pathfinder Bestiary* 6, 34)
Initiative Perception +34

Treasure: Kyetriel's corpse remains in this room, desiccated and still wearing the equipment she used in life, including a suit of *+1 resilient elven chain*, a *+2 keen striking elven curve blade*, and a *greater cloak of elvenkind*.

A7. ALCOVES OF THE WATCHERS MODERATE 16

Three alcoves, each holding a humanoid form wrapped tightly in spiderwebs, stand on the east wall of this room. Deep grooves and scratches in the walls and floor hint at a vicious fight here a long time ago.

Creatures: A trio of morrigna psychopomps accompanied the Pharasmins into the dungeon to aid in creating the Spiral Seal, only to be betrayed by Korog after he discovered the techniques to become a graveknight. Knowing the morrignas wouldn't approve of his blasphemous plan, he tricked them into entering a sort of torpor in this room, cocooned by spiderwebs yet prepared to break free at a moment's notice to intercept intruders. He then forbade his followers from ever disturbing them.

The three morrignas—Hastania, Oreshki, and Vatinitel—have remained in their torpor for so long that they've lost track of time, but as soon as anyone enters this room, they emerge from their wrappings at once. The morrignas assume the PCs are cultists if none of them obviously appear to be followers of Pharasma, and they neither ask for nor offer any mercy as they attack on sight.

If the PCs include an obvious follower of Pharasma, or manage to convince the psychopomps they're servants of Pharasma or opponents of the cult via a DC 39 Deception or Diplomacy check or a DC 34 Pharasma Lore or Religion check to stay the psychopomp's attack (this is an action with the Auditory, Concentrate, and Linguistic traits), the morrignas are more circumspect. They ask what brings the PCs to the site of an important barrier between the forces of Yog-Sothoth and devotees of Pharasma. They only allow the PCs to pass if they demonstrate, as a group, that they are persuasive and respectful. Doing so requires a PC to Request safe passage with a DC 39 Diplomacy check. If at least one PC succeeds at this check and no PC critically fails it, the morrignas let them come and go from this room as they please—otherwise they stand firm in their roles as guardians. They won't attack the PCs unless they attempt to force their way forward to area **A8**. If the PCs approached from that area, any attempt to convince the psychopomps that they're not cultists suffers a –2 circumstance penalty.

The morrignas consider any mention of Pharasmin graveknights to be a trick; they assume the Kellids that accompanied them here are long dead and wouldn't stoop to a blasphemy like undeath. Success at a DC 37 Diplomacy check is necessary to convince them of the truth; in this case, the morrignas investigate in person and either fight against the graveknights or instruct the PCs on how to dispose of their armor to prevent the graveknights from reforming. If the PCs can't convince the morrignas that they're telling the truth, the psychopomps assume the accusations of undeath are a blasphemous ruse and attack out of indignation.

MORRIGNA PSYCHOPOMPS (3) CREATURE 15

Pathfinder Bestiary 271
Initiative Perception +28

XP Award: If the PCs convince the morrignas to let them pass or recruit their aid against the undead Pharasmins, award the PCs XP as though they had defeated the morrignas in combat.

A8. TRAPPED HALL MODERATE 16

This long, L-shaped hall is lined with carvings that depict large globes as delicate as soap bubbles at varying heights, as though floating down the hall on a nonexistent breeze.

These images are not nearly as fanciful as they appear. They depict Yog-Sothoth in one of the forms it assumes in the mortal world: a collection of incandescent spheres. The cultists instilled an enchantment here to cause some of the orbs to glimmer with malevolent magical light whenever anyone walked down the hall, but the Pharasmins recognized this latent magical energy

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UNSEEN SIGHT

The ritual Foras led his cultists on allowed them to turn aside time and halt aging, but it required more than the sacrifice of an individual's given name—it required the sacrifice of sight itself. The removal of the eyes symbolized a Thresholder's abandonment of all they had seen before, and with the ritual's completion they gain something greater than mere vision: they gain the Unseen Sight. This is a precise sense that mimics darkvision yet functions even if the eye sockets themselves are covered. More importantly, the unseen sight allows a Thresholder to see the truth of the world, granting them the ability to see things as they actually are as if they were under the effects of *true seeing*, provided they are located within a region under the influence of Yog-Sothoth. Currently in the Stolen Lands, this is limited to the island of Candlemere and the dungeons within it; beyond this area, the Thresholder cultists are blind. Of course, if their plan to draw Yog-Sothoth into the region succeeds, the region in which the unseen sight functions will increase dramatically...

and reworked it into a deadly trap designed to catch unsuspecting cultists. The cultists haven't been back this way, so the trap still remains.

Hazard: Anyone walking past the midpoint of this hallway sees five of the orbs shimmer with color, quickly flickering through a wide range of unsettling and strangely nauseating hues. A soon as a second creature passes this midpoint, blasts of force launch from the orbs.

ORB BLAST TRAP HAZARD 18

UNIQUE COMPLEX MAGICAL TRAP

Stealth +35 (master) to realize that the glimmering orbs signal a dangerous trap.

Description Five globes shoot bolts of force up and down the hall when a second creature reaches its midpoint.

Disable Thievery DC 48 (master) to deactivate the trap entirely before it triggers, Thievery DC 45 (expert) to deactivate one of the glimmering orbs after the trap rolls initiative, or *dispel magic* (9th level; counteract DC 41) to deactivate the trap entirely.

Orb AC 42; **Fort** +27, **Ref** +33

Orb Hardness 30; **Orb HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage; **Resistances** slashing 15

Slam Doors ↷ (arcane, evocation) **Trigger** A second creature crosses a magical sensor at the midpoint of the hall. **Effect** The doors at either end of the hall slam shut and lock in place while the trap is active (the doors open automatically if the trap is disabled or destroyed). The doors (Hardness 14, HP 56 [28 BT]) can be Forced Open with a DC 40 Athletics check, or via a DC 35 Thievery check to Pick the Lock. The trap rolls initiative.

Routine (5 actions) Five energized orbs each take one action to make a force bolt attack against a different target in the hallway (a single target cannot be fired at more than once per round by the trap). The trap doesn't take multiple attack penalties. Each orb that is disabled or destroyed reduces the trap's actions by 1.

Ranged force bolt +35 (can target any creature in area **A8**), **Damage** 4d10+18 force damage

Reset The trap deactivates 1 round after it has no creatures to target and resets automatically after 1 minute.

A9. SCRIPTORIUM

Several niches line the walls of this room. A few angled stone slabs near the walls have the appearance of writing desks. Between two doors leading south, the wall is a large slate board bearing several esoteric diagrams in chalk. Another door leads to the northeast.

Foras believed that copying and recopying abstruse texts and astronomical observations was the best way to drill fundamental occult concepts into new cult members, and this scriptorium was used for this purpose. The numerous copies tediously created here would have been immensely valuable to scholars across Avistan, but the cult never promulgated them and instead stored them in the cubbies here before starting their drudgery again. Unfortunately, these works have mostly been reduced to dust except for the final work: the *Helix Theorem* ritual presented on the slate board. This huge diagram shows certain cosmological conjunctions that trace an immense spiral in the heavens. A PC who succeeds at a DC 35 Occultism or DC 25 Religion check not only identifies this spiral as the symbol of Yog-Sothoth, but also notes that it curves in an opposite way from the spiral comet religious symbol of Pharasma. The *Helix Theorem*, presented in the symbols and notes in Aklo accompanying the diagram, describes closing a symbolic gate nine times along the spiral, from the center of the spiral outward. Although the *Helix Theorem* is described here, it isn't presented with sufficient detail for the PCs to actually perform the ritual. This is the PCs' first clue about how to permanently end the threat posed by Candlemere's lowest level.

Treasure: A cubby contains the only other items of value that haven't degraded, including a well-preserved *scroll of summon entity (8th)* on a thin sheet of brass, a stone tablet carved with runes and markings that function as a *scroll of weird*, and a mysterious looking tome that crumbles away if touched—this dust functions as a single dose of king's sleep poison.

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A10. MUTTERING CAVERN MODERATE 16

This enormous natural cavern is lit by phosphorescent fungus. Several stalagmites, some as high as fifteen feet, sprout from the cavern floor, each mirrored above by a companion stalactite. As a result, the cavern has the unsettling appearance of a half-closed mouth filled with needle-sharp teeth. Twenty feet above the floor, a wide ledge rings the cavern, although much of the ledge along the north side of the cavern has crumbled away. Four doors lead out from this ledge, although only the easternmost and westernmost are still connected by the ledge ringing the cavern to the south—the two other doors open onto rough platforms that no longer connect to the ledge.

The walls of this cavern can be Climbed with a DC 25 Athletics check. It's a 20-foot drop from the ledge to the cave floor below, and another 30 feet up to the ceiling from the ledge. The doors from areas **A8** and **A9** open onto isolated ledges, leaving nowhere to go but down to the cavern floor. The ledge connecting areas **A11** and **A12** is slick but relatively safe, although it's well within reach of the creature inhabiting the cavern.

Creature: The cultists discovered this natural cavern while building their lair, along with its horrific occupant—a shoggoth. By sealing the numerous narrow fissures through which the shoggoth entered this chamber from the Darklands below, centuries before even the Thresholders arrived in the area, they trapped the monster within. The cultists once kept it sated with offerings of prisoners when they needed to navigate this room, but when the Spiral Seal descended, the shoggoth went into an eons-long hibernation. Now that the seal is broken, the shoggoth has wakened, hungry and eager. Its cacophonous cries of "tekeli-li, tekeli-li!" echo through the cave as soon as the PCs enter. It fights until destroyed and pursues PCs relentlessly, its amorphous body allowing it to move through five-foot-wide spaces as difficult terrain. A brave or desperate party can potentially use the shoggoth as a weapon against other creatures in the dungeon, as it does not discriminate between targets that could serve as potential nourishment.

SHOGGOTH CREATURE 18

Pathfinder Bestiary 293
Initiative Perception +34

Treasure: The cultists sheared off the top of a stalagmite growing near the ledge by the entrance to area **A11**. They keep a small box containing twisted scraps of cloth on this pedestal; these improvised earplugs provide a +1 item bonus to saves against auditory effects, such as the shoggoth's Maddening Cacophony. Beneath the well-used earplugs is a vial containing a greater bravo's brew.

A11. LABORATORY MODERATE 16

The north end of this long room is bisected by a thin wall. On the west side of it, a series of tables bear a dizzying collection of laboratory equipment made of metal and crystal. On the east, a staircase descends steeply to a landing and bends out of sight.

The cultists constructed this laboratory to perform experiments on base chemicals to unlock insights into the building blocks of reality. Their successes in this endeavor were few, and as a result of their propensity for occasional explosive errors, Foras insisted this lab remain far from the principal chambers controlled by the Thresholders.

The stairs descend 100 feet to area **B1**.

Creatures: Two Thresholders work here. Having shed their former Hallit identities for the mystic names of Illocor and Kromori, these two hermeticists seek a method by which they can break matter into its fundamental components to study how reality itself is built and might be subverted to serve Yog-Sothoth's will. They haven't been able to capture living creatures from the surface in so long that they're desperate for new flesh and attack the PCs immediately in the hopes of capturing them and testing some of their more painful theories. Neither wants to admit defeat in front of the other and they both fight bravely; however, as soon as one of the pair falls, the other flees through area **A10** to join the cultists in the echo laboratory (area **A12**) and warn them of intruders.

THRESHOLDER HERMETICISTS (2) CREATURE 16

RARE | CE | MEDIUM | HUMAN | HUMANOID

Human occult researchers
Perception +29, unseen sight
Languages Aklo, Hallit
Skills Acrobatics +29, Crafting +31, Intimidation +25, Medicine +27, Occultism +31, Stealth +27, Survival +27, Yog-Sothoth Lore +31
Str +2, **Dex** +5, **Con** +3, **Int** +5, **Wis** +3, **Cha** +1
Items expanded alchemist's tools, major antidote, *+2 greater striking dagger*, religious symbol of Yog-Sothoth, *+2 resilient studded leather armor*
Infused Items A Thresholder Hermeticist carries the following infused items, which last for 24 hours or until the next time the Thresholder Hermeticist makes their daily preparations: infused greater acid flasks (14), infused major eagle-eye elixirs (2), infused major elixirs of life (3), infused greater mistform elixirs (2).

AC 39, concealed; **Fort** +28, **Ref** +30, **Will** +26; juggernaut
HP 290; **Resistances** mental 15
Juggernaut When the Thresholder Hermeticist rolls a success on a Fortitude save, they get a critical success instead.

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Outside of Time The Thresholder Hermeticist exists outside of time; they don't age, don't need food or drink to survive, and can't be quickened or slowed unless they choose to be.

Speed 25 feet

Melee ❖ *dagger* +31 (agile, finesse, magical, versatile S), **Damage** 3d4+8 piercing plus cruel anatomist

Ranged ❖ greater acid flask +31 (range increment 30 feet, splash 10 feet), **Damage** 1 acid damage plus 3d6 persistent acid damage and 3 acid splash damage

Bomber When throwing an alchemical bomb with the splash trait, the Thresholder Hermeticist can deal splash damage to only their primary target instead of the usual splash area.



THRESHOLDER HERMETICIST

Cruel Anatomist The Thresholder Hermeticist deals an additional 2d8 bleed damage with melee Strikes. A creature who bleeds for 2 rounds from this becomes enfeebled 1 for as long as it continues bleeding.

Quick Bomber ❖ The Thresholder Hermeticist Interacts to draw an alchemical bomb, then Strikes with it.

Treasure: Anyone trained or better in Crafting realizes that the materials on the lab tables to the north of the room are all well-used. Despite this general lack of materials, however, the setup functions as expanded alchemist's tools and includes a *greater salamander elixir* and a dose of hemlock poison.

A12. ECHO LABORATORY — MODERATE 16

This large, square room has hemispherical alcoves in the north and south walls. The stone around these, as well as the ground between them, is scored with tiny grooves and ripples.

The alcoves in this room are very carefully engineered to reflect sound and bounce it between them repeatedly. Sonic damage created in this room inflicts an additional 1 sonic damage per die rolled as the amplifications empower it.

Creatures: A pair of Thresholders—a contemplative mystic named Balarom and a thickset disciple named Berinthus—work in this room not to amplify noise, but to dampen it. These cultists are attempting to mimic the soundless void of deep space, in the hopes that utter silence can help draw Yog-Sothoth's attention. When the PCs arrive, the mystic has already cast a 4th-level *silence* spell onto the disciple to aid their experimentation, and the disciple uses this to her advantage to rush at any spellcasters. Both of these cultists fight to the death.

THRESHOLDER MYSTIC — CREATURE 17

RARE | CE | MEDIUM | HUMAN | HUMANOID

Human cleric of Yog-Sothoth

Perception +31; unseen sight

Languages Aklo, Hallit

Skills Acrobatics +28, Deception +30, Intimidation +32, Medicine +31, Occultism +30, Religion +33, Yog-Sothoth Lore +32

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +6, **Cha** +5

Items *+2 greater striking spell storing dagger* (contains *blindness*), *+2 resilient leather armor*, religious symbol of Yog-Sothoth

AC 41; **Fort** +27, **Ref** +29, **Will** +33; resolve

HP 315; **Resistances** mental 15

Resolve When the mystic rolls a success on a Will save, they get a critical success instead.

Outside of Time As Thresholder Hermeticist.

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Speed 25 feet

Melee ❖ *dagger* +31 (agile, finesse, magical, versatile S), **Damage** 3d4+6 piercing

Divine Prepared Spells DC 39, attack +30; **9th** *harm* (×6) *overwhelming presence*, *telepathic demand*, **8th** *dispel magic*, *spirit blast*, *heal*; **7th** *divine decree*, *crisis of faith*, *eclipse burst*; **6th** *blade barrier*, *heal*, *true seeing*; **5th** *prying eye*, *sending*, *tongues*; **4th** *air walk*, *discern lies*, *silence*; **3rd** *blindness*, *dream message*, *locate*; **2nd** *darkness*, *deafness*, *silence*; **1st** *bless*, *command*, *sanctuary*; **Cantrips (9th)** *daze*, *disrupt undead*, *forbidding ward*, *guidance*, *message*

Cleric Domain Spells 2 Focus Points, DC 38; **9th** *delay consequence**, *stasis** (**Pathfinder Lost Omens Gods & Magic* 118)

Divine Font *harm*

Reminder of Doom ❖ (auditory, concentrate, emotion, linguistic, mental) The mystic reminds their allies of the punishments awaiting those who fail Yog-Sothoth. The mystic and their allies within 60 feet gain a +2 status bonus to attack rolls and damage rolls until the end of the mystic's next turn.

Steady Spellcasting If a reaction would disrupt the Thresholder Mystic's spellcasting action, they attempt a DC 15 flat check; on a success, the action isn't disrupted.

THRESHOLDER DISCIPLE CREATURE 14

RARE CE MEDIUM HUMAN HUMANOID

Human cultist

Perception +26; unseen sight

Languages Aklo, Hallit

Skills Acrobatics +27, Athletics +28, Intimidation +26 (+28 to Demoralize), Religion +25, Stealth +25, Yog-Sothoth Lore +24

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

Items major elixir of life, *+2 striking handwraps of mighty blows*, religious symbol of Yog-Sothoth, robes, shuriken (10)

AC 36; **Fort** +23, **Ref** +28, **Will** +25; evasion

HP 255; **Resistances** mental 10

Evasion When the disciple rolls a success on a Reflex save, they get a critical success instead.

Guarded Movement The disciple gains a +4 circumstance bonus to AC against reactions triggered by their movement.

Outside of Time As Thresholder Hermeticist (page 407).

Speed 40 feet

Melee ❖ fist +29 (agile, magical), **Damage** 2d6+11 bludgeoning plus 3d6 mental

Melee ❖ lurker claw +29 (forceful, magical, parry), **Damage** 2d12+11 slashing plus 3d6 mental

Ranged ❖ shuriken +28 (agile, thrown 20 feet, reload 0), **Damage** 1d4+11 piercing plus 3d6 mental

Flurry of Blows ❖ (flourish) **Frequency** Once per turn; **Effect** The disciple makes two unarmed Strikes. If both hit the same creature, combine their damages for the purposes of resistances and weaknesses. The disciple's multiple attack penalty applies normally to these Strikes.

Lurker Stance ❖ (stance) The disciple takes the stance of the Lurker at the Threshold, full of menace and danger. The disciple can make lurker claw unarmed attacks. These deal 1d12 slashing damage; are in the brawling group; and have the parry, forceful, and unarmed traits. While in this stance, if the disciple succeeds or critically succeeds at a



THRESHOLDER MYSTIC

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check to Demoralize a target, the target must succeed at a DC 34 Will saving throw or be stupefied 1 (stupefied 3 on a critical failure) for 1 minute.

Ominous Mien ❖ **Requirement** The disciple is in Lurker Stance; **Effect** The disciple gains a +2 circumstance bonus to Intimidation checks and their Demoralize attempts don't take a penalty for not speaking the target's language and don't cause the target to become temporarily immune. These effects last until the end of the disciple's next turn.

Temporal Strikes The disciple's Strikes force the creature hit to endure a deluge of unfamiliar memories from a combination of past lives and parallel existences, causing an additional 3d6 mental damage with a successful hit.

Treasure: One of the chimes on the rack is a critical component of the experiments here; it is a hollow metal *wand of widening sound burst (7th level)*.

A13. STAR SPHERE

An archway in the northeast corner of this room opens into a fifteen-foot-diameter spherical hollow. The interior of the sphere glows with tiny points of light that almost look like a representation of a stellar map or constellation chart. Doors lead out to the east, west, and south.

The sphere is a celestial globe showing the position of the stars in relation to the surface of Golarion as pinpricks of magical light. As the Thresholders didn't want to rely on astronomical observations made from the Candlemere tower, they installed this globe as a reference point. When they were cut off from the surface, the Thresholders initially relied extensively on this globe, but after long centuries they've all memorized this information and don't need to check on it much any longer. This room is therefore frequently empty except when cultists are traveling between areas.

The door to the west opens upon a shallow alcove, the far wall of which bears a large, purple glyph that resembles several interlocking bubbles. This glyph can be used to trigger a one-way passage into area **A5**. When the proper combination of bubbles on the runes are pressed (which requires success on a DC 35 Occultism or DC 37 Arcana check to determine), the stone of the wall shifts to the consistency of thick mud for 1 minute, allowing a creature to push through the wall into area **A5** as if moving through difficult terrain. Creatures cannot pass through it in the opposite direction.

The cultists assume that the Pharasmins are in control of the Void Pit in area **A5**, but if they learn otherwise, they might use this route to expand their influence into the northern parts of the dungeon.

Hazard: Anyone who touches the glyph in any way other than by using the proper combination triggers a trap that encases the target in a timeless eternity.

FROZEN MOMENT TRAP — HAZARD 17

Pathfinder Core Rulebook 525
Stealth DC 40 (master)

A14. THE BENDING WAY — MODERATE 16

This hall makes several tight turns, obscuring most of it from view behind walls decorated with spiral symbols. The north end of the hall contains a few tables loaded with loose stone and a variety of bowls, jars, and measuring scales.

This long room was once used for meditation, to show cultists that a twisting way to truth is sometimes the only way to find it. When the Pharasmins attacked and destroyed the shortest passage to the entry hall (area **A2**), the Thresholders were more easily confined to the southern half of the dungeon. The cultists realize there is a potential tactical advantage to gain from reopening this passage, but they also understand that keeping the rubble as-is affords perhaps an even greater protection from their enemies. As such, progress toward restoring the passageway has never gone much farther than argument-laced discussions.

Creatures: The hermeticist and disciples working here are quick to attack any intruders. They communicate with each other in eerie whispers as they fight, out of habit. These foes fight to the death.

THRESHOLDER HERMETICIST — CREATURE 16

See page 407
Initiative Perception +29

THRESHOLDER DISCIPLES (2) — CREATURE 14

See page 409
Initiative Perception +26

Treasure: The hermeticist's worktable contains expanded alchemist's tools and a major serene mutagen.

A15. HALL OF ABERRANT REFLECTIONS

Steel mirrors line the east wall of this long hall, extending from floor to ceiling. A corridor leads north, and two doors exit to the west. Two stone benches stand in the room, positioned so that anyone sitting upon them can face their reflections. Neither the benches nor the doors are reflected in the mirrors opposite them.

Each of the mirrors here are magically warped, like subtle fun house mirrors. Instead of reflected creatures seeming distended or compressed, however,

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they appear slightly alien: wider eyes with fang-filled mouths, elongated heads that pulse with dark veins, or hateful sneers below dead-white eyes. To keep anyone meditating on these magical images from being distracted, the mirrors are enchanted so the doors across from them don't appear in the reflections—they just appear to be blank walls instead. The same is true for any unattended objects in the room, like the benches; they aren't reflected in the mirrors at all. These minor magical properties can be discovered with a DC 30 check to Identify Magic.

Any significant noise in this room brings the disciples resting in area **A16** to investigate.

A16. UPPER BUNK ROOM MODERATE 16

Ten stone slabs each large enough to hold a reclining human line the walls of this room, stacked in pairs like bunk beds. A tattered leather mat lies upon each.

The cultists sleep in this room from time to time, although most hermeticists and mystics are too involved in their current projects to come back here to sleep.

Creatures: A total of four Thresholder Disciples are in this room at any time, taking their turn to doze or simply meditate. These disciples switch out for those in other areas of the dungeon from time to time, although they have long ago lost any sense of a normal day-night cycle and rest for any period between a few hours and a few weeks. If alerted to danger, these disciples are quick to spring into action. They pursue foes throughout the dungeon, offer no quarter, and fight until slain.

THRESHOLDER DISCIPLES (4) CREATURE 14

See page 409

Initiative Perception +26

A17. VISITOR LOUNGE

This large room has a vaulted ceiling that rises thirty feet high. The arched ceiling resembles a wide-open sky, complete with ominous gray storm clouds and subdued sunlight that shines fitfully down to the floor below in softly shifting beams. Several low stone benches with curved backs provide comfortable and intimate seating. A narrow staircase leads down to the south.

On the rare occasions when the cultists hosted visitors, they wanted to ensure their guests' comfort so that they could more easily sway or deceive them. This room's ceiling had an illusion placed to accurately reflect the sky above Candlemere, but it long ago froze in the current view of a pending rainstorm. Anyone watching the ceiling sees it shudder and loop after a few minutes to repeat the same movements over and over.

The door to the west leads to a short hall with a glyph much like that in area **A13**. This controls a one-way door leading to area **A12**, but unlike the door in area **A13**, the cultists still use it quite often.

The stairs here descend 100 feet to area **B3**.

Hazard: As with the trap in area **A13**, misusing the glyph controlling the one-way door triggers a trap to freeze the target in time. However, since this trap has been used so often over the millennia, it's slightly easier to identify the correct orbs to push. The trap's Stealth DC is therefore slightly lower.

FROZEN MOMENT TRAP HAZARD 17

Pathfinder Core Rulebook 525
Stealth DC 38 (master)



THRESHOLDER DISCIPLE

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PART 2:

THE DEPTH OF FEAR

The deepest levels below Candlemere present a harrowing challenge for a high-level party. While the events that play out in this long-sealed dungeon have very little direct impact on the story of Kingmaker, the potent treasures awaiting discovery within the Spiral will certainly aid the PCs in defending their realm from Nyrissa in the next chapter.

THE SPIRAL OF YOG-SOTHOTH

Candlemere's lowest dungeon consists of several rooms built around an enormous spiral engineered by Foras to catch and focus Yog-Sothoth's gaze, and it is where the Thresholders focus their most important efforts to draw Yog-Sothoth into the Material Plane. In the center of the spiral is a ritual chamber where the cult leader, Foras, works tirelessly at his rituals.

But Foras and his cultists aren't alone in their endeavor. In the months before the clash with the Pharasmins, Foras reached out to the windswept plateau of Leng, for allies. A group of powerful denizens of Leng answered by sending a delegation of inhuman envoys to aid them, only to become trapped in the dungeon when the Spiral Seal cut off dimensional travel. In that time, the denizens have managed to breach the Spiral Seal only a few times to conjure potent agents from the depths of time itself, but even these powerful hounds of Tindalos found themselves unable to exit the dungeon as long as the Spiral Seal remained.

Fortunately for the cultists, the denizens of Leng are inhumanly patient, and they have been content to

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merely wait out the Spiral Seal. They've taken over the eastern rooms in the lower dungeon, and the cultists are happy to let them have those rooms while they continue to pursue their own goals.

THE HELIX THEOREM

Although the PCs can prevent the Thresholders from finishing their patient endeavor in engineering Yog-Sothoth's arrival on Golarion by simply killing them all and destroying their work, the very structure of the Spiral of Yog-Sothoth will continue to draw the Outer God's gaze as long as it remains. Merely knocking over a few walls or blocking a few passages can't undo the mystical effect the Spiral has imbued the region with; it has existed for so long that its shape is burned into the fabric of reality and the risk of catching Yog-Sothoth's attention will remain until someone takes specific action to reverse this condition. A PC who has explored the Spiral and succeeds at a DC 35 Occultism or DC 33 Yog-Sothoth Lore check realizes the metaphysical danger the lower dungeon poses.

To render the Spiral of Yog-Sothoth entirely harmless, the PCs must discover and perform a mystic rite called the *Helix Theorem*. The PCs can first learn about this ritual by examining the slate board in area **A9**, with further information awaiting discovery in area **B13**. In brief, the ritual requires closing a miniature gate icon nine times: once each in areas **B14**, **B13**, **B12**, **B10**, **B8**, **B4**, **B3**, **B2**, and **B1**, in that order. Each time the gate is closed as part of the correct sequence, the icon itself glows with a soothing pale blue light until it is opened again (likely to perform the next closing). If the gate is closed out of sequence, the pale blue light flashes brightly before extinguishing, and the process must be started from the beginning.

The tiny gate must be a specially prepared icon representing the cosmic seal that serves as a boundary between Yog-Sothoth and the Material Plane. The miniature gate in area **B14** works well for this purpose, although the PCs can prepare their own icon with success on a DC 38 Crafting check. Each time the gate is shut in one of these rooms, the PC performing the ritual must succeed at a DC 36 Occultism check. Other PCs can Aid this check as usual by intoning chants or simply helping to carry the gate. If any of these Occultism checks is failed, the PCs must start again in area **B14**. At the conclusion of the ritual, the miniature gate must be placed—still closed—in the alcove in area **B1** at the very end of the spiral. When the *Helix Theorem* is successfully performed, the rooms in the lower dungeon twist and flex, shifting through the earth until they all exist along a straight line, rather than a curving spiral. This movement is unnerving but harmless to those in the rooms. The rooms thereafter can't capture Yog-Sothoth's attention or open the way for Yog-Sothoth to enter the Material Plane.

While this certainly prevents a potential disaster from destroying the PCs' kingdom, performing the *Helix Theorem* here has an unanticipated side effect that the PCs won't realize until some time later—by performing this rite, they inadvertently bolster their own presence in the flow of time. Any PC who was present below Candlemere when the *Helix Theorem* is performed gain additional protections once they reach Nyrissa's House at the Edge of Time (page 456).

If the PCs don't realize the danger posed by the Spiral or fail to perform the *Helix Theorem*, the long-term effects are up to the GM. Eventually, the Spiral draws other prospective cultists into the chambers; these cultists arrive singly or in small groups but quickly join together to continue the work the Thresholders began. These new cultists might be more powerful or more numerous than those the PCs previously destroyed. The spiral may even draw Yog-Sothoth's dire gaze, causing spheres of eldritch power to erupt in the region and then begin to pull this part of the Material Plane out of phase with the rest of reality, exacerbating the dangers of the blooms that afflict the PCs' kingdom at the start of Sound of a Thousand Screams.

Reward: If the PCs successfully complete the *Helix Theorem* ritual, award them 120 XP.

B1. WASHING STATION

A long trough of clear water lies along the length of the western wall of this room. A narrow, curved alcove extends a few feet into the north wall before ending at a star-shaped symbol. A hall opposite it curves away to the southeast. Stairs ascend steeply to the east.

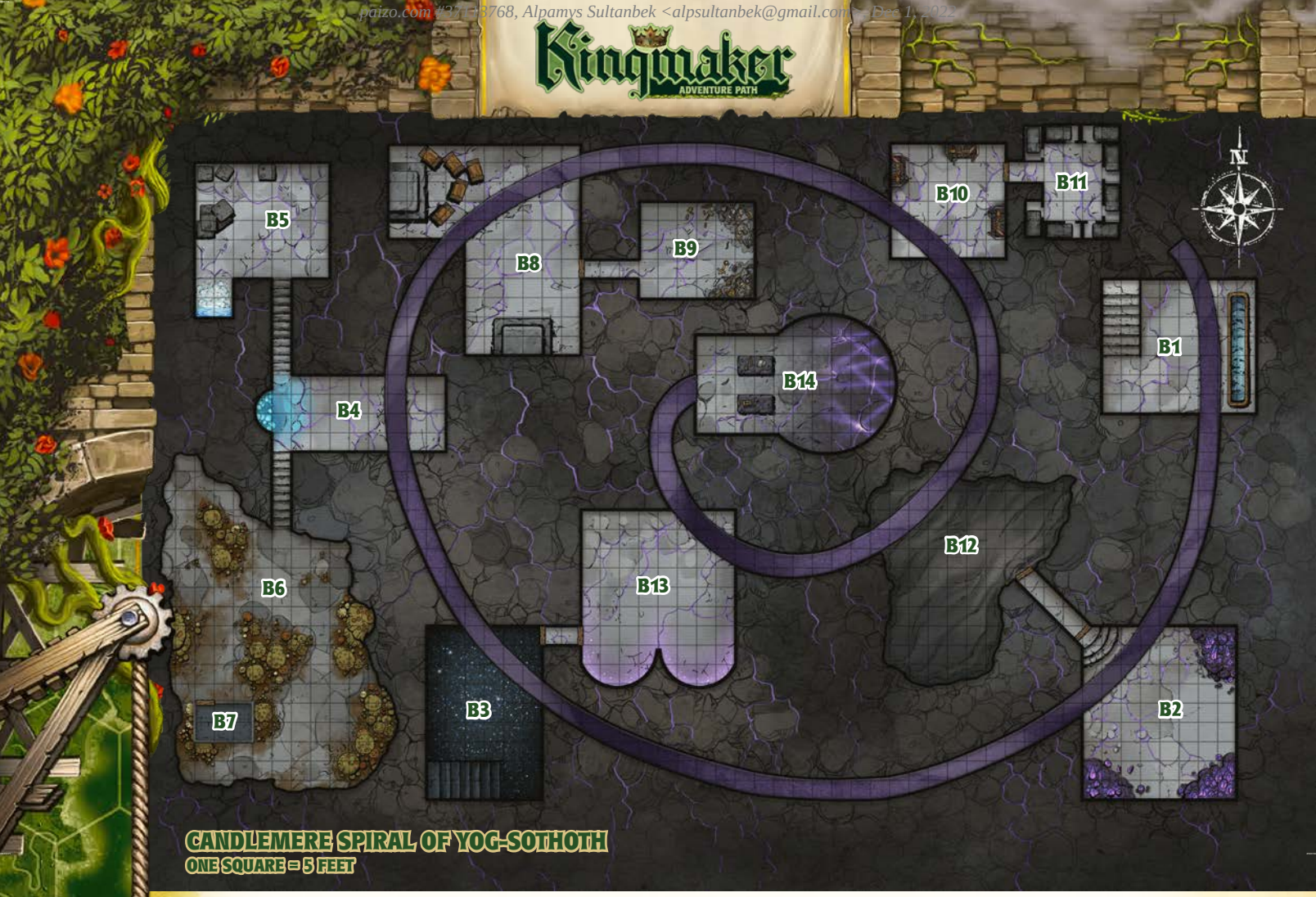
This chamber is the first of many shrines the cultists regularly use to venerate Yog-Sothoth. Here, at the beginning of the journey along the spiral, the cultists wash their garments and their bodies in icy cold water that is continually cleaned and chilled by a minor magical effect. Cleanliness isn't particularly important to Yog-Sothoth—who has little care about flesh at all, whether dirty or clean—but the cultists use the cold water scrub to focus their minds on the upcoming portions of the ritual.

The stairs lead up to area **A11**.

Success on a DC 35 Religion check is enough to note that the star-shaped symbol on the alcove wall symbolizes the Outer God Azathoth, seething chaos at the "center of reality." This symbol serves as the starting point of the ritual spiral that curves throughout this lower level, as the cultists seek to replicate and expand upon this terrifying event.

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CANDLEMERE SPIRAL OF YOG-SOTHOTH
ONE SQUARE = 5 FEET

B2. CHAMBER OF THE WORM — SEVERE 16

This enormous room contains heaps of glittering stones, each the size of a fist, all haphazardly piled along the west and south walls. A narrow, curved track on the floor leads from the curved hall to the north into the curved hall to the east. In the northeast corner of the room, a terrace-like set of tall stairs leads up to a narrow stone door.

Creature: This room serves as the home for an eldritch envoy from the Darklands—a neothelid named Niodrhast. Before the Spiral Seal, Niodrhast came and went via teleportation, and served the Thresholders as a sort of supply route for strange components or other needs. The neothelid went into hibernation soon after the Spiral Seal locked it in place; it wakens from its torpor slowly now that the seal has been broken. It attacks any intruders into this realm at once, but if the PCs are forced to retreat and return, they'll find Niodrhast has vacated the area, having returned to Denebrum to catch up on the centuries it missed.

NIODRHAST — CREATURE 19

UNIQUE | CE | GARGANTUAN | ABERRATION

Variant neothelid (*Pathfinder Bestiary 2* 181)

Perception +33; greater darkvision, thoughtsense 100 feet.
Languages Aklo, Alghollthu, Undercommon; telepathy 100 feet
Skills Acrobatics +35, Athletics +37, Deception +38, Diplomacy +36, Intimidation+ 38, Occultism +38
Str +10, **Dex** +6, **Con** +8, **Int** +9, **Wis** +6, **Cha** +9
Thoughtsense (divination, mental, occult) As neothelid.

AC 43; Fort +35, **Ref** +31, **Will** +33; +1 status to all saves vs. magic
HP 445; **Immunities** acid; **Weaknesses** cold iron 20; **Resistances** mental 20
Dimensional Wormhole ↻ (conjuration, occult, teleportation) As neothelid.

Speed 30 feet, fly 50 feet
Melee ❖ jaws +37 (reach 15 feet), **Damage** 4d12+18 piercing plus Improved Grab
Melee ❖ rasping tongue +37 (agile, fatal d10, reach 25 feet), **Damage** 4d8+18 slashing
Occult Innate Spells DC 41, attack +33; **9th** *phantasmal calamity*, *summon entity*; **8th** *charm*, *suggestion*; **7th** *teleport*; **6th** *scrying* (×3), *suggestion* (at will); **5th** *mind probe* (at will), *telekinetic haul* (at will); **Cantrips (9th)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*
Rituals DC 41; *geas*, *inveigle*
Breath Weapon ❖❖ (acid, evocation, occult) As neothelid, but 20d6 acid damage and DC 41 basic Reflex save.

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Instant Suggestion ↷ As neothelid.
Lashing Tongues ❖❖ As neothelid.
Swallow Whole ❖ Large, 2d12 bludgeoning plus 3d12 acid, Rupture 31

Treasure: One of the quartz gems on the floor has a *dispelling sliver talisman* lodged within it. This treasure is well concealed among the heaps of valueless quartz, however, and a PC who Searches the piles must succeed at a DC 36 Perception check to locate it.

B3. RUNE-SCRIBED ROOM

The walls, floors, and ceiling of this room are inscribed with thousands of tiny runes, each glittering with a pale, cold light like that of a distant star. A staircase ascends to the southeast, and a door stands in the northwest corner. A curved hall exits to the west and another exits to the north. By the runes worn away between those two halls, it's clear that a significant amount of foot traffic has come and gone between them.

The runes here aren't magical except for their glow, but they represent thousands of different components of the eldritch worship of Yog-Sothoth. Each rune represents a deeper concept that requires decades of study to understand. The cultists pass into this room as part of their ritual journey along the spiral, choosing a single different rune to stare at and meditate upon each time they come through here.

The door to the northeast leads to a short hallway culminating in a door to area **B13**, a room with a similar meditative purpose. Cutting from one of these rooms to the other can be disruptive to meditations, so just inside the hallway near each door, a small metal bell has been rigged to ring when the opposite door is opened, alerting occupants that someone is coming through the hallway. The mechanism that triggers the bells can be spotted before a door is opened with success on a DC 35 Perception check, after which it's an easy DC 25 Thievery check to Disable the bell.

The staircase leads up to area **A17**.

B4. COLD PRAISE SEVERE 16

This long room has two curving hallways exiting from the north and south walls of its western end and two steep stairways descending from the north and south walls of its eastern end. At the east end of the room, a rounded alcove shows ever-shifting shapes in a vibrant blue color.

The shapes in the east alcove are words in Aklo, constantly shifting and changing to form praises to Yog-Sothoth and aphorisms about the Outer God's eventual return when the stars are right and the cosmic gate is opened. Anyone who enters this room must read aloud from the script or face a debilitating magical trap. The visitors from Leng who occupy areas **B5**–**B6** to the east don't bother on the occasions they pass through here since they're immune to cold.

Hazard: Any creature who spends more than 1 round in this room and doesn't read aloud one of the phrases in Aklo writhing above the alcove causes the trap to trigger.

PRAISE OF YOG-SOTHOTH HAZARD 19

COMPLEX MAGICAL TRAP

Stealth +37 (legendary) to recognize the symbols as a magical trap
Description Magical letters reveal phrases in Aklo that, if not properly spoken aloud, inflict numbing cold.
Disable DC 47 Occultism (master) or DC 49 Religion (master) three times in a row to successfully speak aloud the esoteric phrases as they appear (this causes the trap to deactivate for 1 hour, although the phrases continue to appear during this time), or *dispel magic* (9th level, counteract DC 38).
Reactive Charge ↷ (arcane, evocation) **Trigger** A creature spends more than 1 round in the room without speaking aloud the phrases appearing in the alcove. **Effect** The creature takes 12d6 cold damage (DC 41 basic Fortitude save, plus immobilized for 1 minute on a critical failure). The trap then rolls initiative.
Routine (1 action) The trap fills the entirety of area **B4** with additional blasts of cold. All creatures in area **B4** take 12d6 cold damage (DC 41 basic Fortitude save, plus immobilized for 1 minute on a critical failure).
Reset The trap deactivates 1 round after it has no target creatures and resets after 1 minute.

B5. THE HOWLING ROOM SEVERE 16

The noise of howling wind is obvious to any hearing creature from the stairs leading down into this chamber.

A few stone biers are the only furnishings in this room. An alcove to the southeast emits a constant howl of wind that blows around the room. The wind isn't particularly strong, but gouges on the walls indicate that it must have been blowing ceaselessly for many years. A staircase ascending from the south wall is the room's only exit.

The alcove emits a constant howling wind that is magically contained to this room. The wind originates from hundreds of tiny holes at the rear of the alcove, but its source is a distant nameless world where ceaseless storms howl. The cultists sometimes meditated in this room, listening for insights into creation from the ceaseless wind.

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The wind imposes a –2 circumstance penalty on auditory Perception checks and on attack rolls for ranged physical attacks, such as arrows. Unprotected flames in the room are instantly blown out. The room is difficult terrain for creatures that are Flying.

Creatures: As the Leng envoys found this room reminded them of their windswept home, Foras graciously allowed them to use it as their private chamber. One envoy is currently here while the other is being interviewed by cultists in area **B8**.

That single Leng envoy and a mastiff of Tindalos are enjoying the blowing wind. They realize that anyone they don't recognize must be an enemy of the cult, and they hope to curry favor with Foras by eliminating them quickly. The Leng envoy fights to the death, but the mastiff of Tindalos, recognizing that the Spiral Seal is no more since the PCs obviously made it inside, flees via Angled Entry if reduced to fewer than 30 HP.



LENG ENVOY

LENG ENVOY CREATURE 18

RARE CE MEDIUM ABERRATION DREAM

Variant denizen of Leng (*Pathfinder Bestiary 2* 70)

Perception +31; darkvision

Languages Aklo; *tongues*

Skills Acrobatics +32, Athletics +29, Deception +35, Intimidation +32, Occultism +35, Sailing Lore +38, Stealth +32, Thievery +30

Str +5, **Dex** +6, **Con** +5, **Int** +9, **Wis** +5, **Cha** +6

Items *+2 greater striking keen kukri*, Leng rubies worth 300 gp (4), pipes

AC 42; **Fort** +27, **Ref** +30, **Will** +33

HP 240, planar fast healing 15; **Immunities** cold; **Resistances** critical hits 20, precision 20

No Breath The Leng envoy doesn't need to breathe.

Planar Fast Healing As denizen of Leng.

Speed 30 feet

Melee ❖ *kukri* +34 (agile, finesse, magical, trip), **Damage** 3d6+13 slashing plus 3d6 persistent bleed

Melee ❖ jaws +32 (agile, finesse), **Damage** 3d10+13 piercing plus debilitating bite

Occult Innate Spells DC 40, attack +34; **9th** *unfathomable song*, *phantom pain*; **8th** *suggestion*, *uncontrollable dance*; **5th** *locate*, *mind probe*; **7th** *warp mind*; **4th** *outcast's curse*; **3rd** *hypnotic pattern*, *levitate*; **2nd** *mirror image*; **Cantrips (9th)** *chill touch*, *detect magic*, *mage hand*, *message*, *read aura*; **Constant (9th)** *tongues*

Leng Ruby (enchantment, occult) As denizen of Leng, but can target a creature with *mind reading*, *outcast's curse*, *phantom pain*, or *warp mind*.

Debilitating Bite (curse, occult) As denizen of Leng, but DC 40 Fortitude save.

Play the Pipes ❖❖❖ (auditory, primal) **Frequency** once per day; **Requirements** The Leng envoy is holding a musical instrument; **Effect** The envoy plays a melody on its instrument to cast *uncontrollable dance*, *unfathomable song*, or *warp mind* without expending the spell slot and using his music in place of providing the spell's component actions. The spell gains the auditory trait and targets all creatures in a 60-foot emanation instead of its usual targets. A creature that succeeds at its Will save against any spell is then temporarily immune from all spells played from the envoy's pipes for 1 minute. Aberrations are immune to this music.

MASTIFF OF TINDALOS CREATURE 15

RARE NE MEDIUM ABERRATION EVIL TIME

Variant hound of Tindalos (*Pathfinder Bestiary 2* 146)

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Perception +29, greater darkvision
Languages Aklo
Skills Acrobatics +31, Athletics +27, Occultism +31, Stealth +31, Survival +27 (+29 to Track)
Str +6, Dex +8, Con +4, Int +8, Wis +6, Cha +4

AC 37; **Fort** +23, **Ref** +29, **Will** +27
HP 210; **Immunities** controlled, emotion; **Immunities** cold; **Resistances** mental 15, poison 15, physical 15
Otherworldly Mind ↷ (mental) As hound of Tindalos, but 8d6 mental damage and DC 33 Will save.
Ripping Gaze (aura, evocation, occult, visual) 30 feet. As hound of Tindalos, but 8d6 slashing damage and DC 33 Fortitude save.
Vulnerable to Curved Space As hound of Tindalos.

Speed 30 feet, fly 30 feet
Melee ❖ jaws +29, **Damage** 3d12+14 piercing
Melee ❖ claws +29 (agile), **Damage** 3d10+14 slashing
Occult Innate Spells DC 32, attack +29; **8th** *discern location*; **7th** *dimension door* (at will), *dimensional anchor*, *haste*; **6th** *invisibility* (self only), *locate*, *slow*
Angled Entry ❖ (conjuration, occult, teleportation) As hound of Tindalos, but it casts a 7th-level *dimension door*.

B6. GARDEN SEVERE 16

This enormous natural cavern is nearly a hundred feet long and sixty feet wide. It is overgrown with a profusion of fungi and strange ferns that grow to an immense size despite the lack of natural light. The floor of the chamber is unpleasantly spongy and gives off a putrid smell. A small stone shed stands at the south end of the cavern, nearly overgrown with vegetation.

The cultists discovered this enormous cavern while constructing the lower dungeon and use it to grow fungi, herbs, and insects the hermeticists use in their experiments. Otherwise, the cultists leave the area alone—they don't need to eat and therefore don't require sustenance themselves.

Creatures: The Leng envoys asked for this room for their mastiffs, and Foras was glad to provide it to the otherworldly visitors. The mastiffs eagerly attack any intruders, fighting to the death.

MASTIFFS OF TINDALOS (4) CREATURE 15

See page 416
Initiative Perception +29

B7. OVERGROWN SHED

This small stone shed was already part of this cavern when the cultists constructed the Candlemere dungeons millennia ago. Even then, it was already impossibly old, its stone riddled with the vegetation that grew up around it and its stone corners crumbled and rounded with age. The stone door leading into the shed sits slightly off its rusted pivot pin and requires a DC 36 Athletics check to Force Open.

Hazard: The interior of the shed is dark and featureless. It is also totally devoid of any plant life that grows with such profusion outside of it—a side effect of the fact that the shed's interior is infused with destructive emotional energy, for this location in the spiral has become a sort of supernatural sump for the excess of awfulness shed over the past thousands of years by the trapped, ageless cultists.

PARANOIA WELL HAZARD 19

MAGICAL TRAP

Stealth DC 47 (legendary)
Description Sudden invasive emotions of fear, paranoia, and anger well up in the mind, causing companions to take on sinister casts to their no-longer familiar features.
Disable Intimidate DC 47 (legendary) to shout down the



MASTIFF OF TINDALOS

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emotional energies and exert mental dominance over them, or Thievery DC 44 (master) to cause the trap's energies to discharge harmlessly

Reveal the Enemy ↻ (curse, fear, emotion, enchantment, mental, occult) **Trigger** A Small or larger creature ends its turn inside of area **B7**; **Effect** The trap releases its built-up emotional energy in a silent blast of power. All creatures in area **B7** or within 20 feet of the shed's exterior walls must attempt a DC 41 Will save (creatures within the shed take a –2 circumstance penalty to this save).

Critical Success The creature is unaffected.

Success For 1 hour, the creature treats no other creatures as allies and can't take concentrate actions that don't have the rage trait.

Failure As success, but the effect is permanent.

Critical Failure As failure, but the creature must attack any creature it detects, preferring to attack former friends or allies when possible.

Treasure: Even a cursory examination of the shed's interior reveals a small pile of rags and scraps, as if a destitute person left their tattered clothes in the corner before vanishing. Among these mysterious rags is a *dread blindfold*.

B8. LECTURE ROOM SEVERE 16

This L-shaped room has the curved hallway arcing through its center. A raised platform stands at each end of the room, and a few heavy stone stools are clustered around the platform to the east. A door stands in the west wall.

This is the primary meeting place for the Thresholders, and it's where Foras gathers them together to make pronouncements, issue changes in the devotion rituals, or publicly punish wrongdoers.

Creatures: The current occupants are a Leng envoy and two disciples named Brulen and Ferandir. The disciples have been tasked with finding out more from the Leng envoy about how to open wide the cosmic gate to let Yog-Sothoth through. The disciples worry that because the envoy is just so much smarter and more devout than they are, their relative ignorance will lead to punishment. Brulen and Ferandir each keep trying to show that they understand more of what the envoy is saying than the other, when in fact neither has any idea. They find the whole interview particularly frustrating, and the envoy, who enjoys tormenting the disciples with their ignorance, has no intention of letting the interview end anytime soon.

If this group becomes aware of intruders, the envoy simply sits back and opines in Aklo, "Now you can show me what you know." Happy to be doing something they're good at, the disciples rush into combat. The envoy hangs back, supporting the disciples with its spells if it seems like it won't put itself in any danger by doing so.

The envoy ceases hostilities if the disciples are defeated, offering to answer any questions the PCs have. Instead of providing detailed answers, however, it provides only basic facts that it assumes the PCs already know, such as the tenets of the cult and the powers that different types of cultists can bring to bear. The envoy freely admits that aiding the cultists in bringing Yog-Sothoth through the mystical gate to rend this world suits its own purposes, although the envoys themselves aren't particularly devoted to Yog-Sothoth. The envoy might let slip some information that fills in gaps in the PCs' knowledge, such as that Foras is the leader of the cult, that he works at the center of the spiral, or even that a rite called the *Helix Theorem* can turn Yog-Sothoth's attention away from Candlemere. During the course of the interrogation, the envoy gives up its strangely flawless Leng rubies, surrendering them as spoils of war or even hinting that they hold magical power. If the envoy can convince the PCs to demand the rubies instead of merely accepting them, all the better. The envoy then tries to use *mind probe* on a PC with one of the rubies and learn more about them. Ultimately, the envoy plans to betray the PCs, but if it can do so when they've let their guard down, that works just as well. Once it springs this trap, the envoy fights until destroyed.

LENG ENVOY CREATURE 18

See page 416

Initiative Perception +31

THRESHOLDER DISCIPLES (2) CREATURE 14

See page 409

Initiative Perception +26

B9. STORAGE ROOM

This room contains supplies the cultists either haven't gotten around to fixing or only use for special occasions. They include stone chairs, broken alchemical equipment, moldy leather, and dull weapons. A single skeleton is hidden behind some of the furniture here; this cultist irritated the others so badly that, in defiance of Foras's orders, they killed him and stashed his body here.

B10. MORTIFICATION ROOM

Racks around this room contain scourges, wide-bladed knives, and sickles. All are crusted with blood, which pools on the floor beneath them. A door leads west, and a curving hall cuts through this room from east to south.

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The cultists engage in ritual mortification of the flesh as they travel through this room in their devotional journey. This isn't a requirement of Yog-Sothoth but a requirement of Foras himself: the sadistic cult leader likes to think of his cultists regularly flaying themselves out of dedication to his twisted leadership alone. To encourage compliance with a step that the cultists all know isn't doctrinally required, Foras placed a magical alarm in this room. Whenever any creature enters this room and hasn't inflicted at least 1 Hit Point of damage on itself with a melee weapon (whether one of the weapons here or a weapon brought into this room) within 1 minute, chimes ring in areas **B11** and **B14**. These chimes also ring if a creature leaves the room without injury before 1 minute has elapsed, preventing anyone from simply hurrying through this room without performing the requisite self-mortification.

If the chimes ring, the cultists in area **B11** realize that someone hasn't performed the appropriate ritual step and they eagerly pile out of the room to capture the shirker. Once they realize the alarm was due to an intruder rather than to someone failing to fulfill the ritual obligation, they attack. Foras hears the chime in area **B14**, but he has faith that his cultists will catch the wrongdoer on his behalf, so he doesn't respond personally.

Success on a DC 36 Perception check is enough to notice the subtle magical energies infusing this room that comprise the alarm, and any spell that pinpoints magical auras reveals the alarm automatically. Once it's revealed, it can be Disabled with a DC 35 Thievery (legendary) check or by casting *dispel magic* (9th level, counteract DC 36).

Treasure: The daggers, scourges, and sickles in this room don't have any particular value, with the exception of a high-grade orichalcum sickle engraved with prayers to Yog-Sothoth.

B11. LOWER BUNK ROOM SEVERE 16

Sleeping niches are carved into the walls of this room at varying levels. A thin mist fills this room.

This bunk room is similar to area **A16**, but this room has niches carved into the walls rather than slabs protruding from them. The same type of worn leather pallet lies in each niche.

Creatures: A stern hermeticist named Surebna and four disciples are currently resting here, although they are quick to leap into action upon any sign of trouble. This room is too small for all these combatants to effectively fight at once, so the disciples work to push foes into area **B10** where they have more room to move around. The four disciples fight to the death, but Surebna has a bit more self-preservation: he retreats to area **B12** if reduced to fewer than 40 Hit Points, hoping to rouse the guardians there against intruders.

THRESHOLDER HERMETICIST CREATURE 16

See page 407
Initiative Perception +29

THRESHOLDER DISCIPLES (4) CREATURE 14

See page 409
Initiative Perception +26

B12. BLACK SAND CAVERN SEVERE 16

The door leading into this room from area **B2** is covered with a large drift of rubble; opening it from that side requires a successful DC 36 Athletics check to Force it Open.

This natural cavern is heaped with drifts of rubble and gravel. A track through the rubble connects a curved hallway entering the room from the north to another curved hallway entering from the east.

This natural cavern was here when Foras and the Thresholders made the spiral, and they used the chamber as a place to dump a lot of the loose stone from building the spiral itself, filling in much of what was once a larger pit to the south.

Creatures: A trio of alien entities–quelaunts—has dwelt in this cavern since long before the Thresholders arrived. The quelaunts initially attacked the Thresholders, but they broke off hostilities as they recognized certain familiar qualities in the cult's leader. Since then, the three quelaunts have remained here feeding on the ambient emotions of the place. They find the frustrations, hopes, and disappointments of creatures who do not age to be quite delicious, but they won't skip the opportunity to feed on more traditional emotions the PCs may bring with them. The quelaunts fight to the death.

ELITE QUELAUNTS (3) CREATURE 16

Pathfinder Bestiary 6, 273
Initiative Perception +31

B13. ACOLYTE ALCOVES SEVERE 16

This room is brightly lit, and its light is evident from down the curved hall leading to it.

Two large, rounded alcoves stand next to each other at the south end of this room. Both blaze with light emanating from several unnerving pinpoints that shift and move

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around. Just visible in the glare from the alcoves is a door leading east. The curving hall cuts through the northwest corner of this chamber.

This chamber provides a vision of the stars closest to Yog-Sothoth's gate. By carefully interpreting the psychic emanations from the Outer God, the cultists believe that they have managed to reconstruct the stellar location of the cosmic gate barring it from the Material Plane. Here, the cultists must meditate upon the lights to find esoteric patterns that might aid in opening the gate further. Staring directly into the light is painful after a long period of time for those who still have eyes, but the cultists feel no such pain now that they've moved on to the benefits of unseen sight.

Creatures: Two mystics named Tolas and Noliskur are currently here. They each have a lightweight brass tablet and a stylus to record observations they make as they work backward through the *Helix Theorem*, calculating how to reverse the theorem to strengthen, rather than weaken, Yog-Sothoth's gaze into Candlemere.

If the mystics have reason to expect anyone intruding on their mediations, they prepare to chastise whomever arrives. If they identify the PCs as intruders from the surface, the mystics do their best to dispatch them as quickly as possible.

THRESHOLDER MYSTICS (2) CREATURE 17

See page 408

Initiative Perception +31

Treasure: The brass tablets the mystics carry provide a great deal of specific detail about the *Helix Theorem*. Although it's clear from their notes that the cultists were trying to discover a way to reverse the theorem, it's useful for the PCs to see the detailed ritual notes about unshackling Yog-Sothoth's attention from Candlemere. By reviewing the mystics' tablets, the PCs can learn all the necessary steps for performing the *Helix Theorem* ritual (page 413).

B14. RITUAL CHAMBER SEVERE 17

The large chamber has two parts. The narrower room to the east is square and has a few tables and workbenches around it. The spherical room to the west is studded with pinprick lights like distant stars. Chalk lines connect many of these stars together in constellations that defy ordinary geometry. Dividing the two halves of this room is an archway etched with eldritch symbols that glow with a cold light and emit a low moan, like wind blowing past the threshold of a partially opened door.

This two-part chamber is where the cult leader Foras has worked so tirelessly to bring Yog-Sothoth into the Material Plane to lay waste to it. Foras believes that, in doing so, he alone will be the chosen and only survivor that the terrible Yog-Sothoth will spare. The workbenches all contain various occult devices, small models, and slate boards containing astrological calculations. The chalk marks in the spherical area at the heart of the spiral are also his, but they are creations of his own wicked mind and don't follow any usual astronomical logic. It's impossible to tell from these materials how close Foras is to success, but the cold wind blowing from the rune indicates that Yog-Sothoth's presence is indeed near.

Creatures: Foras is here, accompanied by four disciples who take measurements, transcribe notes, and otherwise assist Foras in his abstruse labor.

When confronted with intruders, Foras's first action is to cast *time stop*, then he moves into an advantageous tactical position behind his disciples to cast *scintillating pattern*, *unfathomable song*, or other useful spells to impede the PCs. When time starts again, he Sustains these Spells or casts others to keep the PCs off balance. He doesn't mind catching his disciples in the area of his spells if it means hindering the PCs as well. As he fights, Foras shrieks about how his efforts to call Yog-Sothoth cannot be stopped and that the cosmic gate will soon open wide. Foras and his disciples fight to the death; if he's reduced to fewer than 20 hit points and no disciples yet live, Foras destroys his *staff of power* to unleash a blast of energy.

FORAS CREATURE 19

See page 595

Initiative Perception +33

THRESHOLDER DISCIPLES (4) CREATURE 14

See page 409

Initiative Perception +26

Treasure: One of the items on the worktable is a very realistic miniature gate with symbols like those found in this room. No larger than a human hand, the gate has a stone door that swings open and closed. This icon is worth 10 gp for its craftsmanship, but the PCs are likely to find it particularly useful if they've learned about the *Helix Theorem*. The other materials on the worktable are mostly valueless tinkerings, despite the many long years that went into their creation. However, a vial containing a major cognitive mutagen lies amid the jumble.

CONCLUDING THE CHAPTER

After the PCs have defeated Foras and the cultists, their plan to open the gate to attract Yog-Sothoth no longer

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threatens the region. Any Leng envoys who still live decide to retreat to Leng for the time being, although they're certain to spend their time in that distant plane advancing plots that spell ill for Golarion. If the PCs retain any of their strange rubies, they might become the focus of these plots.

The chambers below Candlemere remain, and the passage of time swiftly expunges any lingering influence the cult may have once had in the region. Any of the undead Pharasmins who were bound to the upper halls of the dungeon finally collapse to dust, their souls moving on for judgment. If in your campaign, one of the PCs or a significant NPC is a worshipper of Pharasma, you could use this development as an opportunity for the party to perform an absolution for these ancient worshipers of Pharasma—a *consecrate* ritual or the like will certainly suffice for this. To the Lady of Graves herself, the passage of time is largely irrelevant, and while these doomed Pharasmins abandoned their lives, souls, and faith in order to stand against the cult, the amount of time their souls remained in stasis in their undead shells did not concern her—judgment comes to all in time. But this doesn't mean she won't appreciate the PCs' actions in defeating Foras and his cult

As such, even if the PCs don't perform absolution rites for the graveknights, the Lady of Graves makes sure to reward the PCs for their acts. She grants a moderate boon to every character as soon as the cult is defeated, granting them greater mastery over the energies of life and death. To the characters, this boon manifests as a potent dream the next time they sleep, wherein they see themselves standing before Pharasma's throne not as souls but as living creatures. With a mercurial smile, Pharasma traces the spiral of her symbol on the PCs' brow with her fingertip, and when that character wakes they gain the full benefits of her divine intercession.

Pharasma's moderate boon causes a character's Strikes to deal 1 positive damage to undead. Any of the character's spells that deal positive damage to undead gain a +1 status bonus to damage per spell level, and spells that heal the living gain a +1 status bonus to the Hit Points restored per level. In addition, these PCs will find that as they age, they remain fit and hale and healthy—old age will hold no decline for them. These particular benefits are unlikely to be realized in most Kingmaker campaigns, of course, but mentioning this to the PCs when they finish the Adventure Path can be an additional emotional reward for a job well done. Of course, when the heroes' time comes, they still pass on to the River of Souls—Pharasma's boon does not offer immortality, only a slight reprieve of the aches and pains along the way.

On the other hand, if the PCs didn't complete the *Helix Theorem*, they might face further dangers from the ominous spiral beneath the Stolen Lands, and in time, another cult may arrive to take advantage of the site's eldritch nature. The eyes of Yog-Sothoth are many, and cultists of the Lurker at the Threshold continually strive to open the gate for their dread god. If the PCs aren't quite high enough level to withstand the dangers that they'll face as Kingmaker's endgame begins in the next chapter, consider having them face additional perils as Yog-Sothoth's influence spreads throughout their kingdom, be it in the form of additional dangerous Kingdom events or in the shape of new adventures of your own design.



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CHAPTER 10

SOUND OF A THOUSAND SCREAMS

BY RICHARD PETT

PART 1: A MONTH OF DESTRUCTION 424
The PCs should be 17th level when this month of destruction begins.

PART 2: A THOUSAND BREATHS 442
The PCs should be 18th level before they enter Thousandbreaths.

PART 3: HOUSE AT THE EDGE OF TIME 456
The PCs should be 19th level before they enter the House at the Edge of Time.

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PART 1:

A MONTH OF DESTRUCTION

It has been said that to look into the future and to see one's fate is the surest way to meet it. Such worries have bothered Nyrissa, who has long feared that heroes would come to her home and defeat her with a sword forged from her own fractured spirit. Though she has hoped this vision was but a nightmare, it was not until the Age of Lost Omens brought an end to the tyranny of prophecy that she began to hope that her future was not writ in stone.

Yet she is taking no chances. In order to fully deny this vision, she hopes to reclaim *Briar*, mend her own shattered spirit, and remove from existence the very weapon so long ago foretold to herald her death. Yet in taking these steps, she may have empowered the very heroes that could be her undoing.

THE CALM BEFORE

The timing of when this chapter begins is left to you to decide. If the PCs' kingdom hasn't yet grown to span all four regions of the Stolen Lands, you'll want to run a few more years of kingdom growth until their kingdom covers a wide enough area that when Nyrissa starts her assault, the PCs will be compelled to oppose her. Give them time to explore Candlemere, finish up lingering wilderness encounters, and pursue a few loose ends.

Nyrissa's intrusion into the Stolen Lands can be thought of as a levee breaking. At first, the appalling weight of the First World strains at this levee like the weight of a mighty river straining to flood the adjacent kingdom. Early bloom events occur at

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a trickle as the First World seeps slowly into the region. These trickles quickly become full-fledged breaches as the blooms pour forth, and as these breaches grow, the danger grows as well, eventually culminating in the arrival of a deadly predator from the First World—the jabberwock.

You can use the following two quests to get the PCs started on preparing for Nyrissa's attack on the Stolen Lands. The Houten Legacy in particular should be presented to the PCs, since obtaining a copy of *Zuddiger's Picnic* before they enter Thousandbreaths can help to foreshadow Part 2 of this chapter.

KINGDOM IN THE BACKGROUND

When this chapter begins, the PCs' kingdom has grown to encompass the majority of the Stolen Lands. Pitax has been welcomed into the nation, and the people of the kingdom are finally able to relax after the trauma of war recedes. Of course, a new threat is about to strike, but since the kingdom building part of the campaign has more or less concluded, you can simply run this chapter as-is without having to catch the players up on their kingdom's growth.

THE HOUTEN LEGACY

30 XP

Belinda Houten wants to leave a legacy; a resplendent theater dedicated to her family name. She possesses a book that a fortune-teller told her the leaders of the Stolen Lands would someday need to fulfill their destiny, but she won't part with it until she has her buildings.

Source: Aristocrat Belinda Houten, who can live in any settlement with a Noble Villa.

Completion: Build a Theater and four Monuments in Belinda's honor.

Reward: Belinda is as good as her word and presents the PCs with a mint-condition copy of *Zuddiger's Picnic* worth 5,000 gp. This book's contents are presented as handouts on pages 624–627; the book's last page presents a map of Thousandbreaths (share the map on page 444 with the PCs at this time).

A HEROIC CHALLENGE

30 XP

Hailing from Pitax and long having a reputation as the city's boldest and most successful dragonslayer, Aurex Thewsen is also an abrasive braggart. He recognizes the PCs as heroes but dares them to prove their mettle as dragonslayers and cement their legitimacy as true rulers of the Stolen Lands. Aurex himself has slain several noteworthy dragons in the River Kingdoms, but the legendary black dragon Ilthuliak eluded him. Defeating her would suffice, if the PCs were clever enough to find her and brave enough to confront her.

Source: Aurex Thewsen, Pitax's greatest dragonslayer!

Completion: Slay Ilthuliak and bring back her head.

Reward: The PCs become famed dragonslayers, their names known throughout the land. The kingdom's maximum Fame or Infamy (as appropriate) increases by 1, and Ilthuliak's remains can be used to build a Monument in a settlement without needing to expend any resources. Aurex agrees to build a Tavern in Pitax and work there as a bartender for one year, telling every patron the story of that the PCs are the greatest dragonslayers in the Stolen Lands.



BELINDA HOUTEN

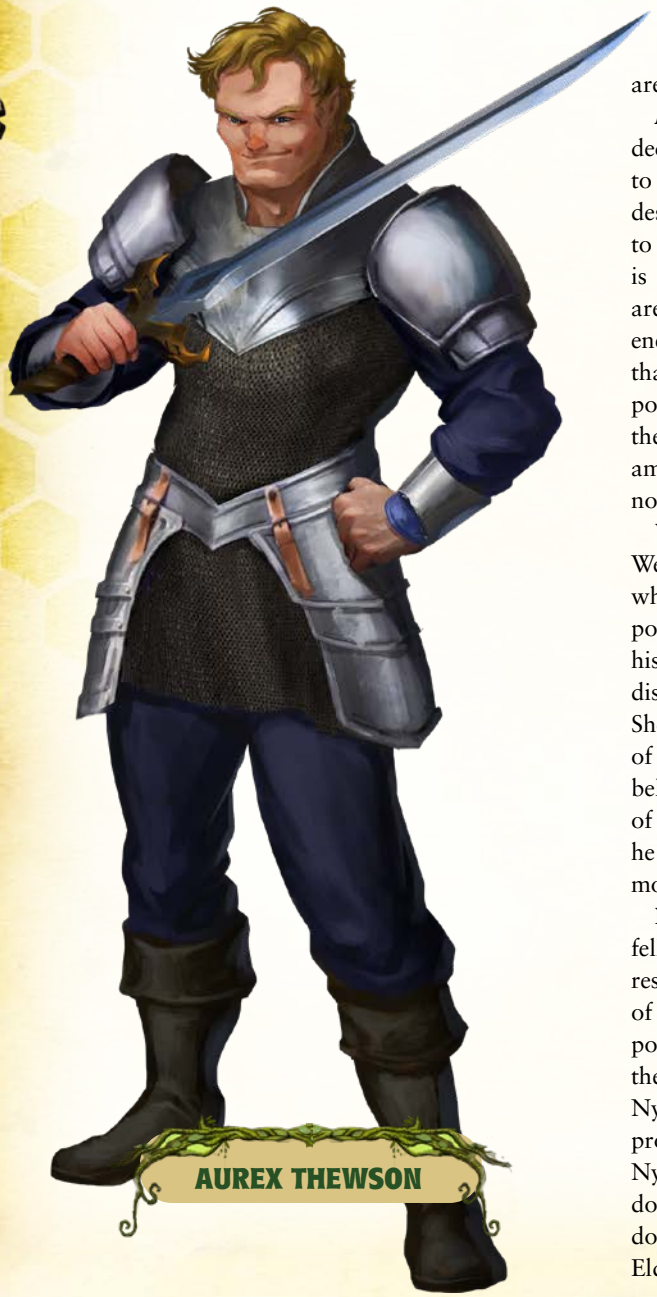
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AWAKENING *BRIAR*

If the PCs haven't recovered *Briar*, you should give them a chance to do so by letting them further explore Irovetti's palace, perhaps at the advice of an NPC ally if the PCs don't seem eager to continue exploring the location. When the PCs recover the sword, it's a *+3 greater striking cold iron bastard sword*—but as this chapter progresses, *Briar* becomes much more powerful, not only becoming a potent weapon against its source, Nyrissa, but also serving a critical role against the Lantern King himself in Chapter 11.

The process of awakening *Briar* and its accumulating powers are detailed on page 585.



AUREX THEWSON

EVINDRA'S WARNING

The following assumes the PCs have earned Evindra's thanks and aid, but you can provide this information via any other supernatural NPC with whom the PCs may have forged a strong relationship.

Evindra warns the PCs as this chapter begins that powerful forces from the First World are likely to be drawn to the Stolen Lands soon, for she'd been charged with keeping *Briar* hidden by a mysterious agent of the Eldest named Weren, who told her it was important to keep *Briar* from the agents of the nymph queen Nyrissa. She blames herself for allowing the weapon to fall into Irovetti's hands, and even though this didn't result in the sword's return to Nyrissa, the close call shames and distresses Evindra for some time. Evindra responds as follows to topics that the PCs are likely to ask about.

***Briar*:** Evindra began her watch over *Briar* seven decades ago. Weren told her the sword was valuable to an "upstart nymph" named Nyrissa—that Nyrissa desired the blade, and that the Eldest did not want her to have it. Evindra can explain to the PCs what *Briar* is currently capable of, and that more of its powers are likely to awaken the more it's exposed to the raw energies of the First World or is used to slay denizens of that realm. While Evindra doesn't know all of *Briar*'s potential powers, she does know that, fully awakened, the sword is both intelligent and a *vorpal sword*, among other things. Once capable of speech, Evindra notes, *Briar* itself may be able to tell them more.

Weren: Evindra doesn't know much more about Weren. She doesn't believe that's his full name and, while he appeared to be an attractive fey man with pointed ears, orange eyes, and long fingers, the way his form shimmered a bit leads her to believe he had disguised his true form when he delivered *Briar* to her. She says that he was very persuasive in convincing her of how important it was to keep the sword hidden. She believed him when he said he served the direct interests of the Eldest, but the more the PCs suggest that maybe he tricked her or even used magic to compel her, the more suspicious she grows about "Weren."

Nyrissa: Evindra relates the legend of how Nyrissa fell in love with one of the Eldest and then how her resulting rise in power led her to proclaim herself one of the rulers of the First World. The other Eldest reacted poorly, first sending the jabberwock against her and then trying to rip her domain out from under her, but Nyrissa defeated the jabberwock and used a thousand promises of fey fealty to ward her domain. But when Nyrissa's lover was exiled, she was punished. Evindra doesn't know the details of that punishment, but she does know that Nyrissa still holds a grudge against the Eldest and suspects *Briar* has something to do with it.

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Evindra knows that Nyrissa's domain is called Thousandbreaths, and that it lies close to the Material Plane in the similarly named Thousand Voices, or Forest of Breath. She knows too that Nyrissa has long had an interest in the Stolen Lands, and that many of the region's fey know of her and fear her; there are even rumors that the nymph queen walks the Stolen Lands now and then, visiting cruelties on those who annoy her and strange rewards upon those who please her. These rumors make Evindra suspect that there may be some physical connection between the Stolen Lands and the First World—and logic would dictate that a likely place for such a connection to exist would be the depths of the forest of Thousand Voices.

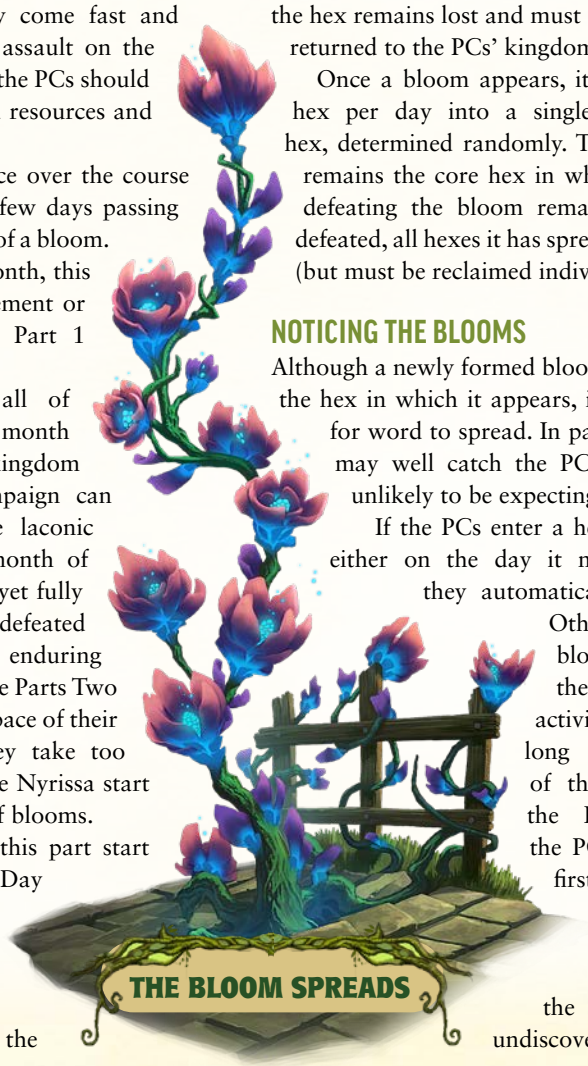
THE BLOOMS BEGIN

In previous chapters, the PCs could afford to take months or even years off during the course of play. If there are still parts of the Stolen Lands the PCs wish to explore, consider delaying this chapter until that itch for exploration is scratched, because once Nyrissa's blooms begin to manifest, they come fast and furious. This is by design—the assault on the kingdom is meant to be swift, so the PCs should not have a lot of time to rebuild resources and recover between blooms.

The events in Part 1 take place over the course of a single month, with only a few days passing between each new manifestation of a bloom. Since a Kingdom turn lasts a month, this means that no kingdom management or development can occur during Part 1 once the blooms begin.

Assuming the PCs defeat all of the blooms and survive this month of destruction with their kingdom intact, the adventure and campaign can immediately return to a more laconic pace if you desire. After the month of destruction, if the PCs have not yet fully explored Thousandbreaths or defeated Nyrissa, they'll be rewarded for enduring that month by being able to tackle Parts Two and Three of this adventure at a pace of their own choosing—although if they take too long, you should feel free to have Nyrissa start a second or even a third round of blooms.

All of the events detailed in this part start with a date listed as "Day 1," "Day 14," "Day 27," and so on. It's convenient if you set Day 1 on the first day of the month, but it's not required. If you start the month on a day other than the first, though, you should delay the next Kingdom turn, having it play out at the end of this part.



When a PC encounters a bloom, success on a DC 36 Nature or DC 34 First World Lore check to Recall Knowledge confirms that the incident is caused by a planar breach between the Material Plane and the First World, although the breach is not large or stable enough to allow creatures to cross between the planes. Learning the same information about a bloom the PCs have not personally visited is possible, but the DC is increased by 10.

BLOOM EFFECTS ON THE KINGDOM

When a bloom manifests, it does so in a single hex somewhere in the Stolen Lands. Most blooms are assigned a type of hex that it can appear in—the exact hex in which the bloom appears is left to you to determine, although the hex containing the PCs' capital should never be chosen. Once a bloom manifests, that hex is lost from the PCs' kingdom (see page 534 for the repercussions of losing a hex). If a bloom is defeated, the hex remains lost and must be reclaimed before it is returned to the PCs' kingdom.

Once a bloom appears, it spreads at a rate of 1 hex per day into a single adjacent, unbloomed hex, determined randomly. The original hex always remains the core hex in which the mechanism for defeating the bloom remains. When a bloom is defeated, all hexes it has spread into revert to normal (but must be reclaimed individually).

NOTICING THE BLOOMS

Although a newly formed bloom is obvious to those in the hex in which it appears, it sometimes takes time for word to spread. In particular, the first bloom may well catch the PCs off guard as they're unlikely to be expecting such an event.

If the PCs enter a hex containing a bloom, either on the day it manifests or thereafter, they automatically notice the bloom. Otherwise, each time a bloom manifests, use the secret Notice Bloom activity to determine how long it takes before news of the new bloom reaches the PCs' attention. Once the PCs have learned of the first bloom, they can use the Bloom Watch downtime activity to actively search the Stolen Lands for undiscovered blooms.

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NOTICE BLOOM ↷

SECRET

Trigger A bloom manifests in the Stolen Lands.

When a bloom manifests, its effects are not subtle. Nonetheless, it can take some time for witnesses to report the bloom to the PCs. When a bloom begins, roll a secret kingdom skill check to determine how long it takes before the PCs learn about it.

If the bloom manifests in an unclaimed hex, roll a DC 35 Exploration check.

If the bloom manifests in a claimed hex, roll a DC 30 Defense check; if the hex contains a settlement, the result is automatically improved by one degree of success.

If the bloom manifests in the kingdom's capital, or in a hex that's currently occupied by a PC, the check is automatically a critical success.

Critical Success The PCs automatically learn about the bloom the same day it manifests.

Success The PCs automatically learn about the bloom 1d4 days after it manifests.

Failure The PCs automatically learn about the bloom 2d4 days after it manifests.

Critical Failure The PCs won't automatically learn about the bloom; they must discover it via the Bloom Watch activity or by entering the bloom's hex.

BLOOM WATCH

CONCENTRATION DOWNTIME

You spend the day working with agents in your nation examining field reports, speaking with scouts, listening to rumors, interviewing allies, or researching with divination magic to try to pinpoint the locations of undiscovered blooms. Attempt a DC 40 Defense or Survival check, a DC 36 Intrigue (expert) or Perception (expert) check, or a DC 32 Magic (master) or Nature (master) check.

Critical Success Choose a hex on the map of the Stolen Lands. You discover the two closest undiscovered blooms to that hex. If there are no undiscovered blooms currently active, your research notes a growing magical energy in the hex where the next bloom will manifest. This doesn't indicate when that bloom will occur, but it does allow the PCs to prepare to handle that bloom when it occurs (for example, if a PC is present in that hex when the bloom manifests, they automatically know it's happening).

Success Choose a hex on the map of the Stolen Lands. You discover the two closest undiscovered blooms to that hex. If there are no undiscovered blooms currently active, you gain a +2 circumstance bonus on the next Notice Bloom reaction.

Failure If there are undiscovered blooms in claimed hexes, you discover the closest one to your location.

Critical Failure You fail to determine the location of any undiscovered blooms.

DEFEATING BLOOMS

As blooms manifest, the PCs can defeat them. The method of defeating each bloom is different. Once a bloom is defeated, the PCs can harvest special trophies that allow them to enter and navigate Thousandbreaths with increasing ease; they'll need at least three different types of bloom trophy before they can even open the portal to Thousandbreaths at the start of Chapter Two.

When the PCs defeat a bloom, the strange energies and First World power are released in a dramatic way. The energy suffusing the area rises up from the surrounding terrain in a vortex of green light and a high-pitched keening not unlike the sound of a mortally wounded rabbit or deer. This energy is eerie and disturbing, but ultimately harmless, and it disperses quickly. The majority of the energy returns to Thousandbreaths, though a number of objects at each bloom site are infused with a small bit of power turning them into bloom trophies—items that are magically linked to a specific area of Thousandbreaths. Each bloom encounter lists the type of object that becomes its bloom trophy along with its linked area. A dead creature that becomes a bloom trophy does not decay, cannot be transformed into an undead, and won't be eaten by scavengers (such as maggots) for 100 days.

Bloom trophies radiate strong conjuration and transmutation magic. A successful DC 35 check to Identify Magic allows a PC to note that the item has become infused with the bloom's energies and now holds within it a magical link between the object and the First World. A character carrying a bloom trophy receives a +1 status bonus on attack rolls, weapon damage rolls, skill checks, saving throws, and ability checks while in the trophy's linked area in Thousandbreaths.

BLOOM GROWTH

While the exact nature of each bloom varies, all of them—save for the Whirling Lake (below) and Nights of Dread (page 432)—cause vegetation in their hexes to grow rampant and uncontrolled. These hexes are treated as difficult terrain as a result, and the DC of Survival checks attempted in them is increased by 5.

DAY 1: THE WHIRLING LAKE SEVERE 17

The first bloom is not a bloom of vegetation but a bloom of churning water. Unlike land-based blooms, which manifest as sudden tangles of overgrowth, this bloom manifests as a whirlpool of black water in one of the Stolen Lands' lakes.

Location: This bloom can appear in any lake in the Stolen Lands. Its effects can spread only through water—it cannot spread into hexes that don't contain water connected to the source bloom via a lake or river.

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Bloom: The whirlpool is 500 feet across at the surface and reaches all the way down to the bottom of the lake where it leaves a 50-foot-diameter area of the lake bed exposed to the air. Any creature that enters the whirlpool must attempt a DC 38 Reflex save; on a failure, their turn immediately ends, they take 8d6 bludgeoning damage (and accidentally ingest some of the water on a critical failure—see below), and they're swept up by the vortex. While a creature is swept up, they rotate around the vortex and are essentially Grabbed by the current. A creature can attempt a DC 38 Athletics check to Escape by swimming free of the current. Each time a creature ends its turn in the vortex, it must attempt a new DC 38 Reflex save to avoid damage and being swept up.

Eerie, silent black swans congregate in the waters surrounding the whirlpool; as they're drawn into the vortex, they fly up into the air and settle down back in the water some distance away only to slowly drift back into the whirlpool. The swans are ill-tempered but otherwise normal. Attempts to communicate with them via *speak with animals* or similar magic reveals that they fear the whirlpool because it's loud and scary; they don't have memories of their life in the similar lake in Thousandbreaths (area **B**). The swans are immune to the disease brought by the churning waters.

Anyone who drinks the water in this hex or any hex that the bloom has spread to is exposed to a 14th-level strain of blinding sickness (see the elder elemental tsunami below).

Creatures: A group of four extremely powerful elemental tsunamis swim and froth in the region surrounding the vortex. The elementals can move through the vortex with ease, ignoring its effects just as they ignore the swans and any animals of that size or smaller. They quickly move to attack larger creatures that approach, using Stealth for initiative as they split off from the whirlpool in their own vortex shapes and assume their natural forms: immense swanlike shapes of dark water.

If all four elementals are slain or banished from the Material Plane, the central vortex immediately collapses in on itself as the bloom vanishes. The resulting geyser of water calms quickly, and all the black swans die and bob to the surface.

ELDER ELEMENTAL TSUNAMIS (4) CREATURE 14

N HUGE AQUATIC ELEMENTAL WATER

Variant elemental tsunami (*Pathfinder Bestiary* 153)

Perception +25; darkvision

Language Aquan

Skills Athletics +28, Stealth +28

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

Water-Bound As elemental tsunami.

AC 36; **Fort** +26, **Ref** +28, **Will** +23

HP 260; **Immunities** bleed, disease paralyzed, poison, sleep; **Resistances** fire 10

Vortex (aura, water) 50 feet. As elemental tsunami.

Speed 35 feet, swim 100 feet

Melee ❖ wave +30 (reach 20 feet), **Damage** 3d12+16 bludgeoning plus Push or Pull 10 feet and blinding sickness

Blinding Sickness (disease) A creature that takes damage from an elder elemental tsunami's wave Strike or Surge is exposed to blinding sickness. **Saving Throw** DC 34 Fortitude; **Stage 1** carrier with no ill effects; **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** enfeebled 2 and permanently blinded (1 day); **Stage 5** enfeebled 4 (1 day); **Stage 6** unconscious (1 day); **Stage 7** death

Drench ❖ (abjuration, primal, water) As elemental tsunami.

Surge ❖❖ As elemental tsunami, but 6d12+8 bludgeoning damage (DC 34 basic Fortitude save). A creature that takes damage is exposed to blinding sickness.

Bloom Trophies: Black swan carcasses, linked to the Lake of Midnight Swans (area **B**).

DAY 3: FEY WARNING

Once the blooms begin, it is not only the PCs and the ordinary citizens of their kingdom that start to feel the deadly sting of Nyrissa's wrath. The Stolen Lands have a vast population of fey, and many of them sense the disruption of the veil between the First World and the Material Plane when the first bloom begins. By this point in the campaign, the PCs have likely shown themselves to be reliable friends of fey who are in trouble, so these individuals may appeal to the PCs to help them just as their own citizens would. This may come in the form of fey they've known for a long time like Melianse and Tiressia asking what they make of troublesome signs in the natural world, or it may come from a fey they have not previously met who has strange tales of dangers unseen that foreshadows troubles to come, like Limm Ticklewing, who can seek out the PCs for aid.

THE PIXIE'S SISTERS

RARE 30 XP

Limm Ticklewing is worried for her six sisters, as a few weeks ago they were all captured by a "nasty wizard made of worms!" He and a "scary witch" put Limm's sisters into a magical cage and gave it to a "big mean troll" before Limm was able to escape and hide. As she escaped, Limm stole a bag of shiny gems and stashed them in a safe place; if the PCs can rescue her sisters, she'll give them one gem for each rescue.

Source: Limm Ticklewing, worried pixie.

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LIMM TICKLEWING

Completion: Rescue Limm's sisters from the Misbegotten Troll (page 435) and return them to her at a place you mutually agree upon.

Reward: For each sister returned, Limm rewards the PCs with an emerald worth 2,000 gp.

DAY 8: THE SHRIEKING CHILDREN SEVERE 17

The sudden growth in this bloom consists of a foul tangle of enormous mushrooms, molds, and thick fibrous roots and vines that quickly start to choke out existing plant life. Along with this fungal bloom come swarms of bloodthirsty mandragoras.

Location: A forested hex in Zones 2–6 that does not contain a settlement.

Bloom: Thousands of four-inch-high mandragoras infest this bloom. Each of these misshapen plants looks vaguely humanoid, with tiny eyes, leaves for hair, and sharp wooden teeth. When the PCs notice the bloom, it's likely due to reports of these creatures biting the ankles of livestock or children, chasing pets, or climbing up onto sleeping citizens to drink blood from exposed necks or arms.

Creatures: The mandragora swarms sleep at night, but during the day anyone who enters the bloom can't help but notice the countless tiny cries and whispers that emanate throughout the area. While there are tens of thousands of mandragoras in this bloom, the PCs need only defeat two swarms before the entire flood of tiny mandragoras shrieks and dies. Each mandragora swarm begins battle with a Piercing Shriek. It then swarms over as many foes as it can, chewing, draining blood, and leaving confused victims in its wake. The mandragora swarms fight until destroyed.

MANDRAGORA SWARMS (2) CREATURE 18

RARE CE LARGE PLANT SWARM

Variant mandragora (*Pathfinder Bestiary 2* 170)

Perception +30; blood scent, low-light vision

Languages Abyssal, Common

Skills Acrobatics +32, Athletics +29, Stealth +34 (+38 in vegetation)

Str +5, **Dex** +8, **Con** +6, **Int** –1, **Wis** +6, **Cha** +0

Blood Scent As mandragora.

AC 42; **Fort** +30, **Ref** +34, **Will** +28

HP 230, fast healing 15; **Immunities** precision, swarm mind; **Weaknesses** area damage 15, fire 15, splash damage 15; **Resistances** bludgeoning 15, electricity 15, piercing 15, slashing 7

Vulnerability to Supernatural Darkness As mandragora.

Speed 30 feet, burrow 10 feet, climb 30 feet

Swarming Bites ❖ Each enemy in the swarm's space takes 7d8 piercing damage (DC 40 basic Reflex save) and is exposed to mandragora swarm venom. A successful save negates the poison exposure.

Blood Drain ❖ **Trigger** An enemy takes damage from the mandragora swarm's Swarming Bites action; **Effect** The mandragora swarm drains blood from the creature, dealing 9d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 2 until it receives healing of any kind or amount.

Mandragora Swarm Venom (poison) **Saving Throw** DC 40 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and stupefied 1 (1 round); **Stage 2** 4d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 6d6 poison damage, confused, and stupefied 1 (1 round)

Piercing Shriek ❖ (auditory, evocation, mental, primal) As mandragora, but DC 40 Will save.

Bloom Trophies: Dead mandragoras, linked to the Fruiting Orchard (area **E**).

DAY 9: THE HORNED HUNTERS SEVERE 17

Nyrissa knows that *Briar* can slay her, and as this chapter of *Kingmaker* progresses, she becomes aware of rumors that the PCs have discovered the sword. This element, seemingly fitting so perfectly into the ancient visions she received of her own death, increasingly distresses her, and on day 9 of the month of destruction, she sends a group known as the Horned Hunt—the protectors and wardens of the realm of Thousandbreaths—into the Material Plane to find the PCs and secure the sword.

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Creatures: The Horned Hunt consists of a trio of jotund trolls led by a deadly satyr ranger known as the Horned Hunter. They first appear in the Stolen Lands deep in Thousand Voices at the Castle of Knives (encounter site **TV1**) and immediately seek out the PCs, leaving devastation in their passing.

The Horned Hunter knows quite a bit about the PCs; assuming the PCs have displayed a tendency to protect their people, the Horned Hunter knows that the best way to lure the PCs into a conflict is to begin wreaking havoc to draw them out. If the PCs seem not to care about their people, the Horned Hunt either travels to the next bloom site to ambush the PCs when they come to defeat it, or they attempt to infiltrate the PCs' homes when each of them is alone to try to take them down one at a time. How you use the Horned Hunt is up to you, but the PCs should first learn of their location and actions on this day.

When combat begins, the Horned Hunter Plays the Pipes after positioning himself to affect as many foes as possible. He then attacks with his bow, targeting one enemy at a time. Although his natural inclination is to fire upon humans before any other target, if it's obvious who's carrying *Briar*, he and his trolls focus their attacks on that character.

If the character carrying *Briar* is defeated, the Horned Hunter claims the sword as soon as he can, then uses *tree stride* as soon as possible to make his way back to the Castle of Knives to deliver *Briar* to Nyrissa. See Part 3 for details of what happens if Nyrissa gains control of *Briar* in this way.

THE HORNED HUNTER CREATURE 18

UNIQUE | CN | MEDIUM | FEY

Variant male satyr (*Pathfinder Bestiary* 284)

Perception +35; low-light vision

Languages Common, Jotun, Sylvan

Skills Acrobatics +35, Athletics +35, First World Lore +32, Nature +33, Stealth +35, Survival +33

Str +8, **Dex** +6, **Con** +6, **Int** +4, **Wis** +6, **Cha** +8

Items +2 *greater striking grievous thundering darkwood composite shortbow* (20 arrows), hunting horn, wineskin

Fey Conduit Before she sent him into the Material Plane, Nyrissa used the power of her home within the Fable (see area **M7c** on page 476) to forge a link with the Horned Hunter. During his time on the Material Plane, she can observe the world as if seeing through his eyes and listening through his ears. She cannot bolster the Horned Hunter via this link, and uses it primarily to spy on the PCs and observe their tactics in preparation for what she hopes never occurs—their invasion of Thousandbreaths. If the Horned Hunter claims *Briar*, the sword causes this link to Nyrissa to end immediately.

Sylvan Wine (enchantment, mental, primal) As satyr, but a +3 item bonus to Will saves for 1 hour.

AC 42; **Fort** +32, **Ref** +30, **Will** +30; juggernaut

HP 350, **Weaknesses** cold iron 15

Juggernaut When the Horned Hunter rolls a success on a Fortitude save, he gets a critical success instead.

Speed 35 feet

Melee ❖ horns +34 (agile, deadly d8, versatile P), **Damage** 3d12+16 bludgeoning plus Improved Knockdown

Ranged ❖ *composite shortbow* +35 (deadly d10, range increment 60 feet, reload 0), **Damage** 3d6+16 piercing plus 1d6 sonic

Primal Innate Spells DC 37; **8th** *suggestion*, *tree stride*; **4th** *charm*, *fear*, *sleep*; **Cantrips (9th)** *dancing lights*, *ghost sound*, *inspire competence*, *inspire courage*, *triple time*

Bloom Step The Horned Hunter ignores the effects of non-magical difficult terrain and that caused by a bloom.

Bow Specialist The Horned Hunter gains the critical specialization effect for any bow he wields.

Hunt Prey ❖ (concentrate) The Horned Hunter designates a single creature he can see or hear as his prey. He gains



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a +2 circumstance bonus to Perception checks when he Seeks his prey and a +2 circumstance bonus to Survival when he Tracks his prey, and he ignores the penalty for making ranged attacks within his second range increment against his prey. He can have only one creature designated as prey at a time. If he uses Hunt Prey against a creature when he already has a creature designated, the prior creature loses the designation and the new prey gains the designation. Otherwise, a designation lasts until his next daily preparations.

Fleet Performer ↷ **Trigger** The Horned Hunter Plays the Pipes; **Effect** The Horned Hunter Steps or Strides.

Masterful Hunter The Horned Hunter's multiple attack penalty for attacks against his hunted prey is –3 (–2 with an agile weapon) on his second attack in a turn, and –6 (–4 with an agile weapon) on his third or subsequent attacks. The first time he hits his hunted prey in a round, he deals 2d8 additional precision damage.



THE HORNED HUNTER

Play the Pipes ❖❖❖ (auditory, primal) As satyr (the Horned Hunter uses his hunting horn to use this ability).

JOTUND TROLLS (3) CREATURE 15

Pathfinder Bestiary 2 267

Initiative Perception +29

DAY 12: NIGHTS OF DREAD

The most insidious of the blooms does not manifest physically, but in the dreams of those it touches upon.

Location: This bloom manifests in the PCs' capital. Unlike other blooms, this one does not physically change the region it influences or spread into neighboring hexes.

Bloom: This bloom's effects manifest in the dead of night, at which point many who sleep in the hex suffer nightmares of being chased through the woods, being savaged by wild animals, and of being pursued by an immense dark bird whose wings blot out the stars.

In some cases, these dreams have a greater effect than merely unsettling sleep—for some, they become living nightmares that end with a real magical effect. On the first night, only one creature experiences a living nightmare. Each night it persists, it causes one additional creature to experience a living nightmare (so, two victims on the second day, three on the third, four on the fourth, and so on until the bloom is destroyed). The bloom targets PCs randomly if they sleep in the bloom hex, or random citizens if not (who are slain by the living nightmare). At your discretion, key NPCs or companions can be targeted, in which case you should have a player control the NPC and play out the bloom's effects rather than having the NPC automatically slain.

When a character is targeted by a living nightmare, they endure the phantasmagoric visions and then awaken with a scream as the nightmare culminates in a powerful spell effect. You can use the table on page 441 to randomly determine what sort of nightmare and spell effect the character is targeted by or use these suggestions to create similar effects of your own design (note that all of these spells are ones that target a single creature). All of these spells are heightened to 9th level, have spell attack +30, and are DC 36.

Regardless of the nature of the living nightmare a given victim endures, the living nightmares share a feature in common with the standard nightmares suffered by everyone in the bloom: the presence of an immense black bird

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that watches over the nightmare from the dark night skies above. This monstrous shape never takes direct action in the nightmares, but the dreamers always wake with the conviction that the bird caused the nightmare.

This shape is a creature called the Nightmare Rook, an immense avian that dwells in Thousandbreaths and directs the horrific nightmares from that realm (page 449). A PC who experiences a nightmare can attempt a DC 36 Nature check or DC 30 First World Lore check to Recall Knowledge to identify the Nightmare Rook as a mythological creature said to dwell in the First World; on a critical success, the character also remembers that a creature very similar to the Nightmare Rook was a character in a strange picture book called *Zuddiger's Picnic* published long ago in Pitax. In the tales and the picture book, the protagonist encounters the Nightmare Rook and is carried away, only managing to escape by luck. The PCs can secure a copy of *Zuddiger's Picnic* by completing the Houten Legacy quest (page 425). See Part 2 of this chapter or pages 624–627 for more about the book.

To defeat this bloom, a PC must ignore the nightmare itself and confront the watching, ever-present Nightmare Rook. Whenever you describe a PC's nightmare, but before they wake to endure the resulting spell effect, describe the nature of their nightmare and the fact that a giant black bird looms watching nearby. Give the PC a chance to react to this element of the nightmare. If they confront the rook in any way, the PC can take the following activity. If they don't confront the bird, describe the nightmare ending in a horrific fashion, much to the watching bird's delight, and then have the PC awaken to endure the living nightmare's spell effect.

CONFRONT THE NIGHTMARE ROOK

CONCENTRATION

If the PC confronts the Nightmare Rook, ask them to describe how they wish to do so, then select an appropriate skill check to match. For example, a direct physical attack would be modeled by Intimidation, for example, while a sneaky attack or ambush would use Deception. An attempt to appeal to the bird for mercy would use Diplomacy, using music or song to distract it uses Performance, and simply sneaking away from the bird's view would use Stealth. Any spellcasting solution would use the corresponding Arcana, Nature, Occultism, or Religion skill. Regardless of the skill, the PC attempts a DC 40 check.

Critical Success The confrontation catches the Nightmare Rook off guard and frightens it away; the PC awakens with the bloom trophy clutched in a hand, does not suffer the living nightmare's spell effect, and the bloom is defeated.

Success The Nightmare Rook is startled by the PC's brazen confrontation. It retreats but does not leave. The PC awakens knowing that the nightmares will continue but that the bird's resolve has been shaken. The PC does not suffer the spell effect of the living nightmare. Reduce the DC to Confront the Nightmare Rook by 2 for all further attempts by any PC.

Failure The Nightmare Rook caws in delight at the PC's failure. The nightmare catches up to the PC, who wakens with a scream and endures the living nightmare's spell effect.

Critical Failure As failure, but the living nightmare is particularly harrowing. The PC takes a –4 circumstance penalty to their saving throw against the spell effect or the spell gains a +4 circumstance bonus on its attack roll, as appropriate.

Bloom Trophies: Black raven feathers pulled from a nightmare, linked to the Nightmare Spire (area **D**).

Story Award: Award the PCs 40 XP upon defeating this bloom.

DAY 16. THE FROZEN BLOOM SEVERE 17

An incursion of giants from a frozen graveyard ruled by a deadly, four-armed warlord in Thousandbreaths accompanies a bloom of ice and snow.

Location: A mountain hex.

Bloom: Snow begins falling over this hex regardless of weather conditions in the skies above. The vegetation that blooms and grows here consists of tangles of alpine shrubbery, twisted pine trees, and sheets of thick, slippery lichen. The temperature in this area drops to extreme cold (*Pathfinder Core Rulebook* 517), and bodies of water in the region freeze over.

An intimidating link to Thousandbreaths rises in this bloom—a towering, 30-foot-tall gravestone made of ice and inscribed with a thousand names manifests at the center of the hex. The language of these names appears to be in each reader's native tongue, and anyone who thinks to look for their own names or the names of friends or family invariably finds them on the gravestone with eerie speed. To destroy this bloom, the massive ice gravestone must itself be destroyed. The gravestone is 10 feet wide and as hard as stone (Hardness 14, HP 150 [75 BT]). It can be knocked over with a DC 45 Athletics check made as a three-action Manipulate activity; the DC decreases to 35 if the gravestone is below its Broken Threshold. Knocking the gravestone over in this way destroys it. The gravestone is immune to acid damage but has weakness 15 to fire and sonic damage. Cold damage repairs the gravestone for a number of Hit Points equal to the damage the cold would normally have inflicted; the freezing temperatures in the

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bloom repair damage done to the gravestone at the rate of 15 Hit Points per turn. If destroyed, the icy gravestone topples and shatters into countless razor-sharp shards, each the size of a dagger; these serve as the bloom trophies.

Creatures: When this bloom opens, a four-armed frost giant named Kargstaad sends six hearty frost giants from Thousandbreaths through to hold the region; Kargstaad himself remains in the Frozen Boneyard (area **C**). These giants are natives of the First World, with skin blue as ice and eyes that glow with white light; they heal wounds at an astounding rate and are stronger and more dangerous than normal frost giants. Once the giants arrive in the Stolen Lands, the urge to chase and crush the delightfully fragile creatures they find proves too much to resist, and they move out of the bloom to explore the Stolen Lands. The wandering band of giants can be encountered anywhere you wish, but most likely the PCs will first hear of them after they attack a small outlying village or start crushing merchant caravans. The giants meet no real opposition as they travel and raid, so they quickly come to see this world's denizens as trivial challenges. They fearlessly fight to the death until one of them falls, forcing the others to finally appreciate that there is real danger on the Material Plane. At this point, the giants adopt a more defensive pose and make a fighting retreat back toward the bloom.

KARGSTAAD'S GIANTS (6) CREATURE 15

RARE CE LARGE COLD GIANT HUMANOID

Variant frost giants (*Pathfinder Bestiary* 171)

Perception +27; low-light vision

Languages Common, Jotun

Skills Athletics +31, Crafting +25, Intimidation +27, Stealth +25 (+29 in snow)

Str +8, **Dex** +4, **Con** +6, **Int** +0, **Wis** +4, **Cha** +4

Items *+2 resilient white dragonhide breastplate*, *+2 striking greataxe*, sack with 5 rocks

AC 37; **Fort** +29, **Ref** +25, **Will** +25

HP 270, fast healing 15; **Immunities** cold; **Weaknesses** fire 15

Catch Rock ↷

Speed 30 feet; ice stride

Melee ❖ *greataxe* +29 (magical, reach 10 feet, sweep), **Damage** 2d12+22 slashing

Melee ❖ fist +29 (agile, reach 10 feet), **Damage** 2d8+22 bludgeoning

Ranged ❖ rock +29 (brutal, range increment 120 feet), **Damage** 3d10+13 bludgeoning

Chill Breath ❖ (cold, evocation, primal) As frost giant, but 7d6 cold damage and a DC 36 Reflex save and Escape DC.

Ice Stride As frost giant.

Throw Rock ❖

Wide Swing ❖ As frost giant.

Bloom Trophies: Icy gravestone shards, linked to the Frozen Boneyard (area **C**).

DAY 17: THE KNURLY BRIARS SEVERE 17

This bloom links the Stolen Lands to the not-quite-abandoned Knurly House.

Location: A hill or plains hex.

Bloom: This bloom manifests in an immense mound of creeping briars and brambles. These hideous, fast-growing brambles extend from the unkempt yard of the Knurly House, the home of a bitter and wretched hag known as the Knurly Witch.

The brambles and briars grow to a height of 15 feet, creating heavy undergrowth (*Pathfinder Core Rulebook* 514), making it difficult for creatures to move around. Their sharp thorns are mobile and angry, functioning as hazardous terrain. A creature that takes two Move actions in a round in this hex takes 2d6 piercing damage from the thorns at the end of their turn, or 4d6 if they take three Move actions.

Creatures: While the Knurly Witch herself doesn't emerge from her house in the Stolen Lands, her presence can be felt throughout these briars in the form of half-heard cackles, insensible mutterings, and brief glimpses of a strange but towering humanoid shape moving just out of sight through the brambles. These shapes are the "gardeners" of the Knurly Briars, immense and hideously malformed athachs.

As the Knurly Witch's gardeners, these athachs carry sickles and large bags of strangely pulsating seeds. They move through the brambles, pruning back dead plants and harvesting the eerie red seeds that periodically grow on the vines, only to replant the seeds in the ground. It is this act of pruning and seeding that keeps this bloom growing; if all of the athachs are slain, the bloom reacts by causing the brambles and vines to shriek and whip about in a frenzy. All creatures in the brambles at this time take 8d6 slashing damage from the thorns (DC 35 basic Reflex save). One round after the death of the last athach, a foul-smelling pod of plant matter erupts from the ground at each location where an athach was slain. A pod takes 1 minute to grow to full size, after which a healthy new athach emerges from it and attempts to return to work. In order to defeat the bloom, all three pods (Hardness 10; HP 50 [BT 25]) must be destroyed before they can spawn. When this happens, the brambles shriek again, but instead of slashing at those caught within them, they melt away into green light and smoke, leaving behind scattered lengths of knotted vines and brambles.

BLOOMBORN ATHACHS (3) CREATURE 17

RARE CE HUGE GIANT HUMANOID

Variant athach (*Pathfinder Bestiary 2* 27)

Perception +31; darkvision

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Languages Aklo, Jotun, Sylvan
Skills Athletics +32, Intimidation +32
Str +9, **Dex** +5, **Con** +6, **Int** +2, **Wis** +6, **Cha** +5

AC 40; **Fort** +33, **Ref** +30, **Will** +31
HP 375; **Weaknesses** cold iron 15
Attack of Opportunity ↻ At the start of each of its turns, the bloomborn athach gains an extra reaction that it can use only to make an Attack of Opportunity with its claw.
Catch Rock ↻

Speed 40 feet
Melee ❖ fist +34 (reach 10 feet), **Damage** 3d10+17 bludgeoning
Melee ❖ jaws +34, **Damage** 3d12+17 piercing plus athach venom
Melee ❖ claw +34 (agile), **Damage** 3d8+17 slashing
Ranged ❖ rock +34 (brutal, range increment 120 feet), **Damage** 3d4+17 bludgeoning
Athach Venom (poison) As athach, but DC 38 Fort save.
Swift Claw ↻ As athach.
Throw Rock ❖

Bloom Trophies: Two-foot-long vines of tangled, knotted brambles, linked to the Knurly House (area **H**).

DAY 22. RISE OF THE MIRE WORMS — SEVERE 17

A worm-infested bloom of algae, moss, and drooping swamp trees erupts into a remote part of the Hooktongue Slough.

Location: A hex in Hooktongue Slough.

Bloom: The source of this bloom is a hideous swampland in Thousandbreaths known as the Mire, a trackless, soggy realm ruled by a squirming, noxious wizard called the Wriggling Man. This dangerous foe does not enter the Material Plane with this bloom, but he does send four squirming worms cast off from his writhing body into the Stolen Lands.

Creatures: Upon arriving in the swamp, the four worms grow to immense size and slither their way through the surrounding swampland, consuming any living creature they come across. These four worms travel together at a rate that matches the bloom's expansion—they can always be encountered in the latest hex to be claimed by this bloom.

These so-called mire worms are hideous segmented creatures with hook-shaped jaws that extend from their rubbery maws when they bite. Each worm is also armed with a jagged, poisonous stinger-tipped tongue. They function identically to azure worms, save that their sting attack is at the tip of their tongue instead the tip of their tail.

Killing the mire worms defeats the bloom and causes their bodies to shrink back down to their original size—the length of a human finger. Although dead, these worms continue to twitch in a most unsettling manner. The worms resemble no known species, but a DC 40 Occultism check to Recall Knowledge suggests the worm may be one from a worm that walks.

MIRE WORMS (4) — CREATURE 16

Elite azure worm (*Pathfinder Bestiary* 6, 57)
Initiative Perception +24

Bloom Trophies: Twitching worms, linked to the Mire (area **G**).



KARGSTAAD'S GIANT

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DAY 25: THE MISBEGOTTEN TROLL SEVERE 17

This bloom manifests on the site of a large structure or ruin, filling the region with tangles of vegetation.

Location: A hex with a refuge, ruin, or structure that the PCs have already explored but haven't developed into a settlement or (if possible) haven't even claimed as part of their kingdom. It's best if this is a site that is supported by a map from a previous chapter, so that when the PCs come to this bloom, they'll be on familiar ground yet facing a new enemy. Excellent choices include the hexes containing the Forgotten Keep (page 150), the Troll Lair (page 202), Vordakai's Tomb (page 277), Whiterose Abbey (page 358), or the boggard village of M'botuu (page 156).

Bloom: While the majority of the blooms do not bring the more powerful denizens from their connected glades in Thousandbreaths, this one does. Sprouting in an immense cage-like fortress called the Baleful Lantern, this bloom of tangled trees and spiny berry bushes manifests in the Stolen Lands along with the Lantern's denizen, a hateful and cruel monster known only as the Misbegotten Troll.

Creature: The vegetation that radiates out from this bloom grows swiftly, but the core of the bloom is linked to the Misbegotten Troll, who hitched a ride into this world to find fresh new victims to torment and eat.

It's likely that the PCs will first hear about this bloom after rumors of raids on outlying areas of the kingdom appear. After countless years preying upon fey, the troll is looking for some variety to add to his dinner table—a human or half-orc in particular. Whether the PCs come to confront the troll after he's first started to raid or after he's abducted one or more possible meals is left to you to decide. If you want to inject a particular sense of urgency, the troll's victim could well be an NPC important to the PCs.

As the PCs approach the Misbegotten Troll's new home, it should be obvious that someone has moved into the ruin. Smoke from unseen cook fires billows from the entrance or vents, and numerous territorial markers made of fresh bones, slaughtered locals, or other grisly trophies decorate the approach to the site.

The methods that the Misbegotten Troll uses to defend his new lair from attackers depend greatly on the layout and nature of his new home, and thus no details are given here apart from the villain's stat block and notes on his basic combat tactics. If his chosen lair is too small to easily admit him physically, he sets up his new home at the location's entrance. The troll is a loner, but he does keep four particularly large and ill-tempered, black-pelted smilodons handy to serve as guardian beasts. The Misbegotten Troll deploys two of them as guards near the entrance to his lair; the other two remain at his side at all times for additional protection. The troll also wears a short chain threaded through his belt, from which hang several tiny cold iron cages, each of which contains a tormented sprite—Limm's sisters (see the Pixie's Sisters quest on page 429). The cries and shrieks of these sprites as the troll moves give him an unsettling accompaniment. Since the Misbegotten Troll himself is the living heart of this bloom, his death causes the bloom to collapse.



MISBEGOTTEN TROLL

THE MISBEGOTTEN TROLL CREATURE 18

UNIQUE | CE | LARGE | GIANT | TROLL

Variant troll king (*Pathfinder Bestiary* 315)

Perception +31; darkvision

Languages Aklo, Jotun, Sylvan

Skills Athletics +35, Intimidation +35

Str +9, **Dex** +4, **Con** +8, **Int** +0, **Wis** +3, **Cha** +6

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Items chain of lovelies, *+2 greater striking glaive*, *+2 greater resilient full plate*

AC 40; **Fort** +36, **Ref** +27, **Will** +27, +2 status to saves vs. fear effects

HP 430, regeneration 45 (deactivated by acid or fire); **Weaknesses** fire 20

Attack of Opportunity ↻

Vigorous Shake ↻ As troll king.

Speed 30 feet

Melee ❖ *glaive* +35 (deadly d8, forceful, reach 15 feet), **Damage** 3d8+17 slashing plus 3d8 piercing

Melee ❖ jaws +35 (reach 10 feet), **Damage** 2d12+23 piercing

Melee ❖ claw +35 (agile, reach 10 feet), **Damage** 2d8+23 slashing

Forced Regeneration ❖ (concentrate) As troll king, but regains 25 HP.

Jangle the Chain ❖ (auditory, emotion, enchantment, manipulate, mental, primal) The Misbegotten Troll shakes his chain of caged sprites, causing the supernatural cages to amplify their despair. All creatures other than the Misbegotten Troll or his smilodon pets within 30 feet must attempt a DC 40 Will save. The Misbegotten Troll can't Jangle the Chain again for 1d4 rounds.

Critical Success The creature is unaffected and is temporarily immune to Jangle the Chain for 24 hours.

Success The creature is sickened 1 by despair.

Failure The creature is stunned 1 by sadness, and then sickened 1 by despair once the stun effect ends.

Critical Failure The creature is stunned 3 by sadness, and then sickened 2 by despair once the stun effect ends.

Primordial Roar ❖ (auditory, emotion, fear, mental) As troll king, but DC 40 Will save; this ability doesn't affect his pet black smilodons.

Rend ❖ claw

Unstoppable Charge ❖❖❖ As troll king.

Vicious Ranseur When the Misbegotten Troll attacks with his glaive, it manifests dozens of hooks and spikes along its length and blade. He deals an additional 3d8 piercing damage to any creature he strikes but inflicts 1d8 piercing damage to himself with each glaive Strike.

BLACK SMILODONS (4) CREATURE 14

Variant smilodon (Speartooth; see page 104)

Initiative Perception +25

Treasure: In addition to his glaive and armor, the string of cages carried by the Misbegotten Troll have value. There is one cage per PC, and as long as the four sprites remain trapped, this "chain of lovelies" (as the Misbegotten Troll calls them) is worth 500 gp for its craftsmanship but no one other than the troll himself can jangle the chain to produce any magical effect. While trapped, the sprites cannot take any actions at all. The cages don't have doors, but it requires success at only a DC 15 Athletics check to force a cage open. Doing so releases the sprite trapped within; if all of the sprites are released, the grateful fey swarm around the PCs with cries of thanks before vanishing back to the First World. As they do, each PC gains the Fey Luck reaction below, usable once only. Freeing the sprites also fulfills the Pixie's Sisters quest (page 429).

FEY LUCK ↻

FORTUNE PRIMAL

Trigger You fail or critically fail a saving throw.

Frequency once

The luck granted to you after freeing the sprites from their cruel cages saves you from an undesirable fate. Adjust a failed saving throw to a success, or a critically failed saving throw to a failed saving throw.

Bloom Trophies: Broken cages from the chain of lovelies, linked to the Baleful Lantern (area **I**).

DAY 26. WAR OF THE HIGH FOLLY SEVERE 17

The final bloom of the month of destruction opens near the PCs' capital, unleashing an army of First World monsters upon the kingdom.

Location: A hex adjacent to the PCs' capital.

Bloom: The final bloom emerges dangerously close to home, at the heart of the PCs' kingdom and within sight of their capital. This bloom manifests at dawn with a sudden and explosive growth of twisted trees, thorny vines, and evil-looking fungi. Protruding from the center of it is a ghostly image of an impossibly tall alabaster tower atop a hill that looks too round to be natural; this is a projection of a structure in Thousandbreaths called the High Folly—the lair of the black dragon Ilthuliak. A ghostly image of the black wyrm flying in circles around the tower should give the PCs cause to worry, but at this time Ilthuliak has no way to physically strike at the PCs and does not factor into the battle.

As such, this bloom is automatically noticed—if not by the PCs (if they're not around when this bloom occurs) then by all of their allies back at home. The clamor coming from the tangle of vegetation makes it sound as if a battalion of First World monstrosities hides within, and indeed four armies of murderous beasts, crazed satyrs, giant worms, slavering wyverns, lumbering giants, and flesh-eating plants lurks within, along with a powerful bloom sard.

The armies of First World monsters attack the PCs' capital an hour before sunset, besieging the city with increasing violence—left unopposed, these armies soon destroy the capital and slaughter everyone who dwells within. On sundown each day that the bloom is active,

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the PCs' kingdom must take the Endure Bloom Siege activity below to determine how the capital endures—this is a special Kingdom activity that takes place outside of a Kingdom turn. If the PCs can act quickly and defeat the sard or the First World armies before the first sundown, they have to Endure Bloom Siege only once, but if this bloom is ignored for even a few days, the results can be devastating.

Destroying the bloom requires the PCs to deliver a decisive blow to the monsters, either by defeating the First World armies with their own in a War encounter or by defeating the bloom sard personally in encounter mode. If either the bloom's armies or the sard are defeated, the bloom itself collapses, leaving behind a three-hundred-foot-diameter scar of barren sand.

ENDURE BLOOM SIEGE

DOWNTIME

If the bloom was active after the previous sundown, the kingdom's capital must Endure the Bloom Siege.

If the PCs defeated the bloom since the last Endure Bloom Siege activity (either by slaying the rampaging sard or by defeating the bloom army), the result of this Endure Bloom Siege activity is improved one degree of success—this represents the fact that the invaders had less than a full day to do harm.

You can Endure Bloom Siege with a Defense check or a Magic check. Regardless of the kingdom skill chosen, this is a DC 34 check on the first day. The DC increases by 2 every day thereafter until the bloom is defeated or the capital is completely destroyed.

Critical Success The capital endures the bloom siege with no damage, but the citizens are still worried. Increase Unrest by 1.

Success The city's defenses hold back much of the assault, but damage still occurs. Gain 1 Decay and either destroy one wall or place Rubble into one lot of your choice in the capital's Urban Grid. If you have no empty lots, reduce one structure in the city to Rubble. Increase Unrest by 1.

Failure The city's defenses strain and threaten to collapse! As success, but place Rubble into three lots of the PCs' choice in the capital's Urban Grid. Increase Unrest by 1d4.

Critical Failure The city's defenses are overrun! As failure, but gain 2 Decay, place Rubble into six lots of the PCs' choice in the capital's Urban Grid, and increase Unrest by 1d4+2.

Creatures: The bloom sard's first attack on the region is against an outlying farm, crossroads, or other location of your choice in the hex in which the capital is located. Its first attack occurs at noon on day 26, and it continues to rampage through the region as long as this bloom persists. These attacks panic the populace, and at noon every day after its first attack, until it is defeated or this bloom is finally ended, the kingdom gains 1 Unrest.

If the PCs opt to fight the sard, they track it through the surrounding region automatically. Unless they use magic like teleportation to cut down their travel time, though, it'll take the PCs 1d8 hours to navigate the sard's trail of destruction through the hinterlands to finally catch up to it; succeeding at a DC 30 Survival check reduces this to only 1 hour. Once confronted, the sard focuses its wrath on the PCs, but if it is reduced to fewer than 50 Hit Points it attempts to flee on its turn. If the sard escapes, it returns to the bloom, recovers, and continues its rampage the next day. Persistent PCs might be able to track it down in its lair in the bloom at your discretion, but only if the sard is slain does the bloom end.

If the PCs end the bloom by defeating the army, the bloom sard is stranded on the Material Plane. It becomes a weakened sard (an 18th-level creature) instead and staggers off into the wilds. At your option, the sard (still quite powerful even weakened) can continue to be a danger until the PCs defeat it, but its defeat at this point is not needed to end the bloom.

BLOOM SARD CREATURE 20

Elite sard (*Pathfinder Bestiary 2* 6, 231)

Initiative Perception +37

Battlefield: All four of the First World armies attack the PCs' capital one hour before sundown on Day 26. The capital's defenders can potentially have the advantage in the battle if there are structures that can be used to fortify armies with ranged attacks. At your option, if the PCs built their capital in a region with natural defenses (such as swamps or rugged mountains), then the First World armies might be penalized by difficult terrain as well.

If the PCs choose not to risk defenders against the army, or if there simply aren't any armies in the city, and the PCs haven't broken the morale of the armies by slaying the bloom sard, then the army surges through the capital and the conflict is an automatic defeat for the PCs. Otherwise, the battle plays out as a normal War encounter—see Appendix 3 for Warfare rules.

If the PCs win the battle, roll to Determine Victory (page 578 in Appendix 3); on a success or better, the enemy is destroyed and the bloom ends. On a failure or worse, the First World forces retreat, but the bloom doesn't end—the army takes 1d3 days to recover and recruit more monsters from the First World and then attacks once again with its recovered and rebuilt armies. In the meantime, the capital must spend those

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days continuing to Endure the Bloom Siege (unless the PCs end the bloom by defeating the sard). At your option, the PCs could confront the First World armies in the bloom itself, but doing so should be a much more dangerous fight, with difficult terrain combining with the dim light caused by the strange gloomy haze in the region—and neither of these battlefield terrain features impacts the First World army. Worse, the terrain in the bloom works against invaders, making all of the PC armies in the bloom Mired 2 when a battle begins.

If the PCs lose the battle, you should Determine Defeat normally (see page 578 in Appendix 3). On a success or better, the First World army retreats back to the bloom but attacks again the next day an hour before sundown. On a failure or worse, the army occupies the capital. From this point on, starting immediately after this failed battle at sunset, each time the kingdom has to Endure the Bloom Siege, they automatically get a critical failure. Once the capital is destroyed, the armies move on to strike at other settlements until the bloom is destroyed.

If the PCs defeat the bloom by slaying the sard, the four First World armies become stranded in the region. They no longer make attacks on the capital, but they move through the kingdom and continue to be a nuisance until they are defeated, or until the PCs defeat Nyrissa at the end of this chapter, in which case these stranded armies disperse completely.

FIRST WORLD ARMY (4) ARMY 16

RARE CE SKIRMISHERS

Scouting +28, darkvision

Description This army is composed of an eclectic mix of fey, beasts, and plants—a supernatural mob of monsters with a wide range of options in battle.

AC 38; **Maneuver** +30; **Morale** +25

HP 6 (RT 3)

Melee weapons and claws +33

Ranged bows and hurled thorns +33 (5 shots)

Battlefield Adaptability ❖ (unique tactic) The First World army has a wide range of creatures in its ranks, and it can shift its tactics to support those with different mobilities. It can take this action to achieve one of the following benefits: ignore ground-based difficult terrain, reduce Mired to 0, become concealed, or gain a +2 circumstance bonus on Maneuver checks to Advance and to Disengage. The effect lasts until the start of the First World Army's next turn.

Primal Magic ❖❖ (primal, unique tactic) **Requirement** The First World army is not engaged; **Effect** The First World army uses its primal magic against another army on the battlefield and must attempt a Morale check against the target's Morale DC. If they succeed, the First World army applies one of the following effects, determined randomly, to the target army.

- **1–2 Entangling Vines** Coils of whipping vines grow out of the ground to entangle the army. The army increases its Mired condition by 1 (2 on a critical hit).
- **3–4 Horrific Visions** The soldiers' minds are assaulted with horrific illusions. The army increases its Shaken condition by 1 (2 on a critical hit).
- **5–6 Primal Storm** A churning storm cloud above the army strikes the soldiers dozens of times with bolts of lightning, inflicting 1 point of damage to the army (2 points of damage on a critical hit). Until the end of the targeted army's next turn, it functions as if in high wind and rain (see Battlefield Terrain Features on page 578).
- **7–8 Sensory Assault** The soldiers become overwhelmed with strange lights or tricked by illusions. Until the end of their next turn, the army takes a –2 circumstance penalty on all attacks and Maneuver checks.
- **9–10 Overwhelming Magic** Roll twice and apply both results, but the First World army suffers a –4 circumstance penalty on its Morale check against the target army's Morale DC.

Supernatural Attacks (primal, unique tactic) Whenever a First World army scores a critical hit on another army, it increases that army's Weary condition by 1 as their attacks cause some soldiers to become poisoned, fall asleep, shrink in size, or suffer other eerie side effects.

Swift Recovery ❖❖ (primal, unique tactic) **Frequency** once per battle; **Effect** The army calls upon its magical connection to the First World to recover. This either restores 2 hit points or reduces the army's Weary condition value by 2.

Tactical Training (unique tactic) The First World Army can use the following tactical actions: counterattack, dirty fighting, feint, and taunt.

Bloom Trophies: Handfuls of sand taken from the scar left by the bloom's passing, linked to the High Folly (area **J**).

DAY 28. BEWARE THE JABBERWOCK EXTREME 17

If the PCs don't force the House at the Edge of Time to manifest on the Material Plane in the forest of Thousand Voices by day 28 of the month of destruction, and Nyrissa has not yet retrieved *Briar*, then the fey queen sends in her deadliest minion: a lesser jabberwock she grew from blood left over from her ancient battle with the true jabberwock so long ago. The procedure by which she created and raised this lesser jabberwock is a closely guarded secret known only to a few denizens of the First World, for the resulting monster, while not as deadly as a true jabberwock, is a devastating foe nevertheless. It has orders to destroy the PCs—Nyrissa figures that their deaths should render her visions of her own demise moot just as surely as her recovering

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Briar. If she has already retrieved *Briar*, she won't send the lesser jabberwock to attack the PCs; in this case, feel free to have the PCs encounter the monster in Thousandbreaths or in the House at the Edge of Time/Castle of Knives as you wish.

On the dawn of this final event, a strange thing happens in the skies above. Although there's not a cloud in the sky, roars of thunder echo across the entire Stolen Lands. The thunder comes in diminishing intervals, initially every 10 minutes, but by noon, the thunder booms like the approaching footsteps of an immense creature. Use this ominous event to let the PCs know that something is coming.

Exactly 1 hour after noon, the loudest peal of thunder yet strikes, and with a flash of unsettling green light above the PCs, the boundaries between this world and the First are sundered, and a true monster steps through—a lesser jabberwock. To do this, Nyrissa must first cast *discern location* on a PC. If she hasn't observed them via the Horned Hunter's Fey Conduit, she'll need a body part or significant item once owned by the PCs. While it's unlikely she has a body part, she might own an item—any particularly powerful or noteworthy magic item or object a PC had an emotional attachment to will work, and if over the course of this campaign a PC sold or lost such an item, you can rule that Nyrissa's agents recovered it. (If you do so, make sure to let the PC discover it in area **M7d** later in this chapter!)

Creature: A lesser jabberwock is, despite its name, a deadly foe. This hideous reptilian beast stands nearly 30 feet high, with a long, scaly neck, a vaguely draconic body, and a long whiplike tail. Its arms and legs are thin but incredibly strong, ending in sharp talons. Immense draconic wings flap on its back, and its ovoid head is a nightmare of bulging eyes, sharp teeth, and long, thin antennae or whiskers.

As the battle begins, if the PCs have the sword *Briar*, it immediately glows with a vibrant green light and wakens to its full capacity, as if it had gained 20 sharpness points. The sword returns to its proper level of awakening once the lesser jabberwock is defeated.

If this battle begins in a settlement, the lesser jabberwock's arrival can potentially damage or destroy a structure—when this battle begins, have one PC attempt a DC 42 Engineering check. On a failure, the structure closest to the targeted PC becomes damaged, while on a critical failure that structure is destroyed and reduced to Rubble.

The lesser jabberwock uses Intimidation to determine its initiative, then races into the midst of the PCs on the first round of combat to Strike with its bite. On the second round, it Burbles to confuse the PCs that surround it. On following rounds, it makes melee Strikes, preferably against the PC wielding *Briar*. If the monster is reduced to fewer than 215 hit points, it takes to the air and circles, firing eyes of flame while it heals back up to at least 320 hit points before landing and entering melee again. If denied this level of mobility, the monster simply focuses its fury on single targets, hoping to take the PCs down one at a time. If the monster defeats *Briar*'s wielder, it claims the weapon and takes to the air. The gate through which Nyrissa sent the creature into the Material Plane is closed, so it must return to the First World via the portal at the Castle of Knives—it flies toward that site with all due haste, eager to return the hated weapon to its mistress. Otherwise, the lesser jabberwock fights to the death.

LESSER JABBERWOCK CREATURE 21

RARE CE HUGE DRAGON TANE

Variant jabberwock (*Pathfinder Bestiary 2* 150)

Perception +36; darkvision, scent 120 feet, *true seeing*

Languages Aklo, Common, Draconic, Gnomish, Sylvan

Skills Acrobatics +37, Athletics +41, Intimidation +38, Nature +34, Survival +37

Str +10, **Dex** +6, **Con** +7, **Int** +2, **Wis** +7, **Cha** +6

Planar Acclimation As jabberwock.

AC 47; **Fort** +38, **Ref** +33, **Will** +36

HP 430, regeneration 20 (deactivated by *vorpal* weapons); **Immunities** paralyzed, sleep; **Weaknesses** *vorpal* weapons 20, vorpal fear; **Resistances** fire 20

Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 41

Vorpal Fear As jabberwock.

Claws That Catch ↷ As jabberwock.

Speed 35 feet, fly 60 feet

Melee ❖ jaws +38 (deadly 2d10, magical, reach 15 feet), **Damage** 4d10+18 piercing

Melee ❖ claw +38 (agile, magical, reach 15 feet), **Damage** 4d6+18 slashing plus Improved Grab

Melee ❖ tail +38 (magical, reach 15 feet), **Damage** 4d8+18 bludgeoning plus Improved Knockdown

Melee ❖ wing +36 (agile, magical, reach 15 feet), **Damage** 4d6+18 bludgeoning

Ranged ❖ eyes of flame +38 (fire, magical, range increment 60 feet), **Damage** 8d6 fire plus 2d6 persistent fire

Primal Innate Spells DC 44; **Constant (10th)** *true seeing*

Burble ❖❖ As jabberwock, but DC 44 Will or Reflex save, and a sonic beam for 22d6 sonic damage.

Jaws That Bite As jabberwock.

Whiffling ↷ (aura) As jabberwock, but DC 41 Acrobatics or Athletics.

DAY 30. MONTH'S END

On day 30 of the month of destruction, the event ends in one of two ways.

One or more blooms remain active: Nyrissa can

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LIVING NIGHTMARES

d8	Spell Effect	Living Nightmare Description
1	*baleful polymorph*	You are hunted by predators and wake as a harmless animal.
2	*blindness*	You gaze upon something so horrific that you are blinded.
3	*dominate*	Your allies are possessed. Kill them before they kill you.
4	*feeblemind*	Your thoughts are not your own, as if something else were thinking for you.
5	*flesh to stone*	You are buried alive but remain aware as the years pass and you fossilize.
6	*phantasmal killer*	You are attacked by a frightening monster or your most fearful foe.
7	*polar ray*	You endure an eternal blizzard after the world has frozen.
8	*warp mind*	The world around you keeps changing into different horrifying realities.

attempt to take the Stolen Lands out of the Material Plane and into the Apology. She must attempt a DC 19 flat check to do this if there is only a single active bloom. For each additional bloom that remains active, the DC is reduced by 2. If she's successful, consult Concluding the Chapter on page 477 for the ramifications of this disastrous development. If she fails, all of the blooms collapse, and she must wait 1d6 months before attempting the theft again by causing new blooms. In this event, feel free to re-use some of the blooms presented on the previous pages, or use them as inspiration for designing blooms of your own.

No blooms remain active: The PCs have thwarted Nyrissa's plans for now, but in time she can start the process all over again. She must wait 2d6 months before starting a new month of destruction in order to attempt to take the Stolen Lands again. This should give the PCs plenty of time to begin rebuilding their kingdom, and to take the fight to the nymph's own realm of Thousandbreaths. During this time, the PCs should either encounter minor blooms of strange plant life, or hear rumors of such, so that they know that while the threat posed by the previous month of destruction has passed, another one could well be looming in the near future. A character who studies one of these smaller blooms can attempt a DC 38 Nature or Religion check can confirm that the danger has only been stalled—a critical success at this check gives the character the exact number of months remaining before Nyrissa starts a brand new bloom.



LESSER JABBERWOCK

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PART 2:

A THOUSAND BREATHS

As this chapter begins, the PCs should be aware that their kingdom is under attack by something beyond the mortal realm. The manifestation of the blooms, the incursions of strange monsters, and even the appearance of the strange trophies after a bloom is defeated all point to the First World as the source of the dangers.

THOUSANDBREATHS

There are many events in Part 1 of this adventure that should convince the PCs that some force from the First World has taken an interest in the Stolen Lands—speaking with the nereid Evindra, the pixie Limm Ticklewing, or interrogating captured prisoners from blooms will confirm this. They can also research the topic in libraries they've constructed in their kingdom, or they might even know about it from using skills to Recall Knowledge. Eventually, the PCs should learn that if they wish to confront their enemy, they must travel to a specific part of the First World called Thousandbreaths—but the more they know about this realm beforehand, the better their chances will be.

When the PCs wish to find out more, use the Research rules (*Pathfinder Gamemastery Guide* pages 194–195).

RESEARCHING THOUSANDBREATHS LIBRARY 16

Recalled Knowledge A PC attempts to recall what they have learned over the campaign about the topic—a single PC cannot attempt any of the following Research checks more than once, but each of these attempts takes only a single action to Research; **Maximum RP** 4

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Research Checks DC 33 First World Lore, DC 35 Nature, DC 40 Occultism

Interviews The PC interviews a knowledgeable NPC (such as Evindra or Limm) on the topic (each of these checks takes 2 hours to Research); **Maximum RP** 8

Research Checks DC 33 Diplomacy, DC 37 Intimidate (with a critical failure annoying the NPC enough that they refuse to provide more information)

Library Research The PC spends 8 hours researching the topic in a Library or similar structure (either one they've built in one of their settlements, or one located in an allied city such as Restov); **Maximum RP** 10

Research Checks DC 33 Library Lore, DC 33 First World Lore, DC 35 Nature, DC 37 Occultism, DC 37 Religion, DC 37 Perception

2 Research Points The source of the blooms and fey incursion is certainly from the First World.

4 Research Points The specific source of the blooms within the First World is a realm known as Thousandbreaths, which is ruled by a nymph queen named Nyrissa.

6 Research Points Thousandbreaths earned its name in eons past when Nyrissa earned the pledge of a thousand powerful fey creatures who served her–their "breaths" are what helped Nyrissa stabilize and claim this reach of the First World as her own domain. Visitors are not often welcome to Thousandbreaths, and most uninvited guests never escape the realm. When Thousandbreaths draws near to the Material Plane, its influence infuses a region with whispering sounds and abundant overgrowth.

8 Research Points Thousandbreaths drew near to Golarion 20 years ago, linking to a woodland known then as the Branthlend Forest. The other realm's influence has resulted in this woodland's name changing to Thousand Voices. Thousandbreaths itself has touched upon other worlds in the past–the Thousand Voices forest is but the most recent.

10 Research Points While visitors are rare to Thousandbreaths, one notable instance is said to be the painter Karn Zuddiger, who described his visit to the domain in the guise of a children's picture book called *Zuddiger's Picnic*. The book gained notoriety in part due to Karn's murderous killing spree only a month after the book's publication some 20 years ago. As a result of Karn's violent outburst, most copies of *Zuddiger's Picnic* were destroyed. If the PCs haven't secured their own copy of *Zuddiger's Picnic* by this point, this check also reveals that a local aristocrat named Belinda Houten is said to own a copy of this rare book–see page 425.

12 Research Points Thousandbreaths is a heavily forested realm. Travel through the woodlands without taking advantage of its paths or rivers is exceptionally dangerous. Nyrissa, the ruler of the realm, is also known in some tales as the Queen of Forgotten Time, the Count's Last Mistress, or the Heartless Queen.

14 Research Points There are ten glades in Thousandbreaths–nine lesser glades each ruled by one of Nyrissa's favored minions, and a prime glade in which Nyrissa's home, the House at the Edge of Time, stands. When Thousandbreaths links to the Material Plane, it manifests a worn-down, ruined duplicate of the House at the Edge of Time in that world–a ruin known to explorers of Thousand Voices as the Castle of Knives.

16 Research Points Little is known of how Thousandbreaths affects those who visit it, but what has been deduced includes the fact that it is always twilight in Thousandbreaths, that travel off the path through the woods quickly grows dangerous as the thorny undergrowth resists passage, and that distance and time are strangely inconsistent–those who travel to Thousandbreaths and then return to Golarion find that much less time has passed than they expected.

18 Research Points The nine lesser glades not only provide a route to Nyrissa's home, but also function as the realm's foundation. Each glade is "tethered" to a powerful entity so full of life that its presence acts as an anchor, and without these nine entities, the glades of Thousandbreaths would be uprooted. This would have a calamitous effect on the realm, and while it would weaken Nyrissa's defenses, it alone would not defeat her.

TRAVELING TO THOUSANDBREATHS

When Nyrissa founded Thousandbreaths, it existed fully in the First World, but after she was punished by the Eldest, they shed this domain from that plane. Today, Thousandbreaths exists as its own demiplane, where much of the realities of the First World hold sway, yet it serves also as a prison from which Nyrissa cannot stray for long.

Due to its nature as an obscure demiplane, travel to Thousandbreaths from another plane is difficult. The PCs could use *plane shift* to travel there but only if they've fully researched Thousandbreaths by gaining at least 18 Research Points. Even then, they'll need a special tuning fork to travel to the realm—although a copy of *Zuddiger's Picnic* can function in place of such a focus for spellcasting. *Gate* can create a portal to Thousandbreaths, although as an uncommon 10th-level spell, the PCs might not have access to it.

A fixed portal does exist that links Thousandbreaths and the Material Plane—the main entrance to the ruins known as the Castle of Knives deep in the forest of Thousand Voices. This portal flared open for a few months when Nyrissa's attention first came to the stolen lands about two decades ago (it was at this time that Karn Zuddiger stumbled through the portal while exploring the forest, emerging just before it closed to go on to pen *Zuddiger's Picnic*), but has remained inert since then. It's not until the blooms begin during Part

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THOUSANDBREATHS



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1 of this chapter that the Castle of Knives portal opens back up. As long as the blooms remain active, the portal remains impossible to miss—any who approach the Castle of Knives see it as a vine-shrouded rent in reality. While the PCs won't learn of this portal's activation while researching Thousandbreaths, they can certainly infer its existence, but it's most likely they'll learn about it from one of their fey allies such as Evindra or Limm Ticklewing. Of course, unless the PCs carry three different Bloom trophies with them, they won't be able to pass through this portal at all.

Once the blooms begin, a remarkable transformation takes place in the castle's ruins—the castle appears as a strange structure of sharp towers and confusing architecture of dozens of colors that seem strangely too vibrant for the surroundings. The entire castle is surrounded by a wrought iron fence that contains a single gate flanked by statues of beautiful women. The transformation lasts until the PCs uproot Nyrissa's realm, but the iron gate itself continues to function as a portal to Thousandbreaths as long as that realm continues to exist as a demiplane.

Regardless of the method the PCs use to travel to Thousandbreaths, they always appear in the same place: the Byway (area **A**).

A RESTLESS LAND

Thousandbreaths is a demiplane that lies adjacent to the Material Plane, but many of the realm's features still adhere to those of its source—the First World. As Thousandbreaths is under Nyrissa's direct control, other realities exist in this demiplane as well.

Eternal Twilight: It is always twilight in Thousandbreaths. No matter what time the PCs enter and how long they stay there, the sun never sets (although in fact time is unaffected and passes normally—the time of day is merely fixed in place). This ambient light provides dim light in the realm.

Glades: A number of large clearings exist in Thousandbreaths—these are known as glades, and each contains a unique encounter area detailed below. Each glade is linked to one of the blooms that manifests in the Stolen Lands—a character carrying a bloom trophy from the linked area receives a +1 status bonus on attack rolls, weapon damage rolls, skill checks, saving throws, and ability checks while in that glade.

Sleeping: Visitors who sleep in Thousandbreaths are subjected to living nightmares (see page 441) if the Nightmare Rook (see area **D**) still lives or if the Nights of Dread bloom hasn't been defeated.

Sounds: These are the voices: the thousand voices of Thousandbreaths, the source of the region's name. In truth, there are far more than a mere thousand breaths in Thousandbreaths, as the disembodied voices are from those taken and remade by the queen, cries of helplessness in a pitiless and unending twilight. Beyond the screams there are other sounds: weeping, singing of children's rhymes, shouts of anger, feral cries, and howls—PCs who listen too closely might even hear familiar voices that could well sound like villains or friends who have died or gone missing over the course of the Kingmaker Adventure Path. The sounds of Thousandbreaths cause a –2 circumstance penalty on all Perception checks made to hear things.

The Woods: Moving through the woods without using the paths and rivers is dangerous. The off-path woods are treated as greater difficult terrain and hazardous terrain, and characters take 1d6 piercing damage for each Move action they take when they travel through these thorny, tangled woods.

PATHS AND RIVERS

Travel through Thousandbreaths is easiest via its network of paths and rivers, yet navigating them is nerve-wracking. Eyes blink from the dark of the forest, lights are dim and seem to have trouble illuminating beyond the paths, and even stranger lights dance and twitch in the sky above, almost as if the stars can't decide on their routes through the darkening sky.

Two types of passages exist within the realm of Thousandbreaths—paths and rivers. Travel along a path is possible in both directions, but travel along a river always leads downstream—even if a person attempts to follow a river upstream by flying above it

UNBLOOMED ENCOUNTERS

If the PCs make it to Thousandbreaths before the month of destruction concludes, they'll face more dangerous encounters here, but if they wait too long in hopes of defeating more blooms, they run the risk that Nyrissa might absorb their kingdom. Eight of the nine glade encounters detailed here (areas **B–I**) are presented with the assumption that their associated bloom has manifested and been defeated, and are thus Moderate 18 encounters. If a glade's associated bloom hasn't manifested or hasn't been defeated by the PCs, though, some of the creatures and energies that would have been expended on that bloom remain active in the glade and it becomes a Severe 18 encounter. Notes on what to add to each glade encounter to make it a Severe 18 encounter appear at the end of the encounter in an "Unbloomed" entry.

If all of the creatures in a glade encounter are defeated before the glade's associated bloom manifests during the month of destruction, that bloom does not manifest at all when its day comes.

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PATHWAY PERILS

1d4	Result
1	This is a grassy trail, the edges of which are littered with statues of curious creatures that are at once human and animal. The trees here have an unsettlingly fleshy look about them, with parts of people woven or grafted into them, some of which speak nonsense to the PCs as they pass. At one point during the journey, each character must attempt a DC 38 Will save to avoid becoming confused by these voices for 1d6 rounds (this is an emotion, mental, primal effect).
2	This path is narrow, only 10 feet wide, with thorny branches hanging low over it. It takes 2d4 hours to reach the next glade.
3	The edges of this path grow thick with strange flowers that seem to writhe and move on their own. Each flower has a tangle of tentacle-like vines hanging down from its stem. These plants are dangerous and exude nightmare vapor (*Pathfinder Core Rulebook* 553) into the path once the PCs are halfway down the path to their destination, exposing the entire party to the poisonous effect.
4	This 10-foot-wide path seems to be a barely used animal track, although countless bloated animal carcasses lie strewn amid the undergrowth along both sides of the path. Characters who travel this path are exposed to a virulent form of bubonic plague (*Pathfinder Gamemastery Guide* 118, but this is an 18th-level disease with a DC 38 Fortitude save).

or reached is always the one they would have reached by moving downstream. The rivers always flow away from area **K** toward area **B**.

Any character who tries to fly above the top of the wood's trees discovers an unsettling truth about the reality of this realm—there seems to be no world above the canopy. No matter how high they fly, the tops of the trees extend to what seems to be 200 feet above. Only Nyrissa and the Nightmare Rook (see area **D**) can actually travel above the treetops of Thousandbreaths.

Regardless of the speed or method used to navigate a path or river, it always takes 1d4 hours to reach the next glade. Each time the PCs use a path to travel, roll a DC 11 flat check; on a success, the pathway is perilous in some way—roll on the Pathway Perils table (see above) to determine in what way.

UPROOTING THOUSANDBREATHS

Nyrissa, despite her power, does not actually have within herself the ability to reshape and maintain the entire realm of Thousandbreaths. She can create glades and their contents, but in order for them to maintain their shape, each glade must be tethered to a powerful entity so full of life that its presence acts as an anchor.

By defeating anchors, the PCs weaken the underlying structure of Thousandbreaths and cause it to drift further and further from the First World. Each time they defeat all of the guardians of a glade (with the exception of area **F**), there's a chance that the defeat is enough to cause Thousandbreaths to tumble cataclysmically into the Material Plane.

When the PCs defeat all the guardians of a glade, attempt a DC 20 flat check. On a success, Thousandbreaths is uprooted. On a failure, this DC is reduced by a value depending on the power of the defeated anchor (see the table below), so that the next flat check is against a lower DC. If the PCs defeat all of the anchors, listed below, Thousandbreaths is automatically uprooted. Slaying an anchor's guardian defeats it, as does transporting a guardian out of Thousandbreaths, for once a guardian is absent from this demiplane—even if for only a second—the tether they provide snaps. Given a year, Nyrissa could restore a defeated anchor, but for the context of this campaign, you can assume a defeated anchor remains defeated.

UPROOTING DC REDUCTIONS

Area	Guardian	Reduction
B	4 Storm-Struck Arboreals	–1
C	Kargstaad	–2
D	Nightmare Rook	–2
E	Immense Mandragora	–1
G	The Wriggling Man (area **K17**)	–4
H	The Knurly Witch	–4
I	Destroy the Baleful Lantern	–1
J	Ilthuliak	–4

If Thousandbreaths is uprooted, it manifests fully within the forest of Thousand Voices in the Stolen Lands, its glades appearing as different areas in the forest. When this cataclysmic event occurs, the sound of a thousand screams tears through the air, a horrific noise as the realm expels its thousand breaths at once. The denizens of the glades are traumatized by this event, and all surviving guardians become slowed 1 for the next 24 hours.

All of the otherworldly elements of Thousandbreaths vanish when it uproots, but for the most part the general natures of the encounters in unvisited glades should be relatively unchanged. More importantly, once Thousandbreaths is uprooted, Nyrissa can no longer use the *Apology* to absorb the Stolen Lands, as uprooting Thousandbreaths causes all active blooms in the Stolen Lands to end instantly (although any creatures active in those blooms remain in the area where the bloom was once located).

Only the House at the Edge of Time remains within what was once the demiplane—the plane's borders now encompass only the glade that contains that structure and its surrounding lake. The PCs can still come and go via the

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portal at the Castle of Knives or other methods of planar travel, but now the Byway (area **A**) manifests at the lake's edge near the bridge that leads to the House's isle.

Given time, Nyrissa may be able to rebuild Thousandbreaths through the use of *create demiplane*, but once Thousandbreaths is uprooted, her plan to absorb the Stolen Lands is over. At this point the Stolen Lands are safe from her machinations—yet the PCs themselves most certainly are not, and in this development, the nymph queen begins a new campaign of vengeance against the PCs; see page 459 for more on this development.

Story Award: Should the PCs manage to uproot Thousandbreaths and cast the demiplane into the Material Plane, award them 120 XP.

A. THE BYWAY

All who travel to Thousandbreaths from other planes arrive here, at the Byway. This archway is formed by a pair of beautiful women shaped in iron. Each statue raises one hand toward the other, forming an arch; the other hand holds high a sword that bears a striking resemblance to *Briar*. The first time *Briar* is brought through this gate, it gains a Sharpness Point—as this occurs, both it and the blades of the statues momentarily glow with green light. Nyrissa notices this effect and thus knows when *Briar* enters Thousandbreaths, but she does not react. If the sword is in the hands of her agents, they'll bring it to her soon enough, and if it is in the hands of her enemies, she does not want to confront them and instead hopes that the various perils of Thousandbreaths finish them off.

B. WATCHERS ON THE WHIRLING SHORE MODERATE 18

A broad lake of dark water fills the majority of this forest glen, leaving a fifteen-foot-wide shoreline. Black swans glide along the lake's surface, apparently unimpressed by the immense but strangely silent whirlpool that churns at the lake's center. Along the forest edge, many of the trees seem to be dying or dead.

The swans are simply swans, and while the lake's vortex is powerful (functioning identically to the one detailed on page 428 but only with a diameter of 100 feet), it doesn't threaten those who wade along the shores. The circular lake itself is 200 feet across.

Bloom Trophies: Black swan carcasses, linked to the Whirling Lake bloom (page 428).

Creatures: The true threat here comes from the immense arboreals that guard the lake's shores. Although these lightning-scarred guardians might look to the casual observer like dead trees, they are very much alive and quickly move to attack anyone that passes nearby. There are four of these storm-struck arboreals in all—one stands guard next to each exit from the lake glade.

If a storm-struck arboreal can't reach the PCs, it uses its electricity spells to attack, making sure to catch other arboreals in the area of effect if it can to provide healing. The storm-struck arboreals fight to the death.

STORM-STRUCK ARBOREALS (4) CREATURE 16

RARE NE HUGE PLANT

Variant arboreal regent (*Pathfinder Bestiary* 25)

Perception +28; low-light vision

Languages Aklo, Sylvan

Skills Athletics +33, Nature +26, Stealth +25 (+35 in forests), Survival +30

Str +9, **Dex** +1, **Con** +6, **Int** +0, **Wis** +6, **Cha** +0

AC 37; **Fort** +28, **Ref** +25, **Will** +30

HP 370; **Immunities** electricity;



KARGSTAAD

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Weaknesses axe vulnerability; **Resistances** bludgeoning 15, fire 15, piercing 15

Axe Vulnerability A storm-struck arboreal takes 15 additional damage from axes.

Electric Healing Whenever the storm-struck arboreal would take electricity damage or is targeted with an electricity effect, it gains 15 temporary HP.

Speed 40 feet

Melee ❖ branch +33 (reach 15 feet), **Damage** 3d12+15 bludgeoning

Melee ❖ root +33 (trip), **Damage** 3d10+15 bludgeoning

Primal Innate Spells DC 30; **8th** *chain lightning*; **7th** *lightning bolt* (×3)

Sunder Objects When a storm-struck arboreal damages an item or structure it deals an additional 3d12 damage to that item or structure.

Unbloomed: If the Whirling Lake bloom (page 428) has not been defeated, the four elder elemental tsunamis from it lurk within the waters of this lake—these elementals work with the storm-struck arboreals to defend the glade.

ELDER ELEMENTAL TSUNAMIS (4) CREATURE 14

See page 429

Initiative Perception +25

C. THE FROZEN BONEYARD MODERATE 18

Snow falls steadily in this forest glade, which appears to be an ominously oversized cemetery. Dozens of ten-foot-tall headstones rise from the snow, leaning awkwardly as if the ground below had grown unstable. An old tower leans precariously against the supportive branches of several trees at one end of the glade, while an immense marble vault looms at the other, at the edge of a frozen lake.

The temperature in this glade is extreme cold (*Pathfinder Core Rulebook* 518). Nyrissa rarely comes to this grove anymore; she has little interest in this frigid corner of Thousandbreaths and leaves its care to Kargstaad, a foul-tempered, four-armed frost giant who lives in the vault at the edge of the boneyard's frozen lake. This glade, despite the appearance of a frozen cemetery, is not an actual cemetery—Nyrissa simply found the appearance of a frozen burial ground soothing when she was in her darker moods.

The tower is little more than a spiral stair built into a 200-foot-tall circular stone shell. It is in dreadful repair but is in no danger of collapsing. The stairs end at a dizzying vantage point in the open rooftop that somehow still doesn't allow a view over the treetops.

Bloom Trophies: Icy gravestone shards, linked to the Frozen Bloom (page 433).

Creature: Kargstaad and his giant followers dwell here, eternally provided for by the glade when it comes to hunting for food or water. Collected as trophies ages ago by Nyrissa, these giants know little but their lives in this glade. When this glade's bloom opens, Kargstaad sends his minions through to protect the bloom, but the giants, starved for entertainment, quickly abandon it. Once the bloom closes, Kargstaad knows his giants have failed him, and the arrival of the PCs gives him an opportunity to smooth over this failure if only he can capture them for his mistress.

In combat, Kargstaad rages and charges in to engage his foes in melee. If unable to reach them, he hurls gravestones as rocks. Kargstaad fights to the death.

KARGSTAAD CREATURE 19

UNIQUE | CE | LARGE | COLD | GIANT | HUMANOID

Variant frost giant (*Pathfinder Bestiary* 171)

Perception +33; low-light vision

Languages Aklo, Common, Jotun, Sylvan

Skills Athletics +39, Crafting +33, Intimidation +37, Stealth +33 (+37 in snow)

Str +10, **Dex** +6, **Con** +8, **Int** +4, **Wis** +6, **Cha** +8

Items *+2 greater resilient hide armor*, *+2 striking hatchets (4)*, sack with 5 rocks

AC 43; **Fort** +35, **Ref** +31, **Will** +33; juggernaut

HP 360, fast healing 20; **Immunities** cold; **Weaknesses** fire 20

Attack of Opportunity ↷

Catch Rock ↷

Juggernaut When Kargstaad rolls a success on a Fortitude save, he gets a critical success instead.

Speed 30 feet; ice stride

Melee ❖ *hatchet* +37 (agile, magical, sweep), **Damage** 3d6+18 slashing plus 2d6 cold

Ranged ❖ rock +35 (brutal, range increment 120 feet), **Damage** 2d10+18 bludgeoning

Chill Breath ❖ (cold, evocation, primal) As frost giant, but 9d6 cold damage and a DC 41 Reflex save and Escape DC.

Hatchet Onslaught ❖❖❖ **Requirement** Each of Kargstaad's four hands wields a hatchet. **Effect** Kargstaad Strides up to half his speed, then makes four hatchet Strikes, applying his multiple attack penalty as normal.

Ice Stride As frost giant.

Rage ❖ **Requirements** Kargstaad isn't fatigued or raging. **Effect** Kargstaad gains 25 temporary hit points, deals an extra 12 points of damage with thrown rocks, and deals an extra 6 points of damage with hatchets. He takes a –1 penalty to AC and can't use actions with the concentrate trait (except Seek) unless they also have the rage trait.

Throw Rock ❖

Wide Swing ❖ As frost giant.

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Unbloomed: If the Frozen Bloom (page 433) has not been defeated, four of Kargstaad's giants are encountered at his side. (The remaining two can be encountered elsewhere in Thousandbreaths as you see fit, perhaps as an encounter while traveling a pathway between glades.)

KARGSTAAD'S GIANTS (4) CREATURE 15

See page 434

Initiative Perception +27

D. THE NIGHTMARE SPIRE MODERATE 18

A mile-wide clearing in the endless forest opens under the twilight sky to make way for a field of jagged hills and thorny plains. A single stone spire rises a mile into the sky.

While the stone spire seems to be unnaturally tall, this is actually a strange visual distortion that affects creatures within 100 feet of the ground—the spire's peak is in fact only 200 feet high.

Bloom Trophies: Raven feathers from a nightmare, linked to the Nights of Dread bloom (page 432).

Creature: Perched atop the needle-like spire is what appears to be an enormous crow. This is one of the most notorious of Thousandbreaths' denizens: the Nightmare Rook. This monstrous guardian of the skies above Thousandbreaths can visit the dreaming minds of outlanders who are foolish enough to sleep in Nyrissa's realm, inflicting horrific living nightmares upon them. Yet it also serves as an expedient way to travel for many of the region's creatures, for the Nightmare Rook is one of two creatures (the other being Nyrissa herself) that can fly above the trees of this realm.

The Nightmare Rook carries passengers only at Nyrissa's direct request or as a result of magical control. It has excellent vision, and unless the PCs take pains to be stealthy as they enter this glade, the immense bird sees them and turns to face them as they approach. If they move more than a hundred feet into the clearing, it shrieks, spreads its wings, and swoops to attack.

The Nightmare Rook's primary tactic is to split up the party by Snatching them and then flying to a different glade to drop them into the peril therein (it takes the Rook 2d6 turns to reach another glade by flight, but it always takes it just one to return to its spire, regardless of how long it took to reach the other glade). The Rook is particularly fond of dropping victims into the Mire (area **G**) or the Fruiting Orchard (area **E**). Thousandbreaths prevents creatures from being dropped into the woods themselves; a character who's dropped anywhere other than a glade falls 2d10×10 feet but finds themselves somehow landing at the same spot they were Snatched up from. The Rook returns to this glade as long as PCs remain within to repeat this process until it is reduced to fewer than 250 HP, at which time its frustration takes over and it lands to finish the fight with its spells and melee Strikes. It saves *alter reality* to duplicate a spell needed to remove a debilitating effect on itself as needed. If reduced to 90 or fewer HP, the Nightmare Rook calls for surrender and promises to fly the PCs to any glade they wish if they spare its life. Of course, this is a lie, as any PC who sees through its deception can tell. Any PCs who take the Rook up on this offer are brought to the Mire or the Fruiting Orchard (equal chances of



NIGHTMARE ROOK

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either), whereupon it Bucks to dislodge its riders into the glade below before returning to its perch here to recover from the fight.

NIGHTMARE ROOK CREATURE 20

UNIQUE CE GARGANTUAN BEAST

Variant roc (*Pathfinder Bestiary* 281)

Perception +38; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +34, Athletics +38, Deception +35, Intimidation +35

Str +10, **Dex** +6, **Con** +6, **Int** +5, **Wis** +8, **Cha** +5

AC 46; **Fort** +34, **Ref** +34, **Will** +38

HP 380, regeneration 20 (deactivated by cold iron or lawful); **Resistances** physical 20 (except cold iron or lawful)

Buck ↷ DC 42

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 39

Wing Rebuff ↷ As roc.

Speed 20 feet, fly 80 feet

Melee ❖ beak +38 (reach 15 feet), **Damage** 4d12+18 piercing

Melee ❖ talon +38 (agile, reach 15 feet), **Damage** 4d8+18 slashing plus Improved Grab

Melee ❖ wing +38 (agile, reach 30 feet), **Damage** 4d8+18 bludgeoning plus Improved Push 10 feet

Occult Innate Spells DC 42, attack +34; **10th** *alter reality*; **9th** *phantasmal calamity*, *weird*; **8th** *phantasmal killer* (×3)

Flying Strike ❖❖ As roc.

Snack As roc.

Snatch As roc.

Unbloomed: If the Nights of Dread bloom (page 432) hasn't been defeated, the Nightmare Rook gains the elite adjustments (*Pathfinder Bestiary* 6) and becomes a 21st-level creature.

E. THE FRUITING ORCHARD MODERATE 18

A thirty-foot-high brick wall encircles a large clearing in the woods. Within, the riot of growth continues, but a tangle of mushrooms and fungus grow amid various tropical plants. Bulbs of brightly colored fruits the size of a human head hang from or grow on the trunks of many of the trees—and many of these bulbs twitch and pulse as if something within were attempting to escape.

Bloom Trophies: Dead mandragoras linked to the Shrieking Children bloom (page 430).

Creatures: This noxious orchard is where Nyrissa allows the "children of Thousandbreaths"—hundreds of thousands of tiny mandragoras—to dwell. The bulbous "fruits" on the mushrooms are in fact growing mandragoras nearing "birth."

While this garden is infested with mandragoras, just as the Shrieking Children bloom was infested, these mandragoras do not attack intruders as a swarm. Instead, they crawl together into an immense mound, leaving the tropical plants behind as they quickly spread their malleable bodies together to form a single 35-foot-tall mandragora.

IMMENSE MANDRAGORA CREATURE 20

UNIQUE CE GARGANTUAN PLANT

Variant mandragora (*Pathfinder Bestiary 2* 170)

Perception +33; blood scent, low-light vision

Languages Abyssal, Aklo, Common, Sylvan

Skills Acrobatics +35, Athletics +35, Stealth +38 (+46 in vegetation)

Str +10, **Dex** +5, **Con** +6, **Int** +0, **Wis** +7, **Cha** +6

Blood Scent As mandragora.

AC 43; **Fort** +34, **Ref** +31, **Will** +35

HP 400; **Weaknesses** fire 20; **Resistances** bludgeoning 20, electricity 20

Vulnerable to Supernatural Darkness As mandragora.

Speed 40 feet, burrow 10 feet, climb 40 feet

Melee ❖ jaws +38, **Damage** 4d12+18 piercing plus Improved Grab

Melee ❖ thorny vine +38 (agile, reach 30 feet), **Damage** 4d8+18 slashing plus immense mandragora venom

Blood Drain ❖ **Requirements** The immense mandragora has a creature grabbed; **Effect** The immense mandragora drains blood from the creature it has grabbed, dealing 12d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 2 until it receives healing of any kind or amount.

Immense Mandragora Venom (poison) **Saving Throw** DC 42 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 4d6 damage and stupefied 1 (1 round); **Stage 2** 4d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 6d6 poison damage, confused, and stupefied 1 (1 round)

Apocalyptic Shriek ❖ (auditory, evocation, mental, primal)
Frequency once per day; **Effect** The immense mandragora emits a devastating shriek. Each non-mandragora creature within 30 feet must attempt a DC 42 Will save.
Critical Success The creature is unaffected.
Success The creature is sickened 1 and takes 8d8 mental damage.
Failure The creature is sickened 2 and takes 16d8 mental damage.
Critical Failure The creature is sickened 2, slowed 1, and takes 150 mental damage. As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

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Unbloomed: If the Shrieking Children bloom (page 430) hasn't been defeated, the PCs face two mandragora swarms here as well.

MANDRAGORA SWARMS (2) CREATURE 18

See page 430

Initiative Perception +30

F. THE SHUNNED FALLS MODERATE 18

A waterfall cascades between two immense stone hands carved from the peak of a stony cliff, tumbling into a large pool in this two-hundred-foot diameter forest glade. The pool is crystal clear, its shores thick with reeds and water-flowers of dazzling hue. Several large leaves the size of small boats float near the pool's shore, while immense glowing fireflies the size of human hearts bob and weave lazily in the air above.

The Shunned Falls is unique among the glades of Thousandbreaths in that it does not generate a bloom in the Stolen Lands, for this is the one place in Thousandbreaths that had already fallen from Nyrissa's direct control. It is here that evidence of her shame and guilt persists—a constant reminder to her that no matter how powerful she thinks she can become, the Eldest are more powerful still. As a result, Nyrissa hates this glade with a passion and rarely, if ever, visits here. Once the glade's current denizens (see Creatures, below) leave, it can be a safe place for beleaguered PCs to camp—Nyrissa and her minions do not intrude upon this region.

The large leaves that float on the water can serve as impromptu rafts for characters who wish to float downstream on the river. The large fireflies are harmless, but success on a DC 35 First World Lore, Nature, or Religion check notes that fireflies are sacred to the Lantern King.

Creatures: A mated pair of flying owlbears dwells here. While intelligent enough to understand Sylvan, the winged owlbears are little more than wild beasts as far as denizens of the First World are concerned and exist here simply because the glade is otherwise uncontrolled. They rise up to defend their territory as soon as they notice the PCs, fighting to the death.

WINGED OWLBEAR (2) CREATURE 18

N GARGANTUAN ANIMAL

Variant owlbear (*Pathfinder Bestiary* 259)

Perception +32; low-light vision, scent (imprecise) 30 feet

Languages Sylvan (can't speak any language)

Skills Acrobatics +31, Athletics +35, Intimidation +31

Str +9, **Dex** +5, **Con** +6, **Int** –2, **Wis** +5, **Cha** +4

AC 41; **Fort** +32, **Ref** +30, **Will** +30

HP 380

Speed 30 feet, fly 50 feet

Melee ❖ beak +35 (reach 10 feet), **Damage** 3d12+17 piercing plus 1d12 bleed

Melee ❖ talon +35 (agile, reach 20 feet), **Damage** 3d10+17 slashing plus Grab

Bloodcurdling Screech ❖ (auditory, emotion, fear, mental) As owlbear but DC 40 Will save.



WINGED OWLBEAR

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Gnaw ❖ As owlbear but DC 40 Will save.
Screeching Advance ❖❖ (auditory, emotion, fear, mental) As owlbear.

G. THE MIRE MODERATE 18

The trail ends at a great space in the forest that opens up into a foul-smelling marsh perhaps a mile or so across.

The mire's waters average 10 feet deep, but numerous crisscrossing troughs drop to depths of 30 feet throughout the swamp. Likewise, a maze of ridges that rises to within inches of the water surface (but average 1 foot below it) wind throughout the mire; a character can move through the mire along these ridges treating them as difficult terrain, but any character who makes more than one Move action in a round while walking along these ridges must succeed at a DC 30 Acrobatics check or slip off the edge of the ridge into one of the 30-foot-deep troughs.

Bloom Trophies: Twitching worms, linked to the Rise of the Mire Worms bloom (page 435).

Creatures: This bog is normally the den of he Wriggling Man, but Nyrissa asked him to join her in her home while she prepares to absorb the Stolen Lands. Yet the Wriggling Man has not left his swamp unguarded—four immense mire worms swim through the waters of the marsh, and they quickly surge forth to attack anyone who enters the glade.

MIRE WORMS (4) CREATURE 16

Elite azure worm (*Pathfinder Bestiary* 6, 57)
Initiative Perception +24

Unbloomed: If the Rise of the Mire Worms bloom (page 435) hasn't been defeated, the PCs face an additional two mire worms here.

H. THE KNURLY HOUSE MODERATE 18

The forest opens into a narrow clearing surrounded by bent, extremely broad trees. At the center of the clearing rises a strange sight: what appears to be two dozen different houses tangled together in a semi-organized mess, forming a conglomerate building where right angles seem unwelcome. A tangled yard filled with bristly vines and thorns surrounds the cottage.

This building is the Knurly House, all that remains of Nyrissa's first attempt to craft herself a house from the raw potential of the First World. She learned much from this initial attempt, and the House at the Edge of Time is a much more stable and well-organized affair.

The thorns that surround the Knurly House are 20 feet thick and 15 feet tall, save for a 10-foot-wide path leading to the house itself. A creature can move through the thorns but treats the overgrown area as both difficult terrain and hazardous terrain that deals 4d6 piercing damage each time the creature takes a Move action.

Bloom Trophies: Two-foot-long vines of tangled, knotted brambles, linked to the Knurly Briars bloom (page 434).

Creature: Nyrissa gave this house to one of her few true friends, a powerful hag cleric of the goddess Gyronna. This twisted annis hag has abandoned and forgotten her true name in favor of being known as the Knurly Witch. When the Knurly Witch first stumbled into Thousandbreaths 220 years ago, Nyrissa offered the annis a choice—die and feed her pet tarn linnorm, or live as Nyrissa's servant. The annis made the choice easily enough and does not regret it, for she has been treated well by Nyrissa. Over the centuries, Thousandbreaths has accepted her as one of its own, and she now functions as a native to the demiplane.

Although the Knurly Witch is as evil as they come, she doesn't immediately attack. She's been warned of the PCs by Nyrissa, and she's curious. She invites the PCs up to share tea with her as soon as she spots them. If the PCs agree to the invitation, the Knurly Witch adopts a strangely forthcoming and honest tactic as she serves them "tea." A successful DC 40 Perception check is enough for a PC to realize the mixture isn't actually tea. A PC that imbibes this foul mixture of crow's blood and powdered maggots must attempt a DC 38 Fortitude save to avoid becoming sickened 2 (sickened 4 on a critical failure). She simply starts asking the PCs what they're doing here in Thousandbreaths and tries to discern their powers, their goals, and their weaknesses through blunt questioning. If she thinks that it'll make the PCs more cooperative, she proposes a free trade of information: for each question of hers they answer, she'll answer one of theirs about Nyrissa. Of course, the Knurly Witch lies with each answer, trying to feed the PCs completely false information about the nymph queen in hopes that even if they believe one of her lies, their tactics will be compromised in a later confrontation. Eventually, either the Knurly Witch or the PCs are likely to grow tired of this, at which point the Knurly Witch can roll for initiative with a Deception check (she rolls with Perception if the PCs simply attack her on sight).

On the first round of combat, the Knurly Witch casts *air walk* and moves upward out of reach of foes on the ground. She casts *summon plant or fungus* the next round to summon a wemmuth (*Pathfinder Bestiary* 326), then uses her ranged spells against the PCs on the following rounds. If reduced to 250 Hit Points,

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she casts *regenerate*. Upon being reduced to 100 HP or less, she activates *word of recall* to retreat to her sanctuary in the House at the Edge of Time (area **K16**). There, she seeks out Nyrissa to report her failure to defend the Knurly House and prepares as mentioned in area **K16** to confront the PCs one last time.

THE KNURLY WITCH — CREATURE 20

UNIQUE | CE | LARGE | HAG | HUMANOID

Variant female annis hag (*Pathfinder Bestiary* 202)

Perception +38; darkvision

Languages Aklo, Common, Jotun, Sylvan

Skills Acrobatics +35, Athletics +34, Deception +37, Intimidate +34, Nature +36, Occultism +35, Religion +38

Str +6, **Dex** +7, **Con** +6, **Int** +2, **Wis** +10, **Cha** +6

Items religious symbol of Gyronna, *wand of slaying* (7th)

AC 45; **Fort** +32, **Ref** +35, **Will** +38; +1 status to all saves vs. magic, resolve

HP 324; **Resistances** physical 20 (except bludgeoning)

Resolve When the Knurly Witch rolls a success at a Will save, she gets a critical success instead.

Speed 40 feet

Melee ❖ claw +37 (agile, cold iron, magical, reach 10 feet), **Damage** 4d10+14 slashing plus Grab

Divine Prepared Spells DC 44, attack +38; **10th** *harm* (×7), *summon plant or fungus*; **9th** *heal*, *massacre*, *telepathic demand*; **8th** *dispel magic*, *flame strike*, *heal*; **7th** *divine decree*, *regenerate*, *divine wrath*; **6th** *blade barrier*, *feeblemind*, *paranoia*; **5th** *command*, *sending*, *tongues*; **4th** *air walk*, *discern lies*, *outcast's curse*; **3rd** *blindness*, *fear*, *zone of truth*; **2nd** *death knell*, *ghoulish cravings*, *see invisibility*; **1st** *command*, *ray of enfeeblement*, *sanctuary*; **Cantrips (10th)** *chill touch*, *daze*, *divine lance*, *read aura*, *shield*

Cleric Domain Spells 2 focus points, DC 44; **10th** *savor the sting*, *retributive pain*

Rituals DC 44; *blight*, *word of recall* (*Advanced Player's Guide* 245)

Divine Font *harm*

Bonds of Iron ❖❖ (attack, conjuration, occult) As annis hag, with an Escape DC of 42, AC 40, Hardness 20, and 80 HP.

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

Rend ❖ claw

Word of Recall The Knurly Witch has used *word of recall* to bind herself to the House at the Edge of Time (area **K16**).

Treasure: A search of the Knurly House takes an hour. With success on a DC 35 Perception check, a PC discovers one of the treasures the Knurly Witch hid; a critical success discovers all four. These treasures consist of several journals written in Aklo that contain the formulas for two rituals (*blight* and *word of recall*), a set of *greater holy prayer beads*, a *+2 greater striking wounding dagger*, and a *ring of wizardry IV*.

Unbloomed: If the Knurly Briars bloom (page 434) hasn't been defeated, the PCs also face a particularly powerful athach gardener here—a monster who does his best to prevent any PC from approaching the Knurly Witch to fight her in melee.

ATHACH GARDENER — CREATURE 18

Elite Bloomborn athach (*Pathfinder Bestiary* 6, plus see page 434)

Initiative Perception +33

I. THE BALEFUL LANTERN — MODERATE 18

This small clearing is lit by ghastly yellow-green light that flickers like torchlight. The sources of the light are dozens of human heads that hang by their hair from spikes on the outer edge of a towering beehive-shaped structure in the center of the clearing—these heads function as horrific lanterns, with the light emerging from empty eye sockets and gaping mouths. Worse, the eyes and lips



THE KNURLY WITCH

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of several of these grisly lanterns seem to be twitching and writhing as if in pain.

This building is the home of one of Thousandbreaths' most hateful denizens: the Misbegotten Troll. The dozens of severed heads that decorate his strange home are the remains of his previous meals, unfortunate victims harvested over the past several hundred years. The glowing light is little more than an eerie side effect of the minor necromantic enhancement that makes the heads function as lanterns—the souls of these unfortunate victims have long since moved on.

Up until the month of destruction begins, the Misbegotten Troll served as the tether for this glade, but for the duration of this chapter that tether has been transferred to the building itself—the Baleful Lantern. If the PCs understand the nature of the glade tethers (by reaching at least 18 Research Points while investigating Thousandbreaths), success on a DC 38 check to Identify Magic while studying the structure reveals that the destruction of the Baleful Lantern will break this glade's tether.

The Baleful Lantern is AC 30, has Hardness 20, and has 400 HP (200 BT). If reduced to its Break Threshold, the structure creaks and groans; at this point a DC 43 Athletics check to Force Open its load-bearing metal bars can cause the entire thing to collapse. When the Baleful Lantern is destroyed, the collapse inflicts 20d6 bludgeoning damage (DC 35 basic Reflex save) to all creatures inside of it or within 30 feet of its exterior.

Bloom Trophies: Cages from the chain of lovelies, linked to the Misbegotten Troll bloom (page 435).

Creatures: The Misbegotten Troll left a pack of eight black smilodons to guard his home while he's out rampaging. If the PCs come to this area after defeating the troll on the Material Plane, these beasts are frenzied and eager for anything, and they attack on sight.

BLACK SMILODONS (8) CREATURE 14

Variant smilodons (Speartooth, page 104)
Initiative Perception +25

Unbloomed: If the Misbegotten Troll bloom (page 435) hasn't been defeated, the troll is instead encountered here as he feeds on a huge platter of a few dozen unfortunate grigs.

THE MISBEGOTTEN TROLL CREATURE 18

See page 436
Initiative Perception +31

J. THE HIGH FOLLY SEVERE 18

Thousands of mossy stone statues, each depicting a different creature, stand in this grassy clearing. At the clearing's center rises a low but strangely round hill, atop which rises a three-hundred-foot-high tower of white stone.

This glade contains the High Folly, a gatehouse that watches over the only path that leads to Nyrissa's home. The field of statues is an entire army of petrified First World monstrosities—a stone army that Nyrissa has been collecting with the aid of her medusa ally Phomandala (see area **M3**) for many years. When the War of the High Folly begins on day 26 of the month of destruction, this final bloom restores this army to flesh, and they are unleashed upon the PCs' capital city. Here on the First World, though, they are harmless. If the PCs have already defeated the War of the High Folly bloom, this clearing is empty of statues, and only the white stone tower—the High Folly itself—remains.

The High Folly is a hollow tower within which a single curving stairway rises to an observation platform under open roofs—the structure and purpose of the tower is similar to the leaning tower in area **C**, but a character who looks out from this tower's observation platform can see all of Thousandbreaths laid out below—almost exactly how the map at the end of *Zuddiger's Picnic* shows.

Bloom Trophies: Handfuls of sand taken from the scar left by the High Folly's passing, linked to the War of the High Folly bloom (page 437).

Creature: Ilthuliak terrorized the River Kingdoms of Pitax and Mivon as well as Numeria and Brevoy in her youth. She murdered and ate all would-be dragonslayers who hunted her, eventually attracting Nyrissa's attention. The nymph wooed Ilthuliak to relocate her lair to the High Folly with promises of power, treasure, and glory soon after the Stolen Lands drew her attention about two decades ago—and so far, Nyrissa has made good on those promises.

Ilthuliak remains vigilant at all times in the shadows atop the High Folly, a light sleeper and a keen observer as she looks out over the surrounding glade. If she notices the PCs approaching, she casts *time stop*, then uses that opportunity to cast *disappearance*, *spell turning*, and *true seeing*, while positioning herself in the air so she can use her breath weapon to maximum potential on the first round of combat when *time stop* ends. She opens combat with her breath weapon, following up with a few rounds flying overhead and casting spells like *reverse gravity*, *black tentacles*, and *weird*. Once her breath weapon has recharged, she swoops down to land amid the PCs to make good use of it, then loses herself in the glory of melee battle, periodically taking to the sky to cast a few more spells. Ilthuliak fights to the death.

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ILTHULIAK CREATURE 21

UNIQUE | CE | GARGANTUAN | ACID | AMPHIBIOUS | DRAGON

Variant female black dragon (*Pathfinder Bestiary* 105)

Perception +37; darkvision, scent (imprecise) 60 feet

Languages Aklo, Common, Draconic, Goblin, Jotun, Orcish, Sylvan

Skills Acrobatics +35, Arcana +36, Athletics +41, Deception +40, First World Lore +38, Intimidation +40, Stealth +35

Str +10, **Dex** +6, **Con** +7, **Int** +7, **Wis** +6, **Cha** +6

AC 47; **Fort** +38, **Ref** +35, **Will** +35; +1 status to all saves vs. magic, +4 status vs. mental

HP 450; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 41

Tail Lash ↷ As young black dragon.

Speed 70 feet, fly 180 feet, swim 70 feet

Melee ❖ jaws +39 (acid, magical, reach 20 feet), **Damage** 4d12+18 piercing plus 2d6 acid and 2d6 persistent acid

Melee ❖ claw +39 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing

Melee ❖ tail +37 (magical, reach 25 feet), **Damage** 4d6+16 bludgeoning

Melee ❖ horns +37 (magical, reach 20 feet), **Damage** 3d6+16 piercing

Arcane Prepared Spells DC 44, attack +36; **10th** *time stop*; **9th** *disjunction*, *implosion*, *weird*; **8th** *disappearance*, *horrid wilting*, *mind blank* (already cast); **7th** *finger of death*, *reverse gravity*, *spell turning*; **6th** *dominate*, *true seeing*, *wall of force*; **5th** *black tentacles*, *dimension door*, *prying eye*; **4th** *clairvoyance*, *resilient sphere*, *suggestion*; **3rd** *blindness*, *slow*, *stinking cloud*; **2nd** *glitterdust*, *mirror image*, *telekinetic maneuver*; **1st** *command*, *ray of enfeeblement*, *true strike*; **Cantrips (10th)** *dancing lights*, *electric arc*, *prestidigitation*, *read aura*, *shield*

Arcane Innate Spells DC 44; **2nd** *darkness* (at will)

Breath Weapon ❖❖ (acid, arcane, evocation) Illthuliak breathes a spray of acid that deals 22d6 acid damage in a 100-foot line (DC 44 basic Reflex save). She can't use Breath Weapon again for 1d4 rounds.

Corrupt Water ❖ (arcane, concentrate, necromancy) As black dragon, but DC 41.

Treasure: Illthuliak's treasure lies atop the High Folly in an impressive mound at the center of the observation platform. This hoard consists of 57,000 cp, 4,800 sp, 1,900 gp, 120 pp, a silver scepter set with strips of jet and ivory worth 250 gp, a darkwood jewelry box worth 100 gp that contains a tangle of costume jewelry and one necklace of precious gems worth 1,200 gp, a strange chunk of amber in which is trapped a mosquito that seems to have tiny hands at the tips of its feet (this strange bauble is worth 900 gp as long as the truth of it being a fanciful hoax remains obscured—a successful DC 35 Crafting check reveals the truth and its actual price of 5 gp), and assorted additional gemstones and minor trinkets worth an additional 1,000 gp. In addition, her lair contains several potent magic items: a +2 *greater striking returning thundering starknife*, *bracers of armor type II*, a *cassock of devotion*, a *cloak of the bat*, a *moderate thurible of revelation*, a *rod of negation*, and a *circlet of persuasion*.



ILTHULIAK

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PART 3:

HOUSE AT THE EDGE OF TIME

At Thousandbreaths' heart lies a House; yet this is no mortal edifice. Raised from the very fabric of reality in the First World at the height of Nyrissa's power before her paramour was exiled and her love was taken from her, this mansion is known as the House at the Edge of Time for its timeless quality. It has existed unchanged for Thousandbreaths' long existence, whereas the glades themselves shift and change to match Nyrissa's needs and interests. On one side, the House overlooks the panorama of Thousandbreaths, while the other side looks out over time and space—an endless gulf of stars and blackness shifting between mountains that rise and fall as if erosion took but the span of a single breath to reshape the land, giving the impression that the House stands at the literal edge of Time itself.

THE FINAL GLADE

The forest path opens at the shore of a vast lake, its waters still and dark. A stone bridge crosses the lake to an island at its center, where a walled gatehouse bars entry to the isle beyond. Beyond the gatehouse looms a sprawling manor, its steep roofs and twin towers stretching up into the sky. The tops of these towers seem to shift and shimmer, sometimes appearing to be simple stone edifices and other times being crowned with twisted, twitching trees or sinister-looking foliage. Likewise, the far side of the lake flickers and shimmers, one moment featuring images of vast mountains, the next featuring the endless expanse of the night sky, as if reality itself isn't sure what it wants to be.

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While in Thousandbreaths, the lake surrounding the House is effectively bottomless. Just as one can fly upward and never rise above the tree level, one can swim down into the lake without ever reaching the bottom. Fortunately the surface is never more than a few hundred feet away should a swimmer elect to return, despite the fact that the lake itself seems to be a mile across. The lake spills over the edge of its mesa in two places, to the left and right, to form the twin nameless rivers that frame Thousandbreaths and eventually meet again at the Whirling Lake, where the waters drain away to nowhere. If Thousandbreaths is uprooted, the waterfalls soon run dry as the lake drains to equilibrium—this results in a surface height change of only 20 feet. Additionally, the lake gains a bed at this time, although at 150 feet, it is still quite deep.

The House can be reached via a long stone bridge that connects its island to the mesa's edge. A flight of stairs rises up from the lakeshore to the bridge, which itself runs at a height of forty feet above the water. A gatehouse flanked by towers guards the far side's entrance to the House, while in the courtyard beyond, tall dark trees rise and rustle in the constant soft breeze. Dozens of windows stare out of the House itself, and stone fey hang from every gable. The outline of the House is as beautiful as it is dangerous, with knifelike crenellations, spear-topped towers, and eaves and shingles made of blades. Some parts of the House seem new and others old, but the structure as a whole is ancient and unchanging—even the sections of the House that appear to be ruins have always been that way (with exceptions noted in the text).

A PC who studies the two towers extending above the manor's roofs and succeeds at a DC 35 Nature check notes that the treelike vegetation that shifts in and out of reality atop the taller towers is a sort of visual projection from the First World, suggesting a concentration of primal magic there. A critical success on this check identifies the "tree" atop the shorter tower as a powerful sard (unless this creature has been relocated to the courtyard—see areas **K2** and **M2**).

APPROACHING THE HOUSE MODERATE 19

Regardless of whether the PCs use the bridge, swim, boat, or fly to the House, the approach is well protected. A tarn linnorm named Tarlaxian dwells in the lake, and it watches those who fly above its waters or cross the bridge. Tarlaxian won't pursue the PCs into the House itself, but he does encamp on the bridge to serve as a menacing guard against any attempt to flee the manor, ready to resume the attack if the PCs emerge. If the PCs attempt to use ranged attacks or spells against him from within the safety of the House, Tarlaxian simply retreats back into the waters of the lake.

TARLAXIAN CREATURE 21

Elite tarn linnorm (*Pathfinder Bestiary* 6, 226)
Initiative Perception +37

HOUSE FEATURES

The House at the Edge of Time exists in the past and the future, the maybe and the never. One room may be clean and bright while others are collapsing and decayed. Some have been damaged by the arrival of the PCs who slew Nyrissa yesterday and will do so tomorrow in this land of the impossible. Yet as strange as this warping of time may be, stranger still is the fact that such ripples and transformations remain constant, as if a storm of fractured time tore through the structure, only to be frozen forever in the middle of a chaos of a hundred different eras. This is how the House was when Nyrissa created it so long ago, and how it remains.

Doors, Walls, and Windows: The outer walls are covered in ironwood vines that have grown over the windows, effectively barring them. While these vines make climbing the walls easy (DC 10 Athletics check to Climb), they make breaking in through windows very difficult, as the vines are Hardness 22 and have 100 HP (BT 50). A character who succeeds at a DC 40 Athletics check to Force Open the vines allows someone to bend and rip a hole in the vines large enough to admit a Medium creature. Anyone climbing the House's outer walls quickly attracts the attention of the creatures that dwell atop the ivy tower (area **M2**), or the denizen of the courtyard (area **K2**).

All of the doors in the House are wooden. Each is carved with images of laughing, frowning, or frightened faces and open with a touch unless otherwise indicated. All stairwells in the House are steep and function as difficult terrain. Ceiling height in the House itself is 10 feet unless otherwise indicated in the text.

Helix Theorem: A PC who was present in the Spiral of Yog-Sothoth when the *Helix Theorem* was successfully performed (page 413) gains additional protection in the House at the Edge of Time, as the theorem bolsters their temporal presence in the flow of time. Any PC who is thus protected automatically realizes that the theorem protects them the first time they set foot in the House at the Edge of Time as they experience a disturbing sense of déjà vu and a "memory" that almost feels as if they're remembering something in the future that hasn't yet happened to them. At this point, the PCs know that they have gained a +4 status bonus on all saving throws made against teleportation effects or attempts to banish them to another plane while in the House at the Edge of Time. Additional protections manifest during a few specific encounters as well, as detailed below—when these occur, the PCs experience the same brief déjà vu and strange memories of the

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future, alerting them that their exposure to the *Helix Theorem* has protected them.

In addition, any PC who is protected by the *Helix Theorem* in this way knows that they can reflexively shed this protection in order to manipulate time itself once only. The PC gains the following free action as long as they are in the House at the Edge of Time and is protected by the *Helix Theorem*.

SHED TIME ◆

Trigger You fail or critically fail a saving throw, are hit by a Strike, or would increase your dying condition's value.

Requirements You are located in the House at the Edge of Time (including any of Nyrissa's fables) and are currently under the protection of the *Helix Theorem*.

You shed the timeline you currently occupy, then return to it once the triggering event passes. The exact effects depend on the nature of the triggering effect, as detailed below. You are no longer protected by the *Helix Theorem*; once this protection is lost, it cannot be regained.

Failed Saving Throw Shift the degree of success up from Failure to Success, or a Critical Failure up to a Failure, for the triggering saving throw.

Hit by a Strike. If the triggering Strike was a Critical Success, change it to a Success. If the triggering Strike was a Success, change it to a Failure.

Increase to Dying Condition. Instead of increasing your dying condition, you lose the dying condition.

Phantoms: The House is full of phantoms of yesterday and tomorrow. They can be glimpsed in mirrors, the scent of their perfume lingers at times in the air, and the meals they have yet to eat lie steaming on the table. The PCs are occasionally able to see or hear these phantoms, if only briefly. These phantoms can variously be of people and creatures they do not recognize, but now and then the phantoms draw from the PCs' own minds, pasts, and futures—these phantoms might remind the PCs of allies, old enemies thought dead, or even younger or older versions of themselves. In some cases, these temporal phantoms can actually interact with the present—the text of the encounter provides details as to where these effects can occur. In others, you should feel free to liven up an otherwise empty room with a strange glimpse of something half-seen or partially heard as you see fit.

Static Time: Features in the House can be altered (walls destroyed, doors bashed down, windows broken, furniture burnt, and denizens slain), but the contents of the House periodically "reset" as long as Nyrissa still lives. This reset occurs each time the PCs leave Thousandbreaths for any amount of time, unless they manage to uproot the demiplane. In this case, with the House's glade being the only part remaining, the reset occurs 24 hours after the PCs leave the House; if the PCs return before this time passes, the reset doesn't occur and the next time they leave, the 24-hour "countdown" begins anew.

When the House resets, broken doors reform, windows become unbroken, destroyed and disarmed traps rebuild themselves, and so on. Any resident of the House is restored to full Hit Points, and any ongoing affliction or magical effect that hampers them is subjected to a counteract attempt by the House, which has a 10th-level counteract check of +35. Residents that are killed remain dead, and when the PCs next return, any remains left behind have decayed away to skeletons as if years had passed. Residents that have been relocated to another plane entirely are similarly not restored by the House's reset. Any items (such as treasure) the PCs brought with them out of the House when it resets do not vanish, but upon returning to the rooms where they found these items, the PCs discover phantasmal images of the removed items lingering in the places where they were originally found.

Warped Dimensions: Time is not the only thing that's warped in the House—the dimensions themselves are as well. In most cases, these manifest as strange curiosities, such as the elevation change in the courtyard not being reflected in the surrounding House itself, or the inverted storeroom at area **K8**, or simply the fact that while some of the rooms have different ceiling heights or floor depths when explored, the exterior of the House suggests each floor has a constant level.

Of greater concern, though, is how teleportation effects function in the House. When a visitor to the House attempts any teleportation action, allow them a DC 40 Perception (master) check (or DC 35 Perception for any PC under the influence of the *Helix Theorem*) to notice something strange going on with the magic as they begin the action—the effect simply seems "off." The PC can halt the action at this point without losing the resource to teleport. If the PC doesn't notice the strange sensation or proceeds to take the action anyway, they activate the House's teleport trap. This trap does not affect any natives to Thousandbreaths or the House itself (including those like the Knurly Witch who have acclimated to the demiplane over time).

TELEPORT TRAP — HAZARD 19

MAGICAL | TRAP

Stealth DC 40 (master)

Description The House at the Edge of Time folds time and space back on the target, who teleports painfully into their own body an instant before they travel.

Disable This trap cannot be disabled as long as Nyrissa lives, but if she is slain or forgiven (see area **M7**), the teleport trap vanishes.

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Warp Teleportation ↷ **Trigger** A non-native of Thousandbreaths attempts to take a teleportation action that either begins or ends in any area within the House at the Edge of Time; **Effect** The House redirects the magic to cause the creature that attempted the Teleportation action to instead teleport into themselves a split second before they attempted the action in the first place. The creature must attempt a DC 41 Will save. A PC under the protection of the Helix Theorem gains their +4 status bonus to this saving throw, and treats all Critical Failure results as Failure results instead.

Critical Success The action functions normally.

Success The action fails but doesn't harm anyone.

Failure The action fails, and the creature that attempted it (but not any other creature targeted by the action) teleports into themselves, suffering a sudden and agonizing pain, taking 4d10+40 bludgeoning damage, 4d10 mental damage, and becoming stunned 1.

Critical Failure As failure, but affecting all creatures that would have been affected by the attempted action, and the creature that attempted the action instead takes 80 bludgeoning damage, 40 mental damage, and is stunned 4.

NYRISSA'S REVENGE LOW 19

Nyrissa doesn't take an active part in the defense of her House until the PCs confront her in area **M7**. Until then, she focuses on preparing to absorb the Stolen Lands into the *Apology*.

If the PCs have already defeated this plan, either by enduring the month of destruction or by uprooting Thousandbreaths, Nyrissa's plans shift to vengeance. The PCs have foiled her plans, but if she can defeat them and recover *Briar*, she hopes that she might be able to sidestep the final kingdom needed to fill the *Apology*. As long as the PCs remain in the House, she bides her time in area **M7**, but if the PCs retreat back to the Material Plane, Nyrissa sends agents to attack them. She draws these agents from the First World via *primal call*, calling upon four of her defaced nymphs to serve as secondary casters.

Nyrissa performs this ritual in area **M7**, which alters the way the ritual functions. Here, the chance to perform *primal call* is a DC 35 check. The ritual, if successful, manifests a creature from Thousandbreaths itself. Nyrissa must still expend ingredients when she performs the ritual. If Thousandbreaths has been uprooted, this energy is drawn instead from the House at the Edge of Time—all that remains in the demiplane. In this case, Nyrissa and the defaced nymphs suffer a –4 circumstance penalty to their skill checks to perform the ritual.

Nyrissa always performs this *primal call* ritual at 10th level. She uses it to call an elite primal bandersnatch (page 610), elite sard (*Pathfinder Bestiary 2* 6, 231), or elite terotricus (*Pathfinder Bestiary* 6, 311), varying her choice each time so that the PCs won't quite know what to expect. Each attempt at the ritual costs her 200 gp in resources, drawn from the supplies in area **M7**; she has enough supplies to attempt the ritual 10 times. She doesn't need to offer additional payment to the creature, and she sends it on its way into the Material Plane to track down and attack the PCs. The creature manifests at the Castle of Knives (encounter site **TV1**) in Thousand Voices. How it tracks down and attacks the PCs is left to you to determine.

Nyrissa continues performing *primal call* rituals in this way daily. Once she depletes her resources for casting the ritual, or once she rolls a critical failure on her check, she can no longer pursue this avenue of vengeance. Unwilling to leave her demiplane or to risk the House's actual guardians, Nyrissa now turns her attention to hunkering down and waiting out the PCs. It'll take her years to refocus her attentions on a new kingdom on a different world to attempt to gain her final apology—if it comes to this, the PCs can simply leave her alone and this chapter concludes. Yet the campaign continues, for the Lantern King himself grows impatient if this stalemate continues for too long—see Chapter 11 for details.

RAISED ALARMS

The occupants of the House at the Edge of Time are aware of the PCs and await their arrival, so the structure's defenders are already on high alert. If the alarm is raised, all of the House's occupants become hypervigilant, gaining a +2 circumstance bonus on initiative checks for the next 24 hours.

THE POWER OF FORGIVENESS

Some of the creatures in the House at the Edge of Time—the ghostly guards and defaced naiad queens, but most notably Nyrissa herself—still harbor vestiges of goodness in their minds and souls that can be appealed to by PCs who seek to forgive them for their actions. A PC can learn about the Forgive Foe action accidentally if they seek to appeal to a creature in the House at the Edge of Time in this way on their own, or they can learn about it by closely observing how certain creatures act when they attack certain foes.

These foes have a Shame entry in their stat block. When such a foe attacks specific targets delineated in their Shame entry, they suffer a –2 status penalty on attack rolls and to all save DCs to resist their spells or attacks. Whenever such a creature takes an action that triggers this penalty, all creatures within 30 feet can attempt a Perception check against the acting creature's

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Deception DC. On a success, the creature attempting the check realizes the creature taking the action is suffering from guilt and shame at their own action; this reveals that a Forgive Foe action might help the acting creature recover from its plight.

FORGIVE FOE ◆◆

AUDITORY | CONCENTRATE | LINGUISTIC | MENTAL

You make an attempt to force a foe to confront its guilt and face its shame for its actions. When you do so, attempt either a Diplomacy check or another check as indicated in the creature's Shame entry; the DC is the creature's Will DC.

Critical Success Your words strike home and allow the creature to escape its servitude to the House at the Edge of Time. The specific effects of this are listed in the creature's Shame entry.

Success Your words give the foe pause. It suffers a –2 status penalty on all attacks, effect DCs, and its Will DC against additional Forgive Foe attempts until the end of your next turn.

Critical Failure Your attempt fails so dramatically that you instead fuel the creature's wrath and effectively blind it to its sense of shame and guilt. For the next 24 hours, it no longer suffers the effects of shame when it attacks you and you can no longer attempt to Forgive that Foe.



GHOSTLY GUARD

K1. GATEHOUSE MODERATE 19

A stone gatehouse bars entry into the sprawling manor's courtyard beyond with a lowered portcullis. In the walls above, arrow slits leer down while a forty-foot-high wall extends from the gatehouse in both directions to connect to two more towers.

The iron portcullis (Hardness 18, HP 72 [BT 36]) can be Forced Open with a DC 38 Athletics check. Alternately, it can be raised or lowered from the upper floor of the gatehouse (area **K1b**). Although there are several guards posted here and along the wall, the denizen of the courtyard (area **K2**) comes to defend the area if it notices anyone breaking into area **K1a**.

Creatures: Undead are rare in the First World, for it is a realm infused with life, but here in the House at the Edge of Time that overabundance of life is muted. Nyrissa's house guards are thankful for this because they are ghosts. Once members of an ancient elven kingdom on a distant world, these elves were the first victims of Nyrissa's quest to claim a thousand kingdoms. She has never been able to replicate the transformation of a nation's greatest warriors into ghostly guards like this since that first conquest, but since these ghosts rejuvenate as long as Nyrissa lives, she's never had need for reinforcements.

As ghosts, these guards are eternally vigilant; they need not take breaks to eat, sleep, or entertain themselves. At any one time, four stand guard in area **K1b**, one atop each of the towers (areas **K1c** and **K1d**), and one atop each of the walls to either side of the gatehouse, amounting to eight ghostly guards in all.

When these ghosts spot intruders, they use their frightful moan more as an alarm than an attack, then they proceed to use Ectoplasmic Maneuver to attempt to disarm the intruders. After a few rounds, four of the ghosts swoop down to engage the PCs in melee while the other four fly up to make ranged attacks. The ghostly guards fight until destroyed.

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HOUSE AT THE EDGE OF TIME: LEVEL ONE
ONE SQUARE = 5 FEET

GHOSTLY GUARDS (8) CREATURE 15

RARE | CE | MEDIUM | GHOST | INCORPOREAL | SPIRIT | UNDEAD

Elf ghost (*Pathfinder Bestiary* 116)

Perception +29; darkvision

Languages Elven, Sylvan

Skills Acrobatics +29, Intimidate +29, Nature +27, Stealth +31

Str –5, **Dex** +4, **Con** +0, **Int** +4, **Wis** +6, **Cha** +6

Shame A ghostly guard suffers from shame (page 459) when it attacks a target that appears to be an elf or a worshipper of Calistria. Forgive Foe can be attempted against a ghostly guard with a DC 39 Diplomacy check or Society check. If a ghostly guard is affected by a critical success from Forgive Foe, it sighs in relief as it fades away, its soul released into the afterlife.

Site Bound

AC 35; **Fort** +23, **Ref** +27, **Will** +29

HP 210, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Slaying or forgiving Nyrissa allows the ghostly guards to move on to their long-delayed afterlives, as does achieving a critical success with Forgive Foe.

Speed fly 30 feet

Melee ❖ ghostly rapier +27 (deadly d8, finesse), **Damage** 3d6+12 negative plus 2d6 bleed

Ectoplasmic Maneuver ❖ (attack) The ghostly guard lashes out with a whipping strand of solid ectoplasm against a target within 15 feet, in an attempt to Disarm, Shove, or Trip the foe. It uses its ghostly rapier Strike rather than an Athletics check to determine the results of this attempt.

Frightful Moan ❖❖ (auditory, divine, emotion, enchantment, fear, mental) As ghost, but Will DC 36.

Sneak Attack A ghostly guard deals 3d6 extra precision damage to flat-footed creatures.

K2. THE GREAT COURTYARD VARIES 19

This large courtyard is a two-tiered region covered with thick grass. Paths wind to and from various doors, and a single, wide flight of stairs allows easy access to the courtyard's second tier, where several towering oak trees loom over the main body of the House.

A subtle but strange warping of reality exists within the boundaries of this courtyard—while the main body of the House is all on the same level as the upper tier, the entrance to area **K14** lies on the same level as the lower tier despite the fact that one can walk from area **K14** to **K2** via the House without seeming to change elevation. The branches of the tallest tree in the courtyard (the one just south of area **K12**) are one of

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the four entrances to the Fable—they lead to area **M7b** (see that area for how one can enter the Fable via this tree's branches).

Creature: The guardian of the Great Courtyard is a huge and dangerous creature—but its nature depends on whether the PCs have already encountered and slain the lesser jabberwock at the end of Part 1. If the events of Day 28 have yet to occur, then the lesser jabberwock still lurks here amid the trees of the courtyard's upper tier. If, on the other hand, the lesser jabberwock has already been slain, Nyrissa has replaced it with the less dangerous but equally enormous sard from area **M2**. In either case, the monstrous guardian won't pursue foes into the House itself, but it will chase intruders for several minutes if they attempt to flee the region.

An encounter with the lesser jabberwock is a Moderate 19 encounter, while one with an elite sard is a Low 19 encounter.

LESSER JABBERWOCK CREATURE 21

See page 440

Initiative Perception +36

ELITE SARD CREATURE 20

Pathfinder Bestiary 2 6, 231

Initiative Perception +37

K3. STABLES

Six narrow stalls line the far wall of this stable.

Soon after the PCs enter, the unsettling sight of a dead horse hanging its head miserably over a stable door confronts them. Despite appearances, this is no undead horse. Rather, these six stalls each maintain a magical steed that can be "keyed" to a rider by simply opening the door to a stall and beckoning the undead-looking horse out. Each of these mounts function as a *phantom steed* spell heightened to 6th level. The duration of the spell begins when a steed is removed from the stall, and a replacement steed appears here 4 hours after the previous one disappears.

K4. LOWER HALL MODERATE 19

The polished marble floor of this otherwise empty chamber depicts a carving of the sun being devoured by a great dragon. The walls are painted to resemble a twilit forest with strange, dark shapes hiding amid the trees.

Creatures: The carving on the floor is harmless, but the dark shapes that seem to lurk amid the trees on the walls are not. These are powerful ankou assassins, guardians placed here by Nyrissa, eager to attack intruders and feel hot blood run over their dark talons. What Nyrissa doesn't realize is that these ankous are in fact also spies for the Lantern King; if she manages to capture the Stolen Lands or reclaim *Briar*, the ankous abandon this area and return to their patron's side to report. Otherwise, they'll slip out of hiding among the shadows on the walls to attack as soon as anyone notices that they're not merely decorations, or as soon as someone attempts to leave the room.

If an ankou assassin is reduced to fewer than 50 HP, it flees the House and does not return.

ANKOU ASSASSINS (4) CREATURE 17

RARE LE LARGE FEY

Variant ankou (*Pathfinder Bestiary 2* 19)

Perception +30; lifesense 120 feet, low-light vision

Languages Aklo, Common, Sylvan (can't speak any language); telepathy 100 feet

Skills Acrobatics +34, Deception +31, Intimidation +34, Nature +28, Stealth +34

Str +8, **Dex** +9, **Con** +5, **Int** +3, **Wis** +3, **Cha** +6

AC 40; **Fort** +28, **Ref** +32, **Will** +29

HP 333; **Weaknesses** cold iron 15

Speed fly 75 feet

Melee ❖ claw +33 (agile, cold iron), **Damage** 3d8+16 slashing

Melee ❖ wing +33 (cold iron, reach 10 feet), **Damage** 2d8+16 piercing plus 2d6 persistent bleed

Primal Innate Spells DC 38, attack +30; **9th** *massacre*; **8th** *darkness* (at will), *dimensional anchor*, *discern location*; **7th** *prismatic spray*, *silence*, *teleport*; **6th** *ray of enfeeblement*, *true seeing*

Shadow Doubles ❖ to ❖❖❖ As ankou but with 110 Hit Points, +27 for their Strikes, and a DC 43 Perception check to Seek and identify them as a shadow double.

Sneak Attack An ankou assassin's Strikes deal an additional 3d6 precision damage to flat-footed creatures.

K5. DINING ROOM

This dusty dining room seems to have been unused for decades. A huge wooden table fills the chamber, eight fine chairs drawn up to its sides. What appears to be a faintly glowing phantom meal is laid out on the table, and periodically bits of food or drink rise up and vanish as if being consumed by invisible diners. A statue of a beautiful woman stands in one corner of the room.

This feasting hall has not been used in centuries; the phantasmal food is an echo of the ancient past—the last time Nyrissa hosted a dinner party. The diners are not present, but the dinner moves and floats as if they are. Any PC who enters this room feels an urge to sit at the table to join the feast, but they can resist with ease.

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Those who do sit at the table and spend even a single action sampling the phantom food must attempt a DC 39 Fortitude save. On a success, the PC gains 30 temporary Hit Points and can immediately attempt a new saving throw against any ongoing disease or poison effect they are suffering against that affliction's save; on a success, the affliction instantly ends. If the PC fails the Fortitude save from eating the phantasmal food, they instead become drained 2 (or drained 4 on a critical failure) as the phantom food saps their life force. Once a PC has been affected by the food, they become immune to further effects from it. This phantasmal echo can be countered with *dispel magic* (9th-level effect, counteract DC 38).

Treasure: The statue is a faithful rendition of the nymph Nyrissa but is otherwise unremarkable save for the magical cloak draped over its shoulders; it appears to be a *cloak of the bat* but is in fact a cursed type IV *poisonous cloak* (*Pathfinder Gamemastery Guide* 91).

K6. DANCING BEAR

This room is dominated by a domed cage, its verdigris-encrusted surface caked with muck. A taxidermy black bear stands lifelessly within.

The rubble-filled hall that leads to area **K17** is treated as difficult terrain.

Hazard: Moments after the PCs enter the chamber, the bear in the cage lumbers onto its hind legs and begins a slow but strangely graceful dance, made all the more grotesque by the fact that the bear is obviously dead and stuffed. One of Nyrissa's many amusements, the bear is not undead but is a taxidermy animal rigged to serve as a dangerous trap against intruders. The bear itself is quite simple to destroy—indeed, this is part of the threat, for if it is destroyed, it explodes.

EXPLOSION BEAR — HAZARD 20

UNIQUE | FIRE | MAGICAL | TRAP

Stealth 48 (legendary)

Description An invisible rune causes the animated bear to explode if it is destroyed or if it finishes its dance while anyone is in the room.

Disable Thievery DC 48 (legendary) to erase the rune without triggering the explosion (the DC is increased to 51 while the bear is moving), *dispel magic* (10th level, counteract DC 39) to counteract the rune, or Nyrissa says the words "Good bear" to the trap before it finishes its dance.

AC 20; **Fort** +8, **Ref** +14

HP 40 [BT 20]

Fireball ↷ (arcane, evocation, fire) **Trigger** The animated bear is reduced below its BT, or it finishes its three-round dance while there are still people in the room; **Effect** The rune detonates into a blast of fire centered on the bear. All creatures within a 20-foot radius of the center of area **K6** take 16d10 fire damage (DC 42 basic Reflex save).

K7. OBSERVATORY

An arched opening looks out from the far side of this room, providing the large brass telescope in the middle of the room an excellent field of view.

The spyglass was used by Nyrissa to look at the stars and moon and planetary bodies beyond Thousandbreaths, but she hasn't used the telescope in some time. The window itself is a one-way opening—it simply doesn't exist on the outside. A character who climbs out the window can notice this strange quality with a DC 30 Perception check, and as long as they retreat back into area **K7** before fully exiting the House they can do so safely; otherwise, they'll need to circle the manor to re-enter from the courtyard.

Treasure: The telescope is quite heavy (80 pounds—8 Bulk) but quite valuable—it's worth 3,500 gp.

K8. STOREROOM

What this oddly-shaped storeroom may have once held is impossible to tell, for its shelves today are empty.

While the room appears to be empty, success at a DC 30 Perception check or a DC 20 Architecture Lore check reveals that the shelves in the room seem to have been installed upside down.

In fact, the room itself is upside down, and anything that enters the room, be it a thrown coin or a PC or anything else, suddenly falls upward to the ceiling. This is hardly even a minor hazard for high-level PCs (it's just a DC 15 Reflex save to Grab the Edge of the doorframe to avoid a fall for 5 points of damage), but it should serve as a dramatic reminder that not everything in the House is as it appears.

K9. THE SWILL FEAST

This was obviously some sort of dining room. A great oak table is pushed up against one wall while several rickety chairs line the opposite wall. The rotting remnants of a vast feast lie upon the table—silver tureens spill fungal rot, a tarnished silver salver lies ruptured on its side, and old bones cover a number of plates. The entire place reeks of garbage and decay.

Treasure: This room is unremarkable, but if the silver service is cleaned, it's worth 1,300 gp.

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K10. POISONED WELL

A covered well is this chamber's only feature.

This well drops 100 feet into waters that, while cool and crystal clear, are tainted with disease—anyone who drinks from the well is exposed to a 20th-level strain of blinding sickness (*Pathfinder Gamemastery Guide* 119, but DC 40 Fortitude save).

K11. TELEPORTER ENTRANCE

This small chamber seems to have been decorated with an eye toward meditation. The themes herein are all of the natural world; a sumptuous stained glass window dominates the far wall, while six green candlesticks carved to look like writhing trees light the room. A large round dais of stone sits in one corner of the room.

Success at a DC 40 check made to Identify Magic while studying the stone dais reveals that it once functioned as a portal to come and go from the First World, but that functionality has been lost. Nonetheless, the dais does have a useful feature, for any attempt to teleport to this dais automatically bypasses the teleport trap that wards the House (page 458). Nyrissa isn't aware of this strange side effect yet, but each time the PCs use this to teleport to area **K11**, roll a DC 50 Perception check for Nyrissa to determine if she notices the strange fluctuation in the House's ambient magic. If she does, she casts *sending* to order one of her minions to investigate—the Wriggling Man is the most likely choice. Once she's made aware of what caused the fluctuation, Nyrissa manipulates the House's magic; an hour later, this dais loses all magical properties, potentially setting up a shock to the PCs the next time they try to teleport to this room.

Treasure: The six intricately carved jade candlesticks are worth 5,000 gp each.

K12. STAIRWELL

These stairs lead up to area **L5**.

K13. SALON OF CONFUSING SOUNDS LOW 19

This salon is decorated with vivid frescoes depicting primeval forests filled with floral blooms and beautiful women. Two plush sofas sit against the walls, while three low tables in the middle of the room hold beautiful floral arrangements. The sounds of some sort of celebration may be heard in this room as if from a great distance.

Hazard: The faint sounds of celebration are phantoms and echoes from the past; the longer one remains in this room, the more the listener loses track of whether it's the sounds themselves that are distant or if it's themselves who are distant, being pushed away out of time and space by eldritch forces.

A PC who is under the protection of the *Helix Theorem* applies their +4 status bonus to all rolls and checks made against this hazard.

ELDRITCH ECHOES HAZARD 20

COMPLEX MAGICAL TRAP

Stealth DC +38 (master) to realize that the strange faint sounds could be dangerous.

Description Those who listen to the sounds for too long become convinced that these forces can be defeated by lashing out at them, even though the forces themselves are not apparent.

Disable DC 42 Performance (master) to counter the eerie sounds by exceeding their influence with a virtuoso act, or DC 48 Intimidation (master) to startle the echoes into silence with a display of anger and rage.

Distort Senses ↻ (auditory, emotion, enchantment, mental, primal) **Trigger** At least two creatures who aren't native to Thousandbreaths end their turn in area **K13**. **Effect** Those in the room begin "hearing" the sounds in the room telepathically and start to have difficulty telling the difference between these sounds and those of their allies; the trap then rolls initiative.

Routine (1 action; emotion, enchantment, mental, primal) The trap starts scrambling senses and forcing creatures to perceive threats to their very place in time and space where no such threats actually exist. Every creature in area **K13** must attempt a DC 42 Will saving throw.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 round.

Failure As success, but the creature is also confused as long as it remains stupefied.

Critical Failure The creature is stupefied 2 and confused. The confused condition persists until the creature recovers normally, but the stupefaction effect is permanent until removed.

Treasure: The decor in this room is elegant and impressive, but the expensive furniture decays to rot and mold if brought out of the room. Nonetheless, a 10-minute Search of the room and success at a DC 35 Perception check are enough to discover a slender platinum flute under one of the sofa cushions. This flute is a *greater maestro's instrument*.

K14. HALL OF WEEPING DEMONS

This room is lined with strange, decaying plants. An empty pool sits in its center, and the walls are decorated with hundreds of small statues of sobbing demons.

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Treasure: Success on a DC 40 Perception check notes that one of the hundreds of sobbing demons in fact appears to be laughing. Removing this demon from the shelf causes the plants in the room to bloom into life and the empty pool to fill with water as the weeping demon statues cry streams of real tears that run down to collect in the center of the room. The pool takes 1 minute to fill completely, after which success on a DC 36 check to Identify Magic reveals its properties: The water casts *restoration* heightened to 6th level on anyone who steps into the pool, and also restores 150 HP. Each use causes the pool to shrink in size; there is enough water in the pool for three such uses.

The room "recharges" when the House resets, as long as Thousandbreaths hasn't been uprooted—in this case, the room does not recharge once the pool's three uses have been consumed.

K15. SERVANTS' WING — SEVERE 19

This wing of the House serves as workrooms for the servants. If the PCs enter this wing, they'll quickly attract the anger of the wing's guardians.

Area **K15a** was used for quick naps and relaxation. Area **K15b**, once used to arrange meals in pleasing presentations, is filled with rubble (this room is difficult terrain). Area **K15c** was used to prepare flower garlands, while area **K15d** was a parlor for discussing the day's duties. Area **K15e** was the wing's kitchen, while area **K15f** was used to store supplies. The servants themselves dined in area **K15g**, stored food and drink in area **K15h**, and kept preserved herbs and spices in area **K15i**—this last room also contains a trap door that opens at a touch (like the other doors in the complex) to reveal a ladder leading down to area **K16**.

Creatures: No living servants remain here, but the wing is far from unoccupied. A group of a dozen ghostly guards can be found here, pantomiming various duties in the rooms. Areas **K15c–K15e** and **K15h** are each occupied by two ghosts. A group of three ghosts mime eating a meal in area **K15g**, while the final ghost apes the cataloging of herbs and spices in **K15i**.

As soon as any of these ghosts notice the PCs, they use their Frightful Moans to raise the alarm. This causes all the other ghosts in this wing to join the fight as soon as possible. If the Knurly Witch has retreated to area **K16**, she hears these howls and clambers up the ladder to join the fight as well. She makes good use of *harm* to keep the ghosts healed.

GHOSTLY GUARDS (12) — CREATURE 15

See page 461

Initiative Perception +29

K16. CELLAR — LOW 19

This earthen-floored cellar contains all manner of mundane supplies such as firewood, food, tools, lumber, and a surprising number of gourds drying on twine hanging from the rafters.

The cellar is split into three rooms, with the farthest from the ladder having been converted into a bedroom.

Creature: This chamber is the home-away-from-home for the Knurly Witch when she visits the House—she chose this room out of all those offered her by Nyrissa because she likes the ambiance. If the Knurly Witch fled a previous encounter with the PCs, she can be found here nursing her wounds and her pride. If confronted here, she fights to the death.

THE KNURLY WITCH — CREATURE 20

See page 453

Initiative Perception +38

K17. THRONE ROOM — MODERATE 19

Turquoise tiles adorn the walls of this chamber, with a false gallery hanging some ten feet above the tiled floor. An ornate wooden bridge crosses the chamber thirty feet above the floor, connecting doors on the building's second floor—the vaulted ceiling rises another ten feet above that. Incredible paintings depicting animals in sylvan scenes cover this ceiling. The first shows a wolf in a forest with a severed hand clenched in its jaws. The second depicts a great viper approaching a crib, while the third shows a huge bear stalking a mother and child. An archway decorated with a dragon eating a mounted knight at one end of the room opens to a great iron spiral staircase leading upward, while at the other end of the hall sits a regal throne made of marble shot through with green veins. Two statues of beautiful women wielding upraised swords stand to either side of the throne, while a long purple carpet runs the length of the room. Numerous chairs and benches line the walls.

Nyrissa has not used this room in ages—her followers know what to do and there is little need for the nymph to address them. The stairs lead up to area **L1**, and the wooden bridge is area **L7**. The walls can be Climbed with a DC 30 Athletics check.

The throne is one of the four entrances to the Fable; it leads to area **M7c** (see that area for how one can enter the Fable via the throne).

Creature: With Nyrissa all but abandoning this room, its care has been entrusted to one of her most dangerous allies: her personal advisor, the Wriggling Man.

The Wriggling Man does not recall his life before his death and subsequent transformation into a worm that

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walks, save that he came to the First World on a long-forgotten mission. That he failed in this mission seems obvious, for it was after his failure and death that his mind and spirit infested the worms that fed upon his rotting remains and he was reborn as a worm that walks.

The Wriggling Man soon found work as Nyrissa's advisor in all things arcane; while Nyrissa herself is a talented spellcaster, her gifts are inborn, not the result of study, and she appreciates help with her more complex plans. His aid has been instrumental in helping Nyrissa manipulate nascent kingdoms on hundreds of other worlds to prepare them for absorption into the *Apology*; currently, his only task is to await the PCs, ambush them, and kill them.

Warned by Nyrissa of the PCs' approach as soon as they enter the House at the Edge of Time, the Wriggling Man has settled upon a cunning plan to both amuse himself and potentially disrupt the PCs' plans. He casts *illusory scene* on the northern end of the room to make it appear that the two statues of Nyrissa stand to either side of the throne rather than behind it, and includes a wall just behind the throne itself to completely obscure the northernmost five feet of the room. He then hides behind the throne north of the illusion to await the PCs' arrival.

As soon as he notices the PCs entering the chamber, he rolls for initiative using Stealth. On his turn, he casts *time stop*, then casts *veil* to appear as an 8-foot-tall, Medium-sized angel with golden skin on the first of his three rounds. On the second round he casts *ventriloquism*, and on the third *project image* to make himself appear (as an angel) 30 feet south of the throne in the middle of the chamber.

When his *time stop* ends, the Wriggling Man, in his disguise, seems to appear out of nowhere in the middle of the room. He continues to sustain *project image* each round while remaining hidden behind the throne, and asks the PCs to stay their hands, hoping to trick them into thinking he's actually an angelic guardian.

If the PCs hold off on attacking, the Wriggling Man imperiously informs the PCs that they must leave this House at once, lest they further intrude upon the works of one under the protection of Heaven itself. This is, of course, a lie—the Wriggling Man doesn't expect the PCs to fall for it for long (if at all), but the tactic does amuse him. If the tactic works, he strings the PCs along with stories of how Heaven's armies have come to the House at the Edge of Time to contain its dangers, and that from this point forward, no further action on the PCs' behalf is needed to keep their kingdom safe. If the ruse works and the PCs leave, the Wriggling Man is somewhat surprised, but as soon as the PCs exit the room, he drops the *project image*, casts *invisibility*, and then follows them for a minute to make sure they leave. If they don't, he'll keep on them until they get into a fight or his *invisibility* is about to end, at which point he'll join the battle to make things even more dangerous for the PCs.

If the PCs see through the ruse, though, the Wriggling Man is more than willing to fight. He continues to sustain his *project image* as long as it makes sense to do so, casting offensive spells through the illusion as needed to fight the PCs. If his illusions are penetrated, he'll work to avoid melee as best as he can, but if his magic incapacitates a character, he can't resist approaching the poor PC to engulf them in his Squirming Embrace. He relies on his *contingency* spell to rescue him if he gets into trouble; if he does manage to escape to area **M6** he'll remain away only as long as it takes for him to recover his health, at which point he *dimension doors* back into this room to track the PCs down and attack again—but this time he fights to the death.

THE WRIGGLING MAN CREATURE 21

UNIQUE | CE | MEDIUM | ABERRATION | SWARM

Variant male worm that walks wizard (*Pathfinder Bestiary 2* 296)

Perception +35, darkvision, tremorsense (imprecise) 30 feet

Languages Abyssal, Aklo, Common, Draconic, Sylvan, Terran, Undercommon

Skills Acrobatics +39, Arcana +41, Deception +39, Nature +37, Society +41, Stealth +39

Str +5, **Dex** +9, **Con** +5, **Int** +10, **Wis** +6, **Cha** +8

Items *bag of holding type IV* (containing small library of spellbooks containing all of his prepared spells, plus all additional common spells of 1st–6th level and any additional spells you wish to introduce into the campaign), *+2 greater fire resistant greater resilient leather armor*, *major staff of transmutation*

AC 47, all-around vision; **Fort** +34, **Ref** +39, **Will** +35; +4 status vs. mental

HP 325, fast healing 20; **Immunities** disease, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 20, splash damage 20; **Resistances** fire 10, physical 20

Discorporate As worm that walks.

Speed 30 feet

Melee ❖ tendril +36 (reach 10 feet), **Damage** 4d12+13 persistent piercing damage

Arcane Prepared Spells DC 44, attack +36; **10th** *time stop*; **9th** *disjunction*, *magic missile*, *project image*; **8th** *contingency* (already cast), *illusory scene* (already cast), *mind blank* (already cast); **7th** *reverse gravity*, *fireball*, *veil*; **6th** *baleful polymorph*, *feeblemind*, *true seeing*; **5th** *black tentacles*, *dimension door*, *mind probe*; **4th** *fly*, *invisibility*, *suggestion*; **3rd** *blindness*, *earthbind*, *slow*; **2nd** *glitterdust*, *mirror image*, *ventriloquism*; **1st** *charm*,

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command, *ray of enfeeblement*; **Cantrips (10th)** *acid splash*, *daze*, *electric arc*, *ray of frost*, *shield*

Contingency ↷ **Trigger** The Wriggling Man is reduced to 50 or fewer HP; **Effect** *Dimension door*, heightened to 5th level, teleports the Wriggling Man to area **M6**.

Effortless Concentration ◈ **Trigger** The wriggling man's turn begins. **Effect** The Wriggling Man immediately gains the effects of the Sustain a Spell action, allowing him to extend the duration of an active spell.

Quickened Casting ◈ **Frequency** once per day; **Effect** When the Wriggling Man casts a spell of 8th level or lower, reduce the number of actions to cast it by 1 (minimum 1 action).

Squirming Embrace ❖ As worm that walks, but 8d8 damage and DC 44 basic Reflex save.

Swarm Shape ❖ As worm that walks.

K18. DRESSING CHAMBER

This dressing room has several wardrobes and long mirrors.

Treasure: Long-neglected clothes fill the wardrobes. There are 20 noble outfits and a similar number of courtiers' outfits. A character who succeeds at a DC 30 Perception check finds a beautiful platinum signet ring worth 1,500 gp in the pocket of one of the noble outfits.

K19. RUINED WASHROOM LOW 19

The walls of this forty-foot-high room have fractured, and whatever once decorated it now lies in pulverized fragments heaped in small drifts of sawdust and sand on the floor. This was clearly once some sort of washroom with stone walls and numerous tubs, but now the place is in a shambles.

Creatures: When the House at the Edge of Time was created, the way it distorted and twisted time itself attracted the angry attention of a trio of bythos aeons, but when they arrived to oppose the construction of a structure that warped time and space, they ended up being trapped within it. These same three aeons have remained trapped in this room ever since, and today they exist in a mindset simultaneously of initial fury at discovering the House and of someone who has been trapped in a room for centuries. Nyrissa and her minions avoid this room as a result.

The aeons attack any intruders on sight. While they're elite bythos aeons, they're also limited by the nature of this room—they cannot leave the chamber by any means, including teleportation or planar travel. Worse, unlike other monsters in the House, these three aeons, thanks to their strange association with time itself, also reset whenever the House itself resets, and are restored to life as trapped as ever. Only if Nyrissa is defeated (either by killing her or forgiving her) will these three aeons ever escape.

A PC who is under the protection of the Helix Theorem adds their +4 status bonus from that to their Armor Class against these aeons, as each time the creatures attempt to attack such a PC, flashes of purple energy intervene with a gut-churning hum.

ELITE BYTHOS AEONS (3) CREATURE 17

Pathfinder Bestiary 2 6, 11

Initiative Perception +32

Helix Theorem Feedback: The first time the bythos damages a PC who is protected by the Helix Theorem, the bythos must attempt a DC 40 Fortitude save. The bythos is then



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HOUSE AT THE EDGE OF TIME: LEVEL TWO
ONE SQUARE = 5 FEET

temporarily immune to this feedback for 1 hour.

Critical Success The aeon is unaffected by the feedback.

Success A flash of light lashes out from the PC to strike the aeon, causing it to be slowed 1.

Failure A flash of light lashes out from the PC to strike the aeon, causing it to be stunned 3.

Critical Failure A flash of light lashes out from the PC to strike the aeon, causing it to be banished from the House at the Edge of Time.

Treasure: The aeons understand the cause of their freedom if the PCs defeat Nyrissa. They *plane shift* to Axis, but within a few days of Nyrissa's defeat, they return to the Material Plane to thank the PCs with an envisioned explanation of the mercy the PCs granted them, along with an orichalcum weapon (choose a weapon used by one of the PCs who would most benefit from the weapon) before they return to Axis.

K20. THE DRIPPING CLOCK

A large and convoluted water clock built to look like a tree, constructed of darkwood, twisted crystal, and bronze tubes, drips quietly away in this dust-layered chamber. The walls of the room are given over to books—hundreds of them.

Creature: The clock continues to tick away the seconds, never losing time as it is inhabited and constantly tended and adjusted by a water mephit named Pludock. While the mephit would never dare to neglect his duty for fear of punishment, he's a chatty creature and can be a useful source of information for the PCs. His initial attitude is indifferent. If made helpful, he happily talks with the PCs. He knows the secret of the healing pool in area **K14** and the danger of damaging the dancing bear in area **K6**; he might be able to inform the PCs of other minor traps or beneficial areas as well. If asked about Nyrissa, he grows silent after saying, "I'd better not say." If forced into talking, he admits that she's likely hiding out in the Fable—a chamber high above that allows her not only to manipulate things in the House but to watch over every room. When he says this, he clamps his hands over his mouth, his eyes bulge as he looks around at the corners of the room... and a moment later, he bursts into an explosion of water, slain by an unhappy Nyrissa via the Fable.

Pludock has no desire for combat, but if he's attacked by the party, he breathes acid to keep the PCs at bay, then flees shrieking through the House's halls, shrieking and crying in panic the whole time.

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PLUDOCK CREATURE 1

Male water mephit (*Pathfinder Bestiary* 151)
Initiative Perception +3

L1. GREAT HALL LOW 19

This huge and ornate chamber has a vaulted ceiling, with supports carved to resemble serpentine dragons holding great beams aloft. Seven statues of a beautiful woman holding a sword, or posing in a seductive way, stand against the walls, along with several chairs and tables. Two long tables with benches sit in the middle of the room astride a large marble statue of a snakelike dragon.

This room serves as a grand banquet hall for when Nyrissa has enough guests to warrant such an occasion, although she hasn't used it for this function since turning her attention to the Stolen Lands. The secret door to the servant's wing can be found with success on a DC 40 Perception check. It hasn't been opened in ages and is somewhat stuck; succeeding at a DC 30 Athletics check is enough to Force it Open.

Creatures: A pair of Nyrissa's pets, lithe and quick wyverns with long, barbed tongues capable of lashing out and pulling prey into their jaws, sleep and play in this chamber. If they sense intruders, they attack on sight, fighting to the death.

BARBTONGUED WYVERNS (2) CREATURE 18

RARE NE HUGE DRAGON

Variant wyverns (*Pathfinder Bestiary* 133)
Perception +29; darkvision, scent (imprecise) 30 feet
Languages Draconic
Skills Acrobatics +34, Athletics +35, Stealth +30
Str +9, **Dex** +6, **Con** +8, **Int** +0, **Wis** +3, **Cha** +4

AC 42; **Fort** +34, **Ref** +30, **Will** +27
HP 330; **Immunities** paralyzed, unconscious
Attack of Opportunity ↷
Savage ↷ As wyvern.

Speed 30 feet, fly 100 feet
Melee ❖ fangs +35 (reach 10 feet), **Damage** 3d12+17 piercing plus 1d6 persistent bleed
Melee ❖ barbed tongue +35 (reach 30 feet), **Damage** 3d6+17 plus Ripping Grab
Melee ❖ stinger +35 (agile, reach 20 feet), **Damage** 3d10+17 piercing plus barbtongued wyvern venom
Pin to the Sky ❖ With incredible force, the barbtongued wyvern whips its tongue and flings barbs from its length. Up to two creatures within 200 feet of the wyvern can be targeted; each creature must attempt a DC 40 Reflex save. The barbtongued wyvern can't use Pin to the Sky again until its next turn.
Critical Success The target is unaffected.
Success The target takes 2d12+3 piercing damage.
Failure The target takes 5d12 piercing damage and is pinned in place, fastened to the underlying magical nature of Thousandbreaths by the barbs (even if not adjacent to a solid surface). It is immobilized until it Escapes. If the creature is under the effects of a spell that would prevent it from being immobilized, Thousandbreaths first attempts a Counteract check against the spell (+27).
Critical Failure As failure, but the target takes 10d12 piercing damage and is slowed 1 until it escapes.
Reel In ❖ **Requirements** The wyvern has a creature grabbed in its tongue. **Effect** The wyvern moves the creature up to 20 feet closer to it.
Ripping Grab ❖ **Requirements** The wyvern's last action was a success with a barbed tongue Strike, or it has a creature grabbed using this action. **Effect** If the target was immobilized by Pin to the Sky, the wyvern first painfully rips it free of the effect, dealing 4d12 piercing damage. Regardless of whether or not the target was previously immobilized, the wyvern Grabs the target until the end of the monster's next turn. The wyvern can't use its tongue to Strike creatures until the Grab ends.
Using Ripping Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it. A grabbed creature can use the Escape action to get out of the grab, and the Grab ends for a grabbed creature if the barbtongued wyvern moves away from it.
Barbtongued Wyvern Venom (poison); **Saving Throw** Fortitude DC 40; **Maximum Duration** 6 rounds; **Stage 1** 5d12 poison damage and clumsy 1 (1 round); **Stage 2** 6d12 poison damage and clumsy 2 (1 round); **Stage 3** 7d12 poison damage and clumsy 3 (1 round)

L2. STAIRWELL

These stairs lead up to area **M3**.

L3. GUEST ROOMS

This wing of the House contains four large guest rooms. None of these chambers have been used in a long time, but each seems brand new and ready to receive guests. Temporal ripples and phantoms sometimes flit around the place, echoes of long-departed guests. The PCs may well observe echoes of their own passage through these rooms—harmless but nonetheless disconcerting to see.

L4. STAIRWELL

This flight of spiral stairs leads up to area **M1**.

L5. STAIRWELL

These stairs lead down to area **K12**.

L6. SERVANTS' WING

This wing of the House served as chambers for servants, but since Nyrissa created her ghostly guardians, these

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rooms have gone unused. Areas **L6a** and **L6b** are both bedrooms. **L6c** is a storeroom, while **L6d** is a privy. **L6e** is a lounge stocked with a large number of old (but relatively mundane and worthless) books, while **L6f** is an open room for exercise and gatherings.

L7. THRONE ROOM BRIDGE

This walkway crosses over the throne room (area **K17**) below. The door to area **L8** is one of the few that is kept locked. It is made of ironwood (Hardness 22, HP 100 [BT 50]) and it can be Forced Open with a DC 41 Athletics (expert) check or its Lock can be Picked with a DC 39 Thievery (master) check.

Development: If the Wriggling Man has not yet been encountered, he'll react to intruders on this bridge as detailed in area **K17**.

L8. NYRISSA'S CHAMBERS MODERATE 19

This wing of the House contains Nyrissa's private relaxation chambers, although since the beginning of this chapter, the nymph queen has spent her time in the Fable (area **M7**). All of the rooms in this wing are opulent and extravagant; the function of each is summarized below, but the area's guardians are mobile and quickly react to intrusions, so combat here is likely to spill through multiple chambers.

Area **L8a** is a private ballroom, the walls of which are hung with floral tapestries. The connected washroom (area **L8b**) contains a porcelain tub that fills with hot, scented water on command. Area **L8c** is a study—a Search of the room reveals several sheets bearing flowery script and illustrations of plant and fey creatures. Area **L8d** appears to be Nyrissa's bedroom, but in fact the bed is one of the four entrances to the Fable—it leads to the nymph's true bedroom (area **M7d**; see that area for details on how to travel to the Fable). Area **L8e** is a drawing room, while area **L8f** is a large closet that contains the majority of Nyrissa's impressive collection of clothing. Finally, area **L8g** is a combination reading room and lounge.

Creatures: Although Nyrissa's true valuables are kept elsewhere, enough remain here that she never leaves this suite of rooms unprotected. The safekeeping of these objects, the cleaning and tending of these rooms, and assisting Nyrissa (when she is present) are the duties of eight defaced naiad queens.

Nyrissa once counted these naiads her sisters and friends. Their beauty rivaled her own, but when Nyrissa suffered at the hands of the Eldest, these eight did as well when Nyrissa had the Nightmare Rook pluck out their eyes. These defaced naiads can still see and utilize their gaze attacks, but their beauty has been forever marred, and they spend their days in constant pain and servitude here. They know that Nyrissa is responsible for their unending pain, but they cannot bring themselves to hate her for it. When they notice intruders, they silently move to attack, tears of blood running freely down their cheeks.

DEFACED NAIAD QUEENS (8) CREATURE 15

RARE | CE | MEDIUM | AMPHIBIOUS | FEY | NYMPH | WATER

Variant female naiad queens (*Pathfinder Bestiary* 248)

Perception +28; low-light vision

Languages Aklo, Elven, Sylvan

Skills Acrobatics +28, Athletics +25 (+29 to Swim), Deception +31, Diplomacy +29, Intimidation +31, Nature +28, Performance +31, Stealth +28, Survival +26

Str +0, **Dex** +7, **Con** +6, **Int** +4, **Wis** +5, **Cha** +8

Shame A defaced naiad queen suffers from shame (page 459) when it attacks any target that can cast primal spells, any fey creature, or any creature that can cast divine spells and worships a deity or faith associated with nature or the First World (such as Gozreh, one of the Eldest, or the Green Faith). Forgive Foe can be attempted against a defaced naiad queen with a DC 36 Diplomacy check or Nature check. If a defaced naiad queen is affected by a critical success from Forgive Foe, its eyes are restored and it cries out in relief an instant before it vanishes, returning to the First World as a chaotic neutral naiad queen. As it does so, a wave of emotional thanks

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and inspiration infuse the character who used Forgive Foe, granting them a +3 status bonus to Lore checks and saves against fear effects for 24 hours.

AC 38; **Fort** +27, **Ref** +30, **Will** +26

HP 230; **Weaknesses** cold iron 15, **Resistances** fire 15

Nymph's Tragedy (aura, emotion, enchantment, mental, primal, visual) 30 feet. Creatures that start their turn in this aura must succeed at a DC 33 Will save or become dazzled as their eyes cloud with blood, darkening their vision. This effect persists as long as the creature continues to begin its turn within the aura, even if it can't see the defaced naiad on subsequent turns.

Speed 30 feet

Melee ❖ painful caress +30 (agile, finesse, magical), **Damage** 3d10+14 mental plus Tortuous Touch

Primal Prepared Spells DC 36, attack +28; **8th** *finger of death*, *heal*; **7th** *chain lightning*, *dispel magic*, *fly*; **6th** *baleful polymorph*, *lightning bolt*, *flesh to stone*; **5th** *cone of cold*, *heal* (×2); **4th** *freedom of movement*, *heal* (×2); **3rd** *blindness*, *fear*, *slow*; **2nd** *glitterdust*, *obscuring mist*, *web*; **1st** *fear*, *gust of wind*, *spider sting*; **Cantrips (8th)** *detect magic*, *guidance*, *light*, *ray of frost*, *stabilize*

Primal Innate Spells DC 36, attack +28; **4th** *charm* (at will), **Constant (4th)** *speak with plants*

Agonized Wail ❖ (auditory, emotion, enchantment, fear, mental, primal) The defaced naiad queen unleashes an agonized wail. Each creature within 60 feet must succeed at a DC 33 Will save or become frightened 1 (or, on a critical failure, frightened 2 and fleeing until the end of its next turn). The creature is then temporarily immune to Agonized Wail for 1 hour.

Baleful Gaze ❖ (emotion, enchantment, incapacitation, mental, primal, visual) When a defaced naiad queen fixes her gaze upon a foe within range of her nymph's tragedy aura, the creature must attempt a Will save. On a failure, it is affected as if by nymph's tragedy; if it was already affected by that aura, it also takes 8d6 mental damage (16d6 on a critical failure). A defaced naiad queen can use Baleful Gaze on a given creature only once per turn.

Tortuous Touch A creature struck by the defaced naiad queen's painful caress Strike must attempt a DC 36 Fortitude save. On a failure, painful, jagged wounds open on the creature's body, the pain of which makes it clumsy 1 (clumsy 2 and fall prone on a critical failure). The clumsy condition is permanent until it is removed via an effect like *restoration*.

Treasure: A Search of area **L8a** reveals a dozen different virtuoso handheld musical instruments, one of which is actually a *horn of blasting*.

There are a total of 43 dresses in area **L8f**. 42 of them are worth 200 gp each; the other is actually an elegant (and scandalously cut) dress that duplicates the abilities of a neutral *greater robe of the archmagi*.

M1. ATTIC

MODERATE 19

The wooden floor of this attic space is covered with thick layers of dust. Cobwebs hang in curtain-like sheets, and four skeletons slump against the southern wall. A ladder leads up to a trap door in the ceiling in one corner, with tendrils of thick roots pressing through around its edges from above.

The stairs lead down to area **L4**. The trap door leads up to **M2** but is overgrown above by vines and roots, and as such must be Forced Open with a DC 40 Athletics check.

Creatures: This room has long been abandoned. The skeletal remains are those of four powerful elven



DEFACED NAIAD QUEEN

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HOUSE AT THE EDGE OF TIME: LEVEL THREE
ONE SQUARE = 5 FEET

priestesses of Calistria, enemies Nyrissa captured and imprisoned after her first absorbed kingdom. Rather than transform into ghosts like the other heroes Nyrissa captured, these four priestesses became banshees after finally dying of old age in this room. They rise up instantly as soon as they notice intruders, and fight until destroyed, but even in undeath they cannot leave this room. Unlike the ghostly guards, their religious drive for vengeance has been only magnified in undeath, and as such they do not bear shame at their fate.

BANSHEES (4) CREATURE 17

Pathfinder Bestiary 34
Initiative Perception +32

M2. IVY TOWER LOW 19

This tower looks out over the House grounds, leaning at a vertiginous angle over the courtyard below. The entire area has been covered completely with a nest-like tangle of vegetation.

A character who succeeds at a DC 40 Perception check notes the vine- and root-covered trap door that leads down to area **M1**. The ironwood vines that choke it must be cleared before the trap door can be opened easily; otherwise, it can be Forced Open with success on a DC 40 Athletics check.

Creature: This tower's open rooftop is the den of Nyrissa's elite sard, a creature who takes up the entire space, its tangled roots hanging over the edges. It observes the PCs as they approach, even if they challenge foes down in the courtyard or atop the lower manor walls in areas **K1**–**K2**, but it won't join a fight there unless it is attacked. If someone forces open the trap door from area **M1** below, they won't be able to climb up onto the roof of the tower since the sard occupies that space completely, and the sard gets to roll Athletics for initiative as it shifts its bulk ponderously above. Once roused to anger, the monster pursues foes as best it can, either clambering over the House's roofline or using its melee Strike's reach to attack anyone who tries to retreat into area **M1** for refuge. It abandons pursuit only if the PCs retreat deeper into the House or flee to the lake's far shore; otherwise, it fights to the death.

If the PCs have slain the lesser jabberwock in Part 1, Nyrissa relocates this sard down to area **K2**, in which case this area is empty.

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ELITE SARD — CREATURE 20

Pathfinder Bestiary 2 6, 231
Initiative Perception +37

M3. THE RUINED HALLS — MODERATE 19

This series of rooms, once Nyrissa's private sanctuary, suffered greatly from the nymph's frustrations and wrath after she survived the Eldest's attempt to have her killed by the Jabberwock, and as such serves as an exception to the rule elsewhere in the house that its nature has remained unchanged since its construction. She never bothered restoring these rooms and instead converted the suite at area **L8** to serve as her new private quarters, leaving this area in shambles. Today these rooms are a tangle of thick, creeping vines and plants that have grown riotously to a height of two feet throughout the area, making this entire area greater difficult terrain. In addition, a large number of damaged or destroyed statues of all manner of creatures lie strewn about the place; these were left by this area's dangerous guardian.

Creature: When Nyrissa first began experimenting with the jabberwock's blood in her efforts to create a lesser version of the creature, one of her first attempts involved infusing creatures with the ichor. All but one of these experiments died, but the survivor, a medusa named Phomandala, transformed into a scaly but quite healthy monster with a pair of sizable cobras amid the smaller tangle of her serpentine hair. Phomandala has lived in these ruined halls ever since, serving as a guardian for the upper floors of the House. Over the years, the infusion of jabberwock blood and her life on the First World have slowly granted magical powers as well, and the medusa is now a powerful sorcerer in her own right. Her insights into the nature of primal magic have been a boon for Nyrissa as she continued to absorb kingdoms, helping her to refine the process of creating Blooms. For the last several dozen events on the last several dozen worlds, though, Phomandala has had little to do to further refine the process, and she has instead spent the past century or two in this suite of rooms enjoying a sort of "retirement"—relaxing among her statues, meditating, and carrying on long, complex discussions with visitors that often last for years. Her latest companions are a pair of capricious whimwyrms with whom Phomandala has been debating for almost the entire time this Adventure Path has taken place. With neither the medusa nor the whimwyrms budging on their positions regarding the role of chaos and law in the First World, they've largely not even noticed the advent of this latest round of Blooms.

When the PCs arrive, Phomandala doesn't immediately attack. Instead, she asks the PCs what their take is on the role of law and chaos in the First World. If the PCs react in a way that favors law, she smirks in delight and the whimwyrms attack in anger, but if the PCs react in a way that favors chaos, she shrieks in frustration and attacks instead. Regardless, once the second round of combat begins, the nonparticipant joins in the fight against the PCs. If the PCs attempt to argue that law and chaos are equally important, the medusa and the whimwyrms all attack on the first round.

Phomandala avoids melee if possible, using her spells and Focused Gaze against PCs while relying on her ability to move through the room's difficult terrain with ease to stay out of melee. The whimwyrms open with their breath weapons, then move in to fight in melee. If both whimwyrms are slain, Phomandala uses *revival* to return them to the fight. All three fight to the death, in any event, frustrated at having their debate interrupted when it felt like it was only a few more months away from a proper resolution.

PHOMANDALA — CREATURE 19

UNIQUE | LE | MEDIUM | DRAGON | HUMANOID

Variant female medusa (*Pathfinder Bestiary* 234)
Perception +32; darkvision
Languages Aklo, Common, Draconic, Sylvan
Skills Acrobatics +35, Arcana +34, Deception +37, Intimidation +37, First World Lore +37, Nature +35, Religion +33
Str +5, **Dex** +8, **Con** +6, **Int** +5, **Wis** +5, **Cha** +10
Items *+2 glamered fortification greater resilient leather armor*, elegant robes worth 400 gp

AC 45, all-around vision; **Fort** +33, **Ref** +35, **Will** +32
HP 300
Petrifying Gaze (arcane, aura, transmutation, visual) 30 feet. As medusa but DC 38.
Biting Snakes ↻ As medusa.

Speed 25 feet
Melee ❖ cobra fangs +32 (reach 10 feet), **Damage** 4d12+13 piercing plus Phomandala's venom
Melee ❖ snake fangs +35 (agile, finesse), **Damage** 4d10+13 piercing plus Phomandala's venom
Primal Spontaneous Spells DC 41, attack +36; **10th** (1 slot) *revival*; **9th** (4 slots) *chain lightning*, *disjunction*, *massacre*, *overwhelming presence*, *heal*; **8th** (4 slots) *dispel magic*, *heal*, *horrid wilting*, *prismatic wall*, *lightning bolt*; **7th** (4 slots) *eclipse burst*, *finger of death*, *mask of terror*, *regenerate*, *wall of thorns*; **6th** (4 slots) *baleful polymorph*, *dragon form*, *heal*, *stone to flesh*, *true seeing*; **5th** (4 slots) *chromatic wall*, *cone of cold*, *heal*, *wall of ice*, *wall of stone*; **4th** (4 slots) *acid arrow*, *charm*, *freedom of movement*, *restoration*, *spell immunity*; **3rd** (4 slots) *blindness*, *fear*, *haste*, *meld into stone*, *slow*; **2nd** (4 slots) *create food*, *enhance victuals*, *glitterdust*, *resist energy*, *web*; **1st** (4 slots) *charm*, *create water*, *gust of wind*, *magic*

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fang, *true strike*; **Cantrips (9th)** *acid splash*, *chill touch*, *detect magic*, *electric arc*, *ghost sound*, *shield*

Sorcerer Bloodline Spells DC 41, attack +36, 3 Focus Points; **9th** *dragon breath*, *dragon claws*, *dragon wings*

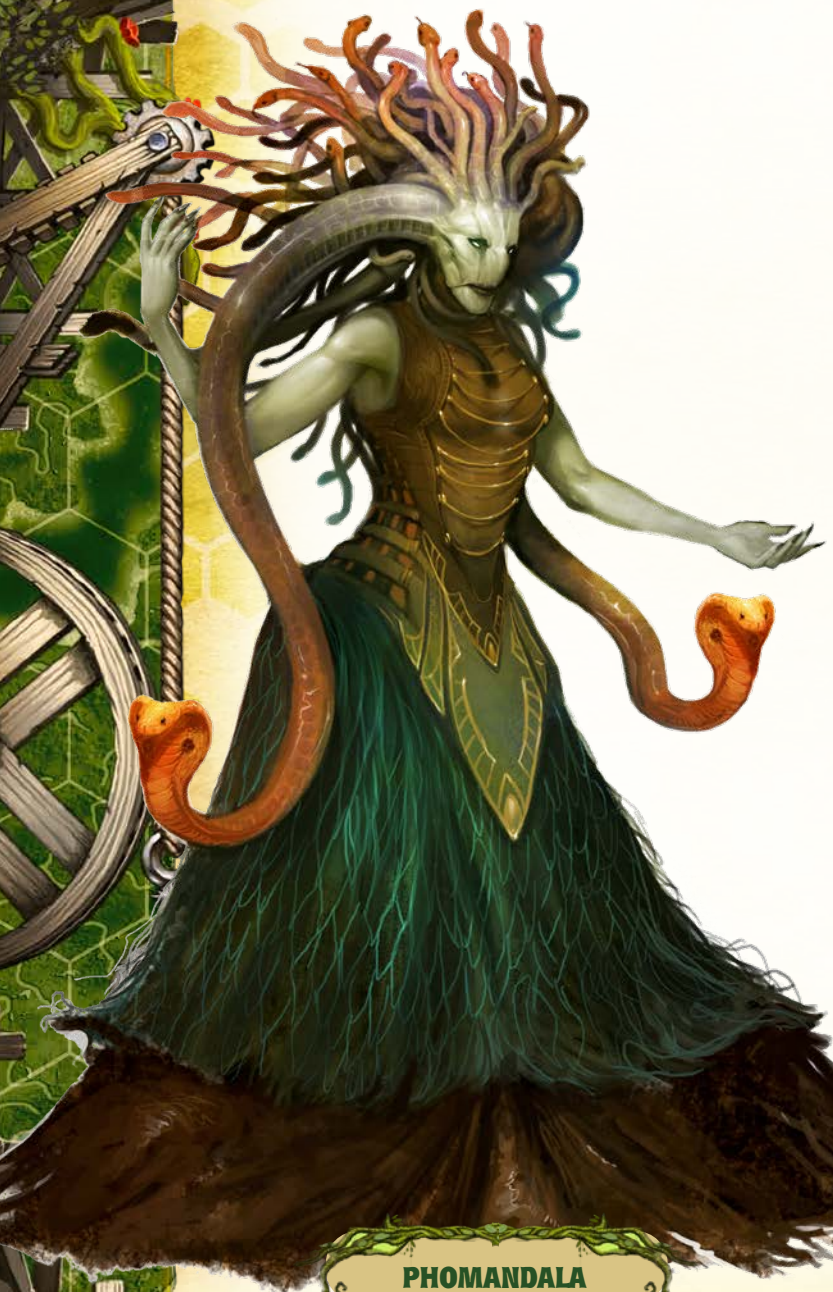
Focus Gaze ❖ (arcane, concentrate, incapacitation, transmutation, visual) As medusa.

Jabberwock Bloodline Phomandala's sorcerer bloodline is a result of Nyrissa's infusion of the medusa with jabberwock blood. This bloodline functions as the draconic bloodline, but the damage type caused is a line of sonic energy, and she uses the primal spell list instead of the arcane spell list.

Quickened Casting ❖ **Frequency** once per day; **Effect** When Phomandala's next action is to cast a spell that is 7th level or lower, she reduces the number of actions to cast it by 1 (minimum 1 action).

Phomandala's Venom (poison); **Saving Throw** DC 41 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage and enfeebled 1 (1 round); **Stage 2** 9d6 poison damage and enfeebled 2 (1 round)

Woodland Stride Even the thickest vines and roots seem to part as Phomandala moves about. Phomandala ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede her progress.



PHOMANDALA

WHIMWYRMS (2) CREATURE 17

See page 615

Initiative Perception +31

M4. NYRISSA'S LIBRARY

This room is both a laboratory and a library, with numerous large tomes sitting on sagging shelves along the walls and several tables covered with notes and strange schematics.

The majority of the notes on the tables are poetry written by Nyrissa, but if the PCs have unanswered questions about what Nyrissa is up to or why she's out to take the Stolen Lands, they can discover fragmentary notes here to help clear up any lingering last-minute questions that you know don't hinge on the events of Chapter 11. The PCs can also learn about the Fable by studying these notes. A character who succeeds at a DC 30 Nature check or a DC 40 Arcana, Occultism, or Religion check made as part of an hour spent Investigating these notes learns not only what the Fable is capable of and how it works, but also the locations of the four portals that open into the Fable. Such a character also learns the method of opening the portals, as well as the method of leaving the Fable once one is inside it. See area **M7** for these details. If the PCs aren't stealthy about investigating these notes, Nyrissa may notice them from her vantage point in the Fable and alert any surviving minions to make all haste to this area to stop the PCs from learning too much from these carelessly forgotten notes.

Treasure: This library contains a large number of books about the First World, the Stolen Lands, and magic theory. Any Recall Knowledge checks made while using this library to research a topic tied to one of these three subjects gains a +3 item bonus. The collection weighs several hundred pounds in all, but as a set is worth 14,000 gp.

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M5. THE ABANDONED TREASURY

This room is falling into ruin. Plaster hangs from the ceiling, furniture lies buried in fallen leaves, the walls sag, and dust covers everything. Numerous empty and toppled treasure chests strewn about the place hint that it may have once been a grand treasury.

Although it appears close to collapse, the room is structurally sound. This is indeed Nyrissa's treasury, but the majority of the magical items and treasures kept here were taken long ago by the Eldest when they exacted their punishment on Nyrissa. The nymph never bothered restocking the place, instead opting to keep her greatest treasures close at hand.

Treasure: The agents of the Eldest didn't take everything. A 10-minute search of this area reveals bits and pieces of treasure that still remain: a miniature castle of jade wrapped in the coils of a silver serpent (an old table centerpiece designed to hold flowers) worth 6,000 gp, a pig-shaped casket containing 999 pp with each coin set comfortably in its own velvet slot, a gold decanter bound in gold with a ruby stopper worth a total of 8,000 gp, a *greater storm flash*, a gold and ivory scroll tube worth 75 gp that contains a *scroll of dragon form* heightened to 8th level and the formula for the *resurrect* ritual written in Sylvan, and a slightly dented helm that acts as a *greater hat of the magi*.

M6. NYRISSA'S GARDEN MODERATE 19

The vines and leaves of an overgrown garden fill this high chamber, the ceiling of which is obscured by a dense canopy of mold and fungus that hang like wet, glistening sheets. The walls are difficult to make out through the riotous green growth, but at the room's center sits a rippling pool of water.

The pool of water is one of the four entrances to the Fable—it leads to area **M7a**.

Creature: At first glance, this strange garden might seem to be a dualistic display of verdant plant life below and glistening fungus above, both sustained by the life-giving primal energies of Thousandbreaths. In fact, the "fungus" above is a single immense creature—an elite mu spore that has floated quietly within the garden, dreaming strange dreams for the past several centuries. Much smaller than most mu spores, this specimen is still large enough to fill the upper half of this 40-foot-tall room. Anyone other than Nyrissa who enters this room immediately awakens the immense creature. It fills the upper portion of the room so completely that it can't move, but it has no problem reaching creatures on the ground below, and it can even send its tentacles slithering through nearby rooms to "pursue" those who flee.

MU SPORE CREATURE 21

Pathfinder Bestiary 238
Initiative Perception +38

M7. THE FABLES EXTREME 19

For all of the impressive features possessed by the House at the Edge of Time, none can match Nyrissa's greatest creation: an extradimensional tower known as the Fables. This region exists as part of the House, but not wholly in the same place or time. The Fables consist of four relatively tiny, unique, and overlapping demiplanes nested within the demiplane that is Thousandbreaths—each of which are their own Fable.

Entering a Fable: Each of the four Fables are linked to a portal trigger located in the House at the Edge of Time; see the nearby table for a list of these portal triggers and their locations. These portal triggers each radiate powerful primal magic. A character can Identify Magic on a portal trigger with a DC 40 Nature check or a DC 45 Arcana, Occultism, or Religion check. (If none of your PCs are capable of this activity, you should include an opportunity for the PCs to learn how to use portal triggers in this part of the chapter, either learning from an NPC, or discovering the method of opening the portals in a journal—perhaps one found in area **M4**.)

A PC can activate a portal trigger as if it were a magic item by performing two actions—first Interacting with the portal trigger and then by Envisioning a specific thought. A PC who successfully Identifies Magic while studying a portal trigger automatically learns its activating thought, as listed on the nearby table. Once a portal key is activated, the triggering creature and any number of other willing creatures within 60 feet that are chosen by the triggering creature are transported into the corresponding Fable (see the table below).

The contents of each Fable are detailed below, but all four share similar features. When a creature first arrives in a Fable, they do so surrounded by darkness in a twenty-foot diameter "room" at the Fable's heart. A moment later, that darkness lights up, revealing what appears to be an entire realm. In fact, this "realm" is a self-contained demiplane that extends out in a sphere for 100 feet from the center. Attempts to travel beyond this distance meet an impenetrable solid barrier; the "world" beyond exists only as an image along the Fable's internal borders.

A character can exit a Fable by standing within that central 20-foot diameter room at the core (indicated as such on the map on page 472), then taking one action to Envision. This returns the character to the House at

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FABLE PORTALS

Portal Trigger	Activating Thought	Portal Destination
Tallest tree in area **K2**	Flying as a crow through an endless forest	Area **M7b**
Throne in area **K17**	Holding court before a crowd of thousands	Area **M7c**
Bed in area **L8d**	Caressing or embracing a lover	Area **M7d**
Pool in area **M6**	Lying on one's back on the grass in the sun	Area **M7a**

the Edge of Time adjacent to the Fable's corresponding portal trigger.

The individual Fables themselves appear as follows.

Fable M7a: This Fable appears to be a boundless open field under the noontime sun on a bright summer day. In the distance, a thin line of forest obscures the horizon in all directions. The ground bisects the sphere, filling its lower half with solid earth. A "sun" above provides bright light in this Fable.

Fable M7b: This chamber appears to be a single, immensely tall tree that extends forever in either direction inside a silo of impenetrable green leaves, with the tree's 5-foot-wide trunk rising up at the center of the sphere. The number of branches and thick, sturdy leaves allow creatures to move in any direction by Climbing with a DC 20 Athletics check. A critical failure at this check results in a heart-stopping moment when the creature experiences a disorienting "fall" of 1d10 ×10 feet before landing prone at the place where they started the fall, taking falling damage as appropriate (this can occur even when the PC is standing on the Fable's "floor" below). Only by deliberately Climbing or flying up or down can a character change their elevation in this Fable. The tangle of branches provides all creatures with standard cover against ranged Strikes. Shafts of "sunlight" filtering in from above provide bright light in this Fable.

Fable M7c: This chamber appears to be a vast stone plaza in a forest clearing under a moonlit night sky. At the center of the plaza stands a statue of Nyrissa, one arm held out as if in greeting. An inches-deep layer of crystal clear water covers the plaza itself, while the edge of the plaza (and the edge of the Fable itself) is ringed by an impenetrable forest. It is in this room that the House's power is concentrated, and it's here where Nyrissa spends much of her time—from here, she can observe every single room in her House simultaneously as if via *clairvoyance* and *clairaudience*, switching her focus from one room to another by Envisioning. Nyrissa can immediately destroy any of her allies (but not intruders) in the House that she observes from here, taking a single Envisioning action to simply snuff out their lives and causing their bodies to burst. Nyrissa only uses this ability to destroy an ally who has become controlled by or seems to be allying with the PCs (an event likely to occur only with the unfortunate mephit in area **K20**, but if the PCs manage to *dominate* or *charm* an important ally, Nyrissa opts for its destruction as well). Likewise, if the PCs are about to learn something important, the nymph may well send her closest allies to intercept the PCs. Moonlight from above provides dim light in this Fable.

Fable M7d: This chamber is Nyrissa's private bedchamber; it's lit by several everburning torches. Unlike the other three rooms, this chamber's borders are those formed by the twenty-foot-tall room itself, as depicted on the map; this room is what existed at the top of the House's tower before Nyrissa created the Fables.

Creature: Nyrissa spends most of her time in area **M7c** so she can track visitors and intruders in her House, and she goes there as soon as the PCs arrive. If she has reclaimed *Briar*, she has placed the sword in her personal chambers (area **M7d**). Regardless, she watches the PCs' progress through her lair with amusement and, perhaps, a growing sense of worry.

Nyrissa has spent a significant portion of her long years brooding over what she regards as an unjust exile and plotting violent revenge against the Eldest, whose power she still considers to be hers by right. She sees the PCs as the latest manifestation of this betrayal—be it pawns of her enemies or upstarts who don't know their place. If the PCs enter one of the Fables other than area **M7c**, she uses Switch Fable to confront the PCs one round later, after she casts *regenerate* on herself.

If the PCs still possess *Briar* when they confront Nyrissa, she demands it be handed over to her at once. If the PCs deny her, or if they don't have *Briar* with them, she attacks at once. In combat, Nyrissa uses flight to stay at range and relies on her spells and Focus Beauty ability. On the first three rounds of combat, she uses Quickened Casting to cast defensive spells (typically *freedom of movement*, *mirror image*, and *true seeing*), using her remaining actions to cast offensive spells or avoid melee. She saves *wish* to recover from damage or debilitating effects, or to duplicate a *banishment* spell heightened to 9th level to force the PCs back to the Material Plane if they reduce her to fewer than 200 HP or otherwise significantly threaten her. Keep in mind that Nyrissa is both very intelligent and has been watching the PCs for most of the campaign, particularly as they explored her House, and as such you should take some time to adjust her tactics to be specifically tailored against the PCs as you see fit—although the

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focus of her attacks should usually remain a character who wields *Briar* against her.

If the PCs have already managed to uproot Thousandbreaths, Nyrissa's confidence is shaken and she is frightened 1 during her first combat with the PCs; this condition is removed if the PCs retreat from a fight, allowing her confidence to return. The DC to Forgive Foe on Nyrissa if Thousandbreaths is uprooted is reduced to 46.

If Nyrissa is reduced to fewer than 100 hit points, she Switches Fables if she can to recover as best she can before returning to face the PCs again a minute later if they remain in a Fable. If she can't Switch Fables, she instead exits the Fable normally, returning to that Fable's linked portal trigger area. If the PCs prevent her from reaching the central 20 feet of a Fable and she has no further avenue of escape, she calls for a truce to speak to the PCs.

In this case, or if the PCs manage a critical success against her with Forgive Foe, or if the PCs manage to defeat her and capture her alive, they can speak to her as detailed at the start of Chapter Eleven.



NYRISSA

NYRISSA CREATURE 23

See page 602

Initiative Perception +41

Treasure: If Nyrissa reclaimed *Briar*, the weapon lies casually tossed on the bed in area **M7d**. That room also contains a large number of trophies and prizes she has picked up or had her minions collect over the years, all of which have been collected from the Stolen Lands and help to focus the Fable upon this region. If these trophies are taken out of the Fable, Nyrissa cannot bottle the Stolen Lands until they are regained. These trophies consist of things such as a unicorn's horn, a silver dragon's claw, a tooth from Armag's skull, and so on. Add other objects that the PCs at one time possessed but have since lost or sold. The more unique and recognizable these items are—like *Ovinrbaane*, the *Oculus of Abaddon*, or the *Stag Lord's helm*—the more disturbing and shocking they will be for the PCs to find. Even items the PCs have destroyed can appear here, fully functional once more. Only if the PCs retained such treasures or locked them away safely should these things not appear here as trophies. Amid all of these treasures are numerous other obscure and expensive ritual supplies amounting to 2,000 gp in all for use in performing *primal call* rituals.

Perhaps the greatest treasure in area **M7d**, though, is the *Apology*. This glowing, bejeweled chalice sits on a nightstand near the bed, nearly filled with 999 glowing grains of sand—each of which represents a previously claimed kingdom. It is into this chalice that Nyrissa hopes to place the PCs' kingdom as the final grain of sand. Rules for this powerful artifact are not presented in this adventure, as its goal is to serve more of a story element than to serve as a reward for the PCs or a viable tactic for Nyrissa to use against them in the final confrontation, but a few additional notes about it appear on page 586 of Appendix 4 in this book.

CONCLUDING THE CHAPTER

With Nyrissa's defeat, a great threat to the PCs' kingdom—indeed, all of the Stolen Lands—is removed. If the nymph dies (likely to an unfortunate beheading from a sword forged of her own capacity to love), a strange and violent transformation ripples through Thousandbreaths. If it hasn't yet been uprooted, it is uprooted immediately—including the House at the Edge of Time. The House quickly crumbles and suffers thousands of years of erosion at once as if inflicted by constricting vegetation, rainfall, lightning strikes, and subsidence, effectively transforming into the ruins known today as the Castle of Knives. The Fables vanish, leaving behind area **M7d** as a normal room at the top of the tower. If the PCs were in another Fable at this time, they appear in this room. Regardless, any PCs in the House at the Edge of Time as it transposes to the Material Plane and erodes are protected from the swift decay all around them unless they fail a DC 40 Fortitude save, in which case they are drained 1 by the event.

During this reversion, Nyrissa's body rises up on a pyre of black lightning. As it does, a terrible gale rips through all of Thousandbreaths. The Queen's body acts as the center of this vortex and soon vanishes in a black pall of clouds. Within a minute, the unraveling is over. The House finishes its collapse and the surviving denizens of the building and Thousandbreaths flee into the strange new world they find themselves in.

While the PCs have defeated Nyrissa, though, one danger remains: it won't be long before the Lantern King makes his frustrations known.

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CHAPTER 11

CURSE OF THE LANTERN KING

BY STEVEN T. HELT, TIM HITCHCOCK, AND JAMES JACOBS

PART 1: A BROKEN APOLOGY 480
The PCs should be 20th level before facing the results of the broken *Apology*.

PART 2: THE LANTERN KINGDOM 484
The PCs should be 20th level before they are swept into the Lantern Kingdom.

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PART 1:

A BROKEN APOLOGY

While the PCs have defeated the threat Nyrissa posed to their kingdom, her death or redemption creates an unexpected complication, for the Lantern King has waited with growing impatience for the final kingdom to be absorbed into the *Apology*. With Nyrissa slain or forgiven, this seems unlikely, and it's only a matter of time before the Lantern King shatters the *Apology* and unleashes his wrathful curse on those responsible for disrupting his entertainment: the PCs.

TWIN CONCLUSIONS

Assuming the PCs weren't defeated themselves, the previous chapter ends in one of two ways: with Nyrissa's death or with her being forgiven. In the unlikely event that she escapes, it'll be only a matter of time before she tracks down the PCs and attempts to kill them again, giving the party another chance to defeat her or, perhaps, forgive her.

Regardless of how long it takes for either of these possible conclusions to occur, the Lantern King's reaction to the event is the same, and he pulls the objects of his frustration—the PCs—into a self-contained reality known as the Hunting Dream. What happens before the PCs experience the Hunting Dream depends on how they dealt with Nyrissa.

NYRISSA SLAIN

If the PCs killed Nyrissa, then all of Thousandbreaths, the House at the Edge of Time included, collapses and merges with the Material Plane as detailed at the end

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of Chapter 10. Once all is said and done, the PCs are returned to their kingdom, standing before the ruins of the Castle of Knives. However, one thing is different: the now empty *Apology* sits on a slab of stone before them, shining and shimmering with power. Whether the PCs leave the *Apology* where it sits or take it with them is irrelevant, for the Lantern King destroys it the next time the PCs rest—as described in the Hunting Dream below.

NYRISSA FORGIVEN

If the PCs forgive Nyrissa and spare her life, the defeated nymph queen becomes sorrowful and sullen. At this point, she morosely tells the PCs the tale of her rise and fall in power, of her failed attempt to challenge the Eldest, of how the Lantern King took her love to forge *Briar*, and of the Eldest's promise to restore her place in the First World once she absorbed a thousand kingdoms into the *Apology*. If the PCs didn't achieve a critical success at Forgive Foe to get to this point with her, they can impress upon her their forgiveness simply by saying so; no skill check is required unless the PCs are attempting to Lie to her.

Nyrissa agrees to any PC demand to leave their kingdom in peace, and she does so honestly. Any treasures the PCs acquired while exploring her realm are theirs to keep, she adds—"Payment for your mercies," as she puts it. She asks only that the PCs leave *Briar* with her, but if they refuse, she won't press the matter again until the topic of the Lantern King's reaction comes up (see below). Requests from the PCs for her aid in rebuilding their kingdom are met with a scoffing laugh unless the PCs can convince Nyrissa that they truly wish to help her and forgive her by adjusting her attitude to be friendly by Making an Impression (her initial attitude is unfriendly unless the PCs honestly forgive her, in which case her initial attitude is indifferent). If she's made friendly, Nyrissa feels a faint glimmer of hope for the first time in a long time, and she cautiously tells the PCs that she'll "consider the offer."

At some point during the discussion, though, the subject of the Lantern King comes up. Nyrissa knows the demigod's anger and frustration at her not filling the *Apology* is inevitable, and while she knows that he won't be able to leave these developments alone, she's not sure what form his frustration will take other than that it will certainly affect the PCs as much as—if not more than—herself. The PCs, she warns, should be ready for anything.

On the subject of *Briar*, Nyrissa knows the only way to regain her ability to love while she still lives is to have the Lantern King unmake the weapon. She bitterly observes that "if he can't be convinced by words, my only hope is to convince him by force." She agrees at this time to let the PCs to keep *Briar* for the short term if they promise to help her secure the Lantern King's cooperation, but makes it abundantly clear that her hope is that the sword itself will soon be unmade.

Finally, regarding the *Apology*, Nyrissa admits that the artifact was given to her by the Lantern King and that the grains of sand within it each represent one of the 999 previously conquered kingdoms. She isn't sure whether those absorbed kingdoms are destroyed, in stasis, or something else, and muses that if anyone knows, it would be the Lantern King. What she can explain to the PCs is that the process by which a mortal kingdom is conquered and then absorbed as a grain of sand is a mystery even to her, although she can (and sometimes has) granted certain people from kingdoms about to be absorbed mercy to remain as her minions at times in the past. If the PCs fear that the *Apology* can still be used to absorb their kingdom, Nyrissa truthfully tells them that, now that she has been forgiven, she has no intention of continuing to pursue this goal. While the wrath of the Lantern King is certainly coming, the PCs and their subjects no longer have anything to fear from Nyrissa herself.

KINGDOM IN THE BACKGROUND

As the campaign nears its conclusion, the PC's kingdom has become a powerful political force in the River Kingdoms, but it still faces one final danger: the Lantern King's petulance. The kingdom's presence in this last chapter is mostly reflected in the "what if" realm presented by the Lantern King, but you should adjust the encounter descriptions as needed to match the sort of kingdom you've described the PCs building during the Adventure Path.

THE HUNTING DREAM EXTREME 20

The Lantern King's reaction to the PCs is coming, and sooner than they can make any significant preparations for. The demigod takes note of Nyrissa's defeat the moment it happens, but preparing his reaction takes a short time as he reshapes a portion of his own realm in the First World into a demiplane called the Hunting Dream. When this occurs, the sleeping PC simply fades away from the world, evaporating painlessly from reality only to form in this other one. The process does not cause the sleeping PC to waken, but will surely distress anyone watching the event occur. It's best, as a result, to have this take place when all of the PCs are slumbering, but if that proves difficult to time, you can simply have the Lantern King pull awake PCs from the Material Plane into the Hunting Dream. This transition carries less symbolic effect, but the end result—

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TRAPPED IN A CURSE

Once the PCs escape the Hunting Dream, they become trapped in the Lantern Kingdom. This isn't meant to cut them off from their companions entirely. As this part ends and the next part begins, work with your players to decide what companions, if any, they may wish to bring with them into the Lantern Kingdom. Those associated with the PCs' classes, such as familiars or animal companions, should be allowed to accompany them even if they were not present when they were pulled into the dream. Whether or not you allow NPC companions to come with the PCs is left to you. The PCs can also bring with them any items they may have not had on them at the time they were drawn into the Hunted Dream. If the PCs have additional magic items they wish to craft, identify, or sell consider delaying the start of the Hunted Dream until the PCs can get these affairs in order, since once the next part begins, there's no turning back!

becoming trapped in another realm—is identical.

The timing of when the Hunting Dream occurs can be tricky; you want it to take place soon after Nyrissa's defeat so that the Lantern King doesn't seem lackadaisical in his pursuit of vengeance, but you should also give the PCs time to wrap up any lingering tasks before moving on with this chapter, as once they are drawn into the Hunting Dream they will not be able to return home with ease—see the "Trapped in a Curse" sidebar for more advice.

The moment of the dream's beginning is impossible for the PCs to pinpoint, as it starts with the PCs exactly as they were when they slept. Describe to the PCs that they wake from sleep to the sound of a hunting horn and the overwhelming feeling that something is coming for them. Regardless of how the PCs react or where they began the dream, the scene quickly changes, with the PCs suddenly finding themselves together, fleeing through a tangled woodland to the sound of pursuit not far behind them.

After what seems like an hour of running, the PCs emerge into a stockaded compound. Bodies lie strewn on the ground, and it should only take a few moments for the PCs to recognize the scene: they've returned to the Stag Lord's fort, and the bodies are those of the bandits they defeated, although the body of the Stag Lord himself is strangely absent. At this point, return control of the PCs' actions to the players and allow them to explore and move about the fort, using the maps on page 176–177. While the fort itself remains structurally the same, strange plants now grow within the fort's courtyard and cling to its wooden walls, while the sky above has unsettling purple and gray spiral clouds against a bright blue sky. Success on a DC 35 Religion check or a DC 30 First World check to Recall Knowledge is enough to deduce that this place, be it dream or reality, lies somewhere in a living dream lodged between the First World and the Dreamlands.

The nature of the Hunting Dream doesn't impact the PCs in many ways—treat it as if they were located in the real ruins of the Stag Lord's fort on the Material Plane for the most part. Attempts to leave the area depicted on the map itself, though, automatically fail. A character who tries to teleport away simply reappears in the same spot, while someone who tries to physically walk beyond the borders of the map itself finds themselves being turned around and approaching the fort. Once a character experiences this effect, they can attempt a DC 35 Occultism check to realize that they are trapped in some form of living dream.

Once the PCs realize they're trapped in a living dream, they'll also know that while they cannot be truly slain in this place, they also cannot escape until they see the dream's elements out to their conclusion.

Creatures: At about the point the PCs realize they're all together in the center of the Stag Lord's fort (area **C5** on page 178), they'll also notice that they're surrounded by strange looking creatures: agents of the wild hunt. These particular wild hunt fey serve the Lantern King, and consist of four wild hunt archers, four wild hunt scouts, and a wild hunt monarch who bears an unsettling resemblance in appearance to the Stag Lord himself, although with tiny motes of electricity dancing along his antlers. The monarch's appearance isn't intended to trick the PCs into thinking that they once again face the Stag Lord himself, though, and it should be obvious to them that the figure who has taken his form is an entirely different creature.

Despite this, the wild hunt monarch introduces himself to the PCs as "the true Stag Lord—champion of the Lantern King and arbiter of your fates." He demands the PCs explain why they dared disrupt Nyrissa's "path to forgiveness," implying that the PCs were in the wrong and were the aggressors rather than the nymph queen herself. He produces the once again full *Apology* in one hand, holding the artifact aloft as he notes that "999 kingdoms lie within this chalice—who are you to deny it one more?" The Stag Lord monarch wishes to hear from the PCs' own mouths their justification for disrupting the Lantern King's entertainment—give each player a chance to argue their case or attempt to contradict the Stag Lord monarch's claims while the other wild hunt fey look on, periodically jeering or mocking the PCs in their attempts to "escape the Stag Lord's judgments."

Once the Stag Lord monarch grows tired with the

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PCs, or once the PCs themselves grow too aggressive or violent, he shakes his head in sadness and declares that their lives are "forfeit to the Lantern King in payment for meddling in affairs beyond their ken." At this point, he raises the *Apology* to his lips, drinks deep of the sand within, and orders an attack on the PCs (assuming the PCs haven't yet instigated hostilities themselves).

Note that this is an extreme encounter for a group of 20th-level PCs, and as such it's very likely that some or all of the characters will perish in the resulting fight. Fortunately, the nature of the Hunting Dream is such that they begin this combat at full health, as if they'd rested well and just finished performing their daily preparations. Give the players time to prepare for the combat before rolling initiative. Once the fighting starts, the battle itself plays out normally (use the map of the Stag Lord's fort on page 176–177 for this fight), but PCs who are slain in this encounter aren't actually killed—see "Dream Defeat" or "Dream Victory" below.

STAG LORD MONARCH — CREATURE 20

CE male Wild Hunt monarch (page 620)
Initiative Perception +35

WILD HUNT SCOUTS (4) — CREATURE 18

See page 619
Initiative Perception +34

WILD HUNT ARCHERS (4) — CREATURE 16

See page 618
Initiative Perception +30

Dream Defeat: If the wild hunt manages to kill all of the PCs, describe the final blow not as an attack, but as one of the members of the hunt (the monarch if he lives) raising the *Apology* over their head to smash it down upon the final PC. As it strikes the "killing blow" to that character, the *Apology* shatters and the grains of sand contained within surge outward in a vortex of chaos in which all of the PCs, be they "living" or "dead" at this point, feel 999 simultaneous existences in 999 simultaneous worlds filled with anguish and torment before everything goes dark. The PCs awaken in the Lantern Kingdom, as detailed at the start of Part 2, but when they do so, they are all doomed 1 as a result of dying in the Hunting Dream.

Dream Victory: If at least one PC remains alive to defeat the wild hunt, describe the final blow or spell that ends the last of the fey cutting through to smash against the *Apology*, which suddenly shatters in a blinding blast of golden light. The explosion results in the same disorienting vortex of chaos as described in Dream Defeat above. The PCs (including any who died during this fight) awaken in the Lantern Kingdom, as detailed at the start of Part 2, but as a result of their victory over the wild hunt, not only are none of the PCs doomed 1, but they are all restored to full health and capacity, as if they had benefited from a full night of rest and had just completed their daily preparations for the day's adventures to come.

THE LANTERN KING'S CURSE

At the end of the Hunting Dream, the *Apology* is shattered. This event occurs both in the Hunting Dream itself and in reality. As the *Apology* is shattered, the power of nine hundred and ninety-nine kingdoms at once are unleashed, allowing the Lantern King to instantly create a self-contained demiplane based on a theoretical apocalyptic future of the PCs' kingdom in the Stolen Lands. The Lantern King invests a significant portion of his own being in this act, manifesting a living aspect of himself and also trapping the PCs and any of their companions within.

This is the curse of the Lantern King—that all who have ever sought the throne are doomed to wage eternal conflict, earning empty victories only to make the same war again tomorrow. To the PCs, the Lantern Kingdom appears as a shattered version of their own home, where they face familiar enemies they once thought they defeated. Simultaneously the defeated heroes of the other 999 kingdoms face their own apocalyptic nightmares as well, after enduring countless eons being trapped in a grain of sand. These realities exist atop each other but do not overlap—the PCs are unlikely to ever become aware of the true nature of the Lantern Kingdom, but regardless, they alone can do something to finally end this long-lasting torment.



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PART 2:

THE LANTERN KINGDOM

When the Hunting Dream concludes and the *Apology* is destroyed, an apocalyptic reality is created: the Lantern Kingdom. It's into this devastated "what-if?" reality that the PCs awaken from the Hunting Dream, trapped in a realm that imagines what their kingdom would be like after its destruction at the burning touch of an enraged Lantern King.

THE RAVAGED CAPITAL

When the PCs first wake in the Lantern Kingdom, they do so in a region both familiar and horrifically unknown: the heart of their own capital, but after a devastating apocalypse has torn the settlement to shreds. All that remains of the city are five slabs of uprooted terrain that float in the air at different altitudes. Above, as below, the sky and ground have been replaced by what appear to be glowing panes of fiery glass within which these fragments of the PCs' capital now lie suspended. After gazing out upon the strange horizon, success at a DC 20 Perception check is all that's required to realize that it all seems to be housed in a single vast lantern, its glass panes inverted so that the flame that glows to provide illumination shines in from beyond. Characters who peer long enough into those distant glass panes may periodically catch glimpses of other entirely unknown worlds, each of which suffers in the fires of their own private apocalypse. These are windows into the other 999 kingdoms that were once contained in the *Apology*, but there is no way to reach these realities from within the Ravaged Capital itself.

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The Lantern Kingdom is a small, finite demiplane encased entirely within a single lantern that hangs in the Lantern King's throne room in the First World. As the PCs explore the Ravaged Capital, they occasionally catch glimpses beyond the distant glass borders of an immense burning sphere topped by a jagged crown of horns—the Lantern King watching from beyond as the PCs suffer and toil for his amusement. Divination magic can serve to reveal some of the truths of this realm to the PCs, as can speaking to the few friendly NPCs they encounter along the way. Alternately, a PC can take ten minutes Investigating the environment, after which they can attempt a DC 40 Arcana, Nature, Occultism, or Religion check. Success indicates they recognize they're within a strange demiplane that seems to exist entirely within a single immense lantern, while a critical success confirms that it is the Lantern King who watches them from the far side of the demiplane's glass borders.

ARRIVAL IN THE LANTERN KINGDOM

Whether the Hunting Dream resulted in the Wild Hunt defeating the PCs or in the PCs being victorious, the dream's end is the same—the *Apology* is shattered and the PCs black out, only to awaken in the Lantern Kingdom. The PCs may initially suspect they've simply moved from one dream to another, but as strange as the environment seems, it is very real. Success at a DC 35 First World Lore or DC 40 Nature check to Recall Knowledge identifies the realm as an unknown demiplane that lies between the First World and the Material Plane. A critical success suggests to the PC the high probability that this demiplane was constructed from metaphysical "echoes" of the kingdoms once contained within the *Apology* itself.

If the PCs survived the Hunting Dream, they waken from it refreshed and in perfect health, as if they'd had a full night's rest and had just finished their daily preparations, as they were at the start of the Hunting Dream. The PCs arrive at area **A1**.

FEATURES OF THE LANTERN KINGDOM

The Lantern Kingdom consists of five separate areas: island-like regions that are each based on a different part of the PCs' capital city. The Lantern Kingdom as a whole serves as a sort of obstacle course the PCs must navigate, a testing ground created by the Lantern King for his amusement, with a chance to meet with him being the reward to PCs if they are clever, brave, or stubborn enough to make it to the end. As such, the PCs find that as long as they remain close to the ground on the floating islands within the Lantern Kingdom, they remain relatively safe, but any attempt to circumvent the course—or worse, approach the Kingdom's glass borders—quickly reveals itself to be deadly; see Travel on the next page for details.

WHERE IS NYRISSA?

If Nyrissa still lives, she too has been trapped within this demiplane, but–unlike the PCs, whom the Lantern King has placed where he can be entertained by them–Nyrissa is ensconced within a cage at the Lantern King's side (page 500). As the PCs explore the Lantern Kingdom, they periodically hear Nyrissa's voice calling for help as if over a great distance from somewhere far above.

The Lantern Kingdom demiplane has the following unusual features.

Size

The demiplane is finite in size. The lantern itself is 5 feet across where it hangs in the Lantern King's realm on the First World, but it is much larger on the inside where the PCs have become trapped. The islands float near the center of the spherical orb, such that the glass borders are just about a mile from the edges of the islands themselves.

Illumination

The Lantern Kingdom is brightly lit at all times, either by the surrounding glass borders or by glowing motes of light that hover near the ceiling of internal locations. This illumination resists the creation of magical darkness. One minute after a magical darkness effect is created, or at the end of a combat in which such an effect is created (whichever comes first), the Lantern Kingdom attempts to counteract the darkness effect (+40 counteract check). If it fails to counteract the magical darkness, the Lantern Kingdom automatically attempts a new counteract check once every 24 hours (unless, of course, the darkness effect ends before then).

Islands

The islands in the Lantern Kingdom float at different altitudes. The group of islands that constitute the Market (where the PCs first arrive in the Lantern Kingdom), is the lowest, with the Residence, the Nobles, the Park, and the Palace each 100 feet higher than the last. As such, it's impossible to see much more than the basic shape of an island above, while one can look down to a bird's-eye view of any island that lies below. The islands themselves are stable; though seemingly floating in the air, there is no sensation to those standing on them that they are on anything other than solid ground. In some places, small gaps in the landscape might force harrowing leaps over the void below. While you can build up some of the perceived

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dangers of doing so, unless the distance being jumped is more than 5 feet across you shouldn't ask for Athletics checks to successfully navigate the gap. Characters who tumble through such a gap fall as detailed under "Falling" below.

Travel

The streets of the ruined capital that lie upon the Lantern Kingdom's islands are strewn with rubble and overgrown with strange First World plants. All ground travel is difficult terrain (from tangled undergrowth outside of buildings, and from rubble and debris inside of buildings) as a result. There are no restrictions on flight, provided the flying character doesn't stray further than 60 feet from the ground. Any attempt to move further than 60 feet from the ground via flight (be it straight up or out from the edge of an island) results in a painful flash of searing light that inflicts 10d6 fire damage (DC 40 basic Reflex save) to the flying creature and prevents further movement in the prohibited direction—the Lantern King wants his entertainment to travel through the kingdom along the route he chose rather than to skip entire islands by flight. "North" in the Lantern Kingdom isn't the result of a magnetic pull but the Lantern King's will.

Planar Travel

It's possible for a PC to escape the Lantern Kingdom via planar travel through effects like *plane shift* or being sent away by spells like *banishment*. Deliberate travel to the Lantern Kingdom is possible via *plane shift* (provided the PCs can secure the incredibly rare tuning fork for this, which is subject to GM approval) or *gate*, but as long as the Lantern King hasn't been successfully challenged in his throne room (page 497), any PC who escapes the Lantern Kingdom returns the next time they fall asleep or lose consciousness. Regardless of how a PC travels to the Lantern Kingdom, they always appear in area **A1**.

Falling

It's possible to fall from the edge of an island, but one who falls never lands where logic would dictate. A character who falls plummets 100 feet and lands on the next lower island at its lowest-numbered encounter area, regardless of where the fall began, and even if that area is inside of a structure. A character who falls from the Market instead falls 200 feet before landing at area **A1**.

Creatures

Just as the Lantern Kingdom's geography is based

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on the PCs' capital, some of its "citizens" are warped duplicates of NPCs from home—some appearing as old enemies, and some as friends. For the latter, choose living NPCs who have leadership roles in the PCs' kingdom or other trusted allies, excluding any who have accompanied the PCs into the Lantern Kingdom. If you're using the *Kingmaker Companion Guide*, any of the companions in that book who remained behind on the Material Plane make great choices.

Resting

The Lantern King allows the PCs to rest on any one island once, out of "fairness" to keep the entertainment going. If the PCs attempt to rest on the same island more than once, they'll be attacked at some point during the rest by a group of four wild hunt scouts (a Moderate 20 encounter) who haughtily warn the PCs to not dawdle—to "keep moving or suffer." If the PCs refuse, they must defeat the wild hunt, after which they earn the chance for the additional rest. Each additional rest on that island adds one wild hunt scout to the resulting encounter, to a maximum of a dozen scouts (an Extreme 20 encounter). There are enough constantly blooming fruits and berries among the foliage overgrowing the shattered city, along with small pools of water here and there that refill magically over time, so that PCs who are trapped for many days in the Lantern Kingdom can Subsist with a DC 35 Survival check. A character who rolls a critical failure while attempting to Subsist attracts trouble in the form of a group of four Wild Hunt scouts, as detailed above.

THE MARKET

The lowest island grouping appears to have been ripped from the mercantile heart of the PCs' capital. Use the Market map for encounters that take place here, but feel free to alter the shape of the region or the names of buildings found therein to match locations that are more familiar to the PCs from their own capital.

A1. A FAMILIAR PLACE

When the PCs arrive in the Lantern Kingdom, they do so here. As you present the readaloud text below, you should adjust it as needed to make it apparent that the shop into which they appear is one that they frequent in their capital—if not a place the PCs helped to build, then certainly one that they often visit.

This ruined shop instills a vague sense of deja-vu, while the vista looking out from a mostly collapsed wall is entirely new: a gulf of swirling clouds in which fragments of a familiar city float on rocky islets overgrown with a tangle of alien plant life. Some of these isles are only a few feet across, connected to others by tangles of vines, while one much larger island looms in the sky a hundred feet above in the other direction. Here, glimpses of a ruined, overgrown city are visible, as is a rising "bridge" of thorny vines that winds up from this island grouping to the one above. In the distance, what appear to be vast shimmering fields of glass look out over a void of scintillating light in which drift glimpses of a vast, drifting, burning sphere surrounded by clouds of runes—a sphere that gives you the unmistakable sensation that it is watching.

Add as many other elements as you wish to make it apparent to the PCs that they have appeared not only in a familiar, but ruined store, but within the shattered remains of their own capital. No recognizable NPCs, living or dead, are apparent, and the longer the PCs remain in this realm, the more they should notice strange errors or inconsistencies with what should otherwise be familiar places, as if this shattered city were a duplicate created by someone not wholly familiar with the source. Strange spellings for street names, slightly different images on building signs, and fragmentary statues depicting villains the PCs have previously clashed with are great examples of such off-kilter elements.

Success on a DC 30 Nature or Religion check identifies the "vast burning sphere" that seems to be observing the PCs as the Lantern King himself.

A2. FAMILIAR FACES? MODERATE 20

As the PCs step out of the ruined shop at area **A1**, describe to them another familiar (but ruined) building here that represents another shop they frequent that, in their actual capital, but is not normally located next door to the first. This should help the PCs (and thus the players) recognize they're in a warped reality rather than in their actual capital after some sort of unknown apocalypse destroyed it.

Creatures: This building is currently occupied by four fetch stalkers created in the images of people the PCs have allied with. They emerge from this shop soon after the PCs arrive in the Lantern Kingdom in area **A1**, loudly calling out the PCs' names and daring them to "step out into the open to face their failures."

These fetches accuse the PCs of leaving them behind while their kingdom fell, and demand retribution in the form of execution. A PC can see through the fetches' claims that they're actual survivors from the PCs' fallen kingdom as normal, but even if the fetch stalkers successfully Lie to the entire party, it's likely that the PCs won't trust these figures. The fetches don't waste too much time arguing, and attack soon after they find the PCs.

FETCH STALKERS (4) CREATURE 18

See page 612

Initiative Perception +30

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A3. STRANGE TAVERN LOW 19

This small building appears to be in better condition than the others in the Market. The building itself should be based on a tavern from the PCs' capital, although strangely reduced in size so as to accommodate only the main room. Doors or halls that, in the real world, lead to other parts of the tavern should simply provide alternate exits and entrances to this main chamber.

Creature: Only one being occupies this tavern—one of the Lantern King's loyal agents, the gimmerling Werendegar. Among other things, Werendegar (who introduces himself simply by the name "Weren") has been responsible for moving *Briar* to new hiding places each time Nyrissa absorbs a kingdom and moves on to a new world. Now that this task is no longer needed due to the PCs' actions, the Lantern King has given Werendegar a new job: welcoming the PCs to the Lantern Kingdom. The gimmerling does his best to hide his frustration at this "babysitting" task.

As soon as the PCs defeat the fetches at area **A2,** Werendegar makes himself known by stepping out of the tavern where he has been relaxing. He appears to the PCs in his true form, that of a handsome but clawed and sharp-toothed half-elven man. He greets the PCs by name, then welcomes them to the Lantern Kingdom and notes that they may have questions—and he's eager to give them answers.

Werendegar's purpose here is to encourage the PCs to make their way to the throne room (page 497) to present their case to the Lantern King himself—should they be allowed to live and return home? Werendegar further explains to the PCs that in order to earn this audience with the Lantern King, they must first provide him entertainment in the form of their struggles to reach him. They must prove themselves as "true adventurers worth his time" by navigating their shattered city and triumphing over enemies they thought defeated (this is a reference to several fetches that present to the PCs in familiar forms). He also informs the PCs that when they "broke the *Apology*" (if needed, he'll clarify that he's talking about the chalice that was shattered in the Hunting Dream), they insulted the Lantern King. He tells the PCs that the *Apology* was offered to Nyrissa out of the "Lantern King's inestimable mercy," and that if the PCs wish to leave the Lantern Kingdom, they must rebuild the *Apology* by recovering its three shards, which have been scattered throughout "your broken home" (he indicates the shattered capital all around him at this point).



WERENDEGAR

Once the PCs have all three shards of the *Apology* and make their way to the throne room, Werendegar promises that the Lantern King will make time to hear their pleas for mercy. He provides honest answers for any questions the PCs have about the nature of the Lantern Kingdom. Questions about the Lantern King or himself, though, Werendegar answers more obliquely, implying that the PCs should save those questions for the Lantern King. He won't offer any other unsolicited advice.

Once Werendegar grows bored or annoyed with the PCs, or as soon as he has been attacked, he smirks and says, "see you soon!" before he flees—using *disappearance* and/or *dimension door* to retreat to area **D2** to await the PCs there.

WERENDEGAR CREATURE 21

UNIQUE | CN | SMALL | FEY

Variant male gimmerling (*Pathfinder Bestiary* 177)

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Perception +35, hungersense (imprecise), low-light vision
Languages Aklo, Common, Elven, Gnomish, Sylvan
Skills Acrobatics +39, Athletics +37, Deception +41, Nature +39, Society +35, Stealth +39, Thievery +37
Str +6, **Dex** +10, **Con** +7, **Int** +8, **Wis** +6, **Cha** +10
Items *+2 greater resilient mithral chainmail*, *+3 major striking greater shock wounding rapier*
Hungersense As gimmerling.

AC 47; **Fort** +36, **Ref** +39, **Will** +33
HP 374; **Weaknesses** cold iron 20
Thorny Aura (aura, primal, transmutation) 15 feet. Thorny roots and barbed vines writhe and twist in the aura, creating difficult hazardous terrain that inflicts 4d6 piercing damage whenever a non-flying creature moves within the aura.
Trip Up ↷ As gimmerling, but DC 44 and 3d10 bludgeoning damage on a failed save.

Speed 30 feet; trickster's step
Melee ❖ *rapier* +40 (deadly d8, disarm, finesse, magic), **Damage** 4d6+16 piercing plus 1d6 electricity and 1d6 bleed
Melee ❖ claw +37 (agile, finesse), **Damage** 4d6+16 slashing plus Disarm
Melee ❖ jaws +37 (finesse), **Damage** 4d8+16 plus 2d8 poison
Occult Innate Spells DC 44, attack +36; **10th** *alter reality*; **9th** *dispel magic, telepathic demand*; **8th** *disappearance, suggestion, uncontrollable dance*; **7th** *dimension door, heal, plane shift, teleport*; **Cantrips (10th)** *daze, message, shield, telekinetic projectile*
Change Shape ❖ (concentrate, polymorph, primal, transmutation) As gimmerling.
Disarm ❖❖ As gimmerling.
Sneak Attack Werendegar deals 4d6 extra precision damage to flat-footed creatures.
Trickster's Step As gimmerling, but Werendegar also avoids hazardous terrain.

A4. THE ROOF BRIDGE — TRIVIAL 20

A gap between two overgrown islands has been bridged here by a building that has partially collapsed into the void. Only the upper walls and wood-shingled roof of the building remains, forming a sort of bridge between the two islands. The steeply angled roofline makes crossing it a daunting task, even if one were to attempt to do so along the narrow roof beam across its center.

The roof bridge is stable, and can support any amount of weight, but it still remains a tricky way to move from the southern islands of the Market to the northern one. As anyone attempts to cross this "bridge," loose shingles slip, slippery patches of standing water or runny mold well up from the wood, and tiny vines growing on the building twist and grasp with lives of their own at those who cross. As a result of these conditions, a character can Climb across the sloped roofs with a DC 40 Athletics check or walk along the narrow beam by Balancing with a DC 40 Acrobatics check. A critical failure results in a fall, after which the character lands on the ground on the original side of the bridge they started from.

Creatures: The roof bridge is the lesser danger facing the PCs here, for a potentially familiar face lurks among the foliage just north of the roof. This is a lumbering fetch behemoth who wears the guise of the troll king Hargulka. He waits until the PCs are split between the two islands, preferably when at least one PC is still navigating the roof bridge, before he emerges from the trees with a roar to attack. He rolls Stealth for initiative, and his bellowing challenge alerts the vilderavns in area **A5** who join the battle at the start of the 3rd round (increasing this from a Trivial 20 encounter to a Severe 20 one).

HARGULKA FETCH — CREATURE 20

Fetch behemoth (page 613)
Initiative Stealth +36

A5. FRAGMENTED INN — MODERATE 20

This building is similar to the one at area **A3**, save that it appears as an inn the PCs frequented or built in their capital; inside, all that exists is the inn's foyer, with other doors that once provided access to additional rooms now simply providing exits or entrances to the inn itself.

Creatures: The Lantern King is served by many fey, but he particularly favors vilderavn heralds as his agents in the Stolen Lands—the PCs may have encountered one of them before as a random encounter in Thousand Voices. The three heralds posted here in this fragmented inn, though, are instead failures who are serving out penance as guards. The Lantern King has ordered them to slay the PCs if they attempt to reach this part of the Market, and he has promised all three heralds that they'll be allowed to return to their duties elsewhere if they succeed. As such, the vilderavns are eager to earn their freedom, and they fight to the death as soon as they notice the PCs (likely as a result of hearing a roar from the fetch behemoth at area **A4**).

VILDERAVN HERALDS (3) — CREATURE 19

See page 614
Initiative Perception +35

A6. CRUMBLING WORKSHOP — TRIVIAL 20

This large, roofless structure should be described to the PCs to remind them of a guildhall, library, laboratory, or other workshop that they built in their kingdom.

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It'd be best if the workshop itself was based on one in which one of the PCs spent time crafting magic items or otherwise Earning a Living over the course of the campaign to this point. Within, the roof is missing, but the PCs should find a fair amount of supplies and items that could be used as resources—see Treasure below.

Creature: While the Lantern King delights in testing the PCs' ability as they make their way up to his throne room, he also likes to think of himself as not being unfair—as someone who plays by the rules (even if the "rules" in this case are a collection of often self-contradicting whims). Setting up Werendegar as a "greeter" in area **A3** is one such concession to "playing fair," and Gribbler, a fetch stalker who takes the form of a redcap rather than of an NPC known by the PCs, is another. Gribbler's task is to welcome the PCs to the workshop, to inform them that he's here to provide what aid he can, and to show them that the workshop's contents are theirs to draw upon as they see fit. Gribbler explains that the PCs are free to spend as long as they wish here—but only as long as it takes for each of them to finish a single task. At your option, if the PCs attempt to game this system, Gribbler might grow impatient and attack. He does his best to be honest and friendly, and he'll even warn the PCs about the unstable flooring to the west if he thinks that aid will help earn the PCs' trust. Gribbler is true to his word in helping them with any tasks they perform here—he'll use the Aid reaction as you see fit—but that doesn't mean he's entirely forthright. The Lantern King has a constant telepathic link with Gribbler, and anything and everything the PCs say or do in his presence is immediately reported via this link. Gribbler tries to cover this up and becomes evasive if asked about his relationship with the Lantern King; if pressed on it, he shrieks in frustration and attacks rather than risk giving up the truth that he has been spying on the PCs.



GRIBBLER CREATURE 18

Fetch stalker (page 612)

Initiative Deception +36

Hazard: While the westernmost section of this building appears to be solid, if anyone walks on the floor there, it will collapse and fall away.

COLLAPSING FLOOR HAZARD 20

MECHANICAL TRAP

Stealth DC 48 (legendary)

Description The westernmost 5 feet of the building gives way, dropping rubble and anyone in the area into the depths of the Lantern Kingdom below.

Disable Thievery DC 51 to quickly jury-rig key supports against weak wall sections to prevent the collapse

Collapse ↷ **Trigger** A Small or larger creature walks into either 5-foot-square at the westernmost end of the building; **Effect** The triggering creature falls and takes 50 bludgeoning damage, then an additional 10d6 bludgeoning damage as they and the building's falling timbers "land" in a devastating crash at area **A1**. The creature can use the Grab an Edge reaction to avoid falling.

Treasure: This workshop can provide the PCs with supplies to retrain, craft magic items, or pursue one Downtime activity each while trapped in the Lantern Kingdom. The supplies found here are worth 75,000 gp in all; any items or retraining the PCs pursue uses this pool of gp, and once it's depleted, the workshop can no longer be used in this fashion. It's possible to transport these resources out of the Lantern Kingdom, but they're so bulky that it should take dozens of trips.

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A7. ASCENDING VINES

A thick tangle of vines rises upward at a steep angle to attach to a floating block of earth and stone a hundred feet overhead, ending at what appears to be an open doorway in the side of a stone building. Now and then, the vines seem to shiver or twist on their own, and flowers bloom and wilt at an unnerving pace along the length, as if time itself were an untrustworthy constant.

Despite their appearance, these vines can be ascended fairly easily by high-level characters—it's only a DC 20 Athletics check to Climb them. Characters who do so find themselves entering the Residence at area **B1**.



THE RESIDENCE

The second island area the PCs visit in their journey through the Lantern Kingdom is a modest, one-bedroom home referred to here as the Residence. This building should be based, if possible, on homes connected with the PCs—be it their current domiciles, homes they grew up in, or the like. Descriptions of rooms below (including the map of the area provided here) are bare-bones as a result; you should add in a few extra bits of flavor to each to drive home the fact that this structure is eerily familiar to each of them in different ways. The idea that one of their greatest enemies, King Irovetti, has "moved into their home" should not be lost on the PCs.

The Residence has one entrance (into area **B1**) but several exits that each reveal another overgrown island of ruined buildings; characters who emerge from the Residence through any of these step out into area **C1**.

B1. STOREROOM

Shelves along the walls of this storeroom are filled with all matter of strange, eclectic objects, all caked with a thick layer of dust. A door stands in both the east and west wall; to the north, a partially collapsed wall looms over the strange vista of this weird realm above a cascading tangle of vines that leads downward.

