

SECOND EDITION

PATHFINDER®

Wardens of Wildwood

ADVENTURE PATH

Severed at the Root

By Jessica Catalan

Verduran Forest

50 MILE

GALT

Wispil

D5

D6

Eilwith Glen

B

Viridian Nexus

D4

G

D1

E

Isle Arenway

H

C

Tern Hill

F

D2

Gloaming Arbor

D3

ANDORAN

Cassomir

TALDOR

Almas

Oppara



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Wardens of Wildwood

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Chapter 1: Remnants of the Past.....4

Alongside Emorga All-Seer, the PCs establish Rootweft Lodge and gather like-minded allies to their cause. As tensions mount and violence spreads, the PCs must investigate sites related to legendary spellcaster Ghorus, racing to claim his legacy—a powerful relic called the *Cythbikian Staff*—before agents of the Wildwood Lodge beat them to it.

Chapter 2: Aberrant Growth..... 30

With the *Cythbikian staff* secure, the PCs investigate rumors of violent woodwarped creatures rampaging through the forest and strange new magical powers wielded by Wildwood agents—entwined mysteries connected to an otherworldly tree from the fabled Plane of Wood.

Chapter 3: Shadow of the Dragon..... 44

The PCs enter the plane-warped realm of the dragon Avathrael, determined to secure his aid in creating a ritual to sever the Wildwood Lodge's connection to the Plane of Wood. Within that forest's shadowed boughs, the PCs learn of the dragon's deeds and must deal with a traitorous naga. They compete with Wildwood agents for the dragon's favor and, with or without aid, perform an important ritual alongside the Rootweft.

GUIDING THE ROOTWEFT

Now that sinister forces control the Wildwood Lodge, the PCs' allies have splintered off to form a resistance faction: the Rootweft Lodge. NPCs like Emorga All-Seer handle much of the day-to-day operation, freeing the PCs to explore, investigate, and adventure, all while contributing to the new lodge's success. What's more, the leaders are patient and long-lived beings who want to do what's right, not stoke their own egos. Therefore, the PCs have myriad opportunities to shape the organization's personality and build connections. The choices the PCs make (and the friends they support) affect the Rootweft Lodge's fate later in Chapter 2!

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ADVANCEMENT TRACK

“Severed at the Root” is designed for four characters, with each chapter's encounters keyed to a specific character level.

8

The PCs begin this adventure at 8th level.

9

The PCs advance to 9th level when they defeat Khasprickle.

10

The PCs advance to 10th level after they defend Tern Hill.

11

The PCs advance to 11th level when they complete the ritual.

The PCs will be 11th level at the end of this adventure.



Chapter 1: Remnants of the Past

When Taldor launched its First Army of Exploration nearly five millennia ago, it became clear to the residents of the Verduran Forest that the budding empire would spell their doom. A powerful druid named Ghorus rallied the forest's inhabitants to nip Taldor at the bud. As he developed new and terrifying ways to transform plants into weapons and juggernauts, Ghorus established faint contact with a mysterious fey being sequestered on the distant and isolated Plane of Wood—Zibik, a green man who embodies the persistent collapse and decomposition that allows an environment to regrow and replenish. Zibik's tutelage helped Ghorus hone his fearsome inventions further. However, the conflict couldn't last; the forest's inhabitants tired of fighting, and

Taldor mounted a decisive strike against Ghorus and his waning lodge. Ghorus fled Taldor with what disciples and specimens he could, eventually settling in Nex, where he's more famous for creating ghorans.

In his escape, Ghorus left behind many of his creations and unfinished projects. These remnants aren't well documented, yet some retain their potency despite the passage of ages. Ruzadoya Swiftmane has brushed against the Plane of Wood, now newly reconnected to other planes, and after feeling a fraction of its strength, she hopes to seize its power for her own. She need not go far.

On the Isle of Arenway, the Wildwood Lodge's sacred refuge, grows an ancient tree called Idyllis the Shaped One. It boasts perfectly symmetrical branches,



impossibly identical leaves, and bark that grows in spiraling fractals. Falsely believed to have been planted and shaped by a long-forgotten druid, Idyllis actually grew from a seed taken from the Plane of Wood. Throughout the ages, Idyllis maintained a faint connection to its home plane, its spiritual roots causing it to grow slowly, perfectly, and eternally. As the Plane of Wood returns to the planar stage, Idyllis blooms with power—power that Ruzadoya recognizes.

As Ruzadoya determines how to best use the tree's magic to empower her forces, she dispatches agents to track down Ghorus's lost legacy: strongholds he abandoned, weapons he left behind, creatures he forged, and knowledge he possessed. Chief among these objects is the *Cythbikian Staff*, a powerful weapon that could tip the balance of power in Ruzadoya's favor and help her win the coming war. As Ruzadoya's agents, including **Khasprickle** (male pukwudgie^{B3} provocateur) and **Unaasi** (agender ghoran^{LOIL} esoteric), search the forest for the *Cythbikian Staff*, **Drinesh** (female sluagh^{BOD} soldier) and her soldiers recruit by the blade, forcing the forest's inhabitants to swear fealty or die.

Getting Started

This adventure begins several days after the Wildwood Lodge elected Ruzadoya Swiftmane as its next leader. She swiftly nullified the Wildwood Treaty and declared war on Andoran and Taldor, causing many to flee the area and retreat into the forest's deepest sanctuaries. Emorga All-Seer and several of her influential moderate colleagues have gathered, standing in solidarity against this new regime to create a rival lodge-in-exile at Tern Hill—the Rootweft Lodge. Due to their recent exploits during the Greenwood Gala and subsequent conflicts, the PCs are invited to act as influential Rootweft agents.

The chapter begins gradually, providing the PCs ample time to explore the Rootweft Lodge's new headquarters, reconnect with friends from the previous adventure, and meet new allies. Many of these people also provide boons and support later in this adventure (summarized on page 7), dependent on their relationship with the PCs and the Lodge.

Treasure: Likewise, some corners of Tern Hill still hide treasures. As the PCs explore, they can uncover and claim this equipment. That said, there's a lot to unearth here, and providing every piece of gear at the beginning of the adventure might skew the PCs' expected amount of treasure. To this end, consider introducing some of these treasures early, while others might resurface periodically when the PCs return here and recuperate—possibly after a friendly NPC uncovers a magic item and then gives it to a PC as a gift.

CHAPTER 1 SYNOPSIS

With the ruthless Ruzadoya Swiftmane now leading the Wildwood Lodge, Emorga All-Seer and the PCs establish a new lodge in exile—the Rootweft Lodge—to oppose Ruzadoya's violent agenda. After helping these rebels settle into their new headquarters and performing a patrol, the PCs learn that agents of the Wildwood Lodge are scouring the Verduran Forest for relics, weapons, and magic once used by the legendary druid Ghorus. The PCs must race to claim these dangerous relics for themselves. In the process, they investigate ancient places of power and gain new allies. On the doorstep of Ghorus's Garden, the PCs battle Khasprickle, the warmongering pukwudgie, and save the immortal dweomercat Felivaine from a violent end.



TERN HILL

The landmark known as Tern Hill is a partially collapsed cavern, creating a massive, verdant hollow open to the sky. Three massive trees grow around the hollow's perimeter, topping the hill like a crown. The tips of their boughs and roots intertwine, with some roots emerging from the earth in tall arches. Given the only routes into the hollow involve traversing the winding tunnels, rappelling down from the summit, or flight, Emorga believes this unique site will shelter the Rootweft Lodge as it gathers strength.

The following notable locations are within Tern Hill and the Rootweft Lodge.

Entry Caverns: Tern Hill's entry is a verdant cavern system. Consisting of three large caverns connected by wide, curving tunnels, the caves ascend inside the hill, cresting at a freshwater spring. Streams branch from this spring, providing water throughout Tern Hill. The cavern is frequently open to the sky, allowing in light, plants, birds, and other animals.

A PC who succeeds at a DC 24 Perception check discovers a hidden side cavern that is dry, isolated, and would make a perfect storehouse. Inside are the skeletal remains of a Taldan soldier, lost millennia ago during the First Army of Exploration. This soldier still clutches a *clear cutter's axe* (page 77) in their hand and has a moderate nail bomb (page 78) and a moderate defoliation bomb (page 77) hooked onto their belt.

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Hub: The entry caverns open into the mile-wide concave summit of Tern Hill. While the Rootweft soon spreads across the hollow, the region closest to the caverns is named the hub. Here, people gather, eat, plan, and socialize. Living quarters line the hub's edges, making it a vibrant community and the heart of the Rootweft.

Council Hearth: Located on a raised rocky shelf overlooking the hub, the Council Hearth is a meeting area for Rootweft leadership to discuss, plan, and chart the future. Council Hearth rings a bonfire that Emorga uses as a divinatory focus.

Tangle: The roots of Tern Hill's three great trees stretch all the way to the hollow's center. There, they weave around each other, forming the walls of a cylindrical well that plunges 30 feet into an even deeper, more convoluted cavern network. These uncharted passages form a three-dimensional maze that extends far underground. A PC can spend a day exploring and charting the tunnels, attempting a DC 24 Survival check. If they fail, they emerge back on the surface, having gotten lost numerous times. If they succeed, they arrive in a domed, subterranean chamber. Its ceiling twinkles with tiny lights, forming a star map that doesn't match Golarion's night sky. Curative magic suffuses the area, and any creature who rests here for 8 hours is affected by a 4th-rank *heal* spell and a 4th-rank *cleanse affliction* spell. However, resting here more than once per week also targets the visitor with *nightmare* (DC 24 Will save).

Once a PC successfully navigates to the domed chamber, the PCs can access the chamber with only 30 minutes of spelunking.

Trees: The three massive trees crowning Tern Hill are the Grand Oak to the north, the Grand Cypress to the southeast, and the Grand Sycamore to the southwest. Two dozen leshies, led by the cantankerous and canny **Sternbrow** (leaf leshy elder), live beneath Grand Oak. If the PCs treat the Grand Oak and Tern Hill with respect, these leshies mind their own business, but if the PCs mistreat their tree home, Sternbrow leads these leshies in sabotaging the Rootweft's efforts and supplies.

A flock of intelligent sparrows live in the upper boughs of Grand Cypress. They don't trust visitors, instead dive-bombing any PC who climbs there, chirping loudly and announcing in broken Common

that the intruder doesn't belong. However, a PC can win the birds' respect by singing beautifully (a DC 24 Performance check) or, if the PC can fly, by succeeding at a DC 24 Acrobatics check to perform impressive aerial maneuvers. If mollified, the sparrows are willing to deliver messages or small objects throughout the forest for the PCs, demanding 1d4 gp of goods per delivery. The birds accept payment in berries, shiny objects, good nesting material, and hours-long performances equivalent to Earning Income with the Performance skill.

