

SECOND EDITION

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Shades of Blood

ADVENTURE PATH

Player's Guide

By Adam Daigle

PATHFINDER

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Shades of Blood

ADVENTURE PATH

PLAYER'S GUIDE

HOW TO USE THIS GUIDE

Welcome to the Shades of Blood Adventure Path!

This Player's Guide will help you prepare for a delve into a forgotten dungeon and see glimpses of times long past. The Shades of Blood Adventure Path is a three-part campaign that will bring your 1st-level characters up to 10th level by its conclusion.

The campaign begins with the presumption that you applied to be a research assistant for **Inizkar** (curious female lizardfolk astronomer), who is mounting an expedition to study a rare celestial event using an ancient Azlanti observatory. The position was advertised throughout Andoran and attracted dozens of applicants. When planning what kind of character you'd like to play in Shades of Blood, spend some time thinking about why your character applied and what made them stand out from the crowd. You could have prior experience with the tools and mathematics of astronomy, or you could have a keen insight into nature and the regular movements of the Universe. Maybe you're a diligent worker willing to shoulder any burden, maybe you cashed in a favor to get on the list, or perhaps you've simply ventured to a remote island with harmless ulterior motives. In any event, you've made it to Talmandor's Bounty and are ready for whatever this new adventure brings!

The island town of Talmandor's Bounty serves as a promise to the hopeful future of the nation of Andoran. First founded by a group of colonists in 4717 AR, the colony initially had a number of setbacks and problems, including an attempted takeover by algholththu agents. Since then, Talmandor's Bounty has prospered, becoming a pivotal part of the Arcadian Wake, a trade route that connects the Inner Sea with the eastern coast of the continent of Arcadia beyond the shattered continent of Azlant. In particular, the town serves as a connection point between the Andoran capital of Augustana and their settlement of Elesomare on Arcadia's Grinding Coast. The growing prominence of Talmandor's Bounty has garnered a fair amount of attention from Andoran.

Assuming you're not from the island, you've spent at least 6 weeks at sea aboard the *Star of Almas*, sailing from Almas in Andoran to Talmandor's Bounty on the island of Ancorato in the Arcadian Ocean. During that time, you could have gotten to know others on the ship. Maybe you already met the other assistants prior to boarding? Among the workers, merchants, and scant few tourists, you can

WHERE ON GOLARION?

The Shades of Blood Adventure Path takes place on Ancorato, an isolated island in the middle of a vast ocean. The island lies within the shattered remains of the Azlanti continent and is home to the small settlement of Talmandor's Bounty. Ancorato is situated along the Arcadian Wake, a trade route from Avistan to Arcadia. The route doesn't get significant traffic due to trade restrictions between the two continents but does bring visitors who regularly stop and resupply at the settlement. More information on Talmandor's Bounty appears on page 11 of this Player's Guide.

meet your fellow adventurers if you didn't already have a relationship with them prior to setting off across the ocean.

Your adventure begins when you step off the ship!

CHARACTER SUGGESTIONS

A quintessential adventurer, someone who can exist outside the comforts of society with resourcefulness and curiosity, will do well in this Adventure Path. Applications for the expedition were pulled from a wide array of candidates, and as such, most common character concepts will work in this campaign. The following advice should prove particularly helpful as your character comes together.

Ancestries

Shades of Blood takes place on a series of islands in the middle of the Arcadian Ocean along a trade route between Avistan and Arcadia. Anyone capable of travel to an island settlement could find their way to Talmandor's Bounty. The settlement has a human majority, but the people of the town are varied and show no animosity toward other ancestries. When surviving in an isolated, sometimes hostile region, one's ancestry is of little consequence. As long as you can get along well with others and do your part to help the community, you will be welcome.

Common Ancestries

All core common ancestries are appropriate for the Shades of Blood Adventure Path. Andoran, where the pool of candidates was organized, has citizens of dozens of ancestries. There's no particular ancestry that's ideal

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for this campaign. Furthermore, your character doesn't have to come from Andoran and could have traveled to Ancorato Island at another time, for other reasons. While Talmandor's Bounty is hardly a cosmopolitan city, a wide range of people will fit right in.

Uncommon Ancestries

As with common ancestries, any number of uncommon ancestries could find their way to the Shades of Blood Adventure Path. As long as an ancestry has a desire and ability to travel long distances, they could find themselves in Talmandor's Bounty for this campaign. Speak with your GM before selecting an uncommon ancestry. They can work with you to explore reasons why your character might be in the Shades of Blood Adventure Path.

I'VE BEEN TO ANCORATO!

You might have played through the Ruins of Azlant Adventure Path and already be familiar with Ancorato from that experience. While the Shades of Blood Adventure Path is not a continuation of that story, you could use those experiences as a player or GM to inspire your new character. Ruins of Azlant took place 8 years before the start of Shades of Blood, and the characters from that campaign who saved the fledgling settlement were high level at the adventure's conclusion. This makes them inappropriate for Shades of Blood, which assumes that those heroes moved on to other adventures. However, some of them may have stuck around Talmandor's Bounty, and your new character for Shades of Blood could know or be related to your previous character.