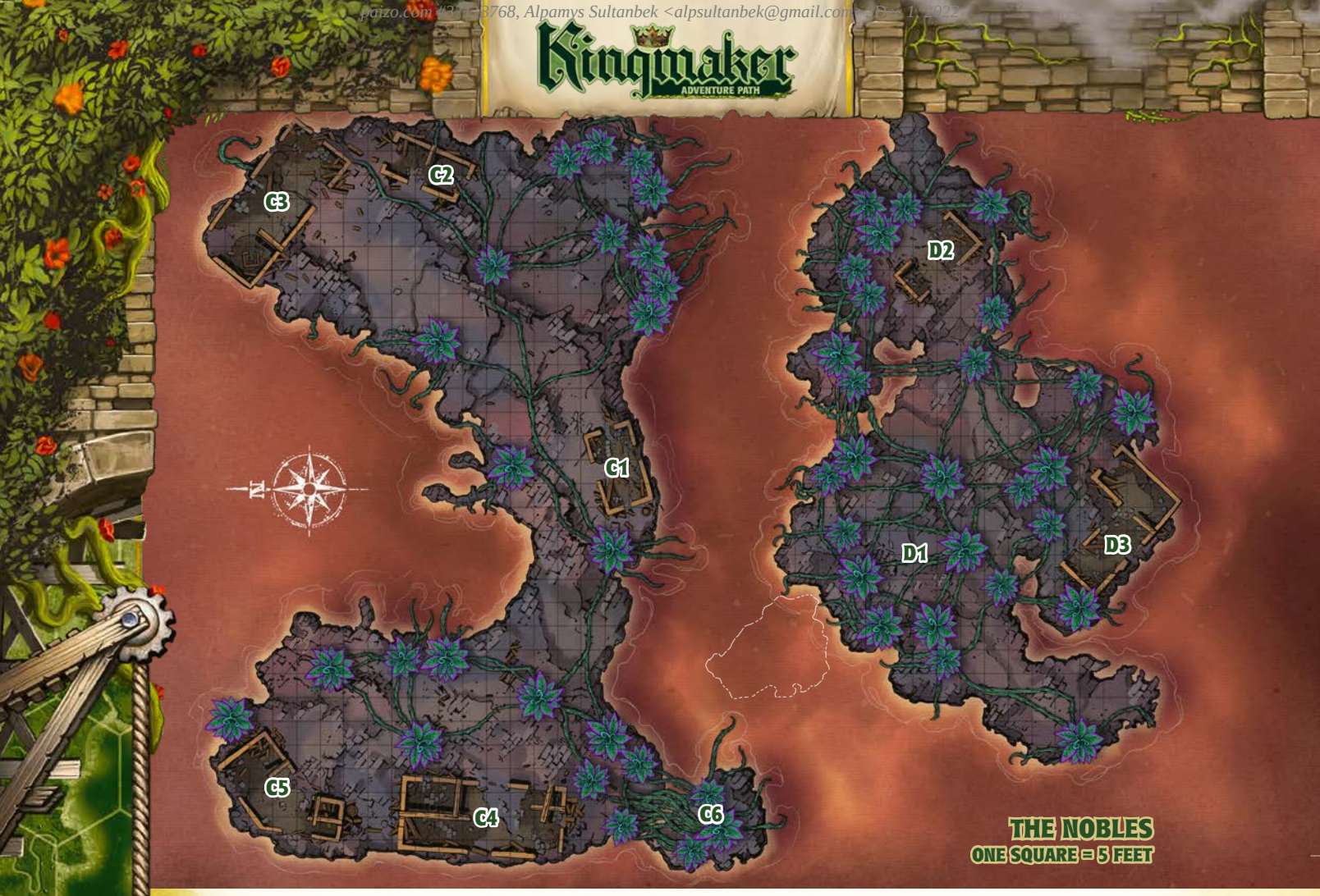
Each PC enters this room from the door to the west and immediately experiences a strange sense of déjà vu: the room feels familiar in a way that evokes their own childhood home. For one PC it might be the scent of a parent's cooking lingering in the air. For another it might be a familiar carving they left on a beam as a child. For a third it could be the way they accidentally bump their head on an annoying overhanging beam, just like they'd done countless times before as they entered the room through the doorway. Any PC who looks through the shelves immediately recognizes several objects from their home, many of which they may have thought were lost forever. These objects are mundane in nature, and a closer examination along with success at a DC 40 Perception check is enough to note strange disconnects between the object and memory, as if the item were reconstructed by someone operating from a detailed description but who never actually saw the original.

B2. MAIN HALL SEVERE 20

A dining table is the focal point in this large, open hall, sitting against the middle of the southern wall and surrounded by a half-dozen comfortable-looking wooden chairs. Doors are present in every direction but north, where an archway allows passage into the bedroom beyond. Shelves and display cabinets sit against the northern wall to either side of the archway.

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Elements in this room should evoke memories of living rooms and common areas in the PCs' homes.

The eastern double door provides an exit from the Residence into the Nobles isle.

Creatures: A "family" of four fetch stalkers dwells here. Each should resemble a family member of a different PC—perhaps a parent, a sibling, a cousin, or in the case of a PC who never knew their family, a friend or other NPC they've grown close to. The fetch stalkers welcome the PCs with a strange sense of delight and cheer, acting as if all of them being together in this strange manner isn't unusual at all. The fetch stalkers seek to have the PCs seated at the table, saying "dinner is about to be served" as they bustle about.

If the PCs comply, the fetches serve them fine food and drink, and you can play out this strange dinner party as long as you wish with the false family members giving nonsensical answers to the PCs when asked. Unless the PCs attack the fetches (in which case the fey shriek words like "betrayers" and "traitors" as they procure long fetch knives to fight back), their fetch family eventually reveals to them that the "master of the house" is joining them presently. A moment later, Castruccio Irovetti's fetch emerges from the private quarters (area **B4**) to attack, accusing the PCs of "stealing his home" and rolling Intimidation for his initiative. (If the PCs instigated the fight on their own, Irovetti's fetch joins the fight on the second round and rolls initiative using Perception instead.)

Irovetti's fetch manifests as a larger-than-life version of his previous incarnation—a towering, overly muscular creature nearly fourteen feet tall, dressed in rags and adorned with a crown that seems to grow from his skull rather than simply worn atop his head. His fetch weapon appears identical to a flaming version of his rod of razors, but it functions only as a fetch weapon, not the technological item he wielded in life.

FETCH STALKERS (4) — CREATURE 18

See page 612

Initiative Perception +30

IROVETTI'S FETCH — CREATURE 20

UNIQUE | CE | LARGE | FEY

Variant fetch stalker (page 612)

Perception +36, darkvision

Languages Common, Sylvan; *tongues*

Skills Athletics +39, Deception +39, Intimidation +39, Society +32

Str +10, **Dex** +6, **Con** +9, **Int** +2, **Wis** +8, **Cha** +6

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AC 44; **Fort** +37, **Ref** +32, **Will** +34; +1 status to all saves vs. magic
HP 440, regeneration 45 (deactivated by fire or negative); **Weaknesses** cold iron 20, negative 20

Speed 35 feet, *air walk*
Melee ❖ fetch weapon +38 (backswing, magic, forceful); **Damage** 4d6+18 slashing plus 3d6 mental and 4d6 fire
Primal Innate Spells DC 40, attack +31; **10th** *finger of death*; **9th** *disjunction*; **7th** *plane shift* (to or from the First World only); **Cantrips (10th)** *produce flame*, *read aura*; **Constant (9th)** *air walk*, *tongues*
Manifest Fetch Weapon As fetch stalker (page 612), but with the alternate traits and flame damage detailed above in his melee Strike.

B3. KITCHEN

This fair-sized kitchen and pantry has a large stone washbasin next to a rain barrel, fed from a pipe coming out of the wall. The south wall has a large stone cooking hearth; ashen logs and soot spill from the opening and across the floor. Next to the fireplace rests a stack of neatly chopped firewood. Hooks on the walls hold an assortment of pots, spoons, ladles and other cookware.

The double door to the west provides an exit from the Residence, as do the ones to the east and south.

Treasure: When the Lantern King drew upon dreams and memories harvested from the PCs and their legacy, not everything became weaponized against them—there were some unanticipated side effects, such as those found in this room.

Any PC who enters the kitchen experiences a feeling of protection and safety, be it in the form of warm memories of loving parents, the support of a deity, or simply recollections of old friendships. These feelings automatically draw each PC to an item of food or drink in the kitchen they instinctively recognize as a cherished meal from childhood. Whatever the form of this meal, the PC also understands immediately upon touching the meal that it functions as an elixir of rejuvenation.

B4. PRIVATE QUARTERS

This room appears to have been the bedchamber of someone who, while once rich, has fallen on hard times. A rickety bed covered with ratty, once regal sheets extends from the far wall. A chest sits at the foot of the bed, the padlock hanging open from its latch tantalizingly, while a nightstand, an ornately carved but dilapidated wardrobe, and an elegantly shaped but wobbly wooden chair sit to the sides. The room exudes a sense of forlorn nostalgia, as if memory itself is trapped here.

As the PCs look through this bedroom, they should recognize a few things from their home (be it current or childhood), but these objects have been broken, vandalized, or otherwise ruined by Irovetti's Fetch. The PCs encounter him here if they somehow manage to avoid attracting his attention in area **B2**. The door to the west provides an exit from the residence (page 491).

Treasure: The chest at the foot of the bed is unlocked, and within is a large misshapen object fashioned from metal and glass, radiating a pale golden glow. This is one of the three shards of the *Apology*: the chalice stem. The shard is Bulk 1, and if the PCs learned of the shards from Werendegar, they automatically recognize it for what it is. Otherwise, success on a DC 40 check to Identify Magic reveals the truth.

THE NOBLES

Reaching the Nobles island is a simple matter of exiting the Residence through any of its doors or windows. When the PCs do so, they emerge from area **C1**.

This island is based on whichever part of the PCs' capital is inhabited by the most nobles and aristocrats. The open area between the ruined manors to the north and south is strewn with bodies and bears obvious signs of recent combat. The bodies resemble allies, friends, and recognizable citizens from the PCs' capital, but they're little more than decoration; success at a DC 35 Nature check confirms that the "corpses" are in fact cleverly cultivated plants that have been grown into shapes resembling bodies.

The Lantern King set this area up to create a mock clash between an ally and an enemy of the PCs: Lady Jamandi and Vordakai. In fact, both are fetches who seek to toy with the PCs before killing them off.

C1. DILAPIDATED HOME

Regardless of the method the PCs use to exit the Residence, they do so as if stepping through a partially ruined doorframe on the west face of what appears to be a partially collapsed house. Even a cursory inspection of this house reveals that it seems to be a ruined version of a childhood home, appearing differently to each viewer. A character who enters this house at any point finds themselves returning to area **B2** in the Residence.

Unless the PCs take pains to remain stealthy when they arrive, they'll be spotted by "allies" to the north who quickly call out their names and wave them over toward areas **C2** and **C3**.

C2. COLLAPSED OUTBUILDING LOW 20

This collapsed building looks to have once been a groundskeeper's cottage, but little remains today save for crumbled timbers.

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Creatures: Three fetch stalkers hunker down here, apparently watching to the south for any advance from their "enemies" in areas **C4** and **C5**. In fact, they're waiting to call out to the PCs. These three fetches should appear as friendly NPCs the PCs know from the Stolen Lands—good choices for identities might include Oleg and Svetlana Leveton, or even Maegar Varn or another now deceased ally, but feel free to swap these out for other NPCs the PCs have grown close to.

The three fetches appear grateful but worried as they approach the PCs. Unless they're immediately attacked, they explain that they've been drawn into this strange world and pitted against none other than Vordakai, back from the dead. The fetches claim to have been clashing with his forces for days, and only a few friendly survivors remain holed up in the nearby manor. The fetches attempt to lead the PCs to area **C3** to meet their commander, but if the PCs instead attack, those stationed in area **C3** come here to join the fight 1d4 rounds after combat begins.

FETCH STALKERS (3) CREATURE 18

See page 612
Initiative Perception +30

C3. RUINED MANOR TRIVIAL 20

Only the facade and part of the entry hall of this once-great manor remains standing, the rest of it appearing to have collapsed into the void below.

Add a few additional bits of description to this ruined manor so that the PCs recognize it as Lady Jamandi's manor house; the fact that it's incongruously located in what pretends to be the PCs' capital is yet another awkward element of the Lantern Kingdom's imperfect attempt to mimic a postapocalyptic Stolen Lands kingdom.

Creatures: Another two fetch stalkers wait here, having staged a scene they hope will help the PCs waste some of their resources. The two fetches appear to be friendly NPCs—if you're using the *Kingmaker Companion Guide*, choose some from that book who haven't accompanied the PCs; otherwise, these two fetches should appear to be Ioseph Sellemius and Ivenzi, whom the PCs met in Lady Jamandi's manor at the start of this campaign.

The two fetches appear to be attending a third figure—a very badly wounded Lady Jamandi, who lies beaten and bloodied on a table. The fetches beg the PCs for aid in healing her. In truth, "Lady Jamandi" is an *illusory creature* cast by one of the two fetches. They hope to trick the PCs into depleting some of their healing reserves on Lady Jamandi, who "wakes" from the healing after a few rounds. If the PCs don't see through the ruse, the illusory Jamandi urges them to accompany her and her remaining allies south to strike at Vordakai, whom she claims "just recently had to retreat after our last fight—we should strike at him before he recovers!"

If the PCs fall for the ruse, the fetch stalkers from here and area **C2** lead the PCs south to area **C4**, and once a fight begins there, they aid the PCs for a few rounds before turning on them and siding with the "enemy." In any event, the fetch stalkers are quick to switch to combat as soon as they suspect the PCs have seen through their ruse.

FETCH STALKERS (2) CREATURE 18

See page 612
Initiative Perception +30

C4. SUNDERED STABLES LOW 20

A sprawling wooden stable sits at the edge of this overgrown island, but its once fine features have been sullied with blood, mud, and filth. The roof remains mostly intact, but here and there portions have fallen away into rubble within.

Creatures: While these stables may have been used to house prize horses in the Material Plane version of the building, here it houses two immense monstrosities—primal bandersnatches. These massive, six-legged, catlike creatures hide amid the rubble and beams near the building's roof. As soon as the PCs approach within 15 feet of the building, the two emerge to attack, rolling Stealth for initiative. The sound of their eerie roars is certainly enough to draw "Vordakai" from area **C5**, who joins the fight at the start of the second round.

PRIMAL BANDERSNATCHES (2) CREATURE 19

See page 610
Initiative Stealth +33

C5. DESTROYED MANSION MODERATE 20

Only a fragment of one wing survives of what may have once been a glorious, sprawling mansion. Its southwestern face slumps in rubble over the void, while the facade that remains is riddled with holes and splattered with gore.

Feel free to add additional elements to the above description to make the PCs recognize this ruined mansion as a location close to them, be it the sprawling manor of an NPC ally or one of their own residences found within their capital.

Creatures: A single deadly occupant lies in wait in this destroyed mansion: a risen fetch based on the

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cyclops wizard Vordakai. As with all risen fetches, this creature appears as Vordakai did in life, not as he did in undeath—his eye remains intact and his body is hearty and healthy in appearance, yet the PCs should be able to recognize him with ease. Unlike most of the other fetches encountered in the Lantern Kingdom, Vordakai's fetch has no agenda of trickery; he waits here patiently, hoping the fetches to the north will successfully lead the PCs toward him so that a glorious betrayal will occur. If the PCs instead confront him first, he does his best to use flashy, impossible-to-ignore spell effects and works his way north to draw in the fetches from areas **C2** and **C3**.

Vordakai's fetch is Large, but his stats otherwise conform exactly to those presented for the risen fetch on page 613.

VORDAKAI'S FETCH CREATURE 22

UNIQUE CE LARGE FEY

Variant risen fetch (page 613)

Initiative Perception +38

Treasure: Vordakai's fetch carries a shard of the *Apology* in a pocket of his robes; when he's slain and his remains decay away, this fractured portion of the chalice's cup remains behind. As with the previous shard, this shard is Bulk 1; it can be recognized in the same way as the shard in area **B4**.

C6. THE RISING ROCK

A smaller slab of rock, its surface overgrown with plants, visibly bobs in the air here, tethered to the larger, more stable island to the west via a thick tangle of vines. Now and then, the vines twitch and move, as if they were enjoying the act of clutching this rock, or perhaps straining to keep it in place

This smaller isle can be used to ascend 100 feet to the Park above. To do so, the vines anchoring it to the Nobles must be destroyed. The vines themselves are numerous but individually easy to break. A minute or so of work is all that's needed, after which point this islet rises up to the area indicated on the map by the dotted outline adjacent to area **D1**. The islet remains for 1 minute before it sinks back down to this location and the vines reattach it to the Nobles.

THE PARK

This island features only two buildings; most of its expanse is a riotous tangle of wildflowers, trees, brambles, fungi, and the like. If the PCs had a park or similar area in their capital, adjust descriptions here and there to make it apparent this region is based on their park. Alternately, if one of the PCs has particularly fond memories of a wilderness location in the Stolen Lands, features from that location might have been pulled in to this tangle as well. Feel free to adjust the overall size and shape of this island if you need more room to integrate a wilderness location like this, or even to attach a map of such an area, such as the Temple of the Elk, to the region.



VORDAKAI'S FETCH

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D1. SNICKERSNACK SEVERE 20

Here, the sprawling tangle of rampant overgrowth rules completely. No sign of civilization is apparent on this isle save for a looming monument glimpsed through trees to the north and brief glimpses of some sort of structure through the overgrowth to the east.

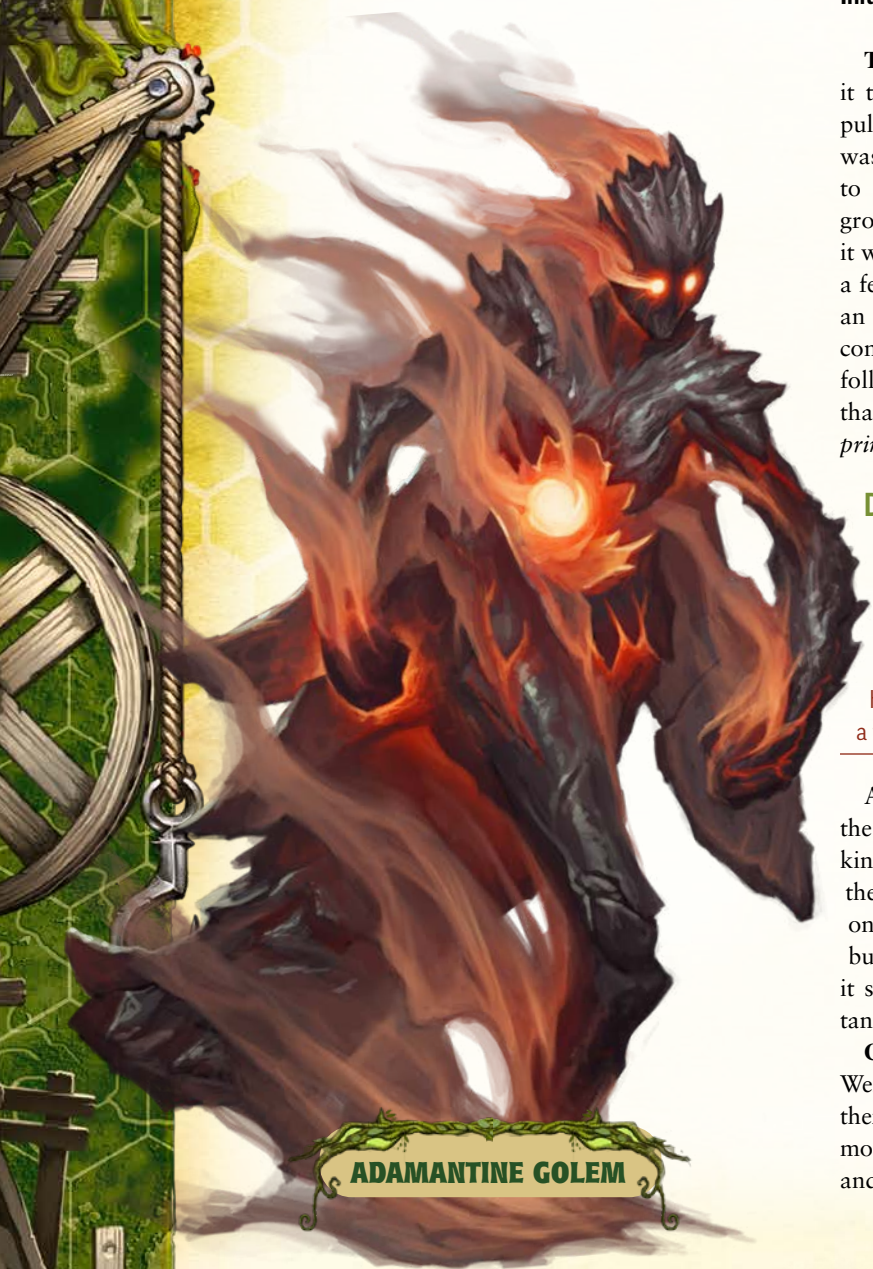
The significant overgrowth on this island outside of the two ruined buildings functions as greater difficult terrain. Worse, the edges of this island consist of mats of deceptive vegetation that hang out over the gulf below. A character who enters any space shared by the island's edge must make a successful DC 35 Reflex save upon entering that space or plunge through the vegetation into a fall, landing a moment later in the space they left before stepping into nothingness.

Creatures: The most dangerous foe the PCs face in the Park is a jabberwock. The immense Tane stomps and burbles and patrols this entire region; it immediately attacks the PCs as soon as it notices them. As the jabberwock moves, the surrounding vegetation parts for its approach as if fearful of its arrival; as such, the jabberwock ignores the greater difficult terrain caused by this island.

JABBERWOCK CREATURE 23

Pathfinder Bestiary 2 150
Initiative Perception +40

Treasure: As soon as the PCs slay the jabberwock, it thrashes and crashes as it expires, coughing up a pulsing mass of tissue as it does so; if the jabberwock was defeated via an effect like *disintegrate* or banished to another plane, the mass of tissue drops to the ground in one of the squares the Tane occupied before it was defeated. The tissue rots away quickly, revealing a few notable treasures in its passing—a *third eye* and an orichalcum scroll tube (itself worth 2,500 gp) that contains a single scroll (this scroll contains one of the following 10th-level spells, chosen from a tradition that at least one PC can cast: *alter reality*, *miracle*, *primal phenomenon*, or *wish*).



D2. MONUMENT LOW 20

A towering but badly eroded monument stands atop a rectangular base here, towering above the surrounding trees. Just beyond the monument to the north, a stump of land extends toward the region's highest island floating above. Atop this last island stands a familiar-looking structure.

Adjust the monument's description to match the largest or most notable monument in the PCs' kingdom—if none exist, it is instead a monument to the kingdom's ruler. The "familiar-looking structure" on the upper island is recognizable as the PCs' capital building, be it a castle, a palace, or whatever, save that it seems to be in a crumbling state of disrepair with tangles of ivy growing along its walls.

Creature: Unless the PCs defeated him earlier, Werendegar retreats to this location after speaking to them in area **A3**. He waits patiently, seated atop the monument's stone base, biding his time with a drink and a book (success on a DC 25 Perception check reveals that the book is *Zuddiger's Picnic*). Once Werendegar spots the PCs, he tosses

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the drink and book aside—they promptly vanish in puffs of smoke—and he calls out to the characters asking if they've gathered up the *Apology*. If not, he shakes his head in disappointment and waves them off to finish the task.

If they've gathered all three shards, he claps in delight and hops down from the monument, beckoning for the PCs to follow him north to area **D4**. If the PCs attack him, he flees via *dimension door* to the Palace's throne room, leaving the PCs to find their own way forward.

WERENDEGAR CREATURE 21

See page 488

Initiative Perception +35

D3. THE HOUSE BEYOND TIME MODERATE 20

Fragments of a familiar structure—the House at the Edge of Time—stand at the edge of this island. Most of the building appears to have crumbled away, but what remains of the partially collapsed ruin is still recognizable as having once been part of Nyrissa's home in Thousandbreaths.

All that remains of Nyrissa's home is an L-shaped fragment missing most of its roof. Within, among the rubble (which functions only as difficult terrain, rather than the surrounding park's greater difficult terrain), bits and pieces of the finery and decor from the nymph queen's home remain, but little of value can be scavenged from the destruction.

Creature: Amid the rubble stand what appear to be three 8-foot-tall adamantine statues vaguely similar in appearance to Nyrissa. In truth, these are smaller-than-normal adamantine golems powered by the Lantern King's own fury. While these golems are only Medium size, their statistics are those of elite adamantine golems, except that their attacks lack the normal 15-foot reach of a typical adamantine golem. Once the golems notice the PCs, fires flare up inside them and they all move to attack, plumes of smoke and flickers of flame churning in their hollow torsos or red-hot eye sockets. The three golems pursue foes relentlessly through the Park; as with the jabberwock, the writhing tangles of vegetation part for them as they advance, allowing the golems to ignore the greater difficult terrain (they do not ignore the difficult terrain inside of this ruined building).

ELITE ADAMANTINE GOLEMS (3) CREATURE 18

RARE | N | MEDIUM | CONSTRUCT | GOLEM | MINDLESS

Pathfinder Bestiary 6, 188

Initiative Perception +28

Melee ❖ fist +37 (deadly 3d12, magical), **Damage** 3d10+19 bludgeoning plus destructive strike

Treasure: Success at a DC 40 Perception check made while Searching the ruins of this structure uncovers a shard of a chalice's cup—this is the third and final shard of the *Apology*, which can be recognized as detailed in area **B4**.

D4. PALACE APPROACH

Once the PCs have all three shards of the *Apology*, they can readily see how the pieces of the vessel fit back together and reassemble it. If the reassembled *Apology* is brought to this location, the ground shakes and trembles as the world the Lantern King has made bursts into wisps of translucent shadow, forming and racing like a raging torrent back into the *Apology*. Again the world starts to shift, slowly as if it straining to decide which direction to go. A mass of animated vines and rubble suddenly surges forward from this spot, rising through the mists to form a winding spiral ramp that leads upward to the final isle above: the Palace.

THE PALACE

If the PCs follow the winding pathway up to the Palace from area **D4**, they arrive before a double door that opens automatically as they approach, allowing them to enter the throne room beyond. If the PCs reach these doors via other methods, such as via flight, the doors are locked tight. A DC 50 Thievery check can Pick the Lock, or a DC 50 Athletics check can Force them Open, but the doors themselves instantly heal damage inflicted to them. At your option, other powerful effects such as *wish* can open the doors. Teleportation effects can allow the PCs to enter the chamber beyond, as can spells like *passwall*, but unless they have multiple uses of this magic, doing so might simply end up trapping the PCs within the throne room with no escape route.

The sprawling throne room beyond the doors should be described as the same as the PCs' own throne room back on the Material Plane, except in a devastating state of ruin.

Cracks radiate along the floor and walls of the throne room, while what appear to be perpetual fires burn along pillars and walls without consuming the structure. The thrones to the east look to be partially melted as if from some unimaginable heat, while vines of weird plants festooned with colorful flowers grow here and there as if nature itself were in the process of reclaiming the room.

This encounter takes place entirely within the throne room; you should adjust the map to match the PCs' throne room as needed. The rooms bordering this throne room are mostly for show—the doors should be difficult or even impossible to open unless you wish to expand this map for your game's climactic battle.

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Creatures: The Lantern King is a demigod, and as such is far too powerful a foe to face directly. Fortunately for the PCs, they won't need to face him in person; the Lantern King has created a manifestation of his power within this room, an avatar of sorts, through whom he looks forward to speaking to the PCs. Initially, he appears in the form of a handsome, slender fey man with pointed ears and crown-like horns on his head. His armor and weapons evoke themes of a lit, glowing lantern, but all of this is merely for show; if a fight begins, he assumes his natural form—that of a 25-foot-diameter sphere of fire and light surrounded by twisting magical runes.

The Lantern King irreverently sits on one of the melted thrones, waiting for the PCs to arrive. He is attended by a number of fetch stalkers, each of whom has the form of one of the PCs (as such, the number of fetch stalkers in attendance should equal the number of PCs in the encounter). These fetch stalkers kneel to either side of the throne, obviously submissive to the Lantern King in mockery of the PCs themselves.

If Werendegar escorts the PCs, he takes his time introducing each of them to the Lantern King. You should take the time to call out two significant accomplishments for each PC at this time, making it seem almost like Werendegar is bragging about the PCs to the Lantern King, but once he has completed his introductions, he turns to the PCs and says "Yet despite your accomplishments, you are but ashes before the glory of a god," before introducing the Lantern King himself. Werendegar then steps forward to take a silent position at the Lantern King's side.

The Lantern King is frustrated that the PCs have disrupted the long, complex torments he'd put in place for Nyrissa, but a part of him has to admit that watching them grow in power and succeed against the nymph queen has been almost as entertaining. He hopes to draw some final fun from the PCs in this encounter, and perhaps even recruit them as his agents.

This encounter resolves over the course of three different stages—Introductions, Apologies, and Invitations. During each of these stages, the PCs interact with the Lantern King by attempting different skill checks to build up Victory Points to determine the final outcome of this climactic resolution to the *Kingmaker Adventure Path*. The PCs are free to throw caution to the wind and attack the Lantern King at any point, but if they do so before completing the three stages, they'll face a much more dangerous fight. The Lantern King subtly encourages the PCs to lose

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their temper in the way he addresses them, hoping for a chance to test his avatar's mettle against the heroes of the Stolen Lands.

In each of the three stages, each PC has a chance to attempt a single skill check to build up their total number of Victory Points. The amount of points they earn for each check follows this default scale:

Critical Success The PCs gain 2 Victory Points.
Success The PCs gain 1 Victory Point.
Critical Failure The PCs lose 1 Victory Point.

INTRODUCTIONS

Even if Werendegar escorted them into the throne room, the Lantern King is eager to hear from the PCs themselves about who they are and why they have come before him. He starts this stage with the following comment and challenge.

"You come before me as heroes of your world, yet you are still children before me. Tell me, each of you, what great deed have you accomplished that would suggest that my time is worth being spent entertaining you?"

At this point, each of the PCs has a chance to boast about what they feel is their greatest deed throughout the course of this campaign. Each can choose any skill of their choice to perform this boast, provided they justify its use. Since the skills used in the next two stages are specific ones, this is a chance for characters with other specialties to shine. Once all of the PCs have boasted, the Lantern King claps slowly in an almost mocking way, then goes on to claim responsibility for the PCs' triumphs. After all, had he not set these events in motion by exiling Nyrissa, the PCs themselves would have had no "grand adventure" to become the heroes of.

Regardless of the skill chosen, it's a DC 42 check to earn Victory Points.

APOLOGIES

The second stage begins with the Lantern King saying the following.

"Long ago, Nyrissa insulted the Eldest with her arrogance and pride, and so we punished her. Yet we are not without mercy. I bade her replace the thousand slights she put upon us with a thousand kingdoms drawn from a thousand worlds. Once the task was done, I would have accepted her apology and would have granted those thousand kingdoms eternal glory as part of a greater world than their own. Yet you ruined this. It strikes me that now, this final apology falls upon you to offer me. Do you regret meddling in my affairs, mortals? Will each of you apologize for tampering with events beyond your reckoning?

The Lantern King expects each PC to answer. He doesn't necessarily expect an actual apology, although humility in this regard is an easier solution overall. As each PC replies, decide whether that character is honestly apologizing (and should therefore attempt a DC 35 Diplomacy check), offering a dishonest or evasive apology (in which case they attempt a DC 40 Deception check), or refusing to apologize or demanding the Lantern King apologize for his actions instead (which necessitates a DC 45 Intimidation check). The Lantern King is amused by evasions and threats in this stage, but it's tougher than simply apologizing to successfully entertain him that way.

INVITATIONS

Finally, the Lantern King raises a hand to his chin as he appears to consider his next words for a moment. After that moment, he speaks.

"You are each certainly notable and impressive mortals, I'll give you that. But you are limited by your own nature. Behold, then, my magnanimity: cast aside your petty nation and join my side as my servants, and you shall become legends not just in your own paltry realm, but throughout all of reality itself!"

The Lantern King won't reveal more of what he offers the PCs if they join his cause, and regardless of how the PCs react, they'll each need to decide how they want to frame their answers to him: respectfully (with a Diplomacy check), aggressively (with an Intimidation check), or deceitfully (with a Deception check). Regardless, it's a DC 40 check to earn Victory Points.

RESOLVING THE CONVERSATION

If the PCs make it through all three stages of the conversation without attacking the Lantern King, take a moment to total up their Victory Points to determine their overall success.

If the PCs earned a total number of Victory Points equal to or greater than the number of PCs, then the Lantern King is impressed by them. More importantly, the fetch stalkers he keeps at his side that take their appearances from the PCs take note and realize that they are mere shadows of the PCs' glory, and they do not join the Lantern King in the battle to come.

If the PCs earned fewer Victory Points than the number of PCs, the Lantern King cannot hold back his derision. He mocks the PCs' failure with a barrage of insults and laughter that continues for 2 rounds. If the PCs attack him during these two rounds, he's startled enough by their sudden bravery that he rolls for Initiative with a flat check.

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PREVENTING PARTY STRIFE

There's a potential for player-versus-player conflict in this final encounter, but such developments are certainly not for every group. By this time in the campaign, you should know your players and their characters well, and if you feel that any of the players would not enjoy having a betrayal take place, you should alter the Lantern King's invitation to join him. Instead, he should offer the party the chance to escape—those who take his offer will be given the choice to be sent away to "safety" just before he begins his attack on the party. A PC who willingly accepts this offer is *plane shifted* to the Material Plane, but as is the Lantern King's wont, he sends them to an entirely different planet than their home.

Alternately, you can simply omit the third stage of the conversation entirely; it's just as easy to resolve the discussion with only two stages as with three.

FIGHTING THE LANTERN KING EXTREME 20

Once the conversation resolves (including, in the case of a failure, two rounds of mockery and laughter during which the PCs do not attack the Lantern King), he rises up from his throne.

"Well then! After all of this, there's only one more thing for it. You've come here to stand against a god, so who am I to deny you your closure?"

If any PC accepted his invitation to join his cause, he issues his first command to "defeat the fools among you who denied my offer!" This command carries no compulsion, and the PCs are free to choose to join on the Lantern King's side to fight their fellow PCs. (If you adjusted the third stage to instead have the Lantern King offer the PCs a chance to flee, he instead offers those PCs the chance to be *plane shifted* back to the Material Plane.)

The Lantern King then attacks the party, rolling Intimidation for initiative as he transforms from his humanoid form into his true form—a roiling sphere of fire and runes. Having seen how the PCs hold up in conversation, he's eager to both watch them in combat and to test out the strength of his avatar against what he hopes will be entertainingly challenging foes. His tactics in this fight are detailed in his NPC entry on page 600 of this book.

The Lantern King is joined in this fight by Werendegar (if the fey is present) and by the PC-appearing fetch stalkers at his side, unless the PCs managed to overwhelm those fetches as a result of the conversation. If so, the fetch stalkers step back, obviously fearful of the PCs, and begin the combat frightened 4 and fleeing; they continue to flee from the PC they resemble as long as they remain frightened, but they will not exit the throne room. Each round at the start of his turn while any of the fetch stalkers are fleeing, the Lantern King must succeed at a DC 11 flat check. On a failure, he grows so angry and frustrated at his minions' cowardice that his first action that turn must be to make a ranged Strike against one of the frightened fetch stalkers. If a fetch stalker is damaged in this way, it does not reduce its frightened condition at the end of its turn, and it is now fleeing from the Lantern King rather than the PCs.

A PC can attempt to recruit a frightened fetch stalker to their side by promising it mercy if the fetch aids them against the Lantern King.

RECRUIT FETCH STALKER ❖

AUDITORY | CONCENTRATE | LINGUISTIC | MENTAL

You appeal to a fetch stalker that is at least frightened 1 and is within 60 feet of you, offering it mercy in return for its support in the fight against the Lantern King. Make a Deception, Diplomacy, or Intimidation check against the fetch stalker's Will DC. If you attempt to recruit a frightened fetch stalker who has your appearance, you gain a +4 circumstance bonus on your check, and treat a Critical Failure as a Failure. The fetch stalker is then immune to Recruit Fetch Stalker using that skill check.

Critical Success The fetch stalker loses the frightened condition and the fleeing condition and joins the PCs' side for the remainder of the combat.

Success The fetch stalker loses the fleeing condition for 1 round and joins the PCs' side for that round. If it remains frightened at the end of that round, it once again gains the fleeing condition.

Critical Failure The fetch stalker determines that the PCs aren't that fearsome. It loses its frightened and fleeing conditions and joins the fight on the Lantern King's side.

LANTERN KING'S AVATAR CREATURE 24

See page 600

Initiative Perception +39

FETCH STALKERS (4) CREATURE 18

See page 612

Initiative Perception +30

WERENDEGAR CREATURE 21

See page 488

Initiative Perception +35

Nyrissa: If the PCs didn't slay Nyrissa and gained her support, they'll find her here, a prisoner of the

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Lantern King. In this case, he's transformed the second throne on the map into something akin to a birdcage, within which Nyrissa is kept. This cage has no door, but its bars can be destroyed (Hardness 35, HP 130 [BT 65]) or Forced Open with success on a DC 45 Athletics check (this DC is reduced to DC 35 if the bars are at their broken threshold). As long as Nyrissa remains trapped within the cage, she is powerless, but if the PCs can release her, she emerges from the cage at full power to fight at their side against the Lantern King and his agents. If the Lantern King is defeated and the PCs have *Briar*, the weapon is destroyed (see page 586)—Nyrissa regains her ability to love at this point, but this is only the first step of many toward her possible redemption.

Repercussions: If the Lantern King's avatar is defeated, he shrieks and howls in frustration and shame at having been bested by mortals, yet on some level the novelty of the situation amuses him greatly. His spherical body twists and churns into a vortex of light and fire that winds up through the throne room's roof, blasting a hole through it to spiral upward and punch through the border of the Lantern Kingdom itself to be reabsorbed by the actual demigod who looms above. His amused chuckles echo down to the PCs below, a thundering sound that shatters the Lantern Kingdom to fragments. As the reality crumbles around the PCs, they are revealed to be back on the Material Plane at whatever location they were when they fell asleep and began the Hunting Dream at the start of this chapter.

If some (or even all) of the PCs sided with the Lantern King and he wins the fight, the Lantern Kingdom still collapses, but in this case, the PCs who sided with the Lantern King are instead brought with him into his realm in the First World to begin lives as his newest agents.

CONCLUDING THE CHAPTER

Regardless of how this final encounter plays out, the story of *Kingmaker* draws to a close at its conclusion, but there may yet be repercussions awaiting the PCs, or opportunities for new adventures for new heroes. Potential ideas of where to go from here may be found in Appendix 1, starting on page 505.

If you don't intend to continue your *Kingmaker* campaign, though, take some time at the end of this adventure to congratulate the players on what they've managed to accomplish along the way, particularly if they emerged victorious from this final epic encounter and put the Lantern King in his place.

One great way to end the campaign is to explain to the players that, for the following years after this campaign concludes, their kingdom thrived and prospered. You can use the ideas presented in Appendix 1 here to describe new perils that the PCs faced and how they surmounted these challenges. At some point during this narrative-driven epilogue, though, you should go around the table and give each player a chance to provide a bit of information as to how their character spends the rest of their lives.

You and your group have shared an epic adventure together, after all, and it's worth taking the time to appreciate your shared experience even as you prepare for your next game—whatever that game may be!



LANTERN KING'S AVATAR

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APPENDIX 1:

BEYOND THE CAMPAIGN

Once the *Kingmaker Adventure Path* draws to a close, the PCs are free to rule their kingdom in peace. You can, of course, continue to run the campaign with new adventures of your own design or by letting the PCs explore areas of the Stolen Lands they've yet to encounter, but once the PCs reach 20th level they've achieved the limits of their power. This doesn't mean that adventures in the PCs' Stolen Lands kingdom need to end, though, as you can start up a brand new set of adventures with the PCs playing new characters.

FURTHER ADVENTURES

Several potential ideas for brand new adventures and even entire new campaigns set in this region are suggested below.

RESTORING LOST KINGDOMS

If the PCs recover the fragmented *Apology* and then defeat the Lantern King, his Lantern Kingdom is destroyed and the PCs return home. As they do so, the *Apology* fragments vanish, and the 999 kingdoms that Nyrissa absorbed prior to turning to Golarion are released. Whether that means these kingdoms (and those who dwelt within) are absorbed into the First World, returned to the worlds where they were once located, or simply fade away while the souls, so long trapped, finally enter the afterlife, is left to you to determine, but if you wish, significant characters of your own design might end up appearing instead in the Stolen Lands to serve as villains or allies from strange worlds of your own determination in future campaigns.

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INTO THE EAST

Beyond the Tors of Levenies sprawls the mysterious, rugged land of Iobaria, a realm that has known both devastation and empire. In the eerie ruin of Hask-Ultharan, the "Cairn of Many Torments," something ancient stirs to a perverse new life, awakened by the magic of the *oculus of Abaddon* at the hands of the cyclops lich Vordakai. Now, the giants of that accursed monument delve into the darkest ruins of Iobaria, breathing new life into the cinders of a monstrous empire. Does the cyclops empire stir anew? Or has a more fiendish menace arisen in the east?

IRON STORM

While few held any love for Castruccio Irovetti, his name and ties to the barbarian realm of Numeria did much to hold the raiders of that realm at bay. With the fall of Pitax, warlords along the Numerian border eye new lands in the River Kingdoms and covet the PCs' throne. Among these, two warmongers rise to lead legions against the Stolen Lands: Coclavlis the Iron Wizard, heir to many secrets of Numeria's ageless lore, and the mercenary lord Angdrathus, whose ties to the Technic League of Starfall have granted him an army and weapons like no other.

THE OUTLAW COUNCIL

With the solidification of their realm, the PCs receive word from Raston Selline of Mivon inviting the rulers of the Stolen Lands and their retinue to an upcoming meeting of the River Kingdoms Outlaw Council. But do the lawless lords of that wild country actually seek to invite a new ruler into their midst, or is this meeting of merciless despots merely a stage for assassination and warlike aspirations? And might the masterminds of such schemes be the PCs themselves?

THE ROSTLAND REVOLUTION

King Surtova watched nervously as his nation's southern frontier turned from a lawless land to a new nation. With Pitax's fall, it seems the PCs' kingdom threatens to become an empire in its own right. Refusing to let Brevic lands slip through his grasp and appear weak in the face of rebellious Rostlanders, he sends one of the nation's Talon Armies to the southern border and demands the PCs' surrender. Can the PCs defend their nation from their own fatherland? And will their act of defiance stoke the flames of revolution in Brevoy?

VENGEANCE OF THE FALLEN

During the course of this campaign, the PCs faced numerous enemies. As events play out in your game, keep track of those enemies who escape, as these can provide you with exciting opportunities for future adventures. What better hook for a new generation of PCs than to face off against a Stag Lord, a troll king, or an ageless barbarian warlord returned to seek vengeance against the kingdom whose rulers defeated them once before?

WHAT IF NYRISSA WINS?

If the PCs are unable to defeat Nyrissa before she's able to capture the Stolen Lands, you'll have on your hands the seeds for an exciting new campaign. Perhaps the PCs are caught along with the rest of their kingdom as the realm is pulled into the *Apology*—in this case, the PCs can continue to rule their kingdom but cannot leave it. They may even be content to rule this "kingdom in a bottle," but the knowledge that they are nothing more than a glowing grain of sand in a chalice may soon drive them to seek a way to escape. In time, the Lantern King forgives Nyrissa and allows the thousand kingdoms she's captured to transform into her new realm in the First World—but the time between the PCs' kingdom being absorbed into the *Apology* and this event is flexible, and how it changes their reality is left for you to decide.

Alternatively, the PCs could be left behind when their kingdom is taken. If this occurs, the region known as the Stolen Lands is immediately transformed into a lifeless desert—the rivers that once flowed through the region are quickly absorbed by the thirsty sands. This event causes much panic in neighboring kingdoms—particularly Brevoy and Pitax, whose borders now lie uncomfortably close to a wasteland.

The method by which the Stolen Lands can be restored is up to you, but it likely requires a journey into the First World, perhaps even the attention of the Eldest. The PCs certainly will need to face their nemesis Nyrissa once again—only this time, with her bribery to the Eldest successful, she'll be even more powerful than before.

WHAT IF THE PCS JOIN THE LANTERN KING?

And finally, there's a chance that some or all of the PCs decide to side with the Lantern King in their final encounter. Such an act will have alignment repercussions on those PCs—shifting them toward chaotic, or even evil if they betray allies. If the PCs aren't able to defeat him, the perception that his cruelty has been rewarded could even result in the Lantern King himself becoming evil. Regardless, PCs who join with the Lantern King should become NPCs under your control, and could well serve as the antagonists for a future campaign in which new heroes seek to restore the Stolen Lands, now reduced to a desert after the Lantern King whisks them away in place of having Nyrissa absorb them into the *Apology*.

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APPENDIX 2:

KINGDOMS

The PCs don't create their kingdom at the start of Kingmaker. Instead they begin this process at the start of Chapter 4, after their victory over the Stag Lord convinces the leaders of Brevoy to grant the PCs a charter to establish their own kingdom in the Stolen Lands.

Ruling a kingdom takes a lot of the PCs' time, so to ensure that your gaming group has plenty of uninterrupted time for more traditional adventuring, the rules presented in this appendix take place entirely in downtime. The mechanics treat the kingdom itself as a sort of additional character in the party, so players who know how to navigate and level up their own characters should find managing a kingdom relatively easy.

Most of the kingdom rules—specifically from the start of the Kingdom Creation section (page 507) through the end of the Settlements section (page 553), apart from the quest sidebars—are written for the players as well as the GM, and should be shared with them. The quest sidebars and the Kingdom Events section that concludes the appendix (page 553) are for the GM only. A spoiler-free version of these rules (along with the warfare rules from Appendix 3) are available for free download as a PDF, along with the *Kingmaker Player's Guide*, both available at **paizo.com**.

Though these rules use the word "kingdom" to refer to the nation ruled by the PCs, their government doesn't need to be a monarchy. Likewise, titles like "queen" or "king" may differ from the terms the PCs choose for their leaders (and in any case, gender has no mechanical role in the kingdom rules).

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These rules are focused specifically on the *Kingmaker Adventure Path* and so include only elements appropriate for its setting and storyline. You won't find rules for building kingdoms in the desert or on the ocean, nor will you find events involving monsters that don't make sense in the Stolen Lands or buildings that aren't thematically appropriate for the storyline. If you wish to use these rules to run kingdoms outside of Kingmaker, you may need to adjust these rules to fit your game.

CITIZEN QUESTS

The PCs will encounter plenty of opportunities for quests throughout the *Kingmaker Adventure Path*. As their kingdom reaches specific milestones, citizens come forward to ask their heroic leaders for aid. These citizen quests appear as sidebars throughout this appendix, but consider introducing some of the quirky NPC citizens associated with them early in your game!

KINGDOM CREATION

The processes of creating and running a kingdom are similar to creating and playing a character. A kingdom has several different mechanical systems that define and describe it, including ability scores, skills, and feats. These develop throughout the campaign, so you should track them on a kingdom sheet like the one on page 632. The GM and other players should work together to determine how best to keep track of their kingdom. Should the GM keep track of everything? Should one player (perhaps the one in the Ruler leadership role—page 514) always be responsible for filling out the kingdom sheet, while other players are responsible for different settlements' Urban Grids (page 540)? Should the kingdom sheet pass from one player to the next each session or each time the kingdom levels up? As long as all of the kingdom's stats are available to everyone during play, there's no one right answer, so use the solution that works best for your group.

KINGDOM ABILITY SCORES

A kingdom has four ability scores: Culture, Economy, Loyalty, and Stability. These function like the ability scores of a character, providing modifiers on die rolls and checks. As the kingdom prospers and grows, these scores can increase. And if the nation falls on hard times or goes through corruption, scandal, defeat, or disaster, Ruin will accrue that degrades these abilities (see Ruin, page 533).

Culture

Culture measures the interest and dedication of your nation and its people to the arts and sciences, to religion and reason, and to the subjects that your society chooses to learn about and to teach. Are your people well-versed in rhetoric and philosophy? Do they value learning and research, music and dance? Do they embrace society in all its diverse splendor? If they do, your kingdom likely has a robust Culture score.

Economy

Economy measures the practical day-to-day workings of your society as it comes together to do the work of making and building, buying and selling. How industrious are your citizenry? Are they devoted to building more, higher, and better, trading in goods, services, and ideas? If so, your kingdom likely has a robust Economy score.

Loyalty

Loyalty measures the collective will, spirit, and sense of camaraderie the citizens of your nation possess. How much do they trust and depend on one another? How do they respond when you sound the call to arms or enact new laws? How do they react when other nations send spies or provocateurs into your lands to make trouble? If they support the kingdom's leadership, the kingdom itself has a robust Loyalty score.

Stability

Stability measures the physical health and well-being of your nation. This includes its infrastructure and buildings, the welfare of its people, and how well things are protected and maintained under your rule. How carefully do you maintain your stores and reserves, repair things that are broken, and provide for the necessities of life? How quickly can you mobilize to shield your citizens from harm? A kingdom that can handle both prosperity and disaster efficiently and effectively has a robust Stability score.

KINGDOM ABILITY SCORE OVERVIEW

Each Kingdom ability score starts at 10, representing the average, but as a player makes kingdom creation

WORKING TOGETHER

More so than typical Pathfinder campaigns, Kingmaker assumes that the PCs work together. These rules assume that all of the PCs have roles as leaders in the nation, and that they're all focused on making their kingdom prosperous and stable, rather than stealing from the treasury, oppressing the citizens (or each other), or striking out on their own to start competing kingdoms. Before starting this campaign, you should make sure your players understand this assumption and build appropriate characters.

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KINGDOM IN THE BACKGROUND

Not every group will be interested in the details of how a kingdom is built and managed. In such a case, the GM can allow the PCs' kingdom to develop and grow in the background of the story. Resource encounters during hexploration become largely flavor discoveries in this case, and while you can still run Kingdom events as they occur during the campaign, their mechanical effects and repercussions should limit themselves to those that affect the PCs directly.

choices in the following steps, they'll adjust these scores. Apply ability boosts (which increase a score by 2) or ability flaws (which decrease a score by 2), in the same way that boosts and flaws are applied to character ability scores (*Pathfinder Core Rulebook* 20). Kingdom ability scores give the same ability modifiers as character ability scores, as summarized on Table 1–1 on page 20 of the *Pathfinder Core Rulebook*.

STEP 1: KINGDOM CONCEPT

Building a kingdom is a cooperative experience that is enhanced by having the entire group engaged. By the time the PCs are granted a charter to explore and settle a portion of the Stolen Lands, the players should be given the kingdom rules and should work together to decide the sort of kingdom they want to establish.

STEP 2: SELECT A CHARTER

Starting a new kingdom is a daunting challenge, requiring significant amounts of funding and support to get everything started. A charter granted by an established entity gives the kingdom a much-needed enhancement right at the start, typically manifesting as boosts to two of the kingdom's ability scores and a flaw to a third score. In effect, a charter bolsters two aspects of a kingdom, but one other aspect is held back to the benefit of the charter's holder.

Most charters apply a flaw to one specific ability, a boost to another specific ability, and a "free" boost, which can be applied to any score that the charter doesn't specifically affect. For example, the conquest charter specifically gives a boost to Loyalty and a flaw to Culture, so the free boost can be applied to either Economy or Stability.

In Kingmaker, the PCs earn their charter from Jamandi Aldori as thanks for dealing with the threat posed by the Stag Lord. (Outside of Kingmaker, the method by which a kingdom secures a charter can vary, but the most organic method is for the GM to grant one in the form of a quest reward.) In any case, the PCs choose one of five forms for their charter, detailed below.

Over time the PCs' kingdom may grow more independent or they could secure additional aid and support from other nations. None of those developments will replace or adjust the important initial boosts and flaw they'll earn at the very start of their kingdom's history—once the PCs have chosen their charter, the boosts and flaw it grants are permanent.

On the kingdom sheet, record the type of charter the PCs chose. On a separate sheet, record which three kingdom abilities received boosts or a flaw in this step; refer to it when finalizing ability scores in step 5.

CONQUEST CHARTER

Your sponsors have conquered an area and its former leaders have been routed or even killed. This charter places you in charge of some portion of this conquered territory (or land abandoned by the defeated enemy) and commands you to hold and pacify it in the name of your patron. The people are particularly devoted and supportive of your rule (if partially out of fear), but the constant threat of potential war hinders the arts and makes it difficult for citizens to truly relax. If you opt for this charter, you are asked to set up your kingdom against Pitax.

Ability Boosts Loyalty, plus a free ability boost
Ability Flaw Culture

EXPANSION CHARTER

Your patron places you in charge of a domain adjacent to already settled lands with the expectation that your nation will remain a strong ally. The greater support from your patron's nation helps to bolster your own kingdom's society, but this increased reliance means that fluctuations in your ally's fortunes can impede your own kingdom's security. If you select this charter, Lady Jamandi expects you to remain strong allies with Restov.

Ability Boosts Culture, plus a free ability boost
Ability Flaw Stability

EXPLORATION CHARTER

Your sponsor wants you to explore, clear, and settle a wilderness area along the border of the sponsor's own territory. Your charter helps to secure initial structures (or supplies to create them), at the cost of incurring financial debt.

Ability Boosts Stability, plus a free ability boost
Ability Flaw Economy

GRANT CHARTER

Your patron grants a large amount of funding and other resources without restriction on the nature of your kingdom's development–but they do require you to employ many of their citizens and allies. Your nation's wealth and supplies are secure, but a portion of your kingdom's residents have split allegiances between your nation and that of your sponsor.

Ability Boosts Economy, plus a free ability boost
Ability Flaw Loyalty

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OPEN CHARTER

If you would prefer to be truly free agents and trailblazers staking your own claim, you can simply choose an open charter with no restrictions–and no direct support. In this case, Lady Jamandi applauds your bravery and self-confidence, but warns that establishing a kingdom is no small task. An open charter grants a single ability boost to any ability score, and the new nation has no built-in ability flaw.

Ability Boosts one free ability boost
Ability Flaw none

STEP 3: CHOOSE A HEARTLAND

The new kingdom consists of a single hex. The PCs can choose any hex (subject to GM approval) that they have Reconnoitered. Tell the players that it's wisest to select a hex that already has a structure, since their first settlement—their capital—will be located in this initial hex. Note that terrain features can grant other benefits to the kingdom when claimed; see Terrain Features on page 535.

The heartland grants an additional boost to one of the kingdom's ability scores based on a significant terrain feature present in that hex. If the hex has more than one terrain feature, the PCs should choose only one of them to provide the boost.

The choice of terrain made here influences how the Favored Land kingdom ability functions (page 512).

On the kingdom sheet, record the heartland terrain the PCs chose. On a separate sheet, record which kingdom ability received a boost in this step; refer to it when finalizing ability scores in step 5.

FOREST OR SWAMP HEARTLAND

Your nation begins in woodlands or swamplands, so there are no shortages in natural resources or wonders to bolster your citizens' imagination and mood.

Ability Boost Culture

HILL OR PLAIN HEARTLAND

Your nation starts in an area that is easy to traverse. This is reflected in your citizens' temperament; they appreciate that your choice makes their lives a bit easier.

Ability Boost Loyalty

LAKE OR RIVER HEARTLAND

By establishing your nation on the shores of a lake or river, you ensure a built-in mechanism for trade. Even before a road is built, merchants and travelers can reach your settlement with relative ease via boat.

Ability Boost Economy

MOUNTAIN OR RUINS HEARTLAND

Your nation is founded in the mountains or includes a significant ruined location, and it uses these natural or artificial features to bolster defense. Your citizens tend to be hale and hardy, if not stubborn to a fault.

Ability Boost Stability

MAKING BIG CHANGES

In Kingmaker, a kingdom's government type cannot be altered once chosen. Should the GM wish to allow a full regime change, it should cause significant events involving an adventure of its own, or at the very least should force the PC leaders to endure several Kingdom turns of anarchy. A full exploration of the story potential of regime changes are beyond the scope of these rules and of the *Kingmaker Adventure Path*.

That said, if the PCs are seriously unhappy with a choice they made earlier regarding their kingdom's government–or their sponsor or initial capital for that matter–you should consider simply letting the players retcon their choices and rebuild the kingdom with a new choice of government for the sake of keeping your campaign going!

STEP 4: CHOOSE A GOVERNMENT

Though the terminology used in Kingmaker presumes the PCs establish a feudal monarchy in which a queen and/or king rules the land, feudalism isn't the only form of government to choose from. If the PCs decide upon a different type of government, adjust the names of certain leadership roles as you wish. The mechanics of these rules remain the same.

The choice of government grants three boosts to the kingdom's ability scores. Two boost specific abilities, while the third is a free boost that can be applied to any ability score other than the two that were specifically boosted. The government type also gives the kingdom the trained proficiency rank in two specific skills and grants a bonus Kingdom feat (page 513).

On the kingdom sheet, record the type of government the PCs chose, which two skills received training, and which Kingdom feat the PCs received. On a separate sheet, record which three kingdom abilities received a boost in this step; refer to it when finalizing ability scores in step 5.

DESPOTISM

GOVERNMENT

Your nation's rule is centered around a single individual who seized or inherited command and whose authority is absolute. The ruler of this kingdom still retains advisors and assistants, but only when they obey the ruler's whims.

Ability Boosts Stability and Economy, plus a free ability boost
Skill Proficiencies Intrigue and Warfare
Bonus Feat Crush Dissent

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FEUDALISM

GOVERNMENT

Your nation's rule is vested in a dynastic royal family, though much of the real power is distributed among their vassals and fiefdoms.

Ability Boosts Stability and Culture, plus a free ability boost
Skill Proficiencies Defense and Trade
Bonus Feat Fortified Fiefs

OLIGARCHY

GOVERNMENT

Your nation's rule is determined by a council of influential leaders who make decisions for all others.

Ability Boosts Loyalty and Economy, plus a free ability boost
Skill Proficiencies Arts and Industry
Bonus Feat Insider Trading

REPUBLIC

GOVERNMENT

Your nation draws its leadership from its own citizens. Elected representatives meet in parliamentary bodies to guide the nation.

Ability Boosts Stability and Loyalty, plus a free ability boost
Skill Proficiencies Engineering and Politics
Bonus Feat Pull Together

THAUMOCRACY

GOVERNMENT

Your nation is governed by those most skilled in magic, using their knowledge and power to determine the best ways to rule. While the type of magic wielded by the nation's rulers can adjust its themes (or even its name—a thaumocracy run by divine spellcasters would be a theocracy, for example), the details below remain the same whether it's arcane, divine, occult, primal, or any combination of the four.

Ability Boosts Economy and Culture, plus a free ability boost
Skill Proficiencies Folklore and Magic
Bonus Feat Practical Magic

YEOMANRY

GOVERNMENT

Your nation is decentralized and relies on local leaders and citizens to handle government issues, sending representatives to each other as needed to deal with issues that concern more than one locality.

Ability Boosts Loyalty and Culture, plus a free ability boost
Skill Proficiencies Agriculture and Wilderness
Bonus Feat Muddle Through

STEP 5: FINALIZE ABILITY SCORES

Once the players have chosen their kingdom's charter, heartland, and government, finalize the kingdom's ability scores. First, choose two different kingdom abilities to receive additional boosts. Then, total the boosts and flaws the kingdom has received for each ability, and record the final ability score and its associated modifier on the kingdom sheet. Remember that ability scores start at 10, boosts add 2, and flaws subtract 2. For example, if a kingdom's Loyalty received two boosts and a flaw, its Loyalty ability score is 12 (10+4-2), so its Loyalty modifier is +1.

STEP 6: RECORD KINGDOM DETAILS

The PCs should choose a name for their kingdom. Record it on their kingdom sheet along with the following initial statistics.

- The kingdom's level (see Leveling Up Your Kingdom page 511) is 1, and its maximum level is equal to the party level.
- The kingdom's Size (page 533) is 1.
- The kingdom's Resource Die (page 533) is a d4, and its Resource Dice total is 5.
  - The kingdom's Control DC (page 512) is 14.
  - The kingdom's Consumption (page 538) is 0.
  - The kingdom's Unrest (page 534) is 0.
  - All four Ruins (page 533) start at 0, and each Ruin's initial threshold is 10.
- The kingdom's initial commodity stores (page 535) are 0, and its maximum storage limit for each is 4.

STEP 7: CHOOSE LEADERS

Every kingdom needs leaders, and in Kingmaker, the assumption is that those leaders include the PCs (though if the party has more than eight PCs, not all PCs will have leadership roles). Full rules for leadership roles begin on page 514.

First, assign each PC to a different leadership role. It's best if the party works together to assign these roles. Then, assign any remaining roles to NPCs whom the PCs have allied with and who are capable and willing to serve in a leadership role.

Next, choose four leadership roles to invest. Investing a role provides a status bonus to Kingdom skill checks based on that role's key ability (see Key Ability on page 514 and table on 516). Invest roles assigned to PCs first (so if your party has fewer than four PCs, you'll invest only enough NPC roles to make up the difference).

These initial leadership assignments happen as part of the founding of the kingdom and do not require a kingdom activity to occur. Once the kingdom is established, adjusting leadership requires using the New Leadership kingdom activity (page 520).

Then, each of the four invested leaders chooses to apply the trained proficiency rank to a different Kingdom skill (page 515). You may not choose skills that already received training from your choice of

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government type. These proficiency ranks cannot be reassigned later.

On the kingdom sheet, record the leader you assigned to each role and indicate the four roles you invested. Record a +1 status bonus to the skill associated with each invested role's key ability, and record the four skills that your nation received training in.

STEP 8: FIRST VILLAGE

Somewhere in that heartland hex lies the kingdom's first village—the capital. Rules for founding settlements begin on page 542, but the players can skip Step 1 and Step 2 of that process when founding this village. Since this is their first village, the PCs gain 40 kingdom XP as a milestone award (page 538); record it on the kingdom sheet, along with the capital's name. If the site the PCs have chosen has any established structures listed in the hex's resources in Chapter 2, place them in blocks of the PCs' choice on an Urban Grid (see page 540). (The PCs won't add new structures to the settlement before their first Kingdom turn.)

STEP 9: CALCULATE SKILL MODIFIERS

With the big decisions made, it's time to calculate modifiers for each of the kingdom's skills. Each skill is associated with a specific ability (see page 516), and the initial modifier for each skill consists of the ability modifier for the associated ability, plus a proficiency bonus, plus a status bonus for skills that receive them from invested leadership roles. (There are several other types of bonuses and penalties that can affect skill modifiers later in the campaign; leave those boxes empty for now.)

Initial modifier = modifier of the skill's key ability score + proficiency bonus + status bonus

If a kingdom is not proficient in a skill, the proficiency bonus is +0; if a kingdom is trained in a skill, the proficiency bonus is that kingdom's level plus 2. (It's not possible to attain proficiency ranks beyond trained until 3rd level.)

For example, the Agriculture skill is associated with Loyalty. If the kingdom's Loyalty modifier is +1, and it is untrained in Agriculture, then its Agriculture skill modifier is +1. If that 1st-level kingdom is trained in Agriculture, though, add to that a proficiency bonus of 3 (the kingdom's level plus 2). If a leadership role that provides a status bonus to Loyalty-based checks (Ruler or Emissary) is invested, add another 1.

Calculate the initial modifiers for all skills and record them on the kingdom sheet.

THAT DAMN TURTLE!

30 XP

Local fisherman Arven has a secret fishing hole on the east bank of the Tuskwater, but now an ill-tempered beast has claimed his favorite spot. The beast in question is a semi-legendary hookjaw turtle named Old Crackjaw. Watch out for his chompers!

Source: Arven approaches the PCs with this quest once the PCs attempt a Go Fishing activity, establish a Pier in a settlement, or claim any hex that includes a portion of the Tuskwater.

Completion: Kill or drive off Old Crackjaw from Arven's secret fishing hole (area **TW8**).

Reward: Arven finds all sorts of things while he's out fishing. If the PCs help him, he'll give them a *returning weapon runestone* he found in a pike's stomach as a reward.



ARVEN

STEP 10: FAME OR INFAMY?

Finally, the PCs should decide if they want their kingdom to aspire to fame or infamy. A famous kingdom seeks to bolster its citizens, forge alliances with neighbors, or oppose the rise of cruelty, while an infamous kingdom uses its citizens as resources, undermines and sabotages its neighbors, or actively seeks warfare. It's an oversimplification to call a famous kingdom a "good" kingdom or an infamous kingdom an "evil" one, and disruptive elements like crime or corruption will harm an infamous kingdom as surely as a famous one. As such, kingdoms do not have alignments to track. The choice here solely determines whether the kingdom uses Fame or Infamy points (page 537) and the influence certain structures might have on the kingdom. Fill in the box for the type of points you won't be tracking.

LEVELING UP YOUR KINGDOM

Kingdoms increase in level by gaining kingdom experience points (XP). At each new level, a kingdom improves attributes and focus areas beyond those provided by its basic background and the specific choices made at the time of its founding.

At the end of a Kingdom turn, if the kingdom has at least 1,000 XP and has not yet reached its maximum level (see below), increase the kingdom's level by 1 and deduct 1,000 from its current XP total. (The kingdom's

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KINGDOM ADVANCEMENT

Level	Control DC	Kingdom features
1	14	Charter, government, heartland, initial proficiencies, favored land, settlement construction (village)
2	15	Kingdom feat
3	16	Settlement construction (town), skill increase
4	18	Expansion expert, fine living, Kingdom feat
5	20	Ability boosts, ruin resistance, skill increase
6	22	Kingdom feat
7	23	Skill increase
8	24	Experienced leadership +2, Kingdom feat, ruin resistance
9	26	Expansion expert (Claim Hex 3 times/turn), settlement construction (city), skill increase
10	27	Ability boosts, Kingdom feat, life of luxury
11	28	Ruin resistance, skill increase
12	30	Civic planning, Kingdom feat
13	31	Skill increase
14	32	Kingdom feat, ruin resistance
15	34	Ability boosts, settlement construction (metropolis), skill increase
16	35	Experienced leadership +3, Kingdom feat
17	36	Ruin resistance, skill increase
18	38	Kingdom feat
19	39	Skill increase
20	40	Ability boosts, envy of the world, Kingdom feat, ruin resistance

level can't increase by more than 1 on a single Kingdom turn.) Note the kingdom's new level on the kingdom sheet. If the kingdom has any leftover XP, they are retained and count toward gaining the next level.

The kingdom's maximum level is equal to the party's level; it can never exceed the level of the PCs themselves. So, for example, if the PCs are still 1st level when the kingdom reaches 1,000 XP, the kingdom cannot level up yet; it will level up at the end of the first Kingdom turn after the PCs have reached 2nd level. (It's possible for a kingdom to accumulate a large reserve of XP, at which point the party's level effectively determines when that kingdom levels up rather than just XP accumulation. This is fine.)

When your kingdom gains a level, each army you have gains a level as well. See Appendix 3 for additional details on armies.

As the kingdom advances, it gains the abilities described on these two pages. Abilities gained at levels higher than first list the level at which they are gained next to their name.

CONTROL DC

The more powerful a kingdom grows, the more difficult it becomes to control it. The base Control DC for your kingdom is set by the kingdom's level—fortunately, as you increase in level, your ability to successfully utilize your skills grows as well.

CHARTER, GOVERNMENT, AND HEARTLAND

Your kingdom gains the benefits of your selected charter, government, and heartland (pages 508–510).

INITIAL PROFICIENCIES

At 1st level, a kingdom receives the trained proficiency rank in two Kingdom skills gained from your initial choice of government (page 509) and in up to four additional Kingdom skills determined by your invested leaders (page 514), giving you a proficiency bonus to checks using these skills equal to your kingdom level plus 2. Proficiencies cannot be changed, even if the kingdom's government or leaders later change.

FAVORED LAND

Your heartland's terrain becomes your kingdom's favored land—the wilderness terrain that your people feel the strongest emotional ties to and to which your resource gatherers tend to flock. Once per Kingdom turn, during the Region Activities step of the Activity phase, you can attempt two Region activities simultaneously as long as both activities take place in the same hex and that hex contains the same terrain as your heartland. You take a –2 penalty to Kingdom skill checks made during these two activities.

SETTLEMENT CONSTRUCTION

You can establish villages in your kingdom immediately (page 542). At 3rd level, you can expand villages into towns. At 9th level, you can expand towns into cities. And at 15th level, you can expand cities into metropolises.

As villages grow into larger settlements, you not only gain more room to build, but the maximum item bonus you can gain from that settlement's structures increases as well (see table on page 541).

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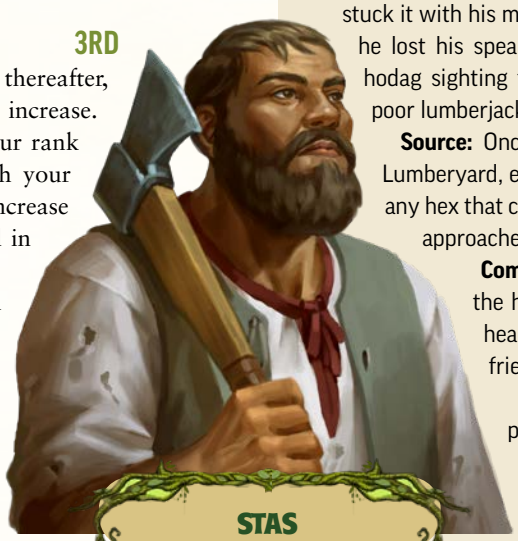
KINGDOM FEATS 2ND

At 2nd level, and then every 2 levels thereafter, the kingdom gains a Kingdom feat (page 531).

SKILL INCREASE 3RD

At 3rd level and every 2 levels thereafter, your kingdom gains a skill increase. You can use this to increase your rank to trained in one skill in which your kingdom is untrained, or to increase your rank to expert in one skill in which your kingdom is trained.

Starting at 7th level, you can use your skill increases to increase your kingdom's proficiency to master in a skill in which your kingdom is already an expert. Beginning at 15th level, you can use them to increase your proficiency to legendary in a skill in which your kingdom is already a master.



STAS

I SWEAR I'M SOBER!

30 XP

Stas claims to have seen an elusive hodag and to have stuck it with his magic spear. His friends think that he lost his spear in the river and made up the hodag sighting to cover up his clumsiness. The poor lumberjack's honor is at stake!

Source: Once the PCs construct their first Lumberyard, establish a lumber camp, or claim any hex that contains solely forest terrain, Stas approaches them with this quest.

Completion: Track down and kill the hodag at area **NM6** and bring its head to Stas so he can show it to his friends. That'll learn 'em!

Reward: In gratitude, Stas promises his magic spear as a reward. The only problem? The last time he saw it, it was stuck in the hodag's back.

EXPANSION EXPERT 4TH

Your kingdom is better at expanding its territory. You gain a +2 circumstance bonus to skill checks made to Claim Hex and can attempt to Claim Hex up to twice during a Kingdom turn.

At 9th level, you can attempt to Claim Hex up to three times during a Kingdom turn.

FINE LIVING 4TH

Your people celebrate your leadership by indulging you with feasts and finery. All PCs associated with the kingdom enjoy a Fine standard of living (*Pathfinder Core Rulebook* 294) at no cost whenever they're in the kingdom. Any PCs in hostile wilderness, a monster-filled dungeon, or otherwise cut off from their citizens must provide their own sustenance as usual even if they are within the boundaries of their kingdom.

You gain a +1 circumstance bonus to all checks made to Craft or Earn Income while in your kingdom.

ABILITY BOOSTS 5TH

At 5th level and every 5 levels thereafter, you boost two different kingdom ability scores. You can use these ability boosts to increase your kingdom's ability scores above 18. Boosting an ability score increases it by 2 if it starts out below 18, or by 1 if it's already 18 or above.

RUIN RESISTANCE 5TH

At 5th level and every 3 levels thereafter, your kingdom becomes more resistant to Ruin. Choose one of the four Ruin categories and increase its threshold by 2. When you do so, reset that Ruin's penalty to 0. See page 533 for more information about Ruin.

EXPERIENCED LEADERSHIP 8TH

Invested leadership roles in your kingdom now grant a +2 status bonus to kingdom checks associated with their leadership role's key ability.

At 16th level, this increases to a +3 status bonus.

LIFE OF LUXURY 10TH

Your people lavish you with every creature comfort. This is identical to Fine Living, but all PC leaders enjoy an Extravagant standard of living (*Core Rulebook* 294) at no cost whenever they're in the kingdom.

You gain a +2 circumstance bonus to all checks made to Craft or Earn Income while in your kingdom.

CIVIC PLANNING 12TH

During the Civic Activities step of the Activities phase of a Kingdom turn, one settlement of the party's choice can attempt two Civic activities rather than one. The second Civic activity occurs after all other settlements have taken their individual Civic activities.

ENVY OF THE WORLD 20TH

Your kingdom is one of the world's prominent nations. The first time in a Kingdom turn when your kingdom would gain Unrest or Ruin, ignore that increase. You can ignore additional increases to Unrest or Ruin later in the same turn as well, but you must spend a Fame or Infamy point each time you do so. Your maximum Fame or Infamy point total increases by 1.

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LEADERSHIP ROLES

All kingdoms have leaders who fill roles tending to the economy, defense, and health of its citizens. Each role grants the kingdom different benefits, provided a character—be it a PC or an NPC—takes up the mantle of serving in that role. A character can only fill one leadership role at a time, but it's important to have all eight roles filled, for when a kingdom goes without a leader, problems arise.

If unexpected events (such as the death of a character) remove a leader from a leadership role, the New Leadership kingdom activity (page 520) may immediately be used to assign a new leader to that role—even outside of a Kingdom turn.

Each character in a leadership role (whether PC or NPC) must spend a week of downtime activity each month attending to their duties (though these seven days need not be consecutive). This downtime works just the same as time spent retraining a feat or skill; a character can take multiple downtime activities during the course of a month as time allows. A character can attend to their duties even if they take on a downtime activity with a longer time requirement (such as retraining a class feature, which requires at least a month); in this case, simply break up the time required for that longer activity over the course of consecutive months, leaving seven days during each month for leadership activities. NPCs assigned to leadership roles are presumed to meet the downtime requirement automatically unless the PCs deliberately have them step away from the job (likely to accompany them on adventures). If a character does not spend this downtime, at the start of the Upkeep phase of the next Kingdom turn (page 537), they either incur their role's vacancy penalty (see below) or lose one of their leadership activities for that turn.

There is an advantage to assigning a leadership role to a PC rather than an NPC. Each kingdom event specifies a leader, and if that leader is a PC who is not incurring a vacancy penalty, the kingdom receives a bonus to the kingdom check that determines the event's outcome (see page 554)

Some benefits require that a role be invested. In step 7 of Kingdom Creation (page 510), the players select 4 leadership roles to be invested; at the start of each Kingdom turn, they may reselect the roles that are invested (see Assign Leadership Roles on page 537). Note that when certain companions detailed in the *Kingmaker Companion Guide* hold the leadership roles listed in their entry in that book, those roles are automatically invested; this is in addition to the four roles the players choose to invest.

Statistics for leadership roles are presented in the following format.

LEADERSHIP ROLE NAME

A description of the leader's role is provided here.

Key Ability This lists the kingdom ability score that is most impacted by the leader. When this role is invested, all Kingdom skill checks based on this ability gain a +1 status bonus. This bonus increases to +2 when the kingdom reaches 8th level, and then to +3 when the kingdom reaches 16th level.

Since status bonuses don't stack (see Attempting Kingdom Skill Checks on page 515), you may want to invest one role that benefits each of the 4 kingdom abilities–but since each leadership role offers other unique benefits to the kingdom, spreading out the roles in that way may not always be the best choice!

Vacancy Penalty At the start of each Kingdom turn, if any leader has not spent the required week of downtime in that role (see above) since the end of the last Kingdom turn, they must either give up one of the three activities they would take during the Leadership Activities step of the Activity phase, or apply this penalty until the start of the next Kingdom turn. (When the vacancy penalty ends, any Unrest generated by the vacancy remains in place and must be ameliorated in the normal fashion.) Vacancy penalties also apply to leadership roles that are unassigned.

RULER

The Ruler performs the kingdom's most important ceremonies, is the kingdom's chief diplomatic officer, serves as the signatory for all laws affecting the entire kingdom, pardons criminals when appropriate, and is responsible for appointing characters to all other high positions in the kingdom's government.

Key Ability Loyalty

Vacancy Penalty –1 to all checks (this stacks with any other vacancy penalty); gain 1d4 Unrest at the start of the Kingdom turn; Control DC increases by 2

COUNSELOR

The Counselor is a liaison between government and citizens. They study issues with academic analysis but also interpret the desires of the citizenry and present proclamations to the people in understandable ways. They also serve as an advisor to the other leaders, particularly to the Ruler.

Key Ability Culture

Vacancy Penalty –1 to all Culture-based checks

GENERAL

The General leads the kingdom's military, heading its armies and managing subordinate military commanders. The General is responsible for looking after the needs of the kingdom's military and directing them in times of war.

Key Ability Stability

Vacancy Penalty –4 to Warfare activities (see Appendix 3)

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EMISSARY

The Emissary keeps state secrets, oversees clandestine intrigues, and deals with criminal elements within the kingdom. They manage foreign policy and interactions with other kingdoms, as well as the interactions of political organizations and power brokers at home. Whether or not your emissary is a public figure or someone who manipulates events behind the scenes, their role in the kingdom remains the same.

Key Ability Loyalty
Vacancy Penalty –1 to all Loyalty-based checks

MAGISTER

The Magister is in charge of all things magical in the kingdom, attending to how the supernatural affects ordinary citizens. They promote higher learning in the arts of magic, whether arcane, divine, occult, or primal. They oversee any aspects of governmental bureaucracy in which magic can be of service to the kingdom's needs and interests.

Key Ability Culture
Vacancy Penalty –4 to Warfare activities (see Appendix 3)

TREASURER

The Treasurer monitors the kingdom's funds and the state of business and industry, as well as the citizens' confidence in the economy and the growth of the nation's manufacturing capacity. They work to ensure a fair market for all, investigate those who take advantage of the system, and handle taxation issues.

Key Ability Economy
Vacancy Penalty –1 to all Economy-based checks

VICEROY

The Viceroy plans and implements the kingdom's expansion and development, both in its territories and its settlements. They manage the infrastructure of the nation, overseeing major capital improvements and growing the networks that connect the hinterlands with the cities at the nation's heart, helping keep the kingdom moving and growing.

Key Ability Economy
Vacancy Penalty –1 to Stability-based checks

WARDEN

The Warden monitors the safety, security, and overall health of the kingdom, its lands, and its borders. They manage scouts and patrols in the countryside, respond to local threats and menaces as needed, and oversee the kingdom's overall defense and health.

Key Ability Stability
Vacancy Penalty –4 to Region activities

A LADY'S DESIRE

30 XP

Lady Lily Teskertin has always loved elven artistry and has long wished to purchase some for herself. She's heard rumors of an old elven ruin in the southern Narlmarches. If anyone could locate the ruins and salvage a piece of elven artwork from them, she would be very grateful.



LILY TESKERTIN

Source: Lily approaches the PCs with her quest after the PCs build their first Manor or attempt Craft Luxuries for the first time, or if word spreads that they've started exploring the Forgotten Keep.

Completion: Find a statuette of fine elven artistry, such as one of those located in the Forgotten Keep (area **NM5**), and bring it to Lily as a prize.

Reward: Lily is willing to trade her dead father's old *diplomat's badge* in return for the statue.

KINGDOM SKILLS

Every nation has its own distinct areas of specialization, the things in which it invests its time, talent, and treasure, and the pursuits and features for which the nation becomes renowned for—these are tracked as a kingdom's skills. At 1st level, the maximum number of skills in which a kingdom can have trained proficiency is six: two determined by the kingdom's initial choice of government (see page 509) and up to four others determined by leadership roles (page 510). As a kingdom levels up, it can acquire training in additional skills and increase proficiencies to expert, master, or legendary. Choices about proficiencies cannot be changed after they have been made.

ATTEMPTING KINGDOM SKILL CHECKS

During a Kingdom turn, the PCs attempt Kingdom skill checks. Such checks determine the effects of many things that affect the kingdom, including enduring a hardship, completing a task, impressing a visiting band of dignitaries, fighting off monsters, building a structure, or expanding into a new hex.

A skill check for a kingdom works just like a skill check for a PC. One of the players—typically the one playing the PC whose key attribute or role is most appropriate—rolls 1d20 and adds the appropriate skill modifier, which consists of the kingdom's ability modifier for the ability associated with the skill plus any other applicable modifiers, including the kingdom's proficiency bonus in that skill and any other situational bonuses and penalties that might arise.

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KINGDOM SKILLS, KEY ABILITIES, AND ACTIVITIES

Skill	Key Ability	Untrained Activities	Trained Activities
Agriculture	Stability	Establish Farmland Harvest Crops	–
Arts	Culture	Craft Luxuries Rest and Relax* Quell Unrest*	Create a Masterpiece Repair Reputation (Corruption)*
Boating	Economy	Establish Trade Agreement* Go Fishing Rest and Relax*	–
Defense	Stability	Fortify Hex Provide Care	–
Engineering	Stability	Build Roads Clear Hex* Demolish Establish Settlement* Establish Work Site	Irrigation Repair Reputation (Decay)*
Exploration	Economy	Abandon Hex* Claim Hex* Clear Hex* Hire Adventurers	–
Folklore	Culture	Celebrate Holiday Quell Unrest*	–
Industry	Economy	Establish Settlement* Trade Commodities	Relocate Capital
Intrigue	Loyalty	Infiltration New Leadership* Quell Unrest*	Clandestine Business Pledge of Fealty* Repair Reputation (Strife)*
Magic	Culture	Quell Unrest* Supernatural Solution	Establish Trade Agreement* (master) Prognostication
Politics	Loyalty	Establish Settlement* Improve Lifestyle New Leadership* Quell Unrest*	–
Scholarship	Culture	Creative Solution Establish Settlement* Rest and Relax*	–
Statecraft	Loyalty	New Leadership* Tap Treasury	Pledge of Fealty* Request Foreign Aid Send Diplomatic Envoy
Trade	Economy	Capital Investment Establish Trade Agreement* Manage Trade Agreements Purchase Commodities Rest and Relax*	Collect Taxes Repair Reputation (Crime)*
Warfare	Loyalty	New Leadership* Quell Unrest*	Pledge of Fealty*
Wilderness	Stability	Abandon Hex* Claim Hex* Gather Livestock Rest and Relax*	–
Any Skill	Varies	Focused Attention*	–

*This is a general skill activity; descriptions for these appear on pages 517–521.

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Check result = d20 roll + skill modifier
Skill modifier = key ability score modifier + proficiency bonus + other bonuses – penalties

If the check result equals or exceeds the Difficulty Class (DC) of the check, it is a success. If it exceeds the DC by 10 or more, it's a critical success. If the check result is less than the DC, it is a failure. If it misses the DC by 10 or more, it's a critical failure. Critically succeeding (or failing) still counts as succeeding (or failing), but if the situation that required the check describes specific results for criticals, apply only the more specific result.

If a player rolls a natural 20, the result is improved one degree; for example, turning a failure into a success or a success into a critical success. Also, if the player rolls a natural 1, the result is worsened one degree, turning a success into a failure or a failure into a critical failure. (The result cannot be improved or worsened beyond critical.)

Whenever a Kingdom skill check results in a critical success, the kingdom gains 1 Fame/Infamy point (page 537). A kingdom cannot acquire Fame/Infamy beyond its maximum allotment.

The five different types of modifiers (bonuses or penalties) that can apply to Kingdom skill checks are described below. When different types of modifier apply to the same check, add them all. But when multiple modifiers of the same type apply, use only the highest bonus and the worst penalty of that type—in other words, modifiers of the same type (except bonuses granted by structures—see below) don't stack. For instance, if both a proficiency bonus and an item bonus could apply to a check, add both to the die result, but if two item bonuses could apply, add only the higher of the two.

Proficiency bonuses are modifiers determined by a kingdom's proficiency with a skill, using the Proficiency Bonuses table in the right-hand corner of this page.

Circumstance modifiers are the result of something that happens during a kingdom event, of an activity, or of an ability granted by the kingdom's level.

Item modifiers are granted by settlement structures or Ruin penalties. Item bonuses granted by structures are typically very specific in their application and only apply to events that take place within the influence area of the settlement in which they are located, although structures in a capital apply their item bonuses to the entire kingdom. Item bonuses granted by structures have special rules for stacking; see the Settlement Types table on page 541 and Item Bonus on page 544. Ruin (page 533) can inflict long-lasting item penalties to a kingdom.

PROFICIENCY BONUSES

Proficiency Rank	Proficiency Bonus
Untrained	+0
Trained	kingdom's level + 2
Expert	kingdom's level + 4
Master	kingdom's level + 6
Legendary	kingdom's level + 8

Status modifiers come from leadership expertise in skills related to their role, from Kingdom feats, and from long-term events. Unrest (page 534) is the most common status penalty for a kingdom.

Vacancy modifiers are always penalties. They occur when leadership roles are left vacant, or when leaders don't spend the necessary time attending to their duties (page 515).

BASIC SKILL CHECKS

Many activities call for a basic skill check—a skill check where the DC is your kingdom's Control DC.

SKILL DESCRIPTIONS

The following entries describe each Kingdom skill activity. General skill activities (activities that are associated with multiple skills) are listed first. After that, activities are grouped by the skill they use. Each skill grouping begins with the name of the skill, followed in parentheses by that skill's key ability. Then a brief description of the skill is provided. Within each skill grouping, untrained activities (activities that can be used even if the kingdom doesn't have proficiency ranks in the associated skill) are listed before trained activities (activities that cannot be used until the kingdom has at least the trained proficiency rank in the associated skill).

In each entry, the name of each activity is followed by a list of its traits, with the most notable being Civic, Commerce, Leadership, Region, and Upkeep. Activities can be undertaken only during the steps of the Activity phase that correspond with these traits. The trait list is followed by a description of the action(s) that must be completed to undertake the activity, including (but not limited to) a skill check. Each entry ends with a list of possible results for the skill check and any additional information unique to that activity.

Some of these activities require the expenditure or generation of resources, using the kingdom's Resource Dice and its resource points (RP). See page 533 for more information about Resource Dice and RP.

GENERAL SKILL ACTIVITIES

Most skill activities are associated with only one skill; general skill activities are associated with more than one. Each indicates which skills may be used with it. Some skills may only be used in specific circumstances.

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ABANDON HEX

DOWNTIME | REGION

Requirements The hex to be abandoned must be controlled.

After careful consideration, you decide that you would rather not hold onto a particular hex as part of your claimed territory. You renounce your claim to it and pull back any settlers or explorers. Attempt a basic Exploration or Wilderness check. You can abandon more than one hex at a time, but each additional hex you abandon increases the DC of this check by 1.

Critical Success You abandon the hex or hexes, decreasing your kingdom's Size by 1 per hex abandoned (this affects all statistics determined by Size; see page 532). Settlers and explorers return and resettle elsewhere in your kingdom, bringing with them bits of salvage from the abandoned hexes. Gain 1 RP per abandoned hex.

Success As critical success, but you gain no RP and increase Unrest by 1.

Failure You abandon the hex or hexes, decreasing your kingdom's Size by 1 per hex abandoned (this affects all statistics determined by Size; see page 532). Some citizens become disgruntled refugees who refuse to leave the hex. Increase Unrest by 2 and then attempt a DC 6 flat check. If you fail, the refugees become bandits, and during your next Event phase, your kingdom experiences a Squatters kingdom event automatically in addition to any other event that might occur.

Critical Failure As failure, but increase Unrest by 3 and automatically experience a Bandit Activity kingdom event instead of a Squatters event.

Special The Unrest gained from abandoning a hex doubles if it includes a settlement. A settlement in an abandoned hex becomes a Freehold (page 536).

BUILD STRUCTURE

CIVIC | DOWNTIME

You attempt to build a structure in the settlement that's granting the Civic activity. You may choose any structure for which you meet the requirements. Select the appropriate number of contiguous buildable lots in a single block as specified by the structure's entry and spend the specified RP and Commodity cost. Then attempt the structure's skill check.

You can also use this activity to attempt to repair a structure that was damaged as the result of an event but hasn't been replaced by Rubble. To do this, first spend half the structure's listed RP and Commodity cost, and then attempt the specified check. The existing structure gives you a +2 item bonus to the check.

On a success, record the new construction on the Urban Grid. Unless the structure's entry states otherwise, its effects are immediate; if the structure adjusts a Ruin's point total, adjust it upon construction.

Critical Success You construct or repair the structure with great efficiency and get back half of the Commodities spent in construction or repair.

Success You construct or repair the structure.

Failure You fail to construct or repair the structure. You can try to complete it next Kingdom turn; if you do so, you do not need to re-pay the RP and Commodity cost.

Critical Failure You fail to construct the structure; if you were attempting to repair a damaged structure, it is reduced to Rubble. In either event, Rubble now fills the structure's lots, which must be cleared with the Demolish activity before you can attempt to Build a Structure in them again.

CLAIM HEX

DOWNTIME | REGION

Requirements You have Reconnoitered the hex to be claimed during hexploration. This hex must be adjacent to at least one hex that's already part of your kingdom. If the hex to be claimed contains dangerous hazards or monsters, they must first be cleared out—either via standard adventuring or the Clear Hex activity.

Your surveyors fully explore the hex and attempt to add it into your kingdom's domain. Spend 1 RP and then attempt a basic Exploration, Intrigue, Magic, or Wilderness check.

Critical Success You claim the hex and immediately add it to your territory, increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 532). Your occupation of the hex goes so smoothly that you can immediately attempt another Region activity.

Success You claim the hex and add it to your territory, increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 532).

Failure You fail to claim the hex.

Critical Failure You fail to claim the hex, and a number of early settlers and explorers are lost, causing you to take a –1 circumstance penalty to Stability-based checks until the end of your next Kingdom turn.

Special At 1st level, when selecting the three activities you take during the Region Activities step of the Activity phase of the Kingdom turn, you may select this activity no more than once. Once your kingdom reaches 4th level, you may select it up to twice per turn, and after reaching 9th level you may select it up to three times per turn.

When you successfully claim a hex, gain 10 kingdom XP (see page 540). Many hexes have terrain features that grant benefits to your kingdom when claimed; see Terrain Features on page 535.

CLEAR HEX

DOWNTIME | REGION

Engineers and mercenaries attempt to prepare a hex to serve as the site for a settlement, or they work to remove

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an existing improvement, a dangerous hazard, or an encounter.

If you're trying to prepare a hex for a settlement or demolish an improvement you previously built (or that was already present in the hex), spend RP as determined by the hex's most inhospitable terrain feature (see the Building on Rough Terrain sidebar nearby). Then attempt a basic Engineering check.

If you're trying to remove a hazard or encounter, instead attempt an Exploration check. The DC of this check is set by the highest level creature or hazard in the hex (as set by Table 10–5: DCs by Level, on page 503 of the *Pathfinder Core Rulebook*).

If the hex you're attempting to Clear has existing Ruins or an existing Structure, your action doesn't physically remove the buildings from the area and you can later incorporate these buildings (or repair ruined ones) into a Settlement you build here later (see page 542). Regardless of the skill used, increase the basic DC by 2 if the hex to be cleared is not yet part of your kingdom.

Critical Success You successfully clear the hex. If you spent RP to attempt this activity, you're refunded half of the RP cost. If you were removing dangerous creatures (but not hazards) from the hex, your explorers and mercenaries recover 2 Luxury Commodities as treasure.

Success You successfully clear the hex.

Failure You fail to clear the hex.

Critical Failure You catastrophically fail to clear the hex and several workers lose their lives. Gain 1 Unrest.

ESTABLISH SETTLEMENT

DOWNTIME | REGION

Requirement The hex in which you're establishing the settlement has been Cleared and doesn't currently have a settlement (including a Freehold) in it.

You draw up plans, gather resources, entice citizens, and establish boundaries to found a brand new settlement in the hex. Attempt a basic Engineering, Industry, Politics, or Scholarship check. If you cannot pay the RP required by the result of this check, treat your result as a critical failure. A settlement always starts as a village. See page 540 for further details about building settlements.

Critical Success You establish the settlement largely with the aid of enthusiastic volunteers. Spend 1d6 RP.

Success You establish the settlement. Spend 3d6 RP.

Failure You establish the settlement, but inefficiently and at great expense. Spend 6d6 RP.

Critical Failure You fail to establish the settlement.

ESTABLISH TRADE AGREEMENT

DOWNTIME | LEADERSHIP

Requirement You have diplomatic relations (page 534) with the group you wish to establish an agreement with.

BUILDING ON ROUGH TERRAIN

Certain Region activities (Clear Hex, Fortify Hex, Build Roads, Establish Work Site, Irrigation) require the PCs to spend an amount of RP determined by the most inhospitable terrain feature contained within the hex. Use the highest RP cost given for the hex's terrain types in the list below (so if the hex contains swamps and forests, use the cost for swamps).

Mountains: 12 RP
Swamps: 8 RP
Forests: 4 RP
Hills: 2 RP
Plains: 1 RP

NEGOTIATION DCS

Certain Leadership activities (Establish Trade Agreement, Pledge of Fealty, Request Foreign Aid, Send Diplomatic Envoy) allow a kingdom to attempt checks to negotiate with other groups. The following list provides DCs for these checks for groups the PCs are likely to encounter. Feel free to adjust them up or down to represent the actions of the PCs: an adjustment of +2 or –2 is a good place to start if the PCs have been particularly friendly or antagonistic to a group. Should the PCs seek relations with a group not listed here, such as a new Freehold, use these DCs as examples to generate DCs of your own.

Candlemere Lizardfolk: DC 22
Fort Drelev: DC 30
Greengripe: DC 24
M'botuu: DC 32
Nomen Centaurs: DC 26
Pitax: DC 28
Rostland: DC 15
Sootscale Kobolds: DC 20
Tiger Lords: DC 36
Tok-Nikrat: DC 18
Varnhold: DC 12

You send a band of merchants out to establish a trade agreement between your kingdom and a group with whom you've established diplomatic relations. If a navigable river connects your kingdom with the other group's territory, you can attempt a Boating check to Establish the Trade Agreement. If your kingdom's proficiency rank in Magic is Master or higher, you can attempt a Magic check. Otherwise, attempt a Trade check.

The check's DC is either the group's Negotiation DC (see sidebar) or your kingdom's Control DC, whichever is higher.

Critical Success You successfully establish a trade agreement with your target, and your merchants return with gifts! Immediately roll 2 Resource Dice, then gain RP equal to the result of roll.

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Success You successfully establish a trade agreement.

Failure Your traders reach their destination but need to sweeten the deal to secure the trade agreement. Immediately roll 2 Resource Dice, and then spend RP equal to the result of this roll. If you do so, you successfully establish a trade agreement, otherwise the attempt fails.

Critical Failure Your trade agreement is a total loss and your traders do not return. Gain 1 Unrest, and until the end of the next Kingdom turn, take a –1 circumstance penalty to all Economy-related checks.

FOCUSED ATTENTION

DOWNTIME | LEADERSHIP

You set aside time to focus attention on aiding another leader in an activity. Choose another leader and a Kingdom skill, then attempt a DC 20 check using the chosen skill. On a success, you grant that leader a +2 circumstance bonus to one kingdom check using that skill, provided that leader attempts the skill check during the same Kingdom turn.

The Cooperative Leadership Kingdom feat (page 531) increases the efficiency of this activity.

NEW LEADERSHIP

DOWNTIME | UPKEEP

You announce the promotion of a character into a leadership role, whether they're a newly appointed leader or just shifting from one leadership role to another.

You normally perform this activity at the start of a Kingdom turn, but if unexpected events (such as the death of the character) remove a leader from a leadership role, you may immediately use the New Leadership activity to attempt to assign a new leader to that role, even outside of a Kingdom turn (applying the vacancy penalty for that role as appropriate). Attempt a basic Intrigue, Politics, Statecraft, or Warfare skill check—while any of these skills can be used, each skill is particularly suited to assigning two specific leadership roles.

- **Intrigue:** Grants a +2 circumstance bonus to checks to assign Emissaries and Treasurers.
- **Politics:** Grants a +2 circumstance bonus to checks to assign Counselors and Rulers.
- **Statecraft:** Grants a +2 circumstance bonus to checks to assign Magisters and Viceroys.
- **Warfare:** Grants a +2 circumstance bonus to checks to assign Generals and Wardens.

Rulers are particularly difficult to assign; when you take this activity to assign a new Ruler, you take a –4 circumstance penalty to the skill check, and unless you achieve a critical success, you gain 1 additional Unrest.

Whether or not you are simultaneously assigning a leader, you may also use this activity to attempt to reselect the four leadership roles that you have invested. Any result other than a critical failure allows this.

Critical Success The people love the new leader. The leader immediately provides the benefits tied to occupying the new role and gains a +1 circumstance bonus to all Kingdom skill checks they attempt before the end of the next Kingdom turn.

Success The people accept the new leader. The leader immediately provides the benefits tied to occupying the new role.

Failure The people are unsure about the new leader. The leader takes a –1 circumstance penalty to all checks they attempt as part of their activities during the Activity phase of each Kingdom turn. At the end of the next Kingdom turn, the leader can attempt any Loyalty-based basic skill check to ingratiate themselves with the populace. The leader may attempt this check at the end of each Kingdom turn until they succeed. Success removes this penalty, but a critical failure results in the development detailed in Critical Failure below.

Critical Failure The people reject the new leader. The leadership role is treated as vacant and you must attempt to reassign it using the New Leadership activity at the start of the next Kingdom turn. Unrest increases by 1.

PLEDGE OF FEALTY (TRAINED)

DOWNTIME | LEADERSHIP

When your representatives encounter freeholders, refugees, independent groups, or other bands of individuals gathered in the wilderness who aren't already part of a nation, you can offer them a place in your kingdom, granting them the benefits of protection, security, and prosperity in exchange for their fealty. The benefits granted to your kingdom can vary wildly, but often manifest as one-time boons to your commodities or unique bonuses against certain types of events. The adventure text in this campaign offers numerous examples of groups who could accept a Pledge of Fealty. You can attempt this skill check with Intrigue, Statecraft, or Warfare; however, certain groups will respond better (or worse) to specific skills. The DC is the group's Negotiation DC (see the sidebar on page 519).

Critical Success The group becomes part of your kingdom, granting the specific boon or advantage listed in that group's entry. If you haven't already claimed the hex in which the group dwells, you immediately do so, gaining 10 kingdom XP and increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 532). If the hex doesn't share a border with your kingdom, it becomes a secondary territory and checks involving this location take a Control penalty.

Success As success, but you don't claim the hex the group is in. Immediately roll 1 Resource Die. You must spend RP equal to the result to integrate the group into your kingdom.

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Failure The group refuses to pledge to you at this time. You can attempt to get them to Pledge Fealty next turn. Increase Unrest by 1.

Critical Failure The group refuses to pledge to you—furthermore, it will never Pledge Fealty to your kingdom, barring significant in-play changes or actions by the PCs (subject to the GM's approval). The group's potentially violent rebuff of your offer increases Unrest by 2 and increases a Ruin of your choice by 1.

QUELL UNREST

DOWNTIME | LEADERSHIP

You send your agents among the citizenry with the charge of suppressing dissent and calming unrest. You can attempt a basic Arts, Folklore, Intrigue, Magic, Politics, or Warfare check to Quell Unrest, but you can never use the same skill for this activity in consecutive Kingdom turns. This activity cannot be attempted more than once per Kingdom turn.

Critical Success Reduce Unrest by 1d6.

Success Reduce Unrest by 1.

Failure You fail to reduce Unrest.

Critical Failure You not only fail to reduce Unrest, but actually incite further anger among the citizenry. Choose one of the following: increase Unrest by 1d4 or increase two Ruins of your choice by 1.

REPAIR REPUTATION (TRAINED)

DOWNTIME | LEADERSHIP

When things have gotten out of hand in the kingdom and the nation's reputation has become damaged, you can focus efforts on a campaign to reassure the citizens and bring them closer together, stamp down crime, organize repairs and maintenance of public structures, or strive to adjust poor public opinions.

The skill used to Repair Reputation depends on which Ruin total you wish to reduce. If you wish to reduce your Corruption, you attempt an Arts check. If you wish to reduce your Crime, you attempt a Trade check. If you wish to reduce your Decay, you attempt an Engineering check. If you wish to reduce your Strife, you attempt an Intrigue check. In all cases, the DC is your Control DC + 2.

Critical Success You reduce the targeted Ruin by 2 and reduce its current ruin penalty by 1 to a minimum of 0.

Success You reduce the targeted Ruin by 1.

Failure You fail to reduce the targeted Ruin. You cannot attempt to Repair Reputation on this Ruin for 1 Kingdom turn.

Critical Failure You fail to reduce the targeted Ruin in a particularly public and embarrassing way. Increase Unrest by 1d4, and you cannot attempt to Repair Reputation for 3 Kingdom turns.

A MISSING BROTHER

30 XP

Edrist Hanvaki worries about his brother, Temin, who recently traveled to Varnhold to seal a deal with that village's gem cutter. Alas, Temin's been missing for days, and Edrist has promised a reward for news of his brother's fate, or at the very least, for the return of his brother's mother-of-pearl brooch.

Source: Temin goes missing not long after the PCs found their kingdom. Edrist approaches them for help in the month after the first Kingdom turn is completed.

Completion: Learn of Temin's fate (see area **RL6**) and report the discovery to Edrist.

Reward: Edrist is prepared to award 75 gp to those who bring him the brooch or the news he seeks.



EDRIST HANVAKI

REST AND RELAX

DOWNTIME | LEADERSHIP

Working non-stop can burn out even the most devoted and dedicated individual. As such, it's important to take time for yourself, and thus set a good example for the nation.

You take time to relax, and you extend the chance to unwind to your citizens as well. The Kingdom skill you use to determine the effectiveness of your time off depends on how you want to spend it: Use a basic Arts check to spend the time engaged in entertainment or the pursuit of a hobby. Use a basic Boating check to enjoy trips on the lakes and rivers of your kingdom. Use a basic Scholarship check to spend the time reading or studying a topic of personal interest beyond your daily duties. Use a basic Trade check to spend your time shopping or feasting. Use a basic Wilderness check to get away from the bustle and relax in the countryside. If your kingdom Rested and Relaxed the previous Kingdom turn, the DC increases by 4, as your kingdom's production and output hasn't had a chance to catch up to all those vacation days.

Critical Success The citizens enjoy the time off and are ready to get back to work. Reduce Unrest by 1, and the next Leadership activity you take gains a +2 circumstance bonus.

Success The time spent relaxing has calmed nerves; reduce Unrest by 1.

Failure The rest is welcome, but not particularly beneficial in the long term.

Critical Failure The time is wasted, and when you get back to work, you have to spend extra time catching up. Take a –2 circumstance penalty to your next skill check made as a Leadership activity.

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AGRICULTURE (STABILITY)

Agriculture measures the kingdom's ability to cultivate the land, bringing forth crops, flocks, and livestock.

ESTABLISH FARMLAND

DOWNTIME REGION

Requirement Plains or hills are the predominant terrain feature in the hex; the hex is in the influence of one of your settlements.

You plant crops and establish livestock in permanent farms, ranches, and other growing operations to create Farmland (page 535). If you're attempting to Establish Farmland in a hex that is predominantly plains, you must spend 1 RP and the check is against your Control DC. If you're targeting a hex that is predominantly hills, you must spend 2 RP and the check is against your Control DC + 5.

Critical Success You establish two adjacent Farmland hexes instead of one. If your target hex was a hills hex, the additional hex may be a hills hex or a plains hex; otherwise, the additional hex must be a plains hex. If no appropriate hex is available, treat this result as a regular success instead.

Success You establish one Farmland hex.

Failure You fail to establish a Farmland hex.

Critical Failure You fail to establish a Farmland hex, and your attempt potentially causes the spread of a blight. At the start of each of the next two Event phases, attempt a DC 6 flat check; on a failure, your kingdom experiences a Crop Failure event in this and all adjacent hexes.

HARVEST CROPS

DOWNTIME REGION

Attempt a basic check to forage for wild edibles or gather excess crops from farms.

Critical Success Gain 1d4 Food commodities.

Success Gain 1 Food commodity.

Failure Gain no Food commodities.

Critical Failure Lose 1d4 Food commodities to spoilage; if you have no Food to lose, you instead gain 1 Unrest.

ARTS (CULTURE)

Arts measure the kingdom's devotion to entertainment, artwork, and public works such as monuments.

CRAFT LUXURIES

DOWNTIME LEADERSHIP

You encourage your artisans to craft luxury goods and may even aid them in this pursuit. Roll 1 Resource Die and spend RP equal to the result. Then attempt a basic check.

Critical Success Your artisans exceed expectations and craft extravagant goods. Gain 1d4 Luxury Commodities.

Success Your artisans produce some delightful goods. Gain 1 Luxury Commodity.

Failure Your artisans fail to produce anything noteworthy.

Critical Failure Your artisans not only fail to produce anything noteworthy, but some took advantage of the opportunity to push their own agendas or earn more for themselves by selling to underground markets. Increase one of your Ruins by 1.

Trained Arts Activity

CREATE A MASTERPIECE

DOWNTIME LEADERSHIP

You encourage your kingdom's artists to create and display a masterful work of art to bolster your kingdom's reputation. Attempt a basic check; the result affects either Fame or Infamy (depending on the type of kingdom you're running). Create a Masterpiece may be attempted only once per Kingdom turn regardless of the number of leaders pursuing activities.

Critical Success Gain 1 Fame or Infamy point immediately, and at the start of your next Kingdom turn, gain 1 additional Fame or Infamy point. Immediately roll 2 Resource Dice. Gain RP equal to the result.

Success Gain 1 Fame or Infamy point immediately.

Failure Your attempt to create a masterpiece fails.

Critical Failure Not only does your attempt to create a masterpiece fail, it does so in a dramatic and humiliating way. Lose 1 Fame or Infamy point; if you have no Fame or Infamy points to lose, instead gain 1d4 Unrest.

BOATING (ECONOMY)

Boating reflects the kingdom's affinity for navigating rivers and lakes, or for using waterways to bolster trade, exploration, or even conquest.

GO FISHING

DOWNTIME REGION

Requirement Must have at least one claimed hex that includes river or lake terrain.

Attempt a basic check to fish for food from the rivers and lakes in your kingdom.

Critical Success Gain 1d4 Food commodities.

Success Gain 1 Food commodity.

Failure Gain no Food commodities.

Critical Failure You lose some fishers to tragic accidents; gain 1 Unrest.

DEFENSE (STABILITY)

Defense measures the kingdom's ability to police and protect itself and its citizens from bandits, monsters, criminals, outside incursions, and pestilence or plague, but not natural disasters (see Wilderness on page 530). It includes both physical fortifications and barriers as well as dedicated individuals guarding the land.

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FORTIFY HEX

DOWNTIME | REGION

Requirement The target hex must be claimed by your kingdom and must not have a settlement in it.

Your command your engineers to construct a protected encampment, such as a fort or barbican, to serve as a defensive post in the hex. Spend RP as determined by the hex's most inhospitable terrain (see the Building on Rough Terrain sidebar on page 519). Then attempt a basic check. A fortified hex grants an additional bonus in warfare (see Appendix 3), but also gives traveling PCs a place to rest that prevents wandering monsters from interrupting their rest.

Critical Success You find a defensible position for your fortification and finish construction efficiently. Gain a refund of half the RP you spent to build in the hex, then reduce Unrest by 1.

Success You establish your fortification in the hex. Reduce Unrest by 1.

Failure You fail to fortify the hex.

Critical Failure Your attempt ends in disaster. Not only do you fail to build a structure, but you lose several workers to an accident, banditry, a vicious monster, or some other unforeseen occurrence. Gain 1 Unrest.

PROVIDE CARE

DOWNTIME | LEADERSHIP

Attempt a basic check to organize and encourage your settlements' healers, apothecaries, medics, and other caregivers to provide care and support for citizens in need.

Critical Success You provide unexpectedly compassionate support for the people. Reduce Unrest by 1 and reduce one Ruin of your choice by 1.

Success Your care soothes the worries and fears of the populace; reduce Unrest by 1.

Failure You don't provide any notable care for the citizens, but at least you don't make things worse.

Critical Failure Your attempt to provide care backfires. Increase your Unrest or a Ruin of your choice by 1.

ENGINEERING (STABILITY)

Engineering measures the kingdom's ability to alter the physical landscape of its territory.

BUILD ROADS

DOWNTIME | REGION

Requirement The hex in which you seek to build roads must be claimed by your kingdom.

CATCHING A CHEAT

30 XP

After he lost the Rushlight Tournament 3 years in a row, failed archer Bertren Orlen suspects there's a tradition of cheating at the festival. He's not competing this year, but he promises several magic arrows to the first person who can catch and expose a cheater at the next Rushlight Tournament.

Source: As soon as the PC's kingdom level reaches 7, Bertren lets the PCs know of his offer, even if the Rushlight Tournament is still quite some time away in the future.

Completion: Publicly expose cheating at the Rushlight Tournament (page 342).

Reward: Bertren rewards the PCs with a set of 5 *explosive arrows* and 5 *storm arrows*.



BERTREN ORLEN

You order your kingdom's engineers to construct a network of robust roads through the hex. Travel along roads uses a terrain type one step better than the surrounding terrain; for example, roads through forest hexes—normally difficult terrain—allow travel as if it were open terrain.

Spend RP as determined by the hex's most inhospitable terrain (see Building on Rough Terrain on page 519; if the hex includes any rivers that cross the hex from one hex side to any other, you must spend double the normal RP cost to also build bridges; this adds the Bridge structure to that hex). Then attempt a basic check. Work with the GM to determine where your roads appear on the map.

Critical Success You build roads into the target hex and one adjacent claimed hex that doesn't yet have roads and whose terrain features are at least as hospitable as those of the target hex. If no adjacent hex is appropriate, treat this result as a Success instead.

Success You build roads in the hex.

Failure You fail to build roads in the hex.

Critical Failure Your attempt to build roads ends in disaster. Not only do you fail to build roads, but you lose several workers to an accident, banditry, a vicious monster, or some other unforeseen occurrence. Gain 1 Unrest.

DEMOLISH

CIVIC | DOWNTIME

Choose a single occupied lot in one of your settlements and attempt a basic check to reduce it to Rubble and then clear the Rubble away to make ready for a new structure.

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For multiple-lot structures, you'll need to perform multiple Demolish activities (or critically succeed at the activity) to fully clear all of the lots. As soon as you begin Demolishing a multiple-lot structure, all of the lots occupied by that structure no longer function.

Critical Success Choose one of the following effects: you demolish an entire multiple-lot structure all at once and clear all of the lots it occupied, or you recover 1d6 Commodities (chosen from lumber, stone, and ore) from the Rubble of a single-lot demolition.

Success You demolish the lot successfully.

Failure You fail to demolish the lot. It remains in Rubble and cannot be used for further construction until you successfully Demolish it.

Critical Failure As failure, but accidents during the demolition cost you the lives of some of your workers. Gain 1 Unrest.

ESTABLISH WORK SITE

DOWNTIME | REGION

Your hire a crew of workers to travel to a hex that contains Lumber, Ore, or Stone to be harvested. Spend RP as determined by the hex's most inhospitable terrain (see the Building on Rough Terrain sidebar on page 519). Then attempt a basic check. Lumber camps can be established in any hex that contains a significant amount of forest terrain. Mines and quarries can be established in any hex that contains a significant amount of hill or mountain terrain.

Critical Success You establish a Work Site in the hex and proceed to discover an unexpectedly rich supply of high quality Commodities. All Commodity yields granted by this site are doubled until the end of the next Kingdom turn.

Success You establish a Work Site in the hex.

Failure You fail to establish a Work Site in the hex.

Critical Failure Not only do you fail to establish a Work Site, but you lose several workers to an accident, banditry, a vicious monster, or some other unforeseen occurrence. Gain 1 Unrest.

Trained Engineering Activity

IRRIGATION

DOWNTIME | REGION

Requirements You control a hex adjacent to a river or lake that itself does not contain a river or lake.

You send excavators to build waterways, canals, or drainage systems to convey water from areas that have natural access to a river or lake. Spend RP as determined by the hex's most inhospitable terrain feature (see the Building on Rough Terrain sidebar on page 519). Then attempt a basic check.

Critical Success The hex gains a river or lake terrain feature (or you change the effects of a previous critical failure at Irrigation in this hex into a failure); work with your GM to determine where these features appear in the hex. In addition, your workers were efficient and quick, and you regain half the RP you spent building the waterways.

Success As success, but without regaining any RP.

Failure You fail to build workable systems or to restore a previous critical failure, and the hex does not gain the river or lake terrain feature.

Critical Failure As failure, but your attempts at Irrigation are so completely useless that they become breeding grounds for disease. Gain 1 Unrest. From this point onward, at the start of your Kingdom turn's Event phase, attempt a DC 4 flat check. This flat check's DC increases by 1 for each hex in your kingdom that contains a critically failed attempt at Irrigation. If you fail this flat check, your kingdom suffers a Plague event in addition to any other event it might have. You can attempt this activity again in a later Kingdom turn to undo a critically failed Irrigation attempt.

EXPLORATION (ECONOMY)

Exploration measures the kingdom's ability to look outward and see what lies beyond its own borders, and to closely examine claimed territory to discover secrets.

HIRE ADVENTURERS

DOWNTIME | LEADERSHIP

While the PCs can strike out themselves to deal with ongoing events, it's often more efficient to Hire Adventurers. When you Hire Adventurers to help end an ongoing event, the DC is equal to your Control DC adjusted by the event's level modifier. Roll 1 Resource Die and spend RP equal to the result each time you attempt this activity.

Critical Success You end the continuous event.

Success The continuous event doesn't end, but you gain a +2 circumstance bonus to resolve the event during the next Event phase.

Failure You fail to end the continuous event. If you try to end the continuous event again, the cost in RP increases to 2 Resource Dice.

Critical Failure As failure, but word spreads quickly through the region—you can no longer attempt to end this continuous event by Hiring Adventurers.

FOLKLORE (CULTURE)

Folklore measures the kingdom's connection with faiths and customs of all kinds. It also indicates how deeply tradition affects public life and the prominence of faith, worship, and culturally traditional activities.

CELEBRATE HOLIDAY

DOWNTIME | LEADERSHIP

You declare a day of celebration. Holidays may be religious, historical, martial, or simply festive, but all relieve your citizens from their labors and give them a chance to make

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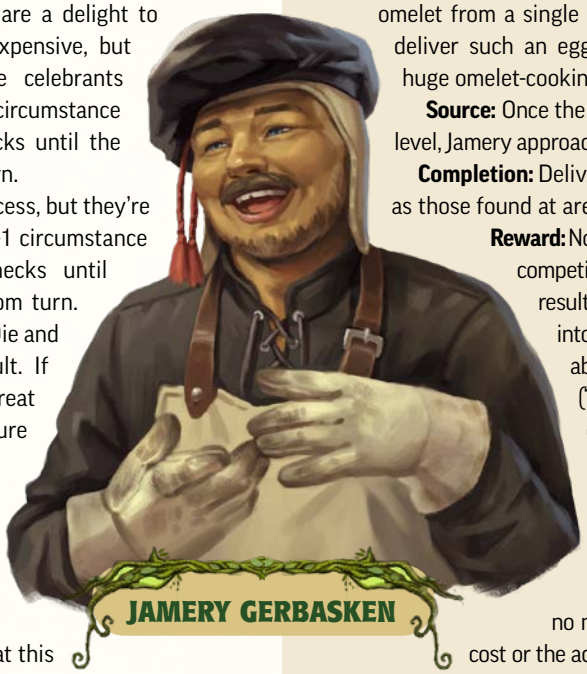
merry at the kingdom's expense. Attempt a basic check, but if your kingdom Celebrated a Holiday the previous turn, the DC increases by 4, as your kingdom hasn't had a chance to recover from the previous gala.

Critical Success Your holidays are a delight to your people. The event is expensive, but incidental income from the celebrants covers the cost. You gain a +2 circumstance bonus to Loyalty-based checks until the end of your next Kingdom turn.

Success Your holidays are a success, but they're also expensive. You gain a +1 circumstance bonus to Loyalty-based checks until the end of your next Kingdom turn. Immediately roll 1 Resource Die and spend RP equal to the result. If you can't afford this cost, treat this result as a Critical Failure instead.

Failure The holiday passes with little enthusiasm, but is still expensive. Immediately roll 1 Resource Die and spend RP equal to the result. If you can't afford this cost, treat this result as a Critical Failure instead.

Critical Failure Your festival days are poorly organized, and the citizens actively mock your failed attempt to celebrate. During the next turn, reduce your Resource Dice total by 4. The failure also causes you to take a –1 circumstance penalty to Loyalty-based checks until the end of the next Kingdom turn.



THE OMELET KING

30 XP

Jamery Gerbasken is well known for his strange food obsessions. His latest is a desire to cook an enormous omelet from a single roc's egg. If someone can deliver such an egg to him, he'll organize a huge omelet-cooking competition!

Source: Once the PCs' kingdom reaches 9th level, Jamery approaches them with his request.

Completion: Deliver one intact roc egg (such as those found at area **LV2**).

Reward: Not only is the omelet-cooking competition a huge success, it also results in a surge of resources into the kingdom. Jamery is able to open a Luxury Tavern ("The Roc's Nest"). The PCs can place this Luxury Tavern in any settlement they wish during the Civic Activities step of the Activity phase of the next Kingdom turn, with no need to spend the resource cost or the activity to build it.

INDUSTRY (ECONOMY)

Industry measures the kingdom's devotion to the business of building and making things, from basic necessities to luxury goods for trade. It puts people to work creating a prosperous future.

TRADE COMMODITIES

DOWNTIME | COMMERCE

There are five different categories of Commodities: Food, Lumber, Luxuries, Ore, and Stone. When you Trade Commodities, select one Commodity that your kingdom currently stockpiles and reduce that Commodity's stockpile by up to 4. Then attempt a basic check. If you trade with a group that you've established diplomatic relations with, you gain a +1 circumstance bonus to the check.

Critical Success At the beginning of the next Kingdom turn, you gain 2 bonus Resource Dice per point of stockpile expended from your Commodity now.

Success At the beginning of your next Kingdom turn, you gain 1 bonus Resource Die per point of stockpile expended from your Commodity now.

Failure You gain 1 bonus Resource Die at the beginning of your next Kingdom turn.

Critical Failure You gain no bonus Resource Dice (though the Commodity remains depleted). If you Traded Commodities the previous turn, gain 1 Unrest.

Trained Industry Activity

RELOCATE CAPITAL

DOWNTIME | LEADERSHIP

Requirement One of your settlements that is not your current capital must contain a Castle, Palace, or Town Hall. All leaders must spend all of their leadership activities during the Activity phase of a Kingdom turn on this activity.

The kingdom leaders announce that they are uprooting the seat of government from its current home and reestablishing it in another settlement. Attempt a check with a DC equal to the kingdom's Control DC + 5. You cannot Relocate your Capital again for at least 3 Kingdom turns.

Critical Success The move goes off splendidly, with people excited about the new capital and celebrating the leadership's wisdom.

Success The move goes smoothly and with minimal disruption, but some folks are upset or homesick. Increase Unrest by 1.

Failure The move causes unhappiness. Gain 1 Unrest and increase two Ruins of your choice by 1.

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Critical Failure The people reject the idea of the new capital and demand you move it back. The move is unsuccessful, and your capital remains unchanged. Gain 1d4 Unrest. Increase three Ruins of your choice by 1 and the fourth Ruin by 3.

INTRIGUE (LOYALTY)

Intrigue measures the kingdom's mastery of the hidden forces of politics. It includes manipulation of factions within a country and espionage beyond its borders, as well as investigations into criminal activities.

INFILTRATION

DOWNTIME | LEADERSHIP

You send spies out to gather intelligence on a neighboring nation, a cult or thieves' guild within your borders, an unclaimed Freehold, or even an unexplored adventure site. Alternately, you can simply send your spies out to investigate the current health of your kingdom. Attempt a basic check.

Critical Success You learn something valuable or helpful. If you were infiltrating a specific target, the GM decides what is learned, but the information is exact and precise. For example, if you were infiltrating an unexplored ruin, you might learn that the site is infested with web lurkers and spider swarms. If you were investigating your kingdom's health, your spies reveal easy methods to address citizen dissatisfaction, allowing you to choose one of the following: reduce Unrest by 1d4 or reduce a Ruin of your choice by 1.

Success You learn something helpful about the target, but the information is vague and imprecise. For example, if you were infiltrating the same ruin mentioned in the critical success above, you might learn that some sort of aberration uses the ruins as its lair. If you were investigating your kingdom's health, your spies learn enough that you can take action. Reduce your kingdom's Unrest by 1.

Failure Your spies fail to learn anything of import, but they are not themselves compromised.

Critical Failure You never hear from your spies again, but someone certainly does! You take a –2 circumstance penalty on all kingdom checks until the end of the next Kingdom turn as counter-infiltration from an unknown enemy tampers with your kingdom's inner workings.

Trained Intrigue Activity

CLANDESTINE BUSINESS

DOWNTIME | LEADERSHIP

You know there are criminals in your kingdom, and they know you know. You encourage them to send kickbacks in the form of resources and Commodities to the government, but the common citizens will be more than upset if they find out! This starts as a basic check against your Control DC, but every subsequent Kingdom turn you pursue Clandestine Business, the DC increases by 2. Every Kingdom turn that passes without Clandestine Business reduces the DC by 1 (until you reach your Control DC).

Critical Success Immediately roll 2 Resource Dice. Gain RP equal to the result. In addition, you gain 1d4 Luxury Commodities. The public is none the wiser.

Success Either immediately roll 2 Resource Dice and gain RP equal to the result, or gain 1d4 Luxury Commodities. Regardless of your choice, rumors spread about where the government is getting these "gifts." Increase Unrest by 1.

Failure Immediately roll 1 Resource Die and gain RP equal to the result. Rumors are backed up with eyewitness accounts. Increase Unrest by 1 and Corruption by 1.

Critical Failure You gain nothing from the Clandestine Business but angry citizens. Increase Unrest by 1d6, Corruption by 2, and one other Ruin of your choice by 1.

MAGIC (CULTURE)

Magic measures the kingdom's affinity for the mystic arts, whether arcane, divine, occult, or primal. It may reflect the breadth of natural magical talent among the people or it may represent the study of ancient secrets and magical theory.

SUPERNATURAL SOLUTION

DOWNTIME | FORTUNE | LEADERSHIP

Your spellcasters try to resolve issues when mundane solutions just aren't enough. Attempt a basic check.

Critical Success You can call upon your spellcasters' supernatural solution to aid in resolving any Kingdom skill check made during the remainder of this Kingdom turn. Do so just before a Kingdom skill check is rolled (by yourself or any other PC). Attempt a Magic check against the same DC in addition to the Kingdom skill check, and take whichever of the two results you prefer. If you don't use your Supernatural Solution by the end of this Kingdom turn, this benefit ends and you gain 10 kingdom XP instead.

Success As critical success, but the solution costs the kingdom 1d4 RP to research. This cost is paid now, whether or not you use your supernatural solution.

Failure Your attempt at researching a supernatural solution costs the kingdom 2d6 RP, but is ultimately a failure, providing no advantage.

Critical Failure As failure, but your spellcasters' resources and morale are impacted such that you cannot attempt a Supernatural Solution again for 2 Kingdom turns.

Special You cannot influence a check with Supernatural Solution and Creative Solution simultaneously.

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Trained Magic Activity

PROGNOSTICATION

DOWNTIME | LEADERSHIP

Your kingdom's spellcasters read the omens and provide advice on how best to prepare for near-future events. Attempt a basic check.

Critical Success If you have a random kingdom event this turn, roll twice to determine the event that takes place. The players choose which of the two results occurs, and the kingdom gains a +2 circumstance bonus to the check to resolve the event.

Success Gain a +1 circumstance bonus to checks made to resolve random kingdom events this turn.

Failure Your spellcasters divine no aid.

Critical Failure Your spellcasters provide inaccurate readings of the future. You automatically have a random kingdom event this turn. Roll twice to determine the event that takes place; the GM decides which of the two results occurs.



POLITICS (LOYALTY)

Politics measures a kingdom's embrace of civic life of all kinds, from deeply rooted local traditions to cosmopolitan cross-cultural connections. It also reflects the importance of the citizenry's shared values, whether they are dedicated to freedom and justice or to more unsavory ethics.

IMPROVE LIFESTYLE

DOWNTIME | COMMERCE

Attempt a basic check to draw upon your kingdom's treasury to enhance the quality of life for your citizens. This activity can be taken only during the Commerce phase of a Kingdom turn (page 538).

Critical Success Your push to Improve Lifestyles affords your citizens significant free time to pursue recreational activities. For the remainder of the Kingdom turn, you gain a +2 circumstance bonus to Culture-based checks.

Success Your push to Improve Lifestyles helps your citizens enjoy life. For the remainder of the Kingdom turn, you gain a +1 circumstance bonus to Culture-based checks.

Failure As success, but you've strained your treasury. Take a –1 circumstance penalty to Economy-based checks for the remainder of this Kingdom turn.

A MISSING PROFESSOR

30 XP

A representative of Oppara's Kitharodian Academy, Jemanda Orlashen, has come to the Stolen Lands seeking one of that institution's professors, a man named Ervil Pendrod. It seems Ervil was eager to search the eastern foothills of the Tors of Levenies after hearing of a possible connection between that area and ancient Iobaria, but he didn't actually arrange for a leave of absence before departing on his journey.

Source: Jemanda arrives in town with her request around when the PCs learn that Varnhold has gone quiet at the start of Chapter 6.

Completion: Find Ervil and convince him to return to his job in Oppara. Alas, Ervil timed his visit to the Stolen Lands poorly and arrived in Varnhold only a few days before Vordakai's attack. He can be rescued from Vordakai's Tomb, where he's one of many victims held within the Dungeon of Souls (page 289).

Reward: Jemanda rewards whoever finds the missing professor with a *wand of read omens*.

Critical Failure Your attempt to Improve Lifestyles backfires horribly as criminal elements in your kingdom abuse your generosity. You take a –1 circumstance penalty to Economy-based checks for the remainder of the Kingdom turn, gain 1 Unrest, and add 1 to a Ruin of your choice.

SCHOLARSHIP (CULTURE)

Scholarship measures the kingdom's interest in teaching and training its citizens to learn about the world around them. It also includes researching answers to problems in every field, from history and medicine to alchemy and philosophy.

CREATIVE SOLUTION

DOWNTIME | FORTUNE | LEADERSHIP

You work with your kingdom's scholars, thinkers, and practitioners of magical and mundane experimentation to come up with new ways to resolve issues when business as usual is just not working. Attempt a basic check.

Critical Success You can call upon the solution to aid in resolving any Kingdom skill check made during the remainder of this Kingdom turn. Do so when a Kingdom skill check is rolled, but before you learn the result. Immediately reroll that check with a +2 circumstance bonus; you must take the new result. If you don't use your Creative Solution by the end of this turn, you lose this benefit and gain 10 kingdom XP instead.

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Success As critical success, but the Creative Solution costs the kingdom 1d4 RP to research. This cost is paid now, whether or not you use your Creative Solution.

Failure Your attempt at researching a Creative Solution costs the kingdom 2d6 RP but is ultimately a failure. It provides no advantage.

Critical Failure As failure, but your scholars and thinkers are so frustrated that you take a –1 circumstance penalty to Culture-based checks until the end of the next Kingdom turn.

Special You cannot influence a check with Supernatural Solution and Creative Solution simultaneously.

STATECRAFT (LOYALTY)

Statecraft measures the kingdom's ability to engage and interact with other nations, Freeholds, and political powers in above-the board political manners, including its trustworthiness in the eyes of other nations and its own citizens.

TAP TREASURY

DOWNTIME | COMMERCE

You tap into the cash reserves of your kingdom for the PCs' personal use or to provide emergency funding for an event. This is a basic check, but after you succeed or critically succeed at this activity, all future attempts to Tap Treasury have their results worsened two degrees. This penalty persists until funds equal to those taken from the treasury are repaid via Capital Investment (page 529).

Critical Success You withdraw funds equal to the Currency per Additional PC column on Table 10–9: Party Treasure By Level on page 509 of the *Pathfinder Core Rulebook* (using your kingdom's level to set the amount), or you successfully fund the unexpected event that required you to Tap your Treasury.

Success As critical success, but you overdraw your treasury in the attempt. You take a –1 circumstance penalty to all Economy-based checks until the end of your next Kingdom turn.

Failure You fail to secure the funds you need, and rumors about the kingdom's potential shortfall of cash cause you to take a –1 circumstance penalty to all Loyalty- and Economy-based checks until the end of your next Kingdom turn.

Critical Failure As failure, but the rumors spiral out of control. Increase Unrest by 1 and add 1 to a Ruin of your choice.

Trained Statecraft Activities

REQUEST FOREIGN AID

DOWNTIME | LEADERSHIP

Requirement You have diplomatic relations with the group you are requesting aid from.

When disaster strikes, you send out a call for help to another nation with whom you have diplomatic relations. The DC of this check is equal to the other group's Negotiation DC +2 (see the sidebar on page 519).

Critical Success Your ally's aid grants a +4 circumstance bonus to any one Kingdom skill check attempted during the remainder of this Kingdom turn. You can choose to apply this bonus to any Kingdom skill check after the die is rolled, but must do so before the result is known. In addition, immediately roll 2 Resource Dice and gain RP equal to the result; this RP does not accrue into XP at the end of the turn if you don't spend it.

Success As success, but choose the benefit given by the aid: either roll 1 Resource Die and gain RP equal to the result or gain a +2 circumstance bonus to a check.

Failure Your ally marshals its resources but cannot get aid to you in time to deal with your current situation. At the start of your next Kingdom turn, gain 1d4 RP.

Critical Failure Your ally is tangled up in its own problems and is unable to assist you, is insulted by your request for aid, or might even have an interest in seeing your kingdom struggle against one of your ongoing events. Whatever the case, your pleas for aid make your kingdom look desperate. You gain no aid, but you do increase Unrest by 1d4.

SEND DIPLOMATIC ENVOY

DOWNTIME | LEADERSHIP

You send emissaries to another group to foster positive relations and communication. The DC of this check is the group's Negotiation DC (see the sidebar on page 519). Attempts to Send a Diplomatic Envoy to a nation with which your kingdom is at war take a –4 circumstance penalty to the check and have the result worsened one degree. At the GM's option, some wars might be so heated that this activity has no chance of success.

Critical Success Your envoys are received quite warmly and make a good first impression. You establish diplomatic relations with the group (see page 534 for more information) and gain a +2 circumstance bonus to all checks made with that group until the next Kingdom turn.

Success You establish diplomatic relations.

Failure Your envoys are received, but the target organization isn't ready to engage in diplomatic relations. If you attempt to Send a Diplomatic Envoy to the group next Kingdom turn, you gain a +2 circumstance bonus to that check.

Critical Failure Disaster! Your envoy fails to reach their destination, is turned back at the border, or is taken prisoner or executed, at the GM's discretion. The repercussions on your kingdom's morale and reputation are significant. Choose one of the following results: gain 1d4 Unrest, add 1 to a Ruin of your choice,

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or immediately roll 2 Resource Dice and spend RP equal to the result. In any event, you cannot attempt to Send a Diplomatic Envoy to this same target for the next 3 Kingdom turns.

The first time your kingdom succeeds at establishing diplomatic relations in the campaign, gain 60 kingdom XP as a milestone award (page 538).

TRADE (ECONOMY)

Trade measures a kingdom's involvement in commerce of every kind, but especially in moving goods from one place to another and in the health of its market. You take a cumulative –1 item penalty on Trade checks for each settlement in your kingdom that has no Land Borders, unless it has at least one Water Border with a Bridge.



FORGOTTEN HISTORY

30 XP

Traveling scholar Tamerak Elenark has come to the Stolen Lands seeking clues into the occult history of ancient Iobarian cyclops culture. He's promised a magic pendant to anyone who can find new information for him.

Source: Once the PCs build their first Academy or Museum, Tamerak arrives in their kingdom to make his request.

Completion: The PCs can provide Tamerak the information he seeks with a successful DC 30 Occultism check (each PC can attempt this check once per level). Alternately, once the PCs have explored Vordakai's tomb in Chapter 6, they can share with him their experiences in the tomb to automatically provide him the lore he searches for.

Reward: Tamerak gives the PCs the *greater pendant of the occult* he promised.

CAPITAL INVESTMENT

DOWNTIME | LEADERSHIP

Requirement You must be within the influence of a settlement that contains at least one Bank.

You contribute funds from your personal wealth for the good of the kingdom, including coinage, gems, jewelry, weapons and armor salvaged from enemies, magical or alchemical items, and so on. Your contribution generates economic activity in the form of RP that can be used during your current Kingdom turn or on the next Kingdom turn (your choice).

You can use Capital Investment to repay funds from Tap Treasury (page 528). In this case, no roll is needed and you simply deduct the appropriate amount of funds from your personal wealth to pay back that which was borrowed.

When you use Capital Investment to generate RP, the amount of gp required to make an investment is set by your kingdom's level. Investments below this amount cause your attempt at Capital Investment to suffer an automatic critical failure, while investments above this amount are lost. The investment required is equal to the value listed on Table 10–9: Party Treasure by Level in the *Pathfinder Core Rulebook* (page 509); use the value for your kingdom's level under the "Currency per Additional PC" as the required investment value. This is a basic check.

Critical Success Your kingdom reaps the benefits of your investment. Immediately roll 4 Resource Dice. Gain RP equal to the result.

Success Your investment helps the economy. Immediately roll 2 Resource Dice. Gain RP equal to the result.

Failure Your investment ends up being used to shore up shortfalls elsewhere. Gain 1d4 RP.

Critical Failure Your investment is embezzled, lost, or otherwise misappropriated. Choose one of the following: either roll 1 Resource Die and gain RP equal to the result and also increase your Crime by an equal amount, or gain 0 RP and increase Crime by 1.

MANAGE TRADE AGREEMENTS

COMMERCE | DOWNTIME

You send agents out to attend to established trade agreements. Spend 2 RP per Trade Agreement you wish to manage. Then attempt a basic check. If you Managed Trade Agreements on the previous turn, increase this DC by 5.

Critical Success At the start of your next Kingdom turn, you gain 1 bonus Resource Die per trade agreement, and 1 Commodity of your choice per trade agreement (no more than half of these Commodities may be Luxuries).

Success As critical success, but you must choose between gaining Resource Dice or Commodities.

Failure You gain 1 RP per trade agreement at the start of your next turn.

Critical Failure You gain no benefit, as your traders and merchants met with bad luck on the road. You can't Manage Trade Agreements for 1 Kingdom turn.

PURCHASE COMMODITIES

DOWNTIME | LEADERSHIP

You can spend RP to Purchase Commodities, but doing so is more expensive than gathering them or relying upon trade agreements. When you Purchase Commodities, select the

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KINGDOM FEATS

FEAT	LEVEL	PREREQUISITE	BENEFITS
Civil Service	1	—	Citizens bolster vacant leadership roles
Cooperative Leadership	1	—	Leaders gain increased bonuses to aid each other
Crush Dissent	1	Trained in Warfare	Quell Dissent more efficiently
Fortified Fiefs	1	Trained in Defense	Gain bonuses to Fortify, and Construct or Rebuild certain buildings easier
Insider Trading	1	Trained in Industry	+1 to Work Camp, Establish Trade Agreement, and Trade Commodities activities
Kingdom Assurance	1	Trained in at least three skills	Receive a fixed result on a skill check
Muddle Through	1	Trained in Wilderness	Ruin accumulates more slowly
Practical Magic	1	Trained in Magic	+1 to Magic checks, use Magic instead of Engineering
Pull Together	1	Trained in Politics	Your citizens help mitigate failures
Skill Training	1	—	Become trained in a Kingdom skill
Endure Anarchy	3	Loyalty 14	Recover from Unrest more quickly and lessen its effects
Inspiring Entertainment	3	Culture 14	Use Culture on checks to determine Unrest
Liquidate Resources	3	Economy 14	Draw upon reserve funds to avoid Ruin
Quick Recovery	3	Stability 14	+2 to checks to end ongoing harmful events
Free and Fair	7	—	Use New Leadership and other activities more efficiently
Quality of Life	7	—	Cost of living expenses are reduced
Fame and Fortune	11	—	Gain RP when you critically succeed at Kingdom skills

Commodity you wish to purchase (Food, Lumber, Luxuries, Ore, or Stone). Expend 8 RP if you're purchasing Luxuries or 4 RP if you're purchasing any other Commodity. Then attempt a basic check.

Critical Success You immediately gain 4 Commodities of the chosen type and 2 Commodities of any other type (except Luxuries).

Success You gain 2 Commodities of the chosen type.

Failure You gain 1 Commodity of the chosen type.

Critical Failure You gain no Commodities.

Trained Trade Activities

COLLECT TAXES

COMMERCE DOWNTIME

Tax collectors travel through the lands to collect funds for the betterment of the kingdom. Attempt a basic check.

Critical Success Your tax collectors are wildly successful! For the remainder of the Kingdom turn, gain a +2 circumstance bonus to Economy-based checks.

Success Your tax collectors gather enough to grant you a +1 circumstance bonus to Economy-based checks for the remainder of the Kingdom turn. If you attempted to Collect Taxes during the previous turn, increase Unrest by 1.

Failure As success, but the people are unhappy about taxes—increase Unrest by 1 (or by 2 if you attempted to Collect Taxes the previous turn).

Critical Failure Your tax collectors encounter resistance from the citizens and their attempts to gather taxes are rebuffed. While the tax collectors still manage to gather enough taxes to support essential government needs, they have angered the kingdom's citizens and encouraged rebellious acts. Increase Unrest by 2, and choose one Ruin to increase by 1.

WARFARE (LOYALTY)

Warfare reflects a kingdom's readiness to mobilize its military forces against its enemies—be they lone rampaging monsters or entire armies bent on invasion. Warfare has no exclusive skill activities as presented in this appendix, though it can be used with some general skill activities. Warfare is used extensively to resolve mass combat; see Appendix 3 for details on your options for the use of Warfare skill.

WILDERNESS (STABILITY)

Wilderness measures how well the kingdom manages its natural resources, integrates with the natural ecosystem, and handles dangerous wildlife. It also reflects the kingdom's ability to anticipate, prevent, and recover from natural disasters, in much the same way the Defense skill protects against other threats.

GATHER LIVESTOCK

DOWNTIME REGION

Attempt a basic check to gather excess livestock from local wildlife, ranches, and farms. This generates a number of Food commodities.

Critical Success Gain 1d4 Food commodities.

Success Gain 1 Food commodity.

Failure Gain no Food commodities.

Critical Failure Lose 1d4 Food commodities to spoilage. If you have no Food to lose, you instead gain 1 Unrest.

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KINGDOM FEATS

A kingdom gains feats as it increases in level. Some feats are general-purpose abilities that apply all the time. Others grant benefits to specific kingdom activities or events or allow kingdoms to perform special activities. Each time a kingdom gains a feat, players can select any feat whose level does not exceed their kingdom's level and whose prerequisites their kingdom satisfies.

CIVIL SERVICE — FEAT 1

GENERAL | KINGDOM

Everyone has a place and a role, and as long as those roles are filled, the government functions. When you select this feat, choose one leadership role; that role is now supported by your efficient civil servants, so its vacancy penalty is no longer applicable. If you wish to change the leadership role to which Civil Service applies, you can do so using the New Leadership activity at the start of a Kingdom turn.

You gain a +2 status bonus to New Leadership checks.

COOPERATIVE LEADERSHIP — FEAT 1

GENERAL | KINGDOM

Your leaders are skilled at working with one another. When a leader uses the Focused Attention kingdom activity to aid another leader's kingdom check, the circumstance bonus granted by a success is increased to +3.

At 11th level, your leaders' collaborative style leads them to ever greater successes when they work together. When a leader uses the Focused Attention kingdom activity to aid another leader's check, treat a critical failure on the aided check as a failure. If your kingdom has at least the expert rank in the skill used in the aided check, treat a failure on the check as a success. (This does not allow you to ever improve a critical failure to a success.)

CRUSH DISSENT — FEAT 1

GENERAL | KINGDOM

Prerequisite trained in Warfare

Your rule brooks no dissent and stamps out traitors, making harsh examples of them. Once per Kingdom turn when you gain Unrest, you can attempt to crush the dissent by attempting a basic Warfare check. On a success, the Unrest increase is canceled, but on a critical failure, the Unrest increase is doubled. In addition, you gain a +1 status bonus to checks to resolve dangerous kingdom events that involve internal bickering, such as Feud.

ENDURE ANARCHY — FEAT 3

GENERAL | KINGDOM

Prerequisite Loyalty 14

Your kingdom holds together even in the midst of extreme peril. If your kingdom's Unrest is 6 or higher and you use a kingdom activity that decreases Unrest, decrease the Unrest by an additional 1. You do not fall into anarchy unless your kingdom's Unrest reaches 24 (see last paragraph of Step 2: Adjust Unrest on page 538).

FAME AND FORTUNE — FEAT 11

GENERAL | KINGDOM

Your kingdom's reputation has spread far and wide, bringing in visitors to behold the spectacle of your greatness and pay their respects. Whenever you achieve a critical success on any Kingdom skill check during the Activity phase of a Kingdom turn, gain 1 bonus Resource Die at the start of your next Kingdom turn.

FORTIFIED FIEFS — FEAT 1

GENERAL | KINGDOM

Prerequisite trained in Defense

Your vassals take their duty to protect those under their stewardship seriously, and your engineers emphasize the value of a strong defense when it comes to building settlements and fortifications. You gain a +2 circumstance bonus to checks attempted as part of the Fortify Hex activity and on activities to build or repair a Barracks, Castle, Garrison, Keep, Stone Wall, or Wooden Wall. In addition, you gain a +1 status bonus to all kingdom checks attempted during dangerous events that directly impact your settlements' defenses.

FREE AND FAIR — FEAT 7

GENERAL | KINGDOM

Your reputation for transparency and fairness in conducting elections, appointments, and other changes in government inspires tremendous public trust. You gain a +2 circumstance bonus to Loyalty-based checks attempted as part of the New Leadership and Pledge of Fealty activities. If you fail or critically fail such a check, you can spend 2 RP to reroll the check (but without the +2 circumstance bonus); attempting this adds the Fortune trait. You must take the result of the second roll, even if it is worse than the original roll.

INSIDER TRADING — FEAT 1

GENERAL | KINGDOM

Prerequisite trained in Industry

Your leading citizens share valuable business information with one another and with associates in other lands, and they hire one another's workers to supply the labor they need to fuel their production. You gain a +1 status bonus to Establish Work Site, Establish Trade Agreement, and Trade Commodities activities. In addition, gain 1 bonus Resource Die at the start of each Kingdom turn.

INSPIRING ENTERTAINMENT — FEAT 3

GENERAL | KINGDOM

Prerequisite Culture 14

Your kingdom's artists and entertainers are talented and prolific, and there's never a shortage of new plays, operas,

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KINGDOM SIZE

Size	Type of Nation	Resource Die	Control DC Modifier	Commodity Storage
1–9	Territory	1d4	+0	4
10–24	Province	1d6	+1	8
25–49	State	1d8	+2	12
50–99	Country	1d10	+3	16
100+	Dominion	1d12	+4	20

novels, music, sculptures, paintings, or other forms of distraction to entertain the citizens, even during times of upheaval. When you check for Unrest during the Upkeep phase of a Kingdom turn, you may roll a Culture-based check rather than a Loyalty-based check to determine the outcome. Your kingdom also gains a +2 status bonus to all Culture-based skill checks whenever your kingdom has at least 1 Unrest.

KINGDOM ASSURANCE — FEAT 1

GENERAL | FORTUNE | KINGDOM

Prerequisite trained in at least three skills

Even when things go poorly in other areas, you can count on consistency in carrying out kingdom activities with a chosen skill. Choose one Kingdom skill in which your kingdom is trained. Once per Kingdom turn, when you would attempt a skill check for that skill, you can forgo rolling and instead take a result equal to 10 + your proficiency bonus; do not apply any other bonuses, penalties, or modifiers to this result.

Special You can select this feat multiple times. Each time, choose a different skill and gain the benefits of this feat for that skill.

LIQUIDATE RESOURCES — FEAT 3

GENERAL | KINGDOM

Prerequisite Economy 14

Your kingdom's economy can liquidate resources in an emergency when funding runs out. The first time during a Kingdom turn in which you are forced to spend RP as the result of a failed skill check or a dangerous event, and that expense reduces you to 0 RP, you may instead reduce your RP to 1 and treat the expense as if it were paid in full. At the start of your next Kingdom turn, roll 4 fewer Resource Dice than normal.

MUDDLE THROUGH — FEAT 1

GENERAL | KINGDOM

Prerequisite trained in Wilderness

Your people are independent-minded and take care of the small things around the kingdom, not letting them pile up into bigger problems. Increase two of your Ruin thresholds by 1 and one of them by 2.

PRACTICAL MAGIC — FEAT 1

GENERAL | KINGDOM

Prerequisite trained in Magic

Magic has an honored place in your society, and your people incorporate it into their everyday work to make life easier. You gain a +1 status bonus to Magic checks, and you can use Magic checks in place of Engineering checks. In addition, as magic-wielding NPCs find your nation a comfortable place to live and work, you reduce the cost of using the Hire Adventurers activity to 1 RP.

PULL TOGETHER — FEAT 1

GENERAL | KINGDOM

Prerequisite trained in Politics

Your people are very reliable, and their swift decision-making keeps most projects from getting too far off track. Once per Kingdom turn when you roll a critical failure on a Kingdom skill check, attempt a DC 11 flat check. If this succeeds, your citizens heed the call to put in extra work to mitigate the disaster; treat the Kingdom skill check result as failure instead. The DC of this flat check increases by 5 each time you subsequently use it, but it decreases by 1 (to a minimum of 11) for each Kingdom turn that passes when you do not use it.

QUALITY OF LIFE — FEAT 7

GENERAL | KINGDOM

Your kingdom's robust economy makes the creature comforts of civilization more readily available to all, and even finer luxuries are more easily had. The first time you gain Luxury Commodities in a Kingdom turn, increase the total gained by 1. All of your settlements are treated as 1 level higher than their actual level for the purposes of determining what sorts of magic items might be offered for sale at their markets and shops.

QUICK RECOVERY — FEAT 3

GENERAL | KINGDOM

Prerequisite Stability 14

Your kingdom recovers more quickly from danger and disaster. Whenever you attempt a skill check to end an ongoing harmful kingdom event, you gain a +4 status bonus to the check.

SKILL TRAINING — FEAT 1

GENERAL | KINGDOM

Your kingdom receives the trained proficiency rank in a Kingdom skill of your choice. You can select this feat multiple times, choosing a new skill each time.

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KINGDOM RULES

A kingdom's Size reflects the complexity of its governance, its influence on other nations, and its access to resources. A kingdom's Size also determines its Resource Die and other statistics. The actual total population of a kingdom is a function of its Size as well, but population numbers do not have a direct effect on these rules.

Size: The total number of hexes in the kingdom. When a kingdom's Size reaches 10, 25, 50, and 100, it gains kingdom XP as a milestone award (page 538).

Type of Nation: These are sample placeholder names for the level of prominence of a kingdom, but feel free to adjust.

Resource Die: The type of Resource Die a kingdom rolls.

Control DC Modifier: As a kingdom increases in Size, it grows more difficult to control. This modifier increases a kingdom's base Control DC.

Commodity Storage: This number indicates the maximum units of a specific Commodity that can be stored in a kingdom. Building specialized structures can increase this number on a per-Commodity basis.

RESOURCE DICE

A kingdom's economy is based on the sum of the productive activity of its citizens, and that activity is reflected in a quantity of resources that the kingdom can tap into each month. These resources are represented by Resource Points (see below) which are determined by Resource Dice, with the number of dice being equal to the nation's level + 4. When a kingdom is first founded, each Resource Die is a d4, but as the kingdom advances in Size, its Resource Die increases to d6, d8, d10, or d12 (see the Kingdom Size table).

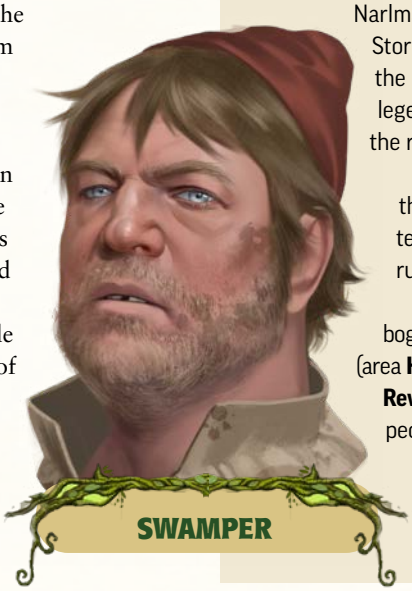
RESOURCE POINTS

A kingdom's Resource Points (RP) represent a combination of the work of a kingdom's citizens and the time spent on jobs, talent, labor, tools, and funds to handle this toil. Resource points do not directly represent amounts of coins in a treasury, but rather an abstraction of the nation's total amount of available funds to handle tasks. Since luck and demand play a part in a kingdom's resources, the exact total of RP a kingdom will have each turn varies; a new total of RP is rolled at the start of each Kingdom turn (page 538) using Resource Dice. Any RP not spent by the end of that turn convert to kingdom XP at a rate of 1 RP to 1 XP.

BOG MUMMY TERROR

30 XP

Rural folk and swampers whisper that something bad lurks in the marshland on the border between the Narlmarches and Hooktongue Slough. Stories claim that bog mummies haunt the so-called Bog of Bones, and their legend brings fear to those who dwell in the region.



SWAMPER

Source: As soon as the PCs claim their first hex containing any swamp terrain in Hooktongue Slough, these rumors reach their ears.

Completion: Permanently destroy the bog mummy cultists in the Bog of Bones (area **HT13**).

Reward: This act of bravery bolsters the people's faith in their heroic leaders. For the next three Kingdom turns after this quest is completed, all Loyalty-based skill checks gain a +2 circumstance bonus.

Whenever the kingdom is forced to spend RP that would drop it below 0, spend all the RP the kingdom has and then increase a Ruin of the PCs' choice by 1.

RUIN

As bad luck, natural disasters, unexpected shortages, or even warfare damage a kingdom, it becomes Ruined in one of four categories opposing the kingdom's four ability scores. Ruin rises and falls as Kingdom turns progress, but if it rises too high, it can cause lasting or even permanent harm to the kingdom.

Culture is opposed by **Corruption**, which represents citizens falling to debauchery, delving into forbidden lore, pursuing unethical research practices, or destroying their own heritage and history.

Economy is opposed by **Crime**, which includes theft, smuggling, and enterprises that suffocate prosperity.

Stability is opposed by **Decay**, representing physical harm, neglect, or degradation of the kingdom, its people, and its infrastructure.

Loyalty is opposed by **Strife**, which includes acts of treachery, subterfuge, bribery, violence, abuse of power, and infighting between groups.

Accruing Ruin: As Ruin accumulates, the categories gain points. These point totals are persistent, decreasing only in specific circumstances, but most often when a Ruin's point total exceeds that Ruin's threshold. Other events can reduce or increase a Ruin's point total as well—typically as the result of kingdom activities or events.

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Ruin Threshold: Each Ruin has a threshold; a point at which the penalties associated with that Ruin increase. A Ruin's initial threshold is 10, but each threshold increases as the kingdom levels up and becomes more able to withstand Ruin in all its forms. Whenever a Ruin exceeds its threshold, reduce that Ruin's total points by an amount equal to its threshold, and increase the Ruin's penalty by 1.

Ruin Penalty: A Ruin penalty applies to all checks using that Ruin's associated ability score. For example, if your kingdom has a Corruption penalty of –4, it takes a –4 item penalty on all Culture checks.

Reducing Ruin Penalties: When a kingdom reaches 5th level, and then again every 3 levels thereafter, it gains Ruin resistance (page 512); each time it does so, it has the opportunity to reduce an existing Ruin penalty to 0. This is an extremely effective way to manage a Ruin penalty that's crept particularly high, but it's also an extremely limited resource, as a kingdom will only get, at most, 6 opportunities to adjust a Ruin penalty in this way over the course of a campaign. The Repair Reputation activity can reduce existing Ruin penalties (page 521), although at a much slower rate. Other activities or events can reduce Ruin penalties as well, as detailed in the text for each. Finally, if circumstances ever allow for a Ruin's points to be reduced and that particular Ruin is already at 0 points, instead of reducing Ruin to a negative value you can instead attempt a DC 16 flat check; on a success, reduce that Ruin's penalty by 1 to a minimum of 0.

UNREST

Unrest represents unhappiness among the kingdom's citizens, who show their lack of confidence in the leadership by balking at edicts, refusing to follow commands, and disrupting local economies through boycotts, walkouts, and refusal to talk to emissaries. Unrest is a persistent value that remains from turn to turn and can be adjusted during Kingdom turns as events play out.

Unrest 1: If a kingdom has at least 1 point of Unrest, take a –1 status penalty to all kingdom checks.

Unrest 5: If a kingdom has 5 or more points of Unrest, take a –2 status penalty to all kingdom checks.

Unrest 10: If a kingdom has 10 or more points of Unrest, take a –3 status penalty to all kingdom checks.

Unrest 15: If a kingdom has 15 or more points of Unrest, take a –4 status penalty to all kingdom checks.

EXPANDING A KINGDOM

A kingdom grows one hex at a time on the Stolen Lands map, via Region activities like Claim Hex and Clear Hex. The PCs can pursue these activities during the Activity phase of each Kingdom turn (page 539).

Losing Hexes

It's possible to lose control of a hex. When this happens, the kingdom immediately loses any benefits from terrain improvements in that hex, and all settlements in that hex become Freeholds (page 536). Monsters may move into an abandoned hex, increasing the chance for random encounters, and if you wish to reclaim the hex, you may need to clear it first of hostile creatures. Each hex lost decreases a kingdom's Size by 1. This affects the kingdom's statistics, such as the type of its Resource Die.

If one or more hexes are lost in such a way that it breaks the connection between parts of a kingdom, so that all of the hexes are no longer contiguous with other hexes of the kingdom, whatever portion of the territory contains the capital becomes the primary territory and the rest of the kingdom becomes its secondary territory. All Kingdom skill checks made to resolve issues associated with secondary territories take a –4 circumstance penalty. When a kingdom starts a turn with any number of secondary territories, increase Unrest by 1. Once a secondary territory is connected to the primary territory via at least one hex, it becomes part of the primary territory.

If a kingdom is reduced to 0 hexes, whether through Unrest, a disaster, war with another kingdom, or any other effect, the PCs are at risk of having their rule end. On their next Kingdom turn, they must claim at least one new hex and establish or claim at least one settlement, or their kingdom is considered totally destroyed, and they must start over. In this case, you should have the PCs undertake a new adventure of your design to secure a new charter.

DIPLOMATIC RELATIONS

Diplomatic relations refers to acts of leadership that engage with other nations. In order to begin diplomatic relations with another group, PCs must first successfully Send a Diplomatic Envoy (see page 528) to the target group. When they establish diplomatic relations with a group, record the name of that group on the kingdom sheet. Once the PCs have established diplomatic relations with a group, they can use the Establish Trade Agreement and Request Foreign Aid Leadership activities.

TRADE AGREEMENTS

The PCs can bolster their kingdom's economy by Establishing Trade Agreements with other groups with whom they have diplomatic relations. To do so, they must first successfully perform the Establish Trade Agreement activity (page 519). There is no need to record the actual physical route of the Trade Agreement on the map, nor does distance play a significant factor.

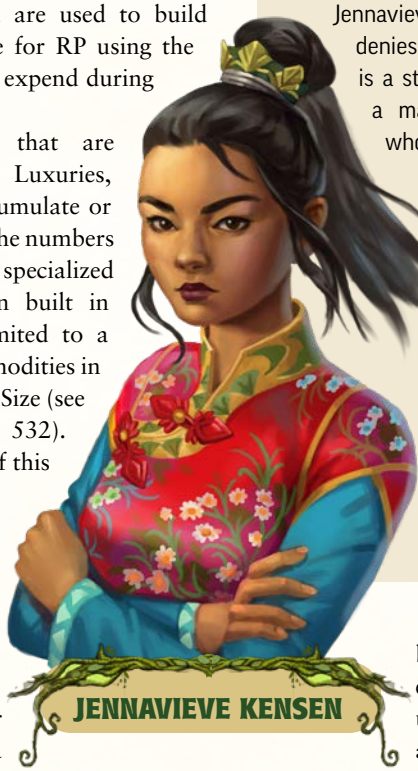
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COMMODITIES

As a kingdom grows, it stockpiles resources beyond those required for day-to-day life. These resources are known as Commodities and are used to build structures in settlements, to trade for RP using the Trade Commodities activity, or to expend during kingdom events.

The types of Commodities that are available include Food, Lumber, Luxuries, Ore, and Stone. As kingdoms accumulate or expend these Commodities, track the numbers on the kingdom sheet. Unless specialized storage improvements have been built in its settlements, a kingdom is limited to a maximum number of stored Commodities in each category as determined by its Size (see the Kingdom Size table on page 532). Commodities gathered in excess of this storage limit are lost.



JENNAVIEVE KENSEN

Each type of Commodity can be gathered by special activities as detailed below, but Commodities can also be discovered via kingdom events or while exploring the Stolen Lands, earned as rewards for quests, purchased from allies via Purchase Commodities (page 529), or acquired via Establishing Trade Agreements (page 519).

Food stockpiles are expended to pay for Consumption during the Upkeep phase of a Kingdom turn (page 537), but also when faced with famines or other disasters, and to keep armies fed during times of war (as described in those events). Food is gathered with Harvest Crops (page 522), Go Fishing (page 522), or Gather Livestock (page 530).

Lumber is used to build structures during the Civic Activities step of the Activity phase of a Kingdom turn, and it is gathered from lumber camps built by Establish Work Site (page 524).

Luxuries are used to build specialized structures or are expended during certain encounters, generally those with high stakes or magical effects. Luxuries can be found during adventuring, created via Craft Luxuries (page 522), or earned during certain events.

Ore is used to build structures. Ore is gathered from mines built by Establish Work Site (page 524).

Stone is used to build structures and is gathered from quarries built by Establish Work Site (page 524).

TERRAIN FEATURES

Many hexes have features that grant benefits once claimed. In some cases, certain Region activities must be taken before a hex's benefits can be enjoyed. These terrain features offer unique opportunities for a kingdom to add something special to its national character and may improve one or more of the kingdom's statistics. Some hexes offer one-of-a-kind benefits which are fully described within the adventure itself; more common terrain features are presented here.

A single hex can contain only one terrain feature. If you want to construct a feature in a hex that already contains a feature, you must first Clear the Hex unless otherwise specified in the text.

Bridge: A hex that contains an easy land route over a river (be it a bridge or a ford) bypasses the normal increase in RP cost to Build Roads (page 523) in that hex. A Settlement can be built in a hex with a Bridge; doing so allows that Settlement to start with a Bridge structure on one water border.

Farmland: No Farmland hexes exist in the Stolen Lands at the start of Kingmaker; they must be created by the PCs via the Establish Farmland activity (page 522). Each Farmland hex reduces a kingdom's Consumption score by 1, provided the Farmland lies in the area of influence (page 542) of one of its settlements. Settlements cannot be built in a Farmland hex. Some kingdom events can result in Farmland being destroyed. When that happens, the hex loses its Farmland status. To restore it, a PC must successfully use the Establish Farmland activity on the hex during a future Kingdom turn.

CHASING THE WIND

30 XP

Although prevailing public opinion is that noblewoman Jennavieve Kensen is a spoiled princess, no one denies that she's also rich. Her latest obsession is a story about a herd of wild horses led by a magnificent stallion named Windchaser who, it's said, lives in the plains west of Hooktongue Slough. She's promised a sizable reward of gold if someone can bring her one of Windchaser's herd to add to her stable.

Source: Once the PCs build their first Noble Villa in their kingdom, Jennavieve approaches them with her request.

Completion: Deliver one of the wild horses found at area **DR3** to Jennavieve, alive and well.

Reward: Jennavieve pays the PCs 800 gp for the job.

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ACTIVITIES LISTED BY STEP

During a Kingdom turn, the party has the option to perform a wide range of downtime activities. The specific activities vary by Kingdom turn phase, as summarized below.

Upkeep Phase Step 1: Assign Leadership Roles
- New Leadership (page 520)

Commerce Phase Step 1: Collect Taxes
- Collect Taxes (page 530)

Commerce Phase Step 2: Approve Expenses
- Improve Lifestyle (page 527)
- Tap Treasury (page 528)

Commerce Phase Step 3: Tap Commodities
- Trade Commodities (page 525)

Commerce Phase Step 4: Manage Trade Agreements
- Manage Trade Agreements (page 529)

Activity Phase Step 1: Leadership Activities
- Capital Investment (page 529)
- Celebrate Holiday (page 524)
- Clandestine Business (page 526)
- Craft Luxuries (page 522)
- Create a Masterpiece (page 522)
- Creative Solution (page 527)
- Establish Trade Agreement (page 519)
- Focused Attention (page 520)
- Hire Adventurers (page 524)
- Infiltration (page 526)
- Pledge of Fealty (page 520)
- Prognostication (page 527)
- Provide Care (page 523)
- Purchase Commodities (page 529)
- Quell Unrest (page 521)
- Recruit Army (page 569)
- Relocate Capital (page 525)
- Repair Reputation (page 521)
- Request Foreign Aid (page 528)
- Rest and Relax (page 521)
- Send Diplomatic Envoy (page 528)
- Supernatural Solution (page 526)

Activity Phase Step 2: Region Activities
- Abandon Hex (page 518)
- Build Roads (page 523)
- Claim Hex (page 518)
- Clear Hex (page 518)
- Establish Farmland (page 522)
- Establish Settlement (page 519)
- Establish Work Site (page 524)
- Go Fishing (page 522)
- Fortify Hex (page 523)
- Gather Livestock (page 530)
- Harvest Crops (page 522)
- Irrigation (page 524)

Activity Phase Step 3: Civic Activities
- Build Structure (page 518)
- Demolish (page 523)

Activity Phase Step 4: Army Activities
- See Appendix 3: Warfare

Freehold: A Freehold is a special kind of Settlement—one that's not part of your kingdom. It may be of any size, from a village to a city. If you can convince the locals that your leadership is worthy, they may choose to join your nation and become your citizens. Bringing a Freehold into a kingdom requires a successful Pledge of Fealty leadership action. When a new settlement joins a kingdom, immediately add that settlement and its structures to the kingdom (as detailed in the encounter text). The kingdom gains no XP for any improvements already built there. Any future improvements built there grant normal XP awards.

Landmark: A Landmark is a site of great pride, mystery, or wonder, such as an outcropping in the shape of a human face, a supernaturally ancient tree, or a lake with an unusual color. Adding Landmarks to a kingdom inspires its artists and bolsters kingdom morale. When the PCs add a Landmark hex to a kingdom, reduce Unrest by 1d4, and until the end of your next Kingdom turn, all Culture- and Economy-based skill checks gain a +2 circumstance bonus. When a kingdom claims its first Landmark hex, it gains 40 kingdom XP as a milestone award (page 538).

Refuge: A Refuge is a place where people can shelter in safety, such as a hidden valley, a cave system, an isle in the middle of a river, or similar naturally defensible location that can be used as a safe fallback point, storage location, or even a guard post or prison. At the GM's option, creature lairs may function as potential Refuges when claimed, provided the creatures that dwell there are defeated or allied with. When you claim a Refuge hex, reduce one of the kingdom's Ruins by 1, and until the end of your next Kingdom turn, all Loyalty- and Stability-based skill checks gain a +2 circumstance bonus. When a kingdom claims its first Refuge hex, it gains 40 kingdom XP as a milestone award (page 538).

Resource: Any hex indicated as being a particularly dense or lucrative source of Lumber, Ore, or Stone makes for an excellent place to Establish a Work Site (page 524). If the PCs Establish a Work Site in such a hex that focuses on the appropriate type of Commodity (as indicated in the encounter text), all Commodities produced are doubled.

Ruins: Ruins in a hex consist of a partially destroyed structure, often one that has been claimed by bandits, monsters, or other inhabitants. If you Claim and Clear a hex with Ruins in it, you can thereafter use what remains of the Ruins as the basis of an appropriate type of Settlement structure (as indicated by the encounter text), reducing the cost of that structure by half.

Settlement: A Settlement can be a village, town, city, or metropolis; see Settlements starting on page 540 for full details.

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Structure: If the PCs Clear a hex that contains a Structure, they can automatically add that structure to a settlement founded there, free of cost. Each specific hex encounter area in this Adventure Path notes any types of structure it contains, as appropriate.

Work Site: A Work Site generates commodities each Kingdom turn once you establish it via Establish Work Site (page 524). A Work Site established in a regular hex generates 1 Lumber, 1 Stone, or 1 Ore, depending on what type of site it is. Unlike most features, a Work Site can be constructed in a hex that already features a Resource, provided the Work Site is focused on harvesting that specific Resource. A Work Site established in a Resource hex doubles its Commodity production to 2. Work Site Commodities accumulate during the Upkeep phase of a Kingdom turn. Some kingdom events can result in Work Sites being destroyed. When that happens, the hex loses its Work Site status; to restore it, you must successfully perform the Establish Work Site activity on the hex during a future Kingdom turn.

FAME AND INFAMY

Fame and Infamy represent a kingdom's reputation as it's regarded by its neighbors. When the PCs create their kingdom, they must decide if their kingdom aims to become famous or infamous—the choice is largely cosmetic but does impact where and how you gain points in either. For example, some structures can grant these points when built, but only if their Fame/Infamy trait matches that of the kingdom.

Kingdoms initially have a maximum of 3 Fame/Infamy points at any one time. These can be used in one of two ways. Neither of these is an action, but the entire party must agree to spend the point. All Fame/Infamy points left unspent at the end of a Kingdom turn are lost.

Spend 1 Fame/Infamy Point to reroll a Kingdom skill check. You must use the second result. This is a fortune effect (which means you can't use more than 1 Fame/Infamy point on a check).

Spend all your Fame/Infamy Points to stave off the effects of anarchy or ruination. You can do this if a kingdom's Unrest would result in anarchy (in which case your Unrest is instead set at 1 point below the value at which anarchy occurs), or if an increase to a Ruin would increase the ruin penalty (in which case the Ruin is instead set at one point below the value at which a ruin penalty would accrue).

Earning Fame or Infamy Points

You earn 1 Fame or Infamy point (as appropriate) automatically at the start of each Kingdom turn. You can earn additional points in the following ways.

Achieve a Critical Success: Whenever you roll a critical success on a Kingdom skill check, gain 1 Fame/Infamy point.

Build a Famous/Infamous Structure: Certain settlement structures grant 1 Fame or Infamy point when they are built. If your kingdom builds a structure that opposes your Fame or Infamy, you lose 1 point.

Create a Masterpiece: Once per Kingdom turn, you can attempt to Create a Masterpiece (page 522) to potentially gain points, at the risk of losing points.

Undertake a Noteworthy Act: At the GM's discretion, a noteworthy act taken by a PC during play grants an additional automatic Fame or Infamy point (as appropriate) at the start of the next Kingdom turn.

BUILDING ARMIES

Building and maintaining armies dovetails with the Kingdom turn, but these rules can be largely skipped over during times of peace. During wars, a fourth step—Army Activities—occurs at the end of the Activity phase. Rules for armies and warfare begin on page 566.

RUNNING A KINGDOM

Running a kingdom plays out as Kingdom turns that occur at the end of each in-game month. Each Kingdom turn is divided into phases, and these phases are divided into steps. The table on the previous page lists the Kingdom activities available to use during each step.

UPKEEP PHASE

During the Upkeep phase, you adjust your kingdom's statistics based on activities you have taken during the previous month. Remember that you earn 1 Fame or Infamy point at the start of your turn.

Step 1: Assign Leadership Roles

To assign or change characters associated with leadership roles, do so now using the New Leadership kingdom activity (page 520). You can perform this activity as often as you wish during this step.

Next, determine if any vacancy penalties apply (page 515). Any unassigned roles incur their vacancy penalties. Also, if a character assigned to a leadership role hasn't spent the required week of downtime on that role (page 515) since the end of the last Kingdom turn, they must either give up one of the three kingdom activities they would perform during the Leadership Activities step of the Activity phase of this Kingdom turn or apply the vacancy penalty for their role until the start of the next Kingdom turn. (NPCs cannot perform kingdom activities, so in the unusual case that they were unable to spend the required downtime—see Leadership Roles

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KINGDOM MILESTONE XP AWARDS

XP Award	Milestone
40	Claim your first Landmark (page 536)
40	Claim your first Refuge (page 536)
40	Establish your first village (page 511)
40	Reach kingdom Size 10 (page 533)
60	Establish diplomatic relations for the first time
60	Expand a village into your first town
60	All eight leadership roles are assigned
60	Reach kingdom Size 25
80	Establish your first trade agreement
80	Expand a town into your first city
80	Reach kingdom Size 50
80	Spend 100 RP during a Kingdom turn
120	Expand a city into your first metropolis
120	Reach kingdom Size 100

on page 515—they must apply the vacancy penalty.) If a leader was replaced between Kingdom turns due to an unexpected vacancy, as long as a character currently holds the role and any characters assigned to the role collectively spent the required downtime, the vacancy penalty does not apply.

Step 2: Adjust Unrest

On your first Kingdom turn, your kingdom's Unrest score is 0; skip to the next step.

On all other turns, adjust your Unrest score: Increase it by 1 for every settlement in your kingdom that's Overcrowded (page 543). If you are at war, increase it by 1. Other ongoing events may have ongoing Unrest adjustments as well; make them at this time.

After making all adjustments, if your kingdom's Unrest is 10 or higher, the kingdom gains 1d10 points to its Ruins (page 533). Distribute these points in any way you wish among the four Ruins. In addition, attempt a DC 11 flat check. On a failure, one hex of your kingdom is lost; the PCs choose which hex. See Losing Hexes on page 534 for more information.

If your kingdom's Unrest is 20 or higher, the entire nation also falls into anarchy. While in anarchy, you can only attempt Quell Unrest activities, and the results of all kingdom checks are worsened one degree.

Step 3: Resource Collection

The exact amount of resources you have to draw upon each Kingdom turn varies, as each month there are countless unexpected boons and setbacks throughout each citizen's life that can impact how they can bolster your national plans.

First, determine the number of Resource Dice you are entitled to roll for the current Kingdom turn by adding your kingdom level + 4 to any bonus dice or penalty dice you gained from the previous turn. You cannot have fewer than 0 Resource Dice.

Resource Dice = kingdom level + 4 + bonus dice – penalty dice

Next, roll your Resource Dice to determine how many Resource Points (RP) you have available during this turn. Your RP is equal to the roll result. (RP remaining at the end of your turn can be converted into kingdom Experience Points.)

Finally, if you have any Work Sites established in your kingdom, gather Commodities. You gain 1 Commodity from each Work Site, or double that if the Work Site is in a Resource hex. Any Commodities gathered in excess of your storage capacity (page 532) are lost.

Step 4: Pay Consumption

Your settlements and armies require a certain amount of provisions, supplies, and funding, as well as all the basic necessities of life.

On your first Kingdom turn, your kingdom's Consumption score is 0; skip to the next step.

On all other turns, calculate your kingdom's Consumption score. This is the total of your settlements' Consumption scores (page 541) plus your armies' Consumption scores (page 569) minus the number of Farmland hexes you have within influence range of your settlements (page 535), plus any modifiers from kingdom events.

Kingdom Consumption = settlement Consumption total + army Consumption total – Farmland hexes influenced by settlements + modifiers from kingdom events

Spend Food Commodities equal to your kingdom's Consumption. If you can't or choose not to spend this Commodity cost, you can either spend 5 RP per point of unpaid Consumption or increase Unrest by 1d4.

COMMERCE PHASE

The Commerce phase is when the kingdom generates revenue or makes trade agreements.

Step 1: Collect Taxes

You can Collect Taxes (page 530) once per Kingdom turn to attempt to bolster your Economy-based checks for the remainder of the Kingdom turn. If you don't attempt to Collect Taxes, you can instead attempt a DC 11 flat check; on a success, reduce Unrest by 1.

Step 2: Approve Expenses

You can draw upon the kingdom's funds to enhance the standard of living for its citizens by attempting the Improve Lifestyle activity (page 527) or you can

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attempt a withdrawal from the kingdom's funds using the Tap Treasury activity (page 528).

Step 3: Tap Commodities

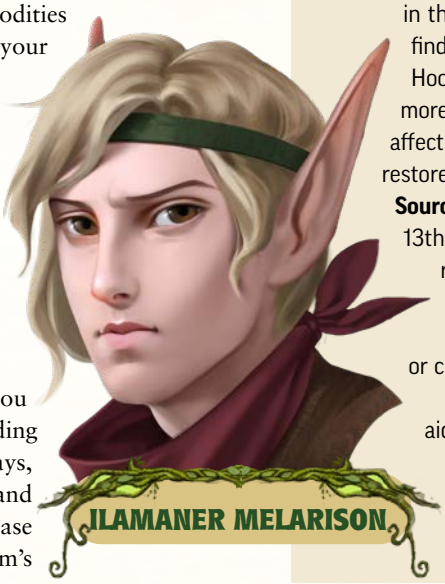
If your kingdom has any stockpiles of Commodities, you can attempt the Trade Commodities activity (page 525) to bolster your RP for the turn.

Step 4: Manage Trade Agreements

If you've established trade agreements, you can use the Manage Trade Agreements activity (see page 529).

ACTIVITY PHASE

The Activity phase is when you make proclamations on expanding your kingdom, declare holidays, and manage your territory and settlements. It's during this phase that the bulk of your kingdom's growth occurs.



STRANGE VEGETATION

30 XP

Naturalist Ilamaner Melarison has long wondered why strange patches of vegetation grow in the Stolen Lands. He has studied numerous examples of weird vegetation in the eastern reaches, and he's now eager to find out more about unusual plant life west of Hooktongue. In particular, he wants to learn more about the rumored "weirdness" that's affecting plants on Whiterose Hill and hopefully restore the vegetation to its natural state there.

Source: As soon as the PCs' kingdom reaches 13th level, Ilamaner approaches them with his request.

Completion: Explore Whiterose Hill (page 364) and remove the strange aura or curse that infuses it.

Reward: Ilamaner gratefully pledges his aid to the kingdom in return for the PCs' service. His presence allows the PCs to, once per Kingdom turn, roll a Wilderness check twice and choose which of the two results they prefer. This is a fortune effect.

Step 1: Leadership Activities

If your kingdom's capital has a Castle, Palace, or Town Hall, each PC in a leadership role may attempt up to three Leadership activities (these are listed on page 536). If your capital has none of these structures, each PC can take no more than two Leadership activities during this step.

Your party chooses the order you go in when taking Leadership activities. Unless an activity states otherwise, a leader cannot attempt the same Leadership activity more than once per Kingdom turn.

Step 2: Region Activities

The PC leaders may now collectively attempt up to three Region activities (listed on page 536). The players decide who rolls any skill checks needed to resolve these activities.

Step 3: Civic Activities

Your party may now attempt one Civic activity (listed on page 536) for each of the kingdom's settlements. You determine the order in which these activities are attempted and who rolls any skill checks.

EVENT PHASE

Events affect entire kingdom, single hexes, or a settlement. Some are harmful, while some are beneficial. Certain events continue for multiple turns, and only come to an end once they've been properly handled by the PCs or their kingdom.

Step 1: Check for a Random Event

Attempt a DC 16 flat check. On success, a random kingdom event occurs (see Kingdom Events on page 553). If no random event occurs, the DC for this check in the next Kingdom turn is reduced by 5. Once an event occurs, the DC resets to 16.

Step 2: Event Resolution

Random events present opportunities to go forth in exploration or encounter mode to deal with a rampaging monster or the like; these are handled now. In some chapters of the *Kingmaker Adventure Path*, specific story events are introduced outside of Kingdom turns; these are resolved when they occur.

Step 3: Apply Kingdom XP

The GM now awards any kingdom XP earned during that turn. If the kingdom experienced a random event, it receives 30 XP. The first Kingdom turn that your kingdom spent 100 RP, gain 80 kingdom XP as a milestone award (page 538).

In addition, any RP that remains unspent is now converted to kingdom XP on a 1 to 1 ration, to a maximum of 120 XP per Kingdom turn.

Step 4: Increase Kingdom Level

If your kingdom's XP total is above 1,000, and your kingdom isn't at its maximum level (page 512), increase your kingdom level by 1 and subtract 1,000 from your

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SETTLEMENT LEVEL

In the Pathfinder RPG, a settlement's level is used primarily to determine potential jobs on offer for the Earn Income activity, and to determine what level of items are commonly available for sale in that community. For the purposes of Kingmaker, it's easiest to assume that a settlement created by the PCs using these rules has a settlement level equal to the number of blocks on the settlement's Urban Grid that are completely filled, but you should feel free to adjust these levels as makes sense for their campaign. The levels assigned to NPC settlements in this book (such as Restov, Varnhold, and Pitax) have been set as appropriate for the storyline and are not determined by the number of full city blocks.

XP total. See Leveling Up Your Kingdom on page 511 for the full rules for leveling up.

GAINING KINGDOM EXPERIENCE

A kingdom gains experience (XP) by claiming hexes, reaching milestones that occur during the course of a campaign, enduring random kingdom events, or converting surplus RP at the end of a Kingdom turn.

HEX CLAIM XP AWARDS

Each time a kingdom claims a hex, it earns 10 kingdom XP. If this hex is lost at a later date, the kingdom does not lose the XP earned from claiming it. Conversely, if the kingdom reclaims a lost hex, it does not gain XP from reclaiming it.

MILESTONE XP AWARDS

As the kingdom grows, the kingdom gains XP the first time it reaches a milestone. These XP awards are given only once, the first time each milestone is attained. See the sidebar on page 538 for a list of Milestone XP awards.

EVENT XP AWARDS

A kingdom earns 30 XP for experiencing a random event or more for a Story event, regardless of the event's outcome.

SURPLUS RP XP AWARDS

Any RP remaining unspent at the end of a Kingdom turn is converted into XP at a ratio of 1 to 1 (see Step 3: Apply Kingdom XP on page 539).

SETTLEMENTS

A ruler's territory provides the canvas upon which they can build a kingdom, but the true art of leadership is displayed in how one establishes and develops the settlements where citizens gather and live out their lives. While individual citizens like trappers, hunters, fishers, and farmers might dwell alone or with their families in the outskirts of a settlement, the majority of a kingdom's people live within the villages, towns, cities, and metropolises built for them.

THE URBAN GRID

The Urban Grid presents a simple graphical representation of a settlement (see page 633 for an example). The grid divides a settlement into 9 large districts (blocks) arranged in a 3-by-3 square. Each district itself comprises 4 individual neighborhoods (lots) arranged in a 2-by-2 square. It is these neighborhood lots in which you'll build structures to improve your settlement.

While the Urban Grid diagrams your settlement as a square, this is simply an organizational abstraction—it doesn't mean that your settlements are literally square. If it helps your sense of verisimilitude, feel free to cut up the Urban Grid and arrange blocks of four lots in any shape you wish. For a city hugging the shores of a great bay, you could draw out the bay and simply paste the blocks in a long row lining the coastline, or in any other arrangement that suits your taste.

Though the Urban Grid depicts 9 blocks for each settlement, the number of blocks in which you can build is limited by the settlement's category: a village consists of only a single block (and can thus host a maximum of only 4 lots of structures), while a city can expand to all 9 blocks (and can host up to 36 lots of structures). It's even possible for your settlement to become a metropolis, expanding to more than one Urban Grid! (See Settlement Types on page 541 for complete details of settlement categories.)

Urban Grid Borders

The four sides of the Urban Grid are where you record the types of borders your settlement has.

Land Borders: By default, all of your settlement's borders are unremarkable transitions from urban to hinterland—these are known as Land Borders.

You take a cumulative –1 item penalty on Trade checks for each settlement in your kingdom that has no Land Borders, unless it has at least one Water Border with a Bridge (page 535).

Water Borders: When you place a settlement in a hex that has lake, river, or swamp terrain, you can locate it so that it has Water Borders. Water Borders provide natural defenses to your settlement during Warfare, and some structures can only be constructed in lots adjacent to Water Borders. However, crossing Water Borders that lack Bridges takes a long time (see Navigating an Urban Grid below).

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SETTLEMENT TYPES

Settlement	Size	Population	Level	Consumption	Max. Item Bonus	Influence
Village (1st)	1 block	400 or less	1	1	+1	0
Town (3rd)	4 blocks	401–2,000	2–4	2	+1	1 hex
City (9th)	9 blocks	2,001–25,000	5–9	4	+2	2 hexes
Metropolis (15th)	10+ blocks	25,001+	10+	6	+3	3 hexes

If a settlement has only Water Borders, it is on an island; until you build at least one Bridge, that settlement's influence (page 542) is 0.

Walled Borders: Building Walls (page 553) on your borders boosts your settlement's defense in certain events and in Warfare.

Navigating an Urban Grid

You can simulate travel in a settlement using the Urban Grid to approximate distances. Since moving through a settlement requires a character to follow twisting roads, navigate crowds, or endure minor distractions along the way, it takes 15 minutes to move from one lot to an adjacent lot, or to cross a border (including exiting the settlement). If the settlement has Paved Streets (page 550), this travel time is reduced to 5 minutes. Crossing a Water Border that doesn't have a Bridge takes an hour.

SETTLEMENT TYPES

As your kingdom levels up and your settlements grow, a settlement's type can change, providing different benefits and costs to your kingdom (see the table above and the descriptions below).

Settlement

This indicates the type of settlement, with the minimum kingdom level to support such a settlement in parenthesis.

Village: Settlements start as villages, consisting of a single block of 4 lots. When you Build a Structure (page 518) in a lot, you must select a lot in that block.

Town: Once your kingdom is 3rd level and you've filled all four lots in your village, as long as your settlement is not Overcrowded (page 543), the next time you Build a Structure in a lot, you may choose a lot in any block adjacent to your current block. As you do so, your village becomes a town. A town consists of 2 to 4 blocks of 4 lots each. The blocks must be contiguous, but they need not be a square—they could form a T, L, or S shape if you like. When your kingdom gains its first town, gain 60 kingdom XP as a milestone award (page 538).

City: Once your kingdom is 9th level and you've filled in at least two lots in each of your town's 4 blocks, if your settlement is not Overcrowded, you may choose a lot anywhere on the Urban Grid when you Build a Structure in a lot. The first time you do so, the town transitions into a city. When your kingdom gains its first city, gain 80 kingdom XP as a milestone award.

Metropolis: When your kingdom reaches 15th level and you have filled at least two lots on each block in your city, if your settlement is not Overcrowded, you may expand into a metropolis by adding a second Urban Grid. (You may instead continue filling in the remaining lots and remain a city.) At this point, you can place new structures into any lot you wish in the newly added Urban Grid. You can add additional Urban Grids each time you have built at least two lots of structures in every available block and are not Overcrowded, but there are no further settlement types beyond metropolis to achieve. When your kingdom gains its first metropolis, gain 120 kingdom XP as a milestone award.

Size

This indicates the maximum number of blocks the settlement can occupy in an Urban Grid.

Population

A settlement's exact population is intentionally left abstract, but if you wish to estimate the numbers, you can use the values here as guidelines. Population density increases as a Settlement grows. In a village, each completed lot has an average population of 100 people or less. A town's average population increases to 125 people per completed lot, whereas a city's average population per lot increases to around 700. A metropolis can have an average population per completed lot of 1,000 people or more.

Level

The settlement's level generally falls within the range listed here, and is always equal to the number of blocks that have at least one structure (to a maximum of 20). A settlement level is separate from the kingdom level and is primarily used to determine potential jobs in the settlement (*Pathfinder Core Rulebook* 504). A settlement's level also suggests what sort of magic items might be commonly available for purchase at shops or the market (subject to GM adjudication).

Consumption

Consumption is a numerical value that indicates the Food commodities the settlement requires in order to

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DRUNKEN HEROES

30 XP

Mr. Bixen Libixyten is a talented brewer, and he hopes to make it big with his latest brew of blackberry mead, a libation he claims has been blessed by Cayden himself. If the greatest heroes in the land—the PCs—can accomplish a public feat of either glory or skill while drunk on his mead, he's sure he'll be able to bring glory to the kingdom!

Source: As soon as the PCs build their third Brewery, Bixen approaches them with his request.

Completion: The PCs must win a public competition or contest while drunk on "Bixen's Berry Best." The Midnight Joust of the Rushlight Festival (page 353) is a perfect occasion, but if the PCs wish to work up their own competition, feel free to judge their success as you see fit.

Reward: Bixen was correct: when the PCs complete this quest, the kingdom's spirits soar. At the start of the next Kingdom turn, reduce Unrest by 2d6, and for the duration of that turn, all Unrest increases are reduced by 2 (to a minimum of 0).



BIXEN LIBIXYTEN

remain viable and functional. The number given here shows the settlement's base consumption; specific structures in the settlements can increase or decrease its Consumption.

Maximum Item Bonus

Many structures within a settlement grant an item bonus to specific kingdom activities. Normally, item bonuses do not stack, but if you build multiple structures of the same type in the same settlement, their item bonuses stack up to this limit. In a case where two settlements have overlapping influences from identical structures, only the higher item bonus from a single settlement's structures applies.

Influence

A settlement's influence area is the area around a settlement where meaningful economic and productive activity can occur, as well as where the settlement's beneficial effects extend. The numeric value indicates the number of hexes that the settlement's influence extends. Thus, a village only influences the hex it's located in, while a town influences all adjacent hexes. If a settlement has only Water Borders and no Bridges, that settlement's influence is 0 regardless of its settlement type.

Certain activities and the impact of some kingdom events are limited to a settlement's influence. Structures in a settlement that provide a specific item bonus do so to all of the claimed hexes influenced by their settlement. (Structures in your capital city provide that bonus to all of the kingdom's claimed hexes, regardless of the capital's influence.)

Hexes not claimed by your kingdom are never part of your settlements' influence areas, even if they are within the distance noted above. A hex can be influenced by multiple settlements.

FOUNDING A VILLAGE

Your kingdom's first settlement is automatically founded in Step 8 of Kingdom Creation (see page 511). You can found new settlements and expand on existing settlements during the Civic Activities step of the Activity phase of the Kingdom turn (page 539).

When you found a village, follow the four steps presented below to get started.

Step 1: Select a Hex

Select a Claimed Hex in your kingdom that doesn't already have a settlement as the site for your new settlement. Work with your GM to select the specific location of your settlement within the hex. If it contains lake, river, or swamp terrain, take into consideration the number of Water Borders (page 540) you have in mind for your settlement.

Step 2: Establish your Village

You must first Clear the Hex (page 518) to prepare it for your village. Since Clear Hex is a Region activity that can only happen during Step 2 of the activity phase of a Kingdom turn, and Establish Settlement is a Leadership activity that can only happen during Step 1, you have to wait until the Kingdom turn after you Clear the Hex to actually found the settlement. This simulates the time that it takes to prepare, such as setting up temporary quarters or tent cities, digging sanitation trenches, gathering materials, and managing all the other small tasks to get things ready to build.

If your hex contains lake, river, or swamp terrain, you may choose which of its borders are Land Borders and which are Water Borders (see Urban Grid Borders on page 540). On the Urban Grid, check the "Water" box next to as many of its borders as you like; you cannot change this decision later.

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If your hex contains Ruins or a Structure, you can incorporate that building into your settlement at a reduced cost (for Ruins) or for free (for Structures). The exact type of structure is indicated in that hex's encounter text in Chapter 2—the GM has full information about these structures and ruins and how they can impact settlements.

Step 3: Name Your Village

Each settlement needs a name. Some leaders name settlements after themselves or their families, but the name can be anything suitable for the campaign and agreeable to the PCs.

Step 4: Start Building!

Your brand new village is now ready to grow! A village must fill a single block of 4 lots before it can expand, so select one block on the Urban Grid for your village's development. Each Kingdom turn, during the Civic Activities step of its Activity phase (page 539), your settlement has one Civic activity, which can be used to Build Structures (page 518).

STRUCTURES

You build structures using the Build Structure activity during the Civic Activities step of the Activity phase of the Kingdom turn.

When you build in a lot within one of your settlements, you're rarely literally constructing a single building. While an arena or cathedral might stand alone as a towering edifice, most lots represent a number of buildings whose focus is to support the type of improvement that lot supports. For example, a brewery could represent a collection of brewers and bottlers and the families who support them, while a luxury merchant would represent several specialized stores. Even sprawling, sizable improvements like dumps, cemeteries, or parks might include nearby dwellings or cottages for those who tend and manage the area or live along its margins.

Residential Lots and Overcrowding: While almost every structure presumably includes a small amount of lodging, you need to build Residential lots in order to give your citizens enough places to live. You do so by building a structure that has the Residential trait in a chosen lot. Settlements require a number of Residential lots equal to the number of blocks that have any structures built within them, although these residential lots need not be located one per block. For example, when a village expands to a town, it initially occupies 2 blocks. It needs 2 Residential lots in total among those 2 blocks, either both in one block or one in each block. A settlement without this minimum number of Residential lots is Overcrowded (mark the "Overcrowded" box on your Urban Grid) and generates 1 Unrest for the kingdom during the Upkeep phase of each Kingdom turn (page 538).

Reduced to Rubble: It's possible for structures in a settlement to be reduced to rubble by a failed attempt to Demolish a structure (page 523) or a poor result from a kingdom event. When a structure is reduced to rubble, replace the lots the structure once occupied on the Urban Grid with rubble (page 550). Having rubble in a lot doesn't itself impact a kingdom's Unrest or other statistics negatively, but it does prevent you from building in those lots. You must Demolish that lot before you can build there again. When a single lot that contains part of a multi-lot structure is reduced to rubble, each of the lots that contained that structure are replaced with individual lots of rubble.

Structure Descriptions

Structures are described in the following format.

STRUCTURE NAME **LEVEL**

A structure's level indicates the minimum kingdom level required to build it. Each structure has traits that convey its properties. The **Building** trait indicates the structure is a collection of indoor sites, while the **Yard** trait indicates the structure is primarily an outdoor site. **Infrastructure** indicates that the structure benefits all lots in an Urban Grid without occupying a lot. (For a metropolis, this means you'll need to build Infrastructure separately for each Urban Grid that makes up the settlement.) The **Edifice** trait grants its benefits to a settlement only once; if you build that structure an additional time in the same settlement, it's purely cosmetic. A **Residential** structure helps house the settlement's citizens; a settlement requires at least one Residential lot per block to avoid being Overcrowded. The **Famous** trait increases your Fame score when the structure is built, while the **Infamous** trait does the same for your Infamy score. Some structures have both Famous and Infamous traits; in this case apply the one that matches your kingdom's preference (see page 537 for more details on Fame and Infamy). A short textual description rounds out the top of the structure stat block.

Lots The number of contiguous lots that the structure occupies on the Urban Grid; **Cost** The cost in RP and Commodities (if any) you must spend before attempting the Build Structure check.

Construction This entry lists the required skill, proficiency rank, and DC for the Build Structure check.

Upgrade From/Upgrade To Some structures can be upgraded into a more advanced form of the existing structure, such as upgrading a Shrine into a Temple. If you upgrade a structure, subtract the RP and Commodity cost used to build the original structure from the cost of the new structure. When the new structure is complete, its effects replace those of the previous structure. You can't upgrade a structure to one that occupies more lots if there isn't space in the block for the new structure's size. (You do not need to build the lesser form of a structure before you build the advanced form.)

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Item Bonus This entry indicates any item bonuses the structure grants to specific activities made within the settlement's influence—or within the borders of your kingdom if the settlement is your capital. These bonuses are item bonuses, but they stack with those granted by identical structures within the same settlement, up to that settlement's maximum item bonus (page 541).

Ruin Some structures negatively impact society. If this structure does so, it will increase one or more of your kingdom's Ruins when constructed; this increase only happens once, when the structure is built. Increases to Ruin in this way aren't removed if the structure is later demolished.

Effects All additional game effects the structure grants to your kingdom are listed here. In many cases, these effects grant item bonuses to PCs while they are in the settlement, but unlike those granted by the Item Bonus above, item bonuses found in this section of the stat block do not stack with other item bonuses. Unless stated otherwise, effects in this section apply only within this settlement; they do not apply to areas influenced by this settlement.

Settlement Structures

Presented below are stat blocks for a wide range of structures that serve a variety of purposes in settlements, both to bolster kingdom statistics and PC resources. Encourage your PCs to come up with flavorful specific names for individual structures they create!

ACADEMY — STRUCTURE 10

BUILDING | EDIFICE

An academy gives your citizens—and the PCs themselves—an institution where advanced study in many fields can be pursued, researched, and referenced.

Lots 2; **Cost** 52 RP, 12 Lumber, 6 Luxuries, 12 Stone
Construction Scholarship (expert) DC 27
Upgrade From library
Upgrade To military academy, university
Item Bonus +2 item bonus to Creative Solution
Effects While in a settlement with an Academy, you gain a +2 item bonus to Lore checks made to Recall Knowledge while Investigating, to all checks made while Researching (*Gamemastery Guide* 154), and to Decipher Writing.

ALCHEMY LABORATORY — STRUCTURE 3

BUILDING

An alchemy laboratory serves as a factory for alchemists and their apprentices for the crafting of potions, elixirs, and all manner of alchemical items. An infamous kingdom's laboratory might specialize in poisons as well.

Lots 1; **Cost** 18 RP, 2 Ore, 5 Stone
Construction Industry (trained) DC 16
Item Bonus +1 item bonus to Demolish
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining which alchemical items are readily available for sale in that settlement. This effect stacks up to three times.

Checks attempted to Identify Alchemy in any settlement with at least one alchemy laboratory gain a +1 item bonus.

ARCANIST'S TOWER — STRUCTURE 5

BUILDING

An arcanist's tower is a home and laboratory for an arcane spellcaster (usually a wizard) and their apprentices, servants, and students.

Lots 1; **Cost** 30 RP, 6 Stone
Construction Magic (trained) DC 20
Item Bonus +1 item bonus to Quell Unrest using Magic
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining which arcane magic items are readily available for sale in that settlement. This effect stacks up to three times.

While in a settlement with an arcanist's tower, you gain a +1 item bonus to checks made to Borrow an Arcane Spell or Learn a Spell.

ARENA — STRUCTURE 9

EDIFICE | YARD

An Arena is a large public structure, traditionally open to the air, surrounded by seating and viewing areas. It's used for staging competitions, athletics, gladiatorial combats, and elaborate entertainments and spectacles.

Lots 4; **Cost** 40 RP, 6 Lumber, 12 Stone
Construction Warfare (expert) DC 26
Item Bonus +2 item bonus to Celebrate Holiday and to Warfare checks made to Quell Unrest
Effects An arena lets you to retrain combat-themed feats more efficiently while in the settlement; doing so takes only 5 days rather than a week of downtime.

BANK — STRUCTURE 5

BUILDING

A bank is a secure building for storing valuables, granting loans, and collecting and transferring deposits.

Lots 1; **Cost** 28 RP, 4 Ore, 6 Stone
Construction Trade (trained) DC 20
Item Bonus +1 item bonus to Tap Treasury
Effect The Capital Investment Leadership activity can be used only within the influence area of a settlement with a bank.

BARRACKS — STRUCTURE 3

BUILDING | RESIDENTIAL

Barracks are focused on housing and training guards, militia, soldiers, and military forces.

Lots 1; **Cost** 6 RP, 2 Lumber, 1 Stone
Construction Defense DC 16
Upgrade To garrison
Item Bonus +1 item bonus to Garrison Army, Recover Army, or Recruit Army (see Appendix 3)

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Effects Barracks aid in the recruitment of armies and in helping soldiers recover from battle. The first time you build a barracks in any settlement, reduce Unrest by 1.

BREWERY STRUCTURE 1

BUILDING

A brewery is devoted to crafting alcohol, be it beer, wine, or spirits. This building can represent bottlers, vineyards, or even structures that produce non-alcoholic drinks.

Lots 1; **Cost** 6 RP, 2 Lumber

Construction Agriculture DC 15

Item Bonus +1 item bonus to Establish Trade Agreement

Effects When you build a brewery, reduce Unrest by 1 as long as you have fewer than 4 breweries in the settlement at that time.



LORIS SHADWEST

BRIDGE STRUCTURE 2

INFRASTRUCTURE

Bridges give settlements that have water borders a connection to land (but at the GM's option, a border on a lake might not be able to use bridges).

Lots —; **Cost** 6 RP, 1 Lumber or 1 Stone

Construction Engineering DC 16

Effects A bridge allows an island settlement to provide influence (see Influence on page 542), negates the Trade penalty for island settlements (see Land Borders on page 540), and allows travel over its associated Water Border with ease (see Navigating an Urban Grid on page 541). Bridges can only be built on Water Borders. When you build a bridge, check the "Bridge" box on one of the Water Borders on your Urban Grid to indicate its location.

CASTLE STRUCTURE 9

BUILDING EDIFICE FAMOUS INFAMOUS

A castle is a fortified structure that often serves as the seat of government for a kingdom.

Lots 4; **Cost** 54 RP, 12 Lumber, 12 Stone

Construction Defense (expert), Industry (expert), Magic (expert), or Statecraft (expert) DC 26

Upgrade From town hall

Upgrade To palace

Item Bonus +2 item bonus to New Leadership, Pledge of Fealty, Send Diplomatic Envoy, and +2 item bonus to Garrison Army, Recover Army, or Recruit Army (see Appendix 3: Warfare)

Effects The first time you build a castle each Kingdom turn, reduce Unrest by 1d4. A castle in a capital allows PC leaders to take 3 Leadership activities during the Activity phase of a Kingdom turn rather than 2.

A FLYING OWLBEAR

30 XP

Loris Shadwest, eager taxidermist and avid collector of strangeness, wants to stuff a winged owlbear. While lesser taxidermists might stick a giant bird's wings onto a normal owlbear, Loris wants his masterpiece to be "real."

He's promised a powerful magic item to the first person to deliver to him a real winged owlbear carcass... in good condition!

Source: Once the kingdom reaches 17th level, Loris gets this idea in his head and approaches the PCs with his request.

Completion: Winged owlbears do exist... just not in this world. The PCs will encounter these creatures once Chapter 10 begins.

Reward: The magic item Loris promises is legitimately powerful: a *moonstone crystal ball* that has been in his family for years.

CATHEDRAL STRUCTURE 15

BUILDING EDIFICE FAMOUS INFAMOUS

A cathedral serves as a focal point of spiritual worship in the settlement and the seat of regional power for a religion. Most cathedrals are astounding works of art and eye-catching marvels of architecture.

Lots 4; **Cost** 58 RP, 20 Lumber, 20 Stone

Construction Folklore (master) DC 34

Upgrade From temple

Item Bonus +3 item bonus to Celebrate Holiday, Provide Care, and Repair Reputation (Corruption)

Effects The first time you build a cathedral in a turn, reduce Unrest by 4. While in a settlement with a cathedral, you gain a +3 item bonus to Lore and Religion checks made to Recall Knowledge while Investigating, and to all faith-themed checks made while Researching (*Gamemastery Guide* 154). Treat the settlement's level as three levels higher than its actual level for the purposes of determining what divine magic items are available for sale in that settlement. This effect does not stack with the similar effect granted by shrines or temples.

CEMETERY STRUCTURE 1

YARD

A cemetery sets aside a plot of land to bury the dead and can also include above-ground vaults or underground catacombs.

Lots 1; **Cost** 4 RP, 1 Stone

Construction Folklore DC 15

Effects Giving the citizens a place to bury and remember their departed loved ones helps to temper Unrest gained

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from dangerous events. If you have at least one cemetery in a settlement, reduce Unrest gained from any dangerous settlement events in that particular settlement by 1 (to a maximum of 4 for four cemeteries). The presence of a cemetery provides additional effects during certain kingdom events.

CONSTRUCTION YARD — STRUCTURE 10

YARD

A construction yard supports the building of structures by providing a centralized place to gather supplies and craft components for larger projects.

Lots 4; **Cost** 40 RP, 10 Lumber, 10 Stone
Construction Engineering DC 27
Item Bonus +1 item bonus to Build Structure and to Repair Reputation (Decay)

DUMP — STRUCTURE 2

YARD

A dump is a centralized place for the disposal of refuse, often including a shack for a caretaker to live in.

Lots 1; **Cost** 4 RP
Construction Industry DC 16
Item Bonus +1 item bonus to Demolish
Effects Certain events have a more dangerous impact on settlements that don't include a dump. A dump can't be located in a block with any Residential structures.

EMBASSY — STRUCTURE 8

BUILDING

An embassy gives a place for diplomatic visitors to your kingdom to stay and bolsters international relations.

Lots 2; **Cost** 26 RP, 10 Lumber, 6 Luxuries, 4 Stone
Construction Politics DC 24
Item Bonus +1 item bonus to Send Diplomatic Envoy and Request Foreign Aid

FESTIVAL HALL — STRUCTURE 3

BUILDING

A festival hall is a small building that gives performers a venue to entertain and citizens a place to gather for celebrations or simply to relax.

Lots 1; **Cost** 7 RP, 3 Lumber
Construction Arts DC 18
Upgrade To theater
Item Bonus +1 item bonus to Celebrate Holiday

FOUNDRY — STRUCTURE 3

BUILDING

A foundry is a facility used to refine ore into finished metal.

Lots 2; **Cost** 16 RP, 5 Lumber, 2 Ore, 3 Stone
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Establish Work Site (mine)
Effects By processing ore in a foundry, your settlements grow more efficient at storing your kingdom's Commodities. Each foundry in your kingdom increases your maximum Ore Commodity capacity by 1. A foundry cannot share a block with a Residential structure.

GARRISON — STRUCTURE 5

BUILDING RESIDENTIAL

A garrison is a complex of barracks, training yards, and weapons storage and repair for maintaining your military.

Lots 2; **Cost** 28 RP, 6 Lumber, 3 Stone
Construction Warfare (trained) DC 20
Upgrade From barracks
Item Bonus +1 item bonus to Outfit Army or Train Army (see Appendix 3: Warfare)
Effects A garrison helps outfit armies with new gear or trains them. When you build a garrison, reduce Unrest by 1.

GENERAL STORE — STRUCTURE 1

BUILDING

Lots 1; **Cost** 8 RP, 1 Lumber
Construction Trade DC 15
Upgrade To luxury store, marketplace
Effects A settlement without a general store or marketplace reduces its effective level for the purposes of determining what items can be purchased there by 2.

GRANARY — STRUCTURE 1

BUILDING

A granary consists of silos and warehouses for the storage of grain and other preserved foodstuffs.

Lots 1; **Cost** 12 RP, 2 Lumber
Construction Agriculture DC 15
Effects Each granary in your kingdom increases your maximum Food Commodity capacity by 1.

GUILDHALL — STRUCTURE 5

BUILDING

A guildhall serves as the headquarters for a trade guild or similar organization. It includes offices for its leaders and functionaries as well as workshops for its craftspeople and a storefront for customers. Guildhalls always specialize in a certain type of trade or pursuit, but typically, only the largest cities have multiple guildhalls. Smaller settlements tend to focus on one particular trade.

Lots 2; **Cost** 34 RP, 8 Lumber
Construction Trade (expert) DC 20
Upgrade From trade shop
Item Bonus +1 item bonus to Economy skill checks associated with the guildhall's specific trade focus
Effects When you build a guildhall, indicate what sort of organization (such as bakers, grocers, smiths, etc.) it serves as a headquarters for. While in a settlement with a guildhall, you gain a +1 item bonus to all related skill checks to Earn Income or to Repair.

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HERBALIST — STRUCTURE 1

BUILDING

An herbalist consists of small medicinal gardens tended by those with knowledge of herbs and their uses to heal or to harm, as well as a storefront for customers.

Lots 1; **Cost** 10 RP, 1 Lumber
Construction Wilderness DC 15
Upgrade To hospital
Item Bonus +1 item bonus to Provide Care

HOSPITAL — STRUCTURE 9

BUILDING

A hospital is a building dedicated to healing the sick through both magical and mundane means.

Lots 2; **Cost** 30 RP, 10 Lumber, 6 Stone
Construction Defense (expert) DC 26
Upgrade From herbalist
Item Bonus +1 item bonus to Provide Care and Quell Unrest
Effects While in a settlement with a hospital, you gain a +2 item bonus to Medicine checks to Treat Disease and Treat Wounds.

HOUSES — STRUCTURE 1

BUILDING RESIDENTIAL

Houses provide a neighborhood of single and multi-family dwellings for your citizens.

Lots 1; **Cost** 3 RP, 1 Lumber
Construction Industry DC 15
Upgrade From tenement
Upgrade To mansion or orphanage
Effects The first time you build houses each Kingdom turn, reduce Unrest by 1.

ILLICIT MARKET — STRUCTURE 6

BUILDING INFAMOUS

An illicit market uses a facade of shops, homes, and other innocent-seeming buildings to cover the fact that unregulated and illegal trade takes place within its walls.

Lots 1; **Cost** 50 RP, 5 Lumber
Construction Intrigue (trained) DC 22
Item Bonus +1 item bonus to Clandestine Business
Ruin +1 Crime
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what items are readily available for sale in that settlement. This effect stacks up to three times.

INN — STRUCTURE 1

BUILDING RESIDENTIAL

An inn provides a safe and secure place for a settlement's visitors to rest.

Lots 1; **Cost** 10 RP, 2 Lumber
Construction Trade DC 15
Item Bonus +1 Item bonus to Hire Adventurers

JAIL — STRUCTURE 2

BUILDING

A jail is a fortified structure that houses criminals, prisoners, or dangerous monsters separate from the rest of society.

Lots 1; **Cost** 14 RP, 4 Lumber, 2 Ore, 4 Stone
Construction Defense DC 16
Item Bonus +1 item bonus to Quell Unrest using Intrigue
Effects The first time you build a jail each a Kingdom turn, reduce Crime by 1.

KEEP — STRUCTURE 3

BUILDING EDIFICE

A keep is a high-walled defensive structure that guards the heart of a settlement. It includes practice and marshaling yards as well as a refuge for your leaders should danger strike the settlement.

Lots 2; **Cost** 32 RP, 8 Lumber, 8 Stone
Construction Defense (trained) DC 18
Item Bonus +1 item bonus to Deploy Army, Garrison Army, or Train Army (see Appendix 3: Warfare)
Effects The first time you build a keep each Kingdom turn, reduce Unrest by 1.

LIBRARY — STRUCTURE 2

BUILDING

A library contains collections of books, scrolls, writings, and records conducive to research. Some libraries specialize in certain topics, but it's best to assume these libraries are well-rounded in what books they cover

Lots 1; **Cost** 6 RP, 4 Lumber, 2 Stone
Construction Scholarship (trained) DC 16
Upgrade To academy
Item Bonus +1 item bonus to Rest and Relax using Scholarship checks
Effects While in a settlement with a library, you gain a +1 item bonus to Lore checks made to Recall Knowledge while Investigating, as well as to Researching checks (*Gamemastery Guide* 154), and to Decipher Writing checks.

LUMBERYARD — STRUCTURE 3

YARD

A lumberyard is an open area used to store additional lumber. The yard includes a lumber mill used to process lumber into timbers for construction purposes.

Lots 2; **Cost** 16 RP, 5 Lumber, 1 Ore
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Establish Work Site (lumber camp)
Effects Each lumberyard in your kingdom increases maximum Lumber Commodity capacity by 1. A lumberyard must be built in a lot next to a Water border, both to give the yard a source of power to run saws to process timber, but more importantly to facilitate the shipment of trees to the yard.

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LUXURY STORE — STRUCTURE 6

BUILDING

This collection of stores specializes in expensive, rare, and exotic goods that cater to the wealthy.

Lots 1; **Cost** 28 RP, 10 Lumber, 6 Luxuries
Construction Trade (expert) DC 22
Upgrade From general store
Upgrade To magic shop
Item Bonus +1 item bonus to Establish Trade Agreement
Effects A luxury store must be built on a block that has either a mansion or a noble villa. Treat the settlement's level as one level higher than its actual level for determining what luxury-themed magic items (subject to GM approval) are readily available for sale in that settlement. This effect stacks up to three times and overlaps with other stores that function in this way for more specific categories of magic items.

MAGIC SHOP — STRUCTURE 8

BUILDING

These shops specialize in magic items and in connecting buyers with sellers of magical goods and services.

Lots 1; **Cost** 44 RP, 8 Lumber, 6 Luxuries, 6 Stone
Construction Magic (expert) DC 24
Upgrade From luxury store
Upgrade To occult shop
Item Bonus +1 item bonus to Supernatural Solution
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what magic items are readily available for sale in that settlement. This effect stacks up to three times and overlaps with other stores that function in this way for more specific categories of magic items.

MAGICAL STREETLAMPS — STRUCTURE 5

INFRASTRUCTURE

Magical streetlamps are *everburning torches* that have been fitted within lampposts along the streets. At your option, these magical lights might even be free-floating spheres of light or other unusual forms of illumination.

Lots —; **Cost** 20 RP
Construction Magic (expert) DC 20
Effects Magical streetlamps provide nighttime illumination for an entire Urban Grid. When you build magical streetlamps, check the magical streetlamps checkbox on your Urban Grid. The first time you build magical streetlamps in a Kingdom turn, reduce Crime by 1.

MANSION — STRUCTURE 5

BUILDING RESIDENTIAL

This larger manor house houses a wealthy family.

Lots 1; **Cost** 10 RP, 6 Lumber, 6 Luxuries, 3 Stone
Construction Industry (trained) DC 20
Upgrade From houses
Upgrade To noble villa
Item Bonus +1 item bonus to Improve Lifestyle

MARKETPLACE — STRUCTURE 4

BUILDING RESIDENTIAL

A marketplace is a large neighborhood of shops run by local vendors around an open area for traveling merchants and farmers to peddle their wares.

Lots 2; **Cost** 48 RP, 4 Lumber
Construction Trade (trained) DC 19
Upgrade From general store
Item Bonus +1 item bonus to Establish Trade Agreement
Effects A town without a general store or marketplace reduces its effective level for the purposes of determining what items can be purchased there by 2.

MENAGERIE — STRUCTURE 12

BUILDING EDIFICE

A menagerie is a large zoo that contains numerous enclosures, exhibits, tanks, or open preserves meant to display wildlife.

Lots 4; **Cost** 26 RP, 14 Lumber, 10 Ore, 10 Stone
Construction Wilderness (expert) DC 30
Upgrade From park
Item Bonus +2 item bonus to Rest and Relax using Wilderness
Effects A menagerie typically contains a selection of level 5 or lower animals. If your party captures a living creature of level 6 or higher and can transport the creature back to a settlement with a menagerie, you can add that creature to the menagerie as long as your kingdom level is at least 4 higher than the creature's level. Each time such a creature is added to a menagerie, gain 1 Fame or Infamy point (as appropriate) or reduce one Ruin of your choice by 1.

Only creatures with Intelligence modifiers of –4 or –5 are appropriate to place in a menagerie. A kingdom gains 1 Unrest at the start of a Kingdom turn for each sapient creature (anything with an Intelligence modifier of –3 or higher) on display in a menagerie.

MILITARY ACADEMY — STRUCTURE 12

BUILDING EDIFICE

A military academy is dedicated to the study of war and the training of elite soldiers and officers.

Lots 2; **Cost** 36 RP, 12 Lumber, 6 Ore, 10 Stone
Construction Warfare (expert) DC 30
Upgrade From academy
Item Bonus +2 item bonus to Pledge of Fealty using Warfare, +2 item bonus to Train Army (see Appendix 3: Warfare)

MILL — STRUCTURE 2

BUILDING

A mill grinds grain using the power of wind, water, or beasts of burden.

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Lots 1; **Cost** 6 RP, 2 Lumber, 1 Stone
Construction Industry (trained) DC 16
Item Bonus +1 item bonus to Harvest Crops
Effects If a settlement includes at least one mill built on a lot adjacent to a Water border, the increased efficiency of these mills reduces the settlement's Consumption by 1 (to a minimum of 0).

MINT — STRUCTURE 15

BUILDING | EDIFICE

A mint allows the kingdom to produce its own coinage to augment its economy. It can also include fortified underground chambers to help serve as a treasury.

Lots 1; **Cost** 30 RP, 12 Lumber, 20 Ore, 16 Stone
Construction Trade (master) DC 34
Item Bonus +3 item bonus to Capital Investment, Collect Taxes, and to Repair Reputation (Crime)

MONUMENT — STRUCTURE 3

BUILDING | EDIFICE

A monument is an impressive stone structure built to commemorate a historical event, honor a beloved leader, memorialize a tragedy, or simply serve as an artistic display.

Lots 1; **Cost** 6 RP, 1 Stone
Construction Arts (trained) DC 18
Effects The first time you build a monument each Kingdom turn, reduce Unrest by 1 and reduce one Ruin of your choice by 1.

MUSEUM — STRUCTURE 5

BUILDING | FAMOUS | INFAMOUS

A museum displays art, objects of important cultural note, wonders of the natural world, and other marvels in a place where citizens can observe and learn.

Lots 2; **Cost** 30 RP, 6 Lumber, 2 Stone
Construction Exploration (trained) DC 20
Item Bonus +1 item bonus to Rest and Relax using Arts
Effects A magic item of level 6 or higher that has a particular import or bears significant historical or regional value (at the GM's discretion) can be donated to a museum. Each time such an item is donated, reduce Unrest by 1. If that item is later removed from display, increase Unrest by 1.

NOBLE VILLA — STRUCTURE 9

BUILDING | RESIDENTIAL

This sprawling manor has luxurious grounds. It houses a noble family and their staff, and includes several smaller support structures such as servant's quarters, stables, and groundskeeper's cottages in addition to a manor.

Lots 2; **Cost** 24 RP, 10 Lumber, 6 Luxuries, 8 Stone
Construction Politics (expert) DC 19
Upgrade From mansion
Item Bonus +1 item bonus to Improve Lifestyle and to Quell Unrest using Politics
Effects The first time you build a noble villa each Kingdom turn, reduce Unrest by 2.

OCCULT SHOP — STRUCTURE 13

BUILDING

An occult shop is usually a sprawling, mysterious store that specializes in buying and selling obscure magic and strange curios. It often provides access to supernatural services like fortune-telling.

Lots 1; **Cost** 68 RP, 12 Lumber, 12 Luxuries, 6 Stone
Construction Magic (master) DC 32
Upgrade From magic shop
Item Bonus +2 item bonus to Prognostication
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what magic items are readily available for sale in that settlement. This effect stacks up to three times and overlaps with other stores that function in this way for more specific categories of magic items. While in a settlement with an occult shop, you gain a +2 item bonus to all checks made to Research esoteric subjects or to Recall Knowledge about the same.

OPERA HOUSE — STRUCTURE 15

BUILDING | EDIFICE | FAMOUS | INFAMOUS

An opera house functions well as a venue for operas, plays, and concerts, but also includes extensive facilities to aid in the training of all manner of bardic pursuits. Often, an opera house becomes a grandiose landmark, either due to its outlandish colors or eye-catching architecture.

Lots 2; **Cost** 40 RP, 20 Lumber, 18 Luxuries, 16 Stone
Construction Arts (master) DC 34
Upgrade From theater
Item Bonus +3 item bonus to Celebrate Holiday and Create a Masterpiece
Effects The first time you build an opera house each Kingdom turn, reduce Unrest by 4. While in a settlement with an opera house, you gain a +3 item bonus to Performance checks made to Earn Income.

ORPHANAGE — STRUCTURE 2

BUILDING | RESIDENTIAL

This sprawling residential building provides housing for orphans or even homeless citizens, but it can also help supply housing for refugees—but preferably not all at the same time, though!

Lots 1; **Cost** 6 RP, 2 Lumber
Construction Industry DC 16
Upgrade From houses
Effects The first time you build an orphanage each Kingdom turn, reduce Unrest by 1.

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PALACE — STRUCTURE 15

BUILDING | EDIFICE | FAMOUS | INFAMOUS

A palace is a grand and splendid seat of government for your leaders and other political functionaries.

Lots 4; **Cost** 108 RP, 20 Lumber, 12 Luxuries, 15 Ore, 20 Stone
Construction Defense (master), Industry (master), Magic (master), or Statecraft (master) DC 34
Upgrade From castle
Item Bonus +3 item bonus to New Leadership, Pledge of Fealty, and Send Diplomatic Envoy, and +3 item bonus to Garrison Army, Recover Army, or Recruit Army (see Appendix 3: Warfare)
Effects A palace can only be built in your capital. The first time you build a palace, reduce Unrest by 10.

If you Relocate your Capital, a palace left behind in that capital instead functions as a noble villa that takes up 4 lots. (If you represent this by placing two noble villas in these lots, make sure to note that they constitute a single building and aren't two separate structures.)

A palace in a capital allows PC leaders to take 3 Leadership activities during the Activity phase of a Kingdom turn rather than just 2. In addition, once your kingdom has a palace, a PC in the Ruler leadership role gains a +3 item bonus to checks made to resolve Leadership activities.

PARK — STRUCTURE 3

YARD

A park is a plot of undeveloped land set aside for public use. This lot could be left as is, or the landscaping could be manipulated to have a specific look or type of terrain.

Lots 1; **Cost** 5 RP
Construction Wilderness DC 18
Upgrade To menagerie
Item Bonus +1 item bonus to Rest and Relax using Wilderness checks
Effects The first time you build a park each Kingdom turn, reduce Unrest by 1.

PAVED STREETS — STRUCTURE 4

INFRASTRUCTURE

Brick or cobblestone streets speed transportation and ease the passage of people, mounts, and vehicles.

Lots —; **Cost** 12 RP, 6 Stone
Construction Industry (trained) DC 19
Effects It takes a character only 5 minutes to move from one lot to an adjacent lot in an Urban Grid when moving on paved streets. When you build paved streets, check the paved streets checkbox on your Urban Grid.

PIER — STRUCTURE 3

YARD

Several wooden piers allow easy access to fishing and provide a convenient place to moor boats.

Lots 1; **Cost** 16 RP, 2 Lumber
Construction Boating DC 18
Upgrade To waterfront
Item Bonus +1 item bonus to Go Fishing
Effects A pier must be built in a lot next to a Water border.

RUBBLE — STRUCTURE —

YARD

An unsightly heap of rubble fills this lot.

Lots 1; **Cost** —
Construction —
Effects Rubble is created accidentally, such as from a result of certain kingdom events or failed Demolish activity. You cannot build in a lot with rubble; it must be removed via a successful Demolish activity.

SACRED GROVE — STRUCTURE 5

YARD

This untouched land has been blessed by primal spirits, druids friendly with your settlement, or allied fey creatures.

Lots 1; **Cost** 36 RP
Construction Wilderness (trained) DC 20
Item Bonus +1 item bonus to Quell Unrest using Folklore
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what primal magic items are readily available for sale in that settlement. This effect stacks up to three times.

SECURE WAREHOUSE — STRUCTURE 6

BUILDING

Secure warehouses are used to store valuables.

Lots 2; **Cost** 24 RP, 6 Lumber, 4 Ore, 6 Stone
Construction Industry (expert) DC 22
Item Bonus +1 item bonus to Craft Luxuries
Effects Each secure warehouse in your kingdom increases your maximum Luxuries Commodity capacity by 1.

SEWER SYSTEM — STRUCTURE 7

INFRASTRUCTURE

This underground sanitation system helps keep the settlement clean and disease-free.

Lots —; **Cost** 24 RP, 8 Lumber, 8 Stone
Construction Engineering (expert) DC 23
Item Bonus +1 item bonus to Clandestine Business
Effects A sewer system reduces the settlement's Consumption by 1. Having a sewer system can also affect certain kingdom events. When you build a sewer system, check the sewer system checkbox on its Urban Grid. (For metropolises, this infrastructure automatically applies to all of its Urban Grids.)

SHRINE — STRUCTURE 1

BUILDING

A shrine is a small building devoted to the worship of a deity or faith. It can be attended by resident priests or visiting clergy.

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Lots 1; **Cost** 8 RP, 2 Lumber, 1 Stone
Construction Folklore (trained) DC 15
Upgrade To temple
Item Bonus +1 item bonus to Celebrate Holiday
Effects Treat the settlement's level as one level higher than its actual level when determining what divine magic items are readily available for sale in that settlement. This effect stacks up to three times but does not stack with the same effect granted by temples or cathedrals.

SMITHY — STRUCTURE 3

BUILDING

A smithy consists of workshops and forges.

Lots 1; **Cost** 8 RP, 2 Lumber, 1 Ore, 1 Stone
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Trade Commodities, +1 item bonus to Outfit Army (see Appendix 3: Warfare)
Effects While in a settlement with a smithy, you gain a +1 item bonus to Craft checks made to work with metal.

SPECIALIZED ARTISAN — STRUCTURE 4

BUILDING

These shops and homes are devoted to crafters who create fine jewelry, glassware, clockworks, and the like.

Lots 1; **Cost** 10 RP, 4 Lumber, 1 Luxury
Construction Trade (expert) DC 19
Item Bonus +1 item bonus to Craft Luxuries
Effects While in a settlement with a specialized artisan, you gain a +1 item bonus to Craft checks made to craft specialized goods like jewelry.

STABLE — STRUCTURE 3

YARD

A stable consists of a yard and smaller structures to house, train, and sell mounts.

Lots 1; **Cost** 10 RP, 2 Lumber
Construction Wilderness (trained) DC 18
Item Bonus +1 item bonus to Establish Trade Agreement

STOCKYARD — STRUCTURE 3

YARD

A stockyard includes several barns and pens used to house livestock and prepare them for slaughter.

Lots 4; **Cost** 20 RP, 4 Lumber
Construction Industry DC 18
Item Bonus +1 item bonus to Gather Livestock
Effects A settlement with at least one stockyard reduces its Consumption by 1.

STONEMASON — STRUCTURE 3

BUILDING

A stonemason is a large building used to store and work quarried stone for preparation in building.

Lots 2; **Cost** 16 RP, 2 Lumber
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Establish Work Site (quarry).
Effects Each stonemason in your kingdom increases your maximum Stone Commodity capacity by 1.

TANNERY — BUILDING 3

BUILDING

A tannery is a factory outfitted with racks, vats and tools for the preparation of hides and leather.

Lots 1; **Cost** 6 RP, 2 Lumber
Construction Industry (trained) DC 18
Item Bonus +1 to Trade Commodities
Effects A tannery cannot share a block with any Residential structure except tenements.

TAVERN, DIVE — BUILDING 1

BUILDING

A dive tavern is a rough-and-tumble establishment for entertainment, eating, and drinking.

Lots 1; **Cost** 12 RP, 1 Lumber
Construction Trade (trained) DC 15
Upgrade To tavern, popular
Effects The first time you build a dive tavern in a Kingdom turn, reduce Unrest by 1 but increase Crime by 1.

TAVERN, POPULAR — BUILDING 3

BUILDING

A popular tavern is a respectable establishment for entertainment, eating, and drinking.

Lots 1; **Cost** 24 RP, 6 Lumber, 2 Stone
Construction Trade (expert) DC 18
Upgrade From tavern, dive
Upgrade To tavern, luxury
Item Bonus +1 item bonus to Hire Adventurers and to Rest and Relax using Trade
Effects The first time you build a popular tavern in a Kingdom turn, reduce Unrest by 2. If you attempt a Performance check to Earn Income in a settlement with a popular tavern, you gain a +1 item bonus to the check. All checks made to Gather Information in a settlement with at least one popular tavern gain a +1 item bonus.

TAVERN, LUXURY — BUILDING 9

BUILDING FAMOUS

A luxury tavern is a high-class establishment for entertainment, eating, and drinking. It may even include a built-in stage for performers to use.

Lots 2; **Cost** 48 RP, 10 Lumber, 8 Luxuries, 8 Stone
Construction Trade (master) DC 26
Upgrade From tavern, popular
Upgrade To tavern, world-class
Item Bonus +2 item bonus to Hire Adventurers and to Rest and Relax using Trade
Effects The first time you build a luxury tavern in a Kingdom

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turn, reduce Unrest by 1d4+1. If attempt a Performance check to Earn Income in a settlement with a luxury tavern, you gain a +2 item bonus to the check. All checks made to Gather Information in a settlement with at least one luxury tavern gain a +2 item bonus.

TAVERN, WORLD-CLASS BUILDING 15

BUILDING | EDIFICE | FAMOUS

A World-Class Tavern is a legendary establishment for entertainment, eating, and drinking. It has at least one venue for performances—perhaps multiple ones.

Lots 2; **Cost** 64 RP, 18 Lumber, 15 Luxuries, 15 Stone
Construction Trade (master) DC 34
Upgrade From tavern, luxury
Item Bonus +3 item bonus to Hire Adventurers, to Rest and Relax using Trade, and to Repair Reputation (Strife)
Effects The first time you build a world-class tavern in a Kingdom turn, reduce Unrest by 2d4. If you attempt a Performance check to Earn Income in a settlement with a world-class tavern, you gain a +3 item bonus to the check. All checks made to Gather Information in a settlement with a world-class tavern gain a +3 item bonus.

TEMPLE STRUCTURE 7

BUILDING | FAMOUS | INFAMOUS

A temple is a building devoted to worshipping a deity or faith.

Lots 2; **Cost** 32 RP, 6 Lumber, 6 Stone
Construction Folklore (trained) DC 23
Upgrade From shrine
Upgrade To cathedral
Item Bonus +1 item bonus to Celebrate Holiday and Provide Care
Effects The first time you build a temple each Kingdom turn, reduce Unrest by 2. Treat the settlement's level as one level higher than its actual level for the purposes of determining what divine magic items are readily available for sale in that settlement. This effect stacks up to three times but does not stack with the same effect granted by shrines or cathedrals.

TENEMENT STRUCTURE 0

BUILDING | RESIDENTIAL

Tenements are hastily built shantytowns of tightly packed, multi-family dwellings that are cheap and fast to build.

Lots 1; **Cost** 1 RP, 1 Lumber
Construction Industry DC 14
Upgrade To Houses
Ruin +1 to a Ruin of your choice
Effects The first time you build tenements each Kingdom turn, reduce Unrest by 1.

THEATER STRUCTURE 9

BUILDING

A theater is a venue for concerts, plays, and dances, but can double as a place for debates or other events.

Lots 2; **Cost** 24 RP, 8 Lumber, 3 Stone
Construction Arts (expert) DC 26
Upgrade From festival hall
Upgrade To opera house
Item Bonus +2 item bonus to Celebrate Holiday.
Effects The first time you build a theater each Kingdom turn, reduce Unrest by 1. While in a settlement with a theater, you gain a +2 item bonus to Performance checks made to Earn Income.

THIEVES' GUILD STRUCTURE 5

BUILDING | INFAMOUS

The government knows this group exists but allows it to continue doing its business as long as the guild doesn't overstep its bounds.

Lots 1; **Cost** 25 RP, 4 Lumber
Construction Intrigue (trained) DC 20
Item Bonus +1 item bonus to Infiltration
Ruin +1 Crime
Effects While in a settlement with a thieves' guild, you gain a +1 item bonus to Create Forgeries.

TOWN HALL STRUCTURE 2

BUILDING | EDIFICE

A town hall is a public venue for town meetings and a repository for town history and records.

Lots 2; **Cost** 22 RP, 4 Lumber, 4 Stone
Construction Defense (trained), Industry (trained), Magic (trained), or Statecraft (trained) DC 16
Upgrade To castle
Effects The first time you build a town hall each Kingdom turn, reduce Unrest by 1. A town hall in a capital allows PC leaders to take 3 Leadership activities during the Activity phase of a Kingdom turn rather than just 2.

TRADE SHOP STRUCTURE 3

BUILDING

A trade shop is a store that focuses on providing services.

Lots 1; **Cost** 10 RP, 2 Lumber
Construction Trade (trained) DC 18
Upgrade To guildhall
Item Bonus +1 item bonus to Purchase Commodities
Effects When you build a trade shop, indicate the kind of shop it is, such as a bakery, carpenter, tailor, and so on. While in a settlement with a trade shop, you gain a +1 item bonus to all associated Crafting checks.

UNIVERSITY STRUCTURE 15

BUILDING | EDIFICE | FAMOUS

A university is a sprawling institution of higher learning.

Lots 4; **Cost** 78 RP, 18 Lumber, 18 Luxuries, 18 Stone
Construction Scholarship (master) DC 34
Upgrade From academy
Item Bonus +3 item bonus to Creative Solution

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Effects While in a settlement with a university, you gain a +3 item bonus to Lore checks made to Recall Knowledge while Investigating, to Research checks (*Gamemastery Guide* 154), and to Decipher Writing.

WALL, STONE — STRUCTURE 5

INFRASTRUCTURE

Stone walls provide solid defenses to a settlement's borders.

Lots —; **Cost** 4 RP, 8 Stone

Construction Defense (trained) DC 20

Upgrade From wooden wall

Effects A stone wall is built along the border of your settlement. The first time you build a stone wall in each settlement, reduce Unrest by 1. When you build a stone wall, choose a border on your Urban Grid and check the appropriate checkbox; if you're upgrading from a wooden wall, uncheck that box.

WALL, WOODEN — STRUCTURE 1

INFRASTRUCTURE

Wooden walls provide serviceable defenses to a settlement.

Lots —; **Cost** 2 RP, 4 Lumber

Construction Defense DC 15

Upgrade To stone wall

Effects A wooden wall is built along the border of your settlement. The first time you build a wooden wall in each settlement, reduce Unrest by 1. When you build a wooden wall, choose a border on your Urban Grid and check the appropriate checkbox.

WATCHTOWER — STRUCTURE 3

BUILDING

A watchtower serves as a guard post that grants a settlement advance warning to upcoming dangerous events.

Lots 1; **Cost** 12 RP, 4 Lumber or 4 Stone

Construction Defense (trained) DC 18

Item Bonus +1 item bonus to checks to resolve events affecting the settlement.

Effects The first time you build a watchtower each Kingdom turn, decrease Unrest by 1.

WATERFRONT — STRUCTURE 8

YARD

A waterfront serves as a bustling port for waterborne passengers and cargo. It's supported by facilities for shipping and shipbuilding, but also features boardwalks for foot traffic and fishers to ply their trade as well.

Lots 4; **Cost** 90 RP, 10 Lumber

Construction Boating (expert) DC 24

Upgrade From pier

Item Bonus +1 item bonus to Go Fishing, and to Establish Trade Agreement and Rest and Relax using Boating

Effects A waterfront must be constructed next to a Water Border. A settlement with at least 1 waterfront increases its effective level by 1 for the purposes of determining what level of items can be purchased in that settlement; this bonus stacks with similar bonuses in the settlement.

KINGDOM EVENTS

As the PCs' kingdom grows, all manner of unusual or irregular events will affect its fortunes and guide its growth. There are two categories of kingdom events: story events that occur as a result of the campaign plotline and random events.

Story events are resolved when they occur, as detailed in the earlier chapters of this Adventure Path and often include greater details for how the PCs can take part in resolving the event. These events take place during regular play even though they draw upon kingdom statistics. They're usually resolved during downtime.

Random events are resolved entirely by the kingdom itself and take place within the Event phase of a Kingdom turn. A flat check at the start of this phase determines whether a random event occurs (page 539), although you could roll this check in advance for any number of Kingdom turns or even just choose which events are going to take place for a span of time. Determining the events that will play out in advance gives you the ability to build narratives during play to foreshadow upcoming events (so that when they occur, they aren't completely unexpected) and might inspire interesting ways to combine events with the ongoing campaign's story.

RESOLVING KINGDOM EVENTS

All kingdom events resolve in downtime, although for some story events, there may be periods of exploration or encounter mode before or after an event's resolution. Some kingdom events grant boons or benefits, while others can harm a kingdom by costing resources, increasing Unrest or Ruin, penalizing activities, or damaging structures. In many cases, the PCs will be able to attempt Kingdom skill checks to bolster benefits or minimize disasters.

It's possible to have more than one kingdom event occur during a Kingdom turn. In this case, the players decide the order of the events.

Kingdom Event DCs

A kingdom event's DC is always the kingdom's Control DC modified by the event's level modifier.

Event DC = Control DC + event's level modifier

Kingdom Event Descriptions

Kingdom events are described in the following format.

EVENT NAME — EVENT MODIFIER

The kingdom's event modifier is the value you apply to the kingdom's level to determine the event's level, for

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the purposes of determining XP rewards (so if a 1st-level kingdom is experiencing a +1 event, that event's level is 2). Each kingdom event has a list of traits that convey its properties at a glance. **Beneficial** events provide boons and benefits to the kingdom. **Dangerous** events threaten the kingdom. **Continuous** events play out during multiple consecutive Event phases until the event has been resolved (see the event's Resolution entry). **Hex** events take place in a specific hex in the kingdom, while **Settlement** events take place in a specific settlement—skill checks to resolve these events receive item bonuses only from structures that influence that hex (in the case of a hex event) or that are part of that settlement (in the case of a settlement event). Hex and Settlement events' effects may be enhanced or diminished if the site has (or lacks) specific features.

Location This entry explains how to determine where a hex or settlement event takes place; the entry is omitted from kingdom-wide events.

Event The event's effect on the kingdom is described here, along with any skill checks that can be attempted to affect the event.

Kingdom skill This lists the Kingdom skill that's used to determine the outcome of the event, along with any situational modifiers; **Leader** PC leaders are particularly helpful in resolving events. If the leadership role listed here is occupied by a PC who is not incurring a vacancy penalty, the check made to determine the event's outcome gains a +1 circumstance bonus; this bonus increases to +2 once a kingdom reaches 9th level, and to +3 at 15th level. (The General leadership role never appears in this context, as the General focuses their specific influence on Warfare related activities; see Appendix 3.)

Event Outcomes The possible outcomes of the skill check made to deal with the event are presented here.

Resolution This entry explains how a continuous event can be resolved.

Special This lists any special conditions that alter the event.

Random Kingdom Events

Random kingdom events are presented on the following pages in alphabetical order by title. During the Event phase of the Kingdom turn, if you determine that a random event takes place (page 539), you can roll on the table on page 555 to randomly determine the event that occurs or choose among them to build your own schedule of events tailored to your PCs' kingdom. If a randomly determined event isn't a good choice for your campaign at the time (perhaps because it has come up too many times in a short period), choose another event. You can also use these events as guidelines for creating events of your own design to reward or vex your players!

Note that some Kingdom events require specific conditions to occur. If these conditions do not exist, the event doesn't take place and you treat that Event phase as if no event occurs.

ARCHAEOLOGICAL FIND — EVENT +0

BENEFICIAL | HEX

Location A claimed hex of the GM's choosing but not in the influence of a settlement

Event You hear that a well-preserved ruin in a remote reach of your kingdom may contain historical artifacts connected to people who lived in your land long ago. You can send a team of archaeologists to investigate.

Kingdom skill Exploration; **Leader** Viceroy

Critical Success The site proves to be an ancient Kellid settlement that greatly predates the Taldan expansion into the region. Your people are delighted by the discovery. Reduce Unrest by 1d4, and until the end of your next Kingdom turn, all Culture- and Economy-based skill checks gain a +2 circumstance bonus. If any of your settlements has a Museum, you put archaeological findings from this hex on display to the further delight of your citizens. Reduce Unrest by an additional 1.

Success The site proves to be remains of an old Taldan camp from the Second Army of Exploration. The discovery is interesting but not particularly surprising. Reduce Unrest by 2.

Failure The site proves to be the remains of a relatively recent village abandoned during a previous attempt to settle the Stolen Lands. Nothing particularly interesting is discovered.

Critical Failure You never hear from your archaeologists again. Increase Unrest by 1d4 and Decay by 1. You can try to investigate this site again as a Region activity during the Activity phase of any Kingdom turn by attempting another Exploration check, but as the investigation has proven dangerous, the DC increases by 2.

ASSASSINATION ATTEMPT — EVENT +1

DANGEROUS

Event One of your leaders or prominent citizens is targeted by assassins. The GM determines who hired these assassins, then attempts a DC 11 flat check. On a success, the target is an NPC assigned to a leadership role. On a failure (or if the PCs have no NPC leaders), the target is a notable NPC in the kingdom, preferably one with whom the PCs have established a friendly relationship.

Kingdom skill Intrigue; **Leader** Warden

Critical Success The assassins are caught, driven off, or otherwise thwarted without ever endangering their targets. The targeted NPC may not even realize they were in danger, but criminal elements in your nation

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take notice. Reduce Unrest by 1d4 and reduce one Ruin of your choice by 1.

Success The assassins reach their target but are driven off or defeated before the NPC is harmed.

Failure The assassins reach their target and manage to harm but not kill the target before they are driven off or defeated. Gain 1d4 Unrest, and if the NPC was a leader, they are removed from that leadership role until the end of the next Kingdom turn.

Critical Failure The assassins slay the NPC and escape. If the NPC was a leader, that leadership role is now vacant. Gain 2d4 Unrest and 1d4 points to Decay.

Special If this event occurs while the kingdom is at war, increase the event's level modifier to +3.

BANDIT ACTIVITY — EVENT +1

CONTINUOUS | DANGEROUS

Event Bandits have begun to prey upon your kingdom!

Kingdom skill Defense; **Leader** Warden

Critical Success The bandits are captured, run off, or defeated, and merchants can confidently ply their wares. Reduce Unrest by 1d4, and during the next Kingdom turn, you gain a +1 circumstance bonus to Economy-based checks.

Success The bandits are prevented from preying upon your people, but they continue to be active. Your Resource Dice are reduced by 1 at the start of your next Kingdom turn.

Failure The bandits plunder caravans and remote storehouses, and merchants grow cautious and afraid. Gain 1 Unrest, and at the start of your next Kingdom turn, your Resource Dice are reduced by 4.

Critical Failure Bandits rampage the land, and even start to encroach into your settlements. Gain 1d4 Unrest, increase a Ruin of your choice by 1, and at the start of your next Kingdom turn your Resource Dice are halved or reduced by 4, whichever results in a lower total.

Resolution You can end this continuous event with a critical success on the check. Alternately, if the PCs are eager to seek out the bandits, the GM could build a short side quest to play out their attempt to defeat them.

BOOMTOWN — EVENT +0

BENEFICIAL | SETTLEMENT

Location The smallest settlement in the nation

Event Commerce and trade booms in one of your settlements, drawing many join the flurry of activity.

Kingdom skill Trade; **Leader** Treasurer

Critical Success At the start of the next Kingdom turn, you gain 4 bonus Resource Dice. For the rest of that turn, item bonuses from structures in the settlement are doubled; this increase can exceed the normal maximum item bonus your structures can provide.

RANDOM KINGDOM EVENTS

d% roll	Event
1–3	Archaeological Find
4–5	Assassination Attempt
6–7	Bandit Activity
8–10	Boomtown
11–14	Building Demand
15–17	Crop Failure
18–19	Cult Activity
20–22	Diplomatic Overture
23–25	Discovery
26–27	Drug Den
28	Economic Surge
29–31	Expansion Demand
32–34	Festive Invitation
35–37	Feud
38–39	Food Shortage
40–42	Food Surplus
43–44	Good Weather
45–46	Inquisition
47–49	Justice Prevails
50–51	Land Rush
52–54	Local Disaster
55–57	Monster Activity
58	Natural Disaster
59–61	Nature's Blessing
62–64	New Subjects
65–67	Noblesse Oblige
68–70	Outstanding Success
71–72	Pilgrimage
73–74	Plague
75–78	Political Calm
79–81	Public Scandal
82	Remarkable Treasure
83	Sacrifices
84–85	Sensational Crime
86–90	Squatters
91–92	Undead Uprising
93–95	Unexpected Find
96–97	Vandals
98–99	Visiting Celebrity
100	Wealthy Immigrant

Success You gain 2 bonus Resource Dice at the start of the next Kingdom turn. For the remainder of that turn, the item bonus granted by one of the settlement's structures (chosen by the players) is doubled; this increase can exceed the normal maximum item bonus your structures can provide.

Failure You gain 1 bonus Resource Die at the start of the next Kingdom turn.

Critical Failure The boom is brief before it bursts like a bubble, leaving many merchants jealous and frustrated about not being able to take part. You gain 2 fewer Resource Dice on your next Kingdom turn.

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Special Boomtown events create a large amount of unexpected waste and trash. If a boomtown event occurs in a settlement without a dump, the result of the Trade check is worsened one degree.

BUILDING DEMAND — EVENT –1

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The largest settlement in the nation

Event The citizens of the affected settlement demand that a particular structure be either built or demolished (equal chance of either). If the citizens demand a new structure, the GM chooses one as close to the kingdom's level as possible, preferably one that decreases Unrest when built. If the citizens demand a structure be demolished, the GM chooses one that best fits the storyline of the campaign, preferably one whose item bonus or other benefits have been rendered obsolete by newer structures. If you are willing to commit each upcoming Civic activity granted by this settlement to attempting the requested Build Structure or Demolish activity until they succeed, you do not attempt the check.

Kingdom skill Politics; **Leader** Viceroy

Critical Success You persuade the citizens to give up their demands.

Success You quell the citizens' demands for now, but they are not happy about your refusal to comply. Gain 1 Unrest.

Failure The citizens continue their demands and some refuse to work in protest. Gain 1 Unrest and roll 2 fewer Resource dice at the start of your next turn.



CROP FAILURE

Critical Failure As failure, but violence during the protests also increases Decay by 1.

Resolution You can end this continuous event by critically succeeding or succeeding at the check or successfully building or demolishing the requested structure.

CROP FAILURE — EVENT +0

DANGEROUS | HEX

Location A Farmland hex of the GM's choice. If there are no Farmlands in the kingdom, this event has no effect.

Event Pests, blight, or bad weather damage the harvest.

Kingdom skill Agriculture; **Leader** Treasurer

Critical Success You contain the damage from the crop failure without it impacting your kingdom's resources.

Success You contain the crop failure, but not before it impacts your kingdom. Increase your kingdom's Consumption by 1 during the next Kingdom turn.

Failure The crop failure wipes out entire fields. Increase your kingdom's Consumption by 1d4+1 during the next Kingdom turn.

Critical Failure As failure, but the crop failure is so devastating that the Farmland is destroyed.

CULT ACTIVITY — EVENT +1

CONTINUOUS | DANGEROUS | SETTLEMENT

Location A randomly determined settlement of the GM's choice—the GM should not reveal which one to the PCs until they succeed at this event's Intrigue check, as until then the location of the cult's hideout should remain a mystery to solve!

Event A religious cult opposed to the kingdom's goals or established religions begins kidnapping, converting, or sacrificing citizens. The cult remains secret and hidden in one of the nation's settlements, operating out of a covert temple or safehouse somewhere in the settlement. You must attempt the Intrigue check to locate the cult each Kingdom turn until you succeed in doing so; then, you must attempt the Folklore check each Kingdom turn until you defeat the cult.

Kingdom skill Intrigue; **Leader** Magister

Critical Success You discover which settlement houses the cult's headquarters. When you attempt Folklore checks to defeat the cult, reduce the DC by 5.

Success As success, but without reducing the Folklore DC. Increase Unrest by 1 as a result of the cult's activities.

Failure You fail to determine where the cult's headquarters are. Increase Unrest by 1 as a result of the cult's activities.

Critical Failure As failure, but increase Unrest by 1d4 and increase Corruption by 1.

Kingdom skill Folklore; **Leader** Magister

Critical Success The cult is destroyed. Reduce Unrest by 1d6 and reduce one Ruin of your choice by 1. Gain 1d6

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Luxury Commodities from valuables recovered from the cult headquarters.

Success The cult is driven out of town but not destroyed. Choose one of the following rewards: reduce Unrest by 1d4, reduce one Ruin by 1, or gain 1d4 Luxury Commodities.

Failure The cult persists and expands its nefarious plans. Gain 1 Unrest and attempt a DC 6 flat check; if you fail this check, increase Corruption by 1.

Critical Failure The cult's activities grow particularly blatant and disruptive. Increase Unrest by 1d4 and Corruption by 1.

Resolution After the cult's headquarters are discovered, to end this continuous event the PCs must defeat the cult by succeeding at the Folklore check. Optionally, the GM can build a short adventure for the PCs to infiltrate the cult headquarters and defeat them in encounter mode.

Special If this event occurs in a settlement with a Sewer System, you take a –2 item penalty to Intrigue checks to discover the cult's hideout. If this event occurs while the PCs are playing through Chapter 5, increase the event's level modifier to +3. The cult in this case is always associated with the worship of Lamashtu.

DIPLOMATIC OVERTURE — EVENT +0

BENEFICIAL

Event Another nation or group sends an ambassador to your kingdom. The group sending the overture is randomly selected from the Negotiation DCs sidebar on page 519. If the kingdom has established diplomatic relations with that group, the event proceeds with the Statecraft check below. If the kingdom has not yet established diplomatic relations with the group, this event instead gives the kingdom the opportunity to immediately use the Send Diplomatic Envoy Leadership activity.

Kingdom skill Statecraft; **Leader** Emissary

Critical Success The diplomatic meeting is incredibly successful, and you can choose two of the following benefits: gain 5 Commodities of your choice, gain an additional 2 Resource Dice at the start of your next turn, or automatically establish a trade agreement with the group.

Success As success, but choose only one benefit.

Failure Your meeting is cordial but unproductive.

Critical Failure Your diplomatic meeting goes poorly. Unless you bribe the group with either 5 Commodities of your choice or 10 RP, they break off diplomatic relations with you. Reestablishing diplomatic relations can be attempted via future Send Diplomatic Envoy activities in the usual manner, but with a –2 circumstance penalty.

DISCOVERY — EVENT +0

BENEFICIAL

Event Scholars unearth a bit of ancient lore or devise important new research of their own.

Kingdom skill Scholarship; **Leader** Counselor

Critical Success Your discovery brings glory and a boon to your resources! At the start of your next Kingdom turn, gain 1 Fame or Infamy point (as appropriate) and gain 6 bonus Resource Dice. Your people are amazed. Reduce Unrest by 2.

Success Your discovery is a helpful (but not overly amazing) boon to your kingdom's resources. On your next turn, gain 3 bonus Resource Dice.

Failure Your discovery is of some academic interest but ultimately of limited use. Gain 1 bonus Resource Die at the start of your next turn.

Critical Failure Your discovery turns out to be a dead end and a wasteful boondoggle. Reduce your total Resource Dice by 2 next turn.

DRUG DEN — EVENT +1

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The largest settlement in the kingdom; the GM secretly selects one of the Residential lots to house a drug den.

Event One of the Residential lots in your settlement has become an illicit hive for trading harmful and addictive drugs, and as long as it continues to operate, it could bring ruin to your entire kingdom.

Kingdom skill Intrigue; **Leader** Counselor

Critical Success You uncover and stop the drug ring before it causes a lot of damage, bringing counseling to those who may need it.

Success You work to minimize the damage done by the illicit drug trade, but the activity continues. Gain 1 Unrest.

Failure Drug dealers continue to spread their influence. Addiction increases and harms productivity, and drug-related crime grows. Increase Unrest, Crime, and Decay by 1 each.

Critical Failure Your attempt is a total failure. Increase Unrest by 1d4 and increase Crime and Decay (one score by 1, the other score by 2). In addition, the Residential lot that the drug den was located in is reduced to Rubble. The drug den then moves to another lot chosen by the GM (see Location, above).

Resolution A critical success on the check ends this continuous event. Optionally, the GM can instead build a short adventure for the PCs to infiltrate the drug den and defeat the criminals in encounter mode.

ECONOMIC SURGE — EVENT +2

BENEFICIAL | CONTINUOUS

Event Trade and productivity have been booming throughout your kingdom.

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Kingdom skill Trade; **Leader** Treasurer

Critical Success A trade bonanza brings unexpected profits. Gain 2 bonus Resource Dice at the start of your next Kingdom turn.

Success As critical success but you gain only 1 bonus Resource Die at the start of your next Kingdom turn.

Failure The economic surge slows for a bit; if you failed at this check on your previous Kingdom turn, the Economic Surge event ends.

Critical Failure The economic surge comes to an end.

Resolution This continuous event ends following either a critical failure or two consecutive failures on the check.

EXPANSION DEMAND — EVENT +0

CONTINUOUS | DANGEROUS

Event The citizens of your kingdom want expansion! If you successfully Claimed a Hex this turn, the result of your check for this event is improved one degree.

Kingdom skill Exploration; **Leader** Warden

Critical Success Your citizens are pleased with the growth of the kingdom.

Success You satisfy the citizens' demands for growth, but if you don't successfully Claim a Hex during your next Kingdom turn, increase Unrest by 1.

Failure Your citizens remain unhappy with your kingdom's growth. Increase Unrest by 1. If you don't successfully Claim a hex during your next Kingdom turn, increase Unrest by 1 again.

Critical Failure As failure, but increase the Unrest by 2.

Resolution Achieve either a success or critical success at this event.

FESTIVE INVITATION — EVENT +0

BENEFICIAL

Event Your kingdom's leaders are invited to a festival in a region in which the kingdom has established diplomatic relations. The GM chooses an existing diplomatic ally to send the invitation and should customize the details of that event to match that ally; if your kingdom has no diplomatic relations, this event has no effect.

When your leaders attend the festival, you can bring up to 4 Resource Dice as "gifts" to the festival; reduce the number of Resource Dice you roll on the next Kingdom turn by this amount.

Kingdom skill Arts; **Leader** Ruler

Critical Success You entertain and delight your host and bolster your alliance with their people, and they gratefully reciprocate your gifts. For each Resource Die you brought as a gift, choose a type of Commodity. Then roll the die; you gain that amount of that Commodity.

Attempt a DC 11 flat check. If you are successful, your ally extends a Diplomatic Overture or a Visiting Celebrity event (equal chance of either) during the Event phase of your next Kingdom turn (in addition to any other event that would occur).

Success The festival is a delight. If you brought Resource Dice as gifts, choose a Commodity. You gain an amount of that Commodity equal to the number of Resource Dice you brought as gifts.

Failure The festival was entertaining enough, but if you brought Resource Dice as gifts, they're not reciprocated.

Critical Failure One of your leaders committed a faux pas during the festival, and the celebration ends prematurely. Attempt a DC 11 flat check. If you fail, your host cuts ties with your kingdom; gain 1 Unrest. (In the future, you may attempt to reestablish diplomatic relations in the usual way.)

FEUD — EVENT +0

CONTINUOUS | DANGEROUS | SETTLEMENT

Location Two settlements of the GM's choice. If the kingdom doesn't have at least two settlements, then this event has no effect.

Event A rivalry between influential groups (nobles, guilds, politicians, etc.) from two different settlements has escalated and may soon turn violent.

Kingdom skill Politics; **Leader** Counselor

Critical Success You mediate the rivals' differences and not only get them to drop their feud, but also broker an alliance between the two. The feud ends, and the rivals are particularly productive during the next turn. Gain 2 bonus Resource Dice at the beginning of the next Kingdom turn.

Success You get the rivals to back down, though their mutual dislike simmers behind the scenes. The feud continues into the next turn.

Failure You fail to quiet the rivals and they continue duels, rumormongering, intrigue, and strife. The conflict prevents you from recruiting armies in the two affected settlements until the next Kingdom turn. Increase Unrest by 1.

Critical Failure The rivals ignore royal commands and disrupt both settlements with their private war. The ongoing feud prevents you from recruiting armies in the two affected settlements until the feud ends. In addition, skirmishing increases Unrest by 2 and one Ruin of your choice by 1; these increases are doubled to 4 Unrest and 2 Ruin if you critically failed this check last turn.

Resolution The feud ends when you achieve a critical success on the check. If this continuous event has occurred for at least 3 consecutive Kingdom turns, you may choose to resolve it at the end of a Kingdom turn by spending 4 Resource Dice of RP to pay off the feuding factions.

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FOOD SHORTAGE — EVENT +1

DANGEROUS

Event Spoilage, treachery, or bad luck has caused a food shortage this turn.

Kingdom skill Agriculture; **Leader** Treasurer

Critical Success Through careful rationing, you manage to get through the shortage without harm.

Success Your shortages are manageable, with some workers going hungry. Your kingdom's Consumption is increased by 1 at the start of the next turn. Attempt a DC 6 flat check. On a failure, this event reoccurs next turn (in addition to any other event that would occur).

Failure The shortages are severe. Your kingdom's Consumption is increased by 1 per settlement at the start of the next turn. Attempt a DC 16 flat check. On a failure, this event reoccurs next turn (in addition to any other event that would occur).

Critical Failure The shortages are catastrophic. Increase Unrest by 2 and Strife by 1, and your kingdom's Consumption is increased by 1 per settlement at the start of the next turn. This event reoccurs next turn (in addition to any other event that would occur).

FOOD SURPLUS — EVENT +0

BENEFICIAL

Event Local crops thrive, hunters do very well, or livestock numbers are greater than expected. If this event occurs, it immediately ends any ongoing food shortage event.

Kingdom skill Agriculture; **Leader** Treasurer

Critical Success Your bumper crops include wild harvests that allow you to skip the entire Pay Consumption step of the Upkeep phase of your next Kingdom turn. Gain 1d6 Food Commodities.

Success Your excess crops lead to increased supplies. Treat your Consumption during the next Kingdom turn as 2 lower than its actual score and gain 1d6 Food Commodities.

Failure The food surplus isn't as huge as you'd expected. Treat your Consumption during the next turn as 1 lower than its actual score.

Critical Failure What you thought was an excess of food is infested with spoilage, ergot, or other contamination. Increase Unrest by 1 and one Ruin of your choice by1.

GOOD WEATHER — EVENT +1

BENEFICIAL FORTUNE

Event Good weather raises spirits among citizens.

Kingdom skill Wilderness; **Leader** Magister

Critical Success The glorious climate puts everyone in an excellent mood. Reduce Unrest by 1d6, and once during your next Kingdom turn when you attempt an Agriculture, Boating, Exploration, or Wilderness check, you can roll twice and take the better result.

Success Extended good weather makes life pleasant and easy. Reduce Unrest by 1d4.

Failure Good weather produces a short but pleasant respite. Reduce Unrest by 1.

Critical Failure The good weather doesn't last long enough to help.

INQUISITION — EVENT +1

CONTINUOUS DANGEROUS

Event Demagogues and zealots mobilize public opinion against a particular ancestry, religion, kingdom, behavior, or leader. This particular inquisition's dogma and beliefs are driven by a combination of fear, hatred, and ignorance, yet its members are nevertheless compelling and charismatic.

Kingdom skill Folklore; **Leader** Magister

Critical Success Choose to either pacify or defeat the inquisitors. If you pacify them, the inquisition event ends but the inquisitors remain active—if this event occurs again, they are even more headstrong; increase the event's level modifier by 2. If you defeat them, the inquisition ends but the violence of the event increases one Ruin of your choice by 1.

Success You protect the targeted victims of the inquisition, though the inquisition's ideas continue to spread. Increase Unrest by 1.

Failure The inquisitors strike out in force. Gain 1d4 Unrest and increase two Ruins of your choice by 1.

Critical Failure As failure, but the Inquisition targets a specific structure in one of your settlements (the GM selects a structure appropriate to the inquisition's nature of intolerance or hatred). Attempt a basic Defense check. If you fail, that structure is reduced to Rubble and increase Decay by 1.

Resolution This event continues until you achieve a critical success at resolving the event. Alternately, the inquisition can be ended by having the PCs go on a short quest to infiltrate the inquisition's headquarters to confront and defeat its leaders.

JUSTICE PREVAILS — EVENT +0

BENEFICIAL

Event The authorities catch a notorious criminal, exonerate a wrongfully accused innocent, shut down a major criminal operation, or thwart a plot against a settlement. Whatever the case, some injustice that has long vexed your citizens has finally been resolved.

Kingdom skill Statecraft; **Leader** Warden

Critical Success The triumph of law and justice invites celebration. Reduce Unrest by 1d6 and reduce each Ruin by 1. Alternately, if you're suffering from a continuous Bandit Activity, Cult Activity, Drug Den, Inquisition, Sacrifices, Sensational Crime, Squatters, or Vandals event, you can instead cause that event to end.

Success A celebration of the common good delights the locals. Reduce Unrest by 1d4 or reduce two Ruins of your choice by 1 each.

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Failure Justice is done, but at a cost of bad publicity. If you don't Quell Unrest at least once during the next Kingdom turn, the kingdom gains 1d4 Unrest at the end of the next turn.

Critical Failure The victory is undercut by backdoor deals that let the guilty escape justice or reveal unpleasant secrets. Gain 1d4 Unrest, 2 Crime, and 1 point to another Ruin of your choice.

LAND RUSH — EVENT +1

DANGEROUS | HEX

Location An unclaimed hex adjacent to your kingdom's border

Kingdom skill Politics; **Leader** Viceroy

Event Overeager settlers attempt to construct Farmland or a Work Site (as chosen by the GM) at their own expense in the wilderness, and they begin squabbling over the site's ownership.

Critical Success You mediate the conflict among the settlers, and in thanks, they agree to join your kingdom. You automatically claim the Hex, gaining 10 kingdom XP (page 540) and increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 532). You immediately gain the benefits of the Farmland or Work Site the settlers built. Decrease Unrest by 1.

Success You mediate the conflict among the settlers, and they agree to join your kingdom if you pay them 4 Resource Dice of RP. If you do so, treat this as a critical success. If you refuse, treat this as a Failure.

Failure The settlers refuse any overture to join your kingdom and their bickering continues, ultimately resulting in the destruction of their hard work and many deaths. Your kingdom isn't significantly impacted, but your failure to handle the situation generates unease. Increase Unrest by 1.

Critical Failure As failure, but the fighting spills over into your kingdom before it resolves itself. Increase Unrest by 1d4 and two Ruins of your choice by 1.

LOCAL DISASTER — EVENT +0

DANGEROUS | SETTLEMENT

Location A randomly determined settlement

Event A disaster strikes the settlement, be it fire, flooding, earthquakes, an architectural failure, or the like.

Kingdom skill Industry; **Leader** Magister

Critical Success You prepared well for the disaster and the settlement survives intact and undamaged.

Success The settlement still functions despite the loss of some resources. During the next turn, reduce your Resource Dice total by 2.

Failure Several lots in the settlement are torn up, including at least one structure. Gain 1 Decay and place rubble into three lots of the PCs' choice in the settlement's Urban Grid. During the next turn, reduce your Resource Dice total by 4.

Critical Failure Destruction is widespread. Roll 1d6 and gain that number of points of Decay. Then select an equal number of adjacent blocks in your settlement and place rubble into one lot of your choice within each selected block. If a structure is in that lot, it's reduced to rubble. During the next turn, reduce your Resource Dice total by 6.

Special If this event occurs in a settlement with a cemetery, fewer resources are needed to properly honor those who die during the event. Halve all Resource Dice reductions created by this event.

MONSTER ACTIVITY — EVENT +0

CONTINUOUS | DANGEROUS | HEX

Location A claimed hex chosen by the GM that isn't in the influence of a settlement

Event A monster, or even an entire group of monsters attacks the kingdom! Determine the encounter by rolling on the random encounter table for the Stolen Lands Zone that is the same level as the kingdom's level (see the Stolen Lands Zones table on page 45). If the kingdom is 20th level, roll on the Branthlend Mountains table (page 117) and apply the elite adjustments (*Pathfinder Bestiary* 6) to the creatures.

Kingdom skill Defense; **Leader** Ruler

Critical Success The monsters are slain or driven off without harm to your kingdom. Even better, an unexpected claim of treasure gained from the monster lair grants 1d4 Luxuries and 2 bonus Resource Dice on the next turn.

Success The monsters attack some of your citizens but are driven off before they do too much damage. The threat persists, and while fear continues to slowly spread, your kingdom suffers no physical damage at this time. Increase Unrest by 1.

Failure The monsters' rampage terrorizes the countryside and results in frightening rumors even in the heart of the kingdom's safest cities. The closest Farmland or Work Site to the monster's hex is destroyed. Gain 1d4 Unrest and 1 Decay.

Critical Failure As failure, but the monsters' assaults spread into the settlement closest to the monster's hex, spreading the danger they represent more and more through your kingdom.

If any of your settlement's borders aren't protected by water or a wall, or if the monster can fly or swim (as appropriate) across any of your protective borders, the monster enters the settlement and one structure chosen by the players is reduced to rubble. Gain 1d4 Unrest and 2 Decay.

Otherwise, the monsters' ability to harm the settlement is hampered by your defenses. Gain 1

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Unrest and one of the settlement's walls is destroyed; uncheck it on your Urban Grid.

Resolution This event continues until you achieve a critical success on the check or until the PCs step in to track down and defeat the monster(s) themselves.

NATURAL DISASTER — EVENT +2

DANGEROUS

Event A natural cataclysm such as a wildfire, devastating weather, earthquake, or flood (as determined by the GM) devastates your kingdom. While in a worst-case scenario the disaster's immediate and most destructive effects affect a single settlement, many of its effects are larger in scope and can affect the entire kingdom.

Kingdom skill Wilderness; **Leader** Magister

Critical Success You prepared well for the disaster. While disruptive, the damage is minimized.

Success Your quick response keeps your people safe and allows you to recover quickly. During the next turn, reduce your Resource Dice total by 4.

Failure The disaster causes severe damage. Choose one claimed hex in which you have a Farmland or Work Site; that feature is destroyed. Gain 1 Decay and 1d6 Unrest. During the next turn, reduce your Resource Dice total by 6.

Critical Failure Multiple hexes are totally devastated. Choose 1d6 claimed hexes in which you have Farmlands or Work Sites; those features are destroyed. Gain 1 Decay for each hex affected, and gain 2d6 Unrest. In addition, one settlement of your choice is particularly hard hit; that settlement immediately suffers the effects of a Local Disaster (page 560). During the next turn, reduce your Resource Dice total by 8.

NATURE'S BLESSING — EVENT +0

BENEFICIAL

Event A natural event, such as a bloom of rare wildflowers in a previously empty field, a glorious omen in the night sky like the northern lights, or the return to prominence of a previously rare type of wildlife raises your kingdom's morale and inspires its creators.

Kingdom skill Arts; **Leader** Magister

Critical Success The glow of the blessing brings lasting delight. During your next turn, the results of checks to Craft Luxuries or Create a Masterpiece are improved one degree. Decrease Unrest by 1d6.

Success Your blessing touches the hearts of all. You gain a +1 status bonus to Culture- and Stability-based checks on your next Kingdom turn.

Failure The blessing inspires some of your people but not all of them.

Critical Failure Arguments over the meaning of the blessing taint people's goodwill. Increase Unrest by 1.

NEW SUBJECTS — EVENT +0

BENEFICIAL

Event A small group of intelligent creatures joins your kingdom and submits to your rule, bringing along their knowledge of hidden places within your kingdom. (The exact nature and ancestry of these new subjects is determined by the GM.)

Kingdom skill Statecraft; **Leader** Emissary

Critical Success Your subjects blend in seamlessly and are welcomed by your citizens, while bringing their own unique contributions to your kingdom. You gain 6 bonus Resource Dice at the start of the next Kingdom turn, and you gain an additional Region activity during the Activity phase of the next Kingdom turn.

Success Your new subjects are welcomed, and their contributions help in the short term. Gain 3 bonus Resource Dice next turn.

Failure Your new subjects endure discrimination from intolerant citizens in your kingdom, but they nonetheless bring willing hands to work and such resources as they possess. Increase Unrest by 1 but gain 1 bonus Resource Die next turn.



NATURAL DISASTER

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Critical Failure Your new subjects encounter discrimination and xenophobia, and they are eventually driven back into the wild. Increase Unrest by 1d4 and Strife by 1.

NOBLESSE OBLIGE — EVENT +0

BENEFICIAL | SETTLEMENT

Location A settlement that includes at least one mansion or noble villa. If there are no settlements in the kingdom with these structures, this event doesn't occur.

Event A noble family or wealthy benefactor offers to build an improvement to beautify the settlement.

Kingdom skill Arts; **Leader** Viceroy

Critical Success The nobles build a monument and a park in lots of the players' choice at no expense to the kingdom (the Build Structure activity is not required).

Success The nobles pay the RP and Commodity cost of either a monument or a park, provided the party uses the Civic activity granted by this settlement in the next Kingdom turn to Build the Structure. The Build Structure check automatically succeeds.

Failure Although the nobles had good intentions, bickering among individual aristocrats ultimately prevents the project from ever taking place.

Critical Failure As failure, but the bickering persists. Gain 1 Unrest and attempt a DC 11 flat check. On a failure, your kingdom suffers a Feud event on the next turn's Event phase (in addition to any other event).

OUTSTANDING SUCCESS — EVENT +0

BENEFICIAL

Event One of your kingdom's citizens brings glory to the kingdom, be it through an artistic masterpiece, an architectural marvel, a grand voyage of discovery, a landmark academic treatise, a new magical theory, or a similar discovery, as decided upon by the party.

Kingdom skill Arts; **Leader** Counselor

Critical Success The citizen's success is truly legendary. Gain 3 bonus Resource Dice on your next turn.

Success This success brings fame and fortune to your kingdom. Gain 1 bonus Resource Die on your next turn.

Failure The success inspires imitators and rapidly loses its specialness, but you suffer no jealousy-driven backlash.

Critical Failure Scandal! Either the artist's sinister motives are exposed by their sudden fame, competitors work to undermine them, or the public simply refuses to accept the success. Increase Unrest by 1 and Corruption by 1.

PILGRIMAGE — EVENT +1

BENEFICIAL

Event A large number of pilgrims flock to your settlements to celebrate their high holy days or to bask in your kingdom's faith. If your kingdom does not have at least one shrine, temple, or cathedral, this event does not occur.

Kingdom skill Folklore; **Leader** Magister

Critical Success Pilgrims visit all of your settlements to engage in acts of worship. Not only do they provide their own food and supplies, but they also bring gifts to your shrines, temples, and cathedrals. Gain 1d6 Luxuries, reduce Unrest by 1d6, and reduce one Ruin of your choice by 1.

Success The pilgrims celebrate their holy days at your settlements, and their good cheer and attitudes prove infectious. Reduce Unrest by 1d4.

Failure As success, but the pilgrims put a strain on your kingdom's resources. Increase Consumption by 1d4 on the next turn.

Critical Failure The pilgrims hold their festivals, but their devout displays by a few strident zealots who stay behind stir up controversy with locals of other faiths. Increase Corruption by 1 and increase Consumption by 1d4 on the next turn.

PLAGUE — EVENT +1

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The largest settlement in the kingdom

Kingdom skill Defense; **Leader** Ruler

Event A deadly sickness strikes one of your settlements. You take a –2 status penalty to all Civic activities made in a settlement suffering from a plague unless the settlement has a sewer system.

Critical Success You halt the spread of the plague and are able to cure it, but even so, the plague's effects reduce your Resource Dice on the next turn by 2.

Success The plague continues! Gain 1d4 Unrest and increase one of your Ruins by 1.

Failure The plague spreads and claims more victims. Gain 1d6 Unrest and increase all of your Ruins by 1.

Critical Failure As failure, but the plague spreads to the nearest unaffected settlement in your kingdom. Treat additional plagues in different settlements as separate continuous Plague events.

Resolution This Plague event ends if you achieve a critical success on the check or after you achieve a total of 4 successes with the Provide Care activity (a critical success with Provide Care counts as 2 successes in this case).

Special If the plague strikes a settlement that has no dumps, filth in the streets allows the disease to spread more easily. You take a –4 item penalty to checks to resolve this event. On the other hand, if a plague-stricken settlement has a sewer system, the increased sanitation provides a +2 item bonus to checks to resolve this event.

POLITICAL CALM — EVENT –1

BENEFICIAL

Event A sudden absence of political machinations and distracting intrigue coincides with a rise in public approval for its leaders.

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Kingdom skill Politics; **Leader** Ruler

Critical Success You capitalize upon the public approval with efficiency and speed. Reduce Unrest by 1d6 or reduce one Ruin of your choice by 1. Gain a +2 status bonus to all checks made to resolve events during your next Kingdom turn.

Success Loyalty is up across the board. Reduce Unrest by 1d4.

Failure The calm is a refreshing change, but people sense it cannot last. Reduce Unrest by 1.

Critical Failure The calm simply hides deeper plotting simmering in the shadows. Increase one Ruin by 1.

PUBLIC SCANDAL — EVENT +0

DANGEROUS

Event One of your NPC leaders is implicated in a crime or an embarrassing situation. If you have no NPC leaders, this event involves a PC leader only if the GM determines that the PC leader has been acting in a way that could cause a scandal; otherwise this event does not occur.

Kingdom skill Intrigue; **Leader** Counselor

Critical Success You quiet the scandal before it spawns more than rumors.

Success Word gets out, but an apology and careful words manage to blunt the outrage. Gain 1 Unrest.

Failure The people are very unhappy with their leader's behavior. Gain 1d4 Unrest and increase Corruption by 1.

Critical Failure The people are outraged by the scandal and demand the leader be replaced. Gain 1d6 Unrest and increase a Ruin of your choice by 1. Then immediately use the New Leadership kingdom activity (page 520) to attempt to replace the leader. If you fail, this event occurs again with the same leadership role on the kingdom's next Event phase. If the leader involved in the scandal takes any leadership role during the next 1d4 Kingdom turns, this event occurs again with that character at the focus of the scandal.

REMARKABLE TREASURE — EVENT +2

BENEFICIAL FORTUNE

Event Adventurers from outside of your kingdom discover a cache of rare and unusual treasures while exploring wilderness claimed by your nation.

Kingdom skill Exploration; **Leader** Emissary

Critical Success The adventurers are only too eager to share their discoveries with the kingdom. The treasures buoy the local economy and spawn a rush of prospectors out looking for their own treasures. Gain 1d6 Luxuries and decrease Unrest by 1d4. Gain one Fame or Infamy point (as appropriate) at the start of the next Kingdom turn. If you Hire Adventurers during your next Kingdom turn, roll twice for the skill check and take the better result.

Success The adventurers agree to share their discoveries with the kingdom. Gain 1d4 Luxuries and decrease Unrest by 1d4.

Failure The adventurers aren't particularly eager to share their discoveries, but the excitement of the news still helps delight the populace. Reduce Unrest by 1.

Critical Failure The adventurers are particularly hostile or even disrespectful toward your kingdom and its citizens. Your citizens see them less as heroes and more as bandits plundering the nation's resources, or even outright villains. Whether this perception is right or not, the damage is done. Gain 1 Unrest. The GM should consider building up these adventurers as recurring antagonists in future events.

SACRIFICES — EVENT +2

CONTINUOUS DANGEROUS HEX

Location A claimed hex in the area of influence of a settlement secretly chosen by the GM

Event A cabal of cultists begin snatching citizens and preparing them for sacrifice to their vile god. The cultists maintain a hidden base of operations somewhere near one of the kingdom's settlements.

Kingdom skill Exploration; **Leader** Emissary

Critical Success The cultists are defeated, and many of your captured citizens are rescued.

Success The cult continues to function, but you have managed to determine which hex their base of operations is located in. The DC to defeat the Sacrifices event is reduced by 4 in subsequent turns. Increase Unrest by 1.

Failure The cultists prey on travelers, hunters, trappers, and anyone else who strays too far from civilization. Increase Unrest by 1d4 and one Ruin of your choice by 1.

Critical Failure As failure, but the cultists start snatching victims from your settlements. If you've already determined where they've based their operations, they successfully relocate to a new secret hex as chosen by the GM, and the DC to defeat the cultists returns to normal. Increase Unrest by 1d6 and two Ruins of your choice by 2.

Resolution A critical success ends this continuous event. The GM can instead build a short adventure for the PCs to track down and defeat the sinister cultists in encounter mode, provided the PCs know where to go to confront the cultists!

SENSATIONAL CRIME — EVENT +1

CONTINUOUS DANGEROUS SETTLEMENT

Location A randomly determined settlement in the kingdom

Event A notorious serial killer, deadly arsonist, flamboyant jewel thief, or otherwise sensational criminal plagues your kingdom.

Kingdom skill Intrigue; **Leader** Warden

Critical Success The criminal has been caught and the one-person crime wave ends. Reduce Crime by 2, and

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reduce one other Ruin of your choice by 2. In addition, if you achieve this level of success on the turn this event begins, the criminal was caught in the act of perpetrating their first crime but prevented from completing it; in this case, you discourage future criminals—reduce Crime by 1.

Success You foil the criminal's current plans and perhaps arrest some accomplices, but the mastermind gets away to plot future crimes. Increase Unrest by 1.

Failure The criminal succeeds in their crime and escapes justice. Increase Unrest by 1d4 and Crime by 1.

Critical Failure As failure, but the criminal also makes fools out of law enforcement, frames an innocent for the crime, or taunts the authorities for their failure. Increase Unrest by 1d6, Crime by 2, and one other Ruin of your choice by 2.

Resolution This continuous event ends when you achieve a critical success on the check. Alternately, the GM could create a short adventure to allow the PCs to step in, track down, and confront the criminal to end the event.

SQUATTERS — EVENT –1

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The settlement with the highest Consumption in the kingdom or the largest settlement in the kingdom (as chosen by the GM)

Kingdom skill Politics; **Leader** Viceroy

Event An empty lot in your settlement is taken over by desperate people unable to find adequate work or housing. They set up camp with tents, wagons, and shanties. You cannot use the lot for anything until the squatters are given places to live.

Critical Success You find opportunities for the squatters to improve their lot in life.

Success The squatters are removed from their lot, and they try to relocate and reintegrate with other citizens, but there is some strife. Increase Unrest by 1.

Failure The squatters refuse to leave their lot and other citizens are split, with some decrying their mistreatment while others call for harsh measures to drive them out. Increase Unrest by 1d4.

Critical Failure As failure, but on your next Kingdom turn attempt a DC 6 flat check; on failure, the squatters spread to the nearest empty lot in the settlement, creating a separate continuous Squatters event starting with your next Kingdom turn. In addition, the squatters increase the settlement's Consumption by 1 each month until the event is resolved.

Resolution This continuous event ends when you achieve a critical success on the check or when you build a Residential structure in the lot the Squatters have chosen to live in.

Special If the settlement has a Sewer System, most of the squatters opt to live there instead; gain a +2 item bonus to checks to resolve this event.

UNDEAD UPRISING — EVENT +0

CONTINUOUS | DANGEROUS | SETTLEMENT

Location The settlement with the most cemeteries or (if no settlements have cemeteries) the largest settlement

Event A malign force, be it a sinister curse, a nefarious necromancer, or an invasion of ghouls, vampires, or other undead-creating monsters, causes the dead to rise from their graves and threaten the settlement.

Kingdom skill Folklore; **Leader** Magister

Critical Success The undead are defeated.

Success The undead are temporarily contained with little physical damage to your settlement, but the populace still grow fearful each night. Increase Unrest by 1.

Failure The undead prey upon your citizens! Increase Unrest by 1d4 and one Ruin of your choice by 1.

Critical Failure The undead gain the advantage and bring disaster. Increase Unrest by 2d4, all Ruins by 1, and one non-cemetery lot in your settlement (chosen by the players) is reduced to rubble.

Resolution A critical success on the check ends this continuous event. Alternately, the GM can create a short adventure for the PCs to track down and destroy the source of the undead uprising.

Special Increase the event's level modifier by 1 for each Graveyard in the settlement, to a maximum of +4.

UNEXPECTED FIND — EVENT +0

BENEFICIAL | SETTLEMENT

Location The kingdom's newest settlement

Event Local citizens discover a forgotten magic item while working on a construction site or while clearing out an old storage area.

Kingdom skill Trade; **Leader** Ruler

Critical Success The citizens donate the magic item to the PCs as thanks. The item is either a permanent item or four consumable items (equal chance of each) of a level equal to your kingdom. The exact item discovered is determined by the GM. If the PCs decide to donate the discovery to the community, reduce Unrest by 2d4.

Success The magic treasure is donated to the community; reduce Unrest by 1d4.

Failure The found item is grudgingly donated to the community; reduce Unrest by 1.

Critical Failure The recovered item is stolen before it can be donated, found to be cursed, or turns out to be worthless junk. Increase Unrest by 1.

VANDALS — EVENT +1

CONTINUOUS | DANGEROUS | SETTLEMENT

Location A randomly determined settlement

Event Vandals, troublemakers, and dissidents destroy property in your settlement.

Kingdom skill Industry; **Leader** Warden

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Critical Success You root out the vandals and stop them from causing any damage.

Success The vandals are caught in the act of damaging an area in your settlement. The event ends, but on the next turn, the damage done reduces your Resource Dice by 2.

Failure The vandals damage and deface several minor structures in the settlement and remain uncaught for now. Fortunately, the damage done can be easily repaired, but you start the next turn with 4 fewer Resource Dice.

Critical Failure The vandals also manage to reduce one structure (chosen by the players) to rubble. Increase Unrest by 1d4 and reduce your Resource Dice next turn by 4.

Resolution This event ends when you succeed at the check.

VISITING CELEBRITY — EVENT +1

BENEFICIAL | SETTLEMENT

Location A randomly determined settlement

Event A celebrity from another nation or even a distant land visits one of your settlements, causing a sudden influx of notoriety, visitors, and lavish spending. The GM determines the nature of the visiting celebrity.

Kingdom skill Arts; **Leader** Emissary

Critical Success The visit is a rousing success. Not only are your citizens delighted by the visitor, but the visitor is quite taken with your kingdom and leaves you with a parting gift. Choose two of the following: gain 4 bonus Resource Dice next turn, gain 1d6 Luxury commodities, or reduce Unrest by 1d6.

Success The visit is a success, and the celebrity enjoys their time in your kingdom. Choose one of the parting gifts from those listed in the critical success result.

Failure The visitor has an agreeable if pedestrian visit. Reduce Unrest by 1.

Critical Failure The visitor leaves unimpressed and spreads reports of their unpleasant visit abroad. Increase Unrest by 1d4. The next time your kingdom has a Visiting Celebrity, increase that event's level modifier by 2.

WEALTHY IMMIGRANT — EVENT +2

BENEFICIAL | CONTINUOUS | SETTLEMENT

Location The kingdom's capital

Event A rich merchant or prominent noble from another land is impressed with your kingdom and asks to construct an estate in your kingdom's capital. If you give permission, proceed with this event. If you deny the request, this event doesn't occur; the next time you have a Wealthy Immigrant event, increase the event's level modifier by 1.

Kingdom skill Industry; **Leader** Emissary

Critical Success The immigrant constructs a noble villa, free of charge and without you having to Build the Structure in an available spot in the capital. If there isn't enough room in the capital, the immigrant builds in the largest settlement that has enough room.

Success As critical success, except the immigrant instead constructs a mansion.

Failure The immigrant isn't quite sure where they want to build, but they continue looking.

Critical Failure After sending representatives, the immigrant decides not to build a home in your settlement after all, disappointing the local aristocracy. Increase Unrest by 1.

Resolution Achieve a success, critical success, or critical failure against this event.



OUTRAGED CITIZEN

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APPENDIX 3: WARFARE

Pathfinder focuses on events that directly affect (and can thus be solved by) PCs on an individual basis, but as Kingmaker progresses, some conflicts with bands of trolls or barbarians, the armies of Pitax, or supernatural incursions from the First World must be met on the field of battle. While it's difficult enough for a band of PCs to face off against dozens of foes at once, the rules of the game make it all but impossible to play out such a conflict round by round against hundreds or thousands of foes.

When mass conflicts occur in the course of your Kingmaker campaign, you have a choice. The simplest solution is to simply gloss over these parts of the Adventure Path—to have the battles play out in the narrative background and assume that as long as the PCs continue to persevere, their kingdom does as well. If you opt for this simple solution but are using the kingdom management rules from Appendix 3, then at the start of any Kingdom turn during which warfare took place, the kingdom gains 1d6 Unrest and increases one Ruin of the party's choice by 1 point.

But if you want to expand the kingdom rules to include a method of resolving mass combat in play as downtime events, read on! These rules provide an abstract system for warfare that lets you play out a complex battle as a downtime encounter using victory points. These rules are not intended to accurately represent complex wars, but instead seek to incorporate warfare into a campaign that stays primarily focused on traditional, small-scale adventuring and roleplaying.

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PREPARING FOR WAR

Before sending armies into battle, you need to gather, train, arm, and maintain those forces at the end of a Kingdom turn's Activity phase.

ARMY ACTIVITIES

After the PCs complete the Civic Activities step of a Kingdom turn, they may take an Army Activities step, in which each army currently maintained by the kingdom may take a single Army activity. The order in which they are attempted is chosen by the players.

Army activities are presented below, and may only be taken during the Army Activities step (but note that Recruit Army is a Leadership activity instead).

DEPLOY ARMY

DOWNTIME ARMY

The army moves through your kingdom or beyond. Since this travel occurs over the course of the entire month that preceded the Kingdom turn, the ground an army covers when it deploys can be quite extensive. You can Deploy an Army with an Exploration, Boating, or Magic check.

When you use an Exploration check, choose a location within 20 hexes of the army's current hex. If the army's starting point and ending point are connected by a road, increase the result one degree of success. Count roadless hexes that contain swamps or mountains, or each hex where you must cross a river or lake without the aid of a bridge, as two hexes.. You can issue orders to force march. Doing so grants a +4 circumstance bonus on the check, but causes the army to increase its weary condition by 1 (or by 2, if you fail the check).

When you use a Boating check, the army's starting point and ending point must be connected by a body of water; choose any location within 20 hexes along this route.

You must be at least master in Magic to attempt a Magic check. When you do so, choose any location within 30 hexes of the army's current hex, then roll your check.

If the army's deployment causes it to cross your kingdom's border, the DC increases by 5. If the army's deployment causes it to cross an enemy kingdom's border, the DC instead increases by 10.

Critical Success The army arrives much more quickly than you anticipated; it arrives at its destination and then becomes efficient.

Success The army arrives at its destination.

Failure The army arrives at its destination, but ran into some sort of trouble along the way. Increase the army's weary condition by 1 and attempt a DC 6 flat check; on a failure, reduce the army's HP by 1.

Critical Failure Rather than arriving at its destination, the army becomes lost until it recovers from this condition. Increase Unrest by 1d4, and attempt a DC 11 flat check; on a failure, reduce the army's HP by 1.

DISBAND ARMY

DOWNTIME ARMY

You can choose to disband an army with no check needed. If the army consisted of conscripts from your kingdom, the soldiers revert to being citizens. If the army was recruited from creatures encountered in the wilds, they return to their homes. A disbanded army no longer contributes to your kingdom's Consumption.

GARRISON ARMY

DOWNTIME ARMY

Requirement The army is in the same hex as a Refuge, Settlement, or Work Site.

You move an army into a fortification and assign them to guard it. In order to garrison, the army must be located in a hex that contains a Refuge, Settlement, or Work Site. If you're garrisoning the army in a Refuge hex, attempt a basic Defense check. If you're garrisoning the army in a settlement, attempt a basic Politics check. If you're garrisoning the army in a Work Site hex, attempt a basic Engineering check. This check's DC increases by 5 if the hex is not part of your kingdom, or by 10 if the location is part of an enemy kingdom.

Critical Success The army becomes fortified until it is deployed. Additionally, the efficiency of the garrisoning reduces this army's Consumption by 2 (to a minimum of 1) until it is deployed.

Success The army becomes fortified until it is deployed.

Failure The army becomes fortified until the next Kingdom turn begins, at which point you must use this activity again to maintain the fortified condition.

Critical Failure Your army clashes with local citizens, abuses their authority, lets their watchful readiness slack, and/or provokes confrontations where they are not needed. It does not become fortified, and you cannot attempt to garrison that army at this location again for 4 Kingdom turns. Increase Unrest by 1.

OFFENSIVE GAMBIT

DOWNTIME ARMY

Requirement You have at least one army in the same hex as an enemy army.

You order an attack against an enemy army, causing a war encounter to begin after this Kingdom turn ends. No check is necessary if you wish to engage the enemy without attempting to gain an advantage in initiative. If you want to gain an advantage by surprising the enemy, attempt an Intrigue check. If you want to gain an advantage by intimidating the enemy, attempt a Warfare check. In either case, the DC is equal to the enemy army's Scouting DC.

Critical Success Your approach surprises or intimidates the enemy. Your armies in this hex gain a +2 circumstance bonus on their initiative checks, and one enemy army of the party's choice in this hex becomes shaken 1.

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ARMY ACTIVITIES

Skill	Key Attribute	Untrained Activities	Trained Activities
—	—	Disband Army	—
Arts	Culture	Recover Shaken Army	Recover Weary Army (expert)
Boating	Economy	Deploy Army	—
Defense	Stability	Garrison Army	—
		Recover Damaged Army	—
		Recover Weary Army	—
Engineering	Stability	Garrison Army	—
		Outfit Army	—
		Recover Mired or Pinned Army	—
Exploration	Economy	Deploy Army	—
		Recover Lost Army	—
Folklore	Culture	—	Recover Damaged Army (expert)
Intrigue	Loyalty	Offensive Gambit	—
Magic	Culture	Outfit Army	Deploy Army (master)
		—	Recover Mired or Pinned Army (expert)
Politics	Loyalty	Garrison Army	Recover Defeated Army (master)
Scholarship	Culture	Train Army	—
Statecraft	Loyalty	Recruit Army	—
Trade	Economy	Outfit Army	—
Warfare	Loyalty	Offensive Gambit	Recover Defeated Army (expert)
		Outfit Army	Recover Shaken Army (expert)
		Recruit Army	—
		Train Army	—
Wilderness	Stability	—	Recover Lost Army (expert)

Success Your approach gives you an advantage. Your armies in this hex gain a +2 circumstance bonus on their initiative checks.

Failure You gain no advantage in the battle.

Critical Failure Not only do you fail to gain advantage, but the enemy forces have anticipated the attack. Enemy armies in this hex at the time of the Offensive Gambit gain a +4 circumstance bonus on their initiative checks in any resulting war encounters.

OUTFIT ARMY

DOWNTIME ARMY

You provide your army with better gear. Choose what sort of gear you wish to provide your army with from the list beginning on page 574. The level of the gear chosen must be equal to or less than the army's level. If you're crafting or purchasing gear, the level of the gear chosen must be equal to or less than your kingdom level. If you're distributing resources gained from battle, the level of the gear chosen must be equal to or less than the highest level of an enemy army defeated in that battle.

If you're purchasing the gear, this activity requires a basic Trade check and costs the standard amount of RP for the gear; you cannot purchase magic gear unless your kingdom is at least expert rank in Magic.

If you're distributing gear gained from battle, this activity requires a basic Warfare check and does not cost RP.

Critical Success The gear proved particularly easy to outfit, and the army becomes efficient.

Success The gear is sufficient, and your army becomes outfitted with it immediately.

Failure The gear proves to be unusable and the attempt to outfit the army fails. If you spent RP on the check, it is refunded.

Critical Failure As failure, but spent RP is not refunded.

RECOVER ARMY

DOWNTIME ARMY

When an army endures ill fortune, it can become afflicted by negative conditions. You can use the Recover Army activity to work at removing an affliction with a basic skill check (this DC increases by 5 if you are attempting to Recover from the defeated condition); the skill required for the check depends on the affliction (see the table on page 569).

Critical Success You reduce the affliction's value by 2 (or in the case of a damaged army, increase its HP by 2 up to its maximum). If the affliction does not have a value, it is removed.

Success As critical success but you reduce the affliction's value by 1 (or in the case of a damaged army, increase its HP by 1 up to its maximum).

Failure You fail to remove the affliction.

Critical Failure You fail to remove the affliction and your soldier's lowered morale spreads discontent; increase Unrest by 1. If you were attempting to recover a defeated army, the army is destroyed.

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RECRUIT ARMY

DOWNTIME | LEADERSHIP

Note that you pursue this activity during the Leadership step of the Activity phase. Either you recruit an army from your kingdom's citizens, or you secure the allegiance of a specialized army you encountered in the Stolen Lands. If you're recruiting an army from your kingdom's citizens, choose one of the basic armies listed at the start of page 570 and attempt a Warfare check against the army's Recruitment DC. If you're securing a specialized army, you must attempt a Statecraft check against the Recruitment DC; statistics for these armies appear starting on page 571.

Critical Success You recruit the army; it becomes efficient.

Success You recruit the army.

Failure You fail to recruit the army.

Critical Failure Many of the individuals in the army you attempted to recruit took offense at the attempt. Gain 1 Unrest, and you cannot attempt to recruit an army again until the next Kingdom turn.

TRAIN ARMY

DOWNTIME | ARMY

You train an army in the use of a tactic. Choose one of the tactics from those listed starting on page 575, then attempt a Scholarship or Warfare check against the tactic's Training DC. If your army has already learned its maximum number of tactics, the newly learned tactic replaces a previously learned tactic of your choice.

Critical Success The army learns the tactic and then becomes efficient.

Success The army learns the tactic.

Failure The army fails to learn the tactic.

Critical Failure The army not only fails to learn the tactic but becomes frustrated and exhausted from the training; increase the army's weary condition by 1.

ARMY STAT BLOCK

For generic armies, the alignment trait is listed as "Any." An army comprised primarily of one type of creature has an alignment that's representative of that type of creature.

Armies have one of four type traits. **Infantry** consists of soldiers or creatures that move on foot. **Cavalry** consists of mounted combat units. **Skirmishers** consist of a small number of highly mobile units. **Siege** armies focus on the deployment of siege engines rather than personal combat.

RECOVERING ARMY CONDITIONS

Condition	Skill Check to Recover
Damaged	Defense or Folklore (expert)
Defeated	Politics (master) or Warfare (expert)
Lost	Exploration or Wilderness (expert)
Mired or Pinned	Engineering or Magic (expert)
Shaken	Arts or Warfare (expert)
Weary	Arts (expert) or Defense

ARMY NAME ARMY (LEVEL)

RARITY TRAIT | ALIGNMENT ABBREVIATION | TYPE TRAIT

Scouting This entry lists the modifier for an army's initiative—typically equal to the Perception modifier of the army's individual creatures—or the Scouting DC to detect an army that lies in ambush in a hex (to generate a Scouting DC, add 10 to the Scouting modifier).

Recruitment DC This lists the DC required to recruit the army (as a general rule, this DC is equal to the standard DC for the army's level)—see Recruiting an Army above;

Consumption This lists the number of Food Commodities the army consumes during the Kingdom turn's Upkeep Phase; see Pay Consumption on page 538. If you fail to pay Consumption during a Kingdom turn, all of your armies increase their shaken and weary conditions by 1.



DEPLOYING AN ARMY

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An army whose shaken or weary conditions reach 4 or higher as a result of this increase immediately disbands; this causes the kingdom to gain 1d4 Unrest and increases one Ruin of the party's choice by 1.

Description This gives a brief description of the army.

AC This lists the army's Armor Class; **Saves** Armies have two saving throws: a Maneuver save and a Morale save. **Maneuver** This modifier applies to all checks made by the army to maneuver, be it to execute a complex tactic or to minimize damage and effects from unusual physical dangers; **Morale** This modifier applies to all checks made by the army to avoid becoming shaken or to resist effects that undermine cooperation, bravery, loyalty, and such.

HP This lists the army's Hit Points. When an army's Hit Points reach zero, it becomes defeated. An army cannot be reduced to fewer than 0 Hit Points. The army's Rout Threshold (RT) is listed in parenthesis after its Hit Points. RT is typically half its maximum HP. An army that is resistant to fear or is particularly brave generally has a lower RT, while the rare army composed of creatures that are entirely immune to fear won't have an RT listed at all.

Melee The name of the attack the army uses for a melee Strike, followed by the attack modifier. An army inflicts 1 point of damage on a hit and 2 points on a critical hit. Melee Strikes can only be used against engaged armies.

Ranged The name of the attack the army uses for a ranged Strike, followed by the attack modifier. An army inflicts 1 point of damage on a hit and 2 points on a critical hit. An army can use its ranged Strike up to 5 times in each war encounter before its ammunition is depleted (unless it has the Increased Ammunition tactic). An army automatically replenishes its ranged Strike shots at the end of a war encounter.

Tactics Any tactics known by the army are listed here.

Gear Any gear outfitted by the army is listed here.

Special Abilities Additional unique abilities possessed by the army are detailed here.

RECRUITING AN ARMY

When you recruit an army from a specialized group encountered during the course of play, the GM provides you with the army's statistics, but the majority of your kingdom's armies will be recruited from its citizens. When you recruit an army, follow these steps.

Step 1—Choose a Basic Army Type

(Skip this step when recruiting a specialized army—its type is listed in its stat block.) Choose the basic type of army you want to recruit from infantry, cavalry, skirmishers, or siege engines. Statistics for all four basic armies are found below.

You cannot choose an army whose minimum level is higher than your current kingdom level.

Step 2—Recruit the Army

Take the Recruit Army activity during the Leadership Activities step of a Kingdom turn to recruit the army.

Step 3—Adjust Statistics

When you recruit an army, be it a, its level adjusts to match your kingdom level. Unless you recruit an army at minimum level when your kingdom is the same level, this means you must adjust the army's DCs and check modifiers as detailed under Basic Armies by Level.

Step 4—Choose Initial Tactics

All armies can know at least one tactic. When you recruit a basic army, choose its tactics from any that it qualifies for (but note cavalries and siege engines "spend" their first tactic on Overrun and Engines of War respectively). Specialized armies already have one or more tactics listed in their stat blocks; you only add tactics to these armies after they increase their level.

Step 5—Place the Army

A basic army starts in the same hex as one of your kingdom's settlements. A specialized army starts in the hex in which you first encountered and recruited them. A settlement can support any number of armies.

Step 6—Adjust Consumption

When you recruit an army, your kingdom's Consumption score increases by the army's Consumption score. You don't have to pay Food Commodities for the army immediately, but you will need to do so during the Upkeep phase of your next Kingdom turn.

Step 7—Name the Army

Give your army a unique name and decide on any other flavorful elements for the army at this time if you wish. While the quality and magical nature of gear affects your army's statistics, the specific weapon and armor types do not.

BASIC ARMIES

The statistics for each of the basic armies present them at their minimum level.

INFANTRY — ARMY 1

ANY | INFANTRY

Scouting +7

Recruitment DC 15; **Consumption** 1

Description This is a platoon of armored soldiers armed with melee weapons.

AC 16; **Maneuver** +4 (low); **Morale** +10 (high)

HP 4 (RT 2)

Melee weapons +9

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CAVALRY — ARMY 3

ANY | INFANTRY

Scouting +9

Recruitment DC 18; **Consumption** 2

Description Cavalry consists of armored soldiers armed with melee weapons and mounted on horses.

AC 19; **Maneuver** +12 (high); **Morale** +6 (low)

HP 4 (RT 2)

Melee weapons +12

Overrun Cavalry armies gain a +1 status bonus on weapon attacks against infantry and skirmisher armies, but they suffer a –1 status penalty on Maneuver and Morale saves against area attacks and mental attacks.

SKIRMISHERS — ARMY 5

ANY | SKIRMISHER

Scouting +12

Recruitment DC 20; **Consumption** 1

Description Skirmishers are lightly armored, but their ability to move quickly and to focus on individual tactics rather than working as a unit make them more resilient in other ways. A skirmisher army's AC is two lower than normal for its level, but its Maneuver and Morale are two higher than normal for its level.

AC 20; **Maneuver** +17 (high); **Morale** +11 (low)

HP 4 (RT 2)

Melee weapons +15

SIEGE ENGINES — ARMY 7

ANY | SIEGE

Scouting +15

Recruitment DC 23; **Consumption** 1

Description A siege engine army consists of several catapults, ballistae, trebuchets, or other mechanized engines of war.

AC 25; **Maneuver** +12 (low); **Morale** +18 (high)

HP 6 (RT 3)

Ranged siege engine +15 (5 shots)

Engines of War Siege engines cannot be outfitted with gear. They cannot attack engaged armies. They are more difficult to destroy due to their higher hit points than other basic armies. A siege engine can attack and damage fortifications with its ranged attacks as part of the Battle or Overwhelming Bombardment actions.

Basic Armies by Level

The table on page 574 lists the standard values for basic armies by level. These values can be adjusted by tactics, conditions, and gear.

Scouting gives the army's base scouting check, typically used to roll initiative in a War encounter.

Standard DC is used for the army's Recruitment DC as well as for any special abilities it might learn.

AC, Saves, and Attacks have the values listed. Armies have a high save and a low save, but which is which depends on the army. An army uses the same attack modifier for melee and ranged Strikes, but not all have both forms of attack.

Max Tactics lists the maximum number of tactics the army can know at any one time. (Armies learn tactics with the Train Army activity; see page 569.)

ARMY HIT POINTS

As with creatures and objects, armies have Hit Points, but an army's HP cannot be reduced by damage—they are reduced only as the result of a war action. Typically, a successful army Strike reduces the target army's HP by 1, or by 2 on a critical hit. An army's HP doesn't automatically recover at the end of a battle.

LEVELING UP YOUR ARMIES

When your kingdom gains a level, each army gains a level as well, increasing its stats as detailed on the Basic Armies table on page 574. When an army increases its level, it may also increase the maximum number of tactics it can know—these new tactics are not gained automatically, but must instead be learned through the use of the Train Army activity.

Specialized Armies

To recruit a specialized army, you must first establish diplomatic relations (page 528) with the associated group, after which you can attempt the Recruit Army activity using a Statecraft check (see page 569). Only one specialized army can be recruited from each group. The level listed for each army indicates the minimum kingdom level at which the army can be recruited.

DC and Modifier Adjustments: As with basic armies, specialized armies immediately adjust upward in level to match the level of the PCs' kingdom, but unlike basic armies, the DCs and checks for specialized armies have different baselines. In stat blocks for specialized armies, the DCs and modifiers are given for that army at its minimum level, followed by an adjustment value in parenthesis. When the PCs recruit a specialized army at a level above its minimum, calculate its DCs and modifiers by starting with the values for a basic army of that level from the table on page 574 then applying the adjustment values given here.

Darkvision: Many of the specialized armies presented on the following pages possess the Darkvision tactic (page 575)—they gain this tactic for free, and it does not count against the maximum tactics they can possess.

Unique Tactics: Specialized armies possess at least one unique tactic. These tactics count against the maximum tactics the army can know, and these unique tactics cannot be replaced.

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GREENGRIPE BOMBARDIERS LEVEL 7

RARE SIEGE

Scouting +13 (–2 adjustment)

Recruitment DC 28 (+5 adjustment); **Consumption** 2

Description Greengripe goblins (encounter site **SH5**) have built a mobile platform outfitted with a catapult-like flinging arm that can throw flammable debris.

AC 23 (–2 adjustment); **Maneuver** +12 (low); **Morale** +18 (high)

HP 6 (RT 3)

Melee dogslicers and torches +19 (+1 adjustment)

Ranged burning debris +18 (5 shots)

Burning Weaponry (unique tactic) Unlike basic siege engine armies, Greengripe Bombardiers can make melee Strikes while engaged. When a Greengripe Bombardier scores a critical success on a Strike while taking the Battle action against an army (but not against a fortification), the army struck must make a successful Maneuver check against the Greengripe Bombardiers' Maneuver DC or take one additional point of damage from the goblins' burning weaponry.

Darkvision (unique tactic)

Explosive Defeat (unique tactic) When the Greengripe Bombardiers are defeated, their alchemical siege engine explodes. Any army engaged with the Greengripe Bombardiers must succeed at a Maneuver check against the Greengripe Bombardier's Maneuver DC or take 1 point of damage (2 points of damage on a critical failure). As long as the Greengripe Bombardiers aren't destroyed, their siege engine gear is rebuilt automatically once the army loses the defeated condition.

LIZARDFOLK DEFENDERS LEVEL 5

UNCOMMON SKIRMISHER

Scouting +14 (+2 adjustment)

Recruitment DC 22 (+2 adjustment); **Consumption** 1

Description These lizardfolk are from the settlement on the banks of Candlemere (encounter site **KL3**); they fight with flails and javelins.

AC 23 (+1 adjustment); **Maneuver** +9 (low); **Morale** +15 (high)

HP 4 (RT 2)

Melee flails +12

Ranged javelins +12 (5 shots)

Swamp Dwellers (unique tactic) The lizardfolk defenders have the Live off the Land tactic for free (it does not count against the maximum number of tactics the army can possess), do not treat water or swamp on a battlefield as difficult terrain, and gain a +2 circumstance bonus to Scouting checks attempted in hexes that include swamps or water.

M'BOTUU FROG RIDERS LEVEL 10

RARE CAVALRY

Scouting +19

Recruitment DC 32 (+5 adjustment); **Consumption** 2

Description These lance-armed boggards from M'botuu (encounter site **HT6**) and ride giant frogs trained for warfare into battle.

AC 27; **Maneuver** +22 (high); **Morale** +18 (low, +2 adjustment)

HP 6 (RT 3)

Melee lances +25 (+2 adjustment)

Ranged javelins +23 (5 shots)

Amphibious (unique tactic) Frog Riders ignore difficult terrain caused by swamps or water and gain a +2 circumstance bonus on Maneuver checks while fighting on a battlefield that features either of these terrains.

Chorus of Croaks (unique tactic) The terrifying croaking that constantly issues from this army of boggards causes all engaged enemy armies to suffer a –2 status penalty on Morale checks. The M'botuu Frog Riders can use the Taunt tactical action. If they know the Focused Devotion tactic, they treat critical failures made when attempting to Taunt as failures instead.

Darkvision (unique tactic)

Swamp Charge (unique tactic) If the battlefield includes swamp or water, the M'botuu Frog Riders can start the encounter



SIEGE ENGINE

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engaged with a target enemy army. If they do so, they gain a +1 circumstance bonus on melee Strikes against that army on the first turn of the encounter.

NOMEN SCOUTS LEVEL 8

UNCOMMON CAVALRY

Scouting +18 (+2 adjustment)

Recruitment DC 26 (+2 adjustment); **Consumption** –1, self-sufficient

Description This band of Nomen centaurs (encounter site **NH1**) fight with spears and longbows.

AC 27; **Maneuver** +14 (low, +1 adjustment); **Morale** +19 (high)

HP 4

Melee spears +20

Ranged longbows +20 (5 shots)

Brave (unique tactic) Nomen scouts are extraordinarily fearless and do not possess a Rout Threshold, and gain a +2 circumstance bonus on Morale checks made to avoid rout from other sources.

Darkvision (unique tactic)

Self-Sufficient (unique tactic) Nomen scouts are adept at providing for themselves, and never count against the kingdom's consumption. Furthermore, they can provide for other armies, and as long as they are not defeated during a Kingdom turn's Upkeep phase, they reduce the kingdom's consumption value by 1.

Trample ❖❖❖ (unique tactic) Nomen Scouts can attempt to trample an engaged enemy army by attempting a +20 melee Strike against the army's AC. On a hit, they inflict 1 point of damage (2 points on a critical hit) and automatically move away from the army—they are no longer engaged with that army.

SOOTSCALE WARRIORS LEVEL 3

UNCOMMON INFANTRY

Scouting +9

Recruitment DC 20 (+2 adjustment); **Consumption** 1

Description Sootscale kobolds (encounter site **GB20**) fight with shortswords and crossbows, although they tend to do so warily and cautiously.

AC 20 (+1 adjustment); **Maneuver** +14 (high, +2 adjustment); **Morale** +5 (low, –1 adjustment)

HP 4 (RT 3)

Melee shortswords +12

Ranged crossbows +12 (7 shots)

Accustomed to Panic ↷ (unique tactic) **Trigger** The Sootscale Warriors' shaken condition increases while they are not routed. **Effect** The Sootscales take comfort in their fear and channel the panic into energy. Rather than increase their shaken condition, they reduce their weary condition value by 1. Additionally, when the Sootscales use the Disengage action, the result is improved one degree.

Darkvision (unique tactic)

WHO'S IN AN ARMY?

As the majority of citizens of the PCs' kingdom are assumed to be humans, the majority of the soldiers in a basic army are humans as well. Other ancestries may also be part of the army, but not enough to adjust the basic assumptions of the army's abilities. For example, having some dwarves in a mostly human army won't grant the entire army darkvision. There are some tactics that allow armies to specifically train to take advantage of ancestry abilities like this, and some of the specialized armies you'll eventually have the chance to recruit are made up entirely of ancestries other than humans.

At the GM's option, the PCs could recruit a basic army comprised entirely of one of the core ancestries other than human. The easiest way to model these armies is to require them to take Darkvision, Keen Eyes, or Low-Light vision (as appropriate for the ancestry) as their first tactic.

TIGER LORD BERSERKERS LEVEL 12

UNCOMMON INFANTRY

Scouting +23 (+1 adjustment)

Recruitment DC 32 (+2 adjustment); **Consumption** 1

Description These Tiger Lord barbarians (encounter area **TL3**) use rage in battle; they fight with greataxes.

AC 32 (–1 adjustment); **Maneuver** +19 (low); **Morale** +25 (high)

HP 6 (RT 2)

Melee greataxes +28 (+2 adjustment)

Furious Charge ❖ (unique tactic) **Frequency** once per war encounter; **Effect** The Tiger Lord Berserkers charge at an enemy army, taking an Advance action to attempt to engage. If the Tiger Lords manage to engage successfully, they can attempt a melee Strike against the army as a reaction.

Reactive Rally ❖❖❖ (unique tactic) **Requirement** The Tiger Lords are routed; **Effect** Instead of taking a Retreat action, the Tiger Lord Berserkers can attempt to Rally.

Revel in Battle ↷ (unique tactic) **Trigger** The Tiger Lord Berserkers score a critical hit with a melee Strike. **Effect** The barbarians are infused with vigor and furious passion at their devastating blow. The army restores 1 hit point.

Warmongers (unique tactic) The Tiger Lord Berserkers can use the following Tactical Actions without needing to meet additional requirements: All-Out Assault, Counterattack, and Taunt.

TOK-NIKRAT SCOUTS LEVEL 10

RARE SKIRMISHER

Scouting +20 (+1 adjustment)

Recruitment DC 32 (+5 adjustment); **Consumption** 1

Description Capable of striding across water, these bog

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BASIC ARMIES

Level	Scouting	Standard DC	AC	High Save	Low Save	Attack	Max Tactics
1	+7	15	16	+10	+4	+9	1
2	+8	16	18	+11	+5	+11	1
3	+9	18	19	+12	+6	+12	1
4	+11	19	21	+14	+8	+14	2
5	+12	20	22	+15	+9	+15	2
6	+14	22	24	+17	+11	+17	2
7	+15	23	25	+18	+12	+18	2
8	+16	24	27	+19	+13	+20	3
9	+18	26	28	+21	+15	+21	3
10	+19	27	30	+22	+16	+23	3
11	+21	28	31	+24	+18	+24	3
12	+22	30	33	+25	+19	+26	4
13	+23	31	34	+26	+20	+27	4
14	+25	32	36	+28	+22	+29	4
15	+26	34	37	+29	+23	+30	4
16	+28	35	39	+30	+25	+32	5
17	+29	36	40	+32	+26	+33	5
18	+30	38	42	+33	+27	+35	5
19	+32	39	43	+35	+29	+36	5
20	+33	40	45	+36	+30	+38	6

striders from the settlement of Tok-Nikrat (encounter area **HT12)** fight with nets and spears.

AC 31 (+1 adjustment); **Maneuver** +22 (high); **Morale** +18 (low, +2 adjustment)

HP 4 (RT 2)

Melee spears +23

Ranged net +23 (5 shots)

Darkvision (unique tactic)

Hurl Nets (unique tactic) If the Tok-Nikrat Scouts hit an army with a net Strike, the army takes no damage. Instead, it increases its mired condition value by 1 (or by 2 on a critical success). An army that is mired as a result of hurled nets can attempt to reduce the value of this mired condition (but not that caused by other sources) by attempting a Battle action against the Tok-Nikrat Scout's Maneuver DC. On a success, the army reduces their mired condition by 1 (or by 2 on a critical success), but on a critical failure, they increase the mired condition caused by the hurled nets by 1. Tok-Nikrat Scouts can't hurl nets at a target army that is distant.

Water Retreat (unique tactic) If the battlefield features water terrain, Tok-Nikrat Scouts gain a +4 circumstance bonus on Maneuver checks made to Disengage.

Water Stride (unique tactic) The Tok-Nikrat Scouts stride over watery surfaces, and they ignore difficult terrain caused by water or swamps. They gain a +4 circumstance bonus on initiative checks in war encounters when the battlefield features either terrain.

ARMY GEAR

When you recruit a new army, it's outfitted with basic gear. The exact nature of this gear is largely cosmetic—an infantry army armed with longswords will do the same potential amount of damage as one armed with clubs or spears or scythes. You can upgrade an army's gear by taking the Outfit Army activity.

If you outfit an army with a type of gear the army is already outfitted with, the new gear replaces the old gear; if you spent RP on the old gear, you can deduct that RP cost from the cost of the new gear.

ARMY GEAR NAME — ITEM [LEVEL]

TRAITS

Price This lists the gear's price in RP. (Gear that has multiple types includes a Price for each type instead.)

The section after the line describes the gear.

Type If multiple types of the gear exist, entries here indicate the name of each type, its level, its price, and any other relevant details or alterations from the above description.

ADDITIONAL WEAPON — ITEM 1

ARMY

Price 10 RP

Most armies have only one weapon—a melee or a ranged weapon. This gear outfits an army with an additional weapon of the other type. The army gains a melee or ranged Strike (as appropriate) at the basic modifier for their level.

HEALING POTIONS — ITEM 1

ARMY | CONSUMABLE | HEALING | MAGICAL | NECROMANCY | POTION

Price 15 RP per dose

An army equipped with *healing potions* (these rules are the same if you instead supply the army with alchemical healing elixirs) can use a single dose as part of any

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Maneuver action. When an army uses a dose of healing potions, it regains 1 HP. An army can be outfitted with up to 3 doses of healing potions at a time; unlike ranged Strike shots, healing potion doses do not automatically replenish after a war encounter—new doses must be purchased.

MAGIC ARMOR ITEM 5+

ABJURATION | ARMY | MAGICAL

Magic armor is magically enchanted to bolster the protection it affords to the soldiers.

Type *magic armor*; **Level** 5; **Price** 25 RP
This armor increases the army's AC by 1.

Type *greater magic armor*; **Level** 11; **Price** 50 RP
This armor increases the army's AC by 2.

Type *major magic armor*; **Level** 18; **Price** 75 RP
This armor increases the army's AC by 3.

MAGIC WEAPONS ITEM 2+

ARMY | EVOCATION | MAGICAL

The army's weapons are magic. If the army has melee and ranged weapons, choose which one is made magic when this gear is purchased. You can buy this gear twice—once for melee weapons and once for ranged weapons. If you purchase a more powerful version, it replaces the previous version, and the RP cost of the more powerful version is reduced by the RP cost of the replaced weapons.

Type *magic weapons*; **Level** 2; **Price** 20 RP
These weapons increase the army's Strike with that weapon by 1.

Type *greater magic weapons*; **Level** 10; **Price** 40 RP
These weapons increase the army's Strike with that weapon by 2.

Type *major magic weapons*; **Level** 16; **Price** 60 RP
These weapons increase the army's Strike with that weapon by 3.

TRANSFERRING GEAR

You may transfer gear from one army to another, provided the army receiving the gear is high enough level to utilize the gear in question, and provided both armies are located in the same hex. This transfer does not require an activity to perform, but it must take place during Downtime.

If an army with gear is destroyed, all of its gear is destroyed. If an army with gear is disbanded, you can transfer its gear to another army as part of the Disband Army activity; if you don't do so, the gear is lost.

ARMY TACTICS

When you recruit a basic army, choose its initial tactics from the following list; when you recruit a specialized army, it may already know tactics from this list in addition to its own unique tactics. Armies can learn new tactics using the Train Army activity. To qualify for a tactic, the army's level must be greater than or equal to that tactic's level, and the army's type must be listed as a trait for that tactic. An army cannot have a single tactic more than once.

AMBUSH TACTIC 8

SKIRMISHER

Your skirmishers are experts at ambushing. On the first round of a war encounter, if your turn occurs before any enemy army turns, you can choose to start the encounter with your army already engaged with an enemy army whose initiative result is lower than yours. If you do so, your army gains a +2 status bonus on the first Attack war action they make against that army on the first round of the encounter.

BLOODIED BUT UNBROKEN TACTIC 5

CAVALRY | INFANTRY | SKIRMISHER

The army is at its greatest during the most desperate times. When the army's hit points are at or below its Rout Threshold, it gains a +1 status bonus to its AC, Mobility, Morale, and attack rolls. At 10th level or higher, this bonus increases to +2.

CAVALRY EXPERTS TACTIC 6

CAVALRY

The army's expert training with mounts increases its status bonus from its Overrun ability to +2. At 12th level, the army ignores the status penalty to Maneuver and Morale saves from its Overrun ability.

DARKVISION TACTIC 1

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army includes several spotters and scouts who have darkvision, and the rest of the soldiers have been trained to follow their lead so that the army itself functions as if it had darkvision.

DEFENSIVE TACTICS TACTIC 3

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army is especially good at enacting defensive tactics. The army gains a +1 status bonus on Maneuver checks made to Guard. This bonus increases to +2 at 9th level, and +3 at 17th level. The army can use the Defensive Stance tactical war action.

EXPLOSIVE SHOT TACTIC 11

SIEGE

The army's ranged attacks explode and spray fire, shrapnel, or other damaging material in every direction. Whenever the army critically hits a non-distant army with a ranged Strike, inflict 1 point of additional damage to another non-distant enemy army of your choice. You can use the Overwhelming Bombardment tactical war action with the army.

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FIELD TRIAGE — TACTIC 6

INFANTRY | SKIRMISHER

The army's soldiers are adept at using emergency methods to treat wounds. The army gains the Battlefield Medicine tactical war action.

FLAMING SHOT — TACTIC 9

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army attacks with projectiles treated with alchemical or magical oils that ignite as they are fired. When your army succeeds at a ranged Strike, the target army must attempt a Maneuver check against your army's attack DC; if it fails, the Strike inflicts 1 additional point of damage.

FLEXIBLE TACTICS — TACTIC 5

INFANTRY | SKIRMISHER

The army uses unconventional tactics. You can use the Dirty Fighting, False Retreat, and Feint tactical war actions, and the Counterattack tactical reaction with the army.

FOCUSED DEVOTION — TACTIC 3

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army is particularly loyal to your cause. The army gains a +1 status bonus on Morale checks made to Rally. This bonus increases to +2 at 9th level, and +3 at 17th level. The army can use the Taunt tactical war action.

HOLD THE LINE — TACTIC 1

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army has trained to maintain position even in the face of overwhelming opponents. The army gains a +1 status bonus on Morale checks made to resist rout, and its Rout Threshold is equal to 1/4 it's total Hit Points (rounded up).

INCREASED AMMUNITION — TACTIC 5

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

You increase the number of times your army can use ranged Strikes in each war encounter by 2. This tactic can be taken multiple times; each time you do so, increase the army's maximum number of ranged Strikes by 2.

KEEN EYED — TACTIC 1

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army includes several spotters and scouts who are particularly keen-eyed. The army gains a +2 status bonus on initiative checks.

KEEP UP THE PRESSURE — TACTIC 3

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The commander's swift, decisive directions help the army attack more accurately. If an army attacks the same target a second time in a round, its multiple attack penalty is –4 rather than –5, and if they attack that same army a third time in a round, its multiple attack penalty is –8 rather than –10.

LIVE OFF THE LAND — TACTIC 1

CAVALRY | INFANTRY | SKIRMISHER

The army is trained to be self-sufficient and sustains itself via hunting and gathering when they're in the wild. If during a Kingdom turn's Upkeep phase this army is located in a hex that doesn't include a settlement, and if the army is not garrisoned, it reduces its Consumption by 1.

LOW-LIGHT VISION — TACTIC 1

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army includes several spotters and scouts who have low-light vision, and the rest of the soldiers have been trained to follow their lead so that the army itself functions as if it had low-light vision.

MERCILESS — TACTIC 5

CAVALRY | INFANTRY

This army is difficult to escape from. The army's Mobility DC gains a +2 status bonus when other armies attempt Mobility checks against it while attempting to Disengage. This army can use the All-Out Assault tactical war action.

OPENING SALVO — TACTIC 8

CAVALRY | SIEGE | SKIRMISHER

Your army has trained to take the first shot at distant foes. On the first round of a war encounter, if your turn occurs before any enemy army turns, you can choose to start the encounter with your army distant from all enemy armies.

RECKLESS FLANKERS — TACTIC 5

CAVALRY | SKIRMISHER

Your army is skilled at surrounding their foes and distracting them, at the cost of spreading out too much and being more vulnerable. When you use the Advance war action to successfully engage an army, you can choose to take a –2 circumstance penalty to your AC in order to gain a +1 circumstance bonus on attack rolls. If you do so, these modifiers remain in effect until you are no longer engaged. You can use the Outflank tactical war action.

SHARPSHOOTER — TACTIC 5

CAVALRY | INFANTRY | SKIRMISHER

The commander drills the army in precision ranged attacks. You gain a +1 status bonus on attacks with ranged Strikes, but suffer a –2 status bonus on attacks with melee Strikes. At 9th level, the penalty to melee Strikes is reduced to –1, and at 15th level the penalty to melee Strikes is removed. The army can use the Covering Fire tactical war action.

TOUGHENED SOLDIERS — TACTIC 1

CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army is particularly hardy. Increase its maximum Hit Points by 1. You can take this tactic multiple times; each time you do, increase the army's maximum Hit Points by 1.

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WAR ENCOUNTERS

War encounters aren't meant to serve as a precise and detailed simulation of the complexities of a mass combat event, but rather as a quick and engaging way to play out these clashes without detracting too much from the focus of a Kingmaker Campaign: the stories and adventures of the PCs themselves.

A war encounter plays out during Downtime, as the result of an Offensive Gambit or hexploration.

Offensive Gambit: You can initiate an Offensive Gambit activity (page 567) against the enemy during the Army Activities step of the Kingdom turn. In this case, the war encounter takes place immediately after the Kingdom turn resolves.

Hexploration: During hexploration, if the PCs are traveling with at least one army, they can encounter enemy armies. If either the PCs or the enemy initiate an attack, it immediately starts a war encounter.

PLAYER CHARACTERS IN BATTLES

In a war encounter, the focus is on a clash between opposing armies on the field of battle. These rules don't work particularly well when an army attacks a single target—such encounters are better played out with the PCs facing the threat themselves.

But what if the PCs want to fight with their soldiers on the field of battle? For the most part, a PC who fights in an army won't noticeably affect that army's stats. Having a famous (or infamous) founder of the kingdom fighting at your side in battle can bolster an army's mindset, though, so if a PC chooses to fight in this way, they grant a +1 status bonus to that army's Morale checks.

A better way to incorporate PCs in battles is to have them confront specific singular enemies on the field of battle while the armies themselves fight it out all around them. In such a case, play out the war encounter to its completion to determine the degree of success achieved (see Victory or Defeat on page 578), then play out the battle between the PCs and their foe(s). If the PCs win this battle, the result of the war encounter is improved one degree, but if the PCs lose their battle or the enemy escapes, the result of the war encounter is worsened one degree.

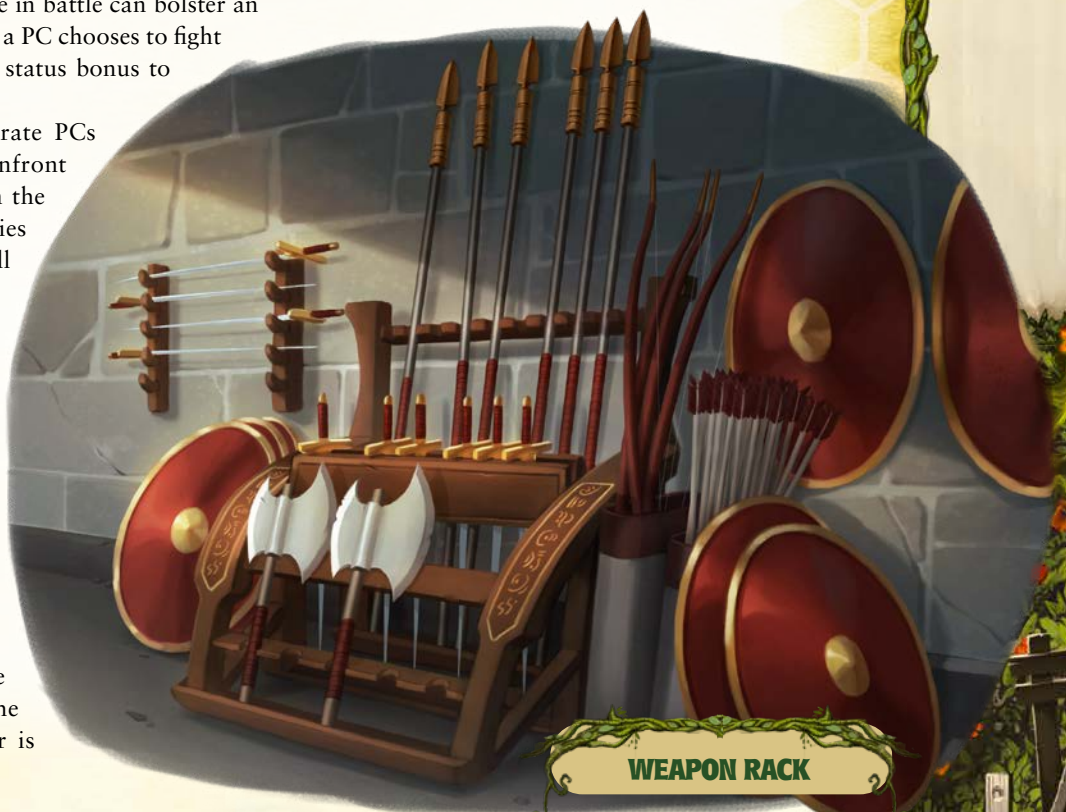
THE BATTLEFIELD

Armies can move across the battlefield to engage enemies, to retreat and regroup, and seek terrain advantages during their war actions, but their relative positions on the battlefield remain abstract throughout the encounter. What does matter is relative position between armies. During a war encounter, armies can be in one of the following three relative positions. Two of these positions—engaged and distant—are also conditions (page 582).

Near: When war encounters begin, the armies involved are normally considered near—close enough to advance and engage with a foe, but far enough to avoid direct conflict. An army cannot attempt melee Strikes against an enemy that is near—only ranged Strikes. Indicate an army is near by placing its token on the grid in any square not adjacent to another army.

Engaged: An army that is engaged can attempt melee Strikes against other armies it is engaged with. Indicate armies that are engaged with each other by placing their tokens adjacent to one another. An army can be engaged with up to four armies at once.

Distant: An army that attempts to disengage or retreat can move to a distant point on the battlefield. Attacks on a distant army are possible via ranged Strikes, but at a –5 penalty for the range. Indicate a distant army's position by placing its token or miniature on the table just off the edge of the grid. (Armies that manage to flee the battle entirely are taken off the table.)



WEAPON RACK

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Battlefield Terrain Features

While some battles take place in open terrain, some battlefields contain additional terrain features. Relatively common battlefield terrain features are detailed below; some of the scripted war encounters in the Adventure Path feature other, specific terrain features.

Darkness or Heavy Fog: All armies become concealed, and distant armies become undetected. Armies in these conditions take a –4 circumstance penalty on Scouting checks. Armies with darkvision ignore the terrain effects of darkness.

Difficult Terrain: A war encounter that takes place in rugged mountains, swampland, or dense forests are examples of difficult battlefield terrain. Armies take a –2 circumstance penalty on Maneuver checks in difficult terrain.

Dim Light, Light Fog, or Rain: Armies in these conditions gain a +1 circumstance bonus on Maneuver checks and take a –2 circumstance penalty on Scouting checks. Distant armies become concealed. Armies with low-light vision or darkvision ignore the terrain effects of dim light.

Wind: Ranged Strikes take a –1 circumstance penalty in strong wind, or a –2 circumstance penalty in windstorms. The penalty for a ranged Strike on a distant army is doubled to –10 (this penalty stacks with the standard penalty to ranged Strikes in wind).

Fortifications

Some battlefields include a fortification (such as a keep, castle, wall, or trench) that can house one or more armies. An army can't seek defense in a fortification once a battle begins; it must prepare itself and its defenses in advance during a Kingdom turn via the Garrison Army activity (page 567). Once an army is successfully garrisoned, it gains the fortified condition as long as it avoids using Maneuver war actions.

It's possible to destroy a fortification, but only with the use of siege armies. If a fortification is destroyed, all armies that were fortified within lose that condition and increase their shaken condition value by 1. Typical AC and HP values for fortifications against siege army attacks are listed below, along with how many armies each can contain.

FORTIFICATION STATISTICS

Fortification Type	AC	HP	Max. Armies
Castle	30	8	6
Keep	25	5	4
Tower	20	2	1
Trench	15	1	1
Wall, stone	20	3	2
Wall, wooden	15	2	2

WAR ENCOUNTER STRUCTURE

A war encounter takes place over the course of several rounds, with each round representing an hour of battle. The battle continues until all armies on one side are defeated (reduced to 0 HP) or routed (page 583).

Step 1: Roll Initiative

Each army in the battle makes a Scouting check to determine its initiative. On the first round of a war encounter, armies are usually near (page 577). (Armies that have the Ambush tactic may be able to begin a war encounter engaged [see page 582]; armies that have the Opening Salvo tactic may be able to begin a war encounter distant [see page 583].)

Step 2: Play a Round

Each army takes three war actions on its turn, chosen from Basic War Actions or from any other war actions the army may have access to.

Step 3: Check for Routs

At the end of the round, after every army has acted, there's a chance that armies might rout. An army whose HP is at or below its Rout Threshold must attempt a Morale check; the DC is equal to the highest Morale DC among the remaining enemy armies. On a critical success, that army no longer has to check for routs at this step for the remainder of the encounter (but it can still become routed from other effects). On a failure, the army increases the value of its shaken condition by 1. On a critical failure, the army becomes routed.

Step 4: Begin the Next Round

After checking for routs, the round is over and the next one begins.

Step 5: End the Encounter

Once all armies on a side are routed or destroyed, the encounter ends; see Victory or Defeat (below) to determine the final results of the encounter.

VICTORY OR DEFEAT

If all of the enemy armies were routed or defeated, the PCs won the battle; see Determining Victory below. If all of the PCs' armies were routed or defeated, the PCs lost the battle; see Determining Loss below. In either case, your kingdom gains experience: each army you defeated provides the same amount of XP as defeating an adversary of the same level in encounter mode, but in this case, the rewards are in kingdom XP.

DETERMINING VICTORY

The PCs won the battle! Roll a basic Warfare check to determine the repercussions for the kingdom.

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Critical Success The damage suffered in the battle was relatively minor. Restore 1 HP to every damaged army, and at the start of your next Kingdom turn, gain one bonus Fame or Infamy point and reduce Unrest by 1.

Success The damage wasn't as bad as it seemed. Restore 1 HP to every damaged army.

Failure The battle was hard fought, but your armies bore the results of the clash as well as could be expected.

Critical Failure Although you won the battle, it took its toll on some of your armies. Any army that was damaged in the battle increases its shaken or weary condition value (the party chooses which) by 1.

DETERMINING LOSS

The PCs lost the battle! Roll a basic Defense check to try to minimize damage and to determine repercussions.

Critical Success Many soldiers survived the lost battle. All defeated armies are restored to 1 HP, and one damaged army of your choice heals 1 HP.

Success One damaged army of your choice escaped the brunt of the loss—that army heals 1 HP. Gain 1 Unrest.

Failure The battle was a loss. Gain 1 Unrest.

Critical Failure The loss has crushed your armies' spirits. Each army that participated in the battle increases its shaken or weary condition (the party chooses which) by 2. Gain 1d4 Unrest.

BASIC WAR ACTIONS

Basic war actions are available to all armies.

ADVANCE ◆

MANEUVER

Your army attempts to close the distance with a target enemy army it is not engaged with by attempting a Maneuver check.

Critical Success The enemy army becomes engaged with your army, even if it previously had the distant condition (in which case it loses that condition and becomes engaged).

Success If the target army is distant, it loses that condition; otherwise, it becomes engaged.

Failure Your army's attempt to advance fails.

Critical Failure Your army's attempt to advance fails, and it becomes disorganized, becoming mired 1 until the start of its next turn.

BATTLE ◆

ATTACK

Your army attacks an enemy army with a Strike against the enemy army's AC. You can do so with a melee Strike only if you are engaged with the target army. Otherwise, you must use a ranged Strike. An army can attempt a maximum of 5 ranged Strikes per war encounter (unless it has the Increased Ammunition tactic). As with any attack, multiple Strikes in a single round suffer a multiple attack penalty.

TRAVELING WITH AN ARMY

Normally, armies move through the Stolen Lands during Kingdom turns via the Deploy Army activity, but if the PCs wish to travel with armies during hexploration—a particularly wise choice during the War of the River Kings—they can do so. In this case, when the PCs come across a non-army encounter, assume the PCs' forces hang back while the PCs play out the encounter in encounter mode as usual. When the PCs encounter an army, they can engage it with their own army in a war encounter. If the PCs leave an army during hexploration, that army remains in its hex until the PCs return to guide it in hexploration mode again or until they move it with the Deploy Army activity during a Kingdom turn.

A siege engine can use the Battle action to attack and damage a fortification.

Critical Success You deal 2 points of damage to the army.

Success You deal 1 point of damage to the army.

DISENGAGE ◆◆

MANEUVER

Your army attempts to disengage from enemy armies to put some distance between itself and the enemy. Attempt a Maneuver check against each army your army is engaged with.

Critical Success Your army is no longer engaged with the target army. In addition, your army is automatically no longer engaged with any armies you haven't yet rolled a Maneuver check against during this war action.

Success Your army breaks free and is no longer engaged with the target army.

Failure Your army remains engaged with the target army.

Critical Failure Your army remains engaged with the target army and, for the remainder of this turn, your army cannot attempt to disengage from any army with which it is still engaged.

GUARD ◆

MANEUVER

Your army spends a war action to adopt a defensive pose—raising shields, focusing on parrying attacks, or seeking cover. Attempt a Maneuver check against a target army.

Critical Success Your army gains a +2 item bonus to its AC until the start of your next turn; this bonus applies to all attacks against this army, not just from the targeted army.

Success Your army gains a +2 item bonus to its AC until the start of your next turn against attacks from the target army.

Failure Your army fails to guard against the target army.

Critical Failure Your army fails spectacularly to guard against the target army and becomes mired 1.

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POWERFUL MAGIC

Some spells and magic items, particularly at higher levels, could potentially have significant effects on the outcome of mass conflict. For example, a *fireball* can burn many targets at once. *Earthquake* can not only destroy large portions of a battlefield, but they can potentially devastate entire armies. And powerful monsters like dragons can simply fly above an army and rain down devastation in the form of breath weapons. The rules presented here do not allow for this level of interaction between individual characters and full-scale armies, but you can allow it if you wish.

In cases where the PCs wish to use powerful magic to help resolve potential war encounters, feel free to let them automatically defeat armies that are 5 levels or more lower than the party's level—this represents the PCs using their resources to defeat trivial foes, and the PCs shouldn't earn XP for such a tactic. Of course, most of the armies the PCs encounter in this adventure will be close to their own levels, so such methods aren't appropriate. In these cases, the easiest solution is to simply give the PCs a +1 to +2 circumstance bonus to any war encounter checks they make to represent the advantage they have using this magic. Alternately, powerful spells can simply alter the landscape of the battlefield—see Battlefield Terrain Features on page 578 for more details.

Note that if you allow the PCs to do this, consider allowing NPC enemies the same for their forces as you see fit.

RALLY ◆◆

MORALE

Your army's leaders attempt to bolster the soldiers' morale and fight back the effects of fear and panic. Attempt a Morale check against a target enemy army of your choice.

Critical Success If your army is routed, it loses the routed condition. Reduce your army's shaken condition by 2.

Success Reduce your army's shaken condition by 1.

Critical Failure Your attempt to rally backfires—increase your army's shaken condition by 1.

RETREAT ◆◆◆

Prerequisite Your army is not engaged.

Your army tries to escape from the battlefield. If your army is already distant, it flees the battlefield, is no longer part of the war encounter, and becomes routed. Otherwise, your army gains the distant condition.

TACTICAL WAR ACTIONS

The following war actions are available only to armies with the appropriate tactic.

ALL-OUT ASSAULT ◆◆

ATTACK CAVALRY INFANTRY

Requirement Merciless

Your army attacks with frightening vigor. Attempt a melee Strike against an enemy army's AC.

Critical Success Your army inflicts 3 points of damage to the target army. If your army's next war action this turn is an attack war action against a different target army, you gain a +1 circumstance bonus to the Strike as your fury continues to the new target.

Success Your army deals 2 points of damage to the target army.

Failure Your army falters, but still deals 1 point of damage to the target army.

Critical Failure Your army deals no damage to the target army and becomes outflanked until the start of its next turn.

BATTLEFIELD MEDICINE ◆◆◆

INFANTRY SKIRMISHER

Requirement Field Triage

Your army attempts to patch up an allied army's wounds during battle. Once you attempt this war action on an army, that army is temporarily immune to Battlefield Medicine for the remainder of the war encounter. Attempt a DC 25 Scouting check to successfully sort the army's wounded and provide swift aid.

Critical Success You restore 2 HP to the target army.

Success You restore 1 HP to the target army

Critical Failure Your attempt to heal the army fails, and that army's weary condition value increases by 1.

COUNTERATTACK ↩

INFANTRY SKIRMISHER

Requirement Flexible Tactics

Trigger An army you are engaged with attempts a maneuver war action.

Your army lashes out at the foe as they attempt to perform a maneuver. Attempt a melee Strike against the triggering army's AC. Counterattack doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Critical Success You inflict 1 point of damage on the army and increase its shaken condition value by 1.

Success You inflict 1 point of damage on the army.

COVERING FIRE ◆◆

ATTACK CAVALRY INFANTRY SKIRMISHER

Requirement Sharpshooter

Your army's ranged fire provides cover and protection for an allied army to maneuver. Attempt a ranged Strike against a target army's AC.

Critical Success You inflict 2 points of damage to the target army, and it cannot take reactions triggered by maneuver war actions from any army until the start of your next turn.

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Success You inflict 1 point of damage to the target army, and it can't take reactions triggered by maneuver war actions from any army until the start of your next turn.

Failure Your attack fails to provide covering fire, but you inflict 1 point of damage to the target army.

Critical Failure Your attempt fails.

DEFENSIVE STANCE ◆◆

INFANTRY | MANEUVER

Requirement Defensive Tactics

Your army hunkers down behind its shields, presents pole arms in a wall of blades, or moves into position to protect a target allied army that is outflanked. Attempt a Maneuver check against an enemy army.

Critical Success The target allied army is no longer outflanked by any army.

Success The target allied army is no longer outflanked by the target army.

Critical Failure Your defensive stance fails, and your army is now outflanked by the target enemy army.

DIRTY FIGHTING ◆

ATTACK | SKIRMISHER

Requirement Flexible Tactics

Your army uses trickery, deception, and unfair tactics to attempt a devastating attack against an outflanked army. Attempt a melee Strike or a ranged Strike against the AC of a target outflanked army that is not distant.

Critical Success The target army becomes weary 2 until the start of your next turn.

Success The target army becomes weary 1 until the start of your next turn.

Critical Failure Your attack deals no damage to the target army, which is emboldened by your failed attempt at dirty fighting. This reduces the target army's weary value by 1.

FALSE RETREAT ↷

INFANTRY | MORALE | SKIRMISHER

Requirement Flexible Tactics

Trigger Your army succeeds at a morale check.

Your army feigns defeat to trick an enemy army. Attempt a Morale check against a target army.

Critical Success The target army is caught off guard by your army's deception. It becomes outflanked and is unable to take reactions until the start of your next turn.

Success The target army is caught off guard by your army's deception and is outflanked until the start of its next turn.

Critical Failure The enemy anticipated your tactic and moves to take advantage of the situation. Your army becomes outflanked until the start of your next turn.

FEINT ◆

ATTACK | INFANTRY | SKIRMISHER

Requirement Flexible Tactics

Your army launches a probing attack meant to trick the enemy into thinking you are attacking from one quarter while your real thrust comes elsewhere.

Critical Success The target army's defenses are thrown off; it is outflanked until the end of your turn.

Success The target army is fooled, but only momentarily. It is outflanked against the next melee Strike your army attempts against it before the end of your current turn.

Critical Failure The enemy anticipates your feint and presses the advantage. You are outflanked by the target army until the end of your next turn.

OUTFLANK ◆◆

CAVALRY | MANEUVER | SKIRMISHER

Requirement Reckless Flankers, you aren't engaged

You send your army around an enemy's flank to get a better attacking position and to push your enemy into disorder. Attempt a Maneuver check against the target army.



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KEY TERMS

You'll see the following traits in some war actions.

Army Type Trait: A war action that lists an army type trait (Infantry, Cavalry, Skirmisher, or Siege) can be used only by army units that have that trait.

Attack: An attack war action functions as any other attack action. They resolve against an enemy unit's AC, and each attack action made in a round increases the army's multiple attack penalty (*Core Rulebook* 446).

Maneuver: This war action pits one army's mobility against another's. When an army attempts such an action, it must attempt a Maneuver check against the opposing army's Maneuver DC.

Morale: This war action pits one army's conviction and bravery against another's. When an army attempts such an action, it must attempt a Morale check against the opposing army's Morale DC.

Critical Success The target army becomes outflanked until the start of your next turn. You can choose to become engaged with that army or not.

Success The target army is outflanked until the start of your next turn. You are now engaged with that army.

Critical Failure You underestimate the target army's position, and the blunder causes your army to become outflanked until the start of your next turn.

OVERWHELMING BOMBARDMENT ◆◆

ATTACK SIEGE

Requirement Explosive Shot

Your siege engines focus all their fire on a fortification. This war action counts as using two ranged Strikes for the purposes of depleting an army's shots. Attempt a ranged Strike against the target fortification's AC.

Critical Success You deal 2 points of damage to the fortification. You also deal 1 point of damage to up to two armies of your choice that are within the fortification.

Success You deal 1 point of damage to the fortification, and an additional 1 point of damage either to the fortification or to an army within the fortification (your choice of which).

Failure You deal 1 damage to the fortification.

Critical Failure You deal no damage, and your army becomes outflanked until the start of its next turn.

TAUNT ◆

MORALE

Requirement Focused Devotion

Your army attempts to frighten and cow an enemy army. Attempt a Morale check against the target army.

Critical Success The target army becomes shaken 2 until the start of your next turn.

Success The target army becomes shaken 1 until the start of your next turn.

Critical Failure Your failed attempt bolsters the enemy's spirits. This reduces the target army's shaken value by 1.

ARMY CONDITIONS

When an army becomes affected by a condition, that condition's effects last until the condition's stated duration ends or the condition is removed. As with character conditions, some army conditions override others (*Core Rulebook* 618).

Some army conditions have a numerical condition value. This value conveys the severity of a condition, and such conditions often give a bonus or penalty equal to their value. These values can often be reduced by taking the Recover Army activity or simply by waiting, as described in the condition itself. If a condition value is ever reduced to 0, the condition ends.

Concealed: A concealed army is tougher to target, and gains a +2 circumstance bonus on its Maneuver checks. Attacks against it take a –2 circumstance penalty. This condition lasts as long as the event granting the concealment persists.

Defeated: When an army has zero Hit Points, it becomes defeated. A defeated army cannot take war actions. A defeated army can be restored to 1 Hit Point with the Recover Army activity (although the basic DC is increased by 5 for this check). Any effect that restores a defeated army to at least 1 Hit Point removes the defeated condition. A defeated army can only be moved one hex at a time with the Deploy Army activity. A defeated army can be Disbanded normally. It can't be used for any other Army activity as long as it remains defeated.

If a defeated army takes damage, it must succeed at a DC 16 flat check or be destroyed. If all armies on a side are defeated, those armies are destroyed.

Destroyed: The army has been completely devastated, and it cannot be restored—it can only be replaced by a new army. Any gear the army had is ruined.

Efficient: The army has performed an Army activity with such speed that it can be used to attempt a second Army activity immediately, but doing so causes it to lose the efficient condition. The second Army activity suffers a –5 penalty on its check, and the result of this second Army activity check cannot grant the efficient condition. If the army doesn't attempt a second Army activity, it instead loses the efficient condition and reduces the value of one condition of its choice by 1.

Engaged: An army that is in close combat with one or more enemy armies becomes engaged. An army must be engaged in order to attempt melee Strikes. If an army is engaged and attempts a maneuver war action that would cause it to disengage, it provokes reactions from any enemy armies they were engaged with.

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Fortified: The army is in a defensive position as the result of a Garrison Army activity. While fortified, enemy armies cannot engage the army and the army cannot engage enemy armies. A fortified army gains a +4 item bonus to its AC and to Morale checks made to rally. A fortified army that uses a maneuver war action immediately loses its fortified condition.

Lost: When an army's attempt to deploy to a new location fails, it can become lost. A lost army can take no Army activity other than Recover, and that only in an attempt to remove the lost condition. When an army recovers from the lost condition, the GM decides what the army's new location is (typically this is at an approximate midpoint between the army's starting point and its intended destination).

Mired: The army's movement is severely impaired. It may be bogged down in mud, snow, underbrush, rubble, or similar terrain, encumbered by carrying heavy burdens, or any other reason. Mired always has a value. A mired army takes a circumstance penalty on all maneuvers equal to its mired value and to Deploy Army checks. If an army ever becomes mired 4, it becomes pinned.

Distant: An army that has the distant condition has managed to retreat a fair range away from enemy armies, and is potentially poised to make an escape from the field of battle. Armies can attempt ranged Strikes against distant armies, but they take a –5 penalty on that Strike.

Outflanked: The army has enemies coming at it from many directions and must split its forces to deal with threats on every side. The army takes a –2 circumstance penalty to its AC.

Pinned: The army and cannot move freely. It has the outflanked condition and cannot use any maneuver war actions. A pinned army cannot be deployed.

Routed: The army retreats, whether due to magical compulsion or simply broken morale. On its turn, a routed army must use the Retreat war action. While routed, the army takes a –2 circumstance penalty to Morale checks. This condition ends automatically once a war encounter is resolved, but the routed army increases its shaken value by 1 in this case. If all armies on one side of a battle are routed simultaneously, the battle ends and the other army is victorious.

Shaken: The army's morale has begun to falter, be it fear in the face of a powerful enemy, a supernatural effect such as a dragon's frightful presence, or simply the result of ill fortune in the tide of battle. Shaken always has a numerical value. The army's Morale checks take a circumstance penalty equal to its shaken value, and whenever the army takes damage, it must succeed on a DC 11 flat check or its shaken value increases by 1. An army that becomes shaken 4 is automatically routed. An army reduces the value of this condition by 1 each Kingdom turn that passes during which it does not attempt an Army activity or engage in a war encounter.

Weary: The army is exhausted. Weary always has a numerical value. A weary army takes a circumstance penalty equal to its weary value to its AC, to its Maneuver checks, and to its Army activity checks; it takes double this circumstance penalty on Deploy Army checks. An army reduces the value of this condition by 1 each Kingdom turn that passes during which it does not attempt an Army activity or engage in a war encounter.



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APPENDIX 4:

KINGMAKER TREASURES

A wealth of treasure awaits discovery in the Stolen Lands and beyond. Presented in this appendix are rules for new magic items the PCs are destined to encounter during the course of the *Kingmaker Adventure Path*.

AZURE LILY POLLEN — ITEM 10

RARE | ALCHEMICAL | CONSUMABLE | INHALED | POISON

Price 200 gp
Usage held in 1 hand; **Bulk** L
Activate ❖ Interact

Azure lilies are a rare, toxic plant. Once harvested and refined, the effects of the rare azure lily overwhelm the senses with radical swings from torpor to euphoria.

Saving Throw DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 mental damage (1 round); **Stage 2** 3d6 mental damage (1 round); **Stage 3** 3d6 mental damage and slowed 1 (1 round); **Stage 4** 3d6 mental damage, slowed 1, and confused (1 round).

BRIAR — ITEM 20

UNIQUE | ARTIFACT | EVOCATION | MAGICAL | TRANSMUTATION

Usage held in 1 hand; **Bulk** 1

Briar was formed ages ago by the Eldest when they tore from Nyrissa's mind and spirit her capability to love, then solidified this emotional energy into a sword. They entrusted *Briar*'s safe keeping to the Lantern King, who mischievously kept moving the sword from world to world, always near to the regions Nyrissa was focused on but always hidden from her so that he could privately enjoy the delicious irony that the thing she sought so ardently was always kept just out of reach.

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BRIAR

When first recovered by the PCs, *Briar* is a *+3 greater striking cold iron bastard sword*, but its additional powers remain dormant. These powers can be awakened as the PCs progress through Chapter 10. The process of awakening *Briar* requires that the weapon be present when First World blooms are defeated or when powerful creatures from the First World are slain—*Briar* need not be the weapon that defeats a bloom or slays a monster, but it must be in the immediate area (within 500 feet). Defeating a bloom or slaying a 17th-level or greater monster from the First World—including all creatures closely associated with a bloom—gives *Briar* a Sharpness Point. As it accumulates these points, it gains additional powers, as detailed below.

Once *Briar* gains the capability to speak, it can relate to its partner the sad tale of its creation, including the fact that it was created by the Lantern King using Nyrissa's capacity to love. *Briar* knows that without love, Nyrissa is as good as dead, and it suspects that only by being used to slay Nyrissa can it be returned to her soul. It doesn't know about the Lantern King's additional machinations, the nature of the *Apology*, or Nyrissa's reasons for attacking the Stolen Lands, and as such doesn't realize there is another method to be reunited with the nymph queen—see the end of Chapter 10.

The first time *Briar* is brought within 30 feet of Nyrissa, it automatically gains enough Sharpness Points to reach 20 points.

1 Sharpness Point *Briar* becomes a *+3 greater striking shifting cold iron bastard sword*.

4 Sharpness Points *Briar* becomes a *+3 major striking shifting cold iron bastard sword*. It gains the Intelligent trait, becomes chaotic neutral, and gains the following statistics.

Perception +30, normal vision and hearing within 30 feet
Communication empathy (partner only)
Skills First World Lore +30, Nature +28
Int +0, **Wis** +0, **Cha** +3
Will +30
Activate ❖ (command) **Frequency** three times per day; **Effect** *Briar* casts *barkskin* on its partner.

8 Sharpness Points *Briar* becomes a *+4 major striking shifting cold iron bastard sword*. Its statistics improve as follows.

Perception +32, normal vision, darkvision, and hearing within 60 feet
Communication speech (Aklo, Common, and Sylvan)
Skills First World Lore +32, Nature +30
Int +2, **Wis** +2, **Cha** +5
Will +32
Activate ❖ (command) **Frequency** three times per day; **Effect** *Briar* casts a 4th-level *barkskin* on its partner.
Activate ↷ **Frequency** once per day; **Trigger** *Briar* damages a plant creature; **Effect** *Briar* draws moisture out of the plant creature's body, dealing 10d10 negative damage (DC 39 basic Fortitude save)

14 Sharpness Points *Briar* becomes a *+4 major striking shifting cold iron bastard sword*. Against denizens of the First World, it also functions as a *vorpal weapon*. Its statistics improve as follows.

Perception +34, normal vision, darkvision, and hearing within 120 feet
Communication speech and telepathy (Aklo, Common, and Sylvan)
Skills First World Lore +34, Nature +32
Int +4, **Wis** +4, **Cha** +7
Will +34
Activate ❖ (command) **Frequency** three times per day; **Effect** *Briar* casts a 6th-level *barkskin* on its partner.
Activate ↷ **Frequency** once per day; **Trigger** *Briar* damages a plant creature; **Effect** *Briar* draws moisture out of the plant creature's body, dealing 12d10 negative damage (DC 41 basic Fortitude save)
Activate ↷ **Frequency** once per month; **Trigger** *Briar*'s partner would die; **Effect** *Briar* casts *breath of life* on its partner.

20 Sharpness Points *Briar* becomes a *+4 major striking shifting cold iron vorpal bastard sword*. Its statistics improve as follows.

Perception +36, normal vision, darkvision, and hearing within 60 feet
Communication speech and telepathy (Aklo, Common, and Sylvan)
Skills First World Lore +36, Nature +34
Int +6, **Wis** +6, **Cha** +9
Will +36
Activate ❖ (command) **Frequency** three times per day; **Effect** *Briar* casts an 8th-level *barkskin* on its partner.
Activate ↷ **Frequency** once per day; **Trigger** *Briar* damages a plant creature; **Effect** *Briar* draws moisture out of the plant creature's body, dealing 14d10 negative damage (DC 43 basic Fortitude save)
Activate ↷ **Frequency** once per month; **Trigger** *Briar*'s partner dies; **Effect** *Briar* resurrects its partner. The partner returns to life with full Hit Points and the same spells prepared and points in their pools they had when they died, but still suffering from any long-term debilitations of the old body. The target is also permanently changed in some way that shifts their appearance slightly toward that of Nyrissa's, such as a green streak in the hair, a few thorny growths on the body, or a slight greenish cast to their skin.
Activate ↷ **Trigger** *Briar*'s partner Strikes Nyrissa with *Briar* for the first time in a round; **Effect** Nyrissa must make a successful DC 50 Fortitude save to resist being stunned 1 (stunned 3 on a critical failure). *Briar*'s partner gains a +4 item bonus to all saving throws against Nyrissa's spells for 1 minute.

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THE APOLOGY

This powerful artifact appears as a chalice filled with glowing grains of sand, each of which represents one of the 999 kingdoms Nyrissa defeated and absorbed prior to the beginning of this adventure. The *Apology* exists primarily as a story element, as the PCs lack the skill and time to use it to absorb kingdoms of their own. It won't be long after the PCs finally gain this artifact that the Lantern King destroys it, unleashing the horrors of the Lantern Kingdom (see Part 2 of Chapter 11). A character who wishes to research the *Apology*'s powers can do so by making a DC 45 check to Identify Magic, but this only reveals maddening hints as to how it can be used to absorb kingdoms. A critical success reveals that only the *Apology*'s creator, the Lantern King, can destroy it.

MONSTROUS BLOOM

In Chapter 5 of this adventure, the PCs face a cult of Lamashtu that utilizes a rare ritual called *monstrous bloom*. This ritual uses numerous dangerous components, such as spores from yellow mold, and is a risky magic to work, yet the Cult of the Bloom still manages to spread this evil ritual's effects throughout the Stolen Lands, putting the PCs' kingdom into peril.

As *monstrous bloom* is not intended to be a ritual the PCs can learn, and all of the after-effects of the ritual are quantified as needed in Chapter 5, the ritual itself is not presented in detail here. Methods by which the PCs can learn more about the ritual and how to combat its effects are detailed on page 229.

Destruction The Lantern King can will *Briar*'s destruction if he chooses. Alternately, defeating the Lantern King's aspect (see page 600) causes the sword's destruction. Once *Briar* is destroyed, Nyrissa regains the capability to love once again, but what she does next will depend on how the PCs treated her—assuming she survives.

If Nyrissa is slain, *Briar* immediately loses 1d6 Sharpness points. It can never again gain Sharpness points, and it continues to lose more at the rate of 1d6 every 24 hours. Once *Briar*'s Sharpness points drop to 0 in this way, the sword is destroyed.

LOVER'S KNOT ITEM 2

UNCOMMON | CONSUMABLE | HEALING | MAGICAL | NECROMANCY | TALISMAN

Price 6 gp

Usage affixed to armor; **Bulk** –

Activate ◆ envision; **Requirement** You are trained in Medicine.

This lock of hair is wrapped around a twig twisted into the shape of a heart. Popular among many of Restov's explorers, traders, and mercenaries, often a person carries several *lover's knots* on their person in case of emergency. While the original *lover's knots* were specific rewards granted by a particularly flirtatious Swordlord to her favored agents, time has seen these talismans become much more widespread through southern Brevoy. When you activate a *lover's knot*, you regain 2d6 Hit Points. If you have the Battle Medicine feat, you instead regain 2d6+7 Hit Points.

MINDRENDER BATON ITEM 15

RARE | TECH

Price 6,500 gp

Usage held in 1 hand; **Bulk** 1

This short, green, metal baton uses potent transmissions along brainwave frequencies to control the minds of nearby creatures. This Numerian item's effects are high-tech in nature, not magical.

A mindrender baton's power is provided via a battery, but King Irovetti has used his supply of them over the years. Whether or not you want to allow the PCs to discover replacement batteries to recharge this device is left to you to decide, but certainly batteries are not available in markets outside of Numeria itself—and even there, their availability isn't guaranteed. When this campaign begins, the mindrender baton Irovetti carries is fully powered and has 10 charges available. Charges are expended whenever the device is activated, as detailed below for each activation's "Charges" entry.

The mindrender baton can be used as a club.

Activate ◆◆ Interact (mental); **Charges** 1; **Frequency** once per day; **Effect** You point the mindrender baton at a target creature within 60 feet and cause the target to suffer cripplingly painful headaches. The target takes 11d6 mental damage (DC 31 basic Will save), and is stunned 2 on a critical failure.

Activate ◆◆ Interact (incapacitation, mental); **Charges** 2; **Frequency** once per day; **Effect** You point the mindrender baton at a target creature within 30 feet and disrupt the target's thoughts so that it sees the carrier of the mindrender baton as its commander and liege. The target must attempt a DC 31 Will save.

Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off the intrusion into its mind.

Failure You take command of the target and it becomes controlled, following your orders; if you issue an obviously self-destructive order, the target doesn't act until you issue a new order. The creature can attempt a new DC 31 Will save at the end of each of its turns; on a success, the effect ends. Another character can attempt a DC 32 Diplomacy (master) or Intimidation (master) check against the effect's DC of 31 to remove this effect before then, but if this attempt fails, the commanded creature becomes temporarily immune to that character's attempts to remove the effect via skills for 24 hours.

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Critical Failure As failure, but the target receives a new save only if you give a new order that is against its nature, such as to kill its allies. Otherwise, this effect persists for 24 hours, or until another character ends it via a skill check.

MOON RADISH SOUP ITEM 2

UNCOMMON | ALCHEMICAL | CONSUMABLE | HEALING | MENTAL

Price 6 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ 1 minute (Interact)

In addition to its slightly spicy-sweet flavor, Svetlana Leveton's creamy moon radish soup is amazingly comforting, clearing the mind of anyone who has a bowl of it. After you eat the soup, it attempts to counteract (counteract +6) stupefied conditions affecting you; if successful, it reduces the value of your stupefied condition by 1 (or by 2 on a critical success). After eating a serving of moon radish soup, you gain temporary immunity to its effects for 24 hours.



OCULUS OF ABADDON ITEM 15

RARE | ARTIFACT | CONJURATION | DIVINATION | EVIL | MAGICAL | NECROMANCY

An *oculus of Abaddon* is a potent artifact rumored to have been created by one of the Four Horsemen of the Apocalypse as a way to reward those who work as their agents on the Material Plane. More likely, these items were crafted by a powerful pre-Earthfall death cult that has long since moved on, leaving behind these dangerous artifacts to tempt mortals into serving the needs of the Horsemen.

An *oculus of Abaddon* appears as a sphere of clear crystal that contains a pinpoint of flickering red light at its center. When held, the oculus feels warm to the touch and fills you with a sudden desire to pluck out an eye and place the oculus within the socket–this causes 4d6 persistent bleed damage. Once placed in an eye socket, the oculus can be removed only by ripping it free (causing the same amount of persistent bleed damage as the initial plucking). When you place the oculus in your empty eye socket, you immediately heal all damage caused by plucking the previous eye out. Once placed, an oculus grants you constant darkvision. It can also be activated to perform a number of other magical effects, as detailed below, but if you aren't evil, each time you activate an *oculus of Abaddon*, you must succeed at a DC 36 Will save or become affected by a *subconscious suggestion* (heightened to 8th level) to perform an evil act the next time an opportunity to do so arises, as determined by the GM.

Activate 10 minutes (envision); **Frequency** three times per day; **Effect** You gain the effects of *scrying*, heightened to 7th level.

Activate Cast a Spell; **Frequency** once per week; **Effect** You use the *oculus of Abaddon* to cast a *planar binding* ritual, heightened to 7th level. You can only conjure neutral evil creatures with this casting of *planar binding*. If you already know the *planar binding* ritual, you gain a +3 item bonus on the primary check when casting *planar binding*.

Activate ❖❖❖ envision; **Requirement** you have a familiar or animal companion; **Effect** You can see and hear through your familiar or animal companion's eyes and ears, provided you are on the same plane. This effect can be sustained, but as long as you do so you can take no other actions.

Activate 1 hour (envision; evil); **Frequency** once per year; **Effect** You manipulate the minds of a huge number of targets, provided that the end goal of the manipulation is a tragic or otherwise horrific fate for those being manipulated. This functions as *suggestion*, but with a range of 1 mile. All creatures within this area are affected, with the same *suggestion* implanted in their minds. Creatures hear the telepathic suggestion in their native language, and creatures that are 7th level or higher can attempt a DC 36 Will save to resist the effect. This power was used by Vordakai to cause the vanishing of Varnhold, suggesting to its inhabitants to leave their homes and travel south to his tomb. If this effect is counteracted or removed on one victim, it ends for all victims.

Destruction A foul and hideous object, an *oculus of Abaddon* is fortunately relatively easy to destroy, as far as artifacts go. It has Hardness 25 and 100 Hit Points, but repairs damage to itself swiftly, regaining 10 Hit Points per round. It has weakness 10 to bludgeoning damage and weakness 30 to good damage.

OVINRBAANE ITEM 20

UNIQUE | CN | ARTIFACT | CURSED | EVOCATION | INTELLIGENT | MAGICAL

Usage held in 2 hands; **Bulk** 2

Perception +27; precise vision 60 feet, imprecise hearing 60 feet

Communication empathy

Skills Deception +28, Intimidation +32

Int +0, **Wis** +3, **Cha** +4

Will +33

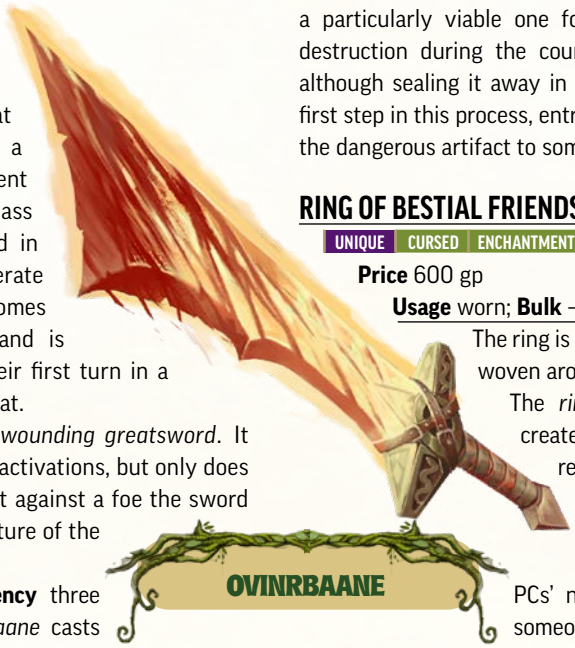
Ovinrbaane (literally translated as "enemy of all enemies") is instilled with an unquenchable bloodlust, and it chafes

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any time it is not being used to slay. If its partner goes too long without fighting, the sword misleads its wielder into believing they're the real Armag and that anyone around them who isn't obviously a member of their lineage or following is a mortal enemy. The cursed greatsword also slowly changes the features of the wielder over the course of several days or even weeks to appear as those of the original Armag. If left unchecked, these powers seemingly bring the warlord back to life—it's the wait for this subtle transformation to be complete that's kept the current "Armag" in meditation in the tomb for so long. The long-term effects on a PC as a result of this curse are left to the GM to adjudicate, but at the very least should result in a gradual shift of the PCs' alignment to chaotic neutral. If 24 hours pass without *Ovinrbaane* being used in an encounter of at least moderate difficulty, its partner becomes irritable and short-tempered, and is stupefied 2 until the end of their first turn in a moderate or more difficult combat.



Ovinrbaane is a *+2 striking wounding greatsword*. It can perform all of the following activations, but only does so when its wielder is in combat against a foe the sword deems worthy—that is, any creature of the wielder's level or higher.

Activate ❖ (command) **Frequency** three times per day; **Effect** *Ovinrbaane* casts *bless*.

Activate ↷ **Frequency** three times per day; **Trigger** *Ovinrbaane*'s partner becomes immobilized or restrained; **Effect** *Ovinrbaane* casts *freedom of movement* (heightened to 8th level) on its partner.

Activate ↷ **Frequency** three times per day; **Trigger** An undesirable spell effect with a duration affects *Ovinrbaane*'s partner; **Effect** *Ovinrbaane* casts *dispel magic* (heightened to 8th level, counteract check +31) on the spell.

Activate ❖ (command) **Frequency** once per day; **Requirement** *Ovinrbaane* hasn't been wielded in a moderate or more dangerous encounter within the last 24 hours; **Effect** *Ovinrbaane* casts *subconscious suggestion* (heightened to 8th level, DC 34 Will save) on its partner, suggesting to the partner to attack the next time they face a potential encounter of moderate or greater danger.

Destruction In order to destroy *Ovinrbaane*, its wielder must bring it to the Boneyard, where they must use the sword to strike three blows against their own gravestone, causing the sword to shatter. How one can find their own gravestone in the Boneyard when they have yet to die and be judged, of course, can be a complex problem to solve, perhaps requiring the destroyer to first die, be judged, sent on to the afterlife, and then be restored to their original mortal life through the result of an epic quest by allies or the whims of a deity.

Alternately, if *Ovinrbaane* is left unused for a hundred years, its magical powers grow dormant. At this time, the weapon can be destroyed normally, although it still has Hardness 30 and 120 Hit Points, and at the end of any round during which it is not destroyed, its dormant powers awaken again if it succeeds at a DC 5 Flat Check. Since the blade is currently active, this option doesn't present a particularly viable one for PCs seeking the artifact's destruction during the course of the Adventure Path—although sealing it away in a vault could be an excellent first step in this process, entrusting the final destruction of the dangerous artifact to some future generation of hero.

RING OF BESTIAL FRIENDSHIP ITEM 9

UNIQUE | CURSED | ENCHANTMENT | INVESTED | MAGICAL

Price 600 gp

Usage worn; **Bulk** –

The ring is made from a lock of green hair woven around several small gemstones. The *ring of bestial friendship* was created by Nyrissa for a specific reason: to allow her pawn Eirikk to manipulate the beasts of the Stolen Lands so as to sow discord among the PCs' nascent kingdom. As long as someone wears it, she can use spells like *discern location* and *scrying* on that person as if she possessed a part of their body. This effect does not work in reverse, despite being crafted from a lock of Nyrissa's hair. Instead, any attempt to use the ring as a body part to aid in casting a spell causes the ring instead to explode into a blast of lightning that causes 6d6 electricity damage to all creatures within 20 feet (DC 20 basic Reflex save). This destroys the ring and automatically counteracts the spell effect that triggered the explosion.

Activate ❖❖ Interact; **Frequency** once per day; **Effect** You cast *charm* (heightened to 4th level) on an animal or beast within 30 feet. If the spell succeeds, it forms a mental bond between you and the target for the duration of the *charm*, which allows you to remain aware of the creature's present state, its direction from you, it's distance from you, and any conditions affecting it, as long as you are both on the same plane of existence and are both alive.

If you fail to affect the creature with this charm, or once the *charm* ends (such as if it is counteracted, or its duration expires), the creature becomes enraged and is immune to the ring's charm from that point on. The creature's rage drives it to attack you and grants it a +1 item bonus on all checks and DCs to do so for 1 hour.

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RING OF THE TIGER ITEM 5+

UNCOMMON INVESTED MAGICAL PRIMAL TRANSMUTATION

Usage worn; **Bulk** –

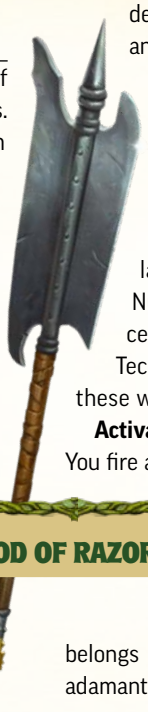
This ring, carved from green wood, bears carvings of tigers chasing each other through grasslands and forests. *Rings of the tiger* are traditionally crafted by Kellids in northeastern Avistan, and are often worn by scouts or explorers. Many barbarians in these regions react poorly to anyone obviously not part of their people who dare to wear such a ring, but ironically have been known to gift these rings to outsiders who have proven their worth—potentially setting up a further clash in the future should that character encounter another group of Kellids who aren't familiar with how the wearer earned the right to wear the ring. A *ring of the tiger* grants a +1 item bonus on Stealth checks and Perception checks made in outdoor wilderness areas, and it can be activated to momentarily transform the wearer's hand into a tiger's claw.

Activate ❖ Interact **Requirement** You aren't carrying anything in the hand on which the ring is worn; **Effect** Your hand becomes a tiger's claw, granting you an agile claw unarmed attack that inflicts 1d6 slashing damage, and you Strike with the claw. Then the claw turns back to normal.

Type *ring of the tiger*; **Level** 5; **Price** 160 gp

Type *greater ring of the tiger*; **Level** 10; **Price** 1,000 gp

The item bonus is +2, and the claw inflicts 2d6 slashing damage; the additional damage die is not cumulative with additional damage dice from striking runes.



ROD OF RAZORS

ROD OF RAZORS LEVEL 15

RARE TECH

Price 1,300 gp

Usage held in 2 hands; **Bulk** 2

This ornate, polearm-like weapon appears to be a cross between a halberd and a strange scepter of alien design. The rod's blades are edged in adamantine, and its haft is surprisingly elastic and can be used to extend the item's reach in combat dynamically, as needed.

A rod of razors gains the effects of a +2 *adamantine greater striking halberd*, but these effects are high-tech in nature, not magical. You can't etch property runes onto a rod of razors. The rod of razors has a long-lasting internal power source that does not require recharging from batteries (unlike the mindrender baton—see page 586), but if the rod of razors becomes broken, its power supply grows unreliable. In such a case, each time the rod of razors is activated, the user must also succeed at a DC 5 flat check. Failure indicates that the rod's power supply fails and causes the rod to explode. This destroys the rod and causes 10d6 piercing damage and 10d6 slashing damage to the rod's wielder (DC 36 basic Reflex save). Additionally, if the rod is destroyed through other means, the rod's current wielder must make a successful DC 11 flat check to avoid having the rod explode in the same way. Stories of desperate people intentionally destroying a rod of razors as a last ditch attack have inadvertently given these Numearian weapons a poor reputation among certain circles in that nation, particularly with the Technic League, who regard those who fight with these weapons as fools.

Activate ❖ Strike **Frequency** six times per day; **Effect** You fire a razor-sharp flechette from the rod of razors. This is a ranged weapon attack that has a range of 100 feet, a reload of 0, and the deadly d10 and volley 30 feet traits. The flechette inflicts 3d8 piercing damage on a hit, and belongs to the dart weapon group. The flechette is an adamantine weapon.

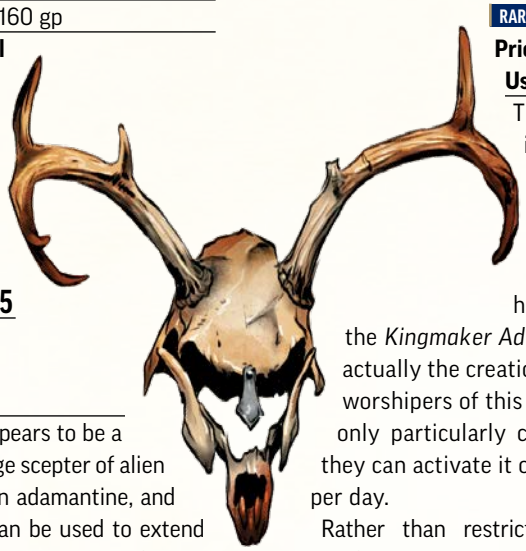
STAG'S HELM ITEM 6

RARE DIVINATION INVESTED MAGICAL

Price 240 gp

Usage worn headwear; **Bulk** –

This impressive-looking helmet is crafted to resemble the skull of a mighty stag. Although made from bone, the antlers and helm are as strong as iron. While the Stag Lord himself wears this helmet in the *Kingmaker Adventure Path*, *stag's helms* are actually the creation of the church of Erastil, and worshipers of this deity find that the helm is not only particularly comfortable to wear, but that they can activate it once per hour rather than once per day.



STAG HELM

Rather than restrict the senses, a *stag's helm* enhances them, causing the world to appear in more vibrant colors and significantly enhancing the ambient sounds of the region without making them distracting. While worn, it grants a +1 item bonus to Perception checks.

Activate ❖ **Frequency** once per day (or once per hour if the wearer worships Erastil); **Effect** Choose a single creature within 30 feet. The *stag's helm* focuses your aim and grants supernatural insight into your next shot. Your target is flat-footed to the next ranged Strike you make this turn against them.

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APPENDIX 5:

NPC AND MONSTERS

Kingmaker introduces new monsters and a host of NPCs—some friendly, some antagonistic, and some who switch back and forth between those attitudes over the course of the campaign. Full statistics and background information for particularly important NPCs are presented in alphabetical order starting on page 592, after which entries for several new monsters that feature in Kingmaker appear starting on page 608.

Yet there are many more NPCs in Kingmaker than those presented in full in this appendix. The following table indexes most of the campaign's most prominent NPCs, organized alphabetically with a brief description of their role and the page number where their statistics appear. (If an NPC has no statistics, the page number indicates the page with the most significant information about that NPC.)

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ARMAG TWICE-BORN

Armag was not born with that name, but today, he fully believes he is the legendary ancient leader reborn to lead the Tiger Lords back to an age of glory. He has long forgotten his birth name, as well as much of his childhood, as his brief but overwhelming recent experiences forced these memories out of his mind to make room for bloodlust, an addiction to violence, and obsession with mayhem. Only his worship of Gorum remains today, yet even this has been corrupted—tainted by the fell influence of the Sisters of the Bloodshot Eye. Little remains in Armag's mind today save for a desire to conquer, to wield the mighty greatsword *Ovinrbaane* in battle, and to revel in the glory of war. While he claims to be the reborn ancient hero, his "memories" of this previous life are largely hallucinations and fantasies implanted by the influence of his weapon.

Armag himself appears as a muscular human with unruly brown hair, a full beard, and an expression that seems incapable of any other visage than anger, wrath, or fury.

ARMAG CREATURE 14

UNIQUE CN MEDIUM HUMAN HUMANOID

Male human warlord

Perception +24

Languages Hallit

Skills Athletics +27, Intimidation +26, Survival +24

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

Items *+1 resilient breastplate*, *Ovinrbaane* (see page 587)

AC 35; **Fort** +28, **Ref** +23, **Will** +25

HP 300; **Resistances** physical 10 (weapons only)

No Time to Die As long as Armag wields *Ovinrbaane* and is raging, the combination of the sword's magic and Armag's furious conviction that he is the true Armag protects him from death. His eyes and the sword's blade weep with blood and glow with red light at this time. As long as these conditions persist, he never increases beyond dying 3 and is not rendered unconscious. Instead, Armag becomes confused and continues to fight. If *Ovinrbaane* is taken from him (such as via a successful Disarm), or if his rage ends while he is dying, he immediately dies regardless of his dying condition value. If he's healed to at least 1 Hit Point, the confusion effect immediately ends.



ARMAG

Second Wind ↷ **Trigger** Armag is fatigued and scores a critical hit with a melee strike or reduces a creature to 0 Hit Points with a melee Strike; **Effect** Armag draws upon inner reserves of furious energy. He is no longer fatigued.

Attack of Opportunity ↷

Speed 30 feet

Melee ❖ *Ovinrbaane* +29 (versatile P); **Damage** 2d12+13 slashing plus 1d6 bleed

Melee ❖ shoulder spikes +27; **Damage** 3d6+13 piercing

Armag's Rage ❖ **Requirements** Armag is not fatigued or raging. **Effect** Armag flies into a rage that lasts 1 minute. While raging, he gains a +6 status bonus to damage rolls and suffers a –1 status penalty to AC. During his rage, Armag gains an additional reaction at the start of his turn, but he can only use this additional reaction for Attacks of Opportunity. After the rage ends, Armag is fatigued.

Awesome Blow ❖ **Requirements** Armag's last action was a successful Strike. **Effect** The weight of Armag's previous swing drives his foe back. He attempts an Athletics check against the target's Fortitude DC.

Critical Success Armag gains the critical success effects of a Shove, then the critical success effect of a Trip against the target.

Success Armag gains the success effect of a Shove, then the success effect of a Trip against the target.

Failure Armag pushes the foe back 5 feet.

Greatsword Critical Specialization On a critical hit from a greatsword Strike, the target is made off-balance and becomes flat-footed until the start of Armag's next turn.

Shoulder Slam ❖ Armag Strides forward and hunkers down to attempt a shoulder spike Strike against a target at the end of that movement. If he critically hits a creature with this Strike, that creature is knocked prone.

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CASTRUCCIO IROVETTI

Since his flight from Numeria, Castruccio Irovetti has ruled Pitax for over half a decade, and in that time, he has firmly established his hold over this River Kingdom's political scene through a mix of cunning choice and luck. While he does have the support of the nymph Nyrissa, he hid from her the fact that he's managed to recover the magical sword she charged him with retrieving, making him loath to call upon her for aid. Furthermore, if he can defeat the PCs, surely that show of strength will bolster his reputation in her eyes, so that he can then present *Briar* to her for an even greater reward. In Nyrissa, Irovetti sees the only candidate he could imagine taking on as his Queen.

See Appendix 4 for details on Irovetti's Numerian items: the mindrender baton and the rod of razors.

CASTRUCCIO IROVETTI CREATURE 16

UNIQUE CN MEDIUM HUMAN HUMANOID

Male human king

Perception +26; darkvision, see invisibility

Languages Aklo, Common, Hallit, Jotun, Skald, Sylvan

Skills Acrobatics +31, Arcana +27, Athletics +28, Deception +31, Intimidation +31, Nature +26, Occultism +29, Performance +29, Society +29

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

Items *boots of speed*, *+2 resilient mithral breastplate*, mindrender baton, palace key (unlocks all locks in the palace in Pitax), rod of razors, *wand of dimension door*, *wand of paralyze*

Nyrissa's Favor Nyrissa infused Irovetti with additional abilities. He gained darkvision and the ability to see invisible creatures as a result of this favor, in addition to the typical +2 status bonus to Performance when determining the effect of compositions.

AC 39; **Fort** +28, **Ref** +31, **Will** +26

HP 300

Speed 30 feet

Melee ❖ rod of razors +30 (reach 10 feet, versatile P), **Damage** 3d10+12 slashing

Ranged ❖ flechette +32 (range increment 100 feet, deadly d10, volley 30 ft.), **Damage** 3d8+12 piercing

Occult Spontaneous Spells DC 37, attack +30; **8th** (3 slots) *maze*, *scintillating pattern*, *uncontrollable dance*; **7th** (3 slots) *duplicate foe*, *prismatic spray*, *tongues*; **6th** (3 slots) *dominate*, *sound burst*, *teleport*; **5th** (3 slots) *illusory object*, *sending*, *subconscious suggestion*; **4th** (3 slots) *fly*, *invisibility*, *private sanctum*; **3rd** (3 slots) *item facade*, *mind reading*, *vampiric touch*; **2nd** (3 slots) *dispel magic*, *mirror image*, *telekinetic maneuver*; **1st** (3 slots) *charm*, *soothe*, *unseen servant*; **Cantrips (8th)** *daze*, *mage hand*, *message*, *prestidigitation*, *read aura*

Bard Composition Spells 3 Focus Points; **4th** *counter performance*, *lingering composition*, *inspire heroics*; **Cantrips (4th)** *inspire courage*.

Rituals DC 37 *inveigle*

Signature Spells Irovetti can heighten the following spells freely: *dispel magic*, *dominate*, *duplicate foe*, *private sanctum*, *sending*, *soothe*, and *vampiric touch*.

Songstrike ❖❖ (evocation, occult) Irovetti sings out a short aria that resonates within his rod of razors, causing it to become infused with sonic energy. He attempts a Strike with the rod of razors, and if he hits, he inflicts an additional 5d10 sonic damage (DC 37 basic Fortitude save).



CASTRUCCIO IROVETTI

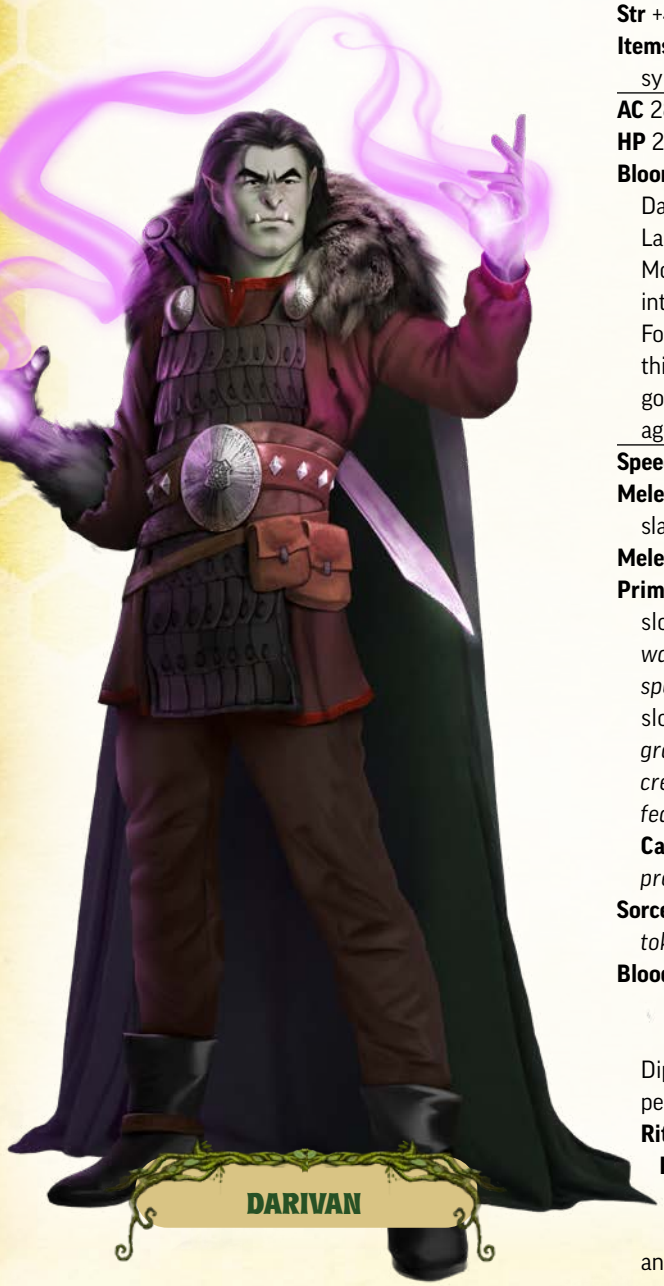
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DARIVAN

Darivan is not the classic image of a Lamashtan cultist. While deeply religious, his magical power stems not from his faith, but from a link to his ancestral past. The favor of a dryad helped his grandfather escape from a brutal life and find a safe new homeland for his people, but Darivan never held patience for that. To Darivan, his sorcerous legacy and his sinister faith are two wholly separate elements, but his recent visions of the bloom of Lamashtu bringing a new swath of monsters to the Stolen Lands has compelled him strongly, showing him how his fey ancestry and his demonic faith can be made stronger.



DARIVAN

In combat, Darivan relies on his spells against ranged foes and his falchion and claw in melee. He activates Bloom Regeneration if an attack reduces him to 100 Hit Points or fewer, then shifts tactics to casting *air walk* and retreating upward to use spells against foes.

DARIVAN CREATURE 10

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID | ORC

Male half-orc sorcerer

Perception +19, darkvision

Languages Abyssal, Aklo, Common, Orcish, Sylvan

Skills Athletics +20, Deception +21, Diplomacy +19, First World Lore +18, Intimidation +21, Nature +19, Religion +19, Survival +19

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +3, **Cha** +5

Items *+1 striking falchion*, *+1 leather armor*, gold religious symbol of Lamashtu, *explorer's yurt*

AC 28; **Fort** +17, **Ref** +18, **Will** +21

HP 220; **Weakness** cold iron 10

Bloom Regeneration ↻ (divine, necromancy) **Trigger** Darivan takes damage while he's within the Cradle of Lamashtu. **Effect** Darivan cries out a quick prayer to the Mother of Monsters, and filaments of fungus slither up into his wounded body, healing 4d6 points of damage. For the next 4 rounds, Darivan gains regeneration 10; this regeneration can be deactivated by cold iron or good damage. Darivan can't activate Bloom Regeneration again for 24 hours.

Speed 25 feet

Melee ❖ *falchion* +23 (forceful, sweep), **Damage** 2d10+8 slashing

Melee ❖ claw +20 (agile), **Damage** 2d6+8 slashing

Primal Spontaneous Spells DC 29, attack +21; **5th** (4 slots) *cone of cold*, *crushing despair*, *heal*, *passwall*, *wall of stone*; **4th** (4 slots) *air walk*, *shape stone*, *speak with plants*, *vital beacon*, *weapon storm*; **3rd** (4 slots) *animal vision*, *blindness*, *dispel magic*, *shocking grasp*, *slow*; **2nd** (4 slots) *barkskin*, *calm emotions*, *create food*, *entangle*, *glitterdust*; **1st** (4 slots) *charm*, *fear*, *longstrider*, *pass without trace*, *spider sting*; **Cantrips (5th)** *acid splash*, *detect magic*, *electric arc*, *prestidigitation*, *ray of frost*, *tanglefoot*

Sorcerer Bloodline Spells 1 Focus Point, DC 29; **1st** *nymph's token* (*Pathfinder Advanced Player's Guide* 236)

Bloodline Magic When Darivan's bloodline magic activates, his movements become supernaturally graceful and distracting, granting him a +1 status bonus to Diplomacy checks for 1 round or imposing a –1 status penalty on one target's Will saves for 1 round.

Ritual *monstrous bloom* (page 586)

Bleed for Lamashtu ❖ **Requirement** Darivan hasn't attempted a falchion strike yet. **Effect** Darivan attempts a Strike with a falchion. On a hit, he inflicts an additional 2d6 bleed damage.

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FORAS

The man who would take the name Foras grew up millennia ago among worshipers of Pharasma, yet he came to believe that the Outer Gods were the keys to claiming personal power. He tricked his people's priests into to imparting eldritch truths they would not normally share, then shared them with a few fellow secretive scholars of the occult.

Gathering those whom Foras could manipulate, he retreated to a new stronghold—a location now known as Candlemere. Here, Foras's cult gave up their sight and their souls, only to become trapped with him within their own compound when their leader's brother tracked them down and imprisoned them. Yet even this hasn't stymied Foras, and he continues to this day to work toward his goal of drawing Yog-Sothoth into the world.

FORAS CREATURE 19

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID

Male human sorcerer

Perception +33; unseen sight (see page 406)

Languages Aklo, Hallit

Skills Acrobatics +33, Arcana +34, Deception +37, Intimidation +35, Occultism +37, Religion +33, Yog-Sothoth Lore +37

Str +0, **Dex** +4, **Con** +2, **Int** +5, **Wis** +4, **Cha** +6

Items religious symbol of Yog-Sothoth, *+2 greater resilient explorer's clothing*, *staff of power*

AC 43; **Fort** +31, **Ref** +31, **Will** +35; resolve

HP 355; **Resistances** mental 20

Outside of Time As Thresholder Hermeticist (see page 407).

Resolve When Foras rolls a success on a Will save, he gets a critical success instead.

Time Siphon (aura, occult) 60 feet. A living creature that enters the aura or ends its turn within it has some of its temporal essence drained away to Yog-Sothoth. It must succeed at a DC 38 Will save or become slowed 1 for 1 round (slowed 2 on a critical failure). Worshipers of Yog-Sothoth are immune to Time Siphon.

Speed 25 feet

Melee ❖ *staff* +31 (magical, two-hand d8), **Damage** 3d4+10 bludgeoning

Occult Spontaneous Spells DC 41, attack +36; **10th** (1 slot) *time stop*; **9th** (4 slots) *magic missile*, *overwhelming presence*, *telepathic demand*, *unfathomable song*; **8th** (4 slots) *mask of terror*, *maze*, *scintillating pattern*, *uncontrollable dance*; **7th** (4 slots) *magic missile*, *spirit blast*, *visions of danger*, *warp mind*; **6th** (4 slots) *confusion*, *feeblemind*, *slow*, *true seeing*; **5th** (4 slots) *black tentacles*, *crushing despair*, *synesthesia*, *tongues*; **4th** (4 slots) *confusion*, *fly*, *read omens*, *telepathy*; **3rd** (4 slots) *enthrall*, *hypercognition*, *slow*, *vampiric touch*; **2nd** (4 slots) *death knell*, *hideous laughter*, *see invisibility*, *touch of idiocy*; **1st** (4 slots) *color spray*, *mending*, *ray of enfeeblement*, *spider sting*; **Cantrips (10th)** *chill touch*, *dancing lights*, *daze*, *prestidigitation*, *read aura*

Sorcerer Bloodline Spells 3 Focus Points, DC 41; **10th** *aberrant whispers*, *tentacular limbs*, *unusual anatomy*

Accelerated Existence Foras is quickened 1, and he can use this additional action to Step, Stride, or Sustain a Spell.

Steady Spellcasting If a reaction would disrupt Foras's spellcasting action, he attempts a DC 15 flat check.; on a success, the action isn't disrupted.



FORAS

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GRIGORI

The bard Grigori is a charismatic orator and an agent of Pitax who seeks to undermine the PCs' authority while spying on their kingdom. He shows up in the kingdom's capital city while the PCs are out adventuring and immediately begins giving speeches criticizing and denigrating their leadership and actions. More and more of the townsfolk gather to hear him talk and, as the days wear on, he builds a wellspring of support among the disaffected settlers in the town. Every decision the PCs make has a winner and a loser, and Grigori is gifted at shifting focus to the losers in these decisions and riling them up. Whether it is appealing to the citizens who didn't get what they wanted when the PCs built a new city block, to spinning a narrative that paints a recent event in the most horrid light for those for whom the outcome was a negative, a properly played Grigori should become a constant barb in the players' side and one of the most memorable villains they encounter. Grigori takes great pains to avoid breaking any of the PCs' laws so that they have no legal justification to arrest him other than that they want to silence him.



GRIGORI

Grigori is more than just an itinerant storyteller; he's a spy and agent provocateur sent by King Irovetti, the Lord of Pitax, to spread chaos and dissent in the town with the aim of overthrowing the PCs and possibly paving the way for Pitax to annex the settlement. In order to cover his tracks and retain plausible deniability, Irovetti used several layers of agents to hire Grigori; as far as the bard knows, he was hired to cause trouble in this fledgling town by agents from Fort Drelev to the west.

GRIGORI — CREATURE 7

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID

Male human bard

Perception +15

Languages Common, Hallit

Skills Deception +17, Diplomacy +15, Performance +17, Society +16, Thievery +13

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

Items infiltrator's elixirs (2), leather armor, *lesser healing potions* (2), *+1 rapier*, shortbow (20 arrows)

AC 23; **Fort** +12, **Ref** +15, **Will** +18

HP 110

Speed 25 feet

Melee ❖ *rapier* +16 (deadly d8, disarm, finesse), **Damage** 1d6+4 piercing

Ranged ❖ shortbow +15 (deadly d10, range 60 feet, reload 0), **Damage** 1d6+4 piercing

Occult Spontaneous Spells DC 25, attack +17; **4th** (2 slots) *glibness*, *suggestion*; **3rd** (3 slots) *enthrall*, *mind reading*, *zone of truth*; **2nd** (3 slots) *hideous laughter*, *invisibility*, *paranoia*; **1st** (3 slots) *alarm*, *charm*, *sanctuary*; **Cantrips (4th)** *daze*, *mage hand*, *prestidigitation*, *shield*, *sigil*

Bard Composition Spells 2 Focus Points, DC 25; **3rd** *counter performance*, *lingering composition*; **Cantrips (3rd)** *inspire courage*, *dirge of doom*

Rhetorical Spell ❖ (concentrate, manipulate, metamagic) If the next action Grigori takes is to Cast a Spell, he attempts a Performance check against all observers' Perception DCs. On a success, he hides his spellcasting as part of his oratory, and observers don't realize he's Casting a Spell.

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HANNIS DRELEV

Hannis Drelev spent his youth in Brevoy frustrated at the lack of opportunity for advancement. When he heard Lady Jamandi was looking for volunteers to aid her in exploring and taming the Stolen Lands, he saw an opportunity to bolster his fame. In the months since, Hannis has come to regret his decision, and now that he has been forced to surrender to Irovetti and Armag, his attitude has shifted from frustration to outright cruelty.

Drelev comes across as a sullen, greedy, conceited man, never satisfied with his lot in life, but always disdainful of anyone who has less than him. Though skilled at politics, the baron fancies himself a skilled swordsman as well. He loves dueling and often spars against his own guardsmen and senior officers. He likes to show off, taunting and belittling those he overpowers, but reacts angrily to situations where others get the best of him.

A patient opponent who prides himself on his ability to skillfully outmaneuver his foes, Baron Drelev begins nearly every turn with Defensive Slice. He favors disarming foes, and attempts to do so once per round when facing an armed foe, mocking them wickedly if he's successful and cursing them violently if not.

HANNIS DRELEV CREATURE 12

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Male human baron

Perception +17

Languages Common, Skald

Skills Acrobatics +22, Athletics +23, Brevoy Lore +19, Deception +24, Intimidation +24, Society +19, Stealth +22, Thievery +20

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

Items *+1 resilient breastplate*, crossbow (10 bolts), *+1 grievous striking longsword*, hatchet, key ring (contains keys to all locks in Drelev Keep), *moderate healing potions* (3)

AC 33; **Fort** +23, **Ref** +25, **Will** +18

HP 220

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ *longsword* +26 (disarm, versatile P); **Damage** 2d8+11 slashing

Melee ❖ hatchet +25 (agile, sweep); **Damage** 1d6+11 slashing

Ranged ❖ crossbow+23 (range 120 feet, reload 1); **Damage** 1d8+6 piercing

Defensive Slice ❖ **Requirement** Baron Drelev hasn't attempted a Strike during this turn. **Effect** Baron Drelev assumes a defensive position with his weapons out, then attempts a melee Strike. He takes a –2 status penalty on all Strikes (including this one) and gains a +2 status bonus to his AC until the start of his next turn.

Dramatic Disarm If Baron Drelev scores a critical success on an Athletics check to Disarm an opponent, he can choose to have the disarmed item fly 1d4 × 5 feet in a random direction rather than have it fall to the ground in the opponent's space. If this causes the item to land in a space occupied by a creature with at least one free hand, that creature can attempt a DC 20 Reflex save to catch the item (otherwise it falls to the ground in that space).

Harrying Swordfighter Baron Drelev adds the disarm weapon trait to any sword he wields.

Skirmish Strike ❖ **Frequency** once per turn; **Effect** Baron Drelev Steps and then Strikes or Strikes and then Steps.

Sneak Attack Baron Drelev deals 2d6 extra precision damage to flat-footed creatures.



HANNIS DRELEV

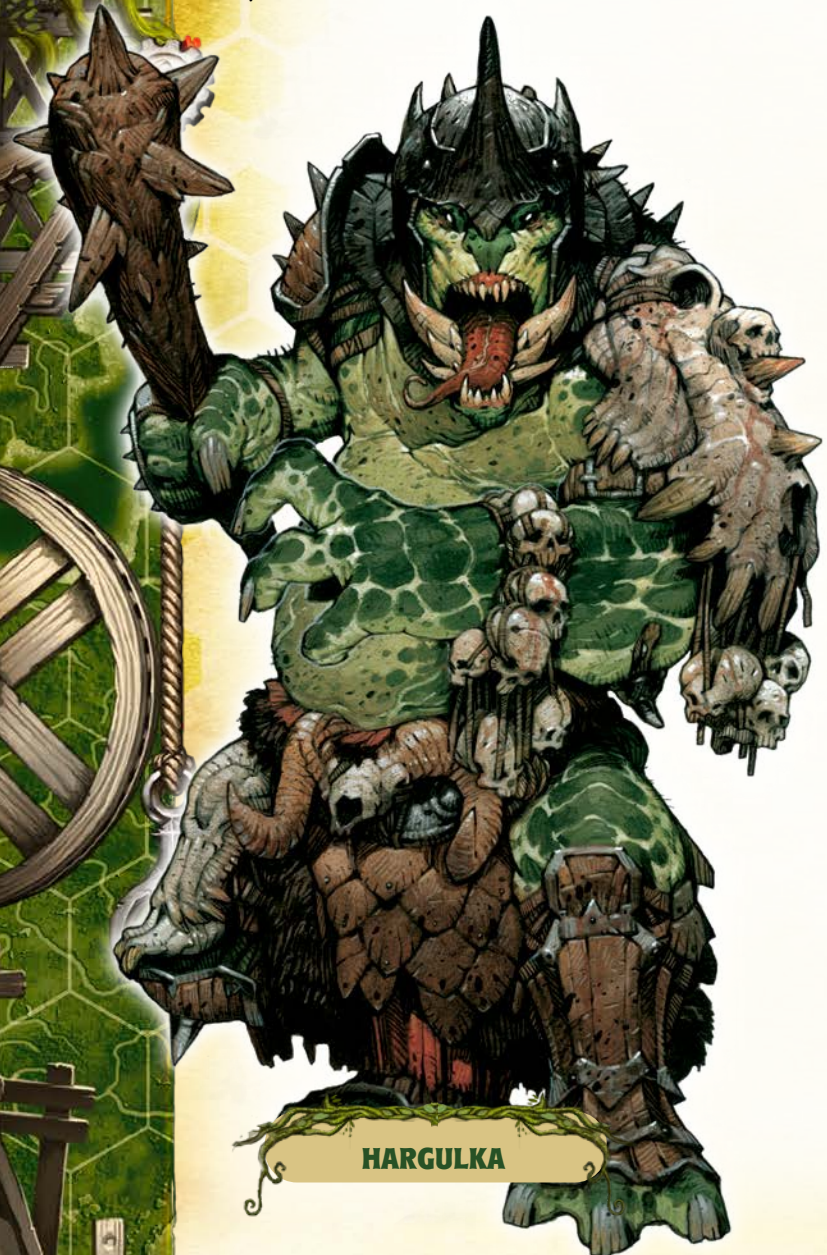
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HARGULKA

Before his dreams were invaded and his ambitions enhanced by Nyrissa's eldritch manipulations, Hargulka had already established himself as a leader among trollkind, though his goals never reached beyond bullying his fellow trolls into rampaging the immediate environs for food and wealth to bring back to him as offerings. The notion of becoming a "king" never crossed his mind until he had a vivid, unforgettable dream of himself sitting atop a throne and basking in the fear and adoration of not only trolls, but hobgoblins, harpies, and all manner of slavering monsters—creatures who might be viewed as dangerous enemies but, to Hargulka, were now his loyal minions.



HARGULKA

To Hargulka, the PCs' kingdom is rightfully his own. He intends to conquer them, claim their capital for himself, and dine on the flesh and bones of their citizens. Yet despite these violent goals, the troll knows better than to simply attack his enemies mindlessly. Instead, he spends his time working with his loyal trolls to seek out like-minded monsters in the wilds to recruit them to his cause. As a result, the longer Hargulka remains in power, the more dangerous and aggressive the monsters of the Stolen Lands will become!

HARGULKA CREATURE 8

UNIQUE CE LARGE GIANT TROLL

Male troll warlord

Perception +16; darkvision

Languages Common, Jotun

Skills Athletics +18, Intimidation +18, Survival +16

Str +6, **Dex** +2, **Con** +6, **Int** +0, **Wis** +2, **Cha** +4

Items hide armor, *+1 darkwood thundering morningstar*

AC 26; **Fort** +20, **Ref** +14, **Will** +16

HP 190, regeneration 25 (deactivated by acid or fire); **Weaknesses** fire 15

Dream of Rulership (abjuration, primal) The lingering effects of Nyrissa's inspiration are stronger than any fear Hargulka faces. Whenever he attempts a saving throw against a fear effect, he treats his actual result as one degree of success better than his rolled result.

Attack of Opportunity ↷

Speed 30 feet

Melee ❖ *morningstar* +21 (reach 10 feet, versatile P), **Damage** 1d8+9 piercing plus 1d6 sonic

Melee ❖ jaws +20 (reach 10 feet), **Damage** 2d10+9 piercing

Melee ❖ claw +20 (agile, reach 10 feet), **Damage** 2d8+9 slashing

Rend ❖ claw

Royal Command ❖ (auditory, fear, linguistic) Hargulka issues an order to his followers. Each ally who hears and understands this command becomes quickened until the end of that ally's next turn but can use the extra action only to Strike. Hargulka can't issue a Royal Command on his next turn.

Shield Rip and Chew ❖❖ **Requirement** An opponent within reach has Raised a Shield. **Effect** Hargulka snatches at a foe's shield, pulling it out of the way. He attempts an Athletics check against the Reflex DC of an opponent who has Raised a Shield before making a jaws Strike against the opponent. If the Athletics check succeeds, the shield is not considered raised against the jaws Strike. On a critical success, Hargulka pulls the shield out of position, so it is no longer raised until the opponent Raises the Shield again. This counts as two attacks toward Hargulka's multiple attack penalty, but the multiple attack penalty doesn't increase until after the jaws Strike.

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JAMANDI ALDORI

Jamandi Aldori's upbringing in Restov could have ensured her a safe and relaxed life as one of that city's nobles, but her restlessness and frustration with "meddling" from the north increasingly pushed her away from the aristocratic lifestyle. She quickly mastered the art of the Aldori sword, and over the years has become one of Restov's most well-known swordlords, in part due to her skill in dueling, but of late as a result of her increasingly obvious pushes to expand Restov's power in directions that minimize reliance upon the rest of Brevoy. Beyond organizing the push into the Stolen Lands and her desire to foster a new ally to the south, she hopes some day to found additional dueling schools beyond Brevoy's borders where the Aldori style can be taught—a pursuit that not all of her peers equally approve of.

Characters who earn Jamandi's trust and support can unlock access to the Aldori duelist archetype at your option—this archetype is detailed on page 25 of *Lost Omens World Guide*.

JAMANDI ALDORI CREATURE 14

UNIQUE | CG | MEDIUM | HUMANOID | ELF | HUMAN

Female half-elf swordlord

Perception +23, low-light vision

Languages Common, Elven, Hallit

Skills Acrobatics +29, Athletics +27, Restov Lore +23, Diplomacy +24, Intimidation +26, Society +23

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

Items *+1 resilient breastplate*, *daredevil boots*, *+2 striking Aldori dueling sword,*

AC 36; **Fort** +23, **Ref** +27, **Will** +24

HP 260

Attack of Opportunity ↷

Speed 25 feet

Melee ❖ *Aldori dueling sword* +29 (finesse, versatile P); **Damage** 2d8+9 slashing

Aldori Parry ❖ **Requirement** Jamandi wields only an Aldori dueling sword and her other hand is free; **Effect** Jamandi parries attacks against her with her sword, and gains a +2 circumstance bonus to her AC until the start of her next turn as long as she continues to meet the requirement.

Aldori Riposte ↷ **Requirements** Jamandi is benefiting from Aldori Parry; **Trigger** An opponent within Jamandi's reach critically fails a Strike against her; **Effect** Jamandi ripostes with her sword and makes a melee Strike or uses a Disarm action against the triggering opponent.

Saving Slash ↷ **Trigger** an opponent critically hits Jamandi with a melee attack; **Effect** Jamandi whirls her blade, trying to deflect enough momentum to avoid the worst of the attack. If she succeeds at a DC 16 flat check, the attack becomes a normal hit, instead of a critical hit.

Unnerving Prowess ❖ **Trigger** Jamandi critically succeeds at a Strike or Disarm with her sword; **Effect** Jamandi attempts to Demoralize the creature she struck or disarmed; this Demoralize attempt does not have the auditory trait, nor does she take a penalty to the check if the target doesn't understand her language.

ALDORI DUELING SWORD ITEM 1

UNCOMMON | FINESSE | VERSATILE (P)

Price 20 gp

Usage held in 1 hand; **Bulk** 1

An Aldori dueling sword is a slim, single-bladed dueling sword with a slight curve and a sharp, reinforced point. It deals 1d8 slashing damage. An Aldori dueling sword is an advanced one-handed melee weapon in the sword weapon group.



JAMANDI ALDORI

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THE LANTERN KING

The Lantern King is one of the Eldest—a pantheon of demigods whose rule over the First World is one of capriciousness that can be at times playful, enigmatic, bizarre, or even downright mean. For the most part, the Lantern King's plots and shenanigans tilt toward the cruel, and while he's long been a master at riding the proverbial razor's edge between mischief and outright sadism (if only by conserving his cruelest plans for those who invite that cruelty by being cruel themselves, as in the case of Nyrissa), his latest actions have certainly drawn the notice of the other Eldest. As such, they have largely distanced themselves from him, and as a result of this, any defeat the PCs deal to him in this adventure goes not only unpunished by the Lantern King's demigod siblings but will even be enforced, in a manner of speaking, by the other Eldest so that the Lantern King won't seek continued revenge against the PCs for their victories. Whether or not this also serves to teach the capricious eldest a lesson to temper his need for mischief with occasional bouts of patience and even mercy, only time can tell.

The Lantern King's direct interactions with the PCs in this campaign are via an avatar—a powerful proxy created from himself to rule over the Lantern Kingdom. While this avatar isn't as powerful as the Lantern King himself, it remains the single most dangerous foe the party faces in Kingmaker. As a demigod, the Lantern King is an even more dangerous foe, equivalent in power to a 29th-level creature and possessing abilities beyond the scope of the core experience in the *Pathfinder Roleplaying Game*. Some of these abilities, such as the power to manipulate reality, to create powerful artifacts like the *Apology*, and to build entire demiplane realms like the Hunting Dream or the Lantern Kingdom, manifest during the course of the *Kingmaker Adventure Path* not as rules content but as story elements the PCs will need to endure—see Chapter 11 of this book for more details.

In combat, the Lantern King's avatar uses flight to remain out of melee for the first several rounds of combat, relying upon his spells to soften up the party before using his Strikes against them. He's fond of taking actions that disrupt, torment, or mock the PCs rather than those specifically tailored to maximize damage. For example, he often uses Playful Switch to swap a flying PC in the air with one who's on the ground and can't fly, or he uses illusions to create false foes or locations that play off of previous failures or embarrassments the PCs may have endured during the campaign itself. By playing the Lantern King's avatar in battle as more of a trickster than a cold-blooded killer, you'll not only enforce his legendary personality upon your players, but you'll also give their characters a bit more of a fighting chance against him in battle. He prefers to hold *primal phenomenon* in reserve to recover from an unwanted condition or situation, and as he realizes the PCs are dangerous foes, he abandons "playful tactics" for more serious or tactical decisions aimed toward defeating the party rather than toying with them.

While the Lantern King faces no lasting inconvenience if his avatar is slain, the sting of such a defeat is enough to compel the avatar to back down and ask for a truce if the PCs reduce him to fewer than 75 Hit Points. If the PCs agree to a truce, the avatar compliments their prowess and promises to turn his attentions away from the Stolen Lands. Furthermore, he agrees to any additional terms the PCs ask for, provided they are within his ability to grant. This includes restoring Nyrissa's place and realm to the First World (although he cannot provide further information about her lost lover) and unmaking *Briar* to restore her capacity to love.

AVATAR OF THE LANTERN KING — CREATURE 24

UNIQUE | CN | GARGANTUAN | FEY | FIRE

Eldest of laughter, mischief, and transformation

Perception +39; darkvision, *true seeing*

Languages Aklo, Common, Sylvan; telepathy 300 feet, *tongues*

Skills Acrobatics +46, Arcana +41, Athletics +41, Deception +49, Diplomacy +42, First World Lore +43, Intimidation +46, Nature +46, Occultism +41, Religion +41, Society +39, Stealth +42, Thievery +42

Str +9, **Dex** +12, **Con** +7, **Int** +9, **Wis** +7, **Cha** +12

AC 54; **Fort** +36, **Ref** +39, **Will** +41

HP 500; **Immunities** bleed, blinded, controlled, dazzled, death effects, doomed, fire, sleep, unconscious; **Resistances** physical 20 (except cold iron); **Weaknesses** cold iron 20, cold 25

Fortune's Friend ↻ (divination, fortune, primal) **Trigger** The Lantern King fails or critically fails a saving throw. **Effect** The result of the saving throw is improved one degree. The Lantern King can't Fortune's Friend for 1d4 rounds.

Lantern King's Glow (aura, evocation, light, primal) 120 feet. The Lantern King illuminates his aura with bright light. At the start of his turn, this aura attempts to counteract any ongoing darkness effect in the aura (counteract check +44). The Lantern King can suppress or activate this aura as a free action.

Mocking Laughter (aura, emotion, enchantment, incapacitation, mental, primal) 30 feet. Whenever a creature misses the Lantern King with an attack or fails a skill check or saving throw, the creature is overtaken by overwhelming mirth at its mistake, as *hideous laughter* (DC 45 Will save). The creature is thereafter temporarily immune to mocking laughter for 1 hour.

Reactive The Lantern King gains an additional reaction at the start of his turn, but he can use this additional reaction only to take a reaction he hasn't already taken since the end of his previous turn.

Attack of Opportunity ↻

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AVATAR OF THE LANTERN KING

Speed fly 60 feet

Melee ❖ searing rune +44 (agile, finesse, fire, magical, reach 20 feet), **Damage** 4d6+24 bludgeoning plus 4d6 fire plus drain luck

Ranged ❖ blinding beam +44 (fire, magical, mental, range 100 feet), **Damage** 4d8+19 fire plus blindness

Primal Innate Spells DC 48, attack +40; **10th** *fireball*, *primal phenomenon*; **9th** *disjunction*, *illusory creature*, *meteor swarm*; **8th** *illusory object*, *illusory scene*, *sunburst*, *teleport*, *wall of fire*; **7th** *plane shift*, *prismatic spray* (at will); **Constant (6th)** *tongues*, *true seeing*; **Cantrips (10th)** *dancing lights*, *light*, *produce flame*, *read aura*

Rituals DC 48; *commune with nature*, *control weather*, *create demiplane* (*Advanced Player's Guide* 241), *fantastic facade* (*Advanced Player's Guide* 241), *freedom*, *geas*, *primal call*

Adjust Temperature ❖ (primal, transmutation) The Lantern King adjusts the temperature of his flames. He shifts from orange to blue, and his Strikes inflict cold damage until he takes this action again to switch back to fire damage.

Blindness A creature damaged by the Lantern King's blinding beam Strike must make a DC 48 Fortitude save. If the Strike was a critical hit, the save's result is worsened one degree.

Critical Success The creature is unaffected by blindness.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 minute. At the end of each of its turns, the creature can attempt a DC 48 Fortitude save to end this blindness early.

Critical Failure The creature is blinded permanently.

Change Shape ◈ (concentrate, polymorph, primal, transmutation) The Lantern King can take on the appearance of any fey or humanoid, but he typically does so only to trick and confuse creatures. He loses his searing rune and blinding beam Strikes, but he gains a melee fist Strike that inflicts 4d8+19 bludgeoning damage.

Drain Luck (curse, enchantment, mental, primal, misfortune) When the Lantern King damages a creature with his searing rune Strike, he drains the creature's luck. The creature must succeed at a DC 48 Will save or gain a –1 status penalty to all checks; it is then temporarily immune to Drain Luck for 1 round. Further damage dealt by the Lantern King's searing rune Strikes increases the status penalty by 1 on a failed save to a maximum status penalty of –4. This status penalty is reduced by one every time the affected creature achieves a critical success on a die roll against a creature that is at least equal to them in level, but otherwise is permanent until removed.

Playful Switch ❖ (conjuration, primal, teleportation) The Lantern King targets two creatures within 60 feet, causing each to become surrounded by glowing runes. The Lantern King attempts a single Thievery check against each target's Reflex DC. The Lantern King can't use Playful Switch again for 1 round.

Critical Success If the Thievery check achieves a critical success against both targets, they swap places and are both stunned 1. Each creature must be able to fit into their new spaces or the effect fails.

Success If the Thievery check achieves a success against both targets (or a critical success on one and a success on another), the two targets swap places. Each creature must be able to fit into their new spaces or the effect fails.

Failure If the Thievery check fails against either target, neither target is affected.

Critical Failure As failure, but both creatures are temporarily immune to Playful Switch for 24 hours.

Prismatic Burst ↷ **Trigger** A creature achieves a critical hit against the Lantern King or damages it with a cold iron weapon. **Effect** The Lantern King casts *prismatic spray*.

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NYRISSA

Nyrissa has not always been a power in the First World, but when she fell in love with Count Ranalc, one of the realm's Eldest, she challenged her place in the plane's hierarchy. The lovers inspired each other to increasing acts of audacity, and it wasn't long before Nyrissa began to think of herself as the newest of the Eldest and proclaimed this to any who would listen, beginning to build her own nation in the First World. Another of the Eldest, the Lantern King, saw opportunity for mayhem here. He spread his influence among his fellow demigods, and before long, several among the Eldest opposed Nyrissa's claim and took steps to challenge her. First, they sent a jabberwock to destroy her, but Nyrissa defeated it and used its blood to create lesser jabberwocks under her own control. Then they attempted to rally a thousand powerful fey against her, but Nyrissa convinced those fey to serve her instead in return for a place in her domain. Finally, the Eldest exiled Count Ranalc to the Shadow Plane for helping to cause the problem in the first place. Suddenly, Nyrissa found herself without an ally among the Eldest. Having expended much of her energy and resources to defeat the jabberwock and recruit the thousand, she knew that she had lost the war and surrendered, apologizing for her acts.

The Lantern King decided that Nyrissa's apology would suffice only for the jabberwock's death; for her other deeds, he demanded a further punishment—Nyrissa's capacity to love. Without love, the Lantern King argued to the other Eldest, Nyrissa would not be able to sway another of them to her side. However, if she could replace the "thousand fey breaths" she stole from the First World with a thousand stolen nations, they would accept her apology for her other actions and restore her capacity to love. Faced with no real option, Nyrissa agreed. She was allowed to keep her domain, now known as Thousandbreaths, but it was carved off to form its own demiplane to serve as a sort of prison. Her love was taken from her and transformed into the sword *Briar*, which was then entrusted to the Lantern King for safekeeping. He gifted Nyrissa with a chalice he called the *Apology*, an artifact capable of transforming Material Plane kingdoms she conquered into motes of sand. Once the *Apology* held a thousand motes of sand, those lands would be absorbed into the First World, Nyrissa would be forgiven, and love would be restored to her.

The matter settled, the Eldest quickly moved on with their own inscrutable agendas. Yet while they eventually forget about what they'd done to Nyrissa, the nymph herself did not. She grew more and more obsessed with her loss of love—or perhaps it was the loss of love that caused her to grow more violent and obsessed. In her early attempts to discover the location of *Briar*, she received the visions that would come to haunt her—that *Briar* would be returned to her, but only as an instrument of her own death.

Now she has but one kingdom left to claim: the new kingdom risen in the Stolen Lands. With the War of the River Kings over and one kingdom a victor, the time is right for the final grain to be added to the *Apology*. That this will destroy a significant region on Golarion is irrelevant to the loveless nymph; in her obsession, she fails to see that this act may be the very thing that drives her enemies from to slay her as in the vision.

NYRISSA CREATURE 23

UNIQUE | CE | MEDIUM | FEY | NYMPH

Female variant nymph queen (*Pathfinder Bestiary* 247)

Perception +41; darkvision

Languages Aklo, Common, Draconic, Elven, Gnomish, Hallit, Jotun, Skald, Sylvan; *speak with animals*, *speak with plants*

Skills Acrobatics +43, Arcana +43, Athletics +37, Deception +44, Diplomacy +44, First World Lore +43, Intimidation +44, Nature +45, Religion +41, Stealth +36

Str +4, **Dex** +8, **Con** +8, **Int** +6, **Wis** +8, **Cha** +11

Items *anklets of alacrity*, *major ring of fire resistance*, *ring of spell turning*

Shame Nyrissa is focused on her goal to conquer the final kingdom she promised the Lantern King, but she still suffers from shame (page 459) when she attacks anyone who wields *Briar* or any character who rules a kingdom (particularly, any PC who serves as Ruler). Forgive Foe can be attempted against Nyrissa with a DC 51 Diplomacy check or Performance check. If Nyrissa is affected by a critical success from Forgive Foe, she calls for a truce to speak to the PCs as detailed on page 460.

Wild Empathy Nyrissa can use Diplomacy to Make an Impression on and make very simple Requests of animals and plant creatures.

AC 49; **Fort** +39, **Ref** +43, **Will** +41; +1 status to all saves vs. magic

HP 495; **Immunities** controlled; **Weaknesses** cold iron 20

Blinding Beauty (aura, emotion, enchantment, mental, primal, visual) 30 feet. Creatures that start their turn in the aura must succeed at a DC 43 Will save or be permanently blinded (plus stunned 3 on a critical failure).

Evasion When Nyrissa rolls a success on a Reflex save, she gets a critical success instead.

Protection from Decapitation The first time Nyrissa is decapitated by any effect (including a *vorpal* weapon like *Briar*), the effect is negated. She takes no damage from the attack and is not decapitated, but she then loses her protection from decapitation for 24 hours.

Speed 30 feet, climb 20 feet, fly 30 feet

Melee ❖ thorny lash +41 (agile, finesse, magical), **Damage** 4d6+14 slashing plus 4d10 poison

Ranged ❖ hurled thorn +41 (range increment 60 feet), **Damage** 2d6+14 piercing plus 2d10 poison

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Arcane Spontaneous Spells DC 46, attack +42; **10th** (1 slot) *wish*; **9th** (4 slots, 1 already used to cast *contingency*) *contingency*, *disintegrate*, *disjunction*, *dominate*, *teleport*; **8th** (4 slots) *chain lightning*, *discern location*, *maze*, *uncontrollable dance*; **7th** (4 slots) *dispel magic*, *plane shift*, *prismatic spray*, *project image*; **6th** (4 slots) *baleful polymorph*, *flesh to stone*, *mislead*, *true seeing*; **5th** (4 slots) *false vision*, *mind probe*, *sending*, *tongues*; **4th** (4 slots) *freedom of movement*, *outcast's curse*, *private sanctum*, *shape stone*; **3rd** (4 slots) *hypnotic pattern*, *meld into stone*, *mind reading*, *shrink item*; **2nd** (4 slots) *glitterdust*, *mirror image*, *telekinetic maneuver*, *touch of idiocy* **1st** (4 slots) *color spray*, *fear*, *ray of enfeeblement*, *true strike*; **Cantrips (10th)** *detect magic*, *electric arc*, *mage hand*, *message*, *shield*

Bloodline Spells 3 Focus Points, DC 46; **10th** *faerie dust*, *fey disappearance*, *fey glamour*

Primal Innate Spells DC 46, attack +42; **9th** *nature's enmity*, *regenerate*, *tree stride*; **8th** *heal* (×3), *horrid wilting*, *wall of thorns*; **7th** *charm* ×3); **6th** *restore senses* (at will), *tree shape*; **Constant (10th)** *speak with animals*, *speak with plants*

Rituals *awaken animal*, *commune with nature*, *control weather*, *create demiplane* (*Pathfinder Advanced Player's Guide* 241), *geas*, *inveigle*, *primal call*

Change Shape ❖ (polymorph, primal, transmutation) As nymph queen.

Contingency ↻ **Trigger** Nyrissa is damaged by a melee strike; **Effect** *Mislead* activates on Nyrissa.

Focus Beauty ❖ (emotion, enchantment, mental, primal, visual) Nyrissa focuses her beauty upon a target within her blinding beauty aura. The creature takes 6d12 mental damage (DC 46 basic Will save) and is blinded until the end of their next turn (12d12 mental damage and permanent blindness on a critical failure). Nyrissa can Focus Beauty on a given creature only once per turn.

Inspiration ❖❖❖ (emotion, enchantment, mental, primal) Nyrissa can inspire an intelligent, willing creature by scratching that creature with a thorn from her body. This reduces that creature's Hit Points by 1 permanently, but grants the creature several abilities: darkvision, the ability to see invisible creatures, and an ability boost to an ability of Nyrissa's choice. A bard granted this inspiration gains a +2 status bonus to Performance when determining the effect of compositions. Only one creature at a time can benefit from this inspiration. For the bulk of this Adventure Path, King Irovetti carries this inspiration, but once he is slain or defeated, who Nyrissa grants the bonus to instead (if anyone) is left to the GM to determine.

Quickened Casting ◈ **Frequency** three times per day; **Requirement** Nyrissa hasn't used Quickened Casting since the start of her previous turn; **Effect** If Nyrissa's next action is to cast an arcane spontaneous spell that is 8th level or lower, reduce the number of actions to cast it by 1 (minimum 1 action).

Switch Fables ❖ (conjuration, move, primal, teleportation) **Requirement** Nyrissa is located in the twenty-foot diameter central area of one of the four Fables (areas **M7a**–**M7d** of the House at the Edge of Time); **Frequency** once per minute; **Effect** Nyrissa Strides a minimum distance of ten feet, after which the reality of the demiplane folds around her in a tangle of vines and flowers. She then teleports from her current Fable to one of the other three of her choice, appearing in a square of her choosing within the central twenty feet of the chosen Fable.



NYRISSA

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THE STAG LORD

The Stag Lord never had a name, for his father Nugrah only called him "boy," and then only when the old man demanded some sort of backbreaking chore or was looking for something to beat on. Times remained tough for the boy until the night he had the dream. A blindingly beautiful woman approached him, challenging him with a simple question: Why did he defer to his father when he himself deserved the honor of rule? The woman gave him a magical helm crafted from the skull of a stag, then promised him that taking command from his father would be but the first step toward commanding an army of his own.

When he woke, he assumed his dream was just that, but then he saw that he still clutched the helm his nocturnal visitor had gifted him. So when his father, drunk and angry, came at him that afternoon, the boy fought back, beating his father to within an inch of death before setting out on his own into the wilderness.

In the following years, the Stag Lord gathered outcasts and criminals to his side, commanding them with the same brutality he'd learned from his father. He also inherited a fondness for drink from his father, and today spends much of his time in a drunken haze.



THE STAG LORD

THE STAG LORD CREATURE 6

UNIQUE | CE | MEDIUM | HUMAN | HUMANOID

Male human bandit lord

Perception +15

Languages Common

Skills Acrobatics +13, Athletics +12, Intimidation +14, Stealth +13, Survival +8

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

Items *+1 composite longbow* (20 arrows), flask of wine, hide armor, *lesser potion of healing* (2), lock of green hair bound with red twine, longsword, *stag's helm*

AC 22; **Fort** +14, **Ref** +15, **Will** +8

HP 110

Perpetual Hangover The Stag Lord is in a constant cycling state of being drunk or hungover. As a result, he is constantly sickened 1, and cannot reduce his sickened state to lower than 1 (although if effects increase his sickened value, he can reduce them back toward 1 as normal). The Stag Lord can willingly ingest food and drink (including potions and elixirs) while sickened. The values in this stat block have been adjusted to account for his sickened state.

Speed 20 feet

Melee ❖ longsword +14 (versatile P), **Damage** 1d8+5 slashing

Ranged ❖ *composite longbow* +16 (deadly 1d10, propulsive, range increment 100 feet, reload 1, volley 30 feet), **Damage** 1d8+5 piercing

Dread Striker The Stag Lord capitalizes on his enemies' fear; any creature that has the frightened condition is also flat-footed against his attacks.

Hunt Prey ❖ (concentrate) As ranger (*Pathfinder Core Rulebook* 168).

Unfair Aim ❖❖ (concentrate) The Stag Lord lines up a shot and then attempts a ranged Strike against a hunted prey. On this strike, he treats the target as if they were flat-footed.

Sneak Attack The Stag Lord deals 2d6 extra precision damage to flat-footed creatures.

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TARTUCCIO (TARTUK)

Tartuccio likes to think of himself as having been hand-picked by King Irovetti of Pitax in his mission to claim the Stolen Lands for himself, but in fact King Irovetti has never met Tartuccio. The gnome grew up in Pitax and, of all that nation's rulers he'd observed, Irovetti impressed him the most with his admiration of art and style. That the king wasn't very supportive of art styles and pursuits he didn't enjoy never even registered in Tartuccio's mind, as his tastes were so similar.

And so Tartuccio set into motion plans to catch the king's attention, so as to become first his student, then his trusted advisor, and in time his replacement. He even went as far as to seek out, research, and learn a potent magical technique that allowed him to change shape, intending to use this newfound supernatural power to adjust his appearance to be something more pleasing to the king's eye when the time came to petition to become his student. Tartuccio spent months scouring the rumor mills for opportunities, and when he heard of Lady Jamandi's call for heroes to expand into the Stolen Lands, he saw his chance. Tartuccio gathered his supplies and headed east.

Once the events of Chapter 1 play out, Tartuccio is unsettled by the amount of competition he faces. He travels into the Stolen Lands where he's heard rumors of a kobold settlement that's ripe for the taking, uses his ability to change shape to assume the appearance of an unusual purple kobold, and work the Sootscales into a sort of private army he intends on using to wrest control of the PCs' nation just as they get started. His hopes of using the PCs' kingdom as a stepping-stone are threatened by the untimely conflict with the mitflits of the Old Sycamore, as detailed in Chapter 2.

TARTUCCIO — CREATURE 4

UNIQUE | NE | SMALL | GNOME | HUMANOID

Male gnome spy

Perception +9; low-light vision

Languages Common, Draconic, Gnomish, Hallit, Sylvan

Skills Bardic Lore +8, Crafting +8, Deception +12, Intimidation +10, Occultism +10, Performance +12, Society +10, Stealth +11, Thievery +9

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

Items cold iron sickle, *wand of magic missile*

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

HP 65

Speed 25 feet

Melee ❖ sickle (agile, finesse, trip); **Damage** 1d4+2 slashing

Occult Spontaneous Spells DC 20, attack +12; **2nd** *invisibility*, *mirror image*, *phantom pain*; **1st** *fear*, *illusory object*, *mage armor* (already cast), *true strike*; **Cantrips (2nd)** *daze*, *light*, *message*, *shield*, *telekinetic projectile*

Occult Focus Spells 2 Focus Points, DC 20; **2nd** *counter performance*, *inspire courage*, *loremaster's etude*

Change Shape (concentrate, occult, polymorph, transmutation) **Frequency** once per week; **Effect** By performing a ten-minute long incantation, Tartuccio takes on the appearance of any uniquely-appearing Small humanoid. He can't disguise himself as a specific individual. This doesn't change his Speed or his attack and damage modifiers with his Strikes. He can do this again to resume his true form, and must do so before he uses the ability again to assume a different appearance. He reverts to his true form if he is slain.

Invoke Old Sharptooth ↷ (auditory, emotion, mental) **Requirement** Tartuccio is in Tartuk's form; **Trigger** A Sootscale kobold causes Tartuccio harm. **Effect** Tartuccio (as Tartuk) can Demoralize the kobold who harmed him with a short warning such as "Old Sharptooth will punish you for your transgressions!" He gains a +2 circumstance bonus on the Intimidate check to do so.



TARTUCCIO

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VORDAKAI

At the height of his power well over 10,000 years ago, the original Vordakai was among the most powerful necromancers of the land. When this cyclops tyrant was defeated during the chaos following Earthfall, one of his apprentices claimed his name as well as his greatest treasure, the *Oculus of Abaddon*. Though he had been the least of the necromancer's apprentices, the new Vordakai was nevertheless a powerful wizard, but it would take more than power to claim the true Vordakai's mantle. Betrayed by followers of the original leader who refused to serve him, the new Vordakai was sealed into his own tomb, and over the passage of eons, the cyclops lich atrophied.

Although much weakened today, Vordakai remains a dangerous opponent who can devastate a poorly prepared party on his own. Don't be afraid to play Vordakai as arrogant creature—he has existed for longer than most creatures on Golarion, after all, and if he makes arrogant mistakes (such as neglecting to cast spells defensively or provoking Attacks of Opportunity), that not only gives the PCs a chance to survive but also helps to establish the ancient lich as both overconfident and a bit careless from his long period of quiescence. Keep in mind that Vordakai is the most powerful foe the PCs have encountered in the *Kingmaker Adventure Path* thus far, and in defeating him, they will accomplish something truly legendary.

If Vordakai has the chance to prepare for battle before combat, he takes 3 rounds to cast *tongues*, *resist energy* (choosing an energy type he knows the PCs favor as a result of watching them via his familiar), and then *mirror image* just before entering battle. Finally, he activates *true seeing* using the *Oculus of Abaddon* before entering combat (doing so in the first round of a fight if instead he's caught by surprise by the PCs).

Once combat begins, Vordakai starts by casting *dominate* on the party's strongest healer; if successful, he commands the healer to his side to defend him by attacking anyone who attacks the lich in melee. On subsequent rounds, Vordakai uses ranged magic against the party, casting *vampiric exsanguination* as soon as he's reduced to 100 Hit Points or fewer. When facing only one or two foes, he prefers to attack with Consume Memories followed by a hand Strike, opting to save his spells for an emergency.

The greatest diminishment of Vordakai's power is represented through the loss of his soul cage—the magical item he initially used to trap his own soul and enable his transformation into a lich in the first place. He cannot create a replacement as long as he remains atrophied, but his arrogance works against him here. Only if he's reduced below 20 Hit Points does he realize that the PCs have a very good chance to defeat him, and if he survives long enough to take a turn after this realization, he casts his 5th-level *dimension door* to flee to area **C5** of his tomb. If he's able to escape in this way, he'll wait for a few days before returning to his tomb, infuriated if the PCs have released his prisoners and robbed him blind. At this point, Vordakai can become a recurring villain in your campaign!

VORDAKAI CREATURE 12

UNIQUE NE LARGE UNDEAD

Male cyclops atrophied lich (*Pathfinder Bestiary* 220)

Perception +23; darkvision, *true seeing*

Languages Cyclops, Daemonic, Jotun, Necril

Skills Abaddon Lore +27, Acrobatics +20, Arcana +25, Athletics +21, Crafting +23, Deception +21, Intimidation +21, Occultism +25, Religion +25

Str +5, **Dex** +4, **Con** +5, **Int** +7, **Wis** +5, **Cha** +5

Items *Oculus of Abaddon*, spellbook (*Eclipsed Incantations*)

AC 33; **Fort** +23, **Ref** +20, **Will** +25, +1 status to all saves vs. positive

HP 200, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, physical 10 (except magical bludgeoning)

Atrophied Lich Sometimes, a lich that remains immobile and insensible for extended periods of time—as Vordakai did after he was imprisoned in his tomb just prior to Earthfall 10,000 years ago—can become atrophied. The exact effects of atrophy vary from lich to lich but always result in a reduction of spellcasting power and damage to their soul cage link.

In Vordakai's case, he has forgotten much arcane lore and lost a significant amount of his spellcasting ability. At the height of his power, he was a 20th-level wizard, but today, his power has reduced to that of a 12th-level wizard. More troubling to the lich is the fact that he can no longer use a soul cage to rejuvenate—if Vordakai is destroyed, he crumbles to dust, forever dead. Given time, Vordakai could recover his power and regain his rejuvenation ability, but it's unlikely the PCs will give him that chance, as it would take the lich several years to undo the ravages of centuries.

Counterspell ↷ **Trigger** A creature casts a spell Vordakai has prepared. **Effect** Vordakai expends a prepared spell to counter the triggering creature's casting of that same spell. He loses its spell slot as if he had cast the triggering spell. He then attempts to counteract the triggering spell.

Flash of Insight ◈ (divination, occult, fortune) **Frequency** once per day. **Trigger** Vordakai is about to roll a d20. **Effect** Vordakai peers into an occluded spectrum of possible futures. He gets a success (but not a critical success) without rolling.

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Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 29

Steady Spellcasting If a reaction would disrupt Vordakai's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

Speed 25 feet

Melee ❖ hand +24 (reach 10 feet, finesse, magical), **Damage** 4d8 negative plus paralyzing touch

Arcane Prepared Spells DC 35, attack +27; **6th** *dispel magic*, *dominate*, *vampiric exsanguination*; **5th** *dimension door*, *mind probe*, *tongues*; **4th** *dimension door*, *phantasmal killer*, *suggestion*; **3rd** *magic missile*, *mind reading*, *paralyze*; **2nd** *mirror image*, *resist energy*, *telekinetic maneuver*; **1st** *command*, *ray of enfeeblement*, *true strike*; **Cantrips (6th)** *chill touch*, *mage hand*, *read aura*, *shield*, *telekinetic projectile*

Rituals *create undead*, *imprisonment* (cannot currently cast), *planar binding*

Consume Memories ❖❖ (attack, arcane, enchantment, mental) Vordakai draws out a creature's memories and consumes them, learning bits and pieces of the world through the victim's thoughts. The lich makes a hand Strike against the target; if he hits, he deals 6d6 negative energy damage. The target must attempt a DC 32 Will save, after which it is temporarily immune to Consume Memories for 24 hours.

Critical Success The target takes no additional ill effects.

Success The target becomes stupefied 1 for 1 round.

Failure The target becomes stupefied 1 with an unlimited duration. Vordakai gains a +1 status bonus to all skill checks for 1 minute as a result of the consumed memories.

Critical Failure As failure, but the target is stupefied 2 with an unlimited duration. In addition, Vordakai can telepathically learn one specific bit of secret information known by the victim, subject to the GM's discretion.

Drain Oculus ◆ **Frequency** once per day; **Effect** Vordakai taps into the *Oculus of Abaddon*'s power to cast any arcane spell up to 6th level, even if the spell being cast is not one of his prepared spells.

Familiar Vordakai's familiar, Horagnamon, is on page 254.

Paralyzing Touch (arcane, curse, incapacitation, necromancy) DC 32; as lich.

ECLIPSED INCANTATIONS (VORDAKAI'S SPELLBOOK)

Vordakai keeps his spells in a massive ironbound tome called *Eclipsed Incantations* (Bulk 3). His known spells once spanned several books, but today, *Eclipsed Incantations* is the only survivor. It contains all of the spells Vordakai currently has prepared, along with the following 12 additional spells: *banishment*, *bind undead*, *clairvoyance*, *confusion*, *eclipse burst*, *hypnotic pattern*, *knock*, *lock*, *nightmare*, *shrink item*, *unseen servant*, and *water breathing*.

Eclipsed Incantations includes the rituals *create undead* and *planar binding* (both of which Vordakai can still perform), and also *imprisonment*. The latter ritual takes up the bulk of the book's second half, and since it's an 8th-level ritual, the cyclops lich has lost the ability to perform it due to his atrophied state.

Feel free to add any additional spells or rituals to this spellbook as you desire in order to provide specific rewards for the PCs.



VORDAKAI

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MEGALOCEROS ANTLERS

The antlers of a megaloceros are among the most impressive animal trophies, known to fetch a fair price among collectors, particularly those who live far from regions where these majestic elk live. A set of megaloceros antlers in collectible condition can fetch prices of 20 gp, but as with all animal trophies, peddling in such wares can attract the attention of angry druids, vengeful rangers, or outraged naturalists.

ANIMALS

A diverse array of animals are found in the Stolen Lands, from small, harmless creatures like squirrels and rabbits to larger fauna such as deer, bears, and boars—or the animals presented below.

ELK

Powerful and swift land mammals, elk range throughout the Stolen Lands.

ELK

Elk are exceptionally adaptable survivors. Most breeds stand between 3 and 5 feet tall and weigh between 350 and 550 pounds.

ELK **CREATURE 1**

N MEDIUM ANIMAL

Perception +7, low-light vision, scent (imprecise) 30 feet
Skills Athletics +7, Survival +5
Str +4, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +9, **Ref** +7, **Will** +5
HP 20
Buck ↷ DC 17

Speed 40 feet
Melee ❖ antlers +7, **Damage** 1d8+4 piercing
Melee ❖ hoof +7, **Damage** 1d4+4 bludgeoning
Startled Charge ❖❖ **Requirement** First round of combat; **Effect** The startled elk Strides twice and then makes a hoof Strike. If the Strike hits, the elk deals an additional 1d4 bludgeoning damage.

MEGALOCEROS

Similar in form to the elk but far superior in size is the megaloceros. The average male is a towering creature with antlers that alone weigh nearly 100 pounds. These antlers are enormous and can be wider than their bodies are long. Megaloceroses stand up to 9 feet tall, weighing 1,500 pounds and with antlers growing over 12 feet wide.

MEGALOCEROS **CREATURE 4**

UNCOMMON N LARGE ANIMAL

Perception +10, low-light vision, scent (imprecise) 30 feet
Skills Athletics +13, Survival +10
Str +5, **Dex** +3, **Con** +5, **Int** –4, **Wis** +2, **Cha** +0

AC 21, **Fort** +13, **Ref** +11, **Will** +8
HP 58
Buck ↷ DC 21

Speed 50 feet
Melee ❖ antlers +13 (deadly d8), **Damage** 2d6+7 piercing
Melee ❖ hoof +13 (agile), **Damage** 2d4+7 bludgeoning
Furious Charge ❖❖ The megaloceros Strides twice and then makes a hoof Strike. If the Strike hits, it deals an additional 2d4 bludgeoning damage.



MEGALOCEROS

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THYLACINE

The thylacine is a marsupial carnivore. This nocturnal predator typically hunts alone, only occasionally forming small packs. Because of their odd appearance, thylacines have a far harsher reputation than they probably should, playing a sort of bogeyman role in farming communities.

THYLACINE

A thylacine can be easily mistaken for a dog or jackal, but the defining stripes on their gold-hued backs and unusually wide gaping jaws negate this perception in close encounters. A thylacine is quite vocal, and uses a combination of growls, hisses, and gaping threat-yawns when threatened.

An adult thylacine stands 2 feet tall at the shoulder, is 4 feet long (not counting an additional 2 feet of tail) and weighs roughly 50 pounds.

THYLACINE — CREATURE 0

UNCOMMON | N | SMALL | ANIMAL

Perception +4, low-light vision, scent (imprecise) 30 feet
Skills Athletics +5, Intimidation +4, Stealth +6, Survival +4
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

AC 16; **Fort** +6, **Ref** +8, **Will** +4
HP 16

Speed 25 feet
Melee ❖ jaws +7 (deadly 1d6), **Damage** 1d4+3 piercing
Hunting Cry ❖ (auditory, emotion, mental) The thylacine growls, hisses, and bares its jaws in a frightening manner as it attempts to Demoralize a creature. It gains a +2 circumstance bonus to this Intimidation check, and the attempt is not penalized if the target can't understand the thylacine.

BRUSH THYLACINE

These ferociously territorial thylacines often attack creatures without provocation, and they are prone to leaving barely eaten carcasses strewn about their territories as additional markers of their dominance.

BRUSH THYLACINE — CREATURE 2

UNCOMMON | N | SMALL | ANIMAL

Perception +8, low-light vision, scent (imprecise) 30 feet
Skills Athletics +8, Intimidation +6, Stealth +8, Survival +6
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 18; **Fort** +9, **Ref** +10, **Will** +6
HP 30

Speed 25 feet
Melee ❖ jaws +10 (deadly 1d8), **Damage** 1d6+6 piercing
Hunting Cry ❖ (auditory, emotion, mental) As thylacine.
Pounce ❖ The brush thylacine Strides and makes a Strike at the end of that movement. If the brush thylacine began this action hidden, it remains hidden until after this ability's Strike.



THYLACINE

OTHER THYLACINES

In the Inner Sea region, thylacines are rare outside the Stolen Lands. However, much larger breeds of thylacines—some the size of horses or even larger—dwell in southern Arcadia and on the plains of central Casmaron.

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OTHER BANDERSNATCHES

The bandersnatch presented here is a creature that retains its ties to the First World, known to some scholars as primal bandersnatches. Bandersnatches who have dwelt on the Material Plane for longer periods can be less dangerous, although it's unheard of for a bandersnatch to weaken below 13th level. Just as surely, even more powerful bandersnatches lie in wait in the deepest reaches of the First World.

BANDERSNATCH

Bandersnatches are consummate hunters, and only the deadliest predators or the most cunning intelligent prey offer them sport. A bandersnatch resembles a tawny, six-legged, earless great cat, but with wickedly barbed quills running the length of its body and down to the tip of its long, flexible tail. It measures 40 feet in length plus another 10 feet of tail and weighs 12,000 pounds. Primal bandersnatches are among the most powerful of their kind, due to their ties to the First World.

PRIMAL BANDERSNATCH — CREATURE 19

RARE | N | GARGANTUAN | BEAST | TANE

Perception +33; darkvision, scent (precise) 120 feet

Skills Acrobatics +33, Athletics +37, Intimidation +36, Stealth +36, Survival +31

Str +10, **Dex** +6, **Con** +6, **Int** –4, **Wis** +6, **Cha** +6

AC 44; **Fort** +35, **Ref** +33, **Will** +31; +1 status to all saves vs. magic

Planar Acclimation The bandersnatch treats the plane it is on as its home plane.

HP 395, fast healing 15; **Immunities** confused; **Weakness** cold iron 15

Confusing Gaze (aura, emotion, enchantment, mental, primal) 30 feet. When a creature ends its turn in the aura, it must succeed at a DC 38 Will save or become confused for 1 round.

Quick Recovery The bandersnatch recovers with frightening speed. At the end of its turn, it reduces the value of one debilitating condition it suffers (with the exception of dying) by 1. If it's blinded, dazzled, deafened, fatigued, fleeing, or petrified, it can instead succeed at a DC 16 flat check to end one of these conditions of its choice; it can't use quick recovery on other conditions that lack values.

Attack of Opportunity ↷ Tail only.

Speed 50 feet, climb 20 feet

Melee ❖ jaws +37 (magical, reach 15 feet), **Damage** 4d12+18 piercing

Melee ❖ claw +37 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing

Melee ❖ tail +37 (deadly d12, magical, reach 20 feet), **Damage** 4d4+18 piercing plus pain

Ranged ❖ quill +33 (range increment 100 feet), **Damage** 4d4+18 piercing plus pain

Focus Gaze ❖ (emotion, enchantment, mental, primal) The bandersnatch fixes its gaze at a creature it can see within 30 feet. The target must immediately attempt a Will save against the bandersnatch's confusing gaze. After attempting the save, the creature is temporarily immune to a bandersnatch's Confusing Gaze gaze until the start of the bandersnatch's next turn.

Frumious Charge ❖❖ The bandersnatch Strides, ignoring difficult terrain, then makes two claw Strikes at the end of its movement.

Lash Out At the start of its turn, the bandersnatch gains an additional reaction that can be used only to attempt an Attack of Opportunity.

Pain A bandersnatch's quills create exceptionally painful wounds. The wounded creature must succeed at a DC 41 Fortitude save to resist becoming drained 1 (drained 2 on a critical failure) by this pain. Further bandersnatch Strikes that cause pain increase the amount of drain by 1 for each failed save to a maximum of drained 4.

Relentless Tracker The bandersnatch can Track while moving at its full speed.



PRIMAL BANDERSNATCH

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BLOOM OF LAMASHTU

A thick, green stalk with spiraling rows of thorns stands at the center of this enormous flowering plant. Each flower has a growing seed pod at its center, surrounded by vibrant petals in a wide variety of colors. Crafted after consecutive seasons of experimentation, prayer, and ritual, the bloom of Lamashtu is the triumph of the cultist Darivan and his Cult of the Bloom. The fiendish plant aids their effort to infect the humanoid population of the Stolen Lands and replace them with monstrous predators. While the Bloom of Lamashtu is intelligent and is capable of understanding Abyssal, it has very little interest in anything other than spreading its curse.

Cultivated to spread misery and violence, the bloom is quietly malevolent, growing its seeds as rapidly as it can. It is 12 feet tall and weighs 600 pounds.

BLOOM OF LAMASHTU CREATURE 10

UNIQUE | CE | LARGE | FIEND | PLANT

Perception +21; low-light vision, tremorsense (precise) 30 feet
Languages Abyssal (cannot speak any language)
Skills Athletics +21, Stealth +18 (+22 in wooded or underground areas)

Str +7, **Dex** +2, **Con** +5, **Int** +0, **Wis** +5, **Cha** +3

AC 27; **Fort** +21, **Ref** +16, **Will** +19

HP 210; regeneration 30 (deactivated by fire or good); **Immunities** acid, curses; **Resistances** bludgeoning 10, piercing 10; **Weaknesses** good 10, slashing 10

Defensive Burst ↻ **Trigger** The bloom takes slashing damage. **Effect** The bloom of Lamashtu sprays a gout of acid against an adjacent creature, inflicting 9d6 acid damage (DC 26 basic Reflex save). The bloom can't use Defensive Burst for 1d4 rounds.

Speed 5 feet

Melee ❖ thorny vine +23 (reach 15 feet), **Damage** 2d8+10 slashing plus 2d6 poison

Ranged ❖ thorn +19 (range 50 feet), **Damage** 2d6 piercing plus 1d6 poison

Bloom Curse (curse, primal, transmutation) A living creature is exposed to the bloom curse if it eats any portion of a bloom of Lamashtu, fails a save against the bloom's seed pod, or is critically hit by the bloom's thorny vine Strike. Unlike the bloom curse contracted from secondary sources (as detailed in Chapter 5), there is no onset time for this version of the curse, and the creature spawned by the victim's death may be much more powerful and is always chaotic evil.

Saving Throw DC 29 Fortitude; **Stage 1** no ill effects (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and 2d6 poison damage (8 hours); **Stage 4** unconscious and 4d6 poison damage (10 minutes); **Stage 5** death; **Special** A creature that dies from the bloom curse explodes in a blast of First World foliage and releases a monster into the world. This creature is a chaotic evil low-intelligence beast or dragon (chosen by the GM) of the same level as the dead creature.

Spew Seed Pod ❖❖ (conjuration, poison, primal) The bloom of Lamashtu's central stalk disgorges a pulsing seed pod from its flower, spitting it at a range of up to 60 feet and creating a 20-foot burst when the seed pod explodes into a spray of supernatural acidic poison. All creatures in this area must attempt a DC 29 Reflex save. The bloom of Lamashtu can't Spew Seed Pod for 1d4 rounds.

Critical Success The creature is unaffected.

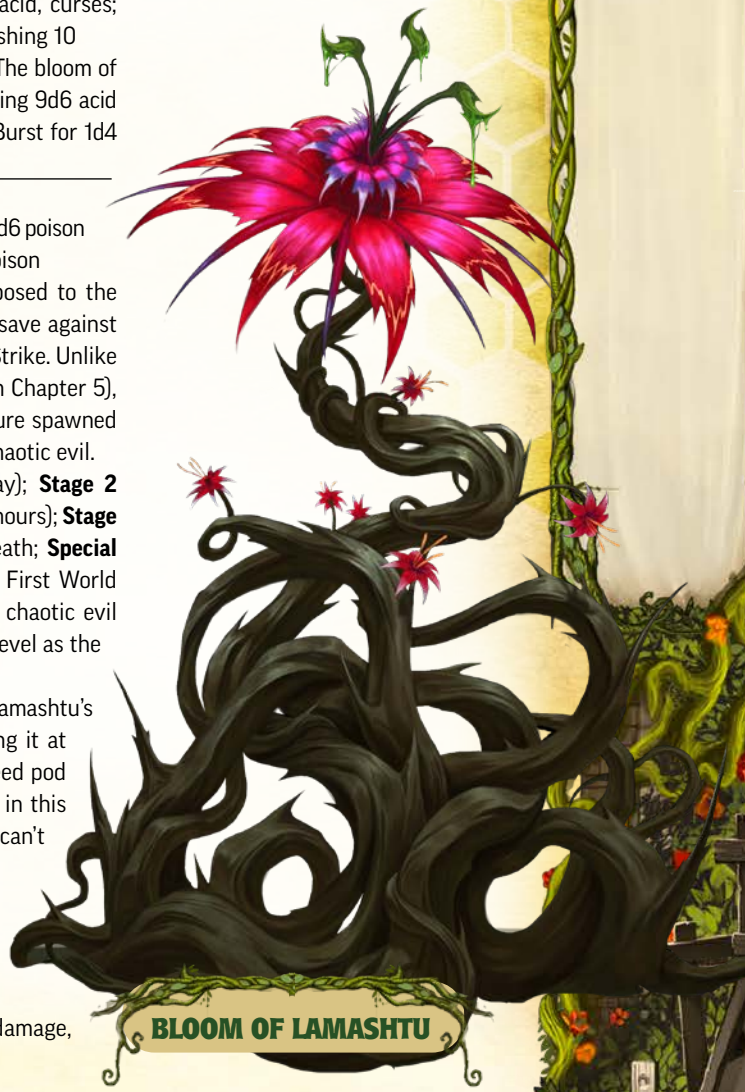
Success The creature takes 3d6 acid damage and 3d6 poison damage.

Failure The creature takes 5d6 acid damage and 5d6 poison damage and is exposed to the bloom curse.

Critical Failure As failure, but 10d6 acid damage and 10d6 poison damage, plus knocked prone by the force of the blast.

FIENDISH GENESIS

During this campaign, there is but one bloom of Lamashtu, as the cult's attempts to cultivate more of them have so far been failures. At your option, more of these fiendish plants could well sprout from the bodies of their victims in time, or they might even already exist in some overgrown corner of the Abyss. In this case, the bloom of Lamashtu becomes Rare rather than Unique.



BLOOM OF LAMASHTU

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FREED FETCHES

If a fetch replaces its source by slaying them and taking their place in society, it can become a freed fetch. These are unique entities and should be hand-crafted as needed. All fetches begin their lives chaotic evil, but once they claim their place in the cycle of souls, they can (albeit rarely) find redemption. Fetches created by powerful entities after the source soul has moved on to be judged (including all fetches in Kingmaker) can never become freed, for they exist only at the whim of their creator.

FETCH

A fetch is a twisted, deviant simulacrum of a humanoid creature that exists or existed at one point on the Material Plane. Rumors of fetches that are reflections of entities from other planes persist, but none of these tales speak of fetches that duplicate anything other than a sapient source. A fetch can manifest spontaneously when a powerful creature undergoes a significant emotional event or dies, either while on the First World or while in an area significantly influenced by the First World, but one can also be created by significant forces like the Eldest in order to torment and vex those who have annoyed them. While a fetch manifests from a soul's "reflection," and as such bears a striking resemblance to that creature's appearance in life, a fetch has no true memories of its own. It keeps fragments of false remembrances from its source as if it experienced them in a half-remembered dream—which ensure the fetch is enraged by and jealous of its source.

A fetch is similar in appearance to the creature whose soul spawned it, save that it often displays fey-like features such as pointed ears, plantlike elements, or supernatural grace. A fetch who seeks to impersonate a still-living source must disguise these features, and takes care to manifest its fetch weapon as one known to be wielded by its target.

When a fetch dies, it and its manifested items fades away into a bloom of plant life, its soul instantly recycled into the First World, leaving behind a patch of weeds and thorny flowers roughly in the shape they held in mockery while alive.



FETCH

FETCH STALKER

Fetch stalkers form from the souls of Medium or Small fey or humanoids (Small fetch stalkers have the same statistics as Medium ones.)

FETCH STALKER **CREATURE 18**

RARE | CE | MEDIUM | FEY | PLANT

Perception +30, darkvision

Languages Common, Sylvan; *tongues*

Skills Acrobatics +32, Athletics +32, Deception +36, Intimidation +34, Nature +33, Society +31, Stealth +34, Thievery +31

Str +6, **Dex** +6, **Con** +9, **Int** +4, **Wis** +6, **Cha** +8

AC 42; **Fort** +35, **Ref** +30, **Will** +28; +1 status to all saves vs. magic

HP 350, regeneration 40 (deactivated by fire or negative); **Weaknesses** cold iron 15, negative 15

Speed 35 feet, *air walk*

Melee ❖ fetch weapon +35 (agile, magic, versatile B, P); **Damage** 3d8+14 slashing plus 2d6 mental

Primal Innate Spells DC 40, attack +32; **9th** *disjunction*; **8th** *illusory creature*; **7th** *plane shift* (to or from the First World only); **3rd** *illusory disguise* (at will); **Cantrips (9th)** *produce flame*, *read aura*; **Constant (9th)** *air walk*, *tongues*

Manifest Fetch Weapon ❖ (conjuration, primal) **Trigger** The fetch starts its turn; **Effect** A fetch weapon manifests in the fetch's hand. As soon as a fetch weapon is no longer wielded by a fetch, it vanishes. The fetch chooses the type of weapon it manifests, but it does not gain any of that weapon's standard weapon traits, instead using the traits listed above in the fetch weapon Strike.

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FETCH BEHEMOTH

A fetch behemoth is much larger than a stalker, and forms from the soul of a Large fey or humanoid.

FETCH BEHEMOTH — CREATURE 20

RARE CE LARGE FEY PLANT

Perception +36, darkvision

Languages Common, Sylvan; *tongues*

Skills Acrobatics +36, Athletics +39, Deception +39, Intimidation +39, Nature +32, Society +30, Stealth +36

Str +10, **Dex** +6, **Con** +9, **Int** +2, **Wis** +8, **Cha** +8

AC 44; **Fort** +37, **Ref** +32, **Will** +34; +1 status to all saves vs. magic

HP 460, regeneration 45 (deactivated by fire or negative); **Weaknesses** cold iron 20, negative 20

Catch Rock ↷

Speed 35 feet, *air walk*

Melee ❖ fist +38 (magic, reach 10 feet); **Damage** 4d6+18 bludgeoning plus 4d6 mental

Ranged ❖ rock +38 (brutal, range increment 120 feet); **Damage** 4d4+18 bludgeoning

Primal Innate Spells DC 42; **10th** *cataclysm*; **9th** *disjunction*; **8th** *earthquake*; **7th** *plane shift* (to or from the First World only); **Constant (9th)** *air walk*, *tongues*

Throw Rock ❖

RISEN FETCH

Echoes of the corrupted soul of the undead can be used to spawn a fetch as well. A risen fetch appears more as its source did in life than as an undead.

RISEN FETCH — CREATURE 22

RARE CE LARGE FEY PLANT

Perception +38, darkvision, *true seeing*

Languages Common, Sylvan; *tongues*

Skills Acrobatics +38, Athletics +40, Deception +42, Intimidation +42, Nature +38, Occultism +42, Society +38, Stealth +36

Str +8, **Dex** +6, **Con** +10, **Int** +8, **Wis** +6, **Cha** +10

AC 48; **Fort** +38, **Ref** +34, **Will** +34; +1 status to all saves vs. magic

HP 470, regeneration 50 (deactivated by fire or negative); **Weaknesses** cold iron 20, negative 20

Speed 35 feet, *air walk*

Melee ❖ fetch weapon +41 (agile, magic, versatile B, P); **Damage** 4d8+18 slashing plus 4d6 mental

Occult Innate Spells DC 45, attack +37; **10th** *alter reality*; **9th** *duplicate foe, overwhelming presence, telepathic demand, weird*; **8th** *duplicate foe, spirit song, suggestion*; **7th** *duplicate foe, plane shift* (to or from the First World only); **3rd** *illusory disguise* (at will); **Cantrips (10th)** *read aura, telekinetic projectile*; **Constant (9th)** *air walk*, *tongues, true seeing*

Duplicate Victim ↷ (conjuration, occult) **Trigger** The risen fetch critically hits a humanoid target with a fetch weapon Strike and has a *duplicate foe* spell available; **Effect** The risen fetch casts *duplicate foe* on the target, who takes a –4 status penalty on the saving throw to resist.

Manifest Fetch Weapon ❖ (conjuration, primal) As fetch stalker.

Steady Spellcasting If a reaction would disrupt the risen fetch's spellcasting action, the risen fetch attempts a DC 15 flat check. On a success, the action isn't disrupted.

INVERSION OF UNDEATH?

Scholars have theorized that fetches are a sort of inversion of undead, in that their creation is linked to a living creature's soul—either forming when that soul has a powerful emotional event or manifesting alongside the creature's death. Yet unlike an undead creature, a fetch is its own being, not a corruption or transformation of another creature's soul. Fetches have souls themselves, yet since these souls are "borrowed" from energies underlying the First World, they have no capacity to gain in power once they are created. As such, fetches who live for any appreciable length of time grow increasingly frustrated with the stagnation of their personal growth, something of a curse that forces many to seek out increasingly dangerous risks. A fetch created from a still-living creature can, upon slaying its source, sometimes shed this limitation—in effect, taking the original's place in reality. This drives most fetch to seek out their source, murder them in secret, and try to replace them, yet unless the original was as depraved and twisted as they, such deceptions are inevitably laid bare when a fetch's evil nature becomes apparent.

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OTHER VILDERAVNS

The vilderavn heralds in Kingmaker serve the Lantern King, and are more powerful than others of their kind. The typical vilderavn is a 16th-level monster (see *Pathfinder Bestiary 3* 287 for details).



VILDERAVN HERALD

VILDERAVN HERALD

In its true form, a vilderavn herald is a human-sized raven. Its ability to assume a humanoid guise suits it to insinuate itself into the retinue of a mortal ruler or to travel without too much concern, but more often these deadly fey directly serve more powerful rulers, such as the Eldest.

VILDERAVN HERALD — CREATURE 19

RARE | NE | MEDIUM | FEY

Perception +35, greater darkvision; *true seeing*

Languages Aklo, Common, Infernal, Sylvan; *tongues*

Skills Acrobatics +34, Athletics +36, Deception +35, Intimidation +37, Heraldry Lore +33, Society +33, Stealth +36, Warfare Lore +33

Str +10, **Dex** +7, **Con** +6, **Int** +6, **Wis** +6, **Cha** +8

AC 44; **Fort** +31, **Ref** +36, **Will** +33

HP 375; **Immunities** curses, death effects, drained, fear; **Weaknesses** cold iron 20

Aura of Disquietude (aura, emotion, fear, mental) 30 feet, DC 35. As frightful presence, plus a creature frightened by the aura becomes suspicious: it doesn't count any other creature as its ally, and it can't Aid or flank. On a critical failure, the creature also can't be a willing target for harmless or helpful magic. The vilderavn can activate or deactivate this aura using a single action, which has the concentrate trait.

Attack of Opportunity ↻

Speed 40 feet, fly 120 feet

Melee ❖ greatsword +36 (magical, versatile P), **Damage** 4d12+16 slashing plus bloodbird

Melee ❖ jaws +36 (magical), **Damage** 4d8+16 piercing plus bloodbird

Melee ❖ talon +36 (agile, magical), **Damage** 4d8+16 slashing plus bloodbird

Occult Innate Spells DC 41; **8th** *ethereal jaunt*, *suggestion*; **5th** *crushing despair* (at will), *modify memory*, *outcast's curse* (at will), *suggestion* (at will); **Constant (6th)** *tongues*, *true seeing*

Bloodbird (curse, occult) A creature hit by a vilderavn's melee attack becomes cursed, taking 2d6 persistent bleed damage that's difficult to stanch: the DC to stop the bleeding using Administer First Aid is 35, and healing the creature to full HP doesn't automatically end the bleeding. Removing the curse ends the bleeding.

Change Shape ❖ (concentrate, occult, polymorph, transmutation) The vilderavn takes on the shape of a wolf or dire wolf, a wolf-raven hybrid, or its raven knight form: a Small or Medium humanoid in black full plate carrying a greatsword. The vilderavn can use its jaws attack only in a form that has a wolf's head, its talon attack only in a form that has raven talons, and its greatsword only in raven knight form.

Souleater (necromancy, occult) If the vilderavn kills a humanoid target with a critical hit using its jaws Strike, it rips out and devours the target's heart and soul as part of the attack. While the target is dead, the vilderavn can Change Shape into the target's form, gaining a +4 status bonus to Deception checks to impersonate the target. If magic would resurrect the creature, the caster must succeed at a DC 38 counteract check to extract the target's soul from the vilderavn; otherwise the spell fails.

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WHIMWYRM

Whimwyrms are unpredictable dragons native to the whimsically dangerous First World. While their coloration and appearance might evoke reactions of adoration, their moods shift quickly from one extreme to the other. Many who have assumed that their adorability and relatively small size equates to safety have met swift and grisly ends on a whimwyrm's fangs or magic.

A whimwyrm is a slender, sleek dragon, not much longer than seven feet from snout to tail, but its speed in combat is unnerving. When a whimwyrm attacks, be it with its fanged mouth or its long tail, it makes several quick, darting snaps or lashes at once. While stylistically, these attacks consist of multiple bites or lashings, they still resolve as a single Strike.

WHIMWYRM CREATURE 17

RARE | CN | MEDIUM | AIR | DRAGON

Perception +31, darkvision, fog vision, scent (imprecise) 30 feet

Languages Common, Draconic, Sylvan

Skills Acrobatics +34, Athletics +30, Deception +32, Intimidation +30, Nature +30, Performance +35, Stealth +34, Survival +29

Str +5, **Dex** +9, **Con** +6, **Int** +5, **Wis** +6, Cha +7

Fog Vision Fog and mist doesn't impair a whimwyrm's vision; it ignores the concealed condition from fog and mist.

AC 42; **Fort** +29, **Ref** +34, **Will** +29

HP 280; **Immunities** confused, controlled, paralyzed, petrified, unconscious; **Resistances** mental 15; **Weaknesses** cold iron 15

Attack of Opportunity ↷ Fangs only.

Speed 30 feet, fly 60 feet

Melee ❖ frenzied fangs +35 (finesse), **Damage** 3d12+12 piercing

Melee ❖ whiplashing tail +35 (agile, finesse, reach 10 feet), **Damage** 3d8+12 slashing

Arcane Innate Spells DC 38, attack +30; **9th** *cloudkill*, *duplicate foe*; **8th** *illusory scene*, *scintillating pattern*; **7th** *prismatic spray*, *warp mind*; **Cantrips (8th)** *dancing lights*, *ghost sound*, *message*, *telekinetic projectile*

Mind-Numbing Breath ❖❖ (arcane, enchantment, mental) The whimwyrm exhales a 40-foot cone of sparkling magenta mist. Creatures within the area must attempt a DC 38 Will save as their minds are overwhelmed by a sudden riot of false (and typically unpleasant) memories, taking 10d12 mental damage depending on their save. The whimwyrm can't use mind-numbing breath for 1d4 rounds.

- **Critical Success** The creature becomes outlined in sparkling dust, negating any invisibility it has in effect for 1 round and takes no damage.
- **Success** The creature takes half damage, and its invisibility is negated for 2 rounds.
- **Failure** The creature takes full damage, is dazzled for 1 minute, and its invisibility is negated for 1 minute.
- **Critical Failure** The creature takes double damage, is blinded for 1 round, dazzled for 1 minute, and its invisibility is negated for 1 minute.

Meddling Tail ↷ **Trigger** The whimwyrm damages a creature with its whiplashing tail Strike; **Effect** The whimwyrm can attempt to Disarm, Shove, or Trip the damaged creature.

INSULT CHALLENGES

When a whimwyrm's insults result in combat, it rolls Performance for initiative. A PC who engaged in the insults can roll Performance as well, and if they insulted the whimwyrm, it begins the combat stunned 1 as it sputters in indignation if the Performance check also exceeds the Whimwyrm's Will DC of 39.



WHIMWYRM

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THE HORNED KING

All fey of the wild hunt ultimately serve a legendary leader they refer to only as the Horned King. The Horned King's true nature is unknown, but its ability to command such powerful followers suggests that it is a fey on par with one of the Eldest (who themselves deny knowledge of such a creature's existence). The Horned King does not grant spells to clerics. When the Horned King calls, several wild hunts join into a legion and ride together against legendary opponents. This call is rare, however, and wild hunts are normally left to direct themselves or to serve other entities, such as the Lantern King.

WILD HUNT

Although some believe the wild hunt is nothing more than legend, the riders of the wild hunt are real. Countless members of these fey compose the wild hunt—the term "wild hunt" refers to the family of creatures as a whole as well as to individual groups of these fey who gather to pursue their quarry.

Wild hunt monarchs set the terms of each specific hunt, depending upon the prey and their own whims. The easier the prey, the more likely a monarch is to impose rules to make the hunt more entertaining, such as forbidding anyone but their hounds from injuring the quarry, or holding back their forces to give the target creature time to rest and recover.

While most missions come from rumors gathered by a wild hunt monarch, monarchs occasionally consider proposals from the few who are brave and knowledgeable enough to seek them out. They accept tasks only from sources they deem worthy, and the payments they demand for their services vary significantly, though they have no interest in material wealth. Wild hunt monarchs take grave offense at unfavorable deals. Those who attempt to cheat a monarch often become the enraged fey's next target.

WILD HUNT HOUND

Wild hunt hounds are intelligent hunters and expert trackers that take the lead against elusive prey. Left to their own devices, they seek out creatures that are notoriously difficult to track. They are always surrounded with green mist composed of fragments of the spirits of the wild hunt's victims, a mystic fog that forms itself into a spectral pack to fight at its side.



WILD HUNT HOUND

WILD HUNT HOUND — CREATURE 14

RARE | CN | MEDIUM | FEY | WILD HUNT

Perception +29, greater darkvision, greensight, scent (imprecise) 30 feet, *see invisibility*

Languages Common, Sylvan; *speak with animals*, *speak with plants*

Skills Acrobatics +24, Athletics +29, Stealth +26, Survival +27 (+29 when Tracking)

Str +7, **Dex** +4, **Con** +5, **Int** +1, **Wis** +5, **Cha** +4

Greensight The wild hunt hound ignores the concealed condition from leaves and other foliage.

Planar Acclimation The wild hunt hound treats the plane it is located on as its home plane.

Wild Hunt Link (aura, divination, magical) 500 feet. A wild hunt hound grants all other members of the wild hunt in the aura except wild hunt hounds the effects of its constant *see invisibility* innate spell.

AC 36; **Fort** +27, **Ref** +24, **Will** +25

HP 300; **Weaknesses** cold iron 15

Instinctive Cooperation The wild hunt hound automatically achieves a critical success on saving throws against effects created by other allied wild hunt creatures.

Wild Gaze (aura, enchantment, fear, incapacitation, mental, primal, visual) 30 feet. Those who meet the gaze of a wild hunt hound come face-to-face with the hunt's fearful power and find it difficult to act in the face of such a legendary legacy. When a creature ends its turn in the aura, it must succeed at a DC 31 Will save to resist becoming slowed 1 (slowed 2 on a critical failure). The wild hunt hound can deactivate or activate this aura by using a single action, which has the concentrate trait.

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Speed 50 feet
Melee ❖ jaws +29 (agile, magic), **Damage** 3d10+11 piercing plus Knockdown
Primal Innate Spells DC 34; **7th** *dispel magic*; **6th** *stone tell*; **5th** *locate* ×3; **Constant (7th)** *see invisibility*, *speak with animals*, *speak with plants*; **Cantrips (7th)** *detect magic*, *know direction*, *mage hand*
Focus Gaze ❖ (concentrate, enchantment, fear, incapacitation, mental, primal, visual) The wild hunt hound fixes its glare at a creature it can see within 30 feet. The target must immediately attempt a Will save against the wild hunt hound's wild gaze. If the creature was already slowed by the wild gaze before attempting its save, a failed save causes it to be paralyzed for 1 round. After attempting its save, the creature is temporarily immune to Focus Gaze from any wild hunt until the start of the wild hunt hound's next turn.
Summon Pack ❖❖ (aura, conjuration, primal) **Frequency** once per day; **Effect** With a howl, the wild hunt hound summons a fog that manifests into several misty hounds. These foggy hounds shift and race and howl in a 20-foot aura as long as the wild hunt hound Sustains the effect. While the hounds seem to be made of fog, their teeth are very real, and any creature that ends its turn in this aura takes 6d6 piercing damage from numerous bites (DC 31 basic Reflex save).

WILD HUNT HORSE

These steeds stand upon puffs of air, their grassy manes and tails swishing majestically in the wind. When they are not participating in a hunt, wild hunt horses enjoy constructing complicated courses through land and sky and racing each other for ever-changing stakes.

WILD HUNT HORSE CREATURE 15

RARE CN LARGE FEY WILD HUNT

Perception +29, greater darkvision, greensight, scent (imprecise) 30 feet
Languages Common, Sylvan; *speak with animals*, *speak with plants*
Skills Acrobatics +27, Athletics +31, Survival +29
Str +8, **Dex** +4, **Con** +6, **Int** –1, **Wis** +6, **Cha** +4
Greensight As wild hunt hound.
Planar Acclimation As wild hunt hound.
Wild Hunt Link (aura, divination, magical) As wild hunt hound, but grants a +10-foot status bonus to wild hunt creatures' Speed other than wild hunt horses.

AC 37; **Fort** +27, **Ref** +23, **Will** +29
HP 320; **Weaknesses** cold iron 15
Buck ↷ DC 36
Instinctive Cooperation As wild hunt hound.
Rider Synergy If the wild hunt horse has a wild hunt rider, damage done to the horse or rider from Strikes is split equally between the two.
Wild Gaze (aura, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound, but DC 33.

Speed 80 feet, fly 80 feet
Melee ❖ hoof +30 (agile, magic), **Damage** 3d10+12 bludgeoning plus 1d8 persistent bleed
Primal Innate Spells DC 36; **8th** *freedom of movement, tree stride* (self plus willing rider); **6th** *stone tell*; **Constant (8th)** *speak with animals*, *speak with plants*; **Cantrips (8th)** *know direction*, *mage hand*

WILD HUNT TRAIT

Creatures with the wild hunt trait are never below 14th level. They possess greater darkvision, greensight, planar acclimation, wild gaze, instinctive cooperation, weakness to cold iron, the ability to speak with plants and animals, and their own specific wild hunt link.



WILD HUNT HORSE

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SURVIVING THE HUNT

When one is marked by the wild hunt, there is often little that can be done to avoid their attention. Some stories give examples of fraught chases in which a hunted prey escapes the wild hunt through evasion and luck. The best way to simulate such an encounter is to use the chase rules that begin on page 156 of the *Pathfinder Gamemastery Guide*. If you do so, it should be a long chase with DCs appropriately high to challenge PCs of 15th or higher level—the wild hunt is not intended to be a challenge that lower level PCs can hope to survive against, after all!

Bewildering Hoofbeats ❖❖ (auditory, aura, emotion, enchantment, mental, primal) The wild hunt horse stamps its hooves and prances in place, creating the sound of hundreds of horses apparently approaching from all directions. Each creature within 60 feet must attempt a DC 33 Will save.

Critical Success The creature is unaffected and is temporarily immune to Bewildering Hoofbeats for 1 hour.

Success The creature is distracted by the sound. Until the start of the creature's next turn, if it attempts to use a reaction, it must succeed at a DC 5 flat check or the reaction is disrupted, wasted with no effect.

Failure The creature is bewildered by the sound, with the same effects as success except it is also confused for 1 round.

Critical Failure As failure, but the confusion effect persists for 1 minute or until the creature recovers by other means.

Deafening Cry ❖ (auditory, evocation, primal, sonic) The wild hunt horse gives out a thundering cry in a 15-foot cone. Creatures in the area take 16d6 sonic damage (DC 36 basic Fortitude save, plus deafened for 1 minute on a critical failure). The wild hunt horse can't use Deafening Cry again for 1d4 rounds.

Focus Gaze ❖ (concentrate, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound.

Trample ❖❖❖ Medium or smaller, hoof, DC 36.

WILD HUNT ARCHER

These lithe, androgynous humanoids have pointed ears, glowing green eyes, and hair that flows softly at all times as if in a gentle breeze. They are methodical hunters who fire their bows with uncanny accuracy. Since wild hunt archers tend to be slower on foot than most of their companions, they often rely on wild hunt horses to provide increased mobility. Rather than carrying normal arrows, they can produce arrows as needed from magical quivers—these quivers do not function in this manner for anyone other than wild hunt archers.



WILD HUNT ARCHER

WILD HUNT ARCHER CREATURE 16

RARE CN MEDIUM FEY WILD HUNT

Perception +30; greater darkvision, greensight, scent (imprecise) 30 feet, *true seeing*

Languages Aklo, Common, Sylvan; *speak with animals*, *speak with plants*

Skills Acrobatics +32, Athletics +30, Intimidation +32, Nature +27, Stealth +32, Survival +30

Str +6, **Dex** +8, **Con** +6, **Int** +3, **Wis** +6, **Cha** +6

Items *+2 resilient leather armor*, living bow

Greensight As wild hunt hound.

Planar Acclimation As wild hunt hound.

Wild Hunt Link (aura, divination, magical) As wild hunt hound, but grants wild hunt other than archers the ability to target concealed creatures with ranged Strikes without having to succeed at a DC 5 flat check.

AC 39; **Fort** +26, **Ref** +32, **Will** +28

HP 340; **Weaknesses** cold iron 15

Instinctive Cooperation As wild hunt hound.

Wild Gaze (aura, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound, but DC 34.

Speed 25 feet

Melee ❖ horns +30 (agile, magic), **Damage** 3d12+12 piercing

Ranged ❖ living bow +32 (deadly d10, magic, propulsive, range 100 feet, volley 30 feet), **Damage** 3d8+12 piercing plus 1d6 cold

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Primal Innate Spells DC 37, attack +29; **8th** *disintegrate*, *polar ray*; **7th** *cloudkill*, *eclipse burst*, *finger of death*, *vampiric touch* (×3), *wall of ice*; **6th** *stone tell*; **Constant (8th)** *speak with animals*, *speak with plants*; **Cantrips (8th)** *know direction*

Focus Gaze ❖ (concentrate, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound.

Infuse Arrow ❖❖❖ (magical) The wild hunt archer Casts a Spell with a range of touch and then makes a ranged Strike with their living bow. If they hit a creature with that Strike, that creature is also targeted by the spell's effects. If the Strike misses, the spell is wasted.

Alternatively, the wild hunt archer can Cast a Spell that affects an area and then make a ranged Strike with their living bow. If they hit a creature with that Strike, the spell takes effect centered on that creature, and the creature struck takes a –2 circumstance penalty to any save against the spell's effect. If the Strike misses, the spell is wasted.

Living Bow (primal, transmutation) The wild hunt archer carries a manifestation of their archery in the form of a living bow. This weapon functions as a *+2 greater striking frost composite longbow* as long as it is wielded by the wild hunt archer, but in any other creature's hands the living bow functions as a normal, nonmagic composite longbow. A wild hunt archer can manifest a replacement living bow if its previous one is lost or destroyed by performing a one-minute activity that has the concentrate trait. A living bow appears to be made of wood and constantly sprouts leaves that turn autumnal colors and drop away; it's bowstring is a glowing green line of energy. A wild hunt archer spontaneously generates arrows as needed from its quiver when using a living bow.

Seeking Shots The wild hunt archer's ranged Strikes and spells with ranged attack rolls ignore their target's concealed condition.

WILD HUNT SCOUT

These compact few have pointed ears, green eyes, and ram's horns. They relish the chance to seek revenge upon those who have wronged or insulted the wild hunt, but they tend to grow bored when the stakes aren't lethal.

WILD HUNT SCOUT — CREATURE 18

RARE | CN | MEDIUM | FEY | WILD HUNT

Perception +34, greater darkvision, greensight, scent (imprecise) 30 feet

Languages Aklo, Common, Sylvan; *speak with animals*, *speak with plants*

Skills Acrobatics +32, Athletics +33, Deception +32, Intimidation +32, Nature +29, Stealth +37, Survival +34

Str +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +8, **Cha** +6

Greensight As wild hunt hound.

Planar Acclimation As wild hunt hound.

Wild Hunt Link (aura, divination, magical) As wild hunt hound, but grants other wild hunt creatures the scout's deny advantage.

AC 42; **Fort** +28, **Ref** +30, **Will** +34

HP 380; **Weaknesses** cold iron 15

Instinctive Cooperation As wild hunt hound.

Wild Gaze (aura, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound, but DC 37.

Speed 40 feet

Melee ❖ crystal scimitar +35 (forceful, magic, sweep), **Damage** 3d6+17 slashing plus 2d6 force



WILD HUNT SCOUT

SERVING THE ELDEST

Some wild hunt bands serve specific members among the Eldest. These variant wild hunts always have the same abilities and statistics as those presented on these pages, but often bear minor physical changes to set them apart. For example, wild hunts that serve the Lantern King have eyes that shine with fiery light, as if a flickering lantern flame burned deep within their skulls.

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OTHER WILD HUNTS

The agents of the wild hunt presented here represent typical wild hunts, but rumors persist of other, much rarer fey of the wild hunt. Stories of shape-shifting wild hunt infiltrators, wild hunt trappers capable of transforming the terrain into hazards, and wild hunt warlords who stand taller than any other member of the wild hunt persist on certain remote worlds.



WILD HUNT MONARCH

Ranged ❖ emerald beam +34 (range 40 feet), **Damage** befuddle

Primal Innate Spells DC 40, attack +32; **9th** *magic missile*, *unfettered pack*; **8th** *disappearance, wind walk*; **7th** *magic missile*, *plane shift*; **6th** *stone tell*; **5th** *dimension door* (×3), *magic missile*; **Constant (9th)** *pass without trace*, *speak with animals*, *speak with plants*, *true seeing*; **Cantrips (9th)** *know direction*

Befuddle (enchantment, mental, primal) A wild hunt scout can emit a beam of emerald light from their crystal shard to attempt an emerald beam ranged Strike. If the beam hits, it inflicts no damage (nor does it inflict precision damage from a sneak attack), but it overstimulates the target's mind, causing them to become dazzled and flat-footed for 1 round. On a critical hit, the target is also blinded for 1 round.

Focus Gaze ❖ (concentrate, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound.

Forceful Focus ❖❖❖ (concentrate) **Requirement** The wild hunt scout cast *magic missile* the previous round. **Effect** The wild hunt scout focuses on their mastery of force, standing still as they become swathed in pulsing emerald light. Any *magic missile* innate spells they have cast that day are restored, allowing them to be cast again. Until the end of their next turn, any creature that takes force damage from the wild hunt scout must succeed at a DC 40 Fortitude save or be stunned 1 (stunned 3 on a critical failure). The wild hunt scout can't use forceful focus for 1 hour.

Manifest Crystals ❖ A wild hunt scout can manifest a *+2 greater striking scimitar* made of crystalized force or a fist-sized shard of the same in her hands. These objects vanish upon the wild hunt scout's death, or as soon as they no longer possess the items.

Deny Advantage A wild hunt scout isn't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of their level or lower using surprise attack. However, they can still help their allies flank.

Sneak Attack A wild hunt scout's Strikes deal 3d6 extra precision damage to flat-footed creatures.

WILD HUNT MONARCH

Each wild hunt follows a wild hunt monarch, who travels between the realm of the fey and the Material Plane in search of new quarry. These limber and regal humanoids have elk antlers, long pointed ears, flowing white hair, and luminescent green eyes.

WILD HUNT MONARCH — CREATURE 20

RARE | CN | MEDIUM | FEY | WILD HUNT

Perception +35, greater darkvision, greensight, scent (imprecise) 30 feet

Languages Aklo, Common, Draconic, Sylvan; *speak with animals*, *speak with plants*

Skills Acrobatics +34, Athletics +38, Diplomacy +36, Intimidation +40, Nature +36, Perform +36, Stealth +37, Survival +37

Str +10, **Dex** +6, **Con** +7, **Int** +6, **Wis** +7, **Cha** +10

Items *monarch's glaive*, monarch's horn

Greensight As wild hunt hound, but also allows the wild hunt monarch to see through mist and fog.

Planar Acclimation As wild hunt hound.

Wild Hunt Link (aura, divination, magical)1 mile. As wild hunt hound, but increases the range of wild hunt link to affect all wild hunt members within a mile. Other wild hunt creatures in this link who end their turn within 60 feet of a wild hunt monarch gain regeneration 50 until the end of their next turn; this regeneration

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can only be deactivated by forcing the wild hunt out of the 60-foot aura or by killing the wild hunt monarch.

AC 46; **Fort** +33, **Ref** +32, **Will** +35

HP 450; **Weaknesses** cold iron 20

Attack of Opportunity ↻

Instinctive Cooperation As wild hunt hound.

Wild Gaze (aura, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound, but DC 39.

Speed 40 feet

Melee ❖ *glaive* +38 (deadly d8, forceful, magic, reach), **Damage** 4d8+20 slashing plus 1d6 sonic and 1d6 bleed

Melee ❖ horns +38 (agile, magic), **Damage** 4d8+20 piercing plus brutal gore

Primal Innate Spells DC 40, attack +32; **10th** *primal phenomenon*; **9th** *dispel magic*, *dominate, finger of death*; **8th** *charm, suggestion, wind walk*; **7th** *hallucinatory terrain, plane shift, veil*; **6th** *stone tell*; **Constant (10th)** *speak with animals*, *speak with plants*; **Cantrips (10th)** *electric arc*, *ghost sound*, *know direction, produce flame*

Rituals DC 44; *control weather*, *primal call* (creatures with the wild hunt trait only)

Brutal Gore A creature critically hit by a monarch's horns strike is stunned 1.

Call Glaive ❖ or ❖❖❖ (conjuration, primal, teleportation) The wild hunt monarch wields a magic weapon known as a *monarch's glaive*. This weapon functions as a *+3 major striking greater thundering wounding glaive* in the monarch's hands only. The monarch can call their glaive to their hands using this action, transporting it across any distance. If their glaive is destroyed, the monarch can create a new one by using Call Glaive as a three-action activity that gains the manipulate trait.

Call to the Hunt ❖❖❖ (conjuration, manipulate, primal, teleportation) **Frequency** once per day; **Effect** The wild hunt monarch blows their monarch's horn, causing two wild hunt scouts or four wild hunt archers part of the monarch's wild hunt link and no more than 1 mile from the monarch's location to appear as the monarch chooses at any point within 30 feet. They act immediately before the wild hunt monarch in initiative starting on the next round.

Focus Gaze ❖ (concentrate, enchantment, fear, incapacitation, mental, primal, visual) As wild hunt hound.

Wild Reincarnation ↻ (necromancy, primal) **Trigger** The wild hunt monarch kills an adjacent non-fey creature. **Effect** The wild hunt monarch attempts to reincarnate the creature as a fey. The slain creature must attempt a DC 42 Fortitude save, and it takes a –2 status penalty to this save if it was under any enchantment effect placed by the monarch when it died.

Critical Success The creature is instead restored to life as if via *raise dead* (heightened to 10th level), and it is permanently immune to Wild Reincarnation from that wild hunt monarch.

Success The creature is not reincarnated and remains dead.

Failure The creature is temporarily reincarnated as a fey creature of the monarch's choice. The new fey must be of a level equal to or less than the dead creature's level, and it functions in all ways as that fey creature; it retains none of the abilities and only scatterings of the memories or personality of the reincarnated character, and it follows the commands and orders of the wild hunt monarch. After 1 minute, the reincarnated fey dies and its body reverts back to its original corpse, which can then be restored to life normally.

Critical Failure As failure, but the reincarnated fey remains alive until slain; a *miracle*, *wish* or similarly powerful spell or effect can reverse the reincarnation as well.



ERASTIL

Those who lack understanding or religious backgrounds sometimes mistake representations of the wild hunt as depictions of the god Erastil, but Erastil and his church have long fought against the capricious, often destructive effects the wild hunt can have on rural societies. Some believe that Erastil was the first Horned Lord in an ancient time, and that his heart and conscience caused him to step away from the role, leaving behind a son to take up that position; these beliefs are regarded as blasphemy by the church itself. Certainly, those who claim to worship Erastil in this light do not count any actual clerics among their number.

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QUEST INDEX

During the course of the *Kingmaker Adventure Path*, the PCs have the opportunity to engage in dozens of quests during the course of their main goals of building a kingdom and, eventually, opposing the supernatural machinations of the First World. The following indexes list all of these other quests, alphabetically by name, and includes a short description of each along with the page on which the quest is presented.

A FLYING OWLBEAR PAGE 545
Bring a local taxidermist a flying owlbear's carcass.

A HEROIC CHALLENGE PAGE 425
Slay the legendary dragon Ilthuliak.

A LADY'S DESIRE PAGE 515
Find a specific piece of fine elven artistry for a local noble.

A MISSING BROTHER PAGE 521
Track down the fate of Edrist Hanvaki's missing brother.

A MISSING PROFESSOR PAGE 527
Find a scholar who went missing in the Stolen Lands.

BLACK RATTLECAPS PAGE 76
Gather tea ingredients for the Old Beldame.

BOG MUMMY TERROR PAGE 533
Destroy the bog mummies that have locals so frightened.

CATCHING A CHEAT PAGE 523
Expose a cheater at the Rushlight Tournament.

CHASING THE WIND PAGE 535
Deliver a wild horse to a local aristocrat.

DAVIK'S REVENGE PAGE 67
Show Davik Nettles that the Stag Lord has been slain.

DEFEAT THE BLACK TEARS PAGE 33
Aid Lady Jamandi in defeating the Black Tears.

DRAGONFLY CLOAK PAGE 99
Track down a set of giant dragonfly wings for a cleric of Erastil.

DRUNKEN HEROES PAGE 542
Win a competition while drunk on "Bixen's Berry Best."

EVINDRA'S SHAWL PAGE 365
Return Evindra's stolen shawl.

FATE OF VARNHOLD PAGE 253
Discover what happened to Varnhold.

FIND FALGRIM PAGE 54
Track down a man named Falgrim.

FORGOTTEN HISTORY PAGE 529
Discover clues about the occult history of ancient Iobarian cyclops culture.

GARUUM'S REVENGE PAGE 64
Help Garuum get revenge on his previous leader, Sepoko.

GATHERING FANGBERRIES PAGE 55
Gather potion ingredients for Bokken.

HUNTING THE BEAST PAGE 209
Save your kingdom from a giant owlbear.

I SWEAR I'M SOBER! PAGE 513
Kill a mysterious and elusive forest monster.

KISANDRA'S PLEA PAGE 299
Remove Baron Drelev from power and save Kisandra's father and sister.

MELIANSE'S TREES PAGE 72
Help the dryad Melianse replace some trees.

MMMMMMM... EELS! PAGE 81
Gather meal ingredients for Beven Armaki.

NUMERIAN TRADE PAGE 113
Build a road to Numeria.

OLEG'S TROPHY PAGE 53
Get Oleg a tatzlwyrm trophy.

RADISH SOUP PAGE 53
Gather soup ingredients for Svetlana.

RESCUING XAMANTHE PAGE 269
Rescue the missing centaur Xamanthe.

SAVE THE BOG STRIDER PAGE 101
Rescue a missing bog strider from the village of M'botuu.

SEPOKO'S VENGEANCE PAGE 159
Help Sepoko get revenge on the monster that mind-controlled him.

SKYBOLT PAGE 267
Return an ancestral treasure to the Nomen Centaurs.

STRANGE VEGETATION PAGE 539
Remove the strange aura or curse that infuses Whiterose Hill's vegetation.

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SVETLANA'S RING PAGE 53
Get Svetlana's wedding ring back from the bandits.

THAT DAMN TURTLE! PAGE 511
Kill or drive off a dangerous giant turtle.

THE EATER OF KINGS PAGE 110
Kill the legendary monster known as the "Eater of Kings."

THE GHOST STONE WAR PAGE 93
Reclaim the Ghost Stone's territory from otherworldly invaders.

THE HOUTEN LEGACY PAGE 425
Build a theater and four monuments to honor a local aristocrat.

THE MAMMOTH'S SHAME PAGE 114
Kill the linnorms that have moved into a mammoth graveyard.

THE MISSING DIVA PAGE 378
Find and rescue a missing actress.

THE NOMEN PROBLEM PAGE 90
Either drive off the Nomen centaurs or forge an alliance with them.

THE OMELET KING PAGE 525
Gather omelet ingredients for a local chef.

THE RUSHLIGHT CHAMPION PAGE 338
Win the Rushlight Tournament.

THE PIXIE'S SISTERS PAGE 429
Rescue several pixies from captivity.

THE POISON PLOT PAGE 355
Investigate Whiterose for rumors of a poison-spewing danger.

THE SACRED STATUE PAGE 123
Find and return a stolen statue sacred to the Sootscale kobolds.

THE STAG LORD PAGE 164
Slay the Stag Lord.

TROLL SLAYING PAGE 201
Defeat the trolls who follow Hargulka.

TOMB TREASURE PAGE 75
Claim the treasure indicated on a mysterious map.

VARNHOLD'S TREASURE PAGE 258
Recover the stolen belongings of Varnhold's citizens.

VISION OF THE ELK PAGE 55
Find a lost temple of Erastil and help cleanse it.



THE OMELET KING

WANTED: BANDITS PAGE 54
Defeat several bandits in the Stolen Lands.

WANTED: FLAME DRAKE PAGE 85
Defeat the "dragon" that's been terrorizing local lumberjacks.

WANTED: HOWL-OF-THE-NORTH-WIND PAGE 74
Kill a notorious warg.

WANTED: KOBOLDS PAGE 54
Take care of the Sootscale kobolds.

WANTED: MANTICORE PAGE 85
Gather manticore tail spikes for an eccentric poet.

WANTED: SHAMBLESAP PAGE 70
Gather alchemy ingredients for local alchemists.

WANTED: SLUG SPIT PAGE 103
Gather metal-etching acid ingredients for a local alchemist.

WANTED: SPEARTOOTH PAGE 104
Kill a notorious saber-toothed tiger.

WANTED: SPIDERSILK PAGE 87
Gather ogre spider silk for local weaver Chamaie Lerian.

WANTED: TUSKGUTTER PAGE 54
Kill a dangerous wild boar.

WRATH OF THE SCYTHE TREE PAGE 79
Kill a sadistic and evil scythe tree.

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All of what follows is true.



I was having a picnic that first day of Spring when a pesky crow flew down and stole my spoon.



The nasty bird flew into the trees and then through a gate, but I followed with haste.



He flew over a swirling lake, and the black swans honked at him in anger.

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5

I chased him through a garden and tried not to disturb the locals.



6

Unfortunately, some of the locals were already disturbed.



7

It got very cold and my boat froze, so I had to chase the crow through the boneyard on foot.



8

But the crow had an older brother.

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9

I was beginning to worry that I would not be able to finish my picnic after all.



10

Fortunately, I landed on something soft.



11

And even more fortunately, I'm faster and craftier than a silly old troll.



12

But I still didn't have my spoon.

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It turned out, neither did that nasty crow!



So I traded my sword for a spoon and a bird.



And made it back home in time for dinner.



It was the best picnic ever.

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PATHFINDER

KINGDOM NAME _____
CHARTER _____
HEARTLAND _____
GOVERNMENT _____
CAPITOL CITY _____

SIZE	RP	XP

MAX ____ LEVEL

FAME / INFAMY

RESOURCE DICE _____ BONUS DICE

ABILITY SCORES

MODIFIER		SCORE
	CULTURE	
	ECONOMY	
	LOYALTY	
	STABILITY	

CONTROL DC = ____ (BASE) + ____ (SIZE)

RUIN

TYPE	SCORE	PENALTY	THRESHOLD
CORRUPTION			
CRIME			
DECAY			
STRIFE			

UNREST _____ PENALTY _____

CONSUMPTION _____

LEADERS

INV		CHARACTER NAME
☐	RULER	
☐	COUNSELOR	
☐	GENERAL	
☐	EMISSARY	
☐	MAGISTER	
☐	TREASURER	
☐	VICEROY	
☐	WARDEN	

SKILLS

		ABILITY	PROF	T	E	M	L	STATUS	CIRC.	ITEM	OTHER
AGRICULTURE	=	STABILITY									
ARTS	=	CULTURE									
BOATING	=	ECONOMY									
DEFENSE	=	STABILITY									
ENGINEERING	=	STABILITY									
EXPLORATION	=	ECONOMY									
FOLKLORE	=	CULTURE									
INDUSTRY	=	ECONOMY									
INTRIGUE	=	LOYALTY									
MAGIC	=	CULTURE									
POLITICS	=	LOYALTY									
SCHOLARSHIP	=	CULTURE									
STATECRAFT	=	LOYALTY									
TRADE	=	ECONOMY									
WARFARE	=	LOYALTY									
WILDERNESS	=	STABILITY									

FEATS

ABILITIES

COMMODITIES

FOOD	LUMBER	LUXURIES	ORE	STONE
MAX: ____	MAX: ____	MAX: ____	MAX: ____	MAX: ____

WORK SITES

FARMLANDS	LUMBER CAMPS	MINES	QUARRIES

TRADE AGREEMENTS

EVENT CHECK DC

SETTLEMENTS

RELATIONS

ONGOING EVENTS

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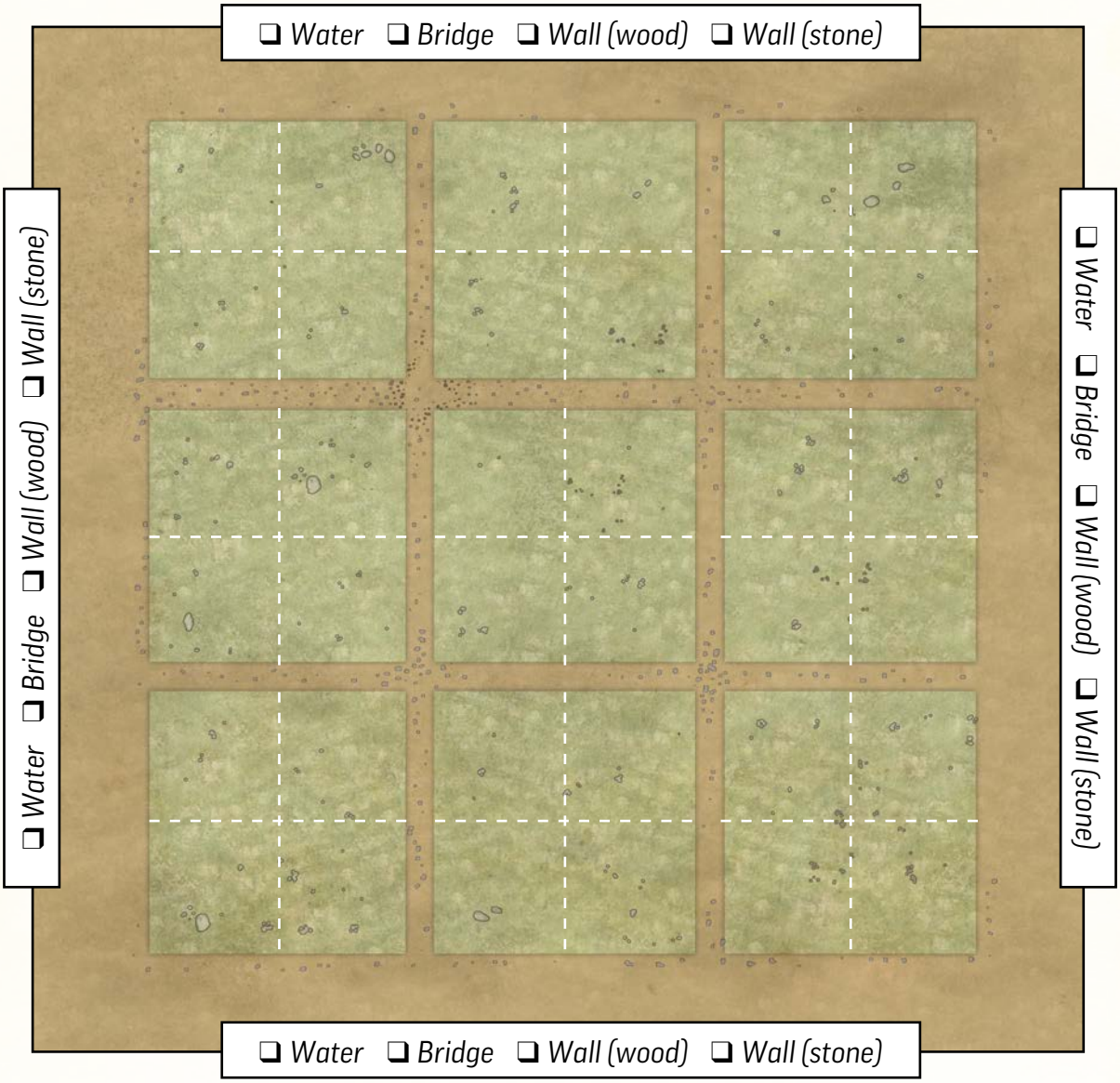
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PATHFINDER

URBAN GRID

❑ Water ❑ Bridge ❑ Wall (wood) ❑ Wall (stone)



❑ Water ❑ Bridge ❑ Wall (wood) ❑ Wall (stone)

❑ Water ❑ Bridge ❑ Wall (wood) ❑ Wall (stone)

❑ Water ❑ Bridge ❑ Wall (wood) ❑ Wall (stone)

SETTLEMENT ❑ Village ❑ Town ❑ City ❑ Metropolis

LEVEL _____ CONSUMPTION _____

❑ Overcrowded Max. Item Bonus _____ Influence _____Hexes

INFRASTRUCTURE ❑ Magical Streetlamps ❑ Paved Streets ❑ Sewer System

GARRISONED ARMIES

ONGOING EVENTS

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PATHFINDER

One-Lot Buildings


Alchemy Lab


Arcanist Tower


Bank


Barracks


Brewery


Cemetery


Dump


Festival Hall


General Store


Granary


Herbalist


Houses


Illicit Market


Inn


Jail


Library


Luxury Store


Magic Shop


Mansion


Mill


Mint


Monument


Occult Shop


Orphanage


Park


Pier


Rubble


Sacred Grove


Shrine


Smithy


Special Artisan


Stable


Tannery


Tavern, Dive


Tavern, Popular


Tenement


Thieves' Guild


Trade Shop


Watchtower

Two-Lot Buildings


Academy


Embassy


Foundry


Garrison


Guildhall


Hospital


Keep


Lumberyard

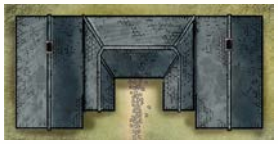

Marketplace

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Two-Lot Buildings


Military Academy

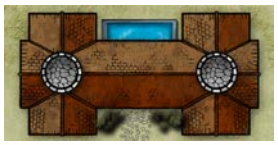

Museum


Noble Villa


Opera House


Secure Warehouse


Stonemason


Tavern, Luxury

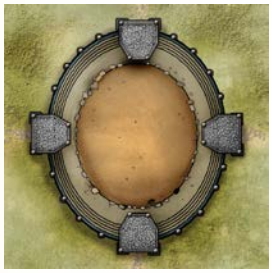

Tavern, World-Class


Temple


Theater


Town Hall

Four-Lot Buildings


Arena


Castle


Cathedral


Construction Yard


Menagerie


Palace


Stockyard


University


Waterfront (corner)


Waterfront (side)

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PATHFINDER

LEVEL

ARMY NAME

ALIGNMENT ARMY TYPE

SCOUTING SCOUTING DC RECRUITMENT DC

AC MANEUVER MANEUVER DC MORALE MORALE DC

HP CURRENT HP ROUT THRESHOLD

MELEE RANGED SHOTS

TACTICS

1

2

3

4

5

6

TACTICAL ACTIONS

CURRENT CONDITIONS

GEAR

ARMOR:

MELEE:

RANGED:

HEALING POTIONS MAX 3

CURRENT ABILITIES

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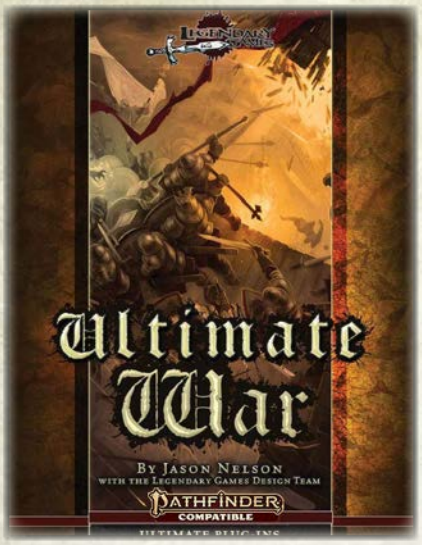
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