If the PCs earned at least 3 Influence Points with **Glitterbeak** (awakened raven autocrat) during in *Pathfinder Adventure Path #201: Pactbreaker*, the shimmering corvid and his mighty entourage take up residence in the tree's canopy, chasing away the resident sparrows. Glitterbeak requires no further impressing, and he commands his flock to perform deliveries as the

sparrows would, albeit for only 1 gp of goods or services. Furthermore, Glitterbeak regularly sends out scouts to find new treasures for his nest, and he's willing to share some with a favorite PC. In practical terms, Glitterbeak's flock can recover one allotment of treasure that the PCs might otherwise overlook during this adventure, delivering it to them the next time they're in Tern Hill.

Moon Blossoms: At the hollow's east end stands a large cherry blossom tree whose flowers open with each full moon, regardless of the season. These blossoms glow like twinkling stars, dimming swiftly once plucked. A creature that sits under this tree for at least 1 hour during the full moon witnesses future events, as if they'd cast *read omens*. Each creature can gain this benefit once per full moon.

Rocky Shelf: A PC who explores the southern perimeter of the hollow and succeeds at a DC 24 Perception check discovers a rocky shelf, camouflaged by leaves, that provides an excellent view of the southern forest and distant Isle of Arenway. Discovering this lookout point grants the PCs 1 Defense Point (page 8).

Standing Stone: Entangled in the roots of the Grand Oak is a 30-foot-tall standing stone with a perfectly hexagonal cross-section. Dirt, moss, vines, and other growth cover the monolith, whose surface resembles rose quartz crystal. Once a PC spends a day cleaning this growth, the monolith begins glowing softly with calming pink light, projecting a 30-foot aura with the effects of *calm* and *ring of truth*.



Livi Leapingheart

ROOTWEFT LODGE

The following are notable members of the Rootweft Lodge whom the PCs gradually meet while exploring Tern Hill. Some have a task the PCs can accomplish on their behalf, earning their favor and strengthening the Rootweft. Some NPCs aren't automatically part of the Rootweft Lodge, instead joining later or only if the PCs made a connection during the previous adventure. These NPCs and others appearing in this adventure are summarized in the following table.

ROOTWEFT ALLIES

Name	Role	Recruited
Breetzeetzeem	Cook	—
Brilalil	Draconic Firebrand	Event 9
Corenna	Merchant	Event 2
Emorga	Leader	—
Felivaine	Advisor	—
Glitterbeak	Scavenger King	PF 201
Grendabor	Guard Captain	—
Jaerdan	Young Ranger	—
Koata Inuu	Hunter	Event 2
Livi Leapingheart	Scout	—
Madge	Healer	—
Poshov	Housekeeper	—
Thuja	Warrior	—
Vandalya	Magical Crafter	PF 201

Breetzeetzeem (male melixie^{LOAG} cook) is head cook for the Rootweft Lodge. He isn't shy about asking for help and is usually in the hub, bossing around an ever-changing team of "volunteers" in his efforts to keep enough food on the table. Breetzeetzeem adores sweets, so he always has an extravagant dessert on the menu. When he isn't corralling guards into peeling potatoes and scouts into serving soup, Breetzeetzeem enjoys a game of prismari or a round of flying.

Emorga All-Seer (female awakened immense tortoise wizard) is leader of the Rootweft and a powerful diviner. She's well-respected and wise but ponderous and prone to hesitation.


Grendabor the Just (male arboreal adjudicator) is an arboreal warrior known for his fair-mindedness and even temper, often called on to settle disputes and keep the peace. Longtime confidante of Emorga and Valenar the Green, Grendabor is prime guardian of the Rootweft. He leads the guards, soldiers, and scouts, and he has vowed to defend the sanctity of the Verduran Forest to his dying breath. Grendabor's words have weight, and his presence inspires. Grendabor asks the PCs to explore Tern Hill and report anything of note. As the PCs gain notoriety, he asks that the PCs mentor the Rootweft's inexperienced guards.

Thuja (female wood giant^{B2} athlete) joined the Rootweft to defend the Verduran Forest and its people. Although strong and reliable, she lacks combat experience and is a low-ranking guard posted at the hub. Before the PCs first leave Tern Hill, Thuja asks them to keep an eye open for a purple fey dragonet named Brilalil, a friend she got separated from following Ruzadoya's election, whom Thuja hasn't seen since. If the PCs bring Brilalil back to Tern Hill, Thuja rewards them with a *greater feral linguist* (page 78) and a *potion of quickness*.

Jaerdan (nonbinary human ranger) is a scout in their mid-twenties and a grandchild of Valenar the Green. Considered young and inexperienced, Jaerdan is determined to follow in the footsteps of their grandfather by becoming a great and respected leader. Ambitious and optimistic, yet burdened by loss, Jaerdan comes off as mercurial, switching between excitement and melancholy with little notice. Jaerdan thanks the PCs for destroying the creature who killed their grandfather and asks them to follow up on any leads regarding his death—but not at the expense of the living! After the PCs visit area **B**, Jaerdan rewards them with two *sighting shot* arrows (*Pathfinder Treasure Vault* 82) and a *navigator's feather* (page 79). Jaerdan appreciates any advice and mentorship that the PCs might offer them and could become their trusted protege. If needed, Jaerdan uses the statistics for a guide (*Gamemastery Guide* 217).

Livi Leapingheart (female awakened rabbit spy) is swift, silent, and clever with exceptional hearing and a keen nose for danger. Livi is a spy for the Rootweft, dashing through the forest to gather information, scout locations, and spy on the Wildwood Lodge and its agents. She has boundless energy and takes pride in her quick feet and exceptional leaps. When she isn't slinking through the forest, Livi adores singing and is often found stomping out a percussive beat with her feet while singing a jaunty tune. Despite working alone, Livi loves company and making new friends.

Madge (agender old gathlain^{B3} healer) is a talented herbalist and medic. Born in the First World, Madge migrated to the Universe a millennium ago; they're old and weathered with gray hair and a cackling laugh. Madge is sarcastic but good natured, though they mock as often as they encourage. They consider the Rootweft their wayward grandchildren, and they're always ready with a chiding remark, sound advice, and a drink—usually a cup of fortifying tea or a *healing potion* for the road. Madge can heal the PCs' wounds and afflictions for free whenever they're at Tern Hill as well as sell potions and alchemical concoctions for fair prices.



Poshov (male domovoi^{B3} caretaker) is a pacifist and was bonded to the Wildwood Lodge on the Isle of Erran until Ruzadoya was elected. Poshov maintains the Rootweft Lodge, primarily the lodgings, kitchens, and camps around the hub. In addition to cleaning, he repairs anything broken, manages supplies, and organizes and directs volunteers. Poshov enjoys building furniture, weaving baskets and rugs, and crafting decor and other knickknacks that he claims “make the place more homey.” He’s frantic in his actions, as he feels he has far too much to do and very little to work with. If the PCs offer to help, Poshov gratefully adds them to his list of assistants and assigns them simple tasks, like cleaning, washing linens, or tending to the firepit. If the PCs ever give Poshov a glass of milk or a heartfelt gift, Poshov is stunned and thanks them. The next morning, he leaves them a *traveler’s any-tool* as a gift.

If the PCs earned her allegiance in the previous adventure, **Vandalya Swiftmane** (female centaur artisan) struggles to find her place among the Rootweft. She sets up shop as a magical crafter, capable of applying runes and crafting magical items. In time, she earns the respect of the Rootweft Lodge. She regrets that life has taken her from her sister’s side, but she doesn’t doubt her decision to leave and take a stand. As the adventure progresses and Ruzadoya’s actions become more extreme, Vandalya comes to believe some foul force corrupted Ruzadoya during her death and subsequent revival.

SETTLING IN

The adventure opens as the PCs arrive at Tern Hill the day after the Rootweft Lodge moved in. Emorga encourages the PCs to explore Tern Hill and speak with “those who have joined our cause.” She hopes their presence will settle nerves and soothe spirits. Allow the PCs to explore Tern Hill, socialize, and perform downtime activities. When you’re ready to proceed, begin Rootweft Events (see below).

Defending Tern Hill: Throughout this adventure, Tern Hill serves as a home base. It’s likely the PCs use downtime to perform activities that improve Tern Hill’s defenses. Use the Defend Tern Hill activity to track these efforts. Keep note of the number of Defense Points the PCs earn, as they become useful when the Rootweft is attacked in Chapter 2.

The default DC for this activity is 24. Consider providing a small circumstance bonus to a PC’s check if they have an especially resourceful strategy for bolstering defenses. Consider increasing the DC by 2 or even 5 if the PCs repeatedly use the same strategy or skill; there’s only so much they can accomplish if they don’t diversify their defenses.

DEFEND TERN HILL

DOWNTIME

You spend 8 hours performing tasks to aid in the defense of Tern Hill and its people, such as constructing fortifications, setting snares, patrolling, or training other members of the Rootweft. Roll a skill check related to the specific task you perform. The GM determines which skill or other check is required, such as Crafting to build a barrier, Perception to man a watch post, or Diplomacy to train noncombatants. You earn a number of Defense Points based on your check result.

Critical Success: Tern Hill gains 2 Defense Points.

Success: Tern Hill gains 1 Defense Point.

Failure: Your efforts earn no Defense Points.

Critical Failure: Tern Hill loses 1 Defense Point. This can’t reduce the total Defense Points to less than 0.

Other Allies: It’s likely the PCs have allies who aren’t present at Tern Hill yet with whom they want to maintain contact, such as Alyce Quinley in Bellis or Tanasha Starborne in Wispil. Emorga requires the PCs to stay close to Tern Hill, but the PCs can use magical communication or hire the Grand Cypress sparrows as messengers. Alternatively, when the PCs leave Tern Hill later in this chapter, they can travel as they desire.

Alyce is training a volunteer militia that fights off attacks from the Wildwood Lodge (during Chapters 1 and 2) and woodwarps (during Chapter 2). Tanasha heard that Taldor sent diplomats and soldiers to contact Ruzadoya. Midway through Chapter 1, she dispatches a spy to investigate the disappearance of these diplomats.

Rootweft Events

At the beginning of this adventure, the Rootweft is settling into Tern Hill, organizing, and growing. Emorga and Grendabor meet with other influential members to determine their course. Combat capable volunteers join the guards or scouts, noncombatants labor within the camp, and new members trickle in daily. The atmosphere is dour, and Ruzadoya’s name is spoken with fear, confusion, and outrage. During this time, the PCs remain close to the budding base and help as they desire. The following events occur during this uncertain time.

EVENT 1: THE FEAST

Breetzeetzeem hosts a feast to foster community and lift spirits. He asks the PCs to help with preparations. Each PC should select a task and attempt its associated skill check (DC 24). The tasks are gather supplies (Survival, Fishing Lore, or Hunting Lore), prepare



food (Crafting or Cooking Lore), decorate (Crafting or Performance), or spread the word (Diplomacy). If at least half the PCs succeed at their skill check (rounded down), Breetzeetzeem is thrilled and gives the PCs an extra helping of dinner.

The feast is a heartening event. Emorga tells stories, Livi sings (inspiring Jaerdan to dance), and (if present) Vandalya stargazes. However, not everyone is content; later in the evening, **Gusto Barrelbelter** (male boarkin), a grizzled competitor the PCs met during the Greenwood Gala, interrupts the festivities with a frustrated tirade.

The boarkin warrior snarls as he stands, hurling a chair—newly made by Poshov—behind them. “This is the plan? Ruzadoya’s starting a war, and we’re partying?”

If Vandalya is present, he adds, “And alongside our enemy’s sister, no less! Another Swiftmane traitor!” which causes the centaur to shift uncomfortably. Gusto then spits on the ground and continues.

“I thought the All-Seer was wise, but it’s been days and we’ve done nothing! Ruzadoya will choke the life from this forest before we make a move. Mark my words, the Rootweft will wither on the vine!”

A worried silence falls over the crowd. Breetzeetzeem seems ready to cry, in part because the chair jostled a serving table and toppled one of his foods onto the ground. Some look to Emorga to calm everyone, but the tortoise is considering her words too slowly, causing more unease. Ideally, one or more PCs should intercede to maintain morale. Each PC can attempt a DC 24 skill check to help the situation, focusing on either consoling Breetzeetzeem or encouraging the crowd. It might involve an Intimidation check to quiet Gusto, a Performance check to give a rallying speech, a Crafting check to repair the thrown chair, or a Diplomacy check to console Breetzeetzeem, among other possibilities. If the PCs helped Breetzeetzeem prepare the feast, they gain a +2 circumstance bonus to checks to console him. Likewise, consider granting a PC a small circumstance bonus to any check to rally the crowd if they reference hardships encountered and overcome earlier in the adventure, showing how the Rootweft Lodge can surmount whatever challenges lie ahead.

Treat any check to encourage the crowd as if the PC were Defending Tern Hill (page 8), though the PCs can’t earn more than 2 Defense Points in this way.

If a PC successfully calms Breetzeetzeem, he thanks them and prepares up to three snacks that each

WOODLAND MAPS

This adventure features unmapped forest and swamp encounters. GMs who prefer premade maps can easily use flip-mats and flip-tiles to create suitable maps in moments. Some particularly useful maps are noted below.

- Pathfinder Flip-Mat: Bigger Forest
- Pathfinder Flip-Mat: Enormous Forest
- Pathfinder Flip-Mat: Forest Multi-Pack
- Pathfinder Flip-Mat: Jungle Multi-Pack
- Pathfinder Flip-Mat: Swamp Ruins
- Pathfinder Flip-Mat Classics: Forest
- Pathfinder Flip-Mat Classics: Swamp
- Pathfinder Flip-Tiles: Forest Starter Set
- Pathfinder Flip-Tiles: Wilderness Starter Set



function as a common alchemical elixir of 5th-level or lower (delivered as parting gifts as the PCs go adventuring). If nobody succeeds, the dejected melixie abandons the Rootweft Lodge.

Treasure: If the PCs inspired the crowd, Grendabor commends them for their leadership and rewards them with a *swift block cabochon* to keep them safe in their upcoming adventures. If the PCs failed to inspire the crowd, Emorga is unworried. “Fear is natural in times such as these. Understand the cycle. With time and care, hope will outshine despair.” Regardless of the outcome, Emorga rewards the PCs with a *sage’s bloom* (page 79) for their support.

EVENT 2: PATROL

Emorga asks the PCs to go on patrol, explaining that the guards defend Tern Hill and the scouts travel in ever-widening sweeps, but there’s lots of ground to cover before the nearby territory is safe enough to risk launching any missions farther afield. Emorga gives the PCs details for their assigned patrol route, which is expected to take 2 days. The following four encounters occur during their patrol.

Snares

The PCs enter the hunting grounds of **Koata Inuu** (female strix^{LOAG} hunter), an antisocial hermit. Koata Inuu appreciated the quiet majesty of Tern Hill, and the sudden influx of Rootweft rebels has put her on edge.

Hazards: Koata set some razor snares along a game trail—the same trail the PCs are traversing.

Trivial 8

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RAZOR SNARES (2)

HAZARD 4

MECHANICAL TRAP


Stealth DC 25

Description Slender razor wire snags a creature, yanking its feet to knock it down.

Disable DC 22 Survival or Thievery (trained) to snip the wire without getting snared

AC 21; **Fort** +15, **Ref** +8

Hardness 10; **HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage

Snag  **Trigger** A creature steps into the square with the snare tripwire; **Effect** The snare makes a snare Strike against the triggering creature.

Melee snare +15, **Damage** 4d6+10 slashing plus 1d6 persistent bleed, and the target is grabbed (Escape DC 23). On a critical hit, the target is also knocked prone.

Creatures: Koata Inuu begins the encounter in her hunter's blind, 40 feet up a tree alongside the game trail. Originally from Taldor, Koata moved to the Verduran Forest to escape the greed, politics, and prejudices of home. She doesn't want war but won't fight to prevent it either. Koata wants to be left alone, to hunt and gather for survival in her own quiet little patch of the forest.

When the PCs trigger or disable Koata's snare, she orders them to turn around and leave her territory. Koata lets the PCs explain themselves but is uninterested in current events. A PC who attempts to negotiate with Koata for passage must attempt a DC 24 Deception, Diplomacy, or Intimidation check. On a success, Koata agrees to let the PCs and Rootweft members pass through her territory but insists they stay off the game trail and leave her alone. On a failure, Koata demands the PCs leave and attacks if they refuse. If the PCs don't attempt to negotiate, she likewise attacks. Koata surrenders if reduced to 40 Hit Points or fewer, and she angrily offers the PCs and the Rootweft passage through her territory as capitulation.

KOATA INUU

CREATURE 8

UNIQUE N MEDIUM HUMANOID STRIX

Female strix elite hunter (*Pathfinder Bestiary* 6, *Pathfinder Gamemastery Guide* 219)

Initiative Perception +19, **Stealth** +19

Speed fly 25 feet

Melee  talon +20 (agile, finesse), **Damage** 1d6+11 slashing

Development: Koata's opinion of the PCs affects Bringing it Home, at the end of Chapter 2.

Resources

The PCs pass numerous areas that contain resources valuable to the Rootweft. Ask each PC to attempt a

DC 24 Nature, Perception, or Survival check. Each PC who succeeds notices one of these resources and can memorize its location. The resources include a patch of strawberry bushes, a large flock of partridges, a shallow pond grown over with wild rice, and a trio of duskwood trees.

Animal Attack

Moderate 8

The PCs enter a flooded portion of the forest, where the river frequently overflows its banks. Frogs, ducks, mosquitoes, and other insects are plentiful. The water levels vary from 2 to 5 feet deep.

Creatures: The water has also attracted a pair of krooths, armored predators known for hunting alligators, but they consider the PCs as equally compelling prey. The krooths lie in wait beneath the water's surface, launching their ambush once a PC is near. The krooths fight until one of them is killed, at which point the second flees.

KROOTHS (2)

CREATURE 8

Pathfinder Monster Core 213

Initiative Stealth +18 (+20 in water)

Blood Trail

The PCs discover signs of violence along a steep, forested hillside zigzagged with switchbacks. Fresh blood speckles the ground, and humanoid footprints mar the earth. A PC who succeeds at a DC 24 Perception or Survival check determines that a small humanoid was running along the path when a projectile wounded them.

A PC who succeeds at a DC 20 Survival check Tracks the footprints 100 feet uphill, where the trail ends, as the wounded figure fell downhill. The DC of Athletics checks to Climb or Acrobatics checks to Balance down the steep slope is 22. A PC who takes the switchbacks doesn't have to attempt a check but takes much longer.

The wounded traveler is **Corenna** (pangender gnome merchant), a merchant who travels within and around the Verduran Forest. A Wildwood soldier named Drinesh tried to coerce Corenna into joining Ruzadoya's service. When Corenna refused, Drinesh and her soldiers hunted Corenna like an animal. Corenna escaped but was heavily wounded, and they took a bad tumble down the hill. Their leg is broken, but they remain conscious. If the PCs chose to take the switchbacks to get down the hill, they're instead unconscious.

When the PCs arrive, Corenna begs for aid, urging the PCs to hurry lest "Ruzadoya's butchers return to finish the job." When safe and healed, Corenna shares their story with the PCs, explaining that their tormentor was named Drinesh and was the leader of a platoon

of soldiers that serve Ruzadoya. Corenna describes Drinesh as a gaunt sluagh (an uncommon fey who resembles a harpy) with razor-sharp teeth, red-feathered wings, and a bald head tattooed with a spiral pattern.

Development: If the PCs bring Corenna to Tern Hill, they join the Rootweft and set up shop in the hub. While accustomed to living on the road and doing business out of their *spacious pouch*, Corenna enjoys living among the Rootweft and dubs their “stall” Corenna’s Miraculous Market. Corenna buys, sells, and trades goods, and they can special order items for the PCs that arrive by indiscernible means 1 week later when Corenna pulls the item out of their bag with a flourish.

If the PCs don’t investigate the blood trail, Jaerdan finds Corenna dead the following day. Their corpse is brought to Tern Hill, and the members of Rootweft mourn them—many knew Corenna well and appreciated their visits. Their bottomless bag of merchandise is never found.

EVENT 3: BATTLEGROUND

MODERATE 8

Carrion birds (Glitterbeak’s flock, if he joined the Lodge) congregate on the horizon. When the PCs investigate, they discover the remains of a camp, its once-opulent tents now torn, bloodstained, and looted. Over two dozen corpses litter the area; most are soldiers from Taldor, but there’s also one mitflit dressed in ill-fitting armor stamped with the sigil of the Wildwood Lodge. A PC who succeeds at a DC 24 Survival or a DC 22 Warfare Lore check determines that the camp was ambushed in the night. A PC who examines the bodies notices that many are pierced by sharp, familiar looking quills (Khasprickle’s) or suffered burns.

Creatures: **Altinus Madasio** (male human Lion Blade) watches the PCs from the surrounding forest. Altinus is a spy and member of the Lion Blades, dispatched by Tanasha Starborne to investigate the disappearance of multiple Taldan diplomats and their entourage. The diplomats were sent to contact Ruzadoya Swiftmane and reassert the Wildwood Treaty. Instead, they were killed by Khasprickle and his cronies, including **Sylvarindarian** (male sprite agitator) and **Ashendeath** (female elananx). Altinus arrived shortly after the PCs.

The trauma inflicted by the fey has caused four of the corpses to rise as sulfur zombies. They attack when the PCs investigate the corpses and fight to their destruction.

SULFUR ZOMBIES (4)

CREATURE 6

Pathfinder Bestiary 3 303

Initiative Perception +12

Development: After the battle, Altinus calls out from hiding, demanding that the PCs identify themselves. He knows nothing of the Rootweft Lodge or its claims to legitimacy, so he’s disposed to dismiss the PCs’ cause and retreat after a brief conversation. That said, if a PC succeeds at a DC 24 Diplomacy or Society check to convince him of their or the Rootweft’s importance, he emerges from hiding to speak further.

Altinus probes the PCs for information, asking questions but answering few. He’s willing to admit that he was dispatched to find a contingent of missing diplomats, that the diplomats were charged with reasserting the Wildwood Treaty, and that the diplomats and their entourage are the corpses throughout the camp. He’s also willing to introduce himself but won’t reveal his connection to Tanasha. If the PCs ask Altinus to join the Rootweft, he refuses, insisting that he must depart and report to his superior.

Treasures: A PC who searches the tents and succeeds at a DC 24 Perception check finds a *fortune’s coin* with one eye closed (*Treasure Vault* 114).

Rootweft Conclave


After the PCs complete **Events 1–3**, Rootweft leadership arranges a conclave to review recent findings and plan next steps. Led by Emorga and Grendabor, this meeting is attended by numerous scouts, guards, and other agents, including Thuja, Jaerdan, Livi, Madge, Vandalya, and the PCs. Once everyone has gathered at the Council Hearth, Emorga starts the meeting.

“Welcome,” Emorga begins. “Thank you for your patience. The Rootweft Lodge sprouted in a hurricane, and while time is precious, it’s important we act with forethought.”

Grendabor nods. “Thanks to the tireless efforts of our guards and scouts, we’ve learned Ruzadoya has three objectives. First, sparking war between the Verduran Forest, Andoran, and Taldor. Multiple strike forces roam the forest to root out and destroy any allies of Andoran and Taldor, likely affecting settlements like Bellis, Fusil, and Wispil. These strike forces will likely target settlements beyond our borders when Ruzadoya has eliminated sympathizers and rebels—rebels like us. I have dispatched forces of our own to track and waylay these foes.”

Emorga nods, adding, “I will bend my divinations to aid the scouts in their endeavor.”

“Second,” Grendabor continues. “Wildwood agents are conscripting residents to join Ruzadoya. Those who refuse are captured or killed. We can’t stop such a widespread effort, but we are spreading word to help innocents avoid this fate. All of us who travel beyond Tern Hill should watch for such behavior and offer aid when possible.”



"Lastly, Ruzadoya seeks Ghorus's legacy," adds Emorga, drawing a collective gasp from attendees. "Yes, I share your fears. Ruzadoya has ordered her followers to locate, plunder, and reactivate sites with a connection to Ghorus and his long-fallen lodge. You've all heard tales of the devastation Ghorus unleashed during his ill-fated war with Taldor before he fled in disgrace. I'm sure you know of the nightmares that could descend upon us: experimental magic, volatile weapons, mutated beasts, and much more that has been lost to history. Ruzadoya would wield this legacy against all of us—to reshape our home into a vehicle of war. We can not let her."

Emorga asks the PCs to perform a special mission: learn about Ghorus, visit his holdings, and retrieve any magic and weapons from these sites before the Wildwood Lodge does. Emorga provides them with two leads.

Corazal: The PCs have a powerful ally in Corazal. Emorga suggests the PCs visit Corazal to learn about Ghorus and where his ancient strongholds might have once stood. Emorga reminds the PCs to be patient, as Corazal requires time to scan for lost lore and sift through their memories

Felivaine: One of Ghorus's followers still lives—an immortal dweomercat named **Felivaine** (male dweomercat). Emorga suggests the PCs find and speak with Felivaine, for there's no greater source of information on Ghorus and his past operations. At this, Grendabor disagrees, noting that Felivaine can't be trusted. After all, if the dweomercat fought alongside Ghorus, he might be equally sympathetic to Ruzadoya. Felivaine lives in Eilwith Glen, in the northeastern Verduran Forest.

When the conclave ends, Grendabor gives the guards and scouts deployment information, and the other attendees disperse. Emorga reminds the PCs that Rootweft Lodge is here to support them and that Tern Hill will always be a safe place for them to rest, resupply, and take solace in community.

The Search Begins

When the PCs depart Tern Hill, a crowd gathers to see them off with Emorga watching from above at Council Hearth. The PCs can tackle their leads in any order. Each provides clues to Ruzadoya's ongoing schemes and the druid Ghorus's past exploits. These clues also present additional leads, which the PCs are expected to explore further on as they see fit.

While the PCs investigate, they also encounter **Events 4–6**, which occur at a time and location of the GM's choosing. These events are detailed under Research Events on pages 23–24.

VIRIDIAN NEXUS

Corazal is an ancient conrasu whose roots have tapped into a vast root network that stretches from one end of the Verduran Forest to the other. Through this rootweb, Corazal can perceive countless events that occurred in the Verduran Forest. Emorga and the PCs have already used Corazal's rootweb to identify flash points in the present but have yet to delve into the annals of the past. Like a diver who plunges into the ocean looking for a specific fish, sifting through the vast histories at Corazal's disposal poses a challenge. If the PCs are successful, it will give them insight into who Ghorus was, the powers at his disposal, and the regions in which he operated.

When the PCs arrive seeking answers, Corazal informs them that some of Ruzadoya's followers visited recently, also seeking information on Ghorus. Corazal judged them unworthy and turned them away. Corazal assures the PCs that they stand with the Rootweft Lodge. If asked, they describe these Wildwood agents as a foul tempered pukwudgie (Khasprickle) and a humanoid made entirely of flowers and leaves (Unaasi, page 92).

Research Subsystem: To determine what information the PCs learn while researching at the Viridian Nexus, use the research subsystem from pages 190–191 of *GM Core* and the Viridian Nexus library stat block below. The PCs use the Research downtime activity to perform their research. The more Research Points they gain, the more they'll learn about Ghorus, his legacy, and his past holdings, which can guide them to other encounter locations.

Using the Viridian Nexus for an extended period can have a harmful effect on the PCs. Each day a PC performs Research, that PC must attempt a DC 22 Will save. On a failure, they become stupefied 1 or, if they're already stupefied, the value of their stupefied condition increases by 1, up to a maximum of stupefied 5. When a PC reaches stupefied 5, Corazal refuses to let that PC continue to use the Viridian Nexus until they recover completely. This stupefied condition remains until that PC goes 1 week without performing Research at the Viridian Nexus, or until their stupefied condition is otherwise removed.

VIRIDIAN NEXUS

LIBRARY 8

FEY PLANT PRIMAL

Corazal Entreat Corazal to sift through the past on your behalf; **Maximum RP** 5; **Research Checks** DC 20 Diplomacy, DC 24 Performance, DC 24 Society, DC 29 Intimidation

Foliar Treatise Corazal's leaves detail events of the past in tiny, ever-shifting text; **Maximum RP** 10; **Research**

Checks DC 19 Academia Lore or Library Lore, DC 22 Nature, DC 24 Society, DC 26 Perception

Rootbound Record Spiritually connect with Corazal's roots to tap into the soul of the Verduran Forest, and view visions of the past; **Maximum RP** 15; **Research Checks** DC 19 Academia Lore or Library Lore, DC 22 Diplomacy, DC 22 Occultism, DC 24 Perception (Sense Motive)

Wyrwood Researchers Dozens of wyrwood attendants perform their own research, some have information pertinent to your studies; **Maximum RP** 5; **Research Checks** DC 22 Diplomacy, DC 24 Stealth, DC 26 Society

5 Research Points Ghorus founded his lodge, the Gorothe Lodge, in response to Taldane expansionism. Incensed by Taldor's unchecked greed and the destruction of swaths of the Verduran Forest, Ghorus rallied the forest's inhabitants to fight back and resist. He often spoke to his followers from the same location—a quartet of ancient menhirs nestled into a hillside in the eastern Verduran Forest. His followers named this site Coronet, but with the fall of the Gorothe Lodge, it was abandoned, and its location lost. Today, Ghorus's legacy is complicated—he was a powerful spellcaster who deeply cared for the wilds, yet his aggressive strategies caused countless deaths.

10 Research Points Ghorus was well-known for pushing the boundaries of magic and nature and experimenting with plants. He created countless new spells, items, weapons, and even creatures, most of which involved plants and fungi. While leader of the Gorothe Lodge, Ghorus conducted these experiments within his private abode, a place he referred to as his garden. Many of the weapons Ghorus created were terrifying and caused widespread devastation—from crops animating and strangling their farmers to half-beast, half-tree terrors spilling out of the forest to level villages. Many believe the nature of these experiments is why the location of Ghorus's Garden remained secret to all but Ghorus's most loyal and devoted followers.

15 Research Points As the war with Taldor dragged on and Ghorus spent more and more time isolated in his Garden, the forest's inhabitants grew weary of conflict. Taldor mounted a decisive strike against Ghorus and his waning lodge. Ghorus survived and fled the Verduran Forest with what disciples, specimens, and weapons he could, eventually settling in Nex where he's more famous for creating ghorans. Ghorus was forced to leave behind many of his creations and experiments. The few that have been rediscovered have caused death and destruction. Additionally, the PCs discover the location of a storehouse used by the Gorothe Lodge (area B).

20 Research Points One of the more insidious creations to come out of Ghorus's Garden were tainted seeds, which the Gorothe Lodge scattered throughout Taldor's countryside. When watered, they sprouted into

dangerous fungal creatures called cythnophorians, which infected and killed a host, took possession of its corpse, and fed on it as they spread their spores. Despite their power, Ghorus considered the cythnophorian seed pods a clumsy weapon and crafted other weapons with similar powers that could be better directed. Chief among these items was the *Cythbikian staff* that, when plunged into the ground, spread a fungal network across a vast area. This fungal network coiled around any living creatures present and forced them to attack and kill everything nearby, wielding them like conscious, living puppets.

25 Research Points To protect his dangerous weapons and experiments, Ghorus utilized a variety of plant guardians. These measures included hazards and traps, such as flowers with acidic nectar as well as constructs like a swordkeeper^{B3} to keep the *Cythbikian staff* contained.

From this point on, the DC of all checks to perform research increases by 2, as the information remaining is very obscure.

30 Research Points At its height, the Gorothe Lodge was vast, and many structures were built to support its members and their war effort. Nearly all were abandoned or destroyed by the end of the war, and those few remaining who knew purposefully forgot these locations. The PCs discover the location of multiple such sites. As there are too many to visit in an efficient manner, the PCs should seek aid from Emorga or the Rootweft scouts to narrow down the possibilities.

35 Research Points Seeking any advantages he could, Ghorus studied the ancient stones and trees within the Verduran Forest—sites both natural and wholly unnatural, with a connection to planes beyond. Using these sites as a focus, Ghorus called for aid—and something answered. This being was a green man from another realm called Zibik. Through this spiritual connection to Zibik, Ghorus gained strange insights and powers—including the powers that enabled him to create the cythnophorian seed pods and the *Cythbikian staff*—originally called the *Zibikian staff*. Ghorus established a few holy sites to Zibik throughout the Verduran Forest, yet he kept Zibik's influence over his own actions and powers a secret. As the PCs learn this, they have a vision of a strange object: a wooden latticework sphere with further spheres caged within it. This latticework sphere and those within hover above the ground, spiraling endlessly. The PCs glimpse a hand reaching out to touch the latticework sphere, causing it to pulse with vibrant golden energy and a wordless voice to echo inside their mind. This echo quickly amplifies, causing the PCs real pain as their minds are invaded by a powerful psychic presence seeping with thoughts of collapse, rot, and anger. Each PC takes 4d10+22 mental damage (DC 24

basic Will save) as their mind brushes up against an echo of Zibik's.

EILWITH GLEN

Eilwith Glen is a steep, narrow valley filled with towering, moss-covered trees and old growth. Berry bushes grow along the banks of a river that lazily flows down the valley's center. Eilwith Glen is the demesne of Felivaine, an immortal and capricious dweomercat who once belonged to the Goroeth Lodge. Branded a pariah after the signing of the Wildwood Treaty, Felivaine has remained isolated and aloof for millennia.

In truth, Felivaine feigned devotion to Ghorus after he lost contact with his dearest friend, a human druid named Eilwith, shortly after she joined the Goroeth Lodge. He got close to Ghorus solely to find her again. He never did. For over a century after the fall of the Goroeth Lodge, Felivaine scoured the Verduran Forest for signs of what became of Eilwith. Eventually, Felivaine accepted that Eilwith was dead, and that whatever had happened to her, he would never know. He settled into a glen she'd once lived in, named it after her, and has kept it as his territory ever since.

Despite Felivaine's isolation, he isn't uninformed. Felivaine knows about the death of Valenar the

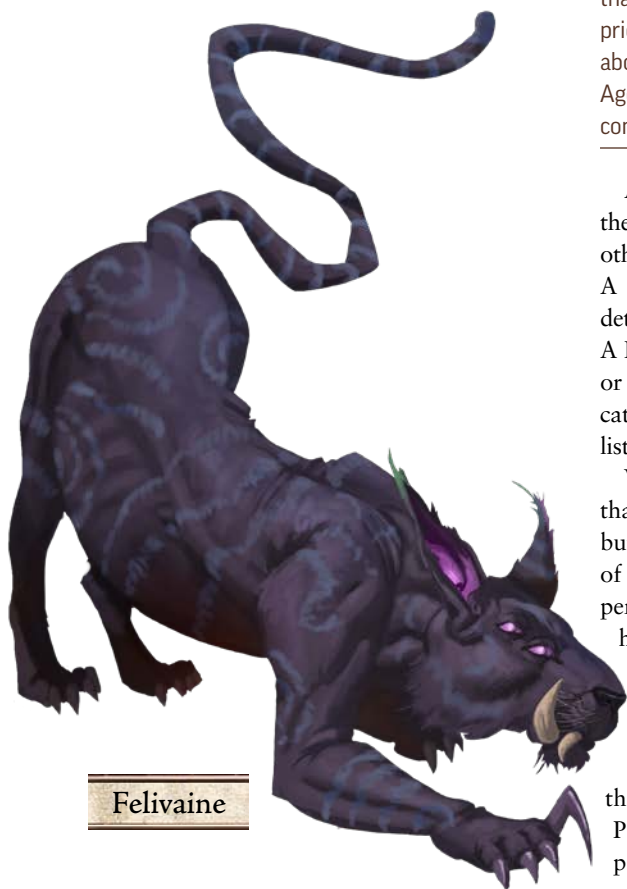
Green and the rise of Ruzadoya Swiftmane. While the PCs might suspect that Felivaine empathizes with Ruzadoya and her warmongering goals, the opposite is true—Felivaine thought Ghorus was a misguided, vengeful fool, and he considers Ruzadoya no different. This brewing conflict isn't enough for Felivaine to seek out the Rootweft Lodge or involve himself intentionally, but that doesn't stop outsiders from bringing this conflict to Felivaine's doorstep. Khasprickle was the first; last week, the malicious pukwudgie sought Felivaine out and asked for the location of the *Cytlbikian staff*. Rather than aid Khasprickle, Felivaine gave him false information and sent him on a wild goose chase—an outcome that Felivaine takes great delight in.

Now, the PCs seek Felivaine out, likewise looking for aid. Felivaine knows all that happens within his territory, and it's highly unlikely the PCs manage to get far before Felivaine surprises them. While lounging in the branches of an ancient tree, he speaks down to them—literally—from his perch.

"Well, well, well," Felivaine purrs as he digs his sharp claws into the bark of his branch perch. "More trespassers who should know better than to disturb me. You smell better than the last ones, at least. Much more appetizing. Less prickly. Let me guess, you've come seeking information about something boring. Ghorus this, Goroeth that, Moot of Ages, Ruzadoya, war, war, war... Tedious. Predictable. Well, come then. Give me your speech, mortals. Entertain me."

Allow the PCs to explain the purpose of their visit. As they speak, Felivaine fidgets, watches passing birds, and otherwise proves himself to be thoroughly disinterested. A PC who succeeds at a DC 26 Sense Motive check determines that Felivaine is listening despite his antics. A PC who succeeds at a DC 28 Deception, Diplomacy, or Performance check while explaining themselves catches and holds Felivaine's interest, causing him to listen attentively from his perch.

When the PCs finish explaining, Felivaine admits that he was once acquainted with "that fool Ghorus" but claims that he doesn't want to relive that part of his life—no fun at all! Felivaine insists the PCs perform a few entertaining tasks for him, to brighten his spirits before he can speak on the past. These tasks are utterly inane, embarrassing, and purely aimed at irritating the PCs while entertaining Felivaine—he laughs uproariously during each attempt. Each PC receives one task, tailored to that PC by the GM. Example tasks include asking a PC with high standards of cleanliness to catch and pin a muddy boar after Felivaine startles it, without



the use of tools; asking a serious PC to loudly sing Felivaine's favorite song—backwards; or asking a heavily armored PC to remove all of their gear and dance through a thorny bramble bush to collect come choice berries. These tasks should require a DC 24 skill check to complete, and the PCs should continue attempting tasks until each of them succeeds. If a PC chooses to complete the task in a way that Felivaine considers un-fun, such as by using a spell or ability that makes the task insignificant, he boos their efforts and gives them a new task to complete. If any PCs chooses not to perform a task, Felivaine chooses not to answer any questions posed by any of the PCs, instead asking them to leave his home until they're more agreeable. If such PCs come back, he creates much more embarrassing and challenging tasks for them to complete out of spite; the DC of these tasks increases to 26.

After each PC performs one (or more) tasks for Felivaine, he asks the party to follow him as he wanders through the glen. After a few minutes, he stops at a small stone cottage, long fallen to disrepair and settles onto the front step.

"When the tides turned against Ghorus, he fled the Verduran Forest for distant lands and left much behind. Ghorus loved things, you see? Books, weapons, plants, his experiments—he loved those most of all—the things he shaped and warped himself. He thought that *things* mattered—a mortal misconception. Thus, Ghorus had a plan to retrieve these lost possessions. He carved instructions into four stone menhirs of his favored pulpit, a place his followers called Coronet. These point to locations of various keys—each a portion of a map that, when combined, would reveal the passage to Ghorus's Garden." Felivaine shakes his head, remarking, "Convolutd, I know, but remember that Ghorus had just lost a war. He saw enemies everywhere. Expected betrayal everywhere. Turns out he was right.

"Ghorus directed a most loyal lackey to share this knowledge with only the Gorothe Lodge's utterly devoted followers. Then they could retrieve Ghorus's treasures and carry them off to him. A foolish hope. I ate his chosen mouthpiece within minutes and left his treasures to rot!"

Felivaine cackles cruelly and pauses, expecting admiration from the PCs. Once satisfied or thoroughly discouraged, he continues.

"Or so I thought. Now, another renegade rallies the Verduran Forest to war, and her minions search under moss, root, and rock for Ghorus's leavings. I'd like to see them fail.

"I will give you the location of Ghorus's pulpit. You can read the menhirs, track down the sites, forge the map, and

dig up the old garden—if you're clever enough. But I require payment. Not in *things*," Felivaine spits in disgust, "but in labor and a very singular memento." He casts a look over his shoulder at the ancient, crumbling stone cabin. "This house belonged to a friend of mine—the dearest friend I ever had. Her name was Eilwith, and she was one of the many who believed in Ghorus. She joined his lodge and was lost to me. I joined the Gorothe Lodge not for Ghorus or his war, but to find Eilwith. I never saw her again. She's dead now, of course. I have no illusions about that—she was human. I doubt that even her corpse remains. I simply ask that you keep alert for signs of her presence or the necklace she once wore. It was gold with a moonstone pendant shaped like a flower. If you find it, bring it to me. Do we have an accord?"

If the PCs agree to Felivaine's demands, he gives the PCs directions to the "pulpit" where Ghorus once spoke to his followers (area A)—this location is the same as Coronet, which the PCs might have learned about by performing research at the Viridian Nexus. Furthermore, he explains that Ghorus used to slip away for weeks at a time to "meditate" in his "private temple." Felivaine followed him one day but saw that there was no temple at all; Ghorus was "just talking to a strange wooden ball from another world."

When he finishes his speech, he allows the PCs to ask questions, which he responds to truthfully, though not always thoroughly. Below are some likely questions and Felivaine's answers.

Who else visited you recently? "A pukwudgie and his cronies came calling. They sought information on some weapons long buried. They were terribly boring, so I sent them on a wild goose chase. They're much more entertaining now!" Felivaine bursts out laughing, and mimics wiping a tear from his eye. "Oh, but don't worry. I like you. I won't lie to you. Honest."

How do you know about Ruzadoya and the Wildwood Lodge? "There's little that I don't know."

Will you join the Rootweft Lodge? "No."

What is Ghorus's Garden? "It's where Ghorus performed experiments on plants and crafted weapons of war. He kept its location a secret."

Where is Ghorus's private temple? "I can't recall. It must have slipped my mind. But don't worry, I'm sure you'll find it in time."

What do you know about the Cythbikian Staff? "It's a weapon that should never have been wielded. Ghorus created it. When he plunged it into the ground, it spawned a web of fungus a mile wide. That fungus moved everything in the area like puppets, forcing them to kill indiscriminately. It's like mind control, only you remember everything.

WHERE'S THE FORT?

The PCs learn about the fort at the Viridian Nexus and Coronet but are unable to pinpoint its location. They should pass this information onto the Rootweft, who'll handle further research and scouting until a site of import is discovered.

When this site is discovered, the PCs are busy performing other tasks, so Grendabor delegates the initial investigation to a team of guards and scouts. This team includes Jaerdan, Thuja, and an eager young scout named **Quibly** (male tripkee tracker). When the PCs next return to Tern Hill, they learn that this team has disappeared from Emorga and Grendabor, and they're dispatched on a rescue mission to area **E**, the fallen fort (page 19).

See everything. The fungus has little insight into how creatures in its coils are supposed to bend and move. Those who survive are broken. The lucky don't survive."

Who was Eilwith? "She was a druid. Passionate. Brilliant. She scratched behind my ears in just the right spot and always laughed at my jokes. She was my friend."

Why do you live in Eilwith Glen? "I live here because Eilwith lived here. I named it after her. To preserve her memory. I didn't want to forget."

Are all dweomercats immortal? "No."

Why are you immortal? "I draw sustenance from the magical conduits that flow through this forest and the greater world beyond. The details aren't pertinent to our partnership. You need only know that, for as long as Golarion exists, time holds no sway over me."

A. CORONET

Coronet, called the pulpit by Felivaine, is a circular stone shelf midway up a rocky hill where Ghorus preached to his followers. The shelf is ringed by four stone menhirs—monolithic stones traced with ancient carvings long covered by moss. Each of these four menhirs depicts a single location within the Verduran Forest. Ghorus placed these carvings as a map, which his loyal followers were supposed to follow. By visiting each of these depicted sites and collecting a slate slab,

they would discover the location of Ghorus's Garden and the treasures therein. Felivaine took great delight in foiling this plan.

A PC who examines the menhirs recognizes three types of carvings. The oldest carvings are of precise geometric shapes and patterns, most involving roots, branches, and leaves. Each menhir is topped by a prominent carving of a coiling, thorned wreath. Finally, each menhir's center includes a depiction of a location with navigational clues. A PC who succeeds at a DC 24 Society check to Recall Knowledge recognizes the wreath as the symbol of the Goroth Lodge. A PC who succeeds at a DC 24 Survival check identifies the three locations depicted. The fourth location is too faded to be legible. Finally, a PC who succeeds at a DC 24 Nature check recognizes that the oldest carvings are meant to depict an otherworldly realm with strong plant themes. A PC who critically succeeds believes that it represents an orderly, wood-themed, apocryphal plane known as the Plane of Wood.

The three locations depicted on these menhirs include a supply depot (area **B**), a temple (area **C**), and a hovering sphere (area **D**). The final menhir depicts a faded fort, but there aren't enough details to provide directions to this site.

Development: If the PCs fail to identify any of these depicted locations, they can consult the Rootweft for answers.

Goroth Lodge

B. SUPPLY DEPOT

This storehouse was one of many in the Verduran Forest. Magically constructed of stone, it's a multi-room structure with a single entrance blocked by a metal gate. The building is overgrown with dense vegetation, and the interior is dim light. The ceilings are 20 feet high throughout, save for the tower whose ceiling collapsed and is open to the sky.

The PCs learn of this location thanks to the incriminating evidence discovered in the aftermath of the Gala attack. While Emorga asked the PCs to postpone investigating this site while more important matters were settled, the PCs find further reference to it (and its location) by performing research at the Viridian Nexus or by examining the menhirs at Coronet.

B1. Entry

The metal gate is ajar. A PC who succeeds at a DC 24 Perception or Crafting check determines that the gate was rusted shut until it was pried open sometime in the last few months.

Inside, the floor is coated in dirt and other filth, and tenacious plants grow along walls and flagstones. A PC who succeeds at a DC 22 Perception or Survival check identifies footprints in the earth; most are animal tracks, but a few are booted footprints from a bipedal humanoid who entered and exited through the gate.

B2. Tower

Moderate 8

The ceiling and wooden stairs within this tower collapsed long ago, leaving it open to the sky. A mound of debris and plant matter is heaped in the center of the room. A PC who succeeds at a DC 20 Nature or Survival check determines the mound is a nest for a large, winged carnivore.

Creatures: The supply depot is the lair of three wyverns. They use the tower as their entry point and nest but can range throughout the supply depot thanks to the wide hallways. The first time the PCs enter the depot, the wyverns are out hunting. They return as the PCs are passing through this room a second time, after exploring area **B3** or **B4**. The wyverns attack the PCs, preferring to fight while aerial. A wyvern flees when reduced to 30 Hit Points or fewer.

ELITE WYVERNS (3)

CREATURE 7

Pathfinder Monster Core 6, 131

Initiative Perception +15

Treasure: A PC who succeeds at a DC 24 Perception check while searching through the mound discovers some valuable gear that once belonged to victims eaten by the wyverns, including a +1 *striking shortbow*, two pieces of *explosive ammunition* (arrow), and 125 gp.

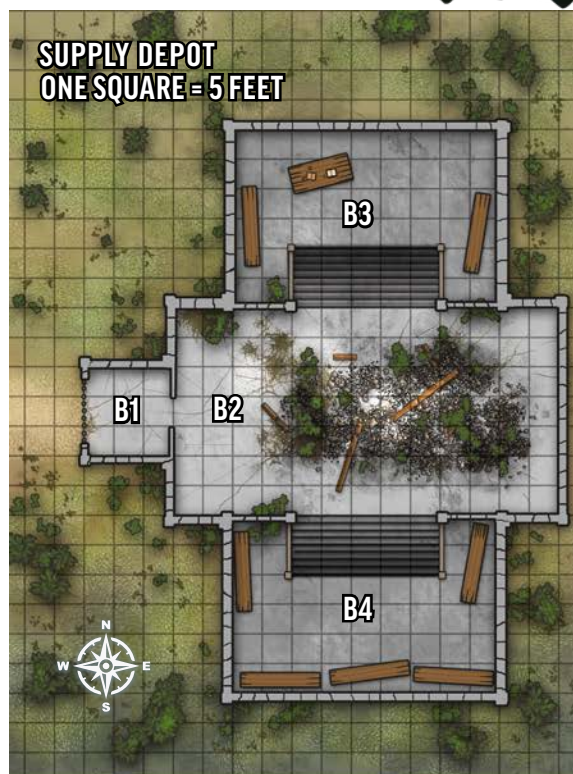
B3. Cold Storage

This area is sunken 5 feet into the ground, making it cooler and an ideal location for storing food long term. The food and sundries stored here turned to dust millennia ago, but many clay pots and jugs remain, empty save for musty residue.

Flagstone: One of the flagstones is carved with the image of the Gorothe Lodge. A PC who succeeds at a DC 20 Athletics check to Pry Open can remove this flagstone. On its backside, the flagstone has a map carved into it. When combined with three flagstones from other sites, it shows a map to Ghorus's Garden.

B4. Armory

This austere yet messy armory had been plundered during the Gorothe Lodge's final days. Rusted weapons sit on fragile racks, armor and shields lay strewn across the floor, and remains of long-deteriorated arrows are



mounded in open-topped barrels and crates. A layer of mold and fungi coat most surfaces in this room.

A PC who succeeds at a DC 22 Perception check notices a loose panel in the north wall that's slightly ajar. It conceals a hidden closet lined with shelves, mostly bare save for the items noted under treasure and two cythnophorian seed pods. If struck against a hard surface, a seed pod sprouts a cythnophorian, which treats all creatures as enemies. These seed pods are the same as were used in the Greenwood Gala attack in the last adventure; the assassin responsible for the attack failed to re-hide the stash completely after stealing the pods they used to assault the Moot of Ages.

Hazards: The air in this armory is heavy with pollen and molds—cythnophorian spores. A creature that spends 1 minute or more in this room is exposed to creeping death.

CREeping DEATH

ITEM 6

RARE **ALCHEMICAL** **CONSUMABLE** **CONTACT** **POISON**

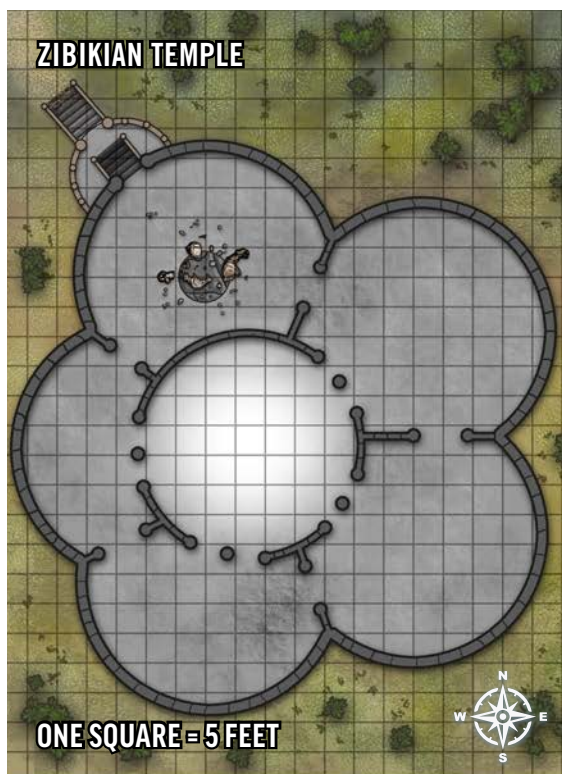
Price 45 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

Saving Throw DC 22 Fortitude; **Onset** 1 round; **Maximum**

Duration 6 rounds; **Stage 1** 2d6 poison damage and stunned 1 (2 rounds); **Stage 2** 2d6 poison damage and confused (1 round); **Stage 3** 2d6 poison damage and controlled (2 days); **Stage 4** dead. A creature that dies while infected with creeping death immediately releases



a burst of spores in a 15-foot emanation, exposing creatures in the area to creeping death. If the corpse of a creature killed by creeping death isn't burned, it rises as the host of a cythnophorian 12 hours later.

Treasure: The PCs discover a suit of +1 *resilient leaf weave* (*Treasure Vault* 10) and two moderate antidotes in the armory. The secret closet contains a *scroll of insect form* (4th), *greater clay sphere* (page 80), a *moderate necrotic cap* (page 81), and a *vine whip* (viper vine; *Treasure Vault* 38).

C. ZIBIKIAN TEMPLE

LOW 8

This flower-shaped stone temple surrounds a circular, open-air courtyard with a stone floor. Ghorus built this temple as a place to funnel his followers. Touted as a space to perform ceremonies, rituals, and other religious rites with a connection to the Green Faith, this temple was consecrated to Zibik; each prayer whispered or ritual performed within was a tithe to the green man. The PCs find directions to this site at Coronet.

Ancient, worn carvings line the walls and floor of this structure. A PC who's trained in Religion or an adherent of the Green Faith automatically recognizes the temple as an ancient Green Faith worship site. A PC who succeeds at a DC 22 Perception check notices a recurring motif in the carvings that depicts a wooden figure, similar in appearance to an arboreal, and

strange text. A PC who succeeds at a DC 24 Religion or Nature check recognizes this depiction as the rough likeness of a powerful nature spirit called a green man (*Bestiary* 3 118). A PC who speaks Arboreal, Wildsong, or Fey recognizes some of the letters, but only someone who speaks all three can easily read the phrase as a name: Zibik. The PCs can decipher this text by succeeding at a DC 26 Society check, and a character gains a +2 circumstance bonus to this check for each of the three listed languages they speak.

Flagstone: A PC who succeeds at a DC 24 Perception check while inside the temple notices a flagstone carved with the image of the Goroth Lodge. A PC who succeeds at a DC 20 Athletics check to Pry Open can remove this flagstone. On its backside, the flagstone has a map carved into it. When combined with flagstones from three other sites, it serves as a map to Ghorus's Garden.

Creatures: Three Wildwood agents are searching this temple for clues to the location of the *Cythbikian staff*. They believe that there's nothing useful here and worry that they're going to get in trouble for returning to the Wildwood Lodge empty-handed. When the PCs arrive, these agents are spread throughout the back half of the temple, loudly complaining to one another. It's obvious that all three agents fear Ruzadoya and don't want to face her displeasure. The chattiest of the three is **Kanako** (female kobold engineer), who's terrified that Ruzadoya will "test the ritual on us next!" Her allies are **Howell** (male human grave robber) and **Nifir** (nonbinary umbral gnome primalist), accompanied by their pet giant stag beetle.

When the Wildwood agents notice the PCs, they attack. Each surrenders when reduced to a third of their Hit Points or when one of them is knocked unconscious.

KANAKO AND HOWELL (2)

CREATURE 5

Tomb raider (*Pathfinder Gamemastery Guide* 217)

Initiative Perception +13

NIFIR

CREATURE 5

Umbral gnome rockwarden (*Pathfinder Monster Core* 173)

Initiative Perception +14

ELITE GIANT STAG BEETLE

CREATURE 5

Pathfinder Monster Core 6, 42

Initiative Perception +12

Development: If any of the Wildwood agents surrendered, they're willing to answer some of the PCs' questions in exchange for their freedom. Kanako speaks for the group if possible, talking a mile a minute. Some likely questions the PCs might ask are noted below.

Who are you? “No one! No one of significance, anyway. I’m Kanako, and this is Howell and Nifir. We’re members of the Wildwood Lodge.”

What are you doing here? “We’re looking for ancient relics and weapons that once belonged to Ghorus or the Gorothe Lodge. Barring that, we’re looking for clues to other sites that might prove more promising.”

Why are you afraid of Ruzadoya? / **What ritual?** “Ruzadoya’s been taking people away for a special ritual, but none of us have ever seen those people again. At first, she only took the most promising and loyal members of the Wildwood—her inner circle, you know? But lately, she’s pulling in the misfits. I think the ritual she’s performing is flawed, and she’s trying to perfect it. I was afraid that if we failed here, she’ll choose us for the ritual next. I don’t know what it is, but I know that I don’t want to be a part of it.”

What is Ruzadoya planning? “War with Taldor and Andoran! Freedom for the Verduran Forest! Retribution for Valenar! At least, that’s the pitch. She’s been stirring up trouble with Taldor and Andoran, but most of her soldiers and strike forces are inside the Verduran Forest, trying to increase our numbers and force compliance. The rest of us have been sent to scour old ruins and sites in search of the weapons once used by Ghorus. She’s really interested in the *Cyrbikian staff*, but I don’t know why.”

It’s possible that the PCs attempt to recruit the survivors to the Rootweft; their response is based upon how they’ve been treated and is left to GM discretion. If they don’t join the Rootweft, they travel to Fusil to “start fresh.” In this instance, they make another appearance in Chapter 2, as noted on page 39.

D. LATTICEWORK CONDUIT

This small, perfectly circular clearing is ringed by 12 slender trees, each spaced equidistant around the clearing’s perimeter and each unnaturally identical. At the center of the clearing is a highly detailed latticework wooden sphere that hovers 4 feet above the ground and rotates slowly. Within the sphere are further spheres, nested within one another and rotating different directions. Wavering golden light shines at the center of the sphere. This sphere can’t be moved, slowed, or altered in any way.

This site is located on a ley line—one of six running through the Verduran Forest that all intersect on the Isle

of Arenway. Equidistant around this ley line crux are six identical sites, each containing a single latticework sphere. These spheres are conduits to the Plane of Wood—created on the Plane of Wood and placed here long before recorded history. In eons past, the Plane of Wood faded, becoming cut off from the rest of the Universe. These spheres retained their connection to their plane of origin despite time and distance. Now that the Plane of Wood is experiencing a resurgence, these latticework spheres are growing in power and strengthening their connection to their home plane. As this adventure progresses, the latticework spheres grow brighter, and their layers rotate faster.

The PCs learn about this site from Felivaine—this is “Ghorus’s personal temple”—and discover its location at Coronet. A PC who succeeds at a DC 15 Arcana, Nature, Occultism, or Religion check determines that this site is a place of great import and magical power. On a critical success, they also realize that it’s located on a ley line. A PC who succeeds at a DC 22 Nature check notices that the wood the sphere is carved from has a strange grain that’s a perfect fractal pattern—it didn’t come from this world.

Flagstone: A stone in the ground near the sphere is carved with the image of the Gorothe Lodge. A PC who succeeds at a DC 20 Athletics check to Pry Open can remove this flagstone. On its backside, the flagstone has a map carved into it. When combined with three flagstones from other sites, it shows a map to Ghorus’s Garden.

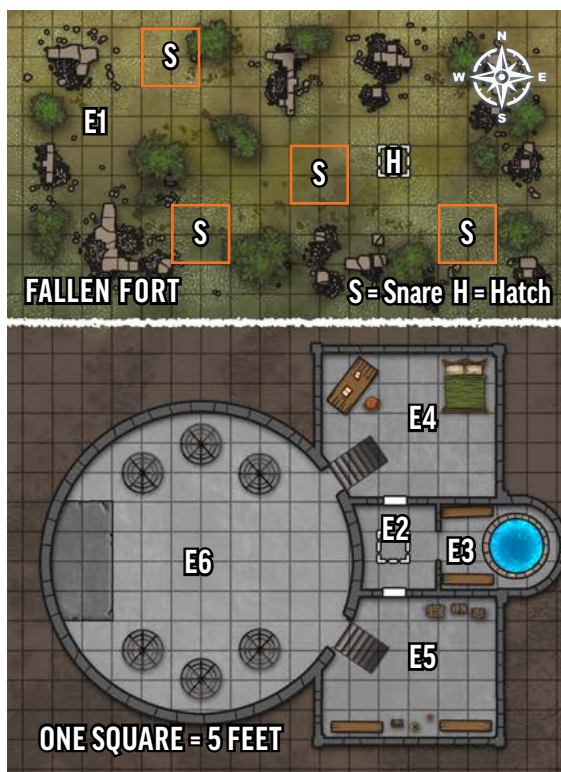
Development: If the PCs speak Zibik’s name while within 10 feet of the latticework sphere, they brush against Zibik’s consciousness. They immediately have a vision of the scowling visage of a green man, and their minds are invaded by a powerful psychic presence seeping with thoughts of collapse, rot, and anger. Each PC takes 4d10+22 mental damage (DC 24 basic Will save).

E. THE FALLEN FORT

The Gorothe Lodge built this fort, which was purposefully destroyed after the lodge’s fall. On the surface, it appears to be a mound of rubble and short, crumbling walls overgrown by forest plants. The basement remains whole, its entrance hidden beneath a camouflaged woven hatch. These subterranean levels are the lair of **Izurran** (male catfolk curse crafter), a witch devoted to a patron of blood and curses,



Kanako



accompanied by his serpentine familiar. Belowground, the rooms are dimly lit by candles, lanterns, and sconces, and the ceilings are 10 feet high.

The PCs learn about this location from the Viridian Nexus and Coronet; however, they can't pinpoint its location without the aid of the Rootweft. The team sent to investigate this site never returned, and the PCs have been sent to find and rescue them. The missing Rootweft members are the scouts Jaerdan and Quibble (male goblin tracker) and the guards Thuja and Owwin (male halfling skirmisher).

E1. Surface Ruins

Moderate 8

The fortress is a crumbled ruin overgrown with plants. Areas with rubble or dense vegetation are difficult terrain, and most sections of the wall that remain standing are 3–4 feet tall. A camouflaged grass hatch at the map's center leads down to area E2. To spot this hatch, a PC must succeed at a DC 24 Perception check. This hatch is trapped and curses anyone other than Izurran who opens it (see area E2 for details).

A PC who succeeds at a DC 22 Survival check notices footprints in the area, including those of the Rootweft members the PCs are looking for and a catfolk.

A PC who succeeds at a DC 20 Perception check notices a Small shriveled corpse hidden in the underbrush. A PC who succeeds at a DC 22 Medicine check determines that the body was completely drained

of blood and life force. While the corpse looks very old, he died mere days ago—this is Owwin.

Hazards: Izurran laid four snares around the area. When triggered, a snare snatches the triggering creature and hoists them violently into the air.

BLOODLETTING SNARES (4)

HAZARD 6

MECHANICAL TRAP

Stealth DC 28 (expert)

Description Slender razor wire snags a creature, hauling them up into the air while causing deep, bloody wounds.

Disable DC 25 Survival (expert) or Thievery (expert) to snip the wire without getting snared

AC 24, Fort +17, Ref +11

Hardness 12; **HP** 48 (BT 24); **Immunities** critical hits, object immunities, precision damage

Snare **Trigger** A creature steps into the square with the snare tripwire; **Effect** The bloodletting snare makes a snare Strike against the triggering creature.

Melee snare +20 (deadly d10), **Damage** 4d8+12 slashing plus 1d6 persistent bleed, and the target is grabbed and pulled off the ground (Escape DC 26). The persistent bleed can't be stopped while the creature is grabbed.

Creatures: When a creature comes within 20 feet of the grass hatch or when one of the traps is triggered, a magical fail-safe summons three living whirlwinds to the battlefield. These creatures attack trespassers who aren't grabbed by one of the bloodletting snares, using Forceful Winds to push them into the snares that haven't been triggered. The living whirlwinds fight to their destruction, for up to 1 minute.

LIVING WHIRLWINDS (3)

CREATURE 6

Pathfinder Monster Core 140

Initiative Perception +12

E2. Mud Room

Trivial 8

This simple, earthen mud room has coats, cloaks, and other outerwear hung on simple hooks in the wall. Doors in the north, east, and south walls lead to other subterranean rooms, and a ladder leads up to a grass hatch in the ceiling.

Hazards: The grass hatch leading into this room is trapped.

UNWELCOME GUESTS

HAZARD 8

UNCOMMON MECHANICAL TRAP

Stealth DC 28 (expert)

Description Unwelcome guests who touch this hatch are cursed.

Disable DC 28 Occultism (expert) to drain the magic from the curse, DC 31 Thievery (master) to unweave the

curse's bindings, or *dispel magic* (4th rank, counteract DC 28) to counteract the curse

AC 27, Fort +19, Ref +13

Curse Trespassers (curse, necromancy, occult) **Trigger**

A creature touches the hatch; **Effect** The triggering creature takes 3d10+22 force damage and is knocked back 10 feet. A creature that succeeds at a DC 30 Will save takes half damage and isn't moved. On a failure, the creature is additionally cursed. A cursed creature takes a -2 penalty to Will saves, and whenever the cursed creature becomes affected by a spell, the creature takes 1d10 force damage. The curse remains until removed by *cleansing affliction* or similar magic.

Reset The trap resets when the hatch is shut.

Treasure: A PC who searches the mud room finds mundane outerwear and survival gear, including a rain slicker, an umbrella, winter clothing, a hooded lantern, a compass, a backpack, and *goggles of night*.

E3. Spring

This room is hewn from natural stone and contains a spring. A few cups, a kettle, a large pot, and a bucket rest near the spring, clearly for use in drinking, cooking, or hauling water.

Flagstone: A flagstone near the room's entrance is carved with the image of the Gorothe Lodge. A PC who succeeds at a DC 20 Athletics check to Pry Open can remove this flagstone. On its backside, the flagstone has a map carved into it. When combined with the flagstones from three other sites, it shows a map to Ghorus's Garden.

E4. Living Space

This room is constructed of fitted stone and contains space to sleep, eat, and rest, including a bed, a comfortable chair, an armoire, a desk, an oven, and a cozy pet bed in the corner.

The clothes in the armoire come in a variety of styles, sizes, and qualities—they're all taken from Izurran's victims and mended to better fit the catfolk. Owwin's clothes can be found here, along with a set the PCs recognize as belonging to Leto Deschamps, a druid they briefly met demonstrating plant growth at the Greenwood Gala last adventure.

Handwritten notes and a thick notebook cover the desk. A PC who reads these notes determines that the author has been keeping track of the happenings in the region for a long time to pinpoint areas experiencing turmoil or dangers, which could serve as a smoke screen to hide the author's abductions. A PC who succeeds at a DC 24 Perception or Society check notices some recent notes of interest: the author has been tracking

sightings of something dubbed a "woodwarp" and wonders if these "monsters" are primal mutations or purposeful creations of another spellcaster. The author also has some recent notes on Ruzadoya, most ruminating over her return from death and how it might affect her psyche, but one sheet includes the prominent notes, "Where did she get her power?" and "Who is Ruzadoya's patron?"

The notebook chronicles Izurran's efforts to create new curses and to perfect a number of rituals, each involving the exsanguination of a sentient sacrifice. Early versions of the ritual were solely aimed to transmit the blood drained to a distant, powerful being—Izurran's unknown patron—as a tithe. The most recent version also allows the ritualist to drain and absorb the vitality and life force from the same victim to keep themselves healthy and youthful. A PC who references this book in a process that takes 10 minutes gains a +1 item bonus to saves against curses and to skill checks attempted to participate in a ritual. These bonuses last for 8 hours.

E5. Work Room

This room is constructed of fitted stone and has a large worktable and plentiful shelves. Herbs, flowers, roots, and wooden effigies hang from the ceiling. The shelves hold tools, strange esoterica, and herbs. Sigils scribed in blood cover one of the walls. A PC who succeeds at a DC 24 Occultism check determines that the effigies represent specific people.

Treasure: A PC who searches through this room finds expanded healer's tools, sterling herbalist's tools, and two *lesser healing potions*. Additionally, this room contains all the gear belonging to the missing Rootweft agents.

E6. Ritual Chamber

Severe 8

Lit by flickering candles, this large, circular chamber is warm, hazy, and reeks of freshly spilt blood. Dark red smoke spirals across the twenty-foot-high ceiling, a vortex of red marked by grasping claws, gnashing teeth, and glowing eyes. The stone floor looks coated in fresh blood, smeared into a complex, glowing sigil. Iron cages line the north and south ends of the room, hanging from the ceiling on stout chains and controlled by a winch at the room's west end. Each cage dangles fifteen feet above the ground and is suspended over a deep recess in the floor filled with hot coals. In one of these cages stands Jaerdan, grasping the bars of their cage and trying to keep their bare feet off the hot metal bottom; Quibly slumps in another, faint from the heat, his flesh dry and steaming.

At the west end of the room is ancient stone altar marked with a splash of fresh blood and coated in candles.

A massive red and white cobra with a hood nearly five feet across coils around this altar. In the room's center is Thuja, surrounded by black, ominous energy and contorted in pain. Her once muscular body has become slender and frail, and her hair has gone gray with age. A feral-looking catfolk chants and gestures as he performs a magical ritual that pulls the blood from Thuja, sending it spiraling up to the vortex in the ceiling.

Prisoners: Quibly has 20 Hit Points remaining and is unconscious from exhaustion, while Jaerdan has 30 Hit Points remaining (or 35 Hit Points if any of the PCs have spent time training or mentoring Jaerdan at Tern Hill). Thuja's life is inexorably tied to the ritual Izurran is performing; see creatures below.

Hazards: The recess under the cages are 5 feet deep and filled with hot coals 1 foot deep. A creature that enters or begins its turn in the coals takes 2d6 fire damage.

The winch at the room's west end controls the cages. For each action spent turning the winch, the cages are

raised or lowered 5 feet. If lowered 15 feet, the cages are at floor level, and if lowered 5 feet further, they're plunged into the recess filled with hot coals.

The cages are closed and latched. Any cage containing a prisoner is also locked with a simple lock (three successful DC 20 Thievery checks to unlock). The key is looped onto Izurran's belt.

Creatures: Izurran is performing a ritual in the center of the room that transfers Thuja's blood to his patron and her vitality to himself. As long as Izurran spends one action each round to Sustain the ritual, the ritual continues. Each round that the ritual is Sustained, Izurran is healed 3d8+10 Hit Points, and Thuja gets closer to death. If the ritual continues for 4 rounds after the PCs arrive in the area, Thuja dies, becoming a shriveled corpse, and the ritual completes. Upon the ritual's completion, Izurran is targeted by a *haste* and *resist energy* (fire; 4th rank) spell—these spells are cast by his unknown patron as a reward for Izurran's blood offering.

When the PCs enter the room or interfere, Izurran taunts them, thanking them for offering themselves up as his next sacrifices. He spends the battle Sustaining his ritual and casting spells at the PCs. If unable to complete the ritual, Izurran flies into a hissing rage, attacking with spells and claws, as appropriate.

Hidden in the smoke coiling up around the ceiling are four vampiric mists. They attack any creatures that enter the ritual chamber and aren't Izurran, Zasir, or the prisoners. They are bound to this room and can't leave.

Zasir, Izurran's snake companion, uses the statistics of a weak anaconda for the duration of the ritual, plus 1 hour after the ritual's completion. If the ritual is stopped, it immediately reverts to its typical size and strength as a viper. At the beginning of the battle, Zasir uses its tail to spin the winch and lower the cages onto the coals. It defends the winch for the duration of the battle, fighting any PCs who attempt to use the winch, or the cages if no one is near the winch. If Zasir ever reverts to its natural size, it slithers to Izurran for protection and no longer engages in combat.



IZURRAN

CREATURE 9

UNIQUE MEDIUM CATFOLK HUMANOID

Male catfolk witch

Perception +19; low-light vision

Languages Amurrun, Common

Skills Acrobatics +18, Arcana +21, Deception +15, Nature +17, Occultism +21, Stealth +18, Survival +17

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

Items +1 striking claw blade, moderate potion of resistance (fire)

AC 25; **Fort** +18, **Ref** +18, **Will** +21

HP 140; **Weaknesses** bleed 5

Cat's Luck ☞ (fortune) **Trigger** Izurran fails or critically fails a Reflex saving throw; **Frequency** Once per day; **Effect** Izurran rerolls that saving throw and takes the better result.

Spiteful Curse ☞ (misfortune, occult) **Trigger** A creature within 30 feet that Izurran can see would succeed at a save; **Frequency** One per day; **Effect** Izurran hisses a spiteful curse at the triggering creature. The target must reroll the triggering saving throw and use the worse result.

Speed 30 feet

Melee ♦ claw blade +19 (agile, deadly d8, disarm, finesse, versatile P), **Damage** 2d4+3 plus 2d6 persistent bleed

Occult Prepared Spells DC 28, attack +20; **5th** *biting words* (*Secrets of Magic* 90), *vampiric feast*, *wave of despair*; **4th** *blood vendetta*, *grim tendrils* (×2), *phantom pain*; **3rd** *blindness*, *dispel magic*, *false vitality*, *illusory disguise*; **2nd** *blur*, *resist energy*, *see the unseen*; **1st** *alarm*, *bane*, *enfeeble*, *sure strike*; **Cantrips (5th)** *daze*, *detect magic*, *light*, *shield*, *telekinetic projectile*

Witch Hexes DC 28, 3 Focus Points; **5th** *needle of vengeance*, *phase familiar*; **1st** *cackle*; **Cantrