

SECOND EDITION

# PATHFINDER®



## Spore War

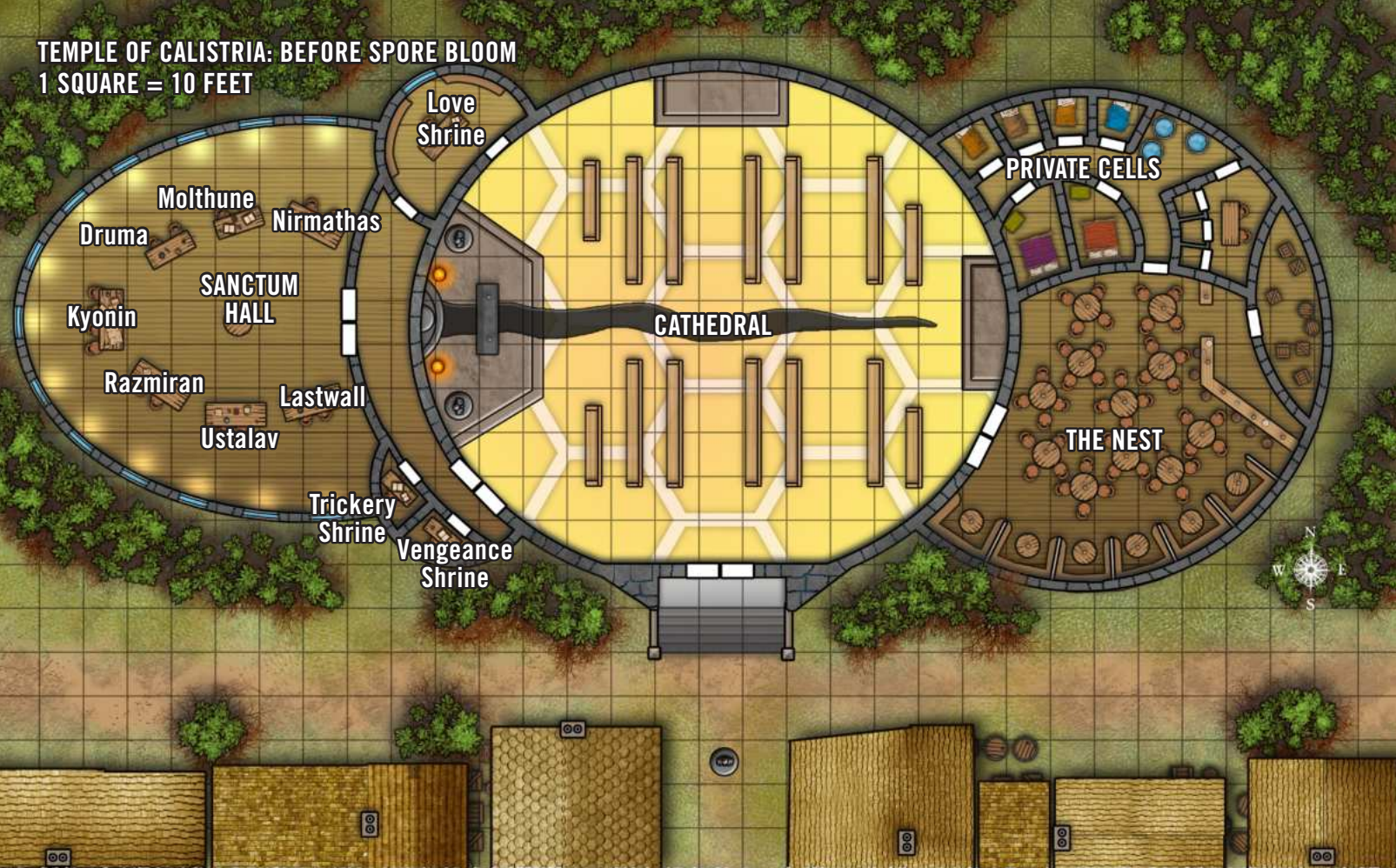
ADVENTURE PATH

### Whispers in the Dirt

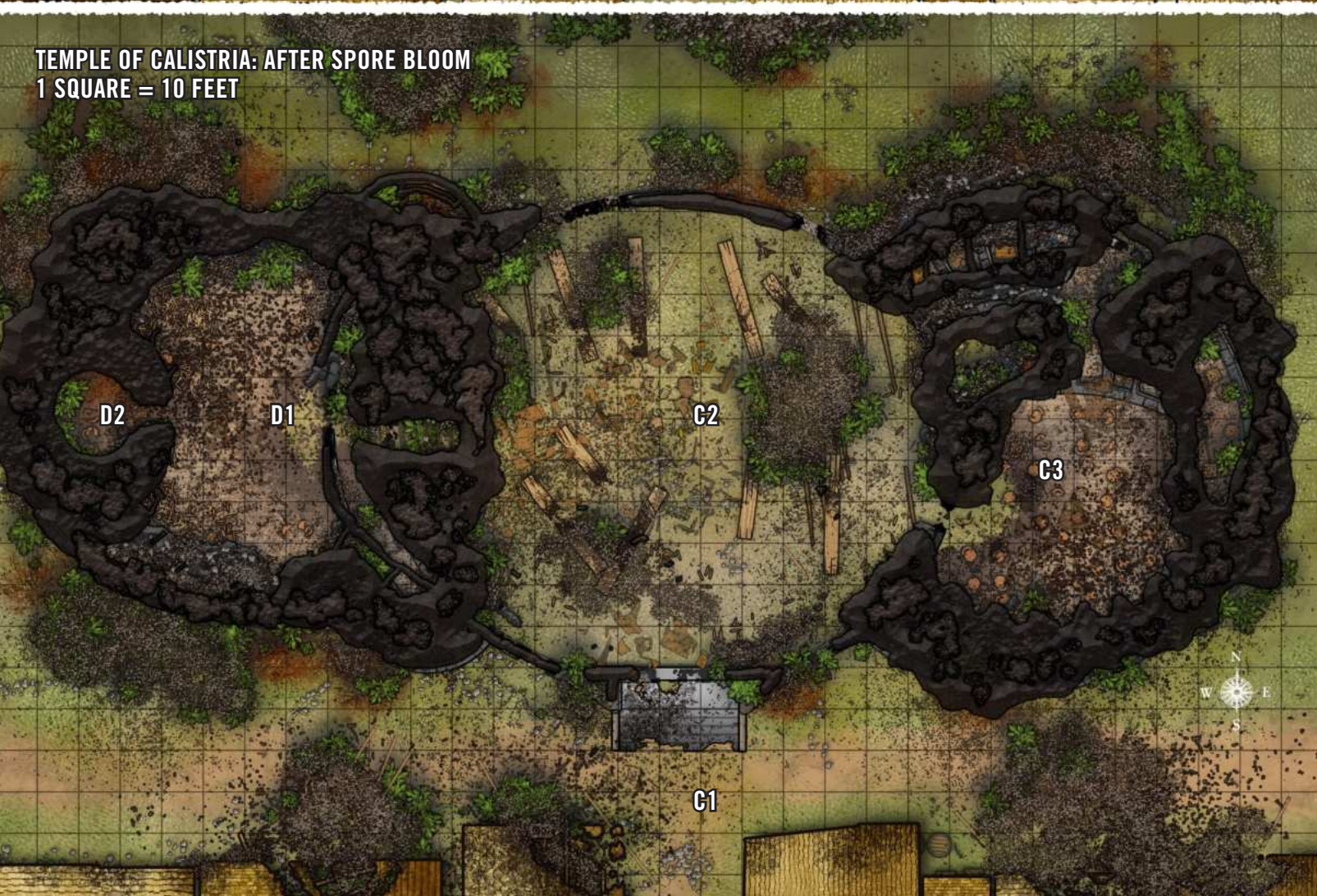
By Jason Bulmahn



TEMPLE OF CALISTRIA: BEFORE SPORE BLOOM  
1 SQUARE = 10 FEET



TEMPLE OF CALISTRIA: AFTER SPORE BLOOM  
1 SQUARE = 10 FEET





# PATHFINDER

## AUTHOR

Jason Bulmahn

## ADDITIONAL WRITING

James Jacobs, Michelle Y. Kim, Grady Wang, and Scott D. Young

## DEVELOPER

James Jacobs

## EDITING LEAD

Priscilla Lagares

## EDITORS

Felix Dritz, Patrick Hurley, Priscilla Lagares, Lynne M. Meyer, Ianara Natividad, Solomon St. John, and Simone D. Sallé

## COVER ARTIST

Rodrigo Gonzalez Toledo

## INTERIOR ARTISTS

Wilmar Ballespi Escarp, Chris L. Kimball, Robert Lazzaretti, and Firat Solhan

## ART DIRECTION

Sonja Morris

## GRAPHIC DESIGN

Adriana Gasperi

## PUBLISHER

Erik Mona



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# Whispers in the Dirt

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Paizo Inc.  
15902 Woodinville-Redmond Rd  
NE, Unit B  
Woodinville, WA 98072-4572  
[paizo.com](http://paizo.com)







# Campaign Overview

Treerazer was exiled from the Outer Rifts after a failed attempt to wrest control of the demonic realm Jeharlru from Cyth-V'sug (his "father"). Forced to flee to the world of Golarion, he laid low for millennia. But when he discovered the *Sovyrian Stone* in the then-abandoned elven city of Iadara in the lands of Kyonin, he began to corrupt its network of magical portals. His influence transformed the wilderness into a thorny fungal wasteland known as Tanglebriar.

This corruption drew the elves back to Golarion, and while they managed to stop Treerazer from gaining control of their portal network, the demon never truly went away. Many believe that the elves' defeat of Treerazer so long ago left him imprisoned in Tanglebriar, while just as many consider him a coward twice defeated (first by his demonic father, then by the elven nation) whose threat to society doesn't significantly extend beyond the border of his worldly realm.

But as destructive as demons are, cunning and patience are among their greatest weapons. Treerazer is no coward or victim. These past centuries have given him a chance to develop an insidious and horrifying plan to transform the elven presence at the heart of the Inner Sea into a memory—one that will swiftly fade under a layer of decay and a new reality of fiendish fungal blight, should no heroes stand in his way.

## TANGLEBRIAR RISING

The story of this conflict has been waiting to be told for over a decade. We first introduced Kyonin, Tanglebriar, and Treerazer in the Second Darkness Adventure Path in 2008. Since then, Treerazer has served as an imminent threat, even appearing in the Second Edition *Pathfinder Bestiary* (and more recently in *Pathfinder Monster Core*) as the book's "boss monster." Now, this threat is imminent. Treerazer is ready to take from the elves what he has so long desired, giving Golarion's heroes a final chance to defeat one of the most dangerous threats harbored by the Inner Sea.

## Playing Spore War

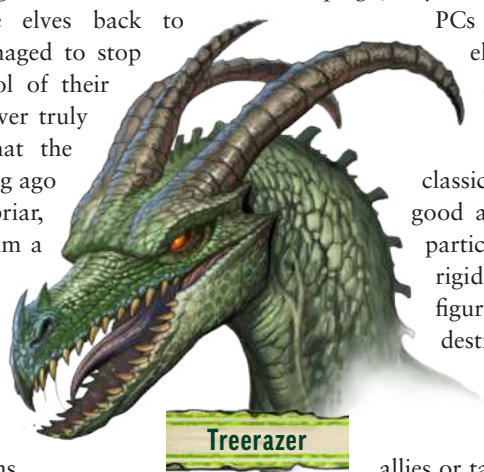
The *Spore War Player's Guide* is a free PDF available at [paizo.com](http://paizo.com). This Adventure Path assumes the players have built their characters (or possibly adapted existing ones) according to the advice and suggestions presented in that document. If you choose not to use the *Player's Guide* in your campaign, let your players know that when creating their 11th-level PCs for this campaign, they should keep in mind that playing elven

PCs (or PCs who have thematic ties to elven interests) will allow for the most logical links to the events about to unfold. Likewise, while

Spore War certainly presents a classic clash between the forces of good and evil, its story isn't one that's particularly interested in traditional rigid societies and staunchly "heroic" figures fighting back against forces of destruction. Heroes who fight for the

forces of good but do so in their own way, and who welcome a wide range of unexpected

allies or tactics to win the day, will fit much more naturally into Spore War's themes than ones who have little tolerance for nuance.



Treerazer

## WAR INTERLUDES

As one could infer from the title, Spore War features a large-scale conflict between two powerful groups—in this case, the elven armies of Kyonin and the demonic legions of Tanglebriar. Yet Spore War does not tell the story of these conflicts, at least not "on screen." When armies clash during this campaign, they do so in the form of short "War Interludes." These are very short encounters that take place during the adventures to simulate the perception that while the PCs are adventuring and pursuing their own important goals behind enemy lines, the war between Kyonin and Tanglebriar progresses. Each War Interlude consists of a short description of the event or battle, and while they won't be present at these battles, the PCs can influence the outcome of these interludes by spending "Spore War Points" earned through their adventuring successes.



## CAMPAIGN TIMELINE

Important events that lead to the start of Spore War are presented below.

Date	Event
-5293 AR	Earthfall. Most of Kyonin's elves retreat to their home world of Castrovel, but the wizard Aelthian chooses to remain behind. When Earthfall hits, Aelthian retreats into his timeless fortress of Arabrecht, emerging now and then over the centuries to follow. Many elves in the Mierani Forest abandon their homeland to seek shelter elsewhere—those who flee into the Darklands are led by an oracle named Jininsiel, while those who flee north to the Crown of the World are led by a scout named Jelarial.
2497	Treerazer is exiled to Golarion.
2626	Treerazer discovers the <i>Sovyrian Stone</i> and begins to corrupt Kyonin into Tanglebriar.
2632	Treerazer attempts to corrupt the <i>Sovyrian Stone</i> ; elves return to Golarion to protect Kyonin from Treerazer.
2633	Treerazer corrupts the temple of Calistria in Shevaroth; it becomes his base of operations and is known hereafter as Deathstalk Tower.
2988	A Calistrian witch named Silisifex makes contact with Aelthian, who joins the fight against Treerazer's armies. His attempt to banish Treerazer weakens the demon, but ultimately fails when Treerazer turns the magic back onto Aelthian and his home. The devastation left behind is known today as Dimcrater.
2989	Despite his victory against Aelthian, Treerazer is weakened. The elves take advantage and begin reclaiming southern Kyonin from Tanglebriar.
3041	Tanglebriar is reduced to the borders it has today. Further attempts to reduce its size fail, and while the borders periodically flare up and creep north, the elves manage to keep Tanglebriar roughly contained to these borders. Scholars consider this the official date of Treerazer's defeat.
3042	The elven hero Kyloss Syndar leads a small group of soldiers into the wilds of Kyonin to root out remaining strongholds of demonic presence and over the course of the following decades becomes a symbol for the land's recovery from corruption.
3050	Silisifex leads a force of Calistrans to reclaim Shevaroth and purify Deathstalk Tower, but vanishes without a trace.
circa 3200	Treerazer sends subtle filaments of corruption north, beginning the long process of Jeharlru Spore growth.
3520	Kyloss Syndar fights the demonic hydra Slithermaw; he defeats the monster but pays for it with his life. The town of Greengold is founded in his honor.
4445	Queen Telandia becomes Kyonin's ruler.
4633	A cult of Rovagug invades Shevaroth and claims Deathstalk Tower as their own.
4703	The succubus Quilindra infiltrates Kyonin's political circles, seeking information that will help Treerazer.
4707	Quilindra is captured by Telandia's agents.
4708	Queen Telandia works with adventuring heroes to defeat a corrupt group within Kyonin's government known as the Winter Council. She tricks Quilindra into helping the adventurers, but once the succubus learns the truth, she confronts the heroes in battle, only to be slain.
4710	Quilindra is reborn as a fungus tyrant known as the Spore Queen.
4718	The Worldwound is closed.
4719	The Whispering Tyrant obliterates Vigil, escapes Gallowspire, and relocates to his old domain on the Isle of Terror, throwing the traditional alliances between the Lake Encarthan nations into turmoil.
4723	An elven veteran of the Worldwound named Aravashnial returns to Kyonin to offer his expertise to the queen, hoping to bring his experience from serving in the Worldwound to his homeland's centuries-long cold war against Tanglebriar.
4724	Aravashnial and several Ekujae druids travel to Fangwood to research a new blight growing within it, hoping to learn some way to combat Tanglebriar without directly attracting Treerazer's attention. Gorum is slain, and Godsrain washes over Golarion, hastening the spread of warfare. In Tanglebriar, red rain from this event causes Treerazer's Jeharlru Spore network to experience sudden growth, allowing the nascent demon lord to accelerate his plans for an attack on Kyonin. The attack he'd planned to occur several decades in the future can now begin much sooner.
4725	Present Day. The Spore War begins.



## CAMPAIGN SUMMARY

Still lacking the power of a full demon lord, Treerazer has little interest in returning to the Outer Rifts, as he rightfully fears that Cyth-V'sug would destroy him before he could establish himself. Here on Golarion, he's "out of the way," and he's fostered a reputation among the other demon lords as a defeated coward. This is to Treerazer's liking.

A variant of this perception has spread among the people of Golarion. As Treerazer kept his activity to a minimum, he was largely left alone in Tanglebriar. After abandoning Deathstalk Tower to lesser evils, he has since spent much of his time and many of his resources growing and expanding a new fortress—a towering, mobile fungal tree infused with demonic life called the Witchbole.

What few outside Tanglebriar know is that the Witchbole, under Treerazer's guidance, has been extending filaments of corruption through the ground to the north all this time. Through them, hidden spores drawn from the Outer Rifts realm of Jeharl have grown into cysts that shield their presence from detection. The growth of these Jeharl Spores has been quickened by Godsrain, and Treerazer is prepared to extend the Witchbole's influence beyond Tanglebriar's borders in his most devastating assault on Kyonin in over two thousand years—a conflict that will come to be known as the Spore War.

## Whispers in the Dirt

By Jason Bulmahn

Pathfinder Adventure Path #210, Levels 11–13

The PCs are selected by Queen Telandia Edasseril to represent Kyonin at the Encarthan Summit, to be held in Greengold. The PCs meet with representatives from other Lake Encarthan nations and work to build an alliance between the diverse and sometimes bickering delegates. Just as the summit is about to achieve its goal, Razmiri assassins attack. The PCs defeat the assassins, then work with the summit's Razmiran ambassador, who is eager to help prove this attack wasn't a Razmiri plot. The PCs travel to the city of Xer and infiltrate a cult hideout. There, they discover that the actual mastermind of the attack are agents of Treerazer. They also learn that the assassination attempt was a distraction so that the actual threat from Tanglebriar could strike while Kyonin's forces looked elsewhere. Greengold will be the first to fall. When the PCs race back to Greengold, they arrive just in time to see a massive eruption of fungus in the city and must defeat the fungal monsters and demons that are invading it while also rescuing imperiled citizens.

## The Secret of Deathstalk Tower

By James Jacobs

Pathfinder Adventure Path #211, Levels 14–17

The Spore War escalates as demons and other creatures surge from Tanglebriar, throwing Kyonin's southern border into conflict. At the queen's behest, the PCs must seek a way to defeat the army's leadership while using skirmishes and clandestine tactics; meanwhile, the nation's armies keep Tanglebriar's forces occupied. The PCs seek out an expert on demons, a Worldwound veteran named Aravashnial, only to discover that he's dead. They recover many of his research notes, as well as tools that they can use against demonic blights such as those in Tanglebriar. From here, they must infiltrate Tanglebriar and explore the swampland to learn more about the demon armies and strike skirmish blows against their forces; they eventually discover that the Spore Queen has reclaimed portions of Deathstalk Tower, and that some dangerous secret weapon is being developed within. The PCs must infiltrate Deathstalk Tower to defeat the Spore Queen and stop progress on this weapon. At the end of this adventure, the PCs learn that Treerazer is on the verge of transporting his fortress to the very edges of the city of Iadara, and that one of his old enemies, the wizard Aelthian, is calling for help from beyond the borders of reality, promising to aid them in defeating his old foe.

## A Voice in the Blight

By Rigby Bendele

Pathfinder Adventure Path #212, Levels 18–20

The PCs follow Aelthian's voice and make their way to the ruins of his old home at Dimcrater. They then travel into the Void and discover a prison on a rocky precipice where Aelthian has been trapped for centuries. The PCs must make a daring prison break to rescue the ancient wizard, only to discover he is little more than a voice—his body has long since been lost to the Void. Still, upon rescuing him from his prison, he grants potent guidance. But even more amazing, the elven gods themselves have taken notice and grant the PCs mighty boons by amplifying their heroic legacies, transforming their legendary items into powerful artifacts that they can then use against Treerazer. Armed with these weapons, the PCs infiltrate Witchbole, a living dungeon that serves as Treerazer's fortress, which now lays siege to Kyonin's capital of Iadara! The PCs disable Witchbole from within, causing a rift in reality to pull fragments of the fortress (along with the PCs and Treerazer) into a liminal zone between Jeharl and Kyonin. There, the PCs must stop Treerazer's final, desperate gambit to complete his plans to corrupt all Kyonin and slaughter those who dwell within.







# Whispers in the Dirt

## Chapter 1: The Council of Life and Death.....8

After the PCs valiantly defend the town of Greengold from an invading force of undead, Queen Telandia Edasseril calls for a secret council among all the nations of Lake Encarthan to address the looming threat posed by Tar-Baphon, the Whispering Tyrant. The PCs serve as ambassadors at this council in Greengold, trying to broker a compromise alliance among the bickering representatives, but just as a deal is about to be struck, Razmiri assassins attack!

## Chapter 2: Conspiracy in Xer..... 38

The PCs work with Razmiran's ambassador to get to the bottom of the attack. The investigation leads the PCs to the Razmiri city of Xer and, once there, it becomes clear to them that a menacing force is at work beneath the city. Exploring the sewers leads them to the heart of the corruption, a group of cultists loyal to Treerazer. This cult is the source of the assassins who attacked the council. Worse still, this corruption has spread throughout Kyonin, and its fungal tendrils are almost ready to blossom into Jeharl Spores—one of which is ready to bloom in Greengold!

## Chapter 3: The Blossoming..... 56

The PCs get back to Greengold just in time to witness the devastating blossoming of a Jeharl Spore. With fungus erupting all over the city, the PCs must explore its streets to determine the nature of this threat. They soon learn that the Jeharl Spore here is not yet fully formed, and that if they can find a way to destroy it, they might be able to save much of the city from a foul fungal fate!

## GET TO THE FIGHTING!

This lengthy first chapter of *Spore War* focuses on political intrigue and roleplaying opportunities—while it opens and closes on a fight, for the bulk of this time, the PCs won't be rolling initiative. The *Spore War Player's Guide* warns the players that this campaign gets off to a "deliberate" start, so if you're not using that document in your game, you should take a moment to do the same to manage expectations. There will be plenty of time for fighting once things kick off in Chapter 2 and beyond into the following adventures, but until then, keep an eye on player interest levels, engagement, and potential boredom or frustration. If some of the players are itching for a fight, you can always add another minor skirmish that the PCs might be called out to handle as more undead begin to threaten a part of the Greengold hinterlands, but also keep in mind that you don't want to set the false expectation that this campaign is about fighting the armies of the Whispering Tyrant. In a worst-case scenario, you can always decide to "fast forward" to the final section of this adventure, where the council is attacked by assassins. If you do so, quickly summarize key events you skip over, and don't use XP for this first chapter. Instead, the PCs should automatically level up to 12th level once this chapter concludes.

## ADVANCEMENT TRACK

"Whispers in the Dirt" is designed for four characters.

- 1 The PCs begin this adventure at 11th level.
- 2 The PCs should be 12th level before they travel to Xer in Chapter 2.
- 3 The PCs should be 13th level before they return to Greengold in Chapter 3.  
The PCs should reach 14th level by the time they complete the adventure.





## Chapter 1: The Council of Life and Death

The elves of Kyonin have not truly known peace since returning to Golarion over 2,000 years ago, for this return was bathed in blood. Immediately upon arrival, they faced the demonic forces of Treerazer, a mighty demon lord who had taken control of their ancestral homeland. The elves spent centuries purging their land of his corruption and driving him back into the twisted swamps of Tanglebriar. Yet despite years of struggle and numerous resources deployed against the demon, they've only managed to contain him in his rancid realm beyond Kyonin's southern border. Defeating Treerazer for good has proven elusive, and with the nascent demon lord seemingly uninterested in launching a second attack against Kyonin, the elves—and indeed all the Inner Sea region—have grown complacent.

Never more so than today, as more pressing and burgeoning problems draw the attention of Queen Telandia and her court. The return of Tar-Baphon, the Whispering Tyrant, has every nation that borders Lake Encarthan casting a wary eye toward the Isle of Terror at the lake's heart. Over the last several years, the waters around the Isle have become dangerous to navigate, and growing reports suggest that the Whispering Tyrant is building a fleet of ships crewed entirely by the dead. Stories have spread of haunted ships raiding smaller communities along the shores, leaving only ghost towns in their wake. Some believe that both the living and the dead are being shipped to the Isle of Terror, as the Tyrant has uses for both.

With this threat looming in everyone's mind, Kyonin is more content than ever to let Treerazer brood in his



swamp. Unfortunately for the elves, he has been far from idle and is carefully and quietly putting a plan into motion that could transform the entire nation into his corrupted kingdom. For the past few centuries, Treerazer and a deadly group of demonic cultivators have spread a network of fungal filaments through Kyonin, using them to generate underground seeds of corruption known as Jeharlu Spores. Today, these hidden threats grow under nearly every major town and city in Kyonin, slowly ripening and preparing for a dreadful harvest. Until now, they've remained dormant and hidden, but the time of blossoming is at hand.

While the looming threat of the Whispering Tyrant's return has drawn Kyonin's attention, it hasn't been entirely beneficial to Treerazer's plans. If they were to form new alliances, perhaps even mount a crusade against the undead menace, the demon's elven enemies would gain even more power on the world stage. Such partnerships could prove ruinous to Treerazer's schemes, giving the elves allies and reinforcements at the very moment when he most needs them to be isolated and alone. When his spies informed him at the last minute of Queen Telandia's intention to call a council in the hopes of forging an alliance between all the Encarthan nations, Treerazer had only weeks to plan a counterattack. He commanded one of his favored agents, a demon named Lukarazyll, to quicken the growth of the Jeharlu Spore that has germinated for decades in the dirt below Greengold and to corrupt a cult of assassins and priests within the Razmiran border town of Xer, located just across the Glass River from Kyonin. If these assassins don't disrupt the formation of the Encarthan Alliance, Treerazer is ready to fire the first salvos of what will soon come to be known as the Spore War.

## GETTING STARTED

Although the triggering events of Spore War are imminent, our story begins six months prior, when several plague barges filled with undead make their way toward Kyonin's coast. With little time to mount a counterattack, a band of heroes is sent to stop them before they can make it to shore. The tale of this fight will forever mark these heroes and drag them into a far more deadly confrontation with Treerazer and his terrifying plan. Naturally, these heroes are the PCs.

In the weeks leading up to this event, rumors of plague barges landing on shores throughout the Lake Encarthan area have lakeside settlements in all the nations on edge. When the alarm goes up about approaching plague barges to the west of Greengold, the PCs are present in town. While you can start with the PCs getting a call to action, gathering their

resources, and traveling west to meet the barges, starting the campaign while the PCs are already on Lantana Beach and watching the plague barges approach is a more exciting beginning.

## Moving Things Along

The first several encounters in this adventure take place in the PCs' recent past, and are meant to establish their presence in Kyonin as heroes of note who have attracted the queen's attention. They're also a chance to showcase Kyonin a bit as it stands before the Spore War throws things into conflict. As such, you should keep things moving here and resist the temptation to turn over full control of the story's direction to the PCs. Gloss over travel times with a few lines of description. Tell the players that they'll have time to craft and shop later rather than spend too much time in Downtime mode. Feel free to move along to the next encounter, handing over full agency on what the PCs wish to do when they finally reach the true beginning of "Whispers in the Dirt" with Calling the Council, on page 13.

## The Battle of Lantana Beach

When you're ready to begin, inform the players that their characters have arrived at Lantana Beach some five miles west of Greengold. It's just after sunset, and an unsettling fog bank races eastward over Lake Encarthan's waters ahead of roiling dark storm clouds. The fog thins enough for those on shore to glimpse several dark shapes gliding across the storm-tossed lake—plague barges!

Lantana Beach is a flurry of activity. Teams of elves led by Commander **Nuandiall Ciranviash** (stoic male elf fighter 10) frantically work to push a bank of catapults into position, having deployed them from an old bunker nearby. The hope is to get the catapults deployed in time to sink the barges before they pass over a deep underwater cliff; if the plague barges are sunk in shallow waters, after all, the diseased undead aboard would simply walk underwater and into town. Sinking them over the deeps would instead send the shambling, diseased cargo deep into the waters below, where they would be unable to reach shore.

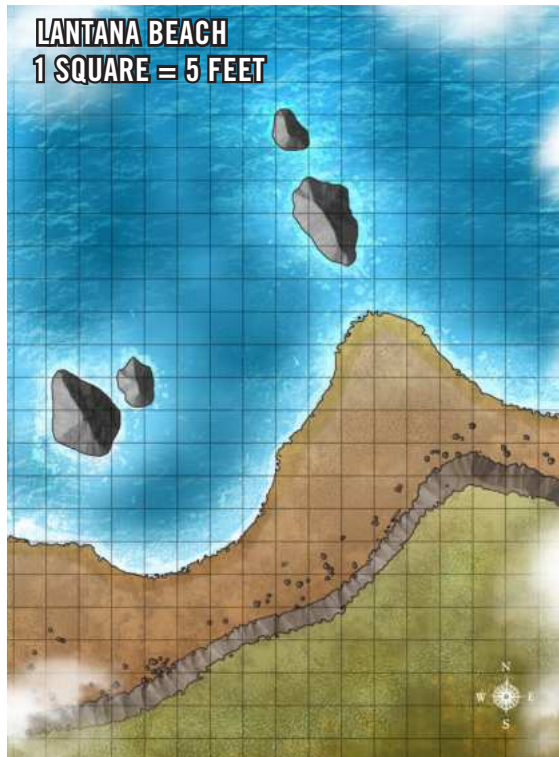
There's plenty of time for the elves to set up the catapults and sink the barges, but soon after the PCs arrive, the first of two complications strike.

## Darkness Descends

## Low 11

As the elves work to ready their siege engines, twisting coils of darkness reach out from the dark fog that accompanies the plague barges. These wisps break free and fly toward the shore at the PCs!





**Creatures:** The PCs are attacked by a flight of 6 greater shadows, which were accompanying the plague barges as advance scouts. The shadows start this battle 90 feet north of the northern edge of the map above, so they must spend the first round of combat flying toward the PCs before they get close enough to appear on the map, giving the PCs a chance to prepare or use longer range attacks against the undead. Once they reach the PCs, the shadows are not coordinated in their attacks. They attempt to steal the shadow of anyone they hit, hoping to spawn additional shadows on the shore.

## GREATER SHADOWS (6)

## CREATURE 7

*Monster Core* 306

**Initiative** Stealth +20

## Fallen Knight

## Moderate 11

This encounter begins a few rounds after the PCs defeat the last of the greater shadows, just as the elves are about ready to deploy their siege engines.

**Creatures:** The plague barges lack captains and are crammed full of a hundred or so plague zombies each. Each barge is driven forward by the magical storm clouds and fog bank, which itself is controlled by the assault's commander. When Lastwall fell, many of its knights found new service as undead thralls in the Whispering Tyrant's army. This doom came for Captain Talymir, who died during the destruction of the city of Vigil. Now, the corrupted knight is the

vanguard of the plague barges heading to Greengold. Mounted atop an undead horned dragon named Ulugurnix, he stops at nothing to destroy the PCs.

Just as it seems that the elves are going to be able to deploy their catapults with plenty of time, the storm clouds part and a heart-shaking roar echoes out over the waters. Hurtling out of the clouds toward Lantana Beach is a nightmare. Although quite withered and tattered, the wings of this terrifying dragon manage to keep him aloft as he soars over the beach. Much of the flesh on his face is pulled taught and torn in places, but his distinctive horn remains, looking deadly sharp. The undead monster lets loose another grumbling roar as he approaches. On his back, a rider clad in rusting armor points the way, bearing a long black-iron blade wrapped in flickering blue flame—Captain Talymir, now a graveknight.

The fallen knight and his dragon mount are immediately distracted by the PCs, recognizing them as the more dangerous threat. During combat, Ulugurnix remains aloft and circles above the PCs, using his poison breath on the first round, then strafing them each round by flying up to them, biting a PC, then flying away. During this time, Captain Talymir fires on the PCs with his bow. If the PCs manage to keep up with the flying dragon, Ulugurnix changes his tactics to engage in melee—he also does so if either he or Captain Talymir is reduced to fewer than 50 Hit Points, whichever comes first. They fight until destroyed; if the PCs retreat or fall, the pair do not go in for the kill, but instead turn their attention to the siege engines and destroy them before returning to escort the barges.

## CAPTAIN TALYMIIR

## CREATURE 11

**UNIQUE** **MEDIUM** **GRAVEKNIGHT** **UNDEAD** **UNHOLY**

Male graveknight (*Monster Core* 178)

**Perception** +21; darkvision

**Languages** Common, Draconic, Necril

**Skills** Athletics +24, Intimidation +22, Religion +21, Warfare Lore +21

**Str** +7, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5

**Items** composite longbow, +2 resilient full plate, greatsword

**AC** 31; **Fort** +20, **Ref** +18, **Will** +22

**HP** 180, rejuvenation, void healing; **Immunities** bleed, cold, death effects, disease, paralyzed, poison, unconscious

**Dragon Bonded** Captain Talymir is immune to Ulugurnix's frightful presence aura, Poison Breath, and stench aura. If Ulugurnix is destroyed, Captain Talymir becomes infuriated. He deals 2 additional damage on melee Strikes and becomes quickened for 3 rounds; he can use the extra action to Stride or Strike.

**Sacrilegious Aura** (aura, divine, void) 30 feet. As graveknight, but counteract modifier +18.



### Reactive Strike ➤

**Speed** 25 feet

**Melee** ♦ *frost greatsword* +25 (cold, magical, versatile P), **Damage** 2d12+13 slashing plus 1d6 cold

**Melee** ♦ *fist* +24 (agile, cold), **Damage** 2d10+13 bludgeoning plus 1d6 cold

**Ranged** ♦ *frost composite longbow* +22 (cold, deadly d10, magical, range increment 100 feet, propulsive, reload 0, volley 30 feet), **Damage** 2d8+9 piercing plus 1d6 cold

**Devastating Blast** ♦♦ (arcane, cold) As graveknight, but 12d6 cold and DC 30.

**Graveknight's Curse** As graveknight, but DC 34.

**Weapon Master** As graveknight.

## ULUGURNIX

## CREATURE 11

**UNIQUE** **LARGE** **AMPHIBIOUS** **DRAGON** **GHOUL** **PRIMAL** **UNDEAD** **UNHOLY**

Variant male horned dragon ghoul (*Monster Core* 119, 162)

**Perception** +22; darkvision, scent (imprecise) 60 feet

**Languages** Common, Draconic, Necril

**Skills** Acrobatics +16, Arcana +19, Athletics +22, Deception +21, Diplomacy +19, Forest Lore +19, Intimidation +21, Nature +19, Occultism +19, Society +17, Stealth +18

**Str** +7, **Dex** +1, **Con** +3, **Int** +2, **Wis** +5, **Cha** +4

**AC** 30; **Fort** +20, **Ref** +18, **Will** +22

**HP** 190, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, sleep, unconscious

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 27; otherwise as young horned dragon.

**Stench** (aura, olfactory) 10 feet, DC 27

**Twisting Tail** ➤ As horned dragon.

**Speed** 30 feet, burrow 5 feet, fly 120 feet, swim 30 feet; forest passage

**Melee** ♦ *jaws* +24 (magical, poison, reach 10 feet), **Damage** 2d12+10 piercing plus 2d4 poison

**Melee** ♦ *claw* +24 (agile, magical), **Damage** 2d10+10 slashing plus Grab

**Melee** ♦ *tail* +22 (magical, reach 15 feet), **Damage** 2d8+10 bludgeoning

**Melee** ♦ *horn* +22 (magical, reach 10 feet), **Damage** 1d12+10 piercing

**Primal Innate Spells** DC 30; **2nd** *entangling flora*; **1st** *charm*  
**Consume Flesh** ♦ (manipulate) As ghoul, but regains 6d6 Hit Points.

**Draconic Frenzy** ♦♦ As young horned dragon.

**Draconic Momentum** As young horned dragon.

**Forest Passage** As young horned dragon.

**Ghoul Whispers** ♦ (auditory, linguistic, occult) As ghoul, but DC 30.



Talymir and Ulugurnix

**Grave Knowledge** (occult) As ghoul, but with a +23 skill modifier.

**Poison Breath** ♦♦ (primal, poison) Ulugurnix breathes a toxic cloud that deals 12d6 poison damage in a 40-foot cone (DC 30 basic Fortitude save). He can't use Poison Breath again for 1d4 rounds.

**Impaling Charge** ♦♦ As young horned dragon.

## Sinking the Barges

If the PCs can defeat or drive off the undead knight and his ghoul dragon, the magic that propels the barges falters and fades, and it's a simple task for the elves to sink them all. After only a few moments, the first hit is scored, followed soon after by heavier stones and barrels of flaming pitch. A cheer goes up as the first of the plague barges slips under the waves, taking its entire accursed crew down to the depths of Lake Encarthan. Not even ten minutes later, the battle is over. The barges are destroyed.

The elves involved in the defense thank the PCs for their aid, with Commander Nuandiall saying, "The nation of Kyonin and the people of Greengold are in your debt for what you did on Lantana Beach this day. My soldiers and I could not have completed our mission without your bravery. Be assured, Queen Telandia herself shall hear tell of your deeds."

## INVOLVING THE PCs

At your discretion, you can have the PCs take part in the bombardment of the barges, either by helping the elves to sight their siege engines, to actually fire them, or by attacking the barges with their own magic and powers. Feel free to have the PCs attempt some skill checks and attack rolls, but regardless of their results or tactics, narrate the results as above—as a swift and total victory for Kyonin!

WHISPERS IN THE DIRT

Campaign Overview

Chapter 1:  
The Council of Life and Death

Chapter 2:  
Conspiracy in Xer

Chapter 3:  
The Blossoming

Kyonin

enture  
lbox

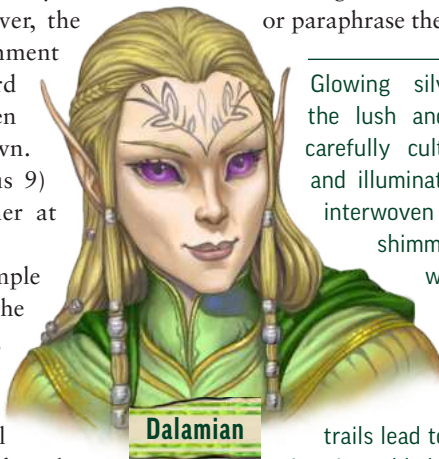


## THE QUEEN'S GRATITUDE

In the days that follow the Battle of Lantana Beach, word of the PCs' bravery spreads. Before long, they are treated like celebrities in Greengold, earning them the trust and admiration of many of the inhabitants of the port city. However, the true magnitude of their accomplishment becomes apparent only when word spreads that a herald of Queen Telandia's has arrived in town.

**Dalamian** (friendly female elf magus 9) requests that the PCs meet with her at Greengold's Temple of Calistria.

Upon arriving, the doors to the temple open and Dalamian walks out to the top of the steps, dressed in a shining, gold-trimmed green doublet with cloak of emerald brocade. Standing at attention, she produces a small scroll, holding it open for all to see before she reads the following aloud to the PCs.



## The Queen's Feast

By the time the PCs arrive at the Silver Lantern Garden, elven nobles and other dignitaries are already wandering its beautiful grounds, drinking, laughing, and listening to the music of roaming performers. Read or paraphrase the following text to set the scene.

Glowing silver lanterns float throughout the lush and verdant gardens, highlighting carefully cultivated paths amid the foliage and illuminating living archways coaxed into interwoven patterns, creating a cascade of shimmering moonlight. Performers wander the grounds, playing a variety of instruments that come into and out of harmony with one another as the wandering players cross paths. All the trails lead to a central clearing, where a large feasting table has been set.

"On behalf of the people of Kyonin, Queen Telandia Edasseril, Bearer of the Viridian Crown, does offer her heartfelt thanks to the heroes of Lantana Beach. As a show of gratitude for your heroism, our queen extends an invitation to you all to attend a feast in your honor at the Silver Lantern Garden on the banks of the Endowhar River in Iadara in one week's time."

As Dalamian rolls up the scroll, the assembled crowd erupts into a cheer. During the proclamation, the PCs can hear their names echoing through the plaza. Dalamian breaks character to give the party an admiring grin and steps forward to give each PC who wants one a fierce hug. Before making her way back to the queen's court, she makes sure they're interested in attending this feast.

There's no need to cover the PCs' journey to Iadara in detail—ask the players how the party travels and simply inform them that the time passes uneventfully. This is a great opportunity to present Kyonin's interior to the party so they can experience it before the events of Spore War kick in. Kyonin's roads are safe to travel and well-maintained, and the scenery makes for a pleasurable journey through the beautiful northern reaches of the Fierani Forest before they turn south to travel along the banks of the Endowhar River. Upon arriving at the elven capital, the PCs are welcomed with open arms and brought to their guest quarters in an elegant villa. That evening, the PCs are provided with fine clothing (if they do not have their own) and escorted to the Silver Lantern Garden for the queen's feast.

## EXPLORING THE GARDEN

The PCs are free to wander the garden and talk to various nobles and members of court. The elves and dignitaries are polite and eager to talk. Questions they might ask the PCs include: "What do you think is to be done about the Whispering Tyrant?"; "Do you think these acts of aggression will escalate?"; and "How do you suspect the other nations along Lake Encarthan's shores are handling these events?"

While the PCs' reputation as heroes precedes them, the elves and dignitaries are more than just eager to talk to them—they want to find out if the PCs are as amazing as the stories say. As each PC answers questions, take note of how they comport themselves, then ask them to attempt a DC 28 skill check. This could be a Deception check for a PC who's embellishing their answers, a Diplomacy check for a PC who is trying to be honest and humble, an Intimidation check for a PC who seeks to impress, a Performance check if a PC is particularly showy in how they reply, and so on.

If at least half of the PCs succeed at this skill check, then positive word of mouth spreads. When they meet the queen, reduce the DC to present themselves to her and her court to DC 26.

## MEETING THE QUEEN

During the PCs' meandering, Dalamian contacts them again, but not as a herald or guide. This time, she wears her nervous excitement openly as she reveals that she's one of the queen's younger cousins and, as



## GREENGOLD LOCATIONS

While the PCs won't have much free time to explore Greengold, a map of the settlement appears on page 74 of this volume with locations important to this adventure tagged for your convenience.

of this week, a new member of the royal guard. As the PCs speak to her, the performers make their way to the center of the garden, where their melodies unify into a complex harmony. At its crescendo, Queen **Telandia Edasseril** (protective female elf wizard-queen 17) arrives at the celebration.

Grand wooden gates made of the intertwined branches of a living tree swing open and allow a flock of songbirds to flutter forth. Their song adds to the melody of the performers, heralding Queen Telandia Edasseril's arrival at the celebration. As she makes her way to the table, exchanging pleasantries with her court, the assembled guests begin to find their seats as well.

Once the PCs take their seats, the formal dinner begins. The queen asks them, one after the other, to introduce themselves. Once they've finished, she asks them to recount the events of the beach, so that she might hear the tale firsthand. The assembled nobles grow quiet as they listen to the story. When the PCs are done recounting the story, she thanks them for their bravery and service to Kyonin.

Each PC should attempt a DC 28 skill check (DC 26 if they've already achieved positive word of mouth) to determine how well they present themselves to the queen and her court. Choose a skill that matches how each player portrays their character. Diplomacy makes sense if a PC is polite and elegant, while Intimidation is a good choice for a PC who boasts of their accomplishments. A PC who offers to sing or play music might roll Performance instead, while one who plays up their magical powers might roll Arcana, Nature, Occultism, or Religion. If no skill makes sense, then have that PC roll Society. If at least half the PCs succeed at this check, the queen is visibly impressed.

The rest of the meal goes by quickly. The PCs are presented several courses of truly amazing food, including a crisp autumn salad with hearty roasted pine nuts, gently braised venison cutlets in a rich wine sauce, and a delicate honey lattice made to look like the queen's crown placed atop a small scoop of emerald mint sorbet.

At the end of the feast, the queen calls the PCs to offer her thanks and present them with gifts from the elven people. Each PC is given an 10th-level permanent item and a small basket containing three powerful consumable items (chosen from levels 8–10). The queen has tasked members of her court to find out what might be the most useful for each individual character, so these items should appear to be specifically chosen for each PC. For example, a

barbarian might receive a +2 *weapon potency rune*, a *potion of flying*, a moderate elixir of life, and a *moderate potion of resistance*.

Shortly after the gifts are given, the queen stands and thanks the assembled guests for a wonderful evening before departing to return to her estate. While the party continues for some time, things are winding down as various guests begin to leave. The PCs are taken back their guest quarters before being escorted home the following day.

**Reward:** In addition to the gifts, grant the PCs 30 XP for attending the banquet and meeting Queen Telandia. If at least half the PCs managed to impress the queen with their skill check to present themselves, increase this to a 60 XP reward.

## CALLING THE COUNCIL

Queen Telandia has grown increasingly worried about the threat posed by the Whispering Tyrant, and the Battle of Lantana Beach has only bolstered her concerns. Although she has faith in her military, she's wise enough to know that no one nation can possibly defeat the lich and his undying hordes alone.

To that end, Queen Telandia has been quietly arranging a council to discuss an alliance of all the nations that border Lake Encarthan—those most at risk from the Whispering Tyrant's advances. At the very least, she hopes they can all agree on a pact of mutual defense, but should it come to it, she hopes that all concerned nations will commit to a direct offensive to put an end to this growing danger.

Unfortunately, a meeting of national leaders is not possible. Not all would agree to the dangerous journey, and the queen knows that if Tar-Baphon got word of such a meeting, he would surely try to sabotage it or at the very least apply pressure to ensure that no agreement was reached. At worst, he might view such a gathering as cause to single Kyonin out as his next target. To that end, Queen Telandia is determined this council should be attended by representatives who are less renowned but who still possess the authority to enact an agreement should they feel it's in the best interests of their nation, all without the public spectacle that would surely follow in the wake of a nation's leader suddenly



## SUMMARY OF THE ENCARTHAN ALLIANCE

The Encarthan Alliance consists of four articles.

**Article 1: Writ of Nonaggression.** This article ensures that so long as the threat of the Whispering Tyrant exists, a signed nation will not take hostile actions against another signed nation or its interests.

**Article 2: Mutual Aid Alliance.** This article codifies free or greatly discounted material aid to be provided to nations in crisis from those not in crisis, such as when facing an ongoing military campaign perpetuated by the Whispering Tyrant.

**Article 3: Self Defense Agreement.** This article states that for the purposes of the Whispering Tyrant, all nations in the agreement will treat a threat to any other nation as a threat to their own. Nations in this agreement will send aid, troops, transportation, siege engines, and magic to other signed nations that find themselves under attack.

**Article 4: Conquest Accord.** This final article sets terms and conditions for the nations involved to actively go to war against the Whispering Tyrant, stopping just shy of drawing up plans to invade the Isle of Terror.



Klorinth

traveling abroad. This way, the assembly might avoid attracting the wrong kind of attention.

To represent Kyonin's interests and to ensure the council is a success, the queen has chosen the PCs to be her representatives. "Whispers in the Dirt" begins in earnest as Dalamian invites the PCs to meet with her in Greengold at the Vynoren Estate (area A7). It's easiest simply to skip forward in time to the present as the PCs are approaching the estate in Greengold.

### Vynoren Estate

This manor and its grounds are usually occupied by the Vynoren family, but they volunteered their home to host the delegates invited in secret to Greengold. For the duration of this adventure, the Vynorens are dwelling at the capital as guests of the queen.

**The Manor House:** The main house contains a large sitting room, fully stocked kitchen, and library filled with hundreds of books, mostly about Kyonin history and elven art. The steward of the house, **Klorinth** (taciturn female elf major-domo 7), is always present

to answer any questions the PCs might have and to make sure the manor is kept in good condition. She's cold but respectful toward the PCs as she does what she can to ensure that the council is a success.

**The Garden:** Often just referred to as "The Stroll," this garden is located between the manor and its six guest lodges and features dozens of different flowering plants, offering up an array of pleasant aromas. The garden's layout is based on the theme of these plants' scents, from purely floral sweet scents to spicy notes and musky aromas.

**Guest Lodges:** Six wooden lodges sit on the estate grounds, each offering the same sort of interior spaces, although each is laid out a bit differently. Each features a large common room, small meeting room, kitchen, and bath on the first floor, while the second floor is divided up into four equally sized bedrooms. All are clean and well appointed, with overstuffed chairs, plush rugs, and thick curtains to ensure privacy.

**Silver Crescent:** Just north of the guest lodges sits a small lake, roughly shaped like a crescent. The lake is mostly clear and stocked with a variety of colorful fish that dart from place to place. They're fed twice daily by Klorinth.

### Emissaries

When the PCs arrive at Vynoren Estate, Dalamian greets them out in front of the main manor with an eager smile.

"Welcome, my friends! I'm so glad that you've arrived, as we have only a few days to prepare. You're probably wondering what this is all about and why the queen has called you here. Well, I'm excited to tell you that we're going to change the history of Golarion! In the next few days, we're going to broker an agreement between all the nations around Lake Encarthan: an agreement to resist the Whispering Tyrant—and to defeat him. And you all are going to help make it happen!"

Dalamian invites the PCs to join her in the manor garden, where a light lunch (sandwiches and tea) has been set out by the estate's staff. As the PCs eat, Dalamian explains that the queen has spent the past several months sending secret messages to all the nations bordering Lake Encarthan, inviting them to send delegates for a secret council to discuss Tar-Baphon's growing threat. Each of these envoys are lower ranking representatives to avoid attracting the sort of attention that a meeting of actual national



*On behalf of the people of Kyonin, I welcome you to our land and to this critical council, one that might very well decide the future of our world. Let me thank you for coming and representing your people at this important juncture. I am sure your journey presented inconveniences; your dedication to attending is but the first step in what is to be an even greater journey—one filled with immeasurable risks—if we are to achieve victory over an ancient and dreadful foe.*

*What you do in the coming days will lay the groundwork for our first steps toward this victory, steps I hope will lead us to a future of partnership and mutual aid. Kyonin's people are known for their self-reliance, but in this matter, we must stand side by side, for only together shall we have any chance at success. The Tyrant's power grows, but it is not absolute. Together, we can break him. Together, we can put him back into the ground where he belongs, this time for good. I know that we each have our differences, but I implore you to set them aside and look beyond them.*

*We must fix our eyes ahead. Plan for the worst, yet hope for the best. It all starts here, with you. Every living soul around Lake Encarthan is counting on us, and the sanctity of Life and Death alike is in our hands. May wisdom and compassion guide you.*

*—Queen Telandia Edasseril*

HANDOUT #1

leaders would surely draw. It is the queen's hope that this council will result, at the very least, in a pact of mutual defense; that is, that if any one of the nations is attacked by the Tyrant, the others will come to their aid. If things go well, though, she hopes that this council might lay the groundwork for an offensive to put an end to the Whispering Tyrant once and for all.

As for the PCs, their role in this is to serve as the council's hosts and represent Kyonin's interests. Specifically, the queen wants the PCs to ensure the agreement of the attending nations, meeting with each representative to learn their concerns and address whatever needs they might have to secure their cooperation. At this, Dalamian also mentions that she'll shadow the PCs and be available to consult as needed, and though it's left unsaid, she is clearly there to serve as the queen's proxy. The queen wants this council to succeed, but not at the cost of Kyonin's reputation or her country's standing in the region. After all, Dalamian adds, the only thing worse than having the council fail would be to have it result in Kyonin gaining new enemies.

To that end, Dalamian explains that the Encarthan Alliance consists of four articles. These four articles are summarized in the sidebar on page 14.

Article 1 of the Encarthan Alliance is the most important, but the queen hopes that the PCs can encourage several (if not all) the delegates to sign at least two or three articles; they don't all need to sign all four articles for the alliance to be ratified. Of course, the other representatives might have additional requests as well. Dalamian promises to be present throughout the conference to serve as a guide to the PCs in their negotiations and to help them navigate and vet any of the more demanding or unusual requests—incidentally giving you, the GM, a voice through which you can offer them advice and help guide them back on track should things go sideways.

The council is scheduled to take place over five days, with the first set aside for opening remarks, an oath of secrecy, a statement of goals, and an agreement to act in good faith. The next three days are set aside for private negotiations and talks between the assembled representatives one on



Kyonin Banner



one. The final day is when the gathered emissaries try to come to an agreement, draw up language, and offer closing statements of faith and friendship.

Three of the evenings also feature a special event, allowing the assembled emissaries to get to know one another and experience a little bit of what Greengold has to offer. It's vital, Dalamian stresses, that the PCs and other representatives keep this council a secret from anyone not part of the deliberations. The fate of the entire region might be at stake, and any treachery could spell ruin for everyone involved!

After lunch, Dalamian tells the PCs that the other delegates are due to arrive tomorrow, and each will be staying in one of the six guest houses. As Kyonin is hosting this gathering, the PCs will be staying in the manor house's guest wing. The opening ceremony of the Encarthan Alliance begins tomorrow afternoon and will take place at the Temple of Calistria (area A6).

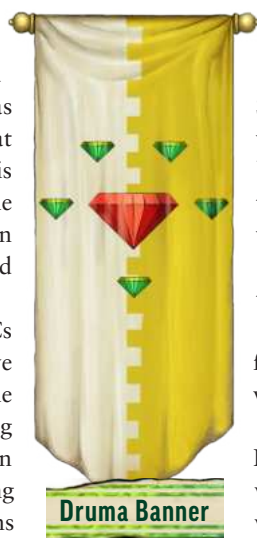
Over the rest of the afternoon and next morning, the delegates from the other nations arrive in Greengold for the summit, most traveling as passengers on merchant ships. Only Druma sends representatives via carriage. They arrive with little to no fanfare and immediately sequester themselves in their individual lodges to prepare for the council the following afternoon. The PCs won't be able to meet them until then.

## OPENING CEREMONY

As the next day dawns, Dalamian is nearly frenzied as she scurries around preparing for the first meeting and making sure the PCs have what they need for the opening ceremony. This includes making sure that they're dressed in fine, well-fitting clothing that bears Kyonin's symbol (a green crystal wrapped in thorn-covered vines). Still, she manages to maintain her upbeat attitude about it all.

When the time finally arrives, Dalamian escorts the PCs to the temple of Calistria and bids them to wait in one of the smaller shrines to the side of the sanctum hall, where the meeting will take place. The delegates from the other nations are seated first, and the PCs are escorted in by Dalamian at the end. Before the PCs are led into the sanctum hall, Dalamian delivers to them the queen's greeting (see **Handout #1**, page 15) and tells them they've been given the honor of reading this greeting aloud to the delegates. As the

PCs are led into the room, the murmuring of the gathered emissaries and their retinues fall silent. All eyes are on the PCs as they're led to the westernmost table and take their seats.



Druma Banner

## The Delegates

Six other tables have been arranged, each with a different nation's banner hanging behind it. Atop each one, save for Kyonin's table to the west, is a smaller stand adorned with the nation's flag.

**Kyonin:** This large table has seating for the PCs and sits before the flag of Kyonin.

**Druma Delegate:** Chalzo Rove (shrewd female human Kalistocrat 9), dressed in pure white robes, sits quietly here.

**Molthune Delegate:** General Lord Walder Resket (arrogant male human general 11), wearing sharp military dress, chats quietly with several of his subordinates.

**Nirmathas Delegate:** Aromina Yasgon (empathic female human negotiator 10), clad in rugged leathers and warm cloaks, seems nervous about whatever General Walder is talking about.

**Knights of Lastwall Delegate:** Gorion the Glad (intense male orc knight 11), wearing full knightly armor but with the helm off, smiles broadly and he absently fidgets with his uniform.

**Ustalav Delegate:** Clavance Ordranti (mysterious male dhampir aristocrat 9), dressed in somber reds and blacks, slumps in his chair and looks bored.



Molthune Banner

**Razmiran Delegate:** Alzarius (silver-tongued male aiuvarin diplomat 11), wearing robes and a porcelain mask bearing the visage of Razmir, the Living God, sits tall and inscrutable at his table.

## THE ALLIANCE BEGINS

At the center of the room sits a circular table atop which is placed an object under a black cloth. When the assembly begins, Dalamian steps up to the table, places a parchment on it (this is a declaration of intent, which each delegate will soon sign), and then pulls away the cloth to reveal a grisly centerpiece—a skull carved from burnt wood, wrapped in rusty chains. Dalamian addresses the gathered emissaries.

"This skull represents the shared threat we all face: the Whispering Tyrant, who darkens the heart of Lake Encarthan. Our nations sit around this threat, just as we do



in this room. If we're to survive, we must unite. I hope we shall be able to come to an accord in the days to come. At each of your tables, you'll find your nation's flag, and at any time over the coming days, a representative may place it here, on this table, to represent their pledge to return home and work with their leaders to join Kyonin in its stand against this threat."

She pauses here, then glances at the PCs.

"Queen Telandia has already pledged to stand against the Whispering Tyrant. I hope that in five days' time, her flag shall not stand alone on this table. And now, let me introduce Kyonin's heroic emissaries!"

Dalamian steps over to the PCs and bids them rise one at a time, introducing each to the other emissaries in the room. Take time here to pump each PC up by having Dalamian call out at least one heroic deed they've accomplished—it's best if this is from an adventure that the PC took part in before you began Spore War but could just as easily reference an event created by a player if they've created a new character for this campaign. When the introductions are over, Dalamian steps aside to stand behind the PCs. The time has come for them to read Queen Telandia's greeting.

The players should nominate one of their number to read this letter. As they do, that PC should attempt a DC 27 Diplomacy or Performance check to see how well they convey the queen's words. A success starts the PCs off with one Influence Point with each of the six factions (2 on a critical success). If the check is a critical failure, the PCs instead take a -2 circumstance penalty on all checks made to influence the delegates during the first greetings phase.

The queen's letter is presented on page 15 as **Handout #1**.

## MEETING THE DELEGATES

Over the following five days of negotiations, the PCs have several chances to earn influence with each individual delegate. This uses the Influence rules, so make sure you're familiar with how they work (see *GM Core* 187). Track the party's Influence score with each of the delegates separately but visibly at your table so the players can keep track of their progress.

## Event 1. Introductions

After the PCs finish reading the queen's letter, each nation is invited to introduce themselves. The nations proceed in the following order, starting with Druma and continuing clockwise around the chamber until the PCs are finally given a chance to speak.

After each delegate introduces themselves, they step up to the central table and sign the declaration of intent to negotiate in good faith and guarantee that their word carries the backing of their respective patron nation. The delegates take this opportunity to speak directly to the PCs, as indicated in each of their entries below. As the PCs watch and observe each delegate's mannerisms and bearing, one PC of the party's choice can attempt a single Discover check against that delegate (see each delegate's individual influence stat blocks on the following pages for more information).

After each delegate's introduction, the PCs have an opportunity to make a few initial observations about the delegate. Inform the players that each PC may attempt a Perception check to learn more—in some cases, a successful check might unlock additional skill checks to learn even more about the delegate.



Nirmathas Banner



Knights of Lastwall Banner

## DRUMA

The first to speak is Kyonin's southeastern neighbor. A white-robed woman in gold jewelry, hair strikingly black, stands up to address the room. She announces herself as Chalzo Rove, Prophet of Kalistrade, and goes on to state that many here know her from her ongoing campaign against pirates on Lake Encarthan. Faced with the Whispering Tyrant's threat, she pledges that Druma will do all in its power to stand against him.

When she approaches the central table to sign the declaration, she compliments the PCs on their heroics on Lantana Beach before asking them about their tailors and who made their armor or clothing. She goes on to offer to connect them to some of the finest tailors and

smiths in all Avistan.

## DRUMA OBSERVATIONS

**DC 30 Perception:** A PC notices that Chalzo gives a hard look toward the Razmiran table during her speech



## WAR OF IMMORTALS

While the events of the War of Immortals don't directly play into these adventures, each of the nations surrounding Lake Encarthan currently faces their own struggles in the aftermath of the Godsrain. These developments, as detailed on pages 86–94 of *Pathfinder War of Immortals*, are another reason the actual leaders of the Encarthan nations aren't available to attend this alliance, for they've far more pressing matters at home to attend to. Feel free to use any of these current events to color a delegate's conversation, but the focus of this adventure should always return to the growing conflict between Kyonin and Tanglebriar.

when mentioning pirates. If at least one PC succeeds at this check, then each PC can attempt the following Society check.

**DC 25 Society:** Chalzo is known for her crusade against the Faith Barges of the Living God, many of which are little more than pirates hiding behind faith.

### MOLTHUNE

Wearing full military dress, the representative from Molthune is infamous General Lord Walder Resket. He starts by noting that Molthune has been at war for many years now, but that this has only hardened the nation's resolve and strengthened the power of its navy. Walder arrogantly declares that the Whispering Tyrant has yet to field any ships that Molthune's navy cannot handle. As he talks, he clearly turns to speak to every representative, except to the one from Nirmathas.

The general formally approaches the PCs at the end of his introduction with practiced ceremony. He congratulates them on their victory at Lantana Beach, going on to praise specific aspects of the engagement, noting the quality of the Whispering Tyrant's plague barges, before signing the declaration.

Walder doesn't specifically mention this, but it's no real secret that he commands Molthune's navy and is a powerful figure in Molthune's leadership—the “war” he speaks of is their ongoing conflict against Nirmathas.

### MOLTHUNE OBSERVATION

**DC 20 Perception:** As General Resket speaks, he makes sure to systematically turn his attention toward

every table to address the other delegates, save for Nirmathas, whom he ignores. On a critical success, a PC picks up a cue that General Resket expects to be the first delegate the PCs meet with during the small councils—or at least that he expects to meet the PCs before they speak with the delegate from Nirmathas!

### NIRMATHAS

A simply dressed human woman stands up for Nirmathas and introduces herself as Aromina Yasgon, The Speaker of the Heart from the free city of Tamran (she places extra emphasis on the word “free”). She goes on to say that while she cannot speak for every town and village in Nirmathas, she knows that the brave and fearless people of her home are quite experienced at defeating invaders, and that they will do whatever it takes to stop Tar-Baphon. She also says that she has the full support of the Forest Marshal and the Knights of the Everflame.

Speaker Yasgon is quite soft-spoken when she approaches the PCs to sign the declaration. She speaks to them about the council and their performance thus far. She stresses that they must instill a sense of community among the nations if there is any chance for their alliance to succeed. She goes on to state that open hostility between those assembled is likely to make doing so incredibly difficult. At this, she throws a glance at the Molthune delegation but refuses to be drawn into a deeper discussion on the topic before she signs the declaration.



Ustalav Banner

### NIRMATHAS OBSERVATION

**DC 20 Perception:** It's essentially common knowledge that Nirmathas and Molthune are currently at war after a period of increased hostility. On a critical success, the PCs also know that the Knights of the Everflame is a newly formed order in northern Nirmathas that is dedicated to stopping the advance of undead from the now-haunted Gravelands.

### KNIGHTS OF LASTWALL

Accompanied by a handful of armored knights who quietly stand behind him, the delegate for the Knights of Lastwall is an orc wearing well-tailored clothing and leather armor. He announces himself as Gorion the Glad, emissary of the Shining Sentinels. He proudly declares that while Lastwall may have been the first to fall to Tar-Baphon, it was also the first to stand in defiance against the Whispering Tyrant and his forces, and he swears that they will stand by any who take up arms against the undead menace.



Gorion approaches with a pleasant smile and offers the PCs hardy thanks for repelling the undead at Lantana Beach as he signs the declaration. He goes on to mention that should the PCs ever find themselves searching for a purpose or quest, the Knights of Lastwall are always looking for skilled soldiers and adventurers, and they need folks who possess a wide variety of skills. “If they can take an old raider like me, they can take anyone!”

### KNIGHTS OF LASTWALL OBSERVATION

**DC 20 Perception:** Gorion seems to be distracted by Clavance, the delegate from Ustalav; he seems concerned about his fellow delegate’s health. A PC who critically succeeds detects a subtle trace of anger in his expression whenever he glances at Clavance, but if confronted about this, he merely states, “I only hope that the representative from Ustalav is up for these talks. He seems... unwell.”

### USTALAV

A shockingly pale, gaunt man wearing an impeccably tailored suit rises to greet the assembled emissaries, introducing himself as Clavance Ordranti. He calmly mentions that Ustalav is no stranger to the depredations of Tar-Baphon and that it has no desire to return to the “old ways.” He adds that his uncle will consider any offers to secure Ustalav’s rightful place in the region. At the start of the assembly, no one knows much of anything about Clavance Ordranti other than the fact that he carries the name of Ustalav’s ruling prince, who he claims is his uncle.

Clavance casually approaches the PCs with a droll smile, expecting them to treat him as the nobleman he knows he is. He makes very little small talk other than to snidely remark that the PCs have their work cut out for them if they expect to get this “rabble” to agree to anything. If asked, he reiterates that he is Prince Ordranti’s nephew and is in direct line to rule Ustalav one day (despite this being not entirely true). If asked about his complexion, he merely states that the sun rarely shines this bright in Ustalav. He signs the declaration with a flourish before returning to his table.

### USTALAV OBSERVATION

**DC 20 Perception:** Clavance is clearly the youngest of the delegates and appears to be the least experienced in politics of the delegates here. A PC who critically succeeds intuits that he’s bored by this gathering and

### INFLUENCE BEYOND MEETINGS

The PCs can earn Influence Points with these delegates by accomplishing certain tasks while they’re not in direct talks with them. If this results in the PCs achieving a new Influence threshold, then the delegate in question sends one of their assistants to invite the PCs to their lodge that evening after the small councils have ended but before the evening’s event begins. Thereafter, the delegate shares the information or potential rewards granted by the new Influence threshold.

eager to return home. On a critical success, a PC also remembers hearing that Clavance is indeed one of the youngest nephews of Prince Aduard Ordranti III (the current ruler of Ustalav).



Razmir Banner

### RAZMIRAN

The final emissary to stand up is a well-built figure wearing a blue robe and the silver mask of Razmir, which completely conceals his features. As he rises, almost everyone in the room looks at him with suspicion and doubt (all except Clavance, who looks bored). The man speaks clearly, despite the mask, and with polite formality (using phrases like “honored emissaries” and “most auspicious gathering”). He first thanks Kyonin for hosting this event before announcing himself as Alzarius, Priest of the 12th Step, Mask of Razmir. He goes on to say that although there are no current hostilities between the Living God and the Whispering Tyrant, the Living God is

no friend of death. He wishes for only peace and prosperity for all his people. Alzarius closes by saying the Living God is dedicated to the people of Lake Encarthan and that he will show his love for all of them through his defiance of this threat. By the time he steps forward to sign the declaration, it should feel like everyone has had to sit through a rather formal sermon in honor of the Living God.

Alzarius glides up to the PCs after signing and gives them a slight bow, introducing himself again. He congratulates them on their performance thus far (regardless of how well they did), and if anyone openly wears a religious symbol, he speaks to them knowledgeably about their god, contrasting them to Razmir to cast the Living God in a good light. He is not openly insulting in this regard, merely interested in engaging in religious debate.



## RAZMIRAN OBSERVATION

**DC 32 Perception:** Alzarius is hard to read, but if at least one PC succeeds at this check, each PC can then attempt the following check as well.

**DC 30 Society:** The PCs have heard Alzarius's name before and know that he's from the town of Xer. He is a relatively high-ranking priest in the church of Razmir.

### WRAPPING UP

After the introductions conclude, Dalamian informs the delegates of their schedule for the next several days. The following three days are set aside for small councils, during which each group will meet with no more than two other delegations per day to privately discuss challenges and opportunities, with the goal of establishing a web of agreements. Dalamian also mentions that there will be a special event or celebration each night to give the delegates a chance to form closer bonds with their new allies—a tour of the Temple grounds tomorrow night, followed by a garden party on the third night, and a trip into town to take part in the Founder's Legacy festival on the final night before the council reconvenes in full on the fifth day to discuss any broadly agreed upon measures and sign any relevant treaties.

After this announcement, she says refreshments will be served back at the estate's gardens, adding that there are long days ahead and everyone should take the opportunity to get some rest. The delegations are then taken back to the estate, where most have a drink or two before turning in. No one seems ready to talk just yet, and the six delegates and their assistants each retreat to their lodges to rest in private.

**Reward:** Grant the PCs 20 XP for their duties hosting the opening ceremonies. In addition, grant them 10 XP for each delegate they successfully Discover information about, for a maximum possible reward of 80 XP if they learn about all six.

## SMALL COUNCILS

The small councils take place over the second, third, and fourth days of the gathering, during which time the PCs have two four-hour opportunities each day to meet with two different delegates—one in the morning and one in the afternoon. During each meeting, there are multiple chances to impress the delegates, possibly earning influence and making it easier for the PCs to negotiate good deals with them that will benefit the Encarthan Alliance.



A PC using magic to enhance their skills (such as through the use of a piece of gear that grants an item bonus to a skill) during these meetings is fine, but note that spells must have a duration of at least four hours to reliably grant a bonus (so something like *honeyed words*, which only lasts for 10 minutes, won't be useful). Manipulating a delegate through spells like *charm* or *suggestion* is not acceptable, and if the PCs are caught doing this, the council collapses and all six delegates abandon the pursuit unless a PC succeeds at a DC 28 Diplomacy check to apologize (or a DC 30 Deception check if they Lie about the apology). The second time such an incident occurs, the council disbands with no recourse. In such an event, this Adventure Path need not come to an end—you can proceed with the assassination attempt, but this time the killers target only the PCs, and the party and Kyonin miss out on the benefits that having allies among the Encarthan nations grants for the remainder of the Adventure Path.

While the PCs are free to meet with the delegates in any order, Molthune expects to be first and certainly won't appreciate being met with after the PCs meet Nirmathas.

Each meeting takes place in that delegate's lodge on the estate grounds and is 4 hours long. Due to the difficult nature of the negotiations, each Influence round is 2 hours long, so that the PCs each gain 2 opportunities to Discover and Influence per meeting.

## Druma

The other delegates might mistake Chalzo Rove, Prophet of Kalistrade, for more of a merchant than a diplomat, but while she is guided by the Prophecies, her true aim here is almost exactly in alignment with Kyonin's—albeit for much more capitalistic reasons. Druma sees the Whispering Tyrant's rise as a nightmare for their business dealings. While there's certainly coin to be made in the creation and sale of weapons, armor, and magic items, these come at the expense of all other goods and services, making it very difficult to pursue sustained business. While Chalzo wants nothing more than for these talks to succeed, her slavish devotion to her nation's drive to turn a profit could hamper things in ways she doesn't expect.

**Arrival:** When the PCs arrive to meet with the Chalzo, they're greeted by her servant, **Kefra** (devoted human male servant 4), who asks them to enter a private study to clean and purify themselves before the meeting. Kefra explains that, for this in-person



meeting, the Prophet of Kalistrade would prefer to conduct business free from the distractions of filth and foul odors. The study is divided up with screens, giving each PC a chance to fully cleanse themselves. Each area has a private bath, an array of mildly floral scented soaps, and clean white robes. In addition, Kefra offers the PCs the opportunity to purchase an array of lotions to cleanse and revitalize their skin. The most inexpensive lotion is 1 gp (the silver balm), while the most expensive is 20 gp (the platinum unguent, which gives the skin a slight metallic sheen). If all the PCs refuse to clean themselves, they are denied access and lose 2 Influence Points with Chalzo Rove.

**Meeting:** Once the PCs finish, they're escorted upstairs to Chalzo Rove's chamber. This room is divided into two halves, with the Chalzo on one side, seated behind a low table, and the guests packed on the other side, behind their own separate table. A gloved servant is on hand to pass any documents or notes back and forth so that Chalzo does not have to risk coming in contact with the outsiders. Although this might at first appear to be demeaning, Chalzo is quite pleasant and welcoming, warmly greeting the PCs and asking if they would like any refreshments.

Once the pleasantries have been dealt with, Chalzo jumps straight into serious talk. This conflict is going to need arms, armor, and magic if it is to succeed, and Druma would like assurances that it will be the primary source of such needs, serving as a barter point between the Lake Encarthan nations and the broader Inner Sea region. Chalzo assures the PCs that their trade routes through Isgar and Andoran offer them safe supply lines, and that they have solid trade pacts in place with the dwarves of the Five Kings Mountains as well.

Chalzo is an incredibly shrewd trader, and she knows that she must start with a near unattainable position so that she can move to a compromise that still greatly benefits the Kalistocracy. As such, she starts by stating that all arms, armor, and magic sales need to pass through Druma, and that the markup will be capped to no more than 50% of the original value (which, she notes, is already a sizable discount). While her offer obviously includes an agreement of Mutual Aid (Article 2), she does not initially agree to a Defense or Conquest pact. Chalzo has wide latitude here, but the PCs must convince her of the challenges her offer contains.

### CHALZO ROVE (DRUMA)

LEVEL 9

UNIQUE MEDIUM HUMAN HUMANOID

Druman diplomat seeking to profit from conflict  
Perception +20

Will +21

**Discovery** DC 28 Perception, DC 24 Religion, DC 26 Society

**Automatic Influence** The PCs earn 1 Influence Point with Chalzo Rove if they all take the time to properly bathe and dress for their meeting. This increases to 2 Influence Points if most of them purchase lotions (or 3 Influence Points if they all purchase the most expensive lotion). PCs also earn 1 Influence with Chalzo for each other nation they can get to agree to use Druma as the primary merchant for arms, armor, and magic in the coming conflict.

**Influence Skills** DC 24 Mercantile Lore (specifically related to sales markups and trade logistics), DC 26 Crafting (dealing with sourcing items for the efforts), DC 26 Diplomacy, DC 28 Religion (specifically to talk intelligently about the Prophecies of Kalistrade), DC 30 Society.

**Influence 0** Chalzo automatically agrees to sign the writ of nonaggression (Article 1).

**Influence 3** Chalzo's attitude toward the PCs is indifferent. She is willing to sign the Mutual Aid Alliance (Article 3) and is willing to be the primary source of trade for arms, armor, and weapons for the nations in need at no more than a 50% markup.

**Influence 5** Chalzo is Friendly to the PCs. She is willing to reduce the markup on all goods sold as part of the Mutual Aid Alliance down to 40%.

**Influence 9** Chalzo's attitude toward the PCs is helpful. She indicates that she will sign the Self Defense Agreement (Article 3) OR reduce the markup on all goods sold down to 25%. She'll agree to send aid to Nirmathas if asked.

**Influence 11** Chalzo sees the PCs as true allies. She has trust in Kyonin's plan, and she signs the Self Defense Agreement (Article 3) and reduces the markup on goods sold down to 25%. In addition, she agrees to sign the Conquest Accord (Article 4) OR to reduce the markup on all goods sold down to just 10%. She'll agree to let the Knights of Lastwall lead the final assault on the Isle of Dread and is okay with omitting Nirmathas from Article 1 if asked. Additionally, at the end of the council, she gives the PCs a token of her friendship: a *Drumish pearl token* (page 79).

**Resistances** Anyone showing sympathy for Razmir and his cult takes a -2 circumstance penalty on their next check to Influence Chalzo, as she has a lengthy past dealing with his clergy and their obnoxious faith barges.

**Weaknesses** Characters flaunting a lot of wealth, especially jewelry and precious metals, impress Chalzo and gain a +2 circumstance bonus on their first check to Influence her.

**Background** As a prophet of Kalistrade, Chalzo does not hold direct power in Druma's government, but at this council, she has been empowered to speak on behalf of it. She was not the Oversight Council's first pick for this



role, but her naval ties make her an important figure in the conflict with the Whispering Tyrant.

**Appearance** Chalzo Rove is a middle-aged woman wearing the traditional white robes of the Kalistocracy along with matching long white gloves. She wears a good deal of gold jewelry featuring a variety of perfect gems. The skin of her face (the only skin visible) is flawless and flushed, and her dark brown hair is immaculately kept.

**Personality** Chalzo is pragmatic in her approach and skilled in the art of the negotiation. She knows that she must give a little if she is going to achieve her goals and opens with offers that she knows she'll need to soften on over time.

**Penalty** Should anyone even try to touch Chalzo, they immediately lose 2 Influence Points with her and receive a stern warning to not attempt to do so again. Should they try a second time, any meeting is immediately ended, and the Druma faction leaves the council the following day.

**Reward:** Grant the PCs 20 XP for each article of the Encarthan Accord that they convince Chalzo to sign, for a total possible reward of 80 XP if they convince her to sign all four articles. Grant the PCs an additional 20 XP if they get at least 3 of the other delegates to agree to her proposed markup percentages.

## Molthune

General Lord Walder Resket already considers himself to be at war with the Whispering Tyrant, yet to him, this is more of a future conflict, with the war against Nirmathas being more important to him currently. Unbeknownst to anyone else here, Molthune has already lost almost a dozen ships intended to attack Nirmathi targets to the Tar-Baphon's plague barges, and Walder has been tasked with drawing up a formal response to the threat. To that end, he wants everyone here to shift into a war footing, building boats and training troops for the conflict to come. As such, it's not hard to get Molthune to agree to terms, but there is a catch. Walder does not view the Nirmathas delegation as legitimate, as he considers their nation a rebellious part of Molthune itself. Thus, any treaty that gives Nirmathas legitimacy is one that Walder objects to in the strongest of terms, and if not handled carefully, it might even cause Molthune to withdraw from the negotiations entirely.

**Arrival:** Soldiers are stationed outside the door to the Molthune lodge throughout the council, and when

the PCs arrive, they escort them to a parlor to wait for Walder to conclude other affairs. Despite being here for this council, the General Lord is still in command of the navy on Lake Encarthan and daily reports and orders take up much of his time. Inside the parlor, comfortable chairs are arranged around a table on which is spread a map of the region. No check is needed to note the Nirmathas is not named on the map at all. Instead, that entire region is labeled Molthune, with a number of the northern regions being marked as in "open revolt."

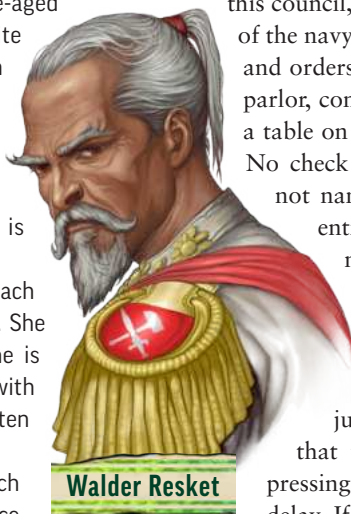
The PCs are made to wait for over an hour, with no one coming to check on them. A guard positioned just outside the parlor informs the PCs that the Lord is still dealing with some pressing news from home if they ask about the delay. If they ask more than once or become clearly angry about the delay, they lose 1 Influence Point with Walder for their impatience.

After 75 minutes of waiting, the PCs make out some shouting coming from the upstairs and a few moments thereafter, a guard arrives to take them upstairs to meet with the General Lord. (Note that this time spent waiting does not affect the PCs' chances to Discover or Influence the general—they still have 2 Influence rounds to do so in the meeting.)

**Meeting:** General Lord Walder Resket had his personal desk, which features a stunning carving of ships at war on the choppy sea, brought from his boat here to the lodge, and he waits behind the impressive wooden edifice when the PCs arrive. The general is in full military regalia for this meeting, and he does not stand when the PCs enter, instead welcoming them to please sit when they approach his desk.

Molthune's position here is simple. He wants the Lake Encarthan nations (except Nirmathas, which he considers to be part of Molthune) to move to a war footing as quickly as possible, and although he understands that won't be an easy sell, the closer he can get to that goal the better. He's also willing to play for time, knowing that a defensive pact will eventually lead to war when the Tyrant does finally emerge from his island fortress. To that end, his conditions are simple. Molthune will sign any article of the Encarthan Alliance that is signed by at least three other delegates (not counting Nirmathas). The fact that the rebels are even given a seat at the table irritates Walder and the PCs can easily see him bristle whenever they're mentioned.

If the PCs can secure a majority of the other nations (Druma, Lastwall, Kyonin, Razmiran, and Ustalav) to agree to articles 2, 3, or 4 of the Encarthan Alliance,



Walder Resket



Molthune automatically follows suit if the PCs have earned enough Influence Points, hoping that such agreements might lead to a direct conflict over time.

Finally, Walder won't sign Article 1 of the Alliance unless it's amended so that Nirmathas is omitted, so that Molthune can continue its war against "the filthy rebels." Omitting Nirmathas in this way requires the approval of all other delegates, including the PCs. Walder also bristles at any part of the bargain that forces Molthune to buy from Druma, but it's easier to convince him of this with enough Influence points.

## WALDER RESKET (MOLTHUNE)

LEVEL 11

UNIQUE MEDIUM HUMAN HUMANOID

Arrogant general hungry for war

Perception +23

Will +21

**Discovery** DC 30 Perception, DC 26 Sailing Lore, DC 28 Society, DC 26 Warfare Lore

**Automatic Influence** The PCs earn 4 Influence Points with Walder if they meet with him first, or 2 Influence Points if they meet with him before they meet with Nirmathas. If the PCs meet with Nirmathas before coming to speak to Walder, they lose 2 Influence Points with him. The PCs can also earn 2 Influence Points with Walder if they can get the majority of the other nations to agree to at least the Self Defense Agreement and 1 additional Influence Point if they get at least 4 other delegates to sign a Conquest Accord. Finally, if the PCs make public their support of Nirmathas over Molthune, they lose 4 Influence Points.

**Influence Skills** DC 26 Warfare Lore (speaking to the challenges of dealing with the Isle of Terror and other ongoing conflicts), DC 28 Sailing Lore (exploring how the Molthune navy might be used in the conflict or talking about the vulnerabilities of plague barges), DC 28 Society (talking about Walder's role in the Molthune military), DC 30 Diplomacy.

**Influence 0** If the PCs end the 4th day at 0 or less influence, Walder furiously withdraws his support of the alliance and returns to Molthune.

**Influence 4** Walder is indifferent to the PCs, and he is willing to sign the Self Defense Agreement (Article 3) as long as at least 3 other non-Nirmathas delegates do so as well. He agrees to sign the Writ of Nonaggression (Article 1) as long as Nirmathas isn't included in the alliance as a separate entity. Walder agrees to buy from Druma so long as their markup is 10% or less.

**Influence 8** Walder remains indifferent to the PCs, but he will sign the Mutual Aid Alliance (Article 2) as long as at least 3 other non-Nirmathas delegates do so as well. Walder agrees to buy from Druma so long as their markup is 25% or less.

**Influence 10** Walder warms up to the PCs and his attitude toward them is now friendly. He agrees to sign the Conquest Accord (Article 4) as long as at least 3 other non-Nirmathas delegates do so as well. He's willing to let the Knights of Lastwall lead important offensives and agrees to buy from Druma so long as their markup is 40% or less.

**Influence 12** Walder remains Friendly with the PCs, but he appreciates their candor and willingness to work toward the greater good. At the conclusion of the council, he has a chest delivered to their lodge containing four vial of moderate sea touch elixir. Walder agrees to buy from Druma so long as their markup is 50% or less.

**Resistances** Anyone who mentions Nirmathas as a nation or openly supports it's causes greatly irritates Walder, causing them to take a -4 circumstance penalty on their next check to Influence the general.

**Weaknesses** Referring to Nirmathas as rebels or otherwise deferring to Molthune's view of the region makes Walder a bit more agreeable, granting a +1 circumstance bonus to that PC's next Influence check.

**Background** Walder is a respected and powerful general, commanding all of Molthune's navy. While dwarfed by the army's size and budget, the navy is still a critical part of their campaign to bring Nirmathas to heel. Resket is a skilled sailor and a student of naval warfare.

**Appearance** Although he is almost 60 years old, Walder is still fit and sharp-minded. The general is always dressed in his military uniform, and his naval hat is almost always at hand if not on his head. His hair has long gone gray, but he keeps it pulled taught and his goatee is neatly trimmed.

**Personality** Walder is a navy officer to his core. He is uneasy on land, but he still maintains decorum and demands respect in any dealings. He speaks plainly most of the time, but he knows that he must talk carefully around some subjects during these negotiations.


**Penalty** Any attempt to get Molthune to back down from its conflict with Nirmathas draws a harsh rebuke from the General, costing the PCs 2 Influence Points.

**Reward:** Grant the PCs 20 XP for each article of the Encarthan Accord they convince General Resket to sign, for a total possible reward of 80 XP if they convince him to sign all four articles. Grant the PCs an additional 20 XP if they succeed at having Nirmathas removed from Article 1.

## Nirmathas

Nirmathas remains proud and resolute yet pressed on all sides by terrifying foes. The people of Nirmathas have had to deal with the dangers of the Whispering Tyrant since the destruction and dissolution of Lastwall

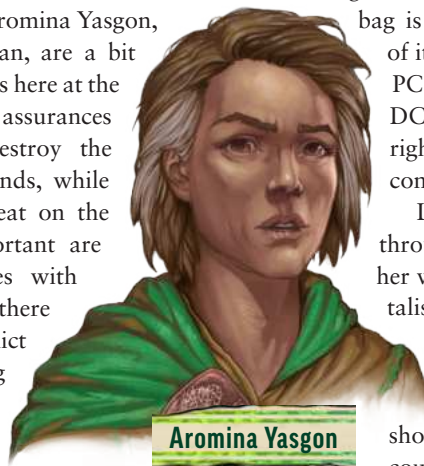




to the north, and while the dangers brewing on Lake Encarthan are a concern, they're not as pressing as the constant aggression from Molthune to the south. As such, the needs and desires of Aromina Yasgon, Speaker of the Heart in Tamran, are a bit different than most other nations here at the council. Aromina wants aid and assurances to contain and ultimately destroy the undead threats in the Gravelands, while also ensuring the Tyrant's defeat on the Isle of Terror. But most important are her nation's ongoing struggles with Molthune. The border fighting there has flared into outright conflict since Godsrain, and it's taking much of Nirmathas's focus and resources. While their desperation can be used to get them to agree to almost anything, preserving their dignity and sovereignty is the key to making them a staunch ally.

**Arrival:** Aromina came to this council with a minimal staff, hoping to avoid drawing too much attention, and those she did bring are hardened travelers, members of the Forest Marshall's militia. When the PCs arrive, they are escorted to the small, private garden behind the lodge where the militia are practicing their forms and doing a bit of archery. Aromina greets them and suggests they make themselves comfortable while she finishes up some correspondence with one of her superiors back home.

While Aromina is writing, the PCs are approached by Sergeant **Lithlania** (competitive female elf archer 9) who pardons her interruption before asking if any of them would like to get in a little target shooting. If any PCs agree, she escorts them over to the target range where they have a variety of small sandbag targets set up throughout the yard. There are 5 nearby blue bags, 3 small green bags a bit further away, 2 yellow bags hidden in some bushes, and 1 red bag at the other end of the yard that swings back and forth from a pulley. Blue targets are worth 1 point, green are worth 2, yellow are worth 3, and the red target is worth 5. Each archer has 5 arrows, and each target can only be hit once by an individual archer. She proclaims that the best score of the day so far is 9. If the PCs are particularly confident, the sergeant offers up a friendly wager. If anyone can beat the high score, she'll reward them with a *greater potency crystal talisman*. If the PCs fail, she asks for a bottle of fine elven wine that they can most certainly procure from the Temple of Calistria (by succeeding at a DC 27 Diplomacy check or spending 500 gp later that day). Each PC can try



once using a ranged weapon of their choice. The blue targets are AC 15, the green are AC 20, the yellow bags are AC 25 and are concealed, and the red bag is AC 30 and is also concealed for part of its journey along the track (an observant PC can try to time their shot by making a DC 30 Perception check to figure out the right time to fire, removing the concealed condition).

Lithlania good-naturedly heckles the PCs throughout, but if they win, she is good on her word, awarding them with the promised talisman. If they fail to beat the high score, she still congratulates them on a job well done, mentioning that she looks forward to the wine and that they should make sure it's a good vintage. Of course, this little contest is not at all by happenstance. Speaker Aromina set it up intentionally to get a better sense of the PCs' character.

**Meeting:** After the archery contest, Speaker Aromina Yasgon asks the PCs to join her inside so that they might speak. She then walks them to the sitting room and begins to make a pot of tea with leaves from her garden at home. While doing so, she asks them how their meetings have been going (assuming she is not the first) and what they think of the other delegates. She is just making small talk here and does not press the PCs for information (her tactic is to instead attempt to genuinely befriend the PCs, hoping to use any kinship that might be formed to help the people of Nirmathas).

Once the tea is ready, Aromina serves it herself before getting down to business. Speaking frankly, she tells the PCs that Nirmathas isn't in much of a position to help anyone at the moment, what with all of its struggles at home. Their border with the Gravelands is little more than a river, with few fortifications, meaning that the undead can wander south at will. Worse for them is the southern border, where Molthune has stepped up its attacks and now has fearsome new allies bent on conquest. Although Nirmathas's conflict along their western border with Oprak a few years ago has settled into an uneasy peace, it also cost the nation dearly. And now, finally, they struggle to find safe harbor on the lake due to the Whispering Tyrant's plague barges.

So, surrounded, Nirmathas is more likely to need help than to be able to grant it, although she goes on to make it clear that the small nation is not without its resources, including one of the largest untamed forests in the region that could supply valuable materials for the construction of ships. She also mentions the nation's vast treasure of herbal medicines and natural



cures that might prove pivotal in the coming struggles. And, of course, their rangers and other militia groups are incredibly skilled and battle hardened—if only they were not otherwise fully engaged.

## AROMINA YASGON (NIRMATHAS)

LEVEL 10

UNIQUE MEDIUM HUMAN HUMANOID

Empathic negotiator beset with problems

**Perception** +19

**Will** +21

**Discovery** DC 29 Perception, DC 27 Society, DC 25 Warfare Lore

**Automatic Influence** If the PCs participate in the archery contest, they earn 1 Influence Point (or 2 Influence Points if they engaged in friendly banter with the other archers and acted in good faith). If they participated only to complain about the challenge, they lose 1 Influence Point (or 3 if they were caught cheating). They also lose 2 Influence Points if they lose and fail to deliver the bottle of wine by the end of the day. If the PCs make obvious their support for Nirmathas over Molthune in public, they earn 2 Influence Points. Finally, each delegate from whom they secure a promise of sending aid to Nirmathas earns 1 Influence Point per nation.

**Influence Skills** DC 25 Nature (complimenting Aromina on the tea), DC 27 Diplomacy (concerning the delicate situation with Molthune here at the conference), DC 27 Society (discussing the precarious situation of Nirmathas), DC 29 Survival, DC 31 Warfare Lore (to carefully brooch the subject of the ongoing struggle with Molthune).

**Influence 0** Aromina automatically agrees to sign the Writ of Nonaggression (Article 1).

**Influence 4** Aromina's opinion of the PCs is indifferent, but she is willing to sign the Mutual Aid Alliance (Article 2), noting that they will likely trigger the clause immediately to help the Knight of the Everflame on their northern border.

**Influence 6** Aromina's attitude toward the PCs is friendly. She signs the Self Defense Agreement (Article 4), agrees to buy from Druma if their markup is 10% or less, and agrees to the idea of the Knights of Lastwall leading an eventual assault on the Isle of Dread if asked.

**Influence 10** Aromina agrees to buy from Druma if their markup is 25% or less. In addition, at the conclusion of the council, Aromina asks the PCs to meet with her, where she gifts them a small chest containing 2 greater antidotes and 2 greater antiplagues, all made using plants from her garden in Tamran.

**Influence 13** Aromina's attitude toward the PCs is helpful. She signs the Conquest Accord (Article 4), but with the condition that at least 3 of the other delegates promise to send aid (leaving Molthune aggression a silent part of this so as to not aggravate Walder). She agrees to

buy from Druma as long as their markup is 40% or less. She also gifts the PCs with a *skirmisher's coat* (page 79) which she explains has been in her family for three generations—and that she could conceive of no greater honor than to know a true hero now wears it. If the PCs ask, she reluctantly agrees to not being represented in Article 1, but in this case she won't gift the PCs her *skirmisher's coat* and notes that "As long as Molthune continues its aggression, Nirmathas's ability to aid against the Whispering Tyrant will be compromised." This also means that Nirmathas won't be able to aid the PCs in any way for the remainder of the Spore War Adventure Path.

**Resistances** Implying that Nirmathas is helpless or in need of pity diminishes their fighting spirit, causing the PCs to take a -2 circumstance penalty on their next check to Influence Aromina.

**Weaknesses** Praising the resiliency of the Nirmathi soldiers, beset upon all sides, casting them as unsung heroes, shows that the PCs understand their plight, and they gain a +2 circumstance bonus on their next check to Influence Aromina.

**Background** Although Nirmathas does not have a central government, the ruling body in Tamran often tries to set policy and convince the other towns to follow suit. As such, Aromina is the Speaker of the Heart, or the voice of the people.

**Appearance** A middle aged human woman who dresses rather plainly for this important council, but her look is used primarily to put others at ease.

**Personality** Although kind and approachable, Aromina is fiery and determined when it comes to discussing the future of Tamran and the people of Nirmathas.

**Reward:** Grant the PCs 20 XP for each article of the Encarthan Accord they convince Aromina to sign, for a total possible reward of 80 XP if they convince her to sign all four articles. Grant the PCs an additional 20 XP if their actions cause Molthune to withdraw completely from the Encarthan Accord.

## Lastwall

For the Knights of Lastwall, these negotiations are just one of many ongoing talks to bring more resources and troops to bear against their ancient enemy. After the destruction of their nation in 4719, the fractured knights have been in talks with rulers and nations across Avistan, Garund, and beyond, seeking support and hoping to form a coalition to take on this threat. For Gorion the Glad, these talks are a chance for him to bring a number of powerful nations with a lot to lose into the struggle. There is room for compromise, to be sure, but the closer



this council comes to supporting Lastwall's efforts directly, the happier Gorion will be.

**Arrival:** When the PCs arrive at the Lastwall lodge, they find the front door open and unguarded. With a successful DC 10 Perception check, a PC can note the sounds of battle coming from inside. Once the PCs enter, they find Gorion the Glad with his blade drawn in the middle of the parlor, which is devoid of furniture. Across from him is a terrifying skeletal knight that looks not entirely dissimilar to the graveknight the PCs fought at Lantana Beach. Although it looks real enough, the truth is that this is an illusion, created via an *illusory creature* spell cast by one of Gorion's assistants who hides in the back corner of the room, sustaining the spell and directing its actions. The illusion has a Perception bonus of +15 (for initiative), an AC of 25, save bonuses of +15, and it makes strikes with a +15 bonus that deal 5d4 mental damage. Unlike a typical *illusory creature* spell, this one doesn't vanish the first time it's hit or fails a saving throw thanks to the assistant's unique talent at creating illusions for Gorion to spar against. Instead, the illusion takes damage as normal and is only destroyed once it has taken 100 damage. A DC 26 Will save disbelieves the illusion.

**Meeting:** After the fight, Gorion grabs a towel and invites the PCs over to the study to talk about "how this council might come to be a part of Lastwall's war efforts." The study is littered with maps and reports about the Lastwall forces in the region and beyond, and if anyone takes the time to study them, allow them to attempt a DC 29 Perception check to reveal that the bulk of their forces are south, in Andoran and on the Isle of Kortos, with only limited forces still holding ground in the Gravelands.

Once everyone is seated, Gorion goes on to talk about how the knights are already at war with the Tar-Baphon, considering it their sacred duty to put the lich back into his cage or possibly even destroy him for good. The safety and protection of all the nations around Lake Encarthan are, of course, of paramount importance, but he urges the PCs to consider the primary goal here, to put an end to the threat once and for all. To that end, Lastwall would like to get as many nations as possible to agree to the Conquest Accord, with Lastwall serving as the leaders in the struggle.

### GORION THE GLAD (LASTWALL)

LEVEL 11

UNIQUE MEDIUM HUMANOID ORC

Raider turned diplomat

Perception +18

Will +20

**Discovery** DC 30 Perception, DC 28 Society, DC 26 Underworld Lore

**Automatic Influence** The PCs earn 1 Influence Point with Gorion by helping him to defeat the illusion, but they can instead earn 2 Influence Points if they watch and cheer him on. They can also earn 2 Influence Points if they can convince at least three other delegates to allow the Knights of Lastwall to be in charge of the invasion of the Isle of Terror, and 1 additional Influence Point if they get at least 4 other nations to sign the Conquest Accord (Article 4).

**Influence Skills** DC 26 Warfare Lore (examining the current and future struggles), DC 28 Diplomacy (sorting out

who might lead the forces), DC 28 Society (delicately talking about what's left of Lastwall in the Gravelands and how it affects its neighbors), DC 30 Athletics (talking about Gorion's fighting form), DC 30 Thievery (how unconventional tactics might be needed)

**Influence 0** Gorion automatically agrees to sign the Writ of Nonaggression (Article 1).

**Influence 4** Gorion is indifferent to the PCs. He is willing to sign the Mutual Aid Alliance (Article 2) and the Self Defense Agreement (Article 3) but is unwilling to source their supplies from Druma at all.

**Influence 8** Gorion is friendly toward the PCs and will sign the Conquest Accord (Article 4) if Lastwall oversees the forces. He is willing to divert some of the forces in the Gravelands to provide security along the border with Nirmathas. He is willing to work with Druma to get supplies so long as the markup is 25% or less.

**Influence 10** Gorion signs the Conquest Accord (Article 4), even if Lastwall must cede some decisions to other forces. He is willing to work with Druma to get supplies so long as the markup is 40% or less.

**Influence 14** Gorion is helpful toward the PCs. At the conclusion of the summit, he gifts the PCs a +2 *armor potency rune*. He'll agree to the exclusion of Nirmathas from Article 1, but the bullying attitude of Molthune and the PC's choice to capitulate disappoints him; as a result, Lastwall won't provide direct aid to the PCs during the remainder of the Spore War Adventure Path.

**Resistances** Gorion does not trust either of the delegates from Razmiran or Ustalav in any way, and showing any sign of trust toward one of them is disturbing to the diplomat, causing the PCs to take a -1 circumstance penalty on all further attempts to Influence him (until such support is recanted). This penalty increases to -2 if the PCs show trust toward both of the other delegates.





**Weaknesses** If the PCs share any concerns about Clavance and his nocturnal celebrations, Gorion admits that he too has concerns about the pale nobleman. This grants the PC a +2 circumstance bonus on their next check to influence Gorion.

**Background** Gorion was once a raider before being inducted into the Knights of Lastwall and now works directly with Kalabryne as her emissary. The fact that he was chosen for this council shows a serious commitment to these talks.

**Appearance** Gorion is a middle-aged orc who has taken to incorporating elements of his raiding past into his modern and stylish clothing (his tailored suit features one of the rough, leather pauldrons from his previous suit of armor). His hair is long, black, and tied back in a ponytail, and he sometimes wears spectacles.

**Personality** Gorion is refined and well spoken. He resorts to verbal combat before physical violence, preferring to use eloquence to achieve his ends.

**Reward:** Grant the PCs 20 XP for each article of the Encarthan Accord they convince Gorion to sign, for a total possible reward of 80 XP if they convince him to sign all four articles. They earn an additional 20 XP if they convince at least 3 other delegates to let the Knights lead invasions of the Isle of Terror.

## Ustalav

Clavance Ordranti may technically be in line to be the rule of Ustalav one day, but he truly doubts this will ever actually happen. From his perspective, this council is just another in a long line of distractions to keep him from getting into too much trouble. That said, his uncle, Prince Aduard Ordranti III, sent him here hoping that he would succeed and possibly prove himself useful at court. The tricky part is that Clavance is a dhampir and prefers to take all his meetings in the late evening or well after dark, both to afford him the chance to sleep in and because the sun's rays are less prominent. He does this primarily to suit his hedonistic lifestyle but has long also used it to unsettle others for his own amusement. He knows that there are whispers that he might be a vampire, and he does little to dispel them. Here at the council, that could cause big trouble, especially with Gorion and the Lastwall delegation.

**Arrival:** Unlike all the other delegations, Clavance prefers to hold his meetings near dusk (just before the evening's event) or late at night (after the evening's event has concluded). If the PCs arrive at any other time, they are met by one of Clavance's servants, who

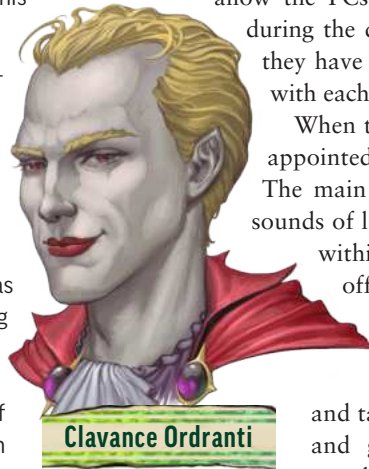
politely asks them to make an appointment during one of the two previously mentioned spots. This doesn't allow the PCs to squeeze in a third meeting during the day with a different delegate, as they have their own meetings to attend to with each other.

When the PCs arrive during one of the appointed times, they find a celebration. The main doors are flung wide, and the sounds of laughter and music can be heard within. A single servant at the door offers the PCs goblets of wine from a tray as they enter. Inside, they find Clavance at the center of the party, drinking and talking with his various retainers and guests (including several staff members from the Druma, Molthune, and Razmiran delegations).

There is plenty to eat and drink, and the PCs can freely enjoy the evening at their own pace. If the PCs drink more than a single goblet of wine, they should attempt Fortitude saves with a DC of 20 + the number consumed to see if they become intoxicated by the potent stuff. Those who fail are sickened 1 (sickened 2 on a critical failure). During this time, Clavance invites the PCs to relax and have fun—each PC can attempt to do so with either a DC 28 Diplomacy check to sweet-talk Clavance or a DC 26 Performance check to entertain him.

**Meeting:** When the PCs finally talk to Clavance about the treaty, he distractedly listens to what they have to say for a few minutes while continuing to drink and hold side conversations. He only takes them seriously when they notice this and try to engage with him directly, at which point he stands up with a sour look on his face and invites them to come with him upstairs to continue their discussion so they don't ruin the mood of the party.

Once upstairs, he asks them to start again, as he has not been paying attention. This is only partially true, as he did hear what was being said to him, but he wants to toy with the PCs to see if they humor his bad behavior. He offers them more wine, while drinking more himself, but from a special decanter that is not offered to the PCs (they might think this blood, but it's just a rare vintage that he does not like to share).



Clavance Ordranti

## CLAVANCE ORDRANTI (USTALAV)

LEVEL 9


UNIQUE MEDIUM DHAMPIR HUMAN HUMANOID

Spoiled nobleman who doesn't take life seriously

Perception +18

Will +18





**Discovery** DC 24 Heraldry Lore, DC 28 Perception, DC 26 Society

**Automatic Influence** The PCs can earn 2 Influence Points with Clavance by enjoying the party for at least 30 minutes before approaching him to begin negotiations. They can earn 2 more if they compliment the noble on his celebration and fine choice of wine. Each PC who manages to entertain Clavance during the party by succeeding at a Diplomacy or Performance check earns the party 1 Influence Point. If the PCs disrupt the festivities or otherwise demand an audience immediately, they instead lose 2 Influence Points with the fickle nobleman. In addition, Clavance is rather petty about the order of the visits. The PCs gain 1 Influence with him if they come to meet with him on the first evening but lose 1 if they wait until the final evening.

**Influence Skills** DC 24 Heraldry Lore (to talk up the noble house Ordranti and Clavance's relation to the throne), DC 26 Society (complimenting Clavance on his party and attire), DC 28 Diplomacy (convincing Clavance to talk about the council and its needs), DC 28 Occultism (to speak to Ustalav's long and tangled past with the Whispering Tyrant), DC 31 Deception (working the threats of the Whispering Tyrant into dangers that threaten Clavance's lifestyle).

**Influence 2** Clavance's attitude toward the PCs is indifferent. He'll agree to sign the Writ of Nonaggression (Article 1). If asked about letting the Knights of Lastwall lead any potential invasion of the Isle of Terror, he cackles in delight and then waves his hand dismissively, saying, "Sure, fine, whatever. Like they'd care about my permission anyway."

**Influence 6** Clavance's attitude toward the PCs remains indifferent, but from this point on he pays attention to them, and the PCs no longer suffer the resistance detailed below. He agrees to buy from Druma as long as their markup is 10% or less.

**Influence 8** Clavance agrees that Ustalav should be a member of the Mutual Aid Alliance (Article 2), if for no other reason than to ensure the steady flow and trade of wines and cheeses from the south. Yet he steadfastly refuses to even consider the Self Defense Agreement (Article 3), citing that Ustalav is uninterested in drawing the Whispering Tyrant's ire. If the PCs ask, he agrees with a shrug if they request that Nirmathas be excluded from Article 1, saying, "Fine, but I expect they won't be too happy about it!"

**Influence 12** Clavance's attitude toward the PCs is friendly. He casually mentions that Ustalav would not be entirely opposed to having allies should Tar-Baphon return to Gallowspire, but instead of just agreeing to the Self Defense Agreement (Article 3), he proposes to make it interesting, promising to sign this agreement if the PCs

can win one of the games against him during the garden party. If the PCs already won a game against him at this party, he'll note that as the main reason he's agreeing to sign the Self Defense Agreement. He agrees to buy from Druma as long as their markup is 25% or less and agrees to send support to Nirmathas if asked.

**Influence 14** Clavance agrees to sign Ustalav into the Self Defense Agreement (even if he won the game or the PCs never played against him.). Although he won't agree to sign the Conquest Accord (Article 4) at all, he goes on to say that Ustalav will gladly support such a conquest in its own way should it occur (this does not count for any of the nations looking for others to sign on). He agrees to buy from Druma as long as their markup is 40% or less. At the conclusion of the summit, Clavance leaves behind two items, addressed to the PCs. One is a framed painting of Clavance (worth 100 gp) and the other is a *moderate maestro's instrument* (a instrument type favored by the PCs, or a violin if they have no preference).

**Resistances** Until the PCs accumulate 6 Influence Points with Clavance, he continues to be easily distracted, and unless a PC makes a preliminary DC 26 Intimidation check or DC 28 Diplomacy check to catch the dhampir's attention, they take a -2 circumstance penalty on their Influence check. Each time a PC fails an Intimidation check to get Clavance's attention, his mood sours and the PCs lose 1 Influence Point with him.

**Weaknesses** Flattery and proper deference to his noble stature is the way earn Clavance's admiration, granting them a +2 circumstance bonus on their next check to influence him.

**Background** Clavance is the son of Crown Prince's brother, and while technically in line for the throne, few in the Prince's court think that he will ever ascend to that lofty seat. That this is a fact known to Clavance has led him to lead a life of overindulgence and excess.

**Appearance** Clavance Ordranti is a well-dressed nobleman who appears to be in his mid-twenties. His skin is very pale, owing to his dhampir heritage, a bloodline he inherited from his mother and not something he speaks of openly.

**Personality** Clavance is haughty and frivolous. He would much rather be at home enjoying all that court has to offer than here dealing with foreign dignitaries and the elves, who he finds rather boring most of the time. Clavance is easily distracted and entirely uninterested in this council.

**Penalty** Should the PCs question Clavance's heritage or imply that he is a vampire, the nobleman gets quite irate. This costs the PCs 2 Influence Points with him, but the comment also deeply distracts him, giving the PCs a +2 circumstance bonus on further checks to Influence him for the rest of the meeting.



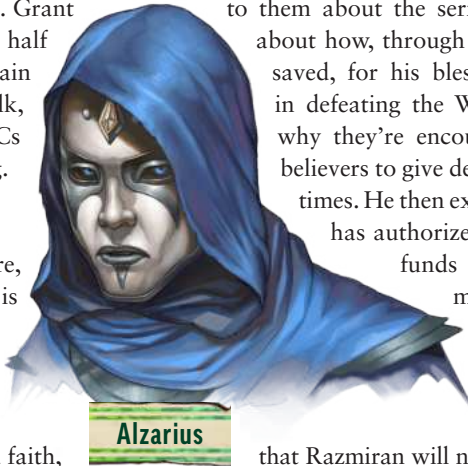
**Reward:** Grant the PCs 20 XP for each article of the Encarthan Accord they convince Clavance to sign, for a total possible reward of 60 XP if they convince him to sign all the articles he's willing to sign. Grant the PCs an additional 20 XP if at least half the PCs managed to sweet-talk or entertain him before he leads them upstairs to talk, and 20 more XP if at least one of the PCs got sickened on wine during this meeting.

### Razmiran

Of all the nations represented here, Razmiran is the only one that is universally viewed with suspicion by the other assembled delegates. It is widely rumored that Razmiran already has a non-aggression pact with the Whispering Tyrant and, as a sign of good faith, their Living God has been delivering the bodies of the nation's deceased to the Tar-Baphon's forces. To many, this is just one step away from a direct alliance with the lich. If asked, Alzarius, Mask of Razmir, doesn't deny that the pact of non-aggression exists between Razmiran and the Whispering Tyrant but insists there are no agreements about delivering the dead (in fact, such an agreement does exist, but Alzarius doesn't know about it). In truth, Alzarius has been sent here in good faith by the Council of Visions to come to terms with the other nations around Lake Encarthan. While Razmiran doesn't want to enter into open hostilities against the Whispering Tyrant, they're very much interested in an agreement assuring mutual defense with their neighbors at the very least. With the others, they just want to ensure that peace remains between their peoples.

**Arrival:** No matter what time the PCs arrive to visit with Alzarius and the Razmiran delegation, he's leading a sermon, extolling the virtues of Razmir to his assembled fellow priests and entourage. When the PCs arrive, one of this entourage invites them inside and offers them a seat at the back of the parlor, where a makeshift shrine to the Living God has been erected. They are told that the Alzarius will meet with them as soon as the sermon has concluded.

Alzarius goes on about the virtues of wealth, telling his followers that Razmir believes that all should strive for financial power, for only those with can truly help others. Razmir, he goes on to state, has the most power of all, and he in turn uses that power to the benefit of his believers. This is why the faithful are so dedicated to prosperity and why, in turn, they share of it so deeply with the faith, for in this exchange they enrich themselves even more.



Alzarius

**Meeting:** After the sermon, Alzarius approaches the PCs and invites them up to the altar to talk as the other guests all leave the room. He starts by talking to them about the sermon, going on at lengths about how, through Razmir, they all might be saved, for his blessings will surely be vital in defeating the Whispering Tyrant. This is why they're encouraging so many of their believers to give deeply during these troubled times. He then explains that Razmir himself has authorized Alzarius to ensure these funds are used where they are most needed.

When it comes time to talk about the Encarthan Alliance, Alzarius listens intently and proclaims that Razmiran will not just join the Mutual Aid Alliance, but it will help to fund it as well, offering to contribute twice as much as other nations to the effort. Beyond that, things get more difficult. Razmiran would like to be part of the Self Defense Agreement, but it does not want to draw the Whispering Tyrant's ire by leaving the nonaggression pact. As such, Alzarius would prefer to keep their arrangement a secret known only to the other delegates. Lastwall, Molthune, and Nirmathas will all see this as another sign of their complicity with the Tar-Baphon.

### ALZARIUS (RAZMIRAN)

LEVEL 11

UNIQUE MEDIUM ELF HUMAN HUMANOID

Masked silver-tongued aiuvirin diplomat

**Perception** +23

**Will** +23

**Discovery** DC 30 Perception, DC 26 Religion, DC 28 Society

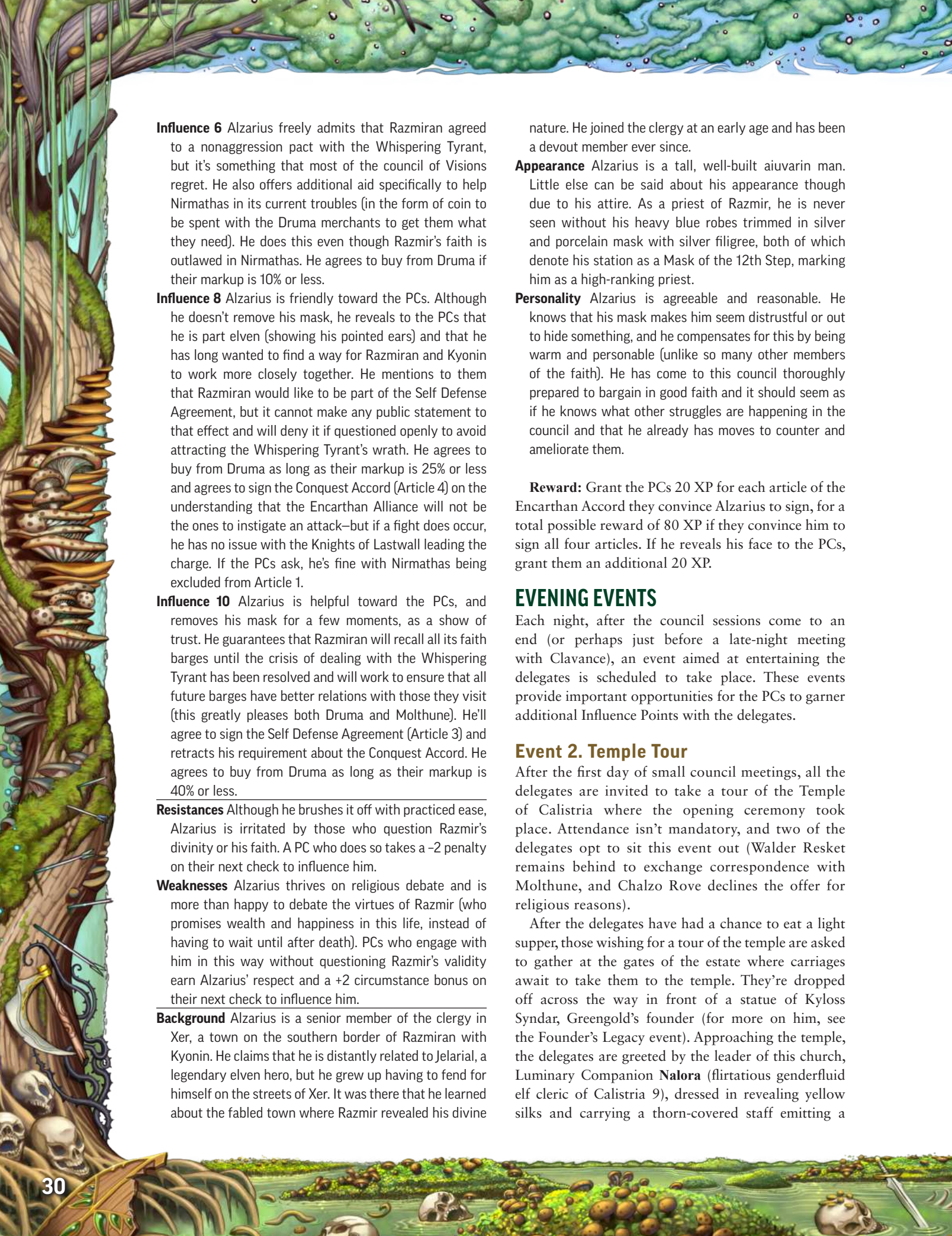
**Automatic Influence** The PCs earn 2 Influence Points with Alzarius simply by sitting and quietly listening to his sermon. If they disrupt the sermon or challenge its precepts, they instead lose 1 Influence Point. Accepting Razmiran's larger mutual aid contribution earns the PCs 2 influence with Alzarius and directing some of that to Nirmathas earns them 1 more.

**Influence Skills** DC 26 Religion (to engage with Alzarius honestly about his faith), DC 28 Deception (evading any deeper discussion about religion), DC 30 Diplomacy, DC 30 Society (speaking about Xer and the importance of the city), DC 33 Intimidation

**Influence 0** Alzarius automatically agrees to sign the Writ of Nonaggression (Article 1).

**Influence 2** Alzarius's attitude toward the PCs is friendly. He readily agrees to sign Razmiran up as part of the Mutual Aid Alliance (Article 2), even offering to contribute double of what is expected of each participating member.





**Influence 6** Alzarius freely admits that Razmiran agreed to a nonaggression pact with the Whispering Tyrant, but it's something that most of the council of Visions regret. He also offers additional aid specifically to help Nirmathas in its current troubles (in the form of coin to be spent with the Druma merchants to get them what they need). He does this even though Razmir's faith is outlawed in Nirmathas. He agrees to buy from Druma if their markup is 10% or less.

**Influence 8** Alzarius is friendly toward the PCs. Although he doesn't remove his mask, he reveals to the PCs that he is part elven (showing his pointed ears) and that he has long wanted to find a way for Razmiran and Kyonin to work more closely together. He mentions to them that Razmiran would like to be part of the Self Defense Agreement, but it cannot make any public statement to that effect and will deny it if questioned openly to avoid attracting the Whispering Tyrant's wrath. He agrees to buy from Druma as long as their markup is 25% or less and agrees to sign the Conquest Accord (Article 4) on the understanding that the Encarthan Alliance will not be the ones to instigate an attack—but if a fight does occur, he has no issue with the Knights of Lastwall leading the charge. If the PCs ask, he's fine with Nirmathas being excluded from Article 1.

**Influence 10** Alzarius is helpful toward the PCs, and removes his mask for a few moments, as a show of trust. He guarantees that Razmiran will recall all its faith barges until the crisis of dealing with the Whispering Tyrant has been resolved and will work to ensure that all future barges have better relations with those they visit (this greatly pleases both Druma and Molthune). He'll agree to sign the Self Defense Agreement (Article 3) and retracts his requirement about the Conquest Accord. He agrees to buy from Druma as long as their markup is 40% or less.

**Resistances** Although he brushes it off with practiced ease, Alzarius is irritated by those who question Razmir's divinity or his faith. A PC who does so takes a -2 penalty on their next check to influence him.

**Weaknesses** Alzarius thrives on religious debate and is more than happy to debate the virtues of Razmir (who promises wealth and happiness in this life, instead of having to wait until after death). PCs who engage with him in this way without questioning Razmir's validity earn Alzarius' respect and a +2 circumstance bonus on their next check to influence him.

**Background** Alzarius is a senior member of the clergy in Xer, a town on the southern border of Razmiran with Kyonin. He claims that he is distantly related to Jelarial, a legendary elven hero, but he grew up having to fend for himself on the streets of Xer. It was there that he learned about the fabled town where Razmir revealed his divine

nature. He joined the clergy at an early age and has been a devout member ever since.

**Appearance** Alzarius is a tall, well-built aiuvarin man. Little else can be said about his appearance though due to his attire. As a priest of Razmir, he is never seen without his heavy blue robes trimmed in silver and porcelain mask with silver filigree, both of which denote his station as a Mask of the 12th Step, marking him as a high-ranking priest.

**Personality** Alzarius is agreeable and reasonable. He knows that his mask makes him seem distrustful or out to hide something, and he compensates for this by being warm and personable (unlike so many other members of the faith). He has come to this council thoroughly prepared to bargain in good faith and it should seem as if he knows what other struggles are happening in the council and that he already has moves to counter and ameliorate them.

**Reward:** Grant the PCs 20 XP for each article of the Encarthan Accord they convince Alzarius to sign, for a total possible reward of 80 XP if they convince him to sign all four articles. If he reveals his face to the PCs, grant them an additional 20 XP.

## EVENING EVENTS

Each night, after the council sessions come to an end (or perhaps just before a late-night meeting with Clavance), an event aimed at entertaining the delegates is scheduled to take place. These events provide important opportunities for the PCs to garner additional Influence Points with the delegates.

### Event 2. Temple Tour

After the first day of small council meetings, all the delegates are invited to take a tour of the Temple of Calistria where the opening ceremony took place. Attendance isn't mandatory, and two of the delegates opt to sit this event out (Walder Resket remains behind to exchange correspondence with Molthune, and Chalzo Rove declines the offer for religious reasons).

After the delegates have had a chance to eat a light supper, those wishing for a tour of the temple are asked to gather at the gates of the estate where carriages await to take them to the temple. They're dropped off across the way in front of a statue of Kyloss Syndar, Greengold's founder (for more on him, see the Founder's Legacy event). Approaching the temple, the delegates are greeted by the leader of this church, Luminary Companion **Nalora** (flirtatious genderfluid elf cleric of Calistria 9), dressed in revealing yellow silks and carrying a thorn-covered staff emitting a



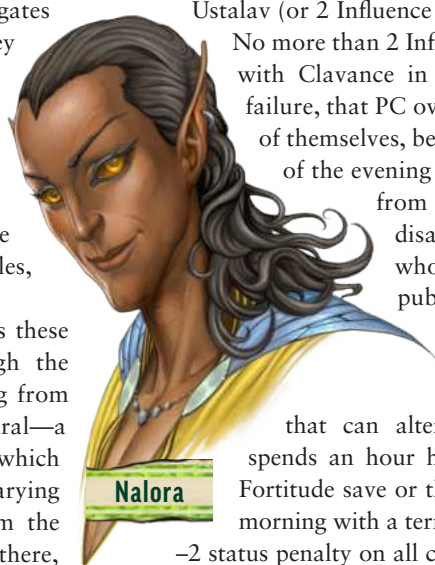
pale-yellow glow. They greet each delegate by name, one by one, looking them in the eye to take their measure and favoring some with a sly smile.

**The Tour:** Nalora invites the delegates inside the temple for the formal tour. They start by explaining a bit about Calistria herself, a goddess of the many passions tied to the heart, ranging from carnal desires to the need for vengeance when one has been wronged. In Calistria, Nalora goes on to explain, all these passions have an outlet, and at her temples, they're fulfilled.

As the Luminary Companion explains these tenets, they lead the delegates through the various chambers of the temple, starting from the entrance into the central cathedral—a soaring space with a domed ceiling on which are painted thousands of wasps of varying shades. Taken together, the wasps form the image of Calistria's smiling face. From there, Nalora leads them east into the Nest, an area that looks more like a tavern surrounded by curtained booths (some of which are occupied). Here the delegates can get wine and mead, but Nalora asks them not to disturb the guests in the curtained alcoves, who are here seeking the temple's services. After this, they lead the delegates down a hall to the private cells, each featuring a large bed, plenty of candles, and a variety of tools for prayer. With a sly grin, Nalora mentions that a variety of services can be had here as well. Finally, they lead the delegates back through the cathedral room to the west. Nalora points out the three shrines—places where the business of love, trickery, and vengeance are plotted, finally ending up in the sanctum hall, where the delegates had their initial meeting.

At the conclusion of the tour, the delegates are invited to stay a while and enjoy themselves at the Nest, while those who are ready to depart will find carriages waiting to take them back to the estate. Of the assembled delegates, all save Alzarius remain behind to have a drink and talk to the priests. Alzarius departs once the tour is over.

**Influence Opportunities:** After the tour is over, the PCs can make small talk with any of the delegates that stayed behind (Aromina, Gorion, and Clavance) for an hour. That's enough time for a PC to attempt to Influence a single NPC of their choice. Since only one PC can attempt to Influence a delegate at a time, any PC who's left out of the chance to Influence a delegate can simply spend the hour relaxing, entertaining, and carousing. A PC who does so can attempt a DC 30



Alcohol or Games Lore check or DC 28 Performance check—on a success, they delight Clavance enough to earn 1 Influence Point with the delegate from Ustalav (or 2 Influence Points on a critical success).

No more than 2 Influence Points can be accrued with Clavance in this manner. On a critical failure, that PC overindulges and makes a fool of themselves, becoming clumsy 1 for the rest of the evening and losing 1 Influence Point from Nirmathas, as Aromina is disappointed by potential allies who can't control themselves in public.

Finally, the wine here is quite strong, and many of the censers burn incense

that can alter the senses. Anyone who spends an hour here must attempt a DC 25 Fortitude save or they'll wake up the following morning with a terrible headache, giving them a –2 status penalty on all checks for the first half of the next day (during that day's first small council meeting).

**Reward:** Grant the PCs 20 XP for every Influence Point they earn during this event, to a maximum of 80 XP.

### Event 3. Garden Party

After the second day of small council meetings, Dalamian invites the delegates and their entourages to a garden party at Vynoren Estate. Tents and tables have been set up throughout the day, and chefs are busy in the manor's kitchens preparing a feast for the assembled dignitaries.

That evening, the entire estate is lit by strings of colorful lanterns and swarms of lazy fireflies swirling overhead. It's a pleasant evening, with gentle breezes carrying the sound of music from a trio of performers located near the Silver Crescent. As the event progresses, everyone is invited to the central tent where dinner and drinks await. While all the delegates attend this party, they're here to unwind and relax, so there won't be a chance for the PCs to get in some extra Influence checks at all—but that said, there will be opportunities to earn Influence Points with the delegates in other ways.

**The Meal:** In the central tent, elves serve perfectly roasted venison and Lake Encarthan bass over lemongrass, a hearty vegetable stew, a light spring salad with a sweet wine vinaigrette, and an entire table of sumptuous pastries and deserts. And of course, there's plenty of truly exceptional wine. As the food is being served, Dalamian rises to address the assembled crowd, telling them how pleased she



is at the progress being made on such an important problem. She goes on to say that the queen has sent several bottles of wine from her own fields to be served at tonight's party, and she hopes that everyone will take this evening to get to know each other and form bonds of friendship that will help to navigate them all through these difficult times. At your discretion, any PC who overindulges at the meal must succeed at a DC 25 Fortitude save or take a -2 status penalty on all checks made for the remainder of the party.

After the meal, the PCs are free to wander, dance with fellow delegates, participate in simple lawn games, or go tour the colorfully lit garden and meet its eccentric keeper. Present these three options to the players—each PC can partake in one of these three events and potentially earn additional Influence Points.

**Dancing:** In front of the lake, bards perform a variety of lively tunes and several of the delegates and their representatives have taken this opportunity to dance or otherwise relax. Aromina Yasgon and Clavance Ordranti are both dancing and enjoying themselves. A PC can invite either of these NPCs to dance and possibly earn some Influence with them if they perform admirably. Aromina is much easier to impress, requiring only a DC 18 Performance check, whereas Clavance only dances to courtly tunes that demand precision, meaning that it's a DC 28 Performance check to impress him. Success on these checks earns 1 Influence Point with that delegate (or 2 on a critical success), with no penalty for failure other than embarrassment.

**Games:** Just outside the main tent, several lawn games provide entertainment. The first of these games involves throwing combat darts at a series of smaller and more distant rings. A PC who participates in the dart game gets three darts and must attempt to earn as many points as they can by choosing one of the four targets and then attempting a ranged Strike against that target. The first target is worth 1 point and has an AC of 20, the second is worth 2 points and has an AC of 25, the third is worth 3 points and has an AC of 30, while the fourth and final target is worth 4 and has an AC of 35. (Range penalties are included in these AC scores, so don't adjust Strikes for range in this game.) Targets can be hit more than once. Gorion the Glad spends much of his evening playing this game, and a PC can challenge him to a match. Gorion's attack

bonus is +19 (he's a bit drunk so his ranged Strike is Low for an 11th level NPC); a PC who beats his score earns 1 Influence Point with him, or 2 Influence

Points if they beat his score by 5 or more. If a PC critically misses a throw, the dart accidentally hits an onlooker, costing them 1 Influence

Point with Gorion unless the PCs fix the damage via healing.

The second game is a test of strength involving a pulley and an increasing series of weights suspended from a tree branch. A

PC participating in this game must make a series of Athletic checks until they fail two in a row, causing them to drop the weights. The checks start at DC 20 and increase by 2 with each additional check. Walder Resket enjoys this game and anyone who beats him (his Athletics bonus

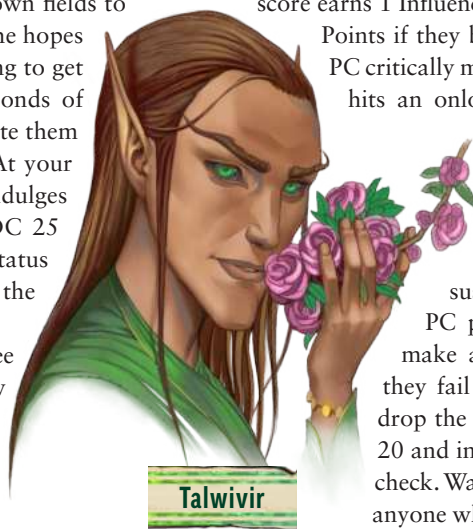
is +21) earns 1 Influence Point (or 2 Influence Points if they beat him by achieving at least 5 more successes than him).

While there's time for a PC to play multiple games, only the first game a PC plays against a delegate counts toward earning Influence Points.

**The Garden:** The Stroll is brightly lit this evening, and delegates are invited to take in the pleasant aromas and to speak with **Talwivir** (dedicated male elf groundskeeper 8), the gardener who tends to the place. Anyone who approaches is greeted by the friendly and knowledgeable elven man, who uses a cane that also serves as a claw to attend some of the more dangerous plants. Talwivir is very knowledgeable about all the plants in his garden and gladly show around anyone who is interested, pointing out how various specimen are curated by scent, such as the spicy notes of the deadly black jasmine or the sweeter aromas from the Calistrian roses (which are, of course, bright yellow, with black leaves), and the musky Lantana blues.

Chalzo Rove and Alzarius both visit the garden during the party, and a PC who walks with one of them through the Stroll can attempt to earn Influence Points through idle chatter. A DC 28 Nature check is enough to earn 1 Influence Point, as is a DC 26 Mercantile Lore check for Chalzo or a DC 26 Religion check for Alzarius. (A critical success earns 2 Influence Points, while a critical failure costs 1 Influence Point.)

**Ending the Party:** The festivities go until midnight, at which time Dalamian thanks the delegates for their attendance and adds that she hopes they get a good night's rest before the next day of small council meetings.





**Reward:** Grant the PCs 20 XP for every Influence Point they earn during this event, to a maximum of 80 XP.

## Event 4. Founder's Legacy

Although today Greengold is an important trade hub, it was founded as an elven outpost a long time ago by a legendary elven hero named Kyloss Syndar. Every year, Greengold holds a celebration in honor of this hero and the founding of the town. Everyone is invited, but for the safety of the council, each delegate who chooses to do so is asked to come up with a cover story for why they're in town. Aromina and Gorion both decide to sit this event out (citing being nervous about their enemies learning about their presence), while Clavance sits it out because the last two nights have taken their toll and he prefers to spend this evening relaxing with close companions in his lodge.

**Leaving the Estate:** After the final small council meetings conclude in the late afternoon, the delegates who wish to attend the festival are free to wander the town of Greengold and enjoy the local celebration. Chalzo's cover is that she's here to scout out new mercantile opportunities (not so much a cover, in fact, but a side goal she's always pursuing). Walder's cover is that he's a simple mercenary on his way to look for work in the River Kingdoms and stopped here for a last chance to relax. And Alzarius dresses in civilian clothing and leaves his mask behind, claiming a cover story of a half-elven man here to enjoy a festival that honors one of his ancestors—a claim that might surprise some but is, in fact, the truth. The PCs themselves are already known in Greengold as the heroes of Lantana Beach, so they don't need a cover story.

**Founder's Statue:** Getting to the festival requires the PCs to walk past this statue, which stands directly across from the Temple of Calistria. The statue depicts an elven man wearing gleaming silver chainmail, holding aloft a long, slender sword in one hand and a bow in the other. A podium has been erected in front of the statue and, as the PCs walk by, Mayor **Selwyn Vanaidori** (gregarious male human mayor 9) takes the stage to address the gathered crowd.

"Beautiful and glorious people of Greengold! Today is a special day in our history, for it's the day we honor a man who symbolizes the spirit of our town. Kyloss Syndar carved this place from the wilderness, using courage and tenacity to do what everyone thought was impossible. And that's what we've done here every day since. We became the first city in Kyonin to welcome everyone. To this day, this a place where all ancestries can live and work, side by side, for a better tomorrow! Please, enjoy the festival!"

At this, there's a roar of approval, and many of the revelers raise a tankard to salute the brave explorer that founded the town. A PC who succeeds at a DC 25 Perception check notices Alzarius pause at the statue long enough to place an arrow on the podium at its feet—one among many other arrows. A DC 20 Society check is enough to note this is a standard offering of respect for Kyloss's memory. If at least one PC also offers an arrow while Alzarius is watching, the PCs automatically earn 1 Influence Point (or 2 if they do so without first asking him about the tradition and do so on their own accord).

**Fest Hall:** The primary celebration happens at a sprawling pavilion at the center of Founder's Square (area A8), surrounded by old inns, shops, and taverns. There's plenty of song, dance, and drink to be had, allowing the PCs a chance to meet the diverse and vibrant folk of the town. Everyone is in good spirits, for it's tradition in Greengold for locals to use today to end old grudges, forgive debts, and otherwise make amends. As a result, folks randomly come up to the PCs and apologize for things they had nothing to do with, just to clear their conscience. Chalzo, Walder, and Alzarius spend some time here, enjoying the festivities. If a PC has done something earlier to offend any of these delegates (and thus pay an Influence Point penalty), that PC has one chance here to apologize and remove any penalties they might be suffering as a result—a successful DC 33 Diplomacy check is enough to cancel out a previously lost Influence Point.

**Storyteller:** Although primarily for children, this area just off the main square has a raised stage for performances. The first time a PC passes by, a storyteller on the stage has just begun telling the tale of how Kyloss Syndar was given a mandate from Kyonin's ruler to reclaim these lands from demons who served Treerazer—a mandate most thought impossible. The most dangerous of Treerazer's minions here was a mighty demonic hydra named Slithermaw, who waited for Kyloss in the caves along a sandy cove, waiting to strike. The battle was fierce, but Kyloss was too skilled to be felled by the fiend. But there lies the treachery of the hydra, because no matter how many heads Kyloss cut off, more grew back to take their place. Soon Kyloss grew tired, and Slithermaw's strikes came ever closer to ending his life. When the hydra bit and his fangs pierced Kyloss's armor in multiple places, the elf knew he had met his match. He called out to Calistria, demanding that she at least give him vengeance over the beast that was about to rip him in half. And she did, infusing his armor with burning poison. The toxin flowed up into Slithermaw's heads and caused the hydra to drop Kyloss. Drawing upon



his final reserves, Kyloss struck again and again, and this time the stumps left with each decapitation withered and smoked with poison—not one of them grew back. Slithermaw was slain, and the lands were reclaimed, but the damage had been done. Kyloss was mortally wounded and although he won the battle, founding Greengold cost his life.

Alzarius and Chalzo are both here listening to the storyteller. Each PC can use this opportunity to attempt an Influence check with one of the two, so long as they're respectful of the performance.

**Hydra Chop:** Opposite the stage is an area with various carnival games. While most of these are simple gambling games for small prizes or sweets, one massive game has drawn a large crowd. Called Hydra Chop, this game invites participants to swing an axe at one of a dozen “hydra heads” which are made from a series of two-foot-long carved logs, connected by ropes, then suspended to a scaffolding above, allowing them to sway back and forth. The trick to cutting them is to hit the rope between the logs as they swing about. The PCs can try their hand at this for the entry fee of 1 gp, but the line is such that they won't each have time to play more than once. Up to four participants

enter at once, and they're on a timer, having a total of 20 seconds (3 rounds) to attempt to sever all the hydra heads using the provided battle axes. The ropes are AC 25, but the logs are only AC 15. A hit on the rope destroys it and severs that head. Hitting a log deals damage as normal (the logs have a hardness of 5 and 20 hit points) but trying to hit the same log again causes the PC to take a -4 circumstance penalty on their attack roll as the previous blow sent the log into a particularly violent swaying. If the PCs manage to destroy all 12 hydra heads in 3 rounds, they win a silver hydra statue worth 10 gp. If they do it in 2 rounds, they win a gold hydra statue worth 50 gp and if they do it in a single round (somehow), they win a platinum hydra statue worth 200 gp.

Walder Resket is particularly taken by this challenge but is wary about the optics of a “grand general” taking part in a children's game. The PCs can attempt to convince him to cast aside his concerns with a DC 28 Diplomacy check or a DC 26 Deception or Intimidation check—on a success, the man does and steps up to play a round. Whether or not he earns more points than a PC (his attack bonus is +22, and he deals 1d8+8 damage on a hit with a nonmagical battle axe), he's grateful he got pushed into the game, and the PCs earn 1 Influence Point (or 2 Influence Points if their check was a critical success).

**Reward:** Grant the PCs 20 XP for every Influence Point they earn during this event, to a maximum of 80 XP.

## TREATY AND TREACHERY

After several days of negotiations and backroom deals, a picture should be emerging of the agreement between the various nations. As Kyonin was the nation to call for and arrange this council, the terms of the treaty are by and large defined by their goals.

How each nation agrees with the goals depends entirely upon the negotiation skills of the PCs and their influence with the individual delegates.

Before starting this chapter's penultimate scene, the GM should look at all the influence stat blocks to determine both the delegates' attitude toward the PCs and what parts of the treaty they're willing to sign.

### Treaty Council

On the fifth day of the council, all delegates return to the Temple of Calistria for the Treaty Council and closing ceremony. They are told that each nation will proclaim what parts of the treaty they will ratify and abide by until the threat of the Whispering Tyrant is



Hydra Chop



over. Dalamian informs the PCs that Kyonin intends to sign all four of the treaty's articles (and that the PCs' act of signing the treaty at the end of the council will officially seal this deal). The PCs oversee presenting this information to the council. Everyone is asked to dress for the ceremony, but for the PCs, Dalamian asks them to dress in their full adventuring gear, as a reminder of their heroic deeds.

After a full breakfast, the delegates gather to travel by carriage to the temple. One they've all arrived and are seated in the sanctum hall, Dalamian rises to speak.

"Honorable delegates. Over the past several days you have talked, bargained, and compromised, with the goal of finding common ground on which to face this dire threat. Although we act with haste, it's not without careful thought, for what we decide today will echo for years to come. I ask you each to rise in turn and declare what articles of the Encarthan Treaty your country will ratify."

At this point, each delegate in turn stands up to pledge their nation to sign the various articles of the treaty, as dictated by how many Influence Points and other conditions the PCs have managed to accumulate. They proceed in the original order of the council, starting with Druma, then Molthune, Nirmathas, Lastwall, Ustalav, Razmiran, and finally Kyonin. Each delegate makes a small speech, likely speaking to the nature of their relationship with the PCs and their efforts (either good or bad) that influenced them and their decisions.

**Reward:** Each delegate who signs at least 2 articles earns the PCs 10 XP, while each one who signs all 4 articles earns the PCs 20 XP, to a maximum award of 120 XP.

## Razmiri Treachery

## Severe 11

**Creatures:** Unfortunately, just before the PCs step up to symbolically sign the Encarthan Treaty, a commotion comes from outside the council chamber, along with a muffled scream. Seconds later, the door to the sanctum hall explodes open as a band of assassins dressed as Razmiri priests race into the room. Delegates and their staff dive behind tables as the assassins enter. Their leader, a man dressed in black robes and wearing a mask of Razmir, points a finger at the PCs and shrieks through clenched teeth, "By the will of the Living God, KILL THEM ALL!"

In the moments preceding this attack, this group of assassins approached the temple and used a *scouting eye* spell to get a sense of the structure and its occupants. They then donned their garb in a nearby alley and forced their way in by killing several of the

Calistrian priests guarding the entry. Although these are Razmiri priests, there is more going on here than it appears. Alzarius has no idea what's happening, nor is he immune to their attacks.

**Creatures:** Most of the assassins taking part in this attack are simple cutthroats, skilled with a blade and deadly when fought in groups. Their leader is a skilled spellcaster named Delvarnis who works to bolster their attacks and use targeted magic to attempt to disable enemy spellcasters and other threats. This attack comes in waves. This first group consists of the leader and six blade assassins. Of these, the leader and three of the blades move to deal with the PCs, seeing them as the most obvious threat, while the other three blades move to attack the delegates. You do not need to track these other blades or the damage they do to the delegates (their fate is handled in the conclusion section of the combat). If the PCs go to help the other delegates, reduce the assassin's hit points by 25 for each round that has passed to represent the delegates fighting back.

On the 3rd round and 5th round of combat, another three blades arrive to attack the PCs. You can add additional blades to harass the delegates if some of them have been dealt with by the PCs. This should feel like a hectic, sprawling combat, but the focus should remain on the PCs and the assassins they're confronting directly. While the blade assassins' primary tactic is to gang up and flank PCs engaged in combat, the assassin leader uses his spells to disrupt the PCs not engaged in combat, and they're not above hitting their own allies with spells that target a large area, especially if that area would then include other delegates.

## RAZMIRI BLADE ASSASSINS (12+) CREATURE 7

UNCOMMON MEDIUM HUMAN HUMANOID UNHOLY

Human rogues

**Perception** +12

**Languages** Common

**Skills** Acrobatics +15, Athletics +13, Deception +14, Intimidation +14, Stealth +17, Thievery +17

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

**Items** +1 hand crossbow (20 bolts), fearflower nectar (2 doses), leather armor, mask, gray Razmir robes, +1 striking rapier

**AC** 25; **Fort** +14, **Ref** +17, **Will** +12

**HP** 112

**Nimble Dodge** **Trigger** The blade assassin is targeted with a melee or ranged attack by an attacker they can see; **Effect** The blade assassin gains a +2 circumstance bonus to AC against the triggering attack

**Otherworldly Will** The blade assassin is driven forward by a singular, otherworldly will, guiding their actions.



Whenever the blade assassin attempts a Will saving throw against a mental effect that would control or dictate their actions, the blade assassin treats the result of the saving throw as one category better.

**Unexplained Demise** ♦ (divine, emotion, fear, mental)

**Trigger** The assassin is captured alive; **Effect** Blood pours

from the assassin's ears and nose, and they drop dead on the spot. An adjacent PC who witnesses this unexplained death must succeed at a DC 22 Will save or become frightened 1.

**Speed** 25 feet

**Melee** ♦ *rapier* +17 (deadly d8, disarm, finesse, magical), **Damage** 2d6+5 piercing

**Ranged** ♦ *hand crossbow* +15 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Poison Weapon** ♦ (manipulate) **Requirements** The blade assassin is wielding a piercing or slashing weapon and has a free hand; **Effect** The blade assassin applies a poison to the weapon.

**Sneak Attack** The blade assassin deals an extra 2d6 precision damage to off-guard creatures.

**Surprise Attack** On the first round of combat, creatures that haven't acted yet are off-guard to the blade assassin.

## DELVARNIS

CREATURE 11

UNIQUE MEDIUM HUMAN HUMANOID UNHOLY

Male human sorcerer

**Perception** +20

**Languages** Common

**Skills** Acrobatics +19, Deception +22, Diplomacy +20, Intimidation +24, Occultism +18, Religion +20, Stealth +19

**Str** +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +3, **Cha** +5

**Items** *moderate healing potion* (2), +2 *resilient studded leather armor*, *greater demon mask* (appears as a mask of Razmir), black Razmir robes, iron key, +2 *striking greater staff of control*

**AC** 29; **Fort** +17, **Ref** +19, **Will** +18

**HP** 160

**Counterspell** ↻ **Trigger** A creature Casts a Spell that Delvarnis knows; **Effect** Delvarnis expends a spell slot of the same level and then attempts to counteract the triggering spell with a +18 bonus on the check.

**Otherworldly Will** As Razmiri blade assassin.

**Unexplained Demise** ♦ As Razmiri blade assassin, but DC 27.

**Speed** 25 feet

**Melee** ♦ *staff* +19 (monk, two-hand d8), **Damage** 2d4+5 bludgeoning plus 4d6 mental

**Arcane Spontaneous Spells** DC 28, attack +18; **5th** (3 slots) *dispel magic*, *force barrage*, *howling blizzard*, *scouting eye*, *wave of despair*; **4th** (4 slots) *confusion*, *fly*, *translocate*, *vampiric feast*, *vision of death*; **3rd** (4 slots) *blindness*, *haste*, *paralyze*, *slow*, *vampiric feast*; **2nd** (4 slots) *dispel magic*, *grim tendrils*, *laughing fit*, *resist energy*, *revealing light*; **1st** (4 slots) *command*, *fear*, *force barrage*, *sleep*, *sure strike*; **Cantrips** (**5th**) *daze*, *detect magic*, *read aura*, *shield*, *telekinetic projectile*, *void warp*

Delvarnis



**Bloodline Spells** 3 Focus Points, DC 29, attack 18; **5th** *ancestral memories* (Player Core 2 265), *arcane countermeasure* (Player Core 2 265), *extend blood magic* (Player Core 2 265),

**Razmir's Disappointment** (emotion, fear, mental, occult) Delvarnis inflicts an additional 4d6 mental damage with melee Strikes made while he wears a mask. On a critical hit with such a Strike, the creature struck becomes frightened 1.

**Steady Spellcasting** If a reaction would disrupt Delvarnis's spellcasting action, he attempts a DC 15 flat check. If he succeeds, his action isn't disrupted.

### ASSISTANCE FROM THE DELEGATES

Throughout the fight, the other delegates can aid the PCs, depending on their attitude toward them. If a delegate is friendly, they give the following benefit once during the combat or twice if they're helpful. These benefits occur between player turns at a time of the GM's choosing. When not taking these actions, the delegates are busy fending off their own assassins or treating their wounded. The benefits given by each delegate are as follows.

**Chalzo Rove:** The prophet of Kalistrade produces a moderate elixir of life from her robes and uses *telekinetic hand* to move it over to a PC in need. The PC can grab it from the air with a reaction but must spend an action on their next turn to drink it as normal.

**Walder Resket:** Walder draws a double-barreled pistol from inside his armor and fires at one of the blade assassins attacking the PCs with a +22 attack bonus (fatal d8), dealing 2d4 piercing plus 1d6 fire.

**Aromina Yasgon:** The Speaker of the Heart casts a 3rd-rank *clear mind* or *cleansse affliction* on a PC who needs it (with a +17 bonus on the counteract check). She delivers the spell at range via a spellshape action akin to Reach Spell.

**Gorion the Glad:** Gorion moves around the battlefield, flanking one blade assassin attacking the PCs. He attacks with his rapier with a +22 attack bonus (fatal d8) dealing 2d6+3 piercing. He remains in that position, providing a flank until the same time next round.

**Clavance Ordranti:** The nobleman is not without his tricks, and he produces either a moderate acid flask or a moderate alchemist's fire and throws it at the assassin leader with a +19 attack bonus.

**Alzarius:** During the first round, Alzarius rises up in furious anger, demanding that the assassins stop this attack at once in the name of Razmir. When

### WHAT IF DIPLOMACY COLLAPSES?

While the six delegates each harbor issues against some of the others, none of these are enough to cause the entire council to fail on its own. This only occurs if the PCs take drastic steps, such as by attacking a delegate or being caught using mind-controlling magic like *charm* or *suggestion* on one of them. In this case, the delegates pack up and leave, and the Encarthan Alliance fails. This will have long-term effects on the region's stability, but in the short term, this development plays right into Treerazer's hands. In this case, consider having Alzarius approach the PCs after the other delegates leave with a concern—he suspects that there's something rotten in Xer and asks them to come help him sort things out, noting that “perhaps your skills at defeating monsters and uprooting secrets are better than your skills at diplomacy.” Alternately, you can simply move forward with chapter 3, having the Jeharlu Spore bloom while the PCs are in the city. In this case, you'll want to expand on that chapter's encounters significantly so that the PCs will have enough to level up properly to continue the Adventure Path.

that does not work, he casts a 3rd-rank *chilling spray* at a blade assassin (DC 22) who's attacking a PC.

### CONCLUDING THE CHAPTER

The assassins are willing to die to achieve their objectives and are in fact compelled to do whatever it takes to ensure victory. They do not allow themselves to be taken prisoner. Once the battle is over, the council chamber is in tatters, with blood spattering and bodies strewn about the room. Almost everyone has been injured in some way. Of the delegates, Alzarius survives automatically despite the assassin's concentrated efforts to kill him, although he is wounded. As for the other delegates, if the PCs have a negative influence with any of them, they perish during the attack; otherwise, they survive the attack, wounded and frightened... but alive.

In the aftermath of the battle, a blood-soaked Dalamian weeps over the blood-soaked treaty, while the eyes of everyone else turn toward Alzarius and his delegation. All the hard work the PCs put into completing the Encarthan Alliance seems ready to collapse!





## Chapter 2: Conspiracy in Xer

With the assassination attempt fresh in everyone's minds, the fate of the Encarthan Alliance is more precarious than ever. Within minutes of the battle's conclusion, most of the surviving delegates begin threatening war with Razmiran, and it falls to the PCs to defuse the situation and then investigate what happened and uncover the truth behind the attack.

### COUNCIL DISRUPTED

In the immediate aftermath of the attack, the council chambers are swarmed by Calistrian priests and guards from the city. They move quickly to stabilize the dying and treat the wounded, but unfortunately, all the assailants have died; even those that were subdued or otherwise incapacitated are found to be dead with blood pouring from their nose and ears. They also

treat any wounds the PCs have, restoring them to full Hit Points (although any lingering conditions or effects will need to be addressed by the PCs).

Acting as the queen's proxy, Dalamian immediately orders Alzarius and his entire delegation detained until they can sort things out. Alzarius does not resist, but continues to maintain that he had nothing to do with this plot and is just as eager as everyone else to find those responsible for this heinous act. The surviving delegates are busy tending to their wounded and getting everyone transported back to their lodge.

As the last of the wounded are treated, Dalamian looks around the ruins of the council, fighting back tears. She turns to the PCs and asks them to accompany her back to Vynoren Estate to discuss what to do next. Upon arriving at their lodge, she orders some food



and drink brought at once and goes to change out of her blood-soaked clothing. She takes a moment to compose herself, then asks the PCs to join her in the study at noon to talk about next steps.

"My friends... we need to uncover what happened here today. Although it appears that this was a coordinated attack by Razmiri agents, I am positive that Queen Telandia will want proof before we take action. I hereby empower you to investigate this matter and to follow it wherever it leads. We need to learn who is behind this. You must act quickly!"

She passes a slip of parchment across the table. "This writ will inform Greengold's guards that you are working on behalf of myself and the queen. They will let you examine the bodies of the assassins and enter the holding cells to question Alzarius and his staff. I do not trust him, but the assassins clearly tried to kill him as well, so perhaps there is some truth to his claims that he was not involved. But if not him, then who ordered this? Please keep me informed of any developments... and good luck!"

## GREENGOLD INVESTIGATIONS

The PCs have a few leads to start their investigation into the attack on the council meeting, both likely involving a trip to the Overlook (area **A2**)—Greengold's town hall and prison. It's to this fortress that the bodies of the assassins are taken within an hour of their defeat, and where the Razmiri delegation has been brought for detention until their role in the attack can be discerned. If the PCs are quick and eager to begin investigations, they can examine the assassins' bodies or interrogate Alzarius immediately after the attack.

### Clues on the Bodies

The following assumes the PCs investigate the assassins' bodies after they've been relocated to a cold cellar below the Overlook, but if they investigate the bodies in situ just after the fight, they have the same chances to learn the following clues; you'll just need to describe their placement a bit differently.

Each body lies on a stone slab under a thin sheet, while all of their gear and clothing are in tidy piles in the back of the room. Commander Nuandiall explains that other than sorting out their belongings, nothing has yet been done to the bodies.

In all, a total of 16 bodies lie in wait here, most of which were found in the council chambers. Of the nine men and seven women, 12 are human, two are orcs, one is aiuvarin, and one is a goblin. Their bodies show all the signs of the wounds they received during the fight, in addition to a variety of older scars and


wounds, marking them clearly as people who have seen a good deal of combat before. One of these bodies (a male human) has been set aside—this was the sorcerous leader of the attack the PCs faced.

**Autopsies:** There's not much additional information to learn from a quick examination of the dead bodies—if the PCs want to examine them more closely, they need to perform an autopsy. Commander Nuandiall allows (and even expects) this, and provides a mortician's toolkit (a type of artisan's toolkit) if the PCs don't have similar tools. Each attempt to autopsy a body takes 2 hours and requires a DC 30 Medicine check (this check increases to a DC 32 check if the PCs use tools or even weapons not meant for an autopsy). On a successful check, evidence in the body suggests that the assassin was poisoned by something similar to deathcap powder, and that those who died of an Unexpected Demise likely perished from this poison. On a critical success (or automatically after 4 regular successes on different bodies), the PCs discover something unexpected—a tangled knot of pale-green fungal filaments growing in the assassins' intestines.

Once the PCs discover the fungal filaments, they can examine these unpleasant knotted messes. Each examination takes 10 minutes and requires a DC 32 Crafting check (with an alchemist's toolkit) or a DC 28 Nature check (with an herbalist's toolkit). On a success, a PC confirms that the fungus is unknown but likely linked to any Unexpected Demises the PCs witnessed in an assassin. A critical success allows the PC to note some similarities between this fungus and fiendishly blighted fungi known to grow in Tanglebriar, although the precise nature of this "gut fungus" remains elusive at this time. On a critical failure, the PC exposes themselves to the fungal toxins, as if they'd taken a dose of deathcap powder.

**Gear:** Of the sets of gear, 15 are identical sets of items, as listed on the Razmiri Blade Assassins' item list, and one set is the gear once carried by the leader. Commander Nuandiall informs the PCs that once the investigation here is over, they're free to claim all of this gear as salvage. The magic weapons are all well made but unremarkable, as is their armor. The robes are dirty and rough spun, while their boots are cheap but new. The iron key the leader carried is simple-looking and attached to a leather fob stamped with a pattern that looks like a walkway between two hedgerows, between which is the number 6. A PC who examines the fob and succeeds at a DC 20 Society check realizes the fob is of a style used by many inns in Greengold; on a critical success they identify this particular fob as having come from an inn called the Hedgerow Holloway, located in central Greengold. If





no PC recognizes this, then Commander Nuandiall realizes that the key is to a local inn, after which a DC 15 Diplomacy check and 1 hour of work on the streets to Gather Information leads the PCs to Hedgerow Holloway.

**Speaking with the Dead:** The use of a spell like *talking corpse* could potentially reveal more information—provided the corpse fails its Will save. Since the cult hidden in Xer’s sewers hired these assassins as mercenaries, they won’t be able to reveal much about the true perpetrators, other than to confirm they were promised large rewards if they finished the job of assassinating all the delegates and made it back home to Xer. If asked, they all confirm that they drank a nasty-tasting elixir provided by their commander, who claimed the elixir would help them to “join with Razmir”—the assassins’ loyalty to their commander meant they asked no further questions. If the PCs use *talking corpse* successfully on the dead assassin leader, he can confirm he gave the assassins this elixir and drank one himself—noting that this was a requirement by the mysterious figure who hired him for the job. He knew that it would result in death, but believed it would send his soul to Razmir’s hidden divine realm. The commander is the only one of the assassins who had any contact with the mysterious figure who hired them; he reveals that the figure was dressed in blue robes and wore a silver mask of Razmir—and as such, he obeyed their orders without question, for this attire outranks the assassin’s own black robes and iron mask. If the assassin leader critically failed his save against *talking corpse*, and if the PCs ask the right questions, the corpse should reveal the name of the man who hired him: Vintalax. If the PCs ask the right questions, they might even learn that the assassins traveled to Greengold via a ship called the *Sunken Sea Cat*.

Note that the *call spirit* ritual requires the caster to know the target’s name—none of these assassins revealed their name or carry any indications of who they are, but the PCs might learn the leader’s name (Delvarnis) later—in this case, *call spirit* should reveal similar information as that detailed above for *talking corpse*.

**Reward:** Grant the PCs 20 XP upon learning of the link to Hedgerow Holloway, 20 XP for the first successful autopsy, and 20 XP if they learn about the filaments and correctly identify them as a form of fungus.

### Interrogating Alzarius

When the PCs wish to speak with Alzarius, Commander Nuandiall notes that he and the other “Masks” that make up the delegation from Razmiran

have been entirely cooperative with the guards, even going so far as to remove their masks and robes, which are all being kept in a chamber near the holding cells. Nuandiall allows the PCs to search these if they wish, but there is nothing of interest there. Unlike the gear carried by the assassins, this is not salvage and still belongs to the delegates.

When the PCs enter the hallway with the holding cells, the Nuandiall takes them right to Alzarius (they can speak with the others if they like, as noted below). He stands to greet the PCs the moment they enter his chamber, thanking them for coming.

Although they undoubtedly have questions for Alzarius, he opens by asking about the other delegates and their staff, wanting to know if everyone is okay. This is not an act; he’s genuinely concerned for the well-being of his companions, and PCs who succeed on a DC 20 Perception check verify his empathy. After asking about the other delegates and the council, he sits down and agrees to answer any questions that the PCs might have, without reservation.

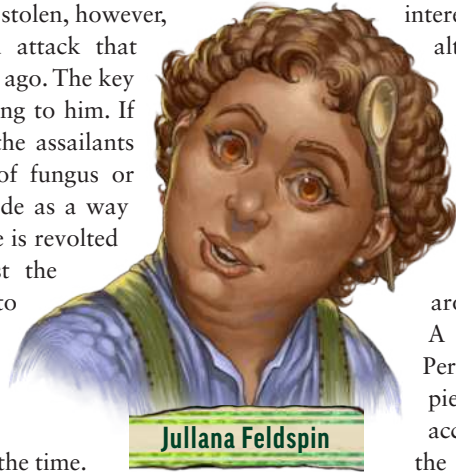
Alzarius is telling the truth when he claims to have no knowledge of this attack, aside from what he witnessed in the council chamber alongside the PCs. He arrived in Greengold the day before the summit with his staff, having come directly from Thronestep. He goes on to explain that he was summoned from his home in Xer by one of the Visions (a very high-ranking member of the faith) who asked him to come to the summit and represent Razmiran. He was given directives on the negotiations, supposedly expressed by Razmir himself (he looks exultant at this part, as if it should impress the PCs), to engage with the council earnestly and honestly in an attempt to secure partnerships against the Whispering Tyrant and his forces—anything short of open conflict. His staff are all priests in good standing, mostly diplomatic aids and travel guards, supplied by the Vision. They have been with him the entire time since leaving the capital.

All of this is completely true. If asked to submit to magics that might verify his honesty, such as *ring of truth*, he willingly submits without any pushback and answers any questions the PCs have about his trip, his purpose at being in Greengold, and his knowledge of the attack (which is none). He won’t answer questions that attempt to pry into the inner workings of the Razmiri faith other than a simple understanding of how it is structured (by robe color and mask material, both of which denote a specific rank and “step” on the path to Razmir).

If asked to examine the robes or masks of the assailants, he gladly does so and can (despite his initial incredulity) confirm that they appear to be



authentic, from the way the robes are stitched and from the subtle smith's marking on the back of the masks. He goes on to say that it would be far from the first time that such articles were stolen, however, mentioning an infiltration and attack that happened in Tamran many years ago. The key found on the body means nothing to him. If the PCs reveal that it appears the assailants were infested with some sort of fungus or parasite, or that they used suicide as a way to avoid being captured alive, he is revolted by the idea. Suicide is against the will of Razmir. He also agrees to look at the bodies and faces of the assailants to see if he recognizes any of them, although he reminds the PCs that priests wear masks most of the time. In any case, this is a fruitless request, as he does not recognize any of the attackers.



Jullana Feldspin

Finally, when it is revealed that the assailants hailed from Xer, Alzarius is honestly dismayed. Although he did not know these attackers, there is a good chance that they knew him due to his standing in the church. The letter from Vintalax (see **Handout #2** on page 42) is the first piece of evidence that he can confirm. He knows Vintalax, as they are both at roughly the same standing in the faith. Competition and rivalries between priests is not uncommon, but this, Alzarius declares, is far beyond what is tolerated and acceptable.

**Reward:** Grant the PCs 20 XP for speaking with Alzarius.

## Hedgerow Holloway

The key in the assassin leader's pocket belongs to room 6 of the Hedgerow Holloway (area A5), a large inn located in central Greengold (map on page 74). The entrance to the inn is located at the end of a somewhat sunken road nestled between two towering hedges.

The proprietor of the Hedgerow Holloway is **Jullana Feldspin** (matronly female halfling innkeeper 5), who can be found in the inn's common room throughout the day serving meals and drinks, and providing whatever assistance is needed for those who rent one of the building's eight rooms. With the key in hand, the PCs can simply head upstairs, but Jullana is likely to notice them and approaches to ask them their business. Upon learning of the attack or after being shown the writ, she happily leads them up to room 6, proclaiming that she did not like the look of "that lot." She also offers to open up rooms 5, 7, and 8, since the group rented all four rooms.

Each of these four rooms are almost entirely free of personal effects, with only some clothes and scraps of food left behind. Room 6 is a bit more interesting, as it features a makeshift altar to Razmir (a mask atop a stand, surrounded by partially used but unlit candles) atop a crate covered with a black cloth. There is also a table in the room on which sits a hand-drawn map of the Calistrian temple, with notes about where guards are stationed and a circle around the council meeting chamber. A PC who succeeds at a DC 30 Perception check discovers a folded-up piece of parchment that seems to have accidentally fallen between the altar and the wall. If no PC finds this clue, then Jullana finds it automatically later in

the day and sees to it that it's delivered to the PCs. The parchment itself is written in Common and is reproduced nearby.

**Reward:** Grant the PCs 20 XP upon reading the note and learning about the link to the *Sunken Sea Cat*. If they found the note themselves, increase this to a 40 XP reward.

## Sunken Sea Cat

Should the PCs learn the assassins traveled to town on the *Sunken Sea Cat*, a quick chat with the harbor master reveals that the *Sunken Sea Cat* is a barge that sails the coasts of Lake Encarthan. More importantly, the vessel arrived in port four days ago and is not set to depart until tomorrow. They are given directions to its berth (area A3).

The *Sunken Sea Cat* is owned and operated by **Heliana Ironeye** (cautious female human captain 8), who has been sailing the waters of Lake Encarthan for almost two decades. Lately, with the threat of Tar-Baphon's presence, she limits her routes to the lake's eastern and southern shores, ferrying cargo and passengers while avoiding the Whispering Tyrant's plague barges. The *Sunken Sea Cat* is a long flat-bottomed barge with a pair of sails. When the PCs approach, they find Heliana up on deck, directing cargo crates that are being loaded onto the boat.

Heliana is friendly to newcomers, but wary of adventurers, having had bad dealings with them in the past. When the PCs approach, she gives them a concerned look but welcomes them aboard nonetheless. Once the PCs ask about the assassins, she admits picking them up in Xer before making her way here but is legitimately shocked to learn about



Delvarnis, it is by Razmir's will that you and your group are to travel to Greengold. Passage aboard the *Sunken Sea Cat* has been arranged. Upon arriving, you are to locate and put an end to the secret council that threatens our partnership with the Tyrant. Do not spare our faithful, for they are participating against Razmir's divine will. Make sure that Alzarius suffers greatly in his final moments. Do not return from this mission; the provided elixir shall help to ensure your spirits join with Razmir, for he will guide you to your eternal reward. Peace and prosperity!

-Vintalax, Mask of Razmir

## HANDOUT #2

what they attempted to do. The group was mostly quiet, keeping to themselves for the relatively short journey. She had no idea they were priests of Razmir, claiming that they said they were merchants heading to Greengold on business. The leader of the group, Delvarnis, is the only one she ever spoke to, and he paid in advance and did not mention needing a return trip. Heliana bemoans this, as she is preparing to head back to Xer in the morning and could use the coin over a dozen paying passengers would have provided.

**Reward:** Grant the PCs 20 XP upon discovering the assassins came from Xer.

### Following the Trail

Once the PCs exhaust the clues in Greengold, their investigation might seem to be ending, but when they present their findings to Dalamian, she is not so sure. It is all too simple and the evidence too plain. The only thing that contradicts the notion that the assassins were sent by Razmir is Alzarius's testimony, but his honesty and earnestness is compelling. If the PCs discovered the fungal tendrils, this further weakens the theory, particularly given Kyonin's long clash against the fungal blight of Tanglebriar—a link Dalamian points out warily if the PCs don't mention it.

While the PCs were investigating, Dalamian reported to the queen. Her reply came swiftly, and the queen has given Dalamian full authority to pursue this matter until she finds the truth and to bring those responsible to justice. Dalamian also spoke with the surviving delegates and convinced them to stay in town for a few weeks, hopefully long enough to get to the bottom of this and determine the right course of action. Although Walder and Clavance balked at this, they both ultimately agreed after vows to see to their comfort and safety.

After carefully listening to all the evidence presented by the PCs, Dalamian sees only one course of action. She turns to the PCs to defend Kyonin once again, asking them to travel to Xer, locate the one who sent the assassins, and bring this villain to justice.

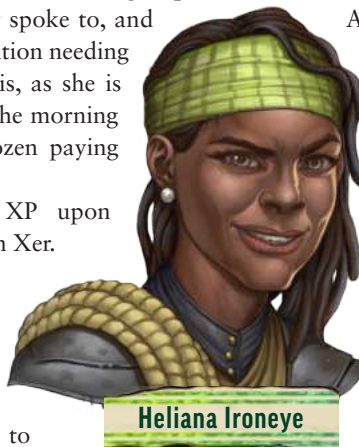
And while that order is paramount, she stresses that the queen would like to avoid provocation or escalation in this matter. The queen hopes that the council might still be a success, and starting a war with Razmiran would only serve to weaken them at this time. (If the PCs haven't discovered Vintalax's name, then Dalamian still suggests they travel to Xer to search for additional clues there.)

Dalamian gives the PCs a small pouch of gold to pay for passage to Xer, then pauses as she considers something. Alzarius does not seem to be directly involved with this plot and, in fact, seems

quite eager to get to the bottom of it. Dalamian suggests that they take the priest with them, as he undoubtedly knows the town and could provide valuable insight, and if they know Vintalax's name, he might even know the person.

### Alternate Investigations

The series of clues and discoveries the PCs can make during this investigation should ultimately reveal to them the fact that the assassins hailed from Xer and that their contact there was someone named Vintalax. If your group is having trouble uncovering enough clues, or if they instead resort to divination magic or other logical but unexpected methods of discovering clues, you should still reward them with this information. In a worst-case scenario, you can have Alzarius suggest the PCs travel to Xer with him to investigate more. In the end, as long as the PCs know that the trail leads



Heliana Ironeye



to Xer, exactly how they arrived at that determination doesn't matter. Knowing Vintalax's name gives them a head start on their investigations in Xer, but if they don't know this name, they'll still be able to proceed—just at a slower pace.

## FILTH AND CORRUPTION

As it turns out, the easiest way to reach Xer is aboard the *Sunken Sea Cat*, and Captain Heliana Ironeye is happy to have them aboard for only a modest fee of 2 gp per passenger (the pouch Dalamian provides the PCs is enough to cover this cost). The barge is scheduled to depart an hour after dawn the following day and arrives in Xer by midafternoon—assuming fair weather.

When the PCs arrive the next morning, they are greeted by **Snar** (overconfident male goblin sailor 6), the first mate aboard the *Sunken Sea Cat*, who brings them aboard and shows them to the small shelter toward the back of the barge where they can settle in for the journey. Snar fancies himself a bard (even though he lacks any real artistic skill) and he finds the mannerisms and bearings of humans and other tall folk to be quite fascinating, bordering on hilarious. As the PCs come aboard, he watches them with amusement as they must duck, squeeze, and crawl around the crates and barrels stacked up around the barge. Alzarius, if he is with the PCs, does not put on his mask and robes, preferring to keep a low profile for the journey. He suggests the PCs do the same.

Once they're settled, Snar approaches the PCs and observes in a “nonchalant” way (that is very obviously not casual at all) that Heliana mentioned they had been asking around about those “merchants” from their previous trip. He mentions that he did not trust them from the moment they came aboard, but he does not elaborate further without prodding from the PCs, who need to get on his good side first before he will share the gossip.

Once they have his confidence, Snar goes on to explain that when they arrived at the dock, they came aboard with mud-caked boots that stank something fierce. Heliana demanded

they take them off and threw them overboard at once, providing them with new shoes from a crate in the back. Snar leans in for this last bit, revealing that he kept a pair of their boots if the PCs were interested. He might even be willing to part with them for 10 gp (but he can be bargained all the way down to 1 gp with a successful DC 25 Diplomacy or Intimidation check). The boots are relatively unremarkable, made from common leather, but their soles are caked with a rather foul-smelling mud that reeks of sour fruit. A PC who Investigates the boots and succeeds at a DC 25 Perception check (or who spends 10 minutes cleaning the boots) discovers a small, blue, crushed flower caked in the mud wedged into the boot's tread. A PC who succeeds at a DC 25 Nature check identifies this flower as a water hyacinth, a plant that grows along rivers and lakeshores.

Shortly after the PCs settle into their shelter—a modest wooden structure open on one side facing the center of the barge—the captain comes aboard with all the paperwork necessary to depart. Within 20 minutes the *Sunken Sea Cat* leaves the port of Greengold and makes way heading east toward Xer.

**Reward:** Grant the PCs 10 XP if they get Snar to share his boots, and another 10 XP if they discover the water hyacinth crushed against the boots' sole.

## Arriving in Xer

During the journey to Xer, Alzarius is happy to tell the PCs about the town. Like most cities in Razmiran, it is divided into two major sections, one part for the faithful and the true believers, and the rest of the city for those who have not yet seen the glory of Razmir. If there is a plot against him, Alzarius does not wish anyone to know that he has returned and won't be donning his mask or reaching out to any other priests until he is sure of who he can trust. In general, he recommends avoiding contact with the faith, at least until the truth of this conspiracy, as he calls it, is made clear.

To that end, Alzarius suggests that the PCs claim to be merchants coming to the city to enter into trade talks with a number of local artisans and makers. This is a common enough occurrence in Xer that it will likely go unnoticed. He goes on to say that they will undoubtedly meet clergy of Razmir at the port, as it is their duty to question visitors and collect tithes from all those wishing to



Snar and his Boot



do business in one of Razmir's cities. Alzarius suggests that the PCs complain about such fees but pay them without haggling. Again, this is all to avoid suspicion, and most travelers are taken aback by this practice but ultimately end up paying the price.

If Alzarius is not on board, the PCs can learn about the docking customs from the crew of the *Sunken Sea Cat*, but they know little else about the city and will need to devise their own story for their visit.

After about 10 hours on the water, the town of Xer comes into view. As the barge approaches the town, read or paraphrase the following to the players.

Even from the distance, it's obvious that Xer is a divided city. Atop a hill in the center of town, the heart of Xer is a gleaming city of pale marble, flowing silks, towering statues, and gold-plated ornaments. Surrounding this gem is a ring of squalor. Run-down, dirty wooden structures, some built roughly atop one another, are the rule here, all choked by smoke and fumes from the industry that creates so much wealth for the priests of the Living God.

The *Sunken Sea Cat* arrives at the riverfront docks about an hour later. Heliana wishes the PCs well on their journey and mentions that she'll be heading back to Greengold in about four days after conducting some business here, but if they miss out, they can always find any number of other boats and barges heading back that way.

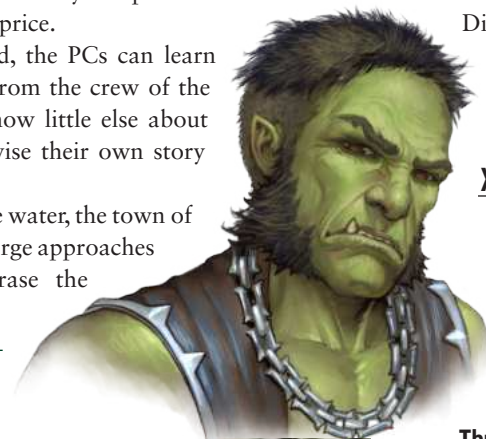
Leaving the *Sunken Sea Cat* behind, the PCs are hailed by a trio of Razmiri priests waiting for them at the end of the dock, checking in all visitors and collecting tithes. This is a modest fee of 1 gp per visitor, and anyone who tries to talk their way out of it is threatened with imprisonment or exile. Although these priests don't offer much of a challenge to the powerful PCs, they are a voice of authority here and harming them would quickly draw a lot of attention. Alzarius pays without question and offers up an aphorism in return ("Glory to the Living God!"), after which the PCs are free to enter the city.

## Two Cities

Xer is a divided town. The central hilltop is for the priests, the truly devout, and the wealthy. This is the Faith District: a place of beauty and opulence, with wealth and power on full display. The other part of town, the ring-shaped Low District, is a place of filth and squalor, where poverty is common and crime

is an everyday occurrence. This is how it is in most Razmiran cities. Those who believe are rewarded. Those who do not are left in poverty. This adventure

doesn't require the PCs to enter the Faith District, and attempting to do so will quickly draw unwanted attention, but the difference in these two ways of life should still be apparent.



Fermgas Fant

## XER

### CITY

**Government** Theocracy (high priest of Razmir)

**Population** 9,200 (92% humans, 4% aiuvarins, 4% other)

**Languages** Common

**Religions** Razmir

**Threats** angry priests of the Living God, criminals, hidden agents of Treerazer

**Razmir Is Watching** Although Razmir's not actually monitoring them, the people of Xer always assume that anything they do could get back to Razmir, and worry that they might draw unwanted attention from his priests. As such, the locals are quick to avoid interacting with anyone who openly mocks Razmir or publicly displays faith in any other religion. A PC who does so takes a -4 circumstance penalty to all skill checks made in public to perform activities like Coerce, Craft, Earn Income, Gather Information, Impersonate, Lie, Make an Impression, Perform, or Subtist.

**Irrini** (zealous female human priest of Razmir 14) high priest of Xer

## XER INVESTIGATIONS

Alzarius suggests that the PCs make their way to an inn called Benevolent Bounty, a riverfront establishment frequented by merchants and visitors. Snar seconds this recommendation if asked. While the clergy of Razmir keep an eye on it, they tend to give it less attention than some of the other establishments. The inn is a busy place with many merchants and travelers coming and going at all times of the day and night, and its exceptionally crowded common room makes it simple to have a conversation without being overheard in all the din. The owner of the establishment, **Fermgas Fant** (fastidious male dromaar innkeeper 5), runs a tidy business and knows who to pay off in the local church to keep said business running smoothly. Prices for room and board here are standard, although the inn doesn't offer fine dining or extravagant suites.

If the PCs are at a loss as to where to begin their investigation, Alzarius suggests asking around for



Vintalax, with a cover story of having a delivery for him. If the PCs don't have Vintalax's name, Alzarius instead suggests the PCs spend time Gathering Information in the Low District about the general vibe of the city, or perhaps asking around about the assassin Delvarnis if they learned his name.

### Starting from Scratch

If the PCs don't have Vintalax's name, they'll need to Gather Information to find a place to start. Doing so requires patience and 4 hours of canvassing the streets, after which a PC can attempt a DC 25 Diplomacy check. The PCs gain a +2 circumstance bonus to this check if they know Delvarnis's name and ask around about him as part of these initial investigations, since that lets them narrow down their questions.

**Critical Success** The PCs learn there's someone in the clergy named Vintalax, who's been associated recently with strange back-alley shenanigans.

**Success** The PCs learn about the missing people (see Failure), but also that a high-ranking member of the clergy has been acting strangely lately. All checks made to Gather Information on this topic again gain a +2 circumstance bonus.

**Failure** The PCs learn that many of those in Xer, including the priests of Razmir, are worried about a rash of missing person cases that have been cropping up in the settlement recently.

**Critical Failure** The PCs' questioning attracts Vintalax's attention, and he spreads the word that enemies are in town. All of the cultists in the hideout gain a +1 circumstance bonus on initiative. This bonus stacks with a critical failure result made while Looking for Vintalax.

### Investigating Missing People

Once the PCs learn about the missing people, they can spend time wandering the Low District, either asking around about the vanishings or simply listening and watching. Throughout the Low District, signs looking for missing people have been nailed or pasted to walls. On some corners, distraught friends and relatives hold up hand-painted posters of missing friends or family. A PC who spends 2 hours Investigating this topic can attempt a DC 28 Society check, DC 30 Diplomacy check, or DC 32 Perception check (all of these are secret checks).

**Critical Success** If they haven't heard his name yet, the PCs learn that a high-ranking priest of Razmir named Vintalax is among the more recently missing folks. They also learn the Success information below.

**Success** Dozens of people have gone missing in the past few weeks alone, all of them down in the Low District and most down near the docks.

**Failure** The PC learns nothing of note.

**Critical Failure** The PC assumes that the majority of the missing have fled Xer simply to get away from the growing threat of the Whispering Tyrant, or that the missing are the result of a new form of faith recruitment.

### Looking for Vintalax

Asking about a member of the Razmiri faith usually attracts unwanted attention, but in this case, the PCs happen to be in luck as there's already a good deal of gossip going around about Vintalax, making it quite a bit easier to avoid notice. An attempt to Gather Information about Vintalax takes 2 hours of work and a DC 28 Diplomacy check.

**Critical Success** As success, but the PCs also discover that most of those missing were last seen down at the river docks, near where the faith barges are often deployed at the easternmost end of the piers near where the city's main sewer outflows are located.

**Success** The PCs learn about the missing person cases (see Failure, below), but also learn that Vintalax is one of those who has gone missing. Before he went missing, though, Vintalax had been spending most of his time down on the riverfront.


**Failure** The PCs don't learn anything about Vintalax, but do learn that many of those in Xer, including the priests of Razmir, are worried about a rash of missing person cases that have been cropping up in the settlement recently.

**Critical Failure** The PCs' questioning attracts Vintalax's attention, and he spreads the word that enemies are in town. All of the cultists in the hideout gain a +1 circumstance bonus on initiative. This bonus stacks with a critical failure result made while Starting from Scratch.

### DRAWING ATTENTION

The faith of Razmir does not trust outsiders, seeing them often as people eager to meddle in their affairs or question the faith. If the PCs are too brash in their actions, asking questions or otherwise drawing attention to themselves, they might very well get a visit from a few local members of the faith, eager to talk to them about their business here in Xer and their beliefs. The PCs can bribe their way out of this suspicion easily enough with an offering worth at least 100 gp, or with a successful DC 25 Deception check to Lie or a DC 25 Diplomacy check to Make an Impression, but if they try violence, it could easily escalate in the coming days until they are forced to flee the city. In this case, the PCs are eventually ambushed by a pair of omoz demons (*Monster Core* 79), sent by the cult to kill those who survived the initial assassination attempt, and are now coming dangerously close to discovering the cult's hidden





lair in Xer. These omoxes are the same two the PCs would otherwise encounter in area **B1**, so if they're slain here, they're not encountered there. The details of the ambush are left to you to determine, but one potentially unsettling action the demons could take is to Liquid Leap from the river or sewer below directly into a drawn bath in the inn where the PCs are staying the night!

You can also have the omox ambush take place if the PCs are struggling with the trail of clues and haven't decided to investigate the riverfront docks yet. After the ambush, if the PCs ask around town and succeed at a DC 30 Diplomacy check to Gather Information, they learn that some folks have sighted strange "moving mounds of sewage" or the like down near the riverfront, with a critical success pointing the PCs toward the specific sewer outflow tunnel at area **B1**.

Fortunately for the PCs, the true conspiracy here in Xer is not within the church itself, but rather with those who have been taken from the church, so as long as the PCs do not start a war with the church of Razmir, they should be able to go about their business in peace.

## SEWERS OF XER

The most important lead for the PCs to follow up on is that Vintalax, the man who hired the assassins, is among the many people who have recently gone missing from the riverfront docks in the Low District. During the day, the riverfront docks are a busy place, and while this does make it easy for the PCs to wander around without attracting any attention, it also means that any odd behavior is likely to be seen and reported.

The PCs might already have a notion that the epicenter of the abductions seems to be near the eastern side of the piers, where the city's sewer outflow tunnels empty filth into the river (a deliberate architectural choice so that the raw sewage doesn't foul the waters that flow along the city's riverfront, but instead are carried away downriver). The boots Snar saved are also important clues, as is the water hyacinth the PCs might have found crushed into the boot's tread.

A PC who spends an hour Investigating the riverfront can attempt a secret DC 35 Society or Survival check or a secret DC 30 Underworld Lore check to Recall Knowledge. If the PC specifically focuses their search on the eastern portion of the riverfront docks, they gain a +4 circumstance bonus to the check. Reduce these DCs by 2 points for each of the following clues the PCs have discovered.

- The sour smell exuded from the boots Snar shared with them
- The crushed flower hidden in the mud on those boots
- The knowledge that most of the missing folks vanished down at the docks
- Each successful casting of a divination spell that, at your discretion, helps to narrow the search

On a successful check, the PCs notice something that confirms they're on the right track—a smell near the sewer outflows that's reminiscent of the boot stink, a discovery that similar blue flowers grow only along the banks near these outflows, or evidence of significant foot traffic along the riverbank near this area. On two successful checks, or a single critical success, the PCs narrow the search down to a particular 15-foot-wide outflow tunnel—one closed by an old iron portcullis that leads to area **B1**. Inform the PCs that they've noticed that the water hyacinths bloom most profusely around this area or call out the muddy footprints leading to and from the grate, or even the fact that the portcullis looks unusually well-maintained, and that the other outflow tunnels are much smaller and have gratings that can't be opened.

**Reward:** Grant the PCs 80 XP for finding the right sewer location and entering the complex.

## Sewer Features

The sewer tunnels under Xer are of differing widths, ranging from 15 feet down to only 2 feet. All tunnels that are at least 5 feet wide have 8-foot-high ceilings. Walls are made of stone, and faintly glowing fungus growing in tangles fills the rooms with dim light. Aside from the tunnels and chambers on the map, the sewers also feature a maze of pipes and smaller openings that are much too small for a character to squeeze through, and most make so many twists and turns that there is no predicting where they will emerge. The smell here is so overpoweringly strong that any attempt to make a Perception check using scent takes a –8 circumstance penalty.

All the living creatures in this area of the sewers are infected with a similar strain of fungus as the one that grew in the guts of the assassins. Although this fungal infection doesn't grant the Unexplained Demise ability to these creatures, it has altered their minds enough that they all consider each other allies and avoid infighting or territorial conflict. A PC who examines one of these dead creatures and succeeds at a DC 30 Medicine check discovers the fungal infection; on a critical success, they realize the high probability that this infestation has influenced



these creatures so much that they're now working cooperatively to guard the area.

This place is the lair of the nefarious cult behind the attacks in Greengold. Although most of its members are also priests of Razmir, this cult is under the control of a far more dangerous threat to Kyonin: the demon lord Treerazer. Over the years, his tendrils have spread far and wide, bringing rot and corruption to everything they touch. Several months ago, the fungus tendrils reached this town, burrowing up from underneath and forming a clot of corruption here in the sewers (see area **B10**). In time, they snared their first victim, a simple sewer worker who went on to gather more victims and bring them to the fungus for further corruption. It wasn't until they lured Vintalex into the area that they truly became a threat. Using his power in the city, Vintalex was able to secure resources and the tools needed to grow this cult. He even began calling himself the Rotting God. Now he is one with the fungus, but he is not the actual leader. He receives whispers from the rot and messages from a faraway power, that has even greater plans.

#### ALZARIUS IN THE SEWERS

Up to this point, Alzarius has tried to keep a low profile to avoid being spotted and informing his enemies that he's in town. Once it's apparent that the trail leads to the sewers, Alzarius is eager to accompany the PCs, as disgusting as it may be, and at this point he knows the time to fight has come. The priest is capable in a battle, but he mostly keeps to the back, letting the PCs take most of the risks. You should ensure that Alzarius is seen as participating in the fights and exploration of the sewers, but the PCs should never feel like he is leading the group or stealing the spotlight. As an option, you can have him hang back in combat and use him to save the PCs in the event they get in over their heads, but avoid using this method to save them from death too often; you don't want them to become overly complacent, after all!

#### B1. Muddy Entrance

#### Moderate 12

The stench of sewers under Xer may have been unpleasant outside by the docks, but here within the sewers it's nearly overwhelming. Glowing strings of mold exude enough dim light to suggest that this tunnel has seen far more traffic than one would expect from a place so foul. Boot prints can clearly be seen in the muck, and the fungal growth on the walls seems almost cultivated. The sounds of the riverfront fade, only to be replaced by the skittering of rodents and the slow drip and gurgle of the sewer's old pipes.

The portcullis blocking entrance to the sewer can be lifted with a successful DC 30 Athletics check to Force Open, or simply destroyed (Hardness 18, 72 HP, 36 BT). When cultists wish to come and go via this route, they can lift the portcullis using a chain and pulley system in the eastern alcove that is mostly hidden by a large outflow pipe—cultists outside can call to the creatures on guard here to open the gate for them. A mere portcullis shouldn't stop 12th-level PCs for long, but if the PCs make a lot of noise, the creatures in areas **B1–B3** hide and prepare to ambush the intruders. At your discretion, if the PCs decide to try to enter the sewers from the city streets, they can enter that way and make their way to area **B3** from another route.

**Creatures:** A pair of omox demons sent here by Treerazer to bolster the cult's power lie in wait in the slowly flowing sewage. These two demons can come and go through the portcullis by using Liquid Leap and may have already been defeated by the PCs in an earlier ambush (see the Drawing Attention sidebar on page 45), but otherwise they surge up to attack as soon as the PCs spring the trap, and fight to the death.

#### OMOXES (2)

#### CREATURE 12

*Pathfinder Monster Core 79*

**Initiative** Stealth +24

**Hazard:** The cult is well hidden within the sewers of Xer, but even then, they have taken steps to dissuade any curious individuals from discovering their lair. In this first tunnel, they've rigged a simple trap made to look like an accident should anyone set it off. They opened several of the sewer pipes above and sealed them with an easily removed cover and attached that to a simple pressure plate on the floor. Anyone walking through the 10-foot-long area noted on the map causes the cover above to come loose, unleashing a torrent of filth and flesh-eating worms on everyone in the tunnel.

#### SEWER PIPE TRAP

#### HAZARD 10

**RARE** **MECHANICAL** **TRAP**

**Stealth** DC 32 (expert)

**Description** Pressure-sensitive panels in the floor connects to a metal plate holding a number of sewer pipes shut in the ceiling.


**Disable** DC 32 Thievery (expert) on the floor panels before the plate falls away

**AC** 27, **Fort** +22, **Ref** +16

**Hardness** 18; **HP** 70 (BT 35); **Immunities** critical hits, object immunities, precision damage

**Filth Fall** ➔ **Trigger** Pressure is placed on the floor tiles;





**Effect** The metal plate above gives way, unleashing a torrent of sewage and flesh-eating worms on everyone within 10 feet of the pressure plate. Anyone hit by the filth must attempt a DC 32 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature becomes sickened 1 and takes 2d12 piercing damage.

**Failure** The creature is sickened 2 and takes 4d12 piercing damage.

**Critical Failure** The creature is sickened 4 and takes 4d12 piercing damage plus 2d12 persistent piercing damage.

## B2. Pipeway Lair

Low 12

The sewer corridor opens into a junction of intersecting pipes and gurgling sluiceways, making a maze of tight spaces and narrow openings. The air here is thick with the smell of rotten eggs.

Getting into or out of this chamber through the southern entrance requires a Medium character to Squeeze between pipes. Once in the chamber, the number of pipes and divots in the ground make moving through this chamber difficult terrain.

The stink in the air is from a pocket of flammable gas that is identifiable as a danger by any PC who succeeds at a DC 30 Nature check to Recall Knowledge. If anyone creates an open flame in this room—either from an attack that deals fire damage or simply by bringing a lit torch into the room—the gas ignites and deals 8d6 fire damage to all creatures in the chamber (DC 25 basic Reflex save).

**Creatures:** Several months ago, the cult found a nest of strange fey lizards known as grizzers in deeper sewer tunnels, and after infecting them with the fungal corruption, they coaxed the fey lizards up here to serve as another deterrent to would-be sewer explorers.

Although the cult keeps the grizzers fed, they ensure that the creatures only get enough to survive, and as a result, the creatures are always hungry and eager to attack anything that looks like it might be a meal. Two of the grizzers lair on the north side of the room, while the other nests on the south, yet they keep a constant watch on the room. They crawl forth to attack the moment the PCs are in the room—note that their limber build lets them navigate this room with ease, ignoring its difficult terrain.

### GRIZZERS (3)

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**Initiative** Perception +20

### CREATURE 10

**Treasure:** The grizzers' diet has mostly been helpless sailors or dockworkers lured down here by the cult, and while they have not had much in the way of treasure, they did eat a priest of Razmir who had a few valuable trinkets. These can be found on the west side of the chamber, strewn about the grizzer nest. Ten minutes of Searching and digging through the debris uncovers a +2 *greater striking standard-grade cold iron battle axe*, a *greater salve of antiparalysis*, and a *greater grim trophy talisman*.

## B3. Main Junction

Trivial 12

This large cistern chamber is fed by several other large sewer passages. Pipes and tunnels alike dump their foul contents into a foamy lake below, creating an endless churn of filth. It is warm and humid here, and every surface is coated in a sheen of slime, making every walkway and catwalk slick and perilous.

This main junction chamber has four different exits, but only one leads to the cult's lair, and the cultists are careful to cover their tracks when moving through the room. In addition, they've set up deadly poison arrow traps in the other tunnels, hoping to kill anyone who has made it this far (or anyone who stumbles into this area from elsewhere in the sewers). And of course, simply moving around the room itself is perilous. The platforms and stairs are slick with slime, giving a -4 circumstance penalty on Acrobatics checks and causing the stairs and catwalks over the water to be treated as uneven ground, requiring a DC 20 Acrobatics check to Balance in order to avoid slipping and falling down in the water below. The stone walkways around the edge of the chamber are slippery, but not uneven terrain.

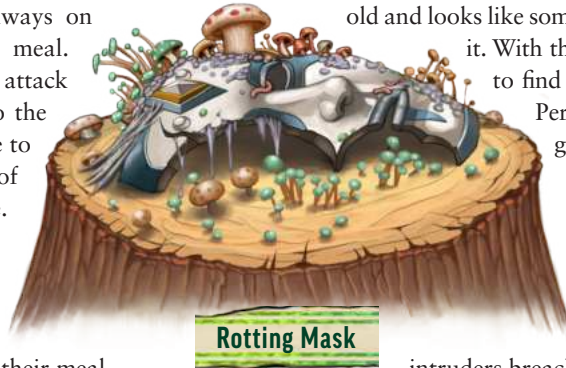
The west, northwest, and southwest passageways leading out of this chamber feature a trap (see Hazard) and eventually come to a dead end—if you choose to let the PCs find alternate access from the city above, they reach this area via one of these tunnels of your choice. The northeast passage also eventually reaches a dead end, but it is not protected by a trap, and a secret door at the first turn (area B4) leads to the actual cultist lair. While the cultists have tried to hide evidence of their passage through the area, a PC who Tracks with a successful DC 30 Survival check can determine that the northwest passageway is the one that has the most traffic.

The central pool of sewage is 15 feet deep, and while the slow-moving water only requires a DC 10 Athletics check to swim, any PC who swims or is submerged in the nasty water is exposed to the



brain-eating protozoans that dwell in the water (treat as brain worms, *GM Core* 89), and must save again against exposure every 10 minutes they spend in the water.

**Creatures:** The pool is the lair of a pair of adult ofalths that are always on the lookout for another meal. These creatures only attack those that come down to the water's edge or fall in due to a failed balance on one of the staircases up above. Once in the water, the ofalths move to attack with a fervor and will chase targets up to the staircases to try to secure their meal.



Rotting Mask

## OFALTHS (2)

## CREATURE 10

*Pathfinder Monster Core* 249

**Initiative** Stealth +23

**Hazard:** The three dead-end passageways each have a trap located about 30 feet down the corridor in the form of an invisible rune inscribed on the ceiling that explodes when the PCs pass underneath.

## ENHANCED FIREBALL RUNE

## HAZARD 10

UNCOMMON FIRE MAGICAL TRAP

**Stealth** DC 32 (expert)

**Description** An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

**Disable** DC 32 Thievery (expert) to erase the rune without triggering the sensor, or *dispel magic* (6th rank; counteract DC 27) to counteract the rune

**Fireball** **Trigger** A living creature enters the sensor area;

**Effect** The rune detonates a *fireball* centered on the triggering creature's square. This is a 6th-rank *fireball* spell that deals 12d6 fire damage (DC 29 basic Reflex save).

**Treasure:** Hidden down in the ofalths' pool is a satchel carried by a previous victim that contains *greater bracers of missile deflection* and 114 gp in loose coins. A PC who spends 10 minutes Searching the pool can discover the satchel with a successful DC 32 Perception check, or automatically after spending an hour in the filthy water.

## B4. Hidden Entrance

The actual entrance to the cult's lair is cleverly hidden in the wall of this sewer passage. The outline of the door itself can only be spotted with a successful DC 30

Perception check (or a DC 20 Perception check, if the PCs successfully Tracked from area B3).

If the PCs have Alzarius with them, he quickly notices a small marking made just before the door as a common sign for a Razmiri safe house. It appears quite old and looks like someone intentionally tried to deface it. With this clue, it becomes much simpler to find the outline of the door, and any Perception check made to do so gains a +4 circumstance bonus.

The door is locked with a good lock (requiring five DC 30 Thievery checks to Pick the Lock) and rigged with a mechanism that will alert everyone in the next area of

intruders breaching the base (via a ringing bell).

Any attempt to open the lock without disarming the alarm will trigger it. The alarm mechanism is hidden inside the lock itself, making it very difficult to spot. Anyone checking for traps notices the alarm with a successful DC 30 Perception check; the bell can be disarmed with a successful DC 34 Thievery skill check (master proficiency).

## B5. The Outer Den

## Moderate 12

This chamber is lit by the same glowing fungus that led the way here. Numerous nooks and side chambers are visible, crammed with beds, chairs, and tables. In the center of the room is a large table covered in maps and papers. On the far side of the chamber is a shrine dedicated to Razmir, but unlike others, the mask of this shrine is broken and is covered in a pulsating green fungus.

The cultist hideout is divided up into two primary areas, an outer den (areas B5–B8) and the inner sanctum (areas B9 and B10). The outer den is where most of the cultists spend their time, preparing schemes, plotting abductions, and resting from their most recent exploits. This area looks very much like any sort of subterranean lair, littered with beds, chests, tables, and training areas, but there is something uniquely off here as well. Fungus grows on most of the walls and ceiling of the room. These glowing patches bathe the room in dim light, which seems to be plenty for the cultists to work with.

The shrine is not actually consecrated to Razmir, but rather to what the cultists believe to be a new incarnation of him called the Rotting God. The mask is a tribute to this new divine power. The shrine emits a kind of spore that is mind-altering, causing a warping of the perception and an increase to the victim's



susceptibility to suggestion. Anyone who ends their turn within 10 feet of the altar must attempt a DC 26 Fortitude save. Those who fail are sickened 1 and take a –2 circumstance penalty on saving throws against mental spells and effects for the next hour.

After the creatures that lie in wait in this room have been defeated, the PCs are free to explore this chamber and its connecting rooms. Overall, this place could house up to 30 cult members, and while it appears to have recently been more occupied (due to left over bits of food and personal effects), it's obvious that this hideout was built some time ago, likely as a thieves' den that was rooted out by the cult.

Alzarius takes an immediate interest in the rotting mask altar, proclaiming it to be a blasphemy. The mask of Razmir is always to be presented as clean and pure, he explains. Allowing this mask to fester in this way is

an affront to the Living God's teachings. A successful DC 30 Religion check is enough to confirm that this altar is a blasphemous heresy against Razmir—something Alzarius can confirm automatically. A critical success at this check suggests a link to any number of sinister deities associated with fungus or parasitism, such as Ghlauder, Cyth-V'sug, or... Treerazer. In any case, no check reveals anything at all about a "Rotting God."

Besides the entrance, there are three doors leading out of this chamber. One is barred from the outside (area B7); another is a plain wooden door that has a line of salt poured around its perimeter and no fungus growing on it whatsoever (area B6). The final door is caked in fungus, and carved into the center is a mask symbol (area B8).

**Creatures:** While most of the cultists try to maintain appearances up in Xer, some of them have started to show more and more of the symptoms associated with the Rotting God's gifts and instead stay here in the outer den. When the PCs arrive, there are eight cultists present. If the PCs set off the alarm at area B4, then they're all armed and waiting, hiding in the various small side chambers until the PCs are close to the center of the room before springing out to attack by rolling Stealth for initiative. If the PCs disarmed the alarm, half of them are lying down and must stand and grab their weapons before being ready for combat; all cultists roll Perception for initiative in this case.

These cultists look similar in many ways to the assassins that attacked the council, but their movements are disjointed, as if their limbs do not entirely obey their commands. As the fight progresses, some of them may even start growing fungus from their flesh to keep them in the fight, which only amplifies this strange effect. Many of the cultists cry out prayers to "the Rotting God" and some even make gestures of obeisance toward the rotting mask on the altar when they do so.



Rotting Cultist

## ROTTING CULTISTS (8)

## CREATURE 8

RARE MEDIUM FUNGUS HUMAN HUMANOID UNHOLY

Fungal-infested human rogues

**Perception** +15

**Languages** Common

**Skills** Acrobatics +18, Athletics +16, Deception +16, Intimidation

+14, Religion +14, Stealth +18, Thievery +16

**Str** +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +1, **Cha** +2

**Items** +1 composite shortbow (20 arrows), leather armor, mask, white or gray Razmir robes, +1 striking rapier

**AC** 27; **Fort** +16, **Ref** +18, **Will** +14

**HP** 130

**Fungal Fervor** ➤ **Trigger** The rotting cultist is reduced to 0 HP; **Effect** The rotting cultist avoids death and reduces



their HP to 1. They are slowed 1, and each time they use this ability, their slowed value increases by 1, up to a maximum of 3. Each time they use this ability, a bloom of fungus erupts from their flesh as their movements become even more disjointed. This slowed condition is reduced by 1 each day. Note that since this is a reaction, any further damage done to a rotting cultist that reduces them to 0 HP before they regain their reactions kills them.

**Otherworldly Will** The rotting cultist is driven forward by a singular, otherworldly will, guiding their actions. Whenever the rotting cultist attempts a Will saving throw against a mental effect that would control or dictate its actions, the rotting cultist treats the result of the saving throw as one category better.

**Speed** 25 feet

**Melee** ♦ *rapier* +19 (deadly d8, disarm, finesse, magical), **Damage** 2d6+6 piercing

**Ranged** ♦ *composite shortbow* +19 (deadly d10, propulsive, magical, range increment 60 feet, reload 0), **Damage** 1d6+4 piercing

**Pray to the Rotting God** ♦♦ **Frequency** once per day; **Effect** The rotting cultist calls out to the Rotting God, offering up their flesh in exchange for power. The rotting cultist is healed 4d6+8 HP, gains a +1 status bonus on attack rolls for 1 minute, and they reduce any condition (other than slowed) affecting them by 1 (if they have a numerical value; this has no effect on conditions without values). The rotting cultist becomes slowed 1 for 10 minutes as a fungal bloom erupts from their flesh.

**Sneak Attack** The rotting cultist deals an extra 2d6 precision damage to off-guard creatures.

**Surprise Attack** On the first round of combat, creatures that haven't acted yet are off-guard to the rotting cultist.

**Treasure:** There are plenty of mundane weapons, suits of armor, low-level poisons, and alchemical items here, but little that is likely to be of interest to the PCs (if they gather it up, they can likely find 300 gp in consumable items level 5 and lower). Most of the armor and weapons are tainted by fungus and rot that seems almost impossible to remove, but if the group spends at least 10 minutes Searching this area (or if they succeed at a DC 25 Perception check while Seeking for hidden objects near the altar), they find three vials of *greater black ash* (page 78) behind the rotten Razmir mask.

## B6. Storeroom

To one side of this cramped storeroom lies a pile of Razmiri robes, mostly white, gray, and black, while on the other side there is a stack of the metal masks worn by the priests. The back of the room is filled with crates and barrels, many

with different markings and stamps, as if stolen from several boats and merchants.

This room is used by the cult to store most of their supplies and clothing needed to undertake various missions on the surface. Unlike the armor and weapons of the outer den, there is no fungus or rot present in this room. Everything here is kept clean and well maintained to ensure that no one gets suspicious about them on the surface.

**Treasure:** The robes and masks here are authentic and would grant a +2 circumstance bonus on Deception checks to Impersonate a member of Razmir's faith. Next to the robes is a neatly folded blue cloak with silver trim: a *greater cloak of illusions*. One of the masks is made of porcelain and is a *greater persona mask* that just happens to be fashioned to look like a Razmir mask. In the back of the chamber are crates filled with alchemical reagents, food, water, and a small box that contains a selection of poisons. There are three more vials of fearflower nectar and one dose of deathcap powder.

## B7. Conversion Cave

The door to this chamber is made of stone and held closed by an iron bar from the outside of the room. The bar can easily be lifted from the outside as an Interact action, allowing the door to be opened freely.

A wave of warm, humid air that reeks of sweat and rot wafts out of this chamber. In the center of the room, a small kiln glows gently, atop which sits a kettle of steaming liquid. Arrayed around this are six stone biers, each one covered in rotting fungus. Atop two of these biers are a human man and a halfling woman—each held in place by tendrils of fungus. Its hard to tell if these tendrils reach up to their mouths... or if they emerge from them.

**Creatures:** When people are abducted by the cult, they are brought here to receive the Rotting God's gift: to be infested by fungus that slowly comes to control and consume them. The two figures here are the most recently missing folks. While they have not been here long, the human man is already under the fungus's control, whereas the halfling woman is simply unconscious.

Untangling these two from their restraints without harming them is difficult, requiring 10 minutes of delicate work and a successful DC 30 Medicine check to carefully remove the fungus tendrils that reach impossibly too far down their throats. Failing this check causes an NPC to take 2d8 persistent bleed damage (4d8 on a critical failure). Once the fungus





tendrils are removed, either NPC regains consciousness within a minute.

The human claims to be a dock worker who was out drinking one night after work a few days ago; that's all he remembers. He says his name is Greftan Hinash. While this is true, his mind has already been corrupted by the fungus, and if the PCs keep him with them, he betrays them at the first opportunity. If asked, he wishes to stay with the PCs to "get revenge," but in fact he's merely a spy for the Rotting God, as he's reached stage 5 of the rotting gift (see Vintalax's stats in area B9).

The halfling woman is Joleari Underfoot, and she works in a warehouse down near the docks. She was ambushed after leaving work one night and woke up here. She desperately wants to get out of here and will leave at the first opportunity, with or without the PCs' help. She's only reached stage 2 of the rotting gift.

### GREFTAN HINASH

### CREATURE 2

Male human saboteur (*Pathfinder Gamemastery Guide* 246)

**Initiative** Perception +8

### JOLEARI UNDERFOOT

### CREATURE 0

Female halfling dockhand (*Pathfinder Gamemastery Guide* 222)

**Initiative** Perception +3

**Reward:** Grant the PCs 30 XP for each NPC they set free. Grant an additional 30 XP for each one they cure of the rotting gift.

## B8. The Maze

## Low 12

A wave of warm, fetid air rises from a flight of stairs that descends downward, the walls and risers of which are thick with more of the gently pulsing green fungus. The stairs open into a larger vaulted chamber below.

Only the most privileged of the cult are allowed into the inner sanctum for an audience with the Rotting God, so to keep out the unworthy, this maze was constructed in the earliest days of the cult's formation. This larger chamber features walls that move when specific tiles are stepped on, a number of dangerous traps, and a pair of large guardians that protect the center of the maze. The walls of this place are 1-foot-thick stone (Hardness 14, 56 HP, 28 BT), and they go all the way to the ceiling 15 feet above.

**Creatures:** When Vintalax was kidnapped and converted by the fungus, he brought with him power and wealth that allowed the cult here to grow rather rapidly. Another advantage that he brought was his access to Razmiri secrets and constructs. In this

chamber, he has placed two such constructs to guard his inner sanctum. Known as tithekeepers, these constructs are usually used by high-ranking priests to gather wealth from their followers, but here they are purely for protection (although if the PCs happen to offer them enough coin, they can get by unmolested). A PC who critically succeeds at any check to Recall Knowledge should realize this, but if he's with the PCs, Alzarius can inform them of this tactic as soon as combat begins. Of course, the tithekeepers don't attack until the PCs step out of the surrounding maze and into the large central room.

### TITHEKEEPERS (2)

### CREATURE 10

Page 87

**Initiative** Perception +16

**Hazards:** The maze has two dangers to confound and harm intruders. The first is a series of shifting walls. Whenever a PC enters a square marked with a circled letter on the map, stone walls manifest on the grid lines noted by corresponding letters or vanish on grid lines where walls marked with the same letter already exist. A circled letter square cannot be triggered again until another circled letter square has been triggered. As a result, to reach the hallway to area B9, one must step on the marked tiles a number of times (although the combination can vary quite a bit depending on the PC's actions). Of course, magic and brute force can always help frustrated PCs bypass walls.

Second, there are several dangerous spear traps located in the maze at each location marked with an S.

### SPEAR JAW TRAPS (3)

### HAZARD 10

UNCOMMON MECHANICAL TRAP


**Stealth** DC 32 (expert)

**Description** Motion-sensitive fungus tendrils cause spears to shoot out of the floor and ceiling, almost like teeth.

**Disable** DC 30 Thievery (expert) on the spear panels from any adjacent space, or DC 32 Nature (master) to slowly scrape away the motion-sensitive tendrils without triggering the trap

**Spear Panel** AC 28; **Fort** +22, **Ref** +16

**Spear Panel Hardness** 18; **HP** 70 (BT 35); **Immunities** critical hits, object immunities, precision damage

**Spear Jaws**  **Trigger** A Small or larger creature enters the square marked with an S; **Effect** Dozens of iron spears shoot from the floor and ceiling, impaling anyone in the space. The trap deals 8d8+16 piercing damage (DC 30 basic Reflex save). Those that fail this save are also immobilized until the start of their next turn when the spears retract.



**Reset** The trap resets in 1 round after a creature leaves its space.

**Treasure:** One of the tithekeepers was not entirely emptied out before it was brought down here to serve as a guardian. Once defeated, its locked vault can be opened to reveal 894 gp in assorted coins, a platinum brooch studded with rubies (worth 1,000 gp), a +2 *greater striking standard-grade cold iron shortsword*, and *wand of howling blizzard*.

**Reward:** Grant the PCs 40 XP the first time they make their way through the maze into area B9.

## B9. The Inner Sanctum Moderate 12

Fungus coats every surface of this large chamber in a thick, spongy mass. Every footstep squelches in the slime that seems to coat the walls, floor, and ceiling. The area itself is a tall, vaulted chamber covered in fungus, a veritable cathedral of rot and decay. To the west is a distorted wooden throne that's been infested by thick coils of thorny fungal vines and sickly-looking mushrooms.

**Creature:** Seated on this throne of filth is a figure that must have once been human, but now large swaths of his body have been replaced with fungus, including much of his face and head. As the figure notices the PCs, he rises, mobile but connected to the throne by ropes of thorny fungus that pulse with an eerie green light. The figure calls out to the PCs in a distorted, alien voice.

"Kneel before the Rotting God and prepare to enter the service of a TRUE power!"

This is what remains of Vintalax, the Mask of Razmir and former contemporary of Alzarius. Now the priest serves a new cause. For many months now, the fungus has warped and corrupted his body, long after it took control of his mind. Now the former priest of Razmir serves a whispered voice in the rot, one he knows as "Lukarazyll." Vintalax has never met the owner of this voice except for in dreams, where it appeared as a pulsating mass of ooze and filth. It was Lukarazyll who directed him to assemble a large following, and to use that cult to attack the council in Greengold. When that was only partially successful, the voice then told him to ensure that anyone who came looking to investigate the attack met a swift and painful end. Although Vintalax has failed multiple times, now, in this final moment, he hopes to finish the task personally.

Vintalax is no longer entirely human, and although he is still a powerful spellcaster, his body is also


capable of terrifying melee attacks with his fungus tendrils. He also has a weakness, as he is physically attached to the fungus in this chamber and can no longer leave.

Vintalax can sense anything in the lair that is touching fungus and has had time to prepare for the PCs' approach. Before the fight he casts *repulsion* (setting the distance to 20 feet) and *haste* on himself. He also drinks his *potion of fire resistance* if he has sensed the PCs using any fire magic in the previous chambers. During the fight, Vintalax uses his spells to slow down the PCs and give them additional targets (such as *duplicate foe*).

When Vintalax is defeated, there is an immediate change in the fungus throughout the hideout. The glow promptly fades, as if withdrawing back from the furthest points out in the sewers through the cult hideout, through the maze, and finally through this chamber before fading through the door hidden behind the throne itself. This happens within







moments, and in the minutes that follow, the fungus begins to rot and collapse into foul-smelling goo. Although the PCs do not know it yet, this heralds an imminent and far greater problem.

Alzarius is terribly distraught by what happened here. Although he does not know the full extent of it just yet, Vintalax's transformation into the Rotting God is a terrible and horrifying thing to behold. Looking over the ruined body, he muses that this could not possibly be the priest's doing. He was, after all, a puppet to the fungus.

## VINTALAX, THE ROTTING GOD CREATURE 14

RARE MEDIUM FUNGUS HUMAN HUMANOID UNHOLY

Fungal-infested human cultist

**Perception** +25, darkvision, tremorsense (precise, areas B1-B10)

**Languages** Common, Chthonian, Draconic, Elven, Goblin

**Skills** Arcana +28, Athletics +25, Deception +27, Diplomacy +27, Intimidation +25, Occultism +26, Religion +25

**Str** +5, **Dex** +8, **Con** +5, **Int** +8, **Wis** +5, **Cha** +7


**Items** +2 greater striking shock returning dagger, major retrieval belt (holding 2 greater healing potions, marvelous medicines, moderate potion of fire resistance, and a 5th-rank wand of lightning bolt), ring of lies

**AC** 34; **Fort** +25, **Ref** +28, **Will** +23

**HP** 240, fast healing 30 (while attached to throne);


**Immunities** acid, disease, poison; **Weakness** fire 15


**Otherworldly Will** As blade assassin (page 35).


**Spore Burst**  **Trigger** Vintalax takes damage from a melee Strike made by an adjacent creature; **Effect** Vintalax's corrupted body unleashes a cloud of spores that envelopes the attacker, quickly growing and dissolving their flesh. These spores deal 4d6 persistent poison damage (DC 34 basic Fortitude save).

**Throne Tethered** Vintalax is attached to his throne by a twisted length of thorny fungal vines that limit his mobility to areas **B9** and **B10**. This tether can be destroyed (**AC** 30, **Hardness** 12, **HP** 50 (BT 25), **Immunities** acid, bludgeoning; **Resistances** piercing 10), in which case Vintalax howls in pain as his body rapidly begins to decay. Each round that he remains severed from the throne he loses his fast healing and takes 4d6 spiritual damage at the start of his turn, but his AC increases to 36 and his speed to 25 feet, due to his increased mobility. He can end this effect by sitting back down on his throne (an Interact action) and remaining there until the end of his turn, at which point a new fungus tether reattaches to him.

**Speed** 15 feet (25 feet when not attached to the throne)


**Melee**  fungus tentacle +28 (finesse, reach 15 feet), **Damage** 3d8+11 bludgeoning plus 3d6 poison and rotting gift


**Melee**  dagger +29 (agile, magical, versatile S), **Damage** 3d4+11 piercing plus 1d6 electricity

**Ranged**  dagger +29 (agile, magical, thrown 10 feet, versatile S), **Damage** 3d4+11 piercing plus 1d6 electricity

**Arcane Spontaneous Spells** DC 34, attack +26; **7th** (4 slots) *duplicate foe*, *eclipse burst*, *force barrage*, *mask of terror*; **6th** (4 slots) *disintegrate*, *petrify*, *repulsion*, *tangling creepers*; **5th** (4 slots) *banishment*, *command*, *howling blizzard*, *toxic cloud*; **4th** (4 slots) *confusion*, *lightning bolt*, *suggestion*, *vision of death*; **3rd** (4 slots) *fear*, *haste*, *paralyze*, *slow*; **2nd** (4 slots) *acid grip*, *blur*, *darkness*, *mist*; **1st** (4 slots) *charm*, *grease*, *illusory disguise*, *sure strike*; **Cantrips** (7th) *caustic blast*, *daze*, *detect magic*, *message*, *tangle vine*

**Rotting Gift** (curse, disease, mental) **Saving Throw** Fortitude DC 34; **Stage 1** stupefied 1 (1 day); **Stage 2** stupefied 1 and drained 1 (1 day); **Stage 3** stupefied 2 and drained 2 (1 day); **Stage 4** drained 1 and controlled by the Rotting God (1 day); **Stage 5** controlled by the Rotting God (1 day); **Stage 6** the creature becomes permanently controlled by the Rotting God (and may gain unique fungus-themed abilities)—at this point the creature is no longer diseased, and the control can only be ended by the death of the Rotting God or by an effect that removes curses. The creature loses any fungus-themed abilities granted by rotting gift as soon as it's removed.

**Spore Breath**  (primal) Vintalax unleashes a cloud of spores from his mouth in a 30-foot cone. Creatures in this area take 12d6 acid damage (DC 34 basic Fortitude save). Those who fail this save are sickened 1 (or sickened 2 on a critical failure) as the spores enter their lungs and begin to grow. These creatures take 2d6 persistent bleed damage as long as they remain sickened. This bleed damage cannot be stopped as long as the sickened condition persists. Any creature that takes damage from spore breath is exposed to rotting gift.

**Tentacle Eruption**  Vintalax drives his tentacles into the ground, causing tendrils of fungus to erupt everywhere in area **B9**. This deals 2d8 bludgeoning damage plus 3d6 acid damage to each creature in the area (DC 34 basic Reflex save). Creatures that fail their save against tentacle eruption are grasped by the tendrils, reducing their speed by 10 feet until the start of Vintalax's next turn (or are immobilized on a critical failure).

## B10. Incomplete Spore

The air in this cavern carries an overpowering stench of sulfur and rot. Thick tangles of thorny fungus cover the walls, pulse on the floor, and dangle from the ceiling, all converging in a single puffball-like bulb that appears to have burst from the floor. At the western end of the room, the cave walls remain bare of fungus and are instead



decorated with what appear to be ramblings or prayers scribbled on the wall in black ink.

Any creature that breathes the air in this room must succeed at a DC 35 Fortitude save or become sickened 2 (or sickened 4 on a critical failure).

Once Vintalex is slain, the glowing fungal filaments found throughout this complex withdraw to this room. When they arrive, their decay slows, but is visible—if the PCs enter this area within a few minutes of slaying Vintalex, the fungus at the edges of the room is slowly melting into black sludge. If they wait a few hours, then the fungus has fallen from the ceiling to create a thick layer of black sludge on the floor, causing this room to become greater difficult terrain. If they wait more than a day, then all the fungus has melted away into a thin black film on the floor, leaving the puffball behind. Over the course of a week, this puffball—a Jeharlu Spore that will now never grow to full strength—melts away into a memory.

This chamber was where the fungal tendril sent by Lukarazyll first emerged in Xer and began corrupting the inhabitants. Although the voice of filth has no real desire to take over Xer, and while there was never a plan to wait for this Jeharlu Spore to grow to full strength, corrupting Xer's inhabitants gave the Lukarazyll all the tools he needed to distract its true targets from the threat lurking beneath their very streets. The cult and its plot against the council were all part of a plan to prevent any form of lasting alliance from forming that might be used to resist Lukarazyll's lord, Treerazer.

Now that Vintalex has been slain, this spore's spiritual link is atrophying and Lukarazyll knows that the PCs are closer than ever to discovering the truth, and by the time the PCs return to Greengold in the final chapter of this adventure, they'll find the town is the flash point for what will soon be known as the Spore War.

Vintalex is the source of the scribbles on the western walls. Here, he jotted down fragments in Common of the one-sided conversation with Lukarazyll's voice in his head. These are mostly incoherent, but there are words that should seem ominous to the PCs. Phrases like "The council must be destroyed, Lukarazyll commands it," "The spore is growing but it needs more time. Soon it will be ripe," and "The tyrant is a useful distraction, they have forgotten the true threat, and the whispers in the dirt shall soon have their say."

Finally, on the back wall, there is something truly terrifying. A crude map depicts the town of Greengold, the temple to Calistria's distinctive shape clearly visible, but overshadowing all of this is a swarm of giant tendrils, not unlike those found here

in the hideout. Underneath this, in Vintalex's frantic handwriting is the phrase "The Council is dead; let the Jeharlu Spore awaken!" If it is not immediately clear to them, Alzarius looks at this with abject horror. Was this all a ruse, a diversion to allow these cultists to unleash a far greater horror on Greengold?

Alzarius, if he is with the party, looks to the PCs with all seriousness and proclaims that although he would like to stay here and repair the damage that has been done to his city and its priests, there is no time for that, and he would like to come with them back to Greengold to help stop whatever foul plot is underway. He feels obligated to see this through, to put an end to those who would so callously corrupt and use his fellow priests, and prey upon their reputation to distract and divert attention from an even greater threat. Worse still, all the people of Greengold are in danger and he has no desire to see them come to harm.

A successful DC 20 Religion check or a DC 25 Occultism check to Recall Knowledge is enough to recognize the word "Jeharlu" as the name of Cyth-V'sug's demonic realm in the Outer Rifts—a realization that should immediately cause the PCs to make a connection to Tanglebriar, the corrupt swampland south of Kyonin. Likewise, any PC who examines the fungal mass in this room (or in area B9) and succeeds at a DC 25 Nature or Religion check to Recall Knowledge notes disturbing similarities to the type of fungus found here and that which grows so rampant in Tanglebriar.

At this point, any damage inflicted on the wilting Jeharlu Spore in this room causes it to explode, inflicting 12d6 poison damage (DC 30 basic Fortitude save) on all creatures in area B10. Once the spore is slain, a fissure in the ground is revealed—the route through which a filament of fungus burrowed here from Greengold. The fissure collapses into rubble after a few feet, and as such cannot be navigated back along its path to Greengold with ease.

**Reward:** Once the PCs learn of this link with Tanglebriar, grant them 120 XP.

## CONCLUDING THE CHAPTER

The discovery of Treerazer's influence and the threat to Greengold and Kyonin as a whole should shock the PCs. You want the players to be eager to return as soon as possible to Greengold in hopes of staving off whatever danger faces it, but if they tarry or seem more eager to travel to Iadara or another location, you can have Alzarius be your voice of guidance, using him to encourage the PCs instead to make haste back to Greengold, where the conclusion to this adventure takes place.





## Chapter 3: The Blossoming

The Rotting God's death and the resulting decay of the young Jeharlu Spore below Xer sends a signal back to Greengold, where Lukarazyll continues to prepare another Jeharlu Spore deep in the dirt below the temple to Calistria. It was here where, centuries ago, tendrils of Treerazer's fungal plan first began to sprout and form the first cluster of what would become a Jeharlu Spore. These spores spread throughout Kyonin, slowly germinating and waiting for the signal to blossom and transform the elven nation into a nightmarish new domain.

But when his pawns in Xer are rooted out and the Rotting God is slain, Lukarazyll knows his time has run out. Fearing Treerazer's wrath, he impulsively forces the Jeharlu Spore below Greengold to bloom before either it or Treerazer's forces are ready to attack. Though Lukarazyll hoped to give his lord the

opportunity to take Kyonin by surprise before they learned too much about the spores, he has foolishly shown his lord's hand too early. While it may not initially seem like a stroke of luck to either the PCs or the citizens of Greengold, Lukarazyll's actions have given Kyonin's heroes a fighting chance to defeat the Lord of the Blasted Tarn. It still won't be easy, but at least now the PCs have a fighting chance!

### A RACE BACK TO GREENGOLD

After the events in the sewers of Xer, it should be apparent to the PCs that their troubles are far from over and that the true threat may lurk somewhere beneath Greengold. If the PCs have spent fewer than 4 days in Xer, they can speak with Heliana Ironeye to arrange passage back to Greengold immediately. Otherwise, the PCs will



need to arrange their own means of transportation. Of course, powerful magic like *teleport* can speed travel dramatically, but even with this at their disposal, the imprecise nature of such spells means that the PCs arrive outside the city just before the spore is triggered.

## The Blossoming

Right as the PCs approach the city, Lukarazyll makes his fateful decision to trigger the Jeharlu Spore before it's fully germinated. While this rushed process results in a less destructive event than Treerazer intended, it's nevertheless catastrophic to the people of Greengold. The blossoming takes place just as the PCs are about to arrive in town, regardless of how long they spent in Xer and how long it took for them to get back. The following read aloud text assumes the PCs arrive by boat; alter it as needed to match their actual mode of transport.

Greengold's familiar skyline beckons, a twinkling gem on the waters of Lake Encarthan. That gem suddenly goes dark, however, as a plume of green-gray fog billows from the center of town, turning sickly yellow as it grows and creeping through the streets like a pestilent wind. Buildings across the skyline shift and tilt as if they were being pushed up and aside by something massive moving underneath them.

In the center it all, a spiral of fungus erupts from the temple to Calistria. The building's elegant dome shatters as pallid stalks grow up out of the once-majestic structure. Stretching high above the fog, the twisted stalks unfurl diseased-looking, thorn-studded mushroom caps. Other fungal stalks sprout at different locations around town, bursting through streets and upending houses in a haphazard assault. When they come a few moments later, the sounds of screams and crumbling buildings serve as irrefutable proof that what's happening is real—the city of Greengold is under attack from within and below!

Because the process to mature the Jeharlu Spore was rushed, it only affects small sections of town at first, rather than nigh-immediately targeting, destroying, and converting the entire thing. Unfortunately, the spore is still growing and, if given enough time, will consume the rest of the town.

Even from a distance, it's clear to the PCs that this catastrophe has not enveloped all of Greengold, but that it has instead has only erupted in several places, with the Temple to Calistria suffering the worst of the devastation. The docks appear to be unaffected, and the captain of the barge agrees to drop the PCs off before promptly departing for safer waters. Alternatively, the barge captain can agree to put them ashore a mile away from town, but for the purposes of what comes next, it makes little difference.

## DALAMIAN'S CRY

Only a few minutes after the blossoming, Dalamian uses a *wand of sending* to contact one of the PCs with a desperate cry for aid: "Greengold is under attack from within! Come at once to Vynoren Estate. The delegates and I are safe for now, but we need your help!" Allow the PC to reply if they wish. Proceed with Vynoren Estate on page 58 once the party comes to her aid.

## A City in Chaos

While not every part of the city was destroyed by the Jeharlu Spore's blossoming, nowhere is truly safe from the spore's effects or from the depredations of the monsters it has spawned. Some of these creatures were created using citizens and animals as raw materials, while others were born directly from the fungal mass itself; additionally, demons brought in from Tanglebriar increasingly augment Lukarazyll's forces. Banks of spore clouds also drift down streets, coating the buildings in blooms of fungus and infesting residents' lungs with the same, causing them to choke and cough.

Most of the structural damage is centered around the temple to Calistria and the three other nodes that erupted from the ground, each about a quarter mile from the temple; these fungal blooms will be important later. If the PCs enter the city from the harbor, they're likely to pass by the Vynoren Estate (which has largely escaped the catastrophe unharmed) before they reach the temple and the heart of the corruption.

As the PCs enter town, they see people fleeing in hordes. Those near the water or the city's edge are the first to escape. Others further inland lock themselves inside their homes, hoping the town militia will stop this threat before it overtakes their neighborhood. Closer to the devastation, things quickly grow eerily quiet. Fungus grows on most surfaces in livid patches, and the air is thick with spore-laden fog. Many here have either fled, died from spore inhalation, or been subjected to a fate far worse than death; the last of these now wander the streets as fungal atrocities called root rotters.

The overall atmosphere in the city of one of quiet brooding, as if Greengold has become a ghost town. As a result, the PCs are largely on their own while exploring the devastated city. The town militia is active here and there, fighting all around the city to contain the corruption's spread, but they are unprepared for a danger of this magnitude.

As time progresses, more and more people flee the city, and a temporary camp opens several miles away on Lantana Beach, where this Adventure Path began. Here, refugees gather in hopes that Greengold can be saved, yet they are helpless to watch as the spore clouds





churn and the fungal stalks and mushrooms visible above the fog layer continue to sway, twitch, and grow.

Had the Jeharlu Spore been fully formed, what will now take days to occur would have taken place in a few awful moments. Still, the PCs only have five days to stop this threat. If they don't complete this chapter before then, a second blossoming occurs, consuming the entire city and transforming everyone still inside into a fungal minion in Treerazer's service.

### Additional Encounters

The following additional encounters are presented to add action or context to the story and the PCs' exploration of the city. There is no set chance to run into one of these encounters; rather, you should use them when the story calls for more explanation or when you need a simple combat to change the pace of play. In any case, the PCs should not run into more than one of these additional encounters during each foray into the city.

**Monsters:** A group of demons, root rotters, or even a spore tyrannosaur (see page 60) attacks the PCs after erupting forth from a bloated mass of fungus.

**Frightened People:** Half a dozen frightened people, perhaps a family, are desperately packing up a small cart and preparing to leave the city. They beg the PCs for aid, asking them to help them pack and watch over them while they get ready, a task that will take about half an hour. The PCs might agree to help, requiring them to succeed at a series of skill checks or to try to convince the people to flee without their belongings.

**Fungal Growth:** A tendril of fungus burrows up from below. This works like a localized earthquake, dealing 8d6 bludgeoning damage to the PCs (DC 25 basic Reflex save). Those who critically fail fall into a crevasse with the fungus and are exposed to spores (see the spore clouds entry below).

**Spore Clouds:** The massive fungal growths release periodic clouds of spores that drift through the city. Anyone who inhales these spores must attempt a DC 25 Fortitude save. Those who fail are sickened 2 and take 2d6 persistent poison damage as the spores try to grow inside their lungs. Those who die from this rise as root rotters within 2d6 minutes. The clouds are about 30 feet in diameter and move 15 feet per round, coating everything in a fine dusting of spores. These slowly begin to take root, growing more patches of fungus. A *gust of wind* spell or different ability with a similar effect disperses a spore cloud.

### WHISPERS BELOW

As the Jeharlu Spore continues to grow, it has more than a physical effect on Greengold. Now and then, strange and unsettling whispers seem to sift up from

the ground below, promising those who hear them imminent painful deaths or opportunities to survive if they would only just accept Treerazer as their lord. These whispers feel like they're heard but are in fact entirely telepathic, and they can affect a creature even in a zone of magical silence. Typically, a PC becomes targeted by the whispers below when they are faced with a sense of despair or loss. A good time for such an incident is when a PC critically fails a skill check and might feel, if only for a moment, like they're worthless or a liability to their allies.

When a creature is targeted by the whispers below, they must succeed at a DC 30 Will save. On a failure, the creature becomes confused for 1 minute; on a critical failure, the creature also becomes stupefied 1 with an unlimited duration. Once targeted, a creature is temporarily immune to the whispers for 24 hours. These whispers have the divine, emotion, and mental traits.

### Vynoren Estate

Fortunately for the delegates who remained behind, Vynoren Estate was largely untouched by the blossoming, and its high hedges and walls have kept out any wandering threats (for now). When the PCs approach the estate, the guards at the main entrance quickly let them inside and usher them toward the manor house to speak with Dalamian at once. She greets them with a cry of relief, clad now in armor with her longsword and bow at the ready.

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"I cannot believe your timing! Today has been a catastrophe. We had no warning at all. The ground began to shake and rotting fungus erupted from the temple, filling the streets with choking spores. Please tell me you know what's happening here. It can't be Razmiran's doing... it must have something to do with Tanglebriar, yes? We've barely been able to maintain order, and I'm afraid that our tenuous grasp on that is slipping by the minute."

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Behind her, the delegates and their staff who remained to aid Kyonin are gathered around a large table covered in maps and reports. They regard the PCs with cautious hope and, like Dalamian, they're eager to learn of what happened in Xer. Once the PCs fill them in, the color drains from Dalamian's face. "It's Treerazer. It has to be," she mutters. She then composes herself before informing the PCs that she's already been in contact with Queen Telandia, who informed her that similar fungal uprisings are manifesting throughout Kyonin. Greengold seems to have been the first, but Kyonin's defenses are tapped



at the moment as the true scope of this unprecedented attack becomes clear.

What this means, Dalamian tells the PCs, is that help is unlikely to come soon. The fungus hasn't stopped growing, and she fears that if it's not stopped as soon as possible, any help that does come from will arrive too late. Furthermore, fears that Treerazer might have infested the aiudara network were quick to rise as well, and for now, the nation's portal network has been deactivated at the heart by the *Sovyrian Stone*.

At this point, Dalamian turns to the PCs for a course of action. If none are forthcoming, she suggests they start with an exploration of the broken temple of Calistria, as that seems to be the center of the infestation. She mentions that previous attempts to get any of her soldiers inside have thus far met with failure; two of the three patrols never even returned. Dalamian and the delegates plan to remain here in the short term and won't be much aid to the PCs since they're very much out of their league against the scope of the threat facing Greengold, but that doesn't mean they can't provide some help, as detailed in the "Delegate Support" section on page 63.

**Treasure:** Before the PCs head out, Dalamian tells them that she and the delegates have pooled their resources together and have some supplies to gift the party to bolster their chances. These supplies consist of 4 doses of greater antifungal salve and a single dose of major antifungal salve (page 77), 3 vials of greater antidote, 3 vials of greater antiplague, four *greater healing potions*, a *countering charm* (containing *toxic cloud*), and Dalamian's own *wand of sending* (this item has already been used once for the day to contact the PCs).

In addition, for the first three days after the blossoming, the estate can provide a haven for the PCs to rest and prepare for their next foray into the fungus-sieged city. On the fourth and fifth days, fungal minions begin to assault the estate on occasion, and while the PCs can still rest here, it should become clear that their time is running out.

### WHAT IS THE FUNGUS?

Given Kyonin's long conflict with Tanglebriar, it should be obvious to the PCs (and is certainly obvious to Greengold's NPCs) that the fungus that's erupted in Greengold is linked to Treerazer's blighted realm, yet what the fungus is and what it truly represents is a mystery—no one in Kyonin has experienced such a destructive event before. Talwivir, Vynoren Estate's gardener and horticulturist, is eager to study a sample of the fungus, so before the PCs head out on Dalamian's mission, she asks them to try to

secure a sample for him to examine so that they can all understand more clearly what it is they're facing.

Once the PCs secure a portion of fungus, they can either research these questions on their own, or they can deliver a sample to Talwivir for him to investigate. See "Researching the Fungus" on page 62 for more details.

## THE BROKEN TEMPLE

The once majestic dome of Calistria's temple is now shattered, and long tendrils of fungus riddle what remains of the rest of the building. Clouds of spores hang around the fallen structure, making its form hazy and indistinct, but even from a distance, the heart of the infestation is clear: one massive tangle of thorny, unpleasant mushrooms growing from a mound of rubble that was once the temple's sanctum hall.

When the PCs first visit the ruins, only areas **C1–C3** exist for them to explore. Areas **D1** and **D2** become accessible later; attempts to dig through the rubble in the temple's west wing before then should be met with additional collapses and constant exposure to toxic spores. To gain access to this inner sanctum where Lukarazyll works to hasten the Jeharlu Spore's second blossoming, the PCs must first find and destroy the three root nodes that have blossomed elsewhere in and near the city. These nodes are located in the Oozing Inn (area **A9**), the Living Fields (west of area **A10**), and the Foul Observatory (area **A1**). Until the PCs properly understand how the Jeharlu Spore fungal network works, they won't know that these areas are as important as they are. Once all three of these are destroyed, the walls around the inner sanctum rot away, opening a passage to reach the Inner Sanctum and the demon Lukarazyll. Only here can the PCs put an end to this threat once and for all.


### C1. Shattered Steps

Low 13

The square in front of the temple lies shattered and ruined, covered in filth and thorny filaments of fungus. The founder's statue is missing entirely, apparently torn from its stone base. The nearby buildings are a jumbled mess, their foundations clearly undermined by the massive growth that burst out of the temple.

**Creatures:** A large group of root rotters is stationed here, lurking in the shadows and fungal tangles around the entryway. The moment the PCs are about to step foot on the stairs, these six figures lunge toward them,





attacking with a gurgling wail. These root rotters wear the garb of Calistrian priests and were some of the first to be converted by the fungus when the eruption occurred; at your discretion, the PCs might recognize a few faces among them as lower-ranking priests.

The fungal corruption covers most of the stairs and the street below. Unlike inside the temple, though, it can still be avoided here: numerous patches remain clear of infection, especially farther away from the doors. The root rotters pursue the PCs from the doorway for around 100 feet before returning to their shadowed posts.

These root rotters think only of protecting the site and gladly sacrifice themselves if it helps accomplish this goal. If some of them are defeated, they are replaced within 1d4 hours, as other root rotters are drawn to defend the ruined temple.

### ROOT ROTTERS (6)

### CREATURE 9

Page 85

**Initiative** Perception +18

**Treasure:** One of the root rotters was a powerful priest, and his robes still hide a few trinkets including a *scroll of heal* (7th rank), a +2 *greater striking grievous whip*, and a *greater potion of fire resistance*.

## C2. Ruined Cathedral

## Moderate 13

Much of the cathedral roof has fallen in, creating huge piles of stone debris. The floor is overgrown with a dense layer of fungus and filth, and a spiral of fungal stalks and thorny coils grow from the chambers behind the altar to the west. The doors that once led toward the sanctum hall are still visible, albeit embedded in the fungus, but the way is entirely blocked by the invasive growth. On the other side of the room to the east, two ten-foot-wide openings in the wall provide access into what look more like fungal caverns than what were once the temple's personal quarters and lounges.

This chamber is a ruin, as the eruption of the Jeharlur Spore shattered much of the stonework. Since then, the fungus has grown to coat nearly every surface in the chamber. Most importantly, this room also provides the only way into Lukarazyll's inner sanctum, but the way is blocked by incredibly dense and regenerative walls of fungus. These rot away within hours after the three fungal nodes located around the city are destroyed. Until that time, the walls cannot be demolished by any means that the PCs possess. See "Fungal Sanctum" on page 65 for more details if the PCs persist in attempting to enter the sanctum hall.

**Creatures:** After a moment of exploration, the true guardians of this chamber stomp in through the massive hole in the north wall of the temple—a pair of fungus-infested tyrannosaurs. Lukarazyll brought these dinosaurs with him from Tanglebriar specifically to guard this chamber, using an effect similar to *nature's pathway* to transport them from Tanglebriar through the subterranean fungal network. The dinosaurs' appetite for destruction is enhanced by their fiendish infestation, and they'll stop at nothing to destroy any intruders who dare to enter their domain, going as far as to pursue foes out of the temple entirely and chase them through the spore-fogged streets.

Although fearsome, these spore tyrannosauruses are not terribly smart or tactically minded. They charge the nearest foe and attack with abandon, using Spore Breath should anyone fly out of reach or if the enemy clusters in one area.

### SPORE TYRANNAOSAURUSES (2)

### CREATURE 13

**RARE** **GARGANTUAN** **ANIMAL** **DINOSAUR** **FUNGUS**

Variant tyrannosaurus (*Monster Core* 101)

**Perception** +23; low-light vision, fungalsense (imprecise) 120 feet

**Skills** Acrobatics +22, Athletics +27

**Str** +8, **Dex** +3, **Con** +6, **Int** -4, **Wis** +2, **Cha** +0

**Fungalsense** A spore tyrannosaurus in contact with fungal corruption can sense the nearby motion of anything touching the same patch of fungal corruption.


**AC** 32; **Fort** +27, **Ref** +22, **Will** +23


**HP** 280; **Immunities** death effects, disease, paralyzed, poison; **Weakness** fire 15


**Aura of Spores** (aura, fungus, primal) 30 feet. Creatures that start their turn in the spore tyrannosaurus's aura are in danger of inhaling the toxic spores that it constantly exudes. Creatures without the fungus or plant trait take 4d6 poison damage (DC 30 basic Fortitude save) upon entering the aura or starting their turn in the aura. Those who fail are also sickened 1 by the spores.


**Fungal Empowerment** While the spore tyrannosaurus is touching fungal corruption, it gains fast healing 10 and is quickened; it can use the extra action to Stride or Strike.



**Speed** 30 feet

**Melee**  jaws +27 (deadly d12, reach 20 feet), **Damage** 3d12+15 piercing plus Grab

**Melee**  foot +27 (reach 15 feet), **Damage** 3d10+15 bludgeoning

**Fling**  As tyrannosaurus, but DC 33.

**Pin Prey**  As tyrannosaurus.

**Spore Breath**   (fungus, poison, primal) The spore tyrannosaurus unleashes a 60-foot cone of highly toxic spores from its maw. Creatures in the area take 14d6 poison damage (DC 33 basic Fortitude save). Those



who fail are also sickened 1 (or sickened 2 on a critical failure). The fungal tyrannosaurus can't use the spore breath weapon again for 1d4 rounds.

**Swallow Whole** ♦ (attack) Medium, 3d6 bludgeoning and 3d6 poison, Rupture 32

**Trample** ♦♦♦ Huge or smaller, foot, DC 30

**Treasure:** The fungus is unpleasant in appearance, but its fiendish nature doesn't hold any new clues beyond potentially confirming the link to Tanglebriar. A PC who Investigates the fungus in this room for 10 minutes and succeeds at a DC 25 Nature check confirms the theory that this fungus is similar to what grows in Tanglebriar, but little about their discovery suggests anything about why it's here. A PC who critically succeeds notes that twitching filaments leading to the east could well lead to a more interesting find. In any event, fungus samples gathered from this room are low quality samples (see Researching the Spore on page 62).

One of the spore tyrannosaurs ate a foolish thief who tried to enter the temple to loot the ruins; his arm is still caught in the creature's maw, and a *ring of maniacal devices* (Player Core 2 311) still adorns a finger.

**Reward:** Grant the PCs 20 XP if they successfully investigate and harvest the fungus here.

## C3. Foul Caves

Low 13

The bar once called the Nest is now a mockery of its former purpose. Fungus covers every surface, and two especially large masses grow at the center of the filth. All around, arrayed on tables, lie the bodies of priests and other townsfolk.

**Creatures:** The two large mounds of fungus and plant matter are actually immense, infested giant flytraps that grew at an accelerated pace because of the spore's influence. Three of the bodies in the room are also root rotters. These fungal threats burst into action and attack at once.

## FUNGAL FLYTRAPS (2)

CREATURE 10

RARE HUGE FUNGUS MINDLESS

Variant giant flytrap (Monster Core 154)

**Initiative** Perception +17

**Melee** ♦ leaf +23 (reach 15 feet), **Damage** 2d8+7 piercing plus 2d6 acid and Greater Infestation

**Greater Infestation** (fungus, poison) **Saving Throw** Fortitude DC 29; **Maximum Duration** 6 rounds; **Stage**

1 2d8 poison damage (1 round); **Stage 2** 3d8 persistent poison damage and can hear root rotter thoughts within 30 feet as an imprecise sense (2 rounds); **Stage 3** as stage 2, but 4d8 persistent poison damage and arise as a root rotter upon death (2 rounds). This replaces the Grab and Swallow Whole abilities possessed by giant flytraps.

## ROOT ROTTERS (3)

CREATURE 9

Page 85

**Initiative** Perception +18

**Treasure:** The fungus growing here, that which infests the two flytraps, is much more concentrated and closer to the Jeharlu Spore. It can be Investigated the same as the fungus in area C2, but a PC who succeeds here is certain that samples harvested from this room could be particularly helpful in research—these samples are high quality (see Researching the Fungus on page 62).



Spore Tyrannosaur



If the PCs Search this area for 10 minutes or succeed at a DC 30 Perception check while Seeking, they'll spot a section of ground behind an overturned chair where the fungus isn't growing. Lying crumpled on the ground here is a set of *devoted vestments*, and a *greater symbol of conflict* sits below them.

**Reward:** Grant the PCs 40 XP if they successfully investigate and harvest the fungus here.

### Researching the Fungus

Once the PCs harvest a sample of fungus from the broken temple, they can take some time to research the strange and unsettling growth. Alternatively, the elven gardener Talwivir can do the research for the PCs. If he does so, he's able to present a full report in 24 hours, during which (at your discretion) the PCs might face other encounters in Greengold. More importantly, this cuts down the time they have to stop Lukarazyll by a day. If the PCs accept his aid, Talwivir's assistance grants a PC a +2 circumstance bonus to Nature checks made to research the fungus.

**Fungal Sample:** A more efficient route is for the PCs to do the research themselves. Using the research rules (GM Core 190), a PC can spend 4 hours investigating and studying a fungal sample harvested from the broken temple. **Maximum RP** 2 (low quality sample) or 6 (high quality sample); **Research Checks** DC 29 Nature to examine the fungi's physical nature and qualities, DC 31 Religion to examine the fungus's sinister spiritual qualities. For low quality samples, increase both of these DCs by 5. Once the PCs achieve 2 Research Points, they'll also be able to attempt a DC 26 Deception or Intimidation check or a DC 29 Diplomacy check to telepathically "interrogate" the fungus.

### STRANGE FUNGUS

### RESEARCH 13

UNIQUE FUNGUS PRIMAL

Research Checks for fungal sample (low or high quality)

- 1 Research Point** The fungus is not of this world—it bears supernatural traits similar to those exhibited by fungi in Tanglebriar.
- 2 Research Points** The fungus is still growing, and at the rate it's currently expanding, it will engulf Greengold in a matter of months. However, there's evidence in the material that suggests it's building toward a second explosive growth

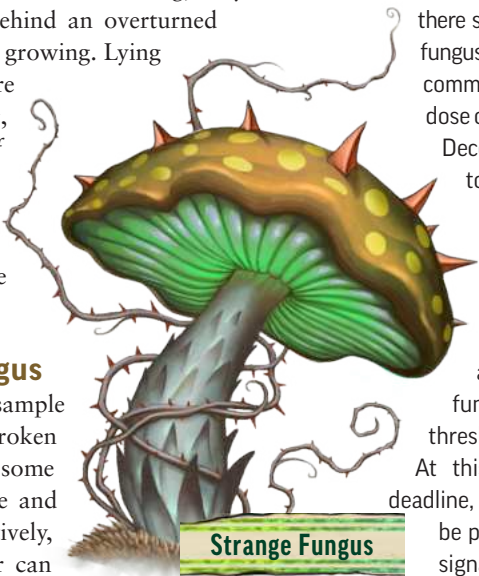
burst—one that could potentially engulf all Greengold in a matter of minutes. Perhaps even more astounding, there seems to be a rudimentary mind within the fungus—a telepathic intelligence that can be communicated with if someone consumes a dose of it. Doing so allows for that PC to attempt Deception, Diplomacy, or Intimidation checks to continue their research. Each dose of fungus eaten grants this telepathic link for 24 hours but also exposes the PC who ate it to rotter infestation (see page 85).

**4 Research Points** Confirmation—there are only a few more days left to stop the fungus from reaching its explosive growth threshold and prevent Greengold's destruction. At this point, the PCs can't get a precise deadline, but they can tell that the fungus seems to be periodically pulsing out a crude telepathic signal in an attempt to communicate with three other locations somewhere nearby.

**5 Research Points** The PCs get a precise amount of time left until the fungus undergoes its next devastating growth burst, but they also confirm that it's communicating with three specific fungal nodes elsewhere in Greengold.

**6 Research Points** The PCs learn where the three other nodes are located (the Laughing Gale Inn, a nearby farm west of town, and Gray Observatory to the north). They deduce that if these nodes are destroyed, the central mass at the temple of Calistria will be weakened and vulnerable, affording them a chance to destroy it.

**Reward:** If the PCs research the strange fungus themselves and learn about the location of the three nodes, grant them 80 XP. If they instead rely upon Talwivir to do the work for them, grant only 20 XP.



### FUNGAL NODES

Once they learn of the locations of the three fungal nodes, Dalamian can provide the PCs with a map to the three sites (Laughing Gale Inn at area **A9**, the farm west of area **A10**, and Gray Observatory at area **A1**). Neither she nor Talwivir know what form these nodes might take, but they both suspect it will be rather obvious once the PCs get to the heart of each. The PCs can tackle the nodes in any order. Delegates may offer assistance depending on which ones the PCs have managed to make at least friendly, as detailed on page 63.

Each of the fungal nodes is an object with an AC of 30 and 100 HP (with no broken threshold); the nodes all have the standard object immunities, and each one has a few other unique features as detailed in their respective sections.



## Delegate Support

Though most of the delegates aren't willing to accompany the PCs, those whom the PCs have made at least friendly pool their resources and call in favors. While the PCs are researching the fungal samples, they approach with gifts as offers of aid.

**Alzarius (Razmiran):** The priest of Razmir is grateful to be here. He helps in what way that he can to put an end to this threat and finally clear his name and the name of his people. Alzarius is unique among the delegates in that he alone volunteers to accompany the PCs on their adventures for the rest of this volume. If they turn him down, he nods in understanding and promises to keep working with the other delegates to build trust with them. If he doesn't accompany the PCs, he loans them the use of his *snowcaster's staff* (see page 78) for the rest of the adventure.

**Aromina Yasgon (Nirmathas):** The speaker is fascinated and fearful of the fungal blight, pointing out that her own homeland has struggled with a similar corruption deep in the Fangwood. Guided by a deeper understanding, she provides the PCs with a pair of *boots of the blight* (page 78).

**Chalzo Rove (Druma):** The kalistocrat is thoroughly disgusted and repulsed by the unpleasant and foul-smelling fungus. She suggests that the stuff is clearly fiendish in origin, although what method such a fiendish intrusion into the world might take is beyond her ken. Her assistance comes in the form of a pouch containing four *frozen lavas of Droskar's Crag*, noting that fire is an excellent cleanser of the foul.

**Clavance Ordranti (Ustalav):** Clavance is here even if it is the daytime (disproving the vampire rumor once and for all). To assist the PCs, he gives the party a potent magical heirloom—a *Pharasmín visor* (see page 79). He notes that while he's personally never seen the point of Pharasma's faith, and though his family hasn't worshiped her for many, many years, this visor has been in their care for generations.

**Gorion the Glad (Knights of Lastwall):** Gorion is here to inspire the PCs to greatness, giving them kind words of encouragement. As for more material aid, he gives them a +2 *greater striking vitalizing composite longbow* and a quiver with 20 cold iron arrows (or bolts, depending on what the PCs use).

**Walder Resket (Molthune):** Resket offers the PCs a *ring of climbing* to aid them in their efforts to navigate some of the trickier areas that surely lie ahead.

## LAUGHING GALE INN

Founder's Square lies just south of the broken temple and is infested with runners of fungal coils and filaments—moving through the once-open square exposes the PCs to greater difficult terrain that's also hazardous terrain (2d6 piercing damage). The side streets that surround the square aren't as overgrown, so reaching the first node doesn't require navigating the thorny tangles even though Laughing Gale Inn is located at its southwest corner. This building is clearly the source of the tangled fungus in the square, as its structure now broken and distorted from the slimy wet tendrils that burst up from beneath it.

### Oozing Inn

Low 13

While wet, oozing fungus glistens here and there on the building's facade, the inside is simply covered in it, rendering the inn a wet mockery of what it once was. Up the slippery stairs, on the second-floor balcony, pulses a nodule of fungus that continually drips ooze into the room in sickening ribbons.

The pulsing nodule up above is the node the PCs must destroy. It is surrounded by a protective layer of slime that repairs 20 HP of damage done to the node at the start of each round until the node is destroyed. Fire damage dealt to the node deactivates the slime's restorative power for 1d4 rounds.

The area inside the inn is slick and slimy. Every square in the common room is uneven ground, and the stairs are difficult terrain. Anyone who slips and falls in the slime finds it difficult to stand up and must succeed at a DC 20 Acrobatics or Athletics skill check to do so. Failing this check wastes an action. Alternatively, a character can spend three actions to slowly and carefully stand up without having to make a check.

**Creatures:** Two terrifying sinmolds lurk in this inn, one on the bottom floor and one up above. The one above does not descend unless it's subjected to ranged attacks and instead waits to ambush anyone trying to ascend the stairs. The sinmold on the ground floor oozes forth to attack relentlessly, targeting anyone in its path. Prone creatures take a -4 circumstance penalty on their save to avoid being engulfed by a sinmold due to the slickness of the slime on the floor.

### SINMOLDS (2)

CREATURE 12

Page 86

Initiative Perception +22





**Treasure:** One of the sinmolds ate a soldier who carried a *floating shield* that it has yet to digest.

**Reward:** Grant the PCs 20 XP for destroying the fungal node.

## THE FARM

Located about a quarter mile to the west (just beyond the road leading off the map at area A10), a small farm was torn asunder by a cluster of fungus that burrowed up from below it. In a matter of hours, the crops all died, overwhelmed by a sickening, pulsing infection. The animals were killed by spores and now serve as hosts for swarms of fat, buzzing flies and tall stalks of fungus. There's a variety of infestation here not seen in other parts of the city. It's almost beautiful in its own foul way, shimmering colorfully with corrupted life.

## Living Fields

## Moderate 13

A ramshackle barn sits in the center of the corrupted field. It's surrounded by cracks that have opened in the earth, pools of fetid water, and all manner of strangely corrupted crops. The heart of the infestation is likely inside the barn, but reaching it safely looks to be quite challenging.

The ravines are all 30 feet deep. A creature that starts their turn directly adjacent to a ravine must attempt a DC 28 Reflex save to step away from the

edge and avoid falling in as the fragile ground gives way under their feet.

The pools of fetid water are each ten feet deep and tainted with corrosive slime and ooze. Anyone who passes through them takes 4d6 acid damage (DC 28 basic Reflex save). Each creature can take this damage only once per round.

The fungal node is inside the barn, surrounded by a wall of infested plants harvested from the field. To harm the node, the PCs must first cut through the wall of infested plants (Hardness 8, 80 HP, **Immunities** piercing, object immunities; **Resistances** bludgeoning 15; **Weaknesses** fire 15). The node itself has weakness cold 20.

**Creatures:** Lurking in the field are three isqulugs from the depths of Tanglebriar. These foul creatures came with Lukarazyll to form a new colony beyond the swampland's border, and they intend to defend this new domain at all costs. As natives of Tanglebriar, these isqulugs are more dangerous than the norm, their bodies infused with fiendish energy. They use their spells to stymie the PCs' approach, then attack using their expel infestation ability to attempt to infest the PCs with their brood.

## TANGLEBRIAR ISQULUGS (3)

## CREATURE 12

UNCOMMON MEDIUM ABERRATION AMPHIBIOUS FUNGUS

Variant isqulug (*Pathfinder Bestiary* 2 149)

**Perception** +25, greater darkvision, host scent 30 feet

**Languages** Aklo, Chthonian

**Skills** Acrobatics +23, Athletics +25, Nature +23, Survival +23

**Str** +7, **Dex** +5, **Con** +7, **Int** +4, **Wis** +7, **Cha** +6

**Host Scent** As isqulug.

**AC** 33, all-around vision; **Fort** +25, **Ref** +19, **Will** +23

**HP** 250, regeneration 10 (deactivated by cold); **Immunities** swarm mind; **Weaknesses** cold 10; **Resistances** acid 10, fire 10

**Spore Cloud** ☞ (primal) **Trigger** The Tanglebriar isqulug is hit by a melee attack; **Effect** The Tanglebriar isqulug unleashes a cloud of toxic spores that burrow into the skin of any living nonfungus creature that is adjacent to them. The spores deal 2d6 persistent poison damage, and as long as the damage persists, the creature is clumsy 1 from the numbness caused by the spores.

**Speed** 25 feet, swim 25 feet; swamp stride

**Melee** ♦ tentacle +25 (agile, reach 10 feet), **Damage** 2d12+13 bludgeoning plus isqulugia

**Primal Innate Spells** DC 32, attack +24; **6th** *tangling creepers*, *toxic cloud*; **5th** *control water*, *entangling flora* (at will), *hydraulic torrent*, *mirage*, *mist* (at will), *nature's pathway*; **4th** *fly*; **Cantrips** (6th) *light*; **Constant** (6th) *vanishing tracks*



**Expel Infestation** ♦♦ As isqulug, but DC 32.  
**Isqulugia** (disease) As isqulug, but DC 32.  
**Malleability** As isqulug.  
**Swamp Stride** As isqulug.

**Treasure:** One of the horses that perished here was wearing *barding of the zephyr*, which gleams underneath all of the filth coating this place.

**Reward:** Grant the PCs 20 XP for destroying the fungal node.

## GRAY OBSERVATORY

The third fungal node broke ground underneath an old observatory. One of the oldest structures in Greengold, the Gray Observatory was used for gazing at and charting the stars. While the building has been covered in a honeycomb of fungus, it mostly remains intact. This area swarms with thick clouds of small stinging insects that harry anyone who stays in one place for too long. The observatory also features a great dome that contains a massive device full of crystal lenses used to observe the stars, but that dome is currently closed. A PC who succeeds at a DC 25 Perception check notices a distinct hum or buzz emanating from the building.

### Foul Observatory

### Moderate 13

The southern doors to the observatory are difficult to open, as they are covered in a honeycomb of foul smelling fungus. A PC can Force Open the doors with a successful DC 30 Athletics check. Alternatively, a minute's worth of straining work can automatically heave open the doors, but if the PCs take this route, the noise they make will surely draw the attention of the observatory's demonic inhabitants.

The observatory's interior is a single cavernous space that takes up almost the entire inside of the dome structure. In the center rest the remains of what must have been a magnificent device for viewing the heavens, but now it is mostly in ruin. A column of fungus has pierced the device, erupting from the floor and reaching all the way up to the ceiling where a knot of fungus can be seen pulsating.

The chamber's floor is littered with razor sharp fragments from the telescope's broken lenses, turning the ground within it into hazardous terrain that inflicts 2d6 piercing damage to anyone who moves through it.

Creatures that fly up near the node at the top of the chamber must contend with an array of dazzling lights coming from the node (which has several large lens fragments embedded inside it). Anyone who steps within 10 feet of the node must attempt a DC 26 Fortitude save or be dazzled for 1 round.



**Creatures:** The observatory is the home of a hive of eshmoks, fungal wasp demons who are none too happy to have uninvited guests. When the PCs enter, these demons cling to the walls of the dome, using Stealth to blend in with the fungus. The moment all of the PCs are inside, however, they swarm to attack. At the start of the fight, the eshmoks are split between their fungus and wasp forms, with some closing in to sting the PCs while others stay back and exhale horrific infestations.

### ESHMOKS (8)

### CREATURE 9

Page 83

**Initiative** Perception +18

**Reward:** Grant the PCs 20 XP for destroying the fungal node.

## FUNGAL SANCTUM

Once the PCs destroy all three fungal nodes, the entire town of Greengold trembles as a minor tremor strikes the immediate area. The quake isn't strong enough to damage structures or inconvenience the PCs, but it's an obvious indication that they've accomplished something significant. Any PC who ventures outside within ten minutes of the tremor's occurrence can watch as the tallest stalks of fungus growing from the broken temple of Calistria sag and swiftly decay—although they don't vanish completely. Within the temple ruins, the dense and magical fungus that shrouded the



sanctum hall fails, and a chute-like, downward-sloping passageway opens up in the western wall of rubble in area **C2**. This passage leads down at a very steep angle into a cavern below, where a portion of the temple has collapsed. This is the fungal sanctum, where the PCs must travel to save Greengold.

Before the fungal nodes are destroyed, entrance into this area is difficult but not impossible. First, note that areas **D1** and **D2** are fifty feet underground, so attempting to teleport or dig into the portion of debris where the sanctum hall once stood gets the PCs nowhere. Furthermore, fiendish infusions within the walls, which emanate from the Jeharl Spore in area **D2**, effectively protect these areas as if they were warded by a *consecrate* ritual heightened to 10th rank. This grants the appropriate bonuses to Treerazer's worshippers as well as penalties to those who oppose him; it also significantly impedes the use of teleportation into or out of the area. Worse, the space within these chambers is debilitating to non-worshippers of Treerazer, and each time such a

creature ends their turn in area **D1** or **D2**, they take 6d6 spirit damage (DC 30 basic Will save) as the spore's overwhelming fiendish aura crushes their will to live. Once the fungal nodes are destroyed, though, these effects end at once.

Lukarazyll, who's spent his time down in the Fungal Sanctum during this entire adventure, senses the change when the nodes are destroyed and does his best to bolster the Jeharl Spore and coax it toward another blossoming, but it is not progressing well. The PCs can rest at least once before attempting to assault the fungal sanctum, but you should stress that they are running out of time and that whatever is happening inside the spire seems to be building in power.

When they return to the temple of Calistria, the PCs likely find more groups of root rotters prowling the place (4 to 6 at most), but any of the larger, more dangerous servants have not yet been replaced. Feel free to omit this additional fight against root rotters in area **C2** if you feel that the PCs have already earned enough XP to be close to 14th level.

More importantly, the passageway leading from the main altar area to the inner sanctum has now rotted away, and the path can be traversed. The way is five feet wide and looks like nothing so much as a greased slide that drops at a steep angle down into the ground below. Area **D1** is 50 feet below; a PC can Climb down the slick tunnel with a DC 30 Athletics check. A fall results in a swift, exhilarating, and painful slide down into area **D1**, and the PC is dealt 7d6 bludgeoning damage (DC 30 basic Reflex save). A PC who takes any damage at all from this fall lands prone.

### **D1. Seneschal of Filth      Moderate 13**

The slick chute through the fungus opens into a large chamber, a cavern that may have existed below the temple's sanctum hall for ages. Now, portions of the hall's walls lie haphazardly in the cavern, having collapsed downward into this filthy, foul-smelling room. Coils of thorny, pulsing, and flickering phosphorescent fungi coat all surfaces of this cavern, while in the center of the chamber lies the missing statue of Greengold's founder. The statue is shrouded in tendrils of fungus and surrounded by strange glyphs that pulse and glow in time with the walls and floor of this place. On the far side of the chamber looms a massive cocoon of leathery fungus that looks almost like an immense, leathery puffball. All the tendrils of fungus lead to that cocoon, glowing green





with unholy power. A single ten-foot-wide circular vent gaps in the puffball's side about twenty feet up from the floor.

The first tendrils of the Jeharlu Spore burrowed up from underneath where Kyonin's table was placed throughout the negotiations. This cavern was once filled entirely by the Jeharlu Spore, but its rushed blossoming made it shrink into the circular sphere now lodged in the western part of the cave.

The Founder's Statue was dragged here shortly after the blossoming. Lukarazyll knows that to destroy a place, especially a place as large as a city, you must kill its heart—the spirit that brings it together. To that end, the fiend has bound the statue, an embodiment of the town's spirit, with the fungus powering the Jeharlu Spore, fueling its growth. The statue is already wearing down and cracking, and should the demon's plan come to fruition, it will crumble to dust as the Spore fully blossoms and Greengold is destroyed. Pinned underneath the statue is a copy of the Encarthan Alliance, stained with filth but still intact.

Lukarazyll lurks within the hollow core of the Jeharlu Spore (area **D2**), waiting and preparing to deal with the PCs should the guardians in this area fail.

The ceiling in this space is thirty feet above, and the floor is covered in fungus and filth, making it slippery and treacherous in places. The squares around the edge of the room are difficult terrain, as are those around the statue. All other spaces are slick and treacherous, and Acrobatics checks made in these spaces take a –2 circumstance penalty.

**Creatures:** A pair deggholaus, mole-faced demons of treachery, stand guard to either side of the statue. The pair charge forward as soon as they notice the PCs, hoping to catch as many of them as possible in their veil of lies auras. Once in melee range, they use their claws and tails to savagely tear at their foes, likewise hoping to poison them or magically gain control of their actions. They fight to the death.

Two rounds after the deggholaus are slain, Lukarazyll and his final guardians emerge from the Jeharlu Spore to make a last stand—see Lukarazyll's Wrath below.

### DEGHOLAUS (2)

### CREATURE 13

Page 82

**Initiative** Perception +22

### Lukarazyll's Wrath

### Severe 13

**Creature:** The source of the peril facing Greengold, and one of Treerazer's most skilled fungal cultivators, steps



out of area **D2** two rounds after the previous combat in area **D1** concludes, or immediately if a PC attempts to enter area **D2** before then. When the abrikandilu spots the PCs, he sneers and confronts them in a voice that drips with contempt.

"So these are the heroes of Greengold. I am glad you have finally come to witness the true power of my master's plan, to watch the birth of a Jeharlu Spore. Murdering you will feed the spore's hunger and hasten the destruction of this wretched place. Treerazer will reward me quite handsomely when it is done and might even allow me to keep your ruined skins as trophies. Regardless, you and this city will be but the first to fall. You will not be the last, for you now dwell in Treerazer's rightful domain and will pay for your trespass!"

Lukarazyll is one of many powerful servants enacting Treerazer's will and, like most, views himself as the most important and most favored. In truth, he is a tool like all the rest, and his premature triggering of the Jeharlu Spore has not pleased Treerazer. Quite the opposite, in fact, especially now that the spore's heart is vulnerable. Lukarazyll sees his one possible route to redemption in Treerazer's court in the deaths of the PCs.

Lukarazyll was not alone inside the Jeharlu Spore—he's joined in this fight by a pair of sinmolds that ooze forward to engulf anyone foolish enough to draw near. Lukarazyll stays behind these oozes, standing at



the threshold of the entrance to the Jeharlu Spore 15 feet off the ground. He casts spells and throws fungus-infested chunks of debris he can wrench from any of the walls in areas **D1** or **D2** until the PCs manage to engage him in melee. At this point, he'll claw and bite, saving Shattering Blow for opportunities when at least two PCs are in the area of effect. In any event, he fights to the death.

## LUKARAZYLL CREATURE 14

Page 90

**Initiative** Perception +22

## SINMOLDS (2) CREATURE 12

Page 86

**Initiative** Perception +22

## D2: Jeharlu Spore Low 13

The entrance to this area is twenty feet off the ground from area **D1**, but several thick, fibrous fungal lengths dangling from the Jeharlu Spore's shell make it easy to reach by Climbing with a DC 15 Athletics check.

All surfaces of this spherical chamber are covered in thick, tangled sheets of spiky fungal filaments interspersed with oily, dripping mushroom-like growths or hanging sheets of mold that looks like puffy cobwebs. Thick, fibrous cords extend from dozens of points on the inner walls to anchor a pulsing nodule of fungal matter in the middle of the twenty-foot-diameter room.

**Hazard:** This is the final fungal node in Greengold, and it's more difficult to destroy than the lesser nodes. Anyone inside the spore can strike at the heart, but it is resilient to many forms of damage and is also somewhat hazardous to interact with. Damage dealt to the fungal tethers that suspend the heart is instantly regenerated by the spore itself—only by disabling the heart or destroying it can the Jeharlu Spore threat be ended.

## FUNGAL HEART

## HAZARD 14

**COMPLEX** **ENVIRONMENTAL** **FUNGUS**

**Stealth** +28 (master) to detect that the fungal heart is hazardous; noticing the fungal heart has a DC of 0

**Description** A pulsing green cluster of fungus suspended in the middle of the spherical room by thick lengths of fibrous stalks.


**Disable** DC 33 Nature (master) three times to carefully prune away specific tethers that keep the fungal heart

active, or DC 33 Religion (master) three times to exorcise the demonic energies from the fungal heart.

**AC** 36; **Fort** +28, **Ref** +22, **Will** +30

**Hardness** 22; **HP** 90 (BT 45); **Immunities** acid, critical hits, object immunities, precision damage;

**Resistances** fire 15; **Weaknesses** cold 15, cold iron 15

**Treerazer Notices**  (divine, emotion, fear, mental) **Trigger** The fungal heart takes damage, or an attempt to disable it fails; **Effect** A sinister voice fills the minds of all creatures in area **D1** or **D2**, speaking in Chthonian: "And so my whelp has failed, yet you have not found salvation—you have doomed Kyonin to fall.

Will you be the first to die, or shall you linger long enough to see all you hold dear become mine?" The PCs immediately recognize this voice as belonging to Treerazer and must attempt a DC 39 Will save or become doomed 1 and frightened 2 (or doomed 1, frightened 4, and fleeing for as long as they remain frightened on a critical failure). The Fungal Heart then rolls initiative.

**Routine** (1 action; divine, poison) The fungal heart clenches as if beating like a real heart, then exudes a churning cloud of toxic spores that fills areas **D1** and **D2**. All creatures in these areas take 10d6 poison damage (DC 34 basic Fortitude save; creatures in area **D1** gain a +4 circumstance bonus to this save due to the diffusion of the spores as they wash into the larger area).

**Reset** The fungal heart deactivates and resets if 3 rounds pass during which no attempts to disable or damage it take place. On subsequent activations of "Treerazer Notices," no telepathic message is sent—it's simply an overwhelming sensation of imminent doom.

**Treasure:** When the fungal heart is destroyed, the Jeharlu Spore—and all of the fungus infesting Greengold—decays away. This decay is slow enough that the PCs in area **D2** don't take falling damage when the ground melts away beneath their feet. A minute later, the slurry dries to a sticky green film, and on the floor under where the fungal heart was suspended lies a small mound of dark-colored dust: two doses of *major black ash* (page 78).

**Reward:** In addition to granting the PCs XP as normal for destroying or disabling the hazard, grant them an additional 80 XP for saving Greengold from a fungal doom.

## CONCLUDING THE ADVENTURE

With Lukarazyll's death and the destruction of the Jeharlu Spore, the town of Greengold is spared from a



Lukarazyll



gruesome fate. In the hours that follow, all the fungus around the city collapses and rots away. While the smell is intolerable for a time, the townsfolk band together to clean it up and begin the process of repairing the damage caused by the blossoming. It'll take time, but they hold hope that Greengold will recover fully—though it should soon become apparent that time may not be a luxury anyone in Kyonin has.

Dalamian contacts the PCs soon after their triumph and invites them back to Vynoren Estate, where they are joined by Nalora, who alone escaped the destruction of the temple of Calistria and has spent the past several days in Greengold's streets, tending to the wounded or sickened and working tirelessly to hold their spirits together. They thank the PCs for their heroism and offer their magic free of charge to help them recover; they also offer the party two potent treasures that they were able to flee with and which long resided in a secret vault within the temple. These treasures are two weapons—*Castrovel's Beacon* and *Morning Glow* (see page 69). Once wielded by previous worshippers of Calistria who fought against Treerazer when the elves first returned from Castrovel so many centuries ago, they were then donated to the temple for safekeeping should need for them rise again. In addition, the PCs are allowed to keep any of the magic items they found in the ruins of Greengold—Dalamian and the others agree that these tools will do Kyonin greater good in their hands.

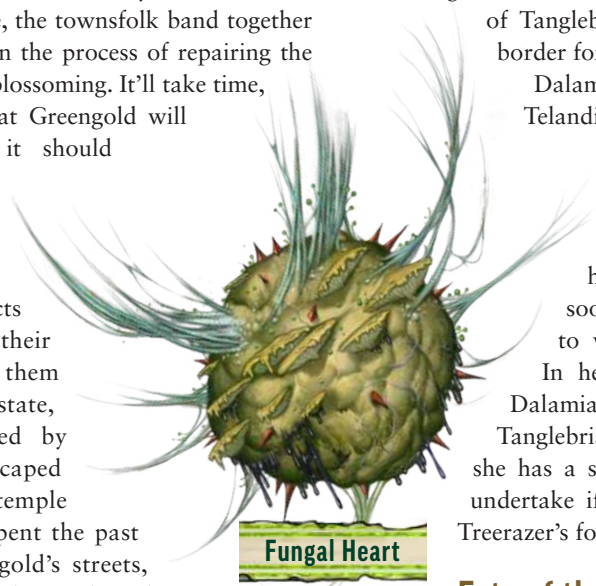
After that, Dalamian grows more serious as she informs the PCs that what's happened in Greengold is not an isolated incident. Word of the PCs' actions in Greengold and their efforts to destroy the Jeharlu Spore has been sent to Queen Telandia, allowing her the precious time needed to mobilize other heroes throughout Kyonin. The discovery of spores growing in or near several other settlements is disheartening, but the PCs' actions have allowed Kyonin's forces to destroy these unbloomed Jeharlu Spores before they could do nearly as much damage as the one in Greengold did.

Even so, reports are coming in from throughout Kyonin of similar upheavals of fungal infestation, and while the full scope of the disaster is not yet apparent,

armies of demons, corrupted fey, blighted monsters, and fungal horrors are on the march, surging out of Tanglebriar to overwhelm dozens of border forts and watchtowers.

Dalamian informs the PCs that Queen Telandia has officially bestowed them all with the title "Heroes of Kyonin." She tells them that they will have a few days to recover from their recent heroics, but that some time very soon, the queen herself intends to visit them here in Greengold.

In her latest communication with Dalamian, she indicated that war with Tanglebriar seems assured, and that she has a special mission for the PCs to undertake if Kyonin is to prevail against Treerazer's forces.



Fungal Heart

### Fate of the Alliance

As Treerazer's attack on Kyonin commences and the conflict that will come to be known as the Spore War begins, Queen Telandia's thoughts about preparing for aggressions from the Whispering Tyrant swiftly fade. Fortunately for Kyonin, Tar-Baphon has his own plots afoot and is in no position to make a move against the elven nation at this time.

The Encarthan Alliance, though, will become an important element of Kyonin's defense, especially if the PCs managed to get most of the delegates to sign articles 2 and 3 (the Mutual Aid Alliance and the Self Defense Agreement, respectively). For each delegate the PCs convinced to sign both of these articles, they earn 1 Triumph Point, a resource the party will need to use in the next two adventures to help ensure Kyonin's victory over Tanglebriar. Full rules for Triumph Points and how to spend them appear in the next adventure.

At the same time, Dalamian offers an apology to Alzarius for any implication in the plot. The Razmiri delegate in turn forgives her for any slight, explaining that it was the right choice to make, and that he is just glad he was cleared of any culpability in the end. If the PCs made him at least friendly, Alzarius thanks them for their friendship and support, and while he says he must soon return to Xer to begin organizing support for Kyonin, he grants them a parting gift: his *snowcaster's staff*. Alzarius explains the staff's history, telling them it was carried by his heroic ancestor, and that he can conceive of no greater honor for her memory than to know her staff is now in the hands of a new generation of heroes fighting for the survival of elvenkind.









# Kyonin

Elves are so present in Golarion's history that one can hardly imagine the world without them, yet they were originally immigrants from another planet. The first elves traveled to Golarion from the realm of Sovyrian on the planet Castrovel, coming to a new home through a magical gate called an *aiudara* that was powered by a powerful crystal called the *Sovyrian Stone*. They arrived in the heart of the continent of Avistan, in the vast, uninhabited Fierani Forest—a region they named Kyonin. This woodland became their home and heart for years that stretched into centuries until they received the terrible portents of Earthfall. Fearing devastation, numerous elves fled Kyonin through the *aiudara* back to Sovyrian. Yet some had come to think of Golarion as their home world and chose to stay—both to guard their retreating brethren and out of loyalty to their newfound home.

Those who stayed behind in Kyonin to protect the *Sovyrian Stone* knew they were fortunate that Earthfall wasn't as apocalyptic as they'd feared. Though they still faced significant hardship, they endured these trials and remained the *Sovyrian Stone*'s guard for millennia. Golarion healed and changed, empires rose and fell, and still the elves kept their watch. As time wore on, the elves who stayed behind spread throughout the world, and so they were unprepared for the invasion of the demon lord Treerazer, who sought the *Sovyrian Stone* for himself. His insidious influence poisoned the land, corrupting it with blight and swiftly consuming the city of Shevaroth, where he claimed Calistria's temple for his own purposes. The elves who now flourished on Sovyrian were called back to Golarion to defend the *Sovyrian Stone* and the land that had once been theirs, and the resulting war was hard-fought. In the end, the elves fought Treerazer to a standstill and trapped him in the corrupted southern swaths of Kyonin, a swampy ruin known as Tanglebriar. With their conflict at an uneasy stalemate, these elves, now known as *aiudeen* (the returners), embraced the freedom to live their long lives to the fullest and rebuilt their traditional nation on Golarion.

## KYONIN LOCATIONS

While often regarded by those who have only heard about or read brief snippets of Kyonin as a “remote

forest where elves live as one with nature,” the nation of Kyonin is a diverse region with a wide range of unique and memorable locations. Greengold, a key location in this adventure, is presented in greater detail on pages 74–75, while Tanglebriar and locations within its borders are explored further in the next adventure in the Spore War Adventure Path.

### Bloomwreath

Bloomwreath is an odd riverside town consisting of a cluster of buildings arrayed around an enormous greenhouse called the Great Blossom. The High Gardener, town founder and manager of the Great Blossom, has dedicated her life to cultivating a botanical wonderland of all the ancient plants and herbs that were nearly lost during Earthfall. It's her goal to preserve a sample of all plant life in Golarion in case of another world-changing disaster. Outside of the Great Blossom, immaculate topiaries shaped like animals and dancing figures stand watch over cross streets, much like signposts in other settlements. Bloomwreath prides itself on growing beautiful and elegant flowers that are delivered to the capital for the queen's enjoyment, and it regularly holds contests to encourage a love of gardening in everyone who visits.

### Erages

Erages was initially founded as a lakeside guardpost of stone towers, occupied by warriors pledged to defend Kyonin from aquatic threats. While the alghollthu presence in Lake Encarthan has never been significant, other threats dwell in its depths, and given the devastation caused by Earthfall, many of Erages's guardians elected to stay behind when their kin fled back to Castrovel. Today, Erages has expanded into a proper town, one that continues the tradition of watching the shore for dangers from the depths, its guardians using the ancient stone towers as observation posts. Most of those who dwell here are *aiuvarin*, yet ancestries of all types are welcome.

### The House of Sky

The “House of Sky” is the collective name for the great roosts of Fierani Forest's giant owls, who tower





over steep inclines and dark valleys in the forested mountains that line the border between Kyonin and the Five Kings Mountains and that overlook the foulness of Tanglebriar to the north. Led by Winglord Kreiagh, also known as the Breath of the Mountain, these owls have little interest in the affairs of humanoids except that they make for decent allies against the likes of Treerazer. The owls claim that none shall have their wings or their mercy should they foolishly attempt to climb the mountains to meet them, though lost or wounded travelers have occasionally found themselves spirited back to safe routes by softhearted owls. Those who do brave the dangers of the mountain for altruistic reasons are sometimes gifted a feather or piece of eggshell to acknowledge their resolve.

### Lasinavel

Known as the city of unending feasts, Lasinavel was named after its founder, Lasina, an elven woman with a passion for hosting others. Lasinavel's city center is built around an outdoor cooking station, rumored to have been enchanted so any ingredients used to make meals on it never spoil. Here, visitors can watch chefs as they create their marvelous meals. The smoke rising from the city center isn't from factories or refuse

bonfires, but grills and ovens. Each plate is carefully prepared with utmost care, and those who doubt that there's artistry in cooking change their mind after attending a Lasinavel feast.

Grand feasts are held night and day in Lasinavel as different chefs take turns hosting. Aspiring chefs all receive a chance to host a meal, but only the most respected have the privilege of hosting holiday feasts. Different meals are often themed, with elaborate menus prepared weeks beforehand so attendees can decide in advance which meals they wish to sample. The most famous meal in the city is a legendary "baked dragon" created by Lasina herself—an enormous banquet crafted to appear as a life-sized dragon made of various meats, pastries, and vegetables, with each serving plated on hand-carved wooden "dragon scales." This feast took over a month to be fully eaten.

### ladara

Kyonin's capital is renowned as the City of Silver Spires for its massive crystalline towers that entwine with the environment, enhancing and uplifting the beauty of nature. The capital city is home to the elven monarchy and the *Sovyrian Stone*. Its central buildings are protected by intricate layers of illusion magic designed



to shield its people from prying eyes—a necessary step born from a desire to protect the city from Treerazer’s spies, but one that has incidentally caused many beyond Kyonin’s borders to mistakenly label elves as xenophobes. Expansive circular courtyards welcome visitors to explore the beauty of the city, every inch of which is designed to delight those within, with the finest and most traditional elven art on display for all to see.

### Omesta

Omesta was one of the first cities to integrate with non-elves, even as the aiudeen struggled with protecting themselves from the sinister machinations of shapechanging demons. While the elves were absent from Kyonin, a community of gnomes came upon Omesta and built their homes in the treetops above the abandoned buildings. When the elves returned, the two groups agreed to coexist, and Omesta became an example of the harmony and multicultural innovation that can exist within Kyonin.

The gnomes’ treetop neighborhoods are linked by zip lines and hanging bridges, while large baskets attached to levers can be used to lower travelers to the streets below to mingle with neighbors on the ground. Omesta has become a thriving city full of festivals and odd traditions to help gnome citizens stave off the Bleaching. The city is known for its fierce monthly competitions, each one picked randomly by the Council of Festivities, which have historically included a sausage eating contest, a unicorn rodeo, and a dragon baby-sitting competition. Special days are marked by raucous celebrations and food stalls that feature unique elven-gnome fusion cuisine found only in Omesta, although to visitors, it seems that every day is a special day for some reason or other.

### Riverspire

Located along a particularly fertile stretch of riparian land, Riverspire has very slowly grown from a single extended family of elven sculptors—the Morgethais—into a proper town. The family’s traditional tower at the heart of town is as much a work of art as a manor, and the surrounding lands are one of the few areas in Kyonin where more traditional farming is the rule, with vineyards being among the most prominent feature. The town’s proximity to the western border of Tanglebriar has always been a concern, but rugged mountains have, to date, proven more than ample protection from Treerazer’s reach.

### Ryvathnyl

This solemn place is the graveyard of lost arts, a memorial site to respect cultures and practices lost to the ravages of time. Not all ancestries have the privilege of time as elves do, to personally recall inspiring art from the past. It’s said that the first memorial at Ryvathnyl was created by an elf who married a human artist whose techniques and style of sculpture were strangely difficult for others to emulate—they could copy her style but could never capture the soul of what made her work so special. When the artist passed, her husband enshrined her tomb with sculptures she’d made throughout her life, creations whose techniques were now lost forever. Grieving the short life of such beauty in the world, the elf devoted his beloved’s resting place to remembering every art and culture that no longer had people to practice them.



Queen Telandia

The large swath of land is peppered with clusters of relics, akin to an open air museum, protected by magic from the elements. The monuments fortunate enough to have someone who knew their stories have simple labels. Those that don’t are simply left to be witnessed and remembered, their stories unknown but cherished. It has become a mission for ambitious historians and archaeologists to uncover the mysteries of the unlabeled sections and give a name to these long-lost artists, that they might be recorded in Golarion’s history. The gravekeepers of Ryvathnyl are less inclined to seek information about their charges, content to protect what remains of their stories.

### Shevaroth

Pre-Earthfall, Shevaroth was one of Kyonin’s greatest cities. The nation’s religious heart, it was the location of the largest temple of Calistria in the Inner Sea region. This legacy made the city and its temple an tempting prize for Treerazer, and its presence in southern Kyonin is a significant reason why the demon chose to settle there when he first invaded the region. It served him well as a base of operations in his efforts to pierce Iadara’s even stronger defenses. Consumed by Tanglebriar, the desolate ruins are now home to the monsters and demons that wander the decrepit streets. The once stately spires of the Calistrian temple now house sinister cults, including one that venerates Rovagug. The defiled temple, now known as Deathstalk Tower, looms in the shadows of Kyonin as a grim reminder of the elves’ failure to bring an end to their conflict with the demon lord.



# Greengold



200 400 600 800 1000

Scale in Feet



## GREENGOLD

Greengold was the first town in Kyonin to welcome non-elves as merchants and friends, and it remains a popular trade hub to this day. This port town's iconic yellow rooftops gleam gold in the sun, and almost every Golarion tongue can be heard in its market streets. Founded in honor of the elven hero Kyloss Syndar after he gave his life defeating a powerful demonic hydra named Slithermaw who dwelt in the area, Greengold has grown into Kyonin's second-largest settlement and serves as popular gateway to the nation for outsiders visiting for business, politics, or leisure. As a result, the city has a much more diverse population, with elves making up only half of its occupants. Farming and other traditions not normally associated with elven culture are also strong in Greengold, as the settlement continues to serve as a place for different ancestral traditions to mix.

During this adventure, the PCs spend a fair amount of time in Greengold, yet they won't have much opportunity to properly explore it or get to know the town's citizens before moving on to other locales in the next few adventures. As such, feel free to expand on the notes given here to make Greengold your own, should your PCs wish to spend more time in town.

### GREENGOLD

### SETTLEMENT 7

**CITY** **ELF**

**Government** Mayor (elected leader)

**Population** 10,400 (50% elves, 35% humans, 10% aiuvarins, 5% other)

**Languages** Common, Elven

**Religions** Calistria, Desna, elven pantheon

**Threats** hidden agents of Treerazer, plague barges, political unrest

**Welcoming of Diversity** While most who live in Greengold are of elven or human ancestry, the town welcomes all ancestries as visitors. People of ancestries other than elf or human find locals easier to speak with and gain a +2 circumstance bonus to checks to Gather Information in town or to Performance checks to Earn Income.

**Nalora** (flirtatious genderfluid elf cleric of Calistria 9) Luminary Companion of the church of Calistria and Greengold's religious leader

**Nuandiall Ciranviash** (stoic male elf fighter 10) commander of Greengold's defense force

**Selwyn Vanaidori** (gregarious male human mayor 9) current mayor of Greengold

### Greengold Locations

While Greengold has a large population, the city architecture isn't particularly dense, except for a more

traditional urban sprawl near the waterfront. Much of the city's land consists of lightly forested regions mostly left untouched. While these areas aren't landscaped like parks in human cities, they aren't particularly dangerous wildlands, affording the people of Greengold a safe avenue of wilderness exploration in their own backyards.

A few key locations in Greengold are briefly summarized below—these locations play specific roles in the adventure, and you can find more information for each site indicated in parenthesis. The PCs aren't expected to spend much time exploring Greengold, but feel free to create new shops, taverns, temples, and other sites of interest as you see fit.

**A1. Gray Observatory:** A place to watch the stars, overseen by a group of friendly astronomers. This site becomes one of the fungal nodes in Chapter 3 (page 65).

**A2. Overlook:** Greengold's palace, jail, and town hall—a series of towers and walkways built as much to impress those sailing by on the lake as to serve as the town's seat of government (page 39).

**A3. Steelhead Pier:** All of Greengold's piers are named after freshwater fish; the *Sunken Sea Cat* is docked at this location (page 40).

**A4. Shoreline Road:** Five miles to the west down this road lies Lantana Beach (page 9), where this adventure begins.

**A5. Hedgerow Holloway:** One of Greengold's largest inns, well known and admired for its surrounding gardens and hedges. The PCs visit this location in Chapter 2 (page 40).

**A6. Temple of Calistria:** Greengold's largest temple and the location where the PCs meet with the six other delegates to work out the details of the Encarthan Alliance. The Greengold Jeharlu Spore grows deep underground in the dirt below this site (page 68).

**A7. Vynoren Estate:** One of the estates of Greengold's aristocratic families. The Vynorens offer up their home to serve as housing for the Encarthan Alliance delegates during this adventure, while they stay in Iadara as guests of the Queen in payment for offering up their home (page 14).

**A8. Founder's Square:** Greengold's largest public square, where festivals are often held. The PCs visit this location during Chapter 1 (page 33).

**A9. Laughing Gale:** One of many taverns in Greengold; this site becomes one of the fungal nodes in Chapter 3 (page 63).

**A10. Southwestern Road:** This dirt road leads inland to several human-run farms, including one that becomes one of the fungal nodes in Chapter 3 (page 64).







# Adventure Toolbox

## MAGICAL TREASURE

The elves of Kyonin have spent long centuries honing their skills by battling Treerazer and his demonic minions and by holding the festering rot of the Tanglebriar at bay. The uncommon items presented on the following pages are available for purchase in various shops found in Greengold or in other settlements in Kyonin. Rare items, however, must instead be discovered through the course of play.

### Magic Weapons

While these two weapons aren't artifacts, they are unique creations that have not yet been duplicated by crafters.

#### CASTROVEL'S BEACON

ITEM 14

UNIQUE MAGICAL

**Price** 4,500 gp

**Usage** held in 1 hand; **Bulk** 1

The tip of this +2 greater striking brilliant standard-grade cold iron rapier shines with a flickering sheen of green light that mimics the glittering appearance of Castrovel in the night sky. The carrier of *Castrovel's Beacon* instinctively knows Castrovel's position in the sky even if it hasn't actually yet risen into view, which grants the wielder a +2 item bonus to Sense Direction when using the stars to orient themselves. Additionally, the weapon grants a +2 item bonus to all saving throws against effects that cause the dazzled or blinded conditions.

When its brilliant rune is activated, the counteract rank is 6 and the counteract modifier is +21.

**Activate—Starlight Burst** ♦♦ (manipulate) **Frequency** once per day; **Effect** You cast *vibrant pattern* from *Castrovel's Beacon* as a 6th-rank arcane spell with a DC 31 Will save. Creatures with the elf trait are immune to Starlight Burst, and creatures with the demon trait take a -2 item penalty on all Will saves against the effect.

#### MORNING GLOW

ITEM 14

UNIQUE HOLY MAGICAL

**Price** 4,500 gp

**Usage** held in 2 hands; **Bulk** 2

The blade of this +2 greater striking holy standard-grade cold iron elven curve blade shines with a pale fire that illuminates

the wielder's face in a grim visage and produces dim light in a 10-foot emanation. The wielder can suppress or reactivate this light as a single action with the concentrate trait.

**Activate—Reveal Demons** ♦♦ (concentrate, manipulate)

**Frequency** once per hour; **Effect** You brandish Morning Glow and focus on its gleaming light, boosting its illumination so that it produces bright light in a 30-foot emanation (and dim light for another 30 feet) for 10 minutes. All creatures in this area that have the demon trait must attempt a DC 31 Reflex save.

**Success** The demon is unaffected by the glow.

**Failure** The demon becomes outlined with a shimmering aura of dim light that causes it to become dazzled. If the demon was invisible, it becomes concealed instead. If it was already concealed for any other reason, it is no longer concealed. This light affects the demon for 1 minute.

**Critical Failure** As failure, but with a duration of 10 minutes.

### Alchemical Item

Elven alchemists often craft doses of this salve to aid those who seek to explore Tanglebriar.

#### ANTIFUNGAL SALVE

ITEM 1+

UNCOMMON ALCHEMICAL CONSUMABLE

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ (manipulate)

This foul-smelling pink paste is traditionally kept in a tightly sealed jar. Spreading the salve on exposed skin grants an item bonus to saving throws against all afflictions that have the fungus trait or that originate from creatures with the fungus trait. The bonus lasts for 6 hours.

**Type** lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

**Type** moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

**Type** greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

**Type** major; **Level** 14; **Price** 675 gp

The item bonus is +4, and when you apply the salve, the target can immediately attempt a saving throw against one fungal affliction of 14th level or lower that is affecting them. If they succeed, the affliction is neutralized.



Castrovel's Beacon



## SPELL CATALYSTS

Items with the catalyst trait are consumable items that alter or magnify specific spells. Activating a catalyst is part of Casting the Spell. The spell gains the manipulate trait if it didn't already have this trait. You can draw a catalyst as part of Casting a Spell.

## Wondrous Consumable

The following magic item is a spell catalyst—a consumable item that enhances a spell as it is cast; see the sidebar above for spell catalyst rules.

### BLACK ASH

ITEM 5+

**RARE** **CATALYST** **CONSUMABLE** **MAGICAL**

**Price** 195 gp

**Usage** held in 1 hand; **Bulk** —

**Activate** Cast a Spell

On certain rare occasions, when a particularly despoiled tree or a powerful demonic fungal infestation (such as a Jeharlu Spore) is destroyed, the grimy black ash that remains behind functions as a catalyst called *black ash*. A *wall of thorns* empowered with this catalyst gains the fungus trait and appears diseased and toxic, with greasy filaments of dripping fungus growing through its vines. A creature damaged by this wall's thorns takes an additional amount of persistent poison damage.

**Type** *black ash*; **Level** 5; **Price** 30 gp

The persistent damage is 1d6

**Type** *greater black ash*; **Level** 10; **Price** 200 gp

The persistent damage is 2d6

**Type** *major black ash*; **Level** 15; **Price** 1,300 gp

The persistent damage is 3d6

## Staff

Alzarius greatly values the legacy of his ancestors, and regards this staff as one of his most cherished treasures.

### SNOWCASTER'S STAFF

ITEM 12

**RARE** **MAGICAL** **STAFF**

**Price** 1,800 gp

**Usage** held in 1 hand; **Bulk** 1

This +2 *striking frost staff* is an heirloom that was gifted to Alzarius by his mother when he made his choice to remain in Xer. It is a gift he claims has been handed down through generations of spellcasters in his family.

**Activate** Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *frostbite*
- **2nd** *environmental endurance*, *resist energy*
- **3rd** *environmental endurance*, *slow*, *wall of wind*
- **4th** *ice storm* (Player Core 2 247), *resist energy*, *vapor form*
- **5th** *environmental endurance*, *howling blizzard*, *wall of ice*

**Craft Requirements** Supply one casting of all listed ranks of all listed spells.

## Worn Items

These four items represent different magical treasures hailing from across the nations of the Lake Encarthan region.

### BOOTS OF THE BLIGHT

ITEM 12

**UNCOMMON** **INVESTED** **MAGICAL**

**Price** 1,800 gp

**Usage** worn shoes; **Bulk** L

Tanglebriar is not the only realm plagued by fiendish fungi. The soldiers of Nirmathas have long fought against a similar blight deep in Fangwood, and these boots are one of the more potent tools they've developed to help in this pursuit. Now that the Fangwood blight has been mostly contained, many of

these boots have been gifted to elven soldiers, for they are equally useful to those who operate within Tanglebriar's borders. They are also regarded as great trophies for the demons and cultists who dwell within Tanglebriar, for not only can they make use of these boots' powers, but wearing something created by your enemy gives Treerazer's agents yet another way to engage in psychological warfare—they often adorn their boots with severed elf ears, or worse!

These leather boots remain covered in mud no matter how often they are cleaned. The oiled leather resists water and keeps the feet and legs dry even when wading through water, but the boots retain a damp, fungal smell reminiscent of rotting vegetation. While wearing the boots, you gain a +2 item bonus to Athletics checks to Climb or Swim and to Acrobatics checks to Balance.

**Activate—Swift Sidestep** ⤵ (concentrate) **Frequency** once per hour; **Trigger** You are about to make a Reflex saving throw against an environmental hazard or terrain feature; **Effect** The boots help you to avoid the hazard or effect, granting you a +2 status bonus to your saving throw. If you succeed at the saving throw, you become quickened for 1 minute, but can use the additional action only to Stride.

**Activate—Fungal Stride** ⬆⬆ (concentrate) **Frequency** once per hour; **Effect** You ignore the effects of difficult terrain and gain resistance 10 to damage caused by hazardous terrain. This activation lasts for 10 minutes.



Boots of the Blight



## DRUMISH PEARL TOKEN

ITEM 11

RARE INVESTED MAGICAL

Price 1,200 gp

Usage worn; Bulk —

This silver brooch features an enormous freshwater pearl pulled from the depths of Lake Encarthan. They are often given to trading partners among Drumish merchants as a sign of favor—not as favored as a fellow Kalistocrat, but nonetheless worth treating well. Openly wearing a *Drumish pearl token* can work wonders when traveling through Druma, whether on legitimate mercantile business or not, but those who flaunt the token inappropriately must beware of repercussions from the Drumish government! The wearer of a *Drumish pearl token* benefits from a +2 item bonus to Diplomacy checks to Make an Impression and to their Perception DC when someone attempts to Lie to them.

**Activate—Subversive Friendship**

⬡ (concentrate, emotion, mental) **Frequency** once per day; **Trigger** You succeed at Making an Impression; **Effect** You automatically increase the target's attitude to helpful. If the target's initial attitude was unfriendly or hostile, they revert to this attitude after 10 minutes and realize they've been manipulated by you. Afterward, they might decide to act against you.



Pharasmin Visor

## PHARASMIN VISOR

ITEM 13

RARE INVESTED MAGICAL

Price 3,000 gp

Usage worn headwear; Bulk L

Popular in Ustalav and other lands where undead are numerous, a *Pharasmin visor* is a valuable part of any fashionable noble's armory when attending events in places like Caliphas. This item consists of a metal skullcap helm with a pair of blue crystal lenses extending from each side on metal armatures that can be moved independently in front of or away from the eyes. The helm can appear as either gleaming silver or dull black, and the wearer can alter its appearance whenever they invest the visor.

**Activate—Pharasma's Disdain** ⬡ (manipulate, mental)

**Frequency** once per day; **Effect** You adjust the visors so that both are lowered. Your vision becomes obscured, causing you to become dazzled. At the same time, a tiny fraction of Pharasma's notice seeps out of the visor to fill the area around you in a 30-foot emanation. All undead creatures in this area take 12d6 spirit damage (DC 30 basic Will save). At the end of your turn, both visors automatically rise back up, but you remain dazzled until the start of your next turn.

**Activate—Pierce the Night** ⬡ (manipulate) **Effect** You adjust the helm so that only the left visor is lowered. You gain darkvision until you adjust the visors again or until the item is no longer invested by you, whichever comes first.

**Activate—Reveal the Unseen** ⬡ (manipulate) **Frequency** once per day; **Effect** You adjust the helm so that only the right visor is lowered. You can see invisible creatures as though they weren't invisible, although their features are blurred, making them concealed and difficult to identify. You can also see incorporeal creatures like ghosts when they have phased through an object if you are within 10 feet of an object's surface; they look like blurry shapes seen through those objects. This effect lasts until 8 hours pass, until you adjust the visors again, or until the item is no longer invested by you, whichever comes first.

**Activate—See Through Death** ⬡

(manipulate) You adjust the visors so that both are raised. The *Pharasmin visor* grants a +2 item bonus on all saving throws against effects with the death trait.

## SKIRMISHER'S COAT

ITEM 11

RARE INVESTED MAGICAL

Price 1,300 gp

Usage worn garment; Bulk L

Valued among soldiers (particularly those from war-torn Nirmathas) who often find themselves operating undercover, this large-collared garment is reminiscent of a highwayman's coat. A *skirmisher's coat* is cleverly constructed, and contains several concealed pockets and grants the wearer a +2 item bonus to checks made to Conceal an Object.

**Activate—Costume Change** ⬡ (concentrate, illusion)

**Effect** You change the shape and appearance of all your clothing, making them appear as ordinary or fine clothes of your imagining. This doesn't change the statistics of any armor you're wearing. Only a creature that's benefiting from *truesight* or a similar effect can attempt to disbelieve this illusion, with a DC of 28.

**Activate—Unexpected Armament** ⬡ (manipulate)

**Frequency** once per day; **Effect** You reach into one of the coat's pockets and withdraw a chunk of metal that instantly expands into a common simple or martial melee weapon of your choice. The weapon functions as a +1 *striking weapon*. When you produce the weapon, you decide if it is made from cold iron or silver, and which one of the following property runes it gains: *corrosive*, *flaming*, *frost*, *shock*, or *thundering*. This weapon remains for 1 hour or until it leaves your grasp, at which point it vanishes.



## ELVEN EXEMPLARS

Since their return to Golarion more than twenty centuries ago, the elves of Kyonin have clashed with Treerazer and his demonic minions and waged an endless campaign against corruption and decay. To hold the line against these fiendish forces and penetrate deep into Tanglebriar's fetid swamps during missions of stealth and reconnaissance, elven soldiers and adventurers must be able to resist its myriad corrupting effects. Some elves have specialized in turning back the influence poisoning their beloved forests, while others use subterfuge and camouflage to make daring raids into Treerazer's realm.

That said, other extant threats to Kyonin and Golarion cannot be ignored. Some of the great minds in Iadara counsel Queen Telandia to leave Treerazer be for the moment, as he seems to be penned in within Tanglebriar. They point to the Whispering Tyrant's recent escape as the more serious threat facing the nation. Kyonin's elves now fight one war against a demon and his foul servitors while preparing for an inevitable future conflict against the undead armies of a lich bent on conquest.

### Kyonin Ancestry Feats

The following ancestry feats may be taken by elf characters who spend significant time in Kyonin or in battle against Treerazer and his minions in Tanglebriar. They should be available to all players who choose to play elf characters during both character creation and as they level up during the Spore War Adventure Path.

#### 1ST LEVEL

##### POLITICAL ACUMEN

FEAT 1

UNCOMMON ELF

**Prerequisite** trained in Perception

You have spent years following the political maneuvering and secret alliances of elves in Iadara. You gain a +2 circumstance bonus to Perception checks made to Sense Motive against other elves and to your Perception DC against Lies spoken by agents of Tanglebriar.

##### TRADITIONAL WAYS

FEAT 1

UNCOMMON ELF

You are a fervent follower of the long-standing elven traditions established when your people returned to Kyonin. You gain a +2 circumstance bonus to Nature, Society, and Lore skill checks related to Kyonin or the elves that live there, as well as a +1 circumstance bonus to saves against enchantment effects that would force you to act against your will.

#### 5TH LEVEL

##### SHAME THE SIN

FEAT 5

UNCOMMON ELF

**Frequency** once per hour

**Trigger** You critically hit a demon with a Strike.

Your conviction against the sins that all demons grow from is so strong that you can force a demon to suffer from its sins when you strike a sound blow against them. In addition to doing the normal damage for your critical hit, the demon also suffers the effects of its special vulnerability. If the demon has no special vulnerability, it instead takes an additional 1d6 mental damage. This increases to 2d6 mental damage at 13th level and to 3d6 mental damage at 17th level.

##### SWAMP STEALTH

FEAT 5

UNCOMMON ELF

**Prerequisites** expert in Stealth

**Requirements** You are in a swamp environment near an environmental feature that would allow you to Take Cover.

In swamplands, you are particularly skilled at quickly hiding behind bits of underbrush or foliage, or moving quietly through murky water. You Take Cover and then use that cover to Hide.

#### 9TH LEVEL

##### POLITICAL VIRTUOSO

FEAT 9

UNCOMMON ELF

**Prerequisite** Political Acumen

Your mastery of the politics of your home nation is profound. Your circumstance bonus from Political Acumen becomes +4 instead of +2.

##### DEMON HUNTER

FEAT 9

UNCOMMON ELF

**Prerequisite** expert in Religion or Demon Lore

The demons of Tanglebriar have long haunted your dreams, just as they have long threatened Kyonin. You have not only studied these fiendish foes well, but have trained extensively to battle the hordes of demons that serve Treerazer and are particularly adept at striking desperate melee blows against them.

When you make your daily preparations, choose one kind of demon, such as succubus, omox, shemhazian, or Treerazer. For the remainder of the day, the first time you hit one of those specific demons in a round with a melee Strike, you also deal 1d6 additional spirit damage. At 13th level, the extra damage increases to 2d6 additional spirit damage, and at 17th level, the extra damage increases to 3d6 spirit damage.



## 13TH LEVEL

### ANCHORING ARROW

FEAT 13

UNCOMMON ARCANES ELF

**Frequency** once per hour

You can prevent demonic foes from fleeing your wrath via teleportation. Make a bow Strike against a demon. In addition to the normal effects of the Strike, the target must attempt a Will save against your class DC.

**Critical Success** The target avoids any additional effect.

**Success** The target takes a -5 circumstance penalty to all their movement Speeds for 1 round as arcane coils of magic meddle with their mobility.

**Failure** As success, but a -5 foot circumstance penalty for 1 minute. While the target is affected by this, Anchoring Arrow attempts to counteract any teleportation effect that would move the target, or any effect that would transport the target to a different plane. The arrow has a counteract rank of 7th and a +20 modifier to the roll.

**Critical Failure** As failure, except a -10 foot circumstance penalty, and the duration is 10 minutes.

### COLD IRON STOMACH

FEAT 13

UNCOMMON ELF

You have steeled yourself against potent odors. Whenever you gain the sickened condition, you reduce the value of that condition by 1; if this reduces the value to 0, you avoid becoming sickened entirely. You gain a +2 circumstance bonus to all saving throws against olfactory and poison effects created by demons or environmental hazards associated with the Outer Rifts (including all environmental hazards found in Tanglebriar).

### TREEHEALER

FEAT 13

UNCOMMON ELF EXPLORATION HEALING PRIMAL

**Frequency** once per day

You can undo the effect of demonic corruption in plants. By spending 10 minutes in contact with a tree that's been corrupted by demonic presence, you can restore the tree to its original health. This does not prevent that tree from becoming corrupted again in the future. Alternatively, you can spend 10 minutes in contact with a creature with the plant trait. At the end of this time, you restore 7d8+56 Hit Points to that creature and heal half that amount of your own Hit Points. Additionally, you can attempt to counteract any one curse or disease afflicting that plant creature as if you had cast *cleanse affliction*

heightened to 7th rank. Your counteract rank for this is 7, and your counteract check is equal to your Will save or your spell attack modifier, whichever is higher.

## 17TH LEVEL

### DEMON SLAYER

FEAT 17

UNCOMMON ELF HOLY LIGHT

**Frequency** once per day

**Prerequisite** Demon Hunter

You can deliver a melee blow to a demon that creates an explosion of holy light to try to finish the demon off. In addition to the normal damage from your melee Strike, you also inflict 10d6 spirit damage to the demon. The demon can resist this additional damage with a basic Fortitude save against your class DC. If the demon is slain by this strike, it explodes in a blast of holy light that fills a 30-foot emanation. All creatures in this area that have the demon trait take 10d6 spirit damage and must attempt a Fortitude save against your class DC.

**Critical Success** The demon takes no damage.

**Success** The demon takes half damage.

**Failure** The demon takes full damage and is dazzled for 1 round.

**Critical Failure** The demon takes full damage and is permanently blinded.



Demonlayer





## HIGH CRIMES

Those whose souls become degholaus abused positions of authority in their nation for personal gain or simply out of a need for cruelty. They might have sold secrets, weakened institutions, or initiated military action against their own people. Some initially deluded themselves into believing their actions were righteous or victimless, but eventually embraced their destructive role, damaging their soul so completely they transform into these demons after their judgment.

## DEMON, DEGHOLOU (TREASON DEMON)

Degholaus form from wretched souls who betrayed their societies to evil ends or for personal gain. These fiends resemble bloated, bestial humanoids with eyeless mole-like faces. They have five tails, all of which feature blood-red eyes.

### DEGHOLOU

### CREATURE 13

UNCOMMON MEDIUM DEMON FIEND UNHOLY

**Perception** +22; greater darkvision

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet, *truespeech*

**Skills** Deception +27, Intimidation +25, Religion +22, Society +22, Stealth +26

**Str** +2, **Dex** +7, **Con** +6, **Int** +3, **Wis** +3, **Cha** +8

**AC** 33, all-around vision; **Fort** +23, **Ref** +26, **Will** +20; +1 status to saves vs. magic

**HP** 290; **Weaknesses** cold iron 10, holy 10

**Exposure Vulnerability** The first time each round that a creature critically succeeds at a save against a degholau's Veil of Lies or that a creature confronts the fiend on a falsehood immediately after the demon fails to Lie, the degholau takes 3d6 mental damage and becomes frightened 1.

**Veil of Lies** (aura, mental, olfactory) 15 feet. A degholau exudes a faint scent of rotting wildflowers in its aura—an odor that dulls the mind. A creature that ends its turn in the aura must attempt a DC 30 Will save.

**Critical Success** The creature is unaffected and is temporarily immune to Veil of Lies for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature is stupefied 1 while it remains in the aura and for 10 minutes after leaving the aura.

**Critical Failure** As failure, except stupefied 2.

**Speed** 35 feet, burrow 15 feet

**Melee** ♦ claw +26 (agile, finesse, magical, unholy), **Damage** 3d12+8 slashing

**Melee** ♦ tail +26 (finesse, magical, reach 10 feet, unholy), **Damage** 3d6+8 bludgeoning plus 2d6 mental and conspiratorial thoughts

**Ranged** ♦ spit +26 (magical, range increment 30 feet, unholy), **Damage** 3d8+6 mental plus twisted loyalties

**Divine Innate Spells** DC 33; **6th** *dominate*, *rewrite memory*; **5th** *shadow blast*, *subconscious suggestion*, *translocate*; **4th** *honeyed words*, *translocate* (at will); **Constant (6th)** *truespeech*

**Rituals** DC 33; *demonic pact* (Monster Core 364)

**Conspiratorial Thoughts** (divine, mental, poison)

**Saving Throw** DC 33 Will; **Maximum Duration** 6 rounds; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 (1 round); **Stage 3** controlled by the degholau (1 round)

**Twisted Loyalties** (curse) **Saving Throw** DC 33 Will;

**Onset** 1 day; **Stage 1** +1 status bonus to attack rolls and damage rolls, must succeed at a DC 10 flat check to use the Aid reaction (3 days); **Stage 2** as stage 1, and +1 status bonus to skill checks, plus must succeed at a DC 10 flat check to heal an ally (1 week); **Stage 3** as stage 2, plus lose sanctification traits (1 week);

**Stage 4** anathemas are now edicts, and former edicts are now anathemas—acting upon these new edicts causes loss of abilities and sanctification granted by classes and deities who consider them anathema (1 week)





## DEMON, ESHMOK (WASP DEMON)

Eshmoks are proof that anger consumes a creature. Formed from wrathful souls, these demons resemble giant humanoid wasps who have fallen victim to parasitic fungi. The fungi's foul-looking fibrous material is a physical manifestation of wrath. Tendrils of it burst from eshmok bodies, emitting rage-inducing spores, while lattices of nest-like growths from their torsos shelter wasplike infestations.

### ESHMOK

### CREATURE 9

UNCOMMON LARGE DEMON FIEND FUNGUS UNHOLY

**Perception** +18; darkvision

**Languages** Chthonian, Draconic, Emyrean; telepathy 100 feet

**Skills** Acrobatics +17, Athletics +19, Intimidation +20, Religion +18, Stealth +19

**Str** +6, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +5

**AC** 27; **Fort** +16, **Ref** +19, **Will** +18; +1 status to all saves vs. magic

**HP** 200; **Weaknesses** cold iron 10, holy 10; **Resistances** poison 10

**Harmony Vulnerability** An eshmok's wrathful infestations defines them, and forcing peace upon them wrenches at their soul. If they fail a save against *calm* or a similar effect forcing them to be peaceful, an eshmok takes 4d6 mental damage.

**Speed** 25 feet, fly 35 feet

**Melee** ♦ stinger +21 (magical, unholy), **Damage** 2d8+9 piercing plus 2d6 poison

**Divine Innate Spells** DC 28; **5th** *translocate*, *wall of thorns*; **4th** *translocate* (at will); **3rd** *fear*

**Rituals** DC 28; *demonic pact* (Monster Core 364)

**Change Shape** ♦ (concentrate, divine, polymorph) The eshmok turns into their fungus form or back into their normal humanoid wasp form. In fungus form, they lose their fly Speed and can't make stinger Strikes. In wasp form, they gain a tendril melee Strike (+21 for 2d8+9 slashing plus eshmok infection); the tendril strike has the agile, magical, reach 10 feet, and unholy traits.

**Eshmok Infection** (mental, poison) A creature that's quickened by eshmok infection can use the extra action each round for only Strike actions. A creature that's confused by eshmok infection never considers an eshmok in fungal form as a target; **Saving Throw** DC 28 Will; **Maximum Duration** 6 rounds; **Stage 1** confused (1 round); **Stage 2** confused and quickened (1 round); **Stage 3** confused, off-guard, and quickened (1 round)

**Infesting Exhalation** ♦ (olfactory, poison) The eshmok exhales a wave of stinging fiendish wasps out in a 30-foot cone, dealing 4d8 poison damage to every creature within the cone (DC 28 basic Reflex save). The swarming fiend wasps linger in the area for 6 rounds or until the eshmok is able to use Infesting Exhalation again, whichever comes first. Each creature damaged by Infesting Exhalation or that enters the area must succeed at a DC 28 Fortitude save or take 2d8 persistent poison damage and become clumsy 1 as the poison renders them dizzy and nauseous. At the end of each of their turns, they can attempt a new Fortitude save to end the effects. The eshmok can't use Infesting Exhalation again for 1d6 rounds.



## WRATHFUL PARASITES

The swarms that infest an eshmok aren't its allies, but incarnations of anger that serve to constantly harry and agonize the creature. Some maintain that these wasps are manifestations of Calistria's vengeance, but her faithful believe something closer to the truth—that these wasps represent a mockery of vengeance and a corruption of the directed rage their goddess teaches and epitomizes. Eshmoks are particularly reviled by worshipers of Calistria as a result.







## STRANGE FEY APPETITES

A grizzer's strange appetite isn't unique among fey. Azarpals, for example, can store food in their bellies and infuse them with poisons that wreak havoc on feasts and banquets. Stories of whales swimming in otherworldly seas that have swallowed entire villages, or of duplicitous serpentine fey who can assume the forms of those they consume, suggest that fey with strange appetites aren't so unusual on the First World.

## GRIZZER

These gangly fey lizards are known for two traits. First, they look ridiculous when they run, dashing on hind legs while waving their front legs wildly in the air. Second, they're inveterate thieves with the ability to store an extraordinary amount of goods in their stomach. Many grizzers appeared in the River Kingdoms a little over 10 years ago, but several coordinated hunts drove them further southwest, where they've begun to thrive in the forests of Razmiran.

### GRIZZER

### CREATURE 10

**RARE** **MEDIUM** **FEY**

**Perception** +20; darkvision, scent (imprecise) 30 feet

**Languages** Fey (can't speak any language)

**Skills** Athletics +21, Stealth +21, Thievery +21

**Str** +7, **Dex** +5, **Con** +4, **Int** -3, **Wis** +6, **Cha** +2

**AC** 29; **Fort** +18, **Ref** +17, **Will** +22

**HP** 180; **Weaknesses** cold iron 10

**Cold Iron Indigestion** If the grizzer swallows a cold iron item or a creature holding or wearing a cold iron item, the grizzer becomes sickened 2 until they regurgitate it.

**Extradimensional Stomach** The grizzer's stomach is an extradimensional space (that appears to be an immense elongated leathery chamber) capable of holding up to 24 Bulk. Unless the grizzer uses Digest, the space has the same environment as the grizzer's surroundings, and creatures inside don't take damage from being swallowed, nor do they face the threat of suffocation.

**Speed** 40 feet, climb 40 feet, swim 20 feet

**Melee** ♦ jaws +23, **Damage** 2d12+13 piercing and Grab

**Melee** ♦ claw (agile) +23, **Damage** 2d8+13 slashing

**Digest** ♦♦♦ (acid, concentrate, healing) The grizzer fills their stomach with acid for 1 round to digest its contents. Creatures inside the stomach must hold their breath or start suffocating, and they take 4d8 acid damage (DC 29 basic Reflex save). The grizzer can Sustain this activity, in which case the stomach remains filled with acid; creatures inside take acid damage at the end of their turn and can't catch their breath. The grizzer regains 10 Hit Points if at least one creature takes acid damage as a result of Digest.

**Limber** A grizzer ignores difficult terrain from narrow confines and can move at full Speed when Squeezing.

**Regurgitate** ♦ The grizzer regurgitates a creature or unattended item from their stomach into an adjacent unoccupied space.

**Snatch Object** ♦ (agile, attack) The grizzer unfurls their sticky tongue at a creature within 15 feet and attempts to either pull the target closer or Disarm it. If they choose to pull the target, they attempt an Athletics check against the target's Fortitude DC and pull it into an adjacent space on a success. If the grizzer attempts to Disarm the target, they gain a +1 circumstance bonus to the Athletics check if the item is made of shiny material or magically illuminated, such as by *revealing light*. If the Disarm attempt critically succeeds, the grizzer also grabs the item with their tongue and swallows it.

**Swallow Whole** ♦ (attack) Huge, no damage, Rupture 20



## ROOT ROTTER

Root rotters are all that remain of the unfortunate elven residents of Greengold. Some died in the initial bursts of Jeharlu spores, while others succumbed to infestation by sinmolds. Fungus now riddles their bodies, wrapping around their brains and nerves to reanimate them.

### ROOT ROTTER

### CREATURE 9

RARE MEDIUM FUNGUS UNDEAD UNHOLY

**Perception** +18; darkvision, fungus sense 120 feet

**Languages** Chthonian, Common, Elven; telepathy 30 feet (fungi only)

**Skills** Acrobatics +20, Athletics +17, Nature +15, Stealth +18 (+20 in fungal environs)

**Str** +6, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

**Fungus Sense** A root rotter has imprecise tremorsense to detect the vibrations of creatures who are within a region of fungal terrain shared by the root rotter.

**AC** 26; **Fort** +17, **Ref** +20, **Will** +16

**HP** 195, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** holy 10, slashing 10

**Fungal Empowerment** If the root rotter is touching fungal terrain at the start of its turn, they regain 10 Hit Points and are quickened that turn; they can use the extra action only to Stride or Strike.

**Fungal Mind** (primal) Root rotters communicate telepathically with each other. While within telepathic range of at least one other root rotter, they gain a +2 circumstance bonus to initiative rolls, Perception checks, and saving throws against mental effects. If one root rotter is aware of a combatant, all members of the fungal mind within range are aware of it.

**Speed** 30 feet

**Melee** ♦ jaws +21 (magical, poison, unholy), **Damage** 2d8+9 piercing plus 1d8 poison and rotter infestation

**Melee** ♦ fist +21 (agile, magical, unholy), **Damage** 2d8+9 bludgeoning

**Disperse** ♦♦♦ (magical, poison, unholy) **Requirements** The root rotter has 25 Hit Points or fewer; **Effect** The root rotter destroys itself. Thorny fungal roots explode from their body, dealing 10d6 piercing damage in a 10-foot emanation (DC 25 basic Reflex save). Any creature who fails the save is exposed to rotter infestation.

**Fungal Root** ♦♦ (divine, poison, unholy) **Requirements** The root rotter is standing in fungal terrain; **Effect** Fungal roots reach out to snag a nearby foe. An enemy within 30 feet of the root rotter takes 4d6 piercing damage and must attempt a DC 27 Reflex saving throw.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and becomes clumsy 1 until the end of its next turn.

**Failure** The creature takes full damage and becomes clumsy 1 with an unlimited duration. In addition, the creature is restrained (Escape DC 27) for 1 minute.

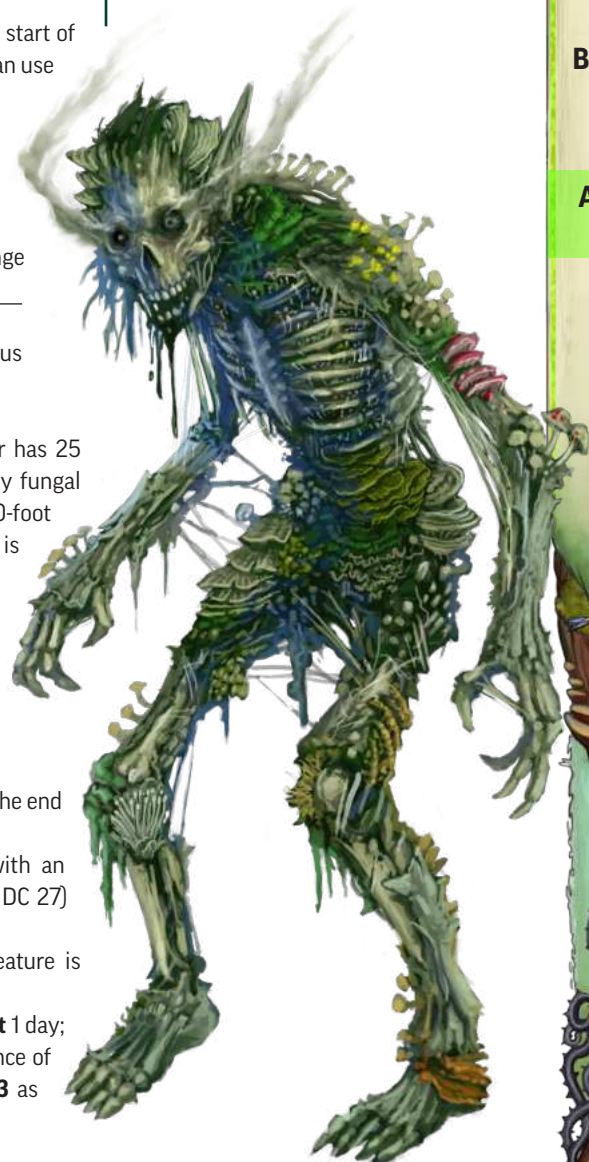
**Critical Failure** As failure but double damage. In addition, the creature is exposed to rotter infestation.

**Rotter Infestation** (disease, divine) **Saving Throw** DC 27 Fortitude; **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 2 and can sense the presence of root rotters within 30 feet as an imprecise sense (1 round); **Stage 3** as stage 2, but transformation into a root rotter upon death (1 day)



## CORRUPTION SPREADERS

A root rotter that remains in place for 24 hours causes a 5-foot emanation to become overgrown with foul-smelling unpleasant fungus. This spread increases by 5 feet for each additional 24 hours the root rotter remains motionless, to a maximum area of a 60-foot emanation after 12 days of motionless lurking. This fungus is permanent as long as it has a source of nourishment but can be destroyed as easily as any patch of mundane fungus.







## DEMONIC TRANSFORMATION

A sinmold who has devoured many creatures over a period of 1 to 2 weeks hardens their exterior into a cocoon and metamorphoses into a demon. This transformation takes 3 days, during which time the sinmold is unconscious, increases their AC to 37 and maximum Hit Points to 400, and gains Hardness 10. Sinmolds look for a safe place to transform, such as an underground shelter or a dense treetop canopy, though some simply eat until they cocoon. The sins the soul committed in life determine the demon that a sinmold becomes, so the resulting form can become higher or lower level, as determined by the GM.

## SINMOLD

Sinmolds arise from the corruption wrought by Treerazer's machinations. As the land transforms, it attracts souls bound for the Outer Realms. These souls coalesce bodies out of fungal slime, birthing amorphous fiends that ravenously hunt for more biological matter using club-like pseudopods or whiplike tendrils that can slice with ease through meat and bone alike.

### SINMOLD

### CREATURE 12

**RARE** **LARGE** **FIEND** **FUNGUS** **Ooze** **Unholy**

**Perception** +22; darkvision, lifesense (imprecise) 60 feet

**Languages** Chthonian, Draconic, Empyrean; telepathy 100 feet

**Skills** Athletics +24, Religion +22, Stealth +13 (+25 in fungal terrain)

**Str** +6, **Dex** -5, **Con** +7, **Int** +0, **Wis** +4, **Cha** +2

**AC** 23; **Fort** +25, **Ref** +11, **Will** +22

**HP** 300; **Immunities** acid, bleed, critical hits, disease, precision; **Weaknesses** cold iron 10, holy 10

**Desperation Vulnerability** Sinmolds are aware that they're in a vulnerable state as formless "newborn fiends" and are desperate to become stronger before they become prey to more powerful demons. Whenever the sinmold is in a combat encounter and ends its turn without dealing damage to another creature, the sinmold takes 3d6 mental damage and becomes frightened 1.

**Digestion** (healing) The first time in a round when the sinmold damages a creature with Engulf, the sinmold immediately restores Hit Points equal to the damage dealt, gaining Hit Points in excess of its maximum as temporary Hit Points that last for 1 hour. As long as the sinmold possesses these temporary Hit Points, its surface hardens, and its AC increases to 30.

**Speed** 30 feet, climb 30 feet, swim 30 feet

**Melee** ♦ pseudopod +24 (magical, unholy), **Damage** 3d6+12 bludgeoning plus 2d6 acid

**Melee** ♦ tendril +24 (agile, magical, reach 10 feet, unholy), **Damage** 3d8+12 slashing plus sinmold infestation

**Engulf** ♦♦ DC 32, 3d10 acid plus digestion, Escape DC 32, Rupture 18

**Sinmold Infestation** (poison) **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d8 poison damage (1 round); **Stage 2** 3d8 poison damage and can hear the thoughts of root rotters within 30 feet as an imprecise sense (1 round); **Stage 3** as stage 2, but 4d8 poison damage and doomed 1 (1 round); **Stage 4** as stage 3, and arise as a root rotter upon death (1 round)

**Spore Purge** ♦ (poison) **Requirements** The sinmold has temporary Hit Points from digestion; **Effect** The sinmold loses all temporary Hit Points and releases any creatures it currently has engulfed, pushing them into the nearest unoccupied spaces. It releases a cloud of spores from its body, dealing 5d8 poison damage (DC 29 basic Fortitude save) in a 20-foot emanation. Any creature that fails this save also must attempt a save against sinmold infestation.



## TITHEKEEPER

Razmir's most powerful priests deploy tithekeepers to ensure his followers don't develop sticky fingers. These ziggurat-like constructs have over two dozen legs and a trap-like mouth. At its top, a mask with a colored ribbon attached denotes its symbolic rank in the Church of Razmir.

### TITHEKEEPER

### CREATURE 10

**RARE** **LARGE** **CONSTRUCT** **MINDLESS**

**Perception** +16; darkvision

**Skills** Athletics +23

**Str** +7, **Dex** +3, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

**Eyes Behind the Mask** (scrying) A creature wearing the mask and garb of a priest of Razmir that outranks the tithekeeper's mask and ribbon rank can spend an hour Interacting with the tithekeeper's mask to connect with it. The creature's mask becomes an invested item that allows them to see and hear as though peering through the tithekeeper's mask. The creature must use a 3-action activity envisioning the tithekeeper to activate the scrying effect, and the effect can be Dismissed. Multiple creatures can create connections to the tithekeeper's mask simultaneously, and a creature can have connections to multiple tithekeepers with just one mask. Each connection ends after a week but can be renewed at any time.

**Locked Vault** The tithekeeper's body is a locked vault containing any tithes given to it. The vault's Pick Lock DC is 29 and Force Open DC is 33.

**AC** 29; **Fort** +22, **Ref** +17, **Will** +14

**HP** 220; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void

**Accept Tithe** **◆ Trigger** A creature drops or offers at least 750 gp in valuables within 15 feet of the tithekeeper; **Effect** The tithekeeper quickly uses its feet to scoop the valuables into its vault and is now indifferent toward the triggering creature unless that creature uses hostile actions against it or its allies.

**Speed** 30 feet, climb 30 feet

**Melee** **◆** body +23, **Damage** 2d12+13 bludgeoning

**Melee** **◆** foot +23 (reach 15 feet), **Damage** 2d8+13 piercing plus Improved Grab

**Capacity for Punishment** The tithekeeper can have up to six creatures impaled and grabbed with its feet at once.

**Impale** **◆ Requirements** The tithekeeper has grabbed a creature; **Effect** The tithekeeper stabs the target with a spike for 2d8+13 piercing damage (DC 29 basic Reflex save). It no longer has to spend an action to extend the duration for the target it has grabbed. The target moves with the tithekeeper and takes 1d8 persistent bleed damage until it Escapes (DC 29).

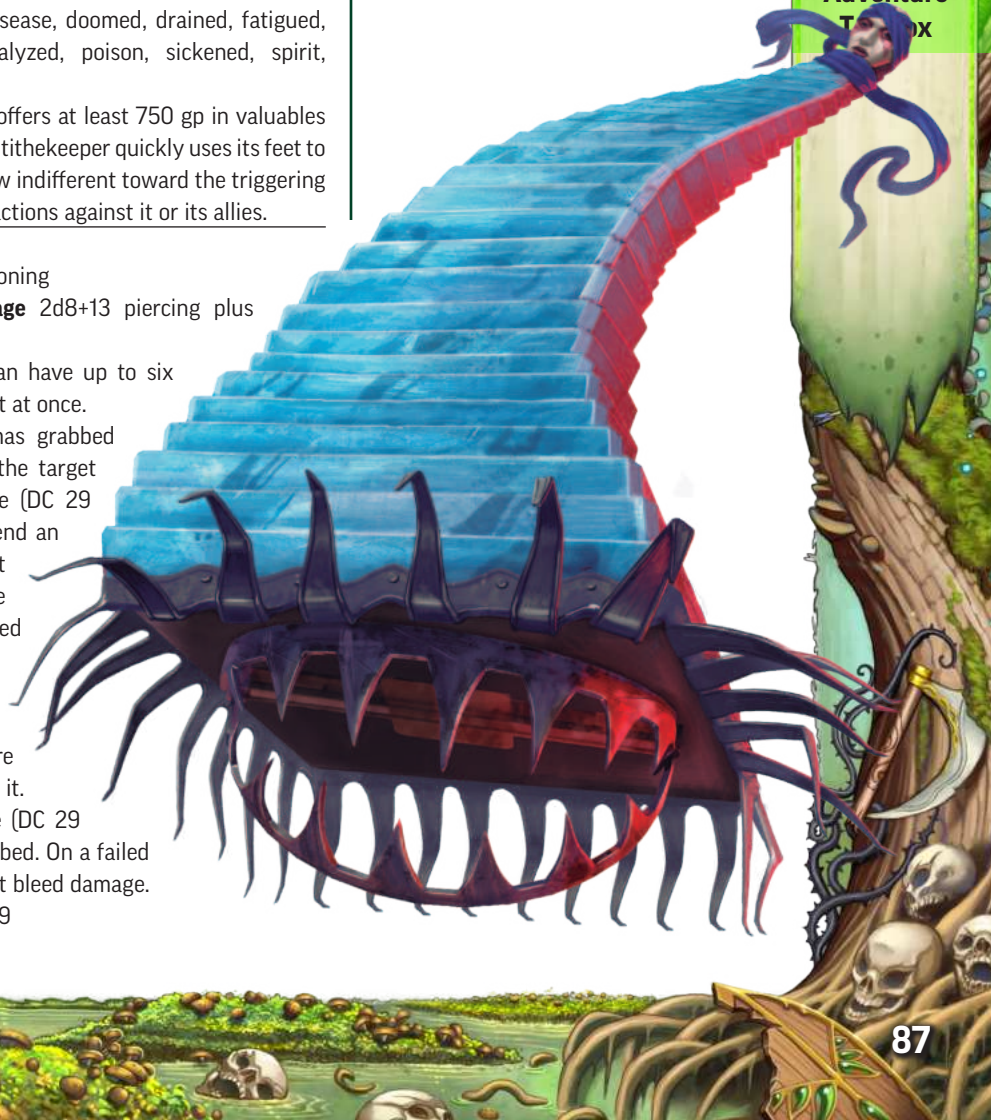
**Rip Off** **◆◆ Requirements** The tithekeeper has Impaled a creature; **Effect** The tithekeeper tears the creature loose from its spiky feet, releasing it. The creature takes 4d10 slashing damage (DC 29 basic Fortitude save) and is no longer grabbed. On a failed save, the creature also takes 2d8 persistent bleed damage.

**Trample** **◆◆◆** Medium or smaller, body, DC 29



## INSTRUMENTS OF TERROR

Though the tithekeeper's primary function is to collect coins, they're capable of great violence. Priests who determine a village is too far behind on payments might have their tithekeeper skewer multiple residents and wave its victims' bodies in the air as it parades through the streets. Those who survive the ordeal are highly motivated to avoid a repeat experience.







# Alzarius

## Mask of the 13th Step



Born of two worlds, Alzarius spent most of his youth growing up poor in the alleys and backstreets of Xer. His elven mother worked to instill in him a respect for his heritage and ancestors, teaching him that he could trace his elven lineage all the way back to a legendary hero named Jelarial. According to legend, Jelarial led her people north from Avistan to the Crown of the World 10,000 years ago to escape the more direct devastation of Earthfall. Alzarius's father, meanwhile, educated him in the ways of the growing faith of Razmir. As an early member of that flock, his father's devotion brought prosperity to their home, but also strife, because his mother wasn't a believer.

Eventually this conflict shattered the family, leaving young Alzarius with a choice, to leave with his mother and return to her people far to the north or to stay with his father in Xer and join the faithful. He chose the latter, but this decision would haunt him for the rest of his life. He never saw his mother again, and his father passed away just 4 years later during a tragic fire aboard a faith barge. Since then, Alzarius has lived alone, and so like most in Xer who found themselves with no one to turn to, he threw himself into the faith of the Living God.

Over the past 40 years, Alzarius has risen in the ranks of the faith and is now one of the more senior members of the clergy, not just in Xer, but in all of Razmiran. Being a Mask of the 13th Step, he wields significant power, and his blue robes command respect and obedience from most other Razmiri. He has grown to be a man of great ambition, seeing himself as not just a steadfast believer in Razmir's plan, but also a legacy of heroes. He has long argued with other members of the faith that believers from Kyonin should be brought into the fold, and he sees himself as just the member of the faith to make that happen.

When word came that there was to be a council in Greengold to discuss a potential alliance, Alzarius wasn't at all surprised when the Council of Visions asked him to go and represent Razmir's will at this important meeting.

### Campaign Role

Alzarius is a skilled and capable diplomat and public speaker. When he first meets the PCs in Chapter 1, the Razmiri priest immediately identifies them as the pivotal figures in the room and does his best to impress them. He's a steadfast believer in Razmir's faith, but in this circumstance, he knows that he needs a soft touch to get everyone to trust him. He fully understands that Razmiran's nonaggression pact with the Tyrant makes him an untrustworthy figure here in the council, and as such, he's willing to take rather extraordinary measures to prove his good intentions.

Throughout the negotiations, Alzarius is more than willing to compromise if it means they're one step closer to formalizing a bond, which he hopes one day might lead to him moving back to Kyonin and bringing the faith with him. That said, he won't compromise Razmiran's best interests to see such goals come to fruition. He's brash and manipulative in this regard, willing to take risks. Being a member of the faith has also made him petty and more than willing to keep score, but he does his best to tamp down those impulses here at the council since he knows they'll play against his goals. Despite all these efforts, most still find him too untrustworthy, as if he's still hiding much behind his mask.

After the assassination attempt at the end of Chapter 1, though, his tone shifts significantly. He knows that the attempt has greatly damaged his chances of success and might even end up seeing him charged with the crime. As such, he honestly tries to help solve this mystery and will gladly accompany the PCs to Xer to get to the bottom of this conspiracy. During the exploration in the sewers, he hangs back and avoids direct conflict, using his spells when it suits him, but always keeping a reserve in case things go poorly. He isn't above fleeing if a fight looks like it might be lost, but keep in mind that Alzarius is intended to be an ally to the PCs—if he flees and the PCs are defeated or captured, he should return later to help rescue them.

Alzarius prefers to use words, both subtle and threatening, to accomplish his goals, but he'll turn to his powerful arsenal of spells to get the job done should words fail.



## ALZARIUS

## CREATURE 11

UNIQUE MEDIUM ELF HUMAN HUMANOID

Male aiuvirin diplomat

**Perception** +20; low-light vision

**Languages** Common, Dwarven, Elven, Goblin, Halfling

**Skills** Acrobatics +20, Arcana +19, Deception +24, Diplomacy +22, Intimidation +21, Nature +18, Religion +20, Society +19, Stealth +21

**Str** +2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

**Items** bands of force, +1 striking dagger, invisibility potion, moderate potion of healing (3), Razmir mask and robes, ring of lies, snowcaster's staff (page 78)

**Masked Lies** As long as Alzarius wears his Razmir mask, it's very difficult to tell if he's lying. All Perception checks to see through his deceptions take a -4 circumstance penalty as a result.

**Skilled Diplomat** Whenever Alzarius attempts to Make an Impression using Diplomacy, he can attempt his check against the Will DC of up to 50 creatures at once. If he focuses on Making an Impression on just one target, he treats a success as a critical success. Finally, whenever he makes a Request, he can make requests as if the target's attitude toward him was one step better than it is, as long as they aren't hostile.

**AC** 29; **Fort** +15, **Ref** +21, **Will** +20

**HP** 160

**Speed** 25 feet

**Melee** ♦ **staff** +20 (magical, two-hand d8), **Damage** 2d4+8 bludgeoning plus 3d6 cold

**Melee** ♦ **dagger** +22 (agile, finesse, magical, versatile S), **Damage** 2d4+8 piercing plus 2d6 cold

**Ranged** ♦ **dagger** +22 (agile, magical, thrown 10 feet), **Damage** 2d4+6 piercing plus 2d6 cold

**Primal Spontaneous Spells** DC 32, attack +24; **6th** (3 slots) chain lightning, scintillating safeguard (Player Core 2 251), truesight, veil of privacy; **5th** (4 slots) dispel magic, elemental form (water only), howling blizzard, mariner's curse, wall of ice; **4th** (4 slots) fly, ice storm (Player Core 2 247), mountain resilience, unfettered movement, vapor form; **3rd** (4 slots) aqueous orb, feet to fins, haste, slow, wall of wind; **2nd** (4 slots) cleanse affliction, darkvision, resist energy, status, water breathing; **1st** (4 slots) charm, create water, fear, heal, hydraulic push; **Cantrips** (6th) caustic blast, detect magic, frostbite, guidance, light, stabilize

**Bloodline Spells** 3 Focus Points, DC 32, attack +24; **6th** elemental blast (Player Core 2 264), elemental motion (Player Core 2 264), elemental toss (Player Core 2 264)

**Frozen Bloodline** Alzarius's sorcerous bloodline is tied to the element of water—particularly to its manifestation in the form of ice or snow. When he casts a spell that

inflicts cold damage, the target takes an additional 1 cold damage per spell rank.

**Quickened Casting** ♦ (concentrate, spellshape) **Frequency** once per day; **Effect** Alzarius can cast a spell more efficiently. If his next action is to cast a cantrip or a spell up to 4th-rank, he reduces the number of actions it takes to cast it by 1 (minimum 1 action).

**Signature Spells** Alzarius can cast *aqueous orb*, *cleanse affliction*, *heal*, *howling blizzard*, and *ice storm* at a higher rank by spending a spell slot of that rank.

**Snowcaster's Legacy** When Alzarius inflicts damage with a Strike, he deals an additional 2d6 cold damage as shards of ice and blasts of frozen wind slash and buffet the creature struck.







# Lukarazyll

*Demonic Cultivator of Tanglebriar*



The minions of Treerazer are near countless in number, but comparatively few are those with the power and ambition to serve the nascent demon lord directly as his generals, advisors, personal guardians, and high priests. Among those demonic elite, Lukarazyll is on the lower end of the power dynamic, but with his latest assignment, he hopes that a dramatic, if risky, success will catapult him into the highest ranks of Tanglebriar's fiends. Lukarazyll is an unusually powerful abrikandilu demon. Known also as wrecker demons, abrikandilus rise from the sins of those who vandalized, defaced, and destroyed artwork, and to Lukarazyll, there's no greater temptation than to destroy an entire elven city, for they stand tall as exemplars of architectural artwork.

When the first tendrils of fungus began to creep through Kyonin centuries ago, Lukarazyll worked to position himself as one of the central figures in the destruction of the elven nation. He spent over a thousand years building his power and ingratiating himself in the fungal machine, and when the time was right, Lukarazyll was chosen as the cultivator of the Jeharlu Spore to be placed and nurtured below the town of Greengold. Yet Lukarazyll chafed, for to him, Greengold wasn't the purest form of elven architecture. He'd been hoping to nurture a spore below a city that wasn't "tainted" with human architectural styles, but he knew better than to complain. And so he traveled through the Darklands from Tanglebriar. With the aid of burrowing fiends and magic, he worked his way up to plant the Jeharlu Spore below what he felt was the most artistic (and thus most worthy of destruction) structure in town—the temple of Calistria.

Lukarazyll made sure to keep a low profile. Now and then, he sent disguised agents or used magic to spy on the town, seeking to learn more about its people and what holds them together, but he did so with patience and subtlety so as to not raise suspicion. He didn't simply want to kill the people and raze their city, he wanted to break their spirit. As he learned about the legacy of the elven hero Kyloss Syndar, a man who gave his life so that Greengold could be founded, Lukarazyll realized he'd found his focus. He

cultivated the Jeharlu Spore in ways so that, when it finally blossomed, he could focus its energies not only on the town's architecture, but the beloved statue of their folk hero Kyloss.

## Campaign Role

At the start of this adventure, Lukarazyll continues to nurture the nearly mature Jeharlu Spore underneath the temple to Calistria. Upon learning about the council, the demon started whispering to other minions in Xer, who were already enthralled by the fungus that had burrowed there some months back in one of the first attempts by Treerazer to infiltrate the underground of a region outside of Kyonin. With the goal of disrupting the council just long enough to trigger the spore, Lukarazyll manipulated the cult in Xer to assemble a team of assassins to come to Greengold and kill everyone in attendance. When the attack fails at the end of the first chapter, Lukarazyll is furious but not yet willing to alter his plan.

Instead, he informs his minions in Xer to be on the lookout for anyone coming to investigate the attack, hoping that doing so would buy enough time to finish preparations with the spore. As Chapter 2 ends with the death of his agents in Xer, Lukarazyll realizes time is up. He knows that clues and discoveries made in Xer could eventually uncover Treerazer's plot, so rather than risk having the entire thing undone, Lukarazyll makes a fateful decision: he triggers Greengold's Jeharlu Spore before it's ready to bloom.

In the third chapter of this adventure, Lukarazyll is exposed. The spore's blossoming is only partially successful, so the abrikandilu must work feverishly to nurture the spore's growth so that it might blossom a second time and finish Greengold's destruction. Still hoping to crush the region's social spirit as well, he uproots the statue of Kyloss and brings it into the heart of the spore itself so that he might more readily consume the hero's memory and bring about Greengold's complete destruction. For now that he's made this move, Lukarazyll faces more than just a limited window of opportunity before the PCs might confront him—he has only a few days to finish his job



in a way that won't enrage Treerazer for triggering the Spore War before it was ready!

## LUKARAZYLL

## CREATURE 14

UNIQUE MEDIUM DEMON FIEND FUNGUS UNHOLY

Variant male abrikandilu demon (*Pathfinder Bestiary* 3 61)

**Perception** +22; darkvision

**Languages** Chthonian, Common, Draconic, Elven, Empyrean; telepathy 100 feet

**Skills** Athletics +28, Deception +23, Intimidation +25, Religion +22, Stealth +24

**Str** +8, **Dex** +4, **Con** +6, **Int** +0, **Wis** +2, **Cha** +5

**AC** 34; **Fort** +28, **Ref** +24, **Will** +22

**HP** 325; **Weakness** cold iron 15, holy 15

**Mirror Vulnerability** Lukarazyll, like all abrikandilu, despises the sight of his own reflection. When a creature Interacts with a mirror within sight of Lukarazyll, he takes a -2 penalty to Will saves against fear effects. If he ends his turn adjacent to a mirror, or the first time in a round he's attacked by a creature holding a mirror, Lukarazyll takes 3d6 mental damage.

**Speed** 25 feet, fly 25 feet

**Melee** ♦ jaws +28, **Damage** 3d12+14 piercing plus mutilating bite

**Melee** ♦ claw +28 (agile), **Damage** 3d8+14 slashing

**Ranged** ♦ fungus-infested hurled debris +28 (brutal, range increment 20 feet),

**Damage** 3d6+14 bludgeoning plus spore burst

**Divine Innate Spells** DC 31; **7th** *cursed metamorphosis* (transforms a creature into a harmless fungus-infested animal), *mask of terror*; **6th** *shatter, tangling creepers, toxic cloud, unfettered movement*; **5th** *translocate*; **4th** *translocate (at will)*; **Constant (7th)** *fly*

**Rituals** DC 31; *demonic pact* (*Monster Core* 364)

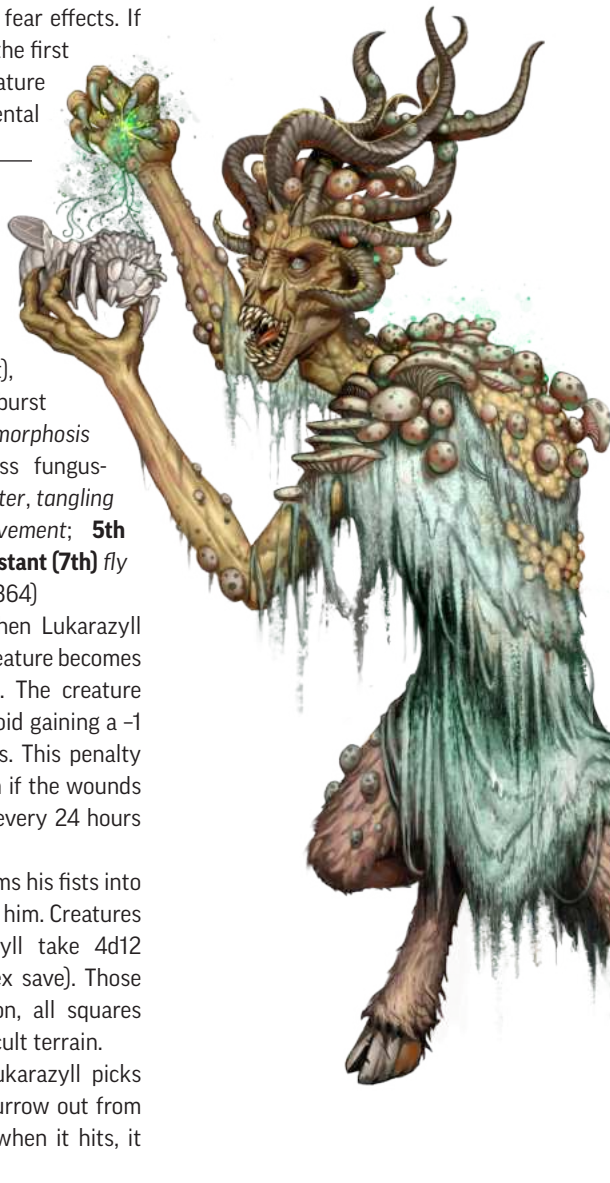
**Loathsome Bite** (curse, divine, mental) When Lukarazyll hits a creature with his jaws Strike, the creature becomes infected with the demon's self-loathing. The creature must succeed at a DC 34 Will save to avoid gaining a -1 status penalty to Charisma-based checks. This penalty is cumulative up to -3, and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.

**Shattering Blow** ♦♦ (divine) Lukarazyll slams his fists into the ground, shattering the terrain around him. Creatures in a 15-foot emanation from Lukarazyll take 4d12 bludgeoning damage (DC 32 basic Reflex save). Those who fail are knocked prone. In addition, all squares within 15 feet of Lukarazyll become difficult terrain.

**Spore Burst** (divine, poison) Whenever Lukarazyll picks up debris to throw, tendrils of fungus burrow out from his hands, infesting the debris so that when it hits, it

explodes into a cloud of toxic spores. All non-fungus creatures in a 10-foot emanation (including the target) must attempt a DC 32 Fortitude save. The target of the debris takes a -2 circumstance penalty to this save. Those that fail take 2d6 persistent poison damage and are sickened 1. Creatures can't remove the sickened condition while this persistent damage remains.

**Wreck** ♦ Lukarazyll makes two claw Strikes against an unattended object, wrenching and gouging it while infesting it with tendrils of fungus. If both Strikes hit, combine their damage for the purpose of overcoming its Hardness. These Strikes don't count toward Lukarazyll's multiple attack penalty, nor does that penalty apply to these strikes. If the object is destroyed, Lukarazyll can use it as hurled debris—the remnants automatically become fungus-infested as part of this act and can create a spore burst on a successful hit.





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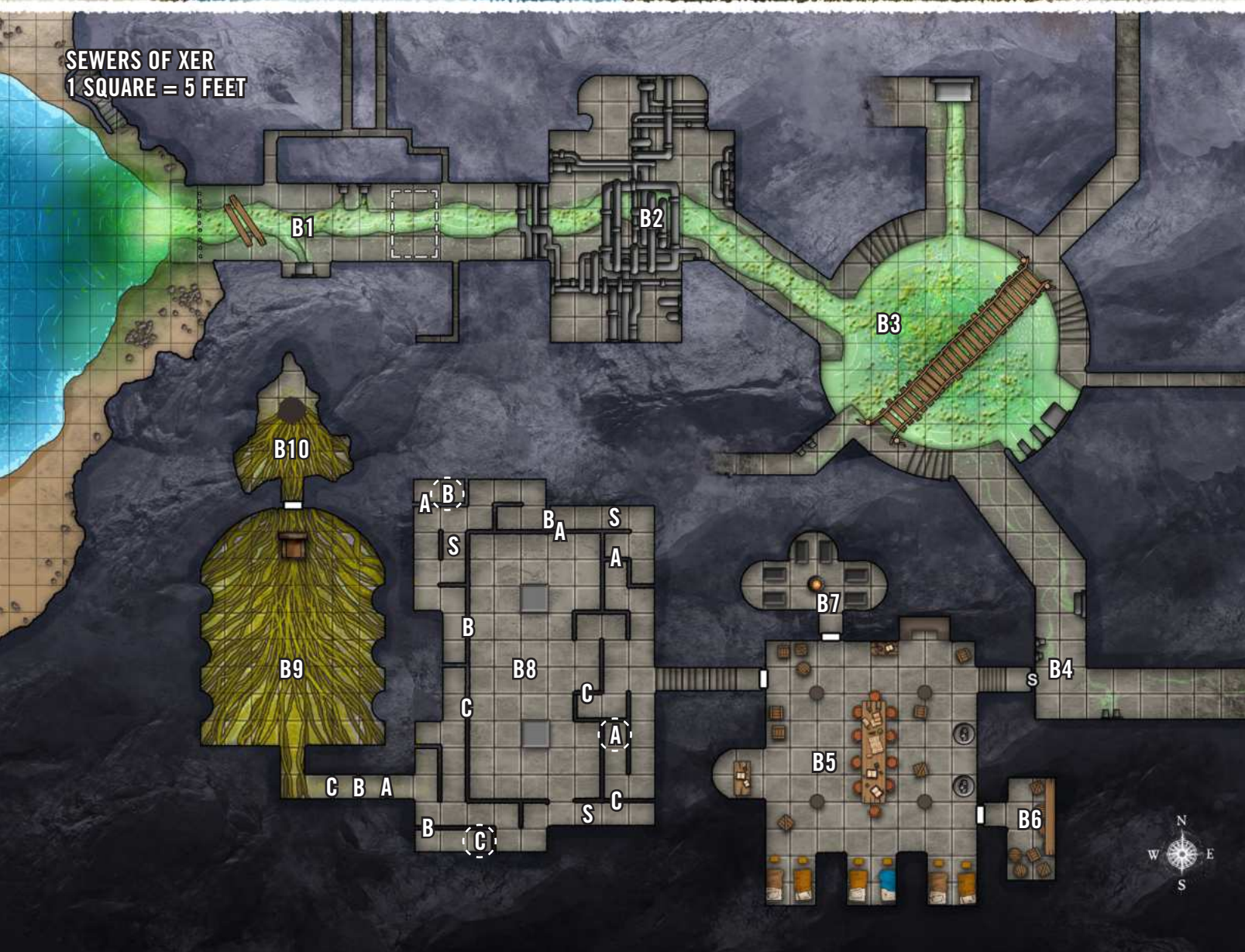
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