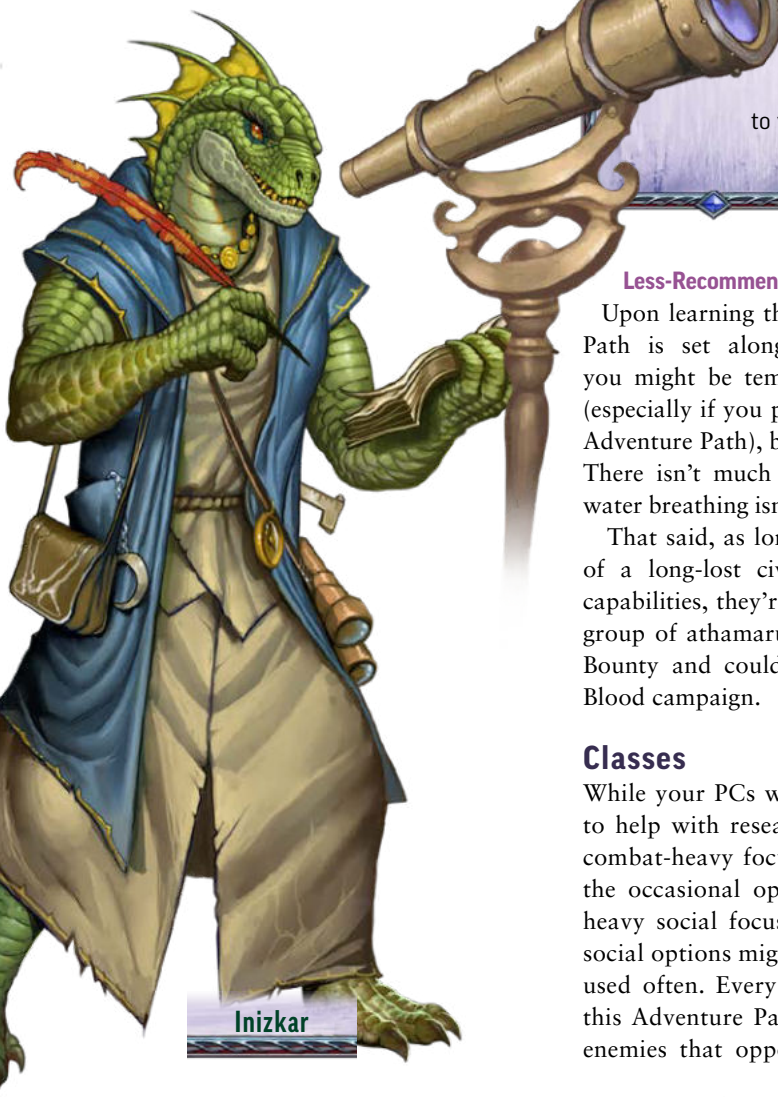
Less-Recommended Ancestries

Upon learning that the Shades of Blood Adventure Path is set along the island remains of Azlant, you might be tempted to play an aquatic ancestry (especially if you played through the Ruins of Azlant Adventure Path), but that may not be the best choice. There isn't much swimming in this campaign, and water breathing isn't going to provide a strong benefit.

That said, as long as delving into the buried ruins of a long-lost civilization is within an ancestry's capabilities, they're not a bad choice. In fact, a large group of athamarus live in and around Talmandor's Bounty and could easily take part in a Shades of Blood campaign.

Classes

While your PCs will be brought to Ancorato Island to help with research, Shades of Blood will have a combat-heavy focus right off the bat. There will be the occasional opportunities for characters with a heavy social focus, but PCs with classes that have social options might feel those abilities aren't getting used often. Every class, though, can find a role in this Adventure Path. Though there are a variety of enemies that oppose the PCs, undead will feature



Inizkar

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heavily among them. PCs who specialize in fighting undead will find consistent use for their abilities.

Alchemists are incredibly well suited as assistant researchers for Inizkar and will fit right in. Access to a wide variety of damage types and support options will see use throughout Shades of Blood. Toxicologists, though, will find that they face some poison-immune foes, and while they can instead deal acid damage instead of poison with their toxicologist field benefit, poisons that aren't for dealing damage won't be as helpful. All other research fields should work very well. Ghost charges are a potent bomb choice given all the undead you'll be facing, regardless of your research field. Skills and Feats provide great opportunities for focusing your skill points and feat choices to have an impact during exploration.

Animists have a versatility that will be appreciated given the wide variety of challenges you'll face, but seers will often find their powers more useful, given the prevalence of undead.

Barbarians aren't a likely choice for research assistant, but given the dangers of the island, a strong defender would be welcome. While no instinct shines above others mechanically, a spirit instinct barbarian is well suited to the story of the campaign. Those with the superstition instinct might be trickier to fit into the campaign, given that they're aiding a team researching a magic-heavy society, but if you work with your GM, it certainly isn't insurmountable. Look to Skills and Feats for options that will help your party when not in a fight.

Bards, much like alchemists, make natural research assistants, especially those with an enigma muse. While all bards can find success in Shades of Blood, polymath's versatile performance might not see as much use, given the relative lack of social challenges.

Champions whose sanctification is unholy aren't a good fit for this adventure path. The inciting incident and the call to adventure itself involves helping others, and the tenants of unholy champions will more likely than not interfere, unless you work with your GM a great deal. On the other hand, champions with the ability to act selflessly, especially grandeur champions, will find themselves welcomed by Inizkar as protectors for the expedition. See Faiths for guidance on particularly suitable faiths or beliefs.

Clerics are incredibly versatile and can fit right into the research expedition in a variety of roles. Consider the additional information presented under Faiths for guidelines on which deities are particularly suitable.

Druids will find themselves spending a lot of time in underground terrain, so choices that are ill-suited for such delves might not be as impactful. Many of the foes in Shades of Blood will be unnatural entities like undead, but druids have a variety of ways to deal with such foes. Storm order druids will rarely encounter the weather that benefits their ability underground, but their offensive capabilities will still be quite impactful. Animal order druids should choose companions well suited for underground and dungeon exploration.

Exemplars can easily fit into the campaign, often as hired muscle for protection, like barbarians, but those whose implements tend to empower scouting or investigation will also find their abilities seeing great use. Any epithet can find use in Shades of Blood, but consider tying your story to the Azlanti ruins you'll be exploring.

Fighters of all stripes will find themselves with plenty to do during Shades of Blood. No one weapon group shines above another, especially since they can be joining Inizkar from almost anywhere. Given how often you might find yourself away from civilization as you explore the depths, having a way to repair your own shield is a good idea, if you choose to use one. Look to Skills and Feats to help choose options that will work well.

Gunslingers are a bit more common here than other Adventure Paths outside of Alkenstar, due to the adventure's proximity to the Shackles, where firearms have seen a growth in popularity since their debut into the wider Golarion. Much like other classes with a heavy focus on combat, they can easily slot into the expedition as guards or scouts for added protection to the researchers. Ammunition is likely to be scarce in the depths of the ruins, though, so you should either have a means to craft your own or work with your GM to make sure this doesn't become a problem.

Inventors make excellent additions to a research expedition, as many inventors flock to Azlanti ruins, seeking inspiration for their next modification or invention. You'll also have a large impact in combat, and all innovations are suitable for Shades of Blood. Check Skills and Feats for additional advice on where to focus your skill points.

Investigators will find they fit right in to this Adventure Path. They can have a strong impact on combat, much like inventors and alchemists, but those investigators who take Trap Finder will find

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their choice rewarded, given the state of the ruins and the plans of your foes. While all methodologies will find use, those who choose interrogation might find themselves having less of an impact than they'd prefer. Empiricism, on the other hand, should prove very useful, given how often finding key details in the ruins will aid in exploration. Check Skills and Feats for particularly impactful choices for those.

Kineticists, with their incredible versatility, can be welcome additions to the expedition. Every element can find use, but given how often you'll find yourself underground, having earth powers can guarantee impact during exploration. All elements, though, will be able to contribute. Wood's ability to do vitality damage will be especially welcome against undead foes. You can join Inizkar's expedition as added protection or as a researcher with knowledge of nature and primal forces quite easily. Check out Skills and Feats for suggestions that will be useful outside of combat.

Magi, like inventors and alchemists, are incredibly well suited as both protectors and research assistants in their own right. No hybrid study stands out above any other, and all will have the ability to impact combat. Look to Skills and Feats for suggestions on choices that are well suited for Shades of Blood.

Monks, like other combat-focused classes, easily fit into Shades of Blood as guards or hired muscle. All stances are useful, and much like fighters, the prevalence of combat will basically guarantee that you have an impact in most encounters. Look to Skills and Feats to help choose options that will help you contribute to the party outside of fights.

Oracles make excellent additions to Inizkar's expedition, especially given her love of the stars. Most mysteries will find success, but Bones might find their additional spells lacking, given how many undead foes you'll face. This is especially true since the *claim undead* focus spell would be received after the final level PCs can achieve in Shades of Blood. Ancestors is particularly thematic, especially if your PC has Azlanti ancestry.

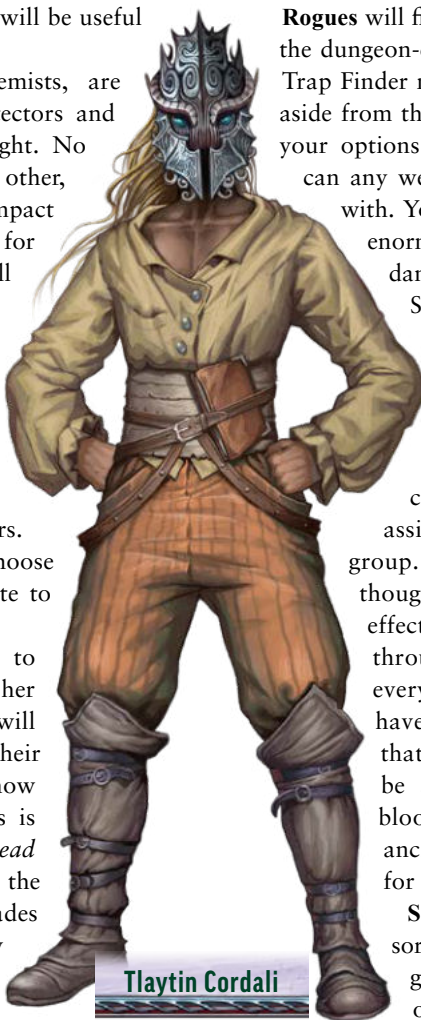
Psychics, especially those with subconscious minds that use Intelligence as their primary attribute, make excellent researchers and fit right into the expedition. That being said, all subconscious minds can find use. As for conscious minds, all of them are suitable for the campaign.

Rangers make excellent scouts and guards for an expedition. Remember, a lot of the terrain will be underground or within ruins, so choices that require you to be in other terrains might not feel like they are giving you enough impact. Like druids, if you choose an animal companion, those that are suitable to underground exploration will feel strongest. No one edge is stronger than the others in terms of the challenges you'll face, and, like fighters, any weapons choice will work throughout Shades of Blood. Skills and Feats will give options that will help you have an impact outside of combat.

Rogues will find themselves right at home, given the dungeon-delving nature of Shades of Blood. Trap Finder makes an excellent feat choice, but aside from that, you really can't go wrong with your options. Every racket can find a use, as can any weapons that you can Sneak Attack with. Your huge array of skills will be an enormous boon when dealing with the dangers your party will face. Check Skills and Feats for choices that will show up throughout the campaign.

Sorcerers might not be as academically focused as some of the other spellcasters, but they can still make excellent research assistants or protectors for the group. Those with the undead bloodline, though, may often find themselves less effective given the void-immune foes throughout this campaign. While not every enemy is undead, and they'll have other spells that can harm those that are, it's definitely something to be aware of. Thematically, imperial bloodline sorcerers with a tie to ancient Azlant will be an excellent fit for this Adventure Path.

Summoners are in a similar boat to sorcerers in that they make excellent guards or researchers. Undead, once again, can make for a limiting



Tlaytin Cordali

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SUGGESTED CHARACTER OPTIONS

	Ancestries	Classes	Languages	Skills
Strongly Recommended	—	Alchemist, Bard, Cleric, Fighter, Inventor, Investigator, Magus, Oracle, Thaumaturge	Aklo, Azlanti, Common (Taldane)	Athletics, Azlanti Lore, Crafting, Stealth, Survival, Thievery
Recommended	—	Champion, Druid, Gunslinger, Monk, Ranger, Rogue, Sorcerer, Swashbuckler, Witch, Wizard	Elven, Necril, Shadowtongue, Thalassic	Acrobatics, Arcana, Deception, Diplomacy, Intimidation, Medicine, Nature, Netherworld Lore, Occultism, Religion, Society
Appropriate	—	Animist, Barbarian, Exemplar, Kineticist, Psychic, Summoner	Draconic, Sakvroth, Strix	Performance
Not Recommended	—	(any unholy champion)	—	—

eidolon choice due to the foes you'll be facing, but psychopomp is an excellent choice for the same reason. A psychopomp eidolon also starts with darkvision, excellent for underground exploration. Skills and Feats gives great suggestions of what options are well suited to Shades of Blood.

Swashbucklers, much like fighters, fit well as guards for the expedition. Every style is suitable for the campaign, as is any weapon that qualifies for Precise Strike. With a combat-focused adventure, you're sure to find your abilities useful throughout. Skills and Feats will give options that keep up that usefulness outside of combat.

Thaumaturges make ideal research assistants with their eclectic knowledge of foes. Diverse Lore is especially thematic for those who want to be researchers. Breached Defenses is also a useful feat, given all the foes that have resistance to certain damage types. All implements can have a role to play, but tomes are very thematically appropriate for up-and-coming researchers. Skill and Feats will give choices that can help round out your character.

Witches, with their high intelligence and inscrutable patrons, make excellent researchers, and it's no surprise that Inizkar would want one on her expedition. While all patrons offer something useful, The Inscribed One is very thematically appropriate to an Azlanti dungeon delve.

Wizards, perhaps more than any other class, are the very picture of researchers. As such, they are incredibly well suited to join Inizkar's expedition. All schools are useful, but both Ars Grammatica with its focus on runes, and Civic Wizardry, with its ability to bolster underground passages, make excellent thematic choices.

Faiths

Characters of many faiths could find their way to Ancorato for the Shades of Blood Adventure Path. Deities who encourage travel and adventure provide the best fit. Faiths concerned with stars and celestial bodies make sense for characters answering the call for research assistants as well. As far as Talmandor's Bounty goes, the number of faiths represented in the settlement are limited due to the small population. The chapel in town was once shared by followers of Erastil and Abadar until the Church of Abadar built their own temple. While the chapel is still devoted primarily to the Horned God, it also contains shrines to Cayden Cailean and Gozreh.

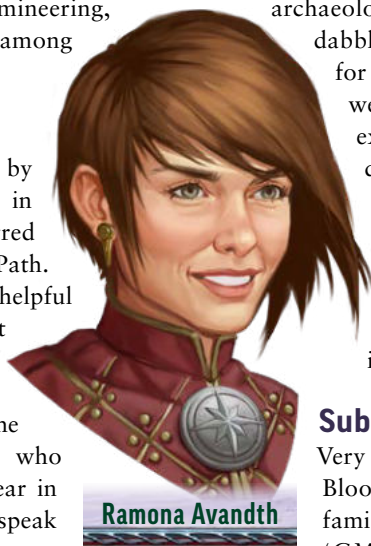
Most benevolent faiths will shine in this campaign. Those focusing on light, particularly the concept of light overpowering darkness, will find many opportunities to prove their faith. Since much of Shades of Blood takes place where a worshipper

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can't see the sky, faiths that require praying under the sun or have edicts that require worshippers to have a full view of the sky will find meeting their deity's wishes challenging. Cruel, domineering, or monstrous faiths are only found among enemies in Shades of Blood.

Languages

Since the settlement was founded by Avistani, the primary language in Talmandor's Bounty is Taldane, referred to as Common in this Adventure Path. Many other common languages are helpful as well. Later in the adventure, it might be useful to know some Aklo and Necril, and learning Azlanti could help you uncover some of the ruins' deeper mysteries. Creatures who speak even rarer languages will appear in this adventure, but they often also speak one or more of the ones listed above, so communication shouldn't be a problem as long as someone in the party has these bases covered.



Ramona Avandth

Skills and Feats

When selecting feats for your character, remember that you'll be delving underground into ruins. Many feats improving the skills listed in the table on page 8 should be especially helpful. Feats that aid in combat will continually be useful, and many characters might want to consider Diehard, Toughness, and Fast Recovery as options. Untrained Improvisation is an excellent choice for those who want to contribute to hazards or other skill-based challenges. Keen Follower is an excellent option for those who lack investment in Athletics but need to deal with an obstacle that requires a check to traverse. Both Expeditionary Search and Thorough Search make great options for exploring ruins, though if you're going to change the pace of exploration, make sure you coordinate with your party. Additional Lore for Azlanti Lore will also save skill investment, since it grows on its own.

Archetypes

While Shades of Blood begins at 1st level, so you won't have an archetype initially, those who want to consider the option will find that most archetypes work well in the campaign, especially those tailored to exploring dungeons or fighting undead. The

suggestions for classes can help inform which multiclass archetypes are well-suited for Shades of Blood. Of the archetypes in *Player Core 2*, archaeologist, medic, scout, and talisman dabbler are very thematically appropriate for Shades of Blood, being choices well suited to exploring or aiding an expedition. On the other hand, celebrity, dandy, and vigilante have many social abilities that just won't see as much use in this style of campaign. Poisoner, like the toxicologist alchemist, will face some poison-immune foes and might not feel their choices have the impact they want.

Subsystems

Very few subsystems appear in Shades of Blood, but it's always a good idea to be familiar with how Victory Points work (*GM Core* 184), since these are the underlying rules for most other subsystems. The Research subsystem (*GM Core* 190) shows up more than once in Shades of Blood, but since that system uses a wide range of skills to determine success, there's no strong reason to focus on anything in particular for this kind of challenge when it comes to creating your character.

Backgrounds

When creating a character for the Shades of Blood Adventure Path, you can use a background from other Pathfinder books or check out the following backgrounds for this campaign.

Standard Backgrounds

If you wish to simply pick a standard background from *Player Core*, good thematic choices for Shades of Blood include acolyte, guard, laborer, nomad, scholar, and scout.

Additional standard backgrounds are available in *Player Core 2*; good thematic choices from that book include astrologer, pilgrim, and scavenger.

Shades of Blood Backgrounds

The six new backgrounds presented here are available to all characters in the Shades of Blood Adventure Path. Each of these rare backgrounds are made to match the themes of this campaign. You can use these backgrounds to inspire personality traits for

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your character and give reason to why your character signed up to venture to Ancorato and work as a research assistant to a local astronomer.

CHILD OF THE COLONY

RARE

Talmandor's Bounty's first year was fraught with hardship and peril, and many of the original settlers—including your parents—returned to the mainland at the earliest opportunity. However, you have nothing but fond memories of your time on Ancorato! Your carefree days in the colony were spent climbing trees, picking berries, and wondering at the island's natural splendor. You might even fondly remember some of the original settlers from that time who are still in town. Now that you're grown, you've returned to the colony to recapture that childhood magic (and hopefully avoid the dangers that forced your family to leave the island in the first place).

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

You're trained in the Survival skill and the Island Lore skill. You gain the Survey Wildlife skill feat.

In addition, work with your GM to select one business in town. You have a connection to the owner or someone who works there and get a 10% discount on goods and services from that establishment.

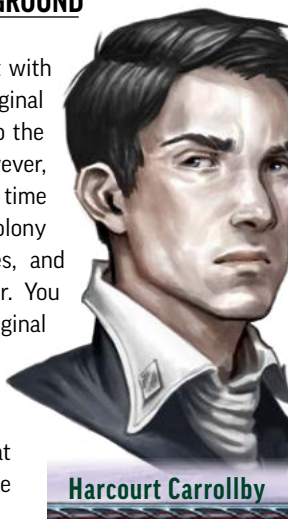
COMPANY AGENT

RARE

When the Bountiful Venture Company first invested in the colony of Talmandor's Bounty, the backers expected to see a return on their investment. Nearly a decade later, the Company has yet to realize any profits, and so they've sent you to Ancorato to see what might be done to remedy the situation. Your employers place much of the blame on the colony's governor, Ramona Avandth, whose stubborn refusal to accelerate the investors' repayment schedule has kept the Company from the money it's rightfully due. While several of the Company's representatives—including your direct superior, Verner Tracewell—have already landed on the island, you're to serve in a more unofficial capacity, scouring the colony for mismanagement in hopes Ramona will be unseated from her position and replaced by someone more amenable to the Company's interests.

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

BACKGROUND



Harcourt Carrollby

You're trained in the Deception skill and the Accounting Lore skill. You gain the Charming Liar skill feat.

HUNTED BY THE NIGHT

RARE

You're being hunted—by a vampire no less! What you did to offend this nocturnal predator hardly matters now. All you know is that when your bandolier of garlic bulbs, holy water, and religious icons failed to deter your pursuer, you had no other choice but to put as much distance between you and them as possible. You set sail for the Andoren colony of Talmandor's Bounty, where you hope a vast ocean and an island known for its sun-filled days will keep you safe.

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

You're trained in the Stealth skill and the Vampire Lore skill. You gain the Dubious Knowledge skill feat.

In addition, you begin play ready to protect yourself from your supernatural stalker. You have a religious symbol, a wooden stake and mallet, and a vial of holy water.

BACKGROUND

KNACK FOR CONTRACTIONS

RARE

You've always liked to fiddle with things mechanical, anything from simple tools to more complex contraptions. The more parts, especially moving parts, the better. You often got in trouble as a child for dismantling something just to see how it worked. As you grew up, you drew plans and yearned to study engineering so that you could build something of your own. You read tales of Jistkan marvels, Shory flying cities, and Azlanti magitech and clockworks. After hearing that an expedition to old Azlant was looking to take on research assistants, you immediately signed up, hoping for a chance to study the ruins. You've even heard that the town has a business with a clockwork soldier working as a guard! You've spent the whole ship ride over to Talmandor's Bounty thinking of the wonders you might find.

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

You're trained in the Crafting skill and the Engineering Lore skill. You can cast *live wire* (Player Core 2 248) as an arcane innate cantrip. As normal, the cantrip heightens to half your level rounded up.

BACKGROUND

BACKGROUND

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STARGAZER

RARE

Ever since you were a child, you've looked up at the night sky and been filled with wonder by the host of celestial bodies that populate the cosmos. Whether you approach your observations from a mystical perspective or through a more scientific lens, when the opportunity to apprentice under the famed astronomer Inizkar presented itself, you booked passage on the first boat to Ancorato. Once you arrive in Talmador's Bounty, you hope to continue your studies and perhaps even view the heavens from an observatory built by the ancient Azlanti themselves.

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

You're trained in your choice of the Arcana, Nature, or Occultism skill, and gain the Assurance skill feat in your chosen skill. You're also trained in the Astronomy Lore skill.

In addition, you have an innate sense of time. You can ascertain the time accurate to within the hour even without being able to see the sky.

BACKGROUND

STUDENT OF THE ANCIENTS

RARE

Sure, stargazing is fine and all, but you signed up for the expedition to Ancorato so you could visit the remains of the ancient empire of Azlant. A curious child, you had access to books that covered some of the ancient civilizations that thrived before Earthfall and would often get lost in your own imagination of what life was like way back then. You even managed to learn some ancient languages to further your studies by reading the actual words rather than someone else's translations. You hope that when your contract for Inizkar's expedition finishes, you can start your own expedition into the Azlanti ruins.

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

You're trained in the Society skill and the Azlanti Lore skill. You gain the Multilingual skill feat; one language gained must be Azlanti and the other can be any common or uncommon language.

BACKGROUND

TALMADOR'S BOUNTY

Talmador's Bounty is an Andoren colony on the island of Ancorato. A decade ago, Andoran entered into a business relationship with two powerful merchant houses, House Naran and House Vaylen, who formed the Bountiful Venture Company. This company's purpose was to manage the trust funding the Ancorato expedition, insulate all partners from financial loss, and provide the two merchant houses with a measure of

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TALMANDOR'S BOUNTY

SETTLEMENT 4

TOWN

A small but important trading port between two continents, located on an island above the sunken ruins of one of humanity's greatest and most advanced civilizations.

Government Governor (appointed leader)

Population 865 (60% humans, 9% aiuvirin, 8% halflings, 7% dromaar, 6% elves, 5% dwarfs, 5% others)

Languages Common, Dwarven, Elven, Halfling, Thalassic (rare)

Religions Abadar, Besmara, Calistria, Cayden Cailean, Erastil, Gozreh

Threats dangerous wildlife, hostile intelligent sea creatures, malfunctioning Azlanti constructs, pirates, sinister seekers of ancient Azlanti magic and technology

Valuable Trading Port Talmandor's Bounty has a small population, but its settlement level reflects its economy and value to multiple parties. Ships traveling between Arcadia and Avistan regularly visit the port to trade, replenish provisions, and make mid-journey repairs. Raw materials, worked goods, and rare antiquities all move through the port. This trade is supplemented by the settlement's robust natural and agricultural resources.

Ramona Avandth (seasoned female human governor 8) Long-term leader who has navigated the settlement through good times and bad, including one major crisis.

Josia Scaleheart (conflicted female dwarven cleric of Abadar 3) A newly transferred cleric appointed to replace the previous priest, who testified on behalf of the governor during her recent trial.

anonymity. After 8 years of hard work, the company's gamble has paid off. Despite a fraught first year of paranormal perils brought on by a rogue alghollthu and its shapeshifting minions, Talmandor's Bounty has become self-sufficient and profitable, and now facilitates trade between the continents of Avistan and Arcadia. The colony remains a financial risk in the minds of its investors, however. Unknown to many, one of its two founding houses now threatens the community's current stability.

House Naran operates the oldest and most successful bank in Andoran, where it manages a large number of accounts for the Lumber Consortium, a powerful criminal cartel that operates under the guise of a legitimate lumber supply organization. Recently, the Consortium learned the identity of the backers of Talmandor's Bounty, and they're unhappy House Naran invested in a potential, albeit distant, competitor. The Lumber Consortium is pressuring House Naran to sell them their interests, at a loss if necessary. In response, House Naran seeks to squeeze as much profit from the colony as possible, well ahead of the scheduled payout to its partners, all while keeping the Andoren government and House Vaylen in the dark. For her part, the colony's governor, Ramona Avandth, wants to adhere to the existing payment schedule and reserve profits for potential future crises. As a result, House Naran is seeking to unseat the settlement's respected leader by any means necessary.

Talmandor's Bounty at a Glance

Your adventure begins when you make port in Talmandor's Bounty, a fairly new settlement in the islands that were once Azlant.

Talmandor's Bounty is an industrious community where most citizens go about their affairs like clockwork. With no regional or national authority to rescue them in hard times, the colonists must make sure that crops are planted, livestock reared, and repairs completed on a rigorous schedule. No one who wants a job in town lacks one, and idleness is generally frowned upon. While Talmandor's Bounty conducts most of its business with ships from distant lands, seafaring merchants aren't its only trading partners. Athamarus and strix visit Talmandor's Bounty regularly, and their presence in town is no cause for surprise or concern. While strix visitors usually limit their interactions to trade, athamarus and other ocean-dwellers work and socialize in the town's harbor. The submerged ramps of the water port could even accommodate a wheeled conveyance for merfolk, although this has yet to happen. Not everything is sunny in Talmandor's Bounty, however. During its very first year, the colony was beset by a group of shapeshifters who kidnapped citizens and stole their identities to stage further abductions. Thanks to the efforts of brave adventurers, the shapeshifters were defeated, but the colony's original settlers remain traumatized by the event. Unexplained absences,

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seemingly misremembered details, and the arrival of strangers all raise the suspicions of these settlers, who prefer life in town to be routine and predictable.

Notable Locations

Despite its success, Talmandor's Bounty's biggest challenge is its geographical isolation. Supplies that arrive to the colony via ship must compete for cargo space with goods shipped between Avistan and Arcadia. It simply isn't efficient to transport anything to the colony that can be produced locally. In addition to the establishments detailed below, Talmandor's Bounty has a baker, cooper, glassblower, sawmill, and any number of other trades and cottage industries.

1. Shipyard: Three wide berths have been cut into the island's shoreline for the purpose of ship building and repairs. The shipyard is a recent addition to the town, and currently the berths hold two vessels in different states of completion. Athamaru and non-amphibian shipwrights work here side by side, and both groups accept apprentices of all ancestries.

2. Kilmarr's Carpentry: Kilmarr's does it all. The people of Talmandor's Bounty can come here for furniture or additions to their homes. Kilmarr tries to stay away from working on ships but pitches in when asked.

3. Graveyard: The town's graveyard sits atop a complex of abandoned ankhav tunnels. Some of these tunnels have been repurposed as barrows, while others have been hastily collapsed, making the entire area a tripping hazard for the unwary.

4. Calewick Ironworks: The senior blacksmith of Talmandor's Bounty, Luetin Calewick, operates this smithy. The forge itself is made of stone and mortar, but the attached building is wood and serves double duty as Luetin's home. The smithy is located conveniently halfway between the harbor and the shops to the east.

5. Sailor's Port: The counterpart to the water port, the sailor's port is used by ships seeking to provision and off-load cargo in Talmandor's Bounty. Eugenie Umbrala oversees this half of the harbor.

6. Water Port: Athamarus from a neighboring shoal began trading with Talmandor's Bounty shortly after the colonists arrived on Ancorato. Eventually, a

handful of the amphibious folk found employment repairing damaged ships. The water port, as it's been dubbed, features an undersea walkway that parallels the pier above. This stone walkway allows materials to be moved underwater, either by hand or in simple wheeled carts. Athamaru fisherfolk also deliver their catches here, off-loading the fish into wheelbarrows directly onto the pier.

7. Sailor's Dormitory: The colony's original settlers occupied this spartan building while waiting for their houses to be constructed. Lined with rows of bunks and lockers bolted to the floor, the building now provides cheap housing for sailors who prefer to sleep away from their ship.

8. The Cornucopia: This spacious inn offers clean rooms, as well as morning and evening meals, to the settlement's many visitors. While poorer sailors are often referred to cheaper accommodations, their captains usually stay here. The Cornucopia's common room is always bustling and is the

first place the colony's residents go when seeking to send a letter or package to the mainland.

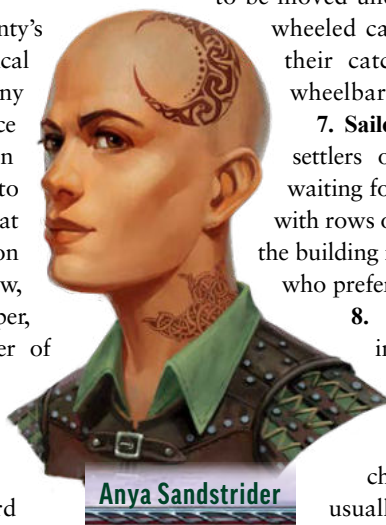
9. Bath House: This facility offers visitors to the colony a place to wash and, if necessary, get a haircut and shave. In addition to the living staff, the Bath House's proprietor, Nijenann Abasendelium, employs *phantasmal minion* and spells of his own devising to maintain cleanliness and efficiency.

10. Grichum's General Store: Providing supplies to the people of Talmandor's Bounty since 4718, Grichum's has a little bit of everything, and he loves getting new and interesting items from the various sailors who come to port.

11. The Kraken & Pike: Located near the harbor, the Kraken & Pike caters to sailors and travelers who don't demand fine dining. The owner, Hal "Lefty" Croggins, maintains order with his trademark black pike and does a brisk trade in local ales, as well as a small stock of imported spirits. A few years ago, the Kraken & Pike was the epicenter of an infamous street fight, still referred to as the Wellspring Riots after the well in the nearby town square.

12. Hasker Loomhouse: Hasker imports some textiles but has been experimenting with local plants for a new source of hardy fiber.

13. Original Chapel: This chapel was once shared by the followers of Erastil and Abadar, until the Church of Abadar financed their own temple down the street.



Anya Sandstrider

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While the chapel is still devoted primarily to the Horned God, it also contains shrines to Cayden Cailean and Gozreh. The chapel's priest, Eamon Caranth, conducts regular services and offers spiritual support to those in need. Some say the chapel also houses an invisible spirit that offers advice in the form of knocks in response to yes-or-no questions. Eamon concedes that a poltergeist once haunted the building but insists the spirit was laid to rest in the colony's first year. The entity doesn't manifest when the priest is present, and its agenda remains unclear. Nevertheless, the mystery thrills the colony's younger residents.

14. Temple of Abadar: This newly built temple of Abadar also serves as the colony's bank. Its priests mediate business transactions between locals and visitors alike. The building features a vault where the colony's taxes are secured before transport back to Andoran.

15. Governor's House: One of the original buildings, this well-built structure serves as the home for Talmandor's Bounty's governor.

16. Government House: Another of the original buildings from the settlement's founding, this is where much of the administration of Talmandor's Bounty takes place.

17. The Sea Nymph's Delight: The colony's attitude toward the Sea Nymph's Delight has evolved over the years. While the original settlers were unsure of the tavern at first, Belindra Abasendelium and her staff have operated the establishment without incident since its doors first opened, and today the community regards the place with pride. In addition to a parlor, common room, bar, and rooms available to rent by clientele, the building also features a shrine to Calistria, although Belindra maintains that the Sea Nymph's Delight is a business, not a temple. No fighting is tolerated on the premises, a rule enforced by an ancient clockwork soldier of Azlanti design that Belindra keeps hidden in a discrete closet. Nicknamed the Gentleman, the soldier is technically on loan from the governor, with the understanding that Ramona or the sheriff may come to collect the clockwork should the colony come under threat.

18. Ropemaker's Shop: This unsightly stone building once served as the colony's first smithy. In the settlement's early days, a band of goblins briefly commandeered the building before a group of adventurers drove them

off. Today, a handful of these goblins have returned to assist the building's new owner, Raegin Intraede, in exchange for regular food and good wages. Although

Common is their second language, the goblins are knowledgeable about many of the unsettled parts of the island.

19. Nitvar's Candles: This simple candle shop has been in operation since nearly the founding of the settlement.

20. Shrine to Gozreh: Talmandor's Bounty lives or dies by the whims of the sea and weather. As such, veneration of Gozreh is popular in town. Even those who worship other faiths pay their respects regularly.

21. Levin Farm: While the Levin family didn't survive the settlement's first year, this farm still bears their name. It's not an unusual property except for the well, which connects to a series of underground caves once inhabited by strange aberrations.

22. Romi's Curiosities: With its sturdy locks and iron-barred windows, the security at Romi's Curiosities belies the building's otherwise unassuming appearance. The need for this additional security has a well-accepted explanation, however, as the building's proprietor, Romi Bracken, only opens his doors one day a week. The rest of the time, Romi is off exploring the island's many ruins. Most of Romi's offerings are odd but ultimately worthless trinkets, although he occasionally unearths a real treasure. Besides the curious, Romi's clientele includes adventurers, spellcasters, and scholars of Azlanti lore.

23. Inizkar's Observatory: Constructed at the behest of Inizkar two years ago, this observatory stands atop a hill overlooking Levin Farm. The observatory's telescope provides an excellent view of the skies above Talmandor's Bounty and can be used to spot incoming ships hours before they're sighted from the island's shore.

24. Carrollby Horse Ranch: Carrollby Ranch is the only place on the island where a horse can be purchased, and as such, their prices are exorbitant. In addition to breeding horses, the Carrollbys have recently begun attempts to domesticate the island's boars.

25. Tohki's Tannery: Set far enough from the rest of town to minimize complaints of foul odors, this tannery provides all manner of leather goods to Talmandor's Bounty. Even with its distance, the shifting breezes coming off the Arcadian Ocean often bring the unpleasant smells from Tohki's into town.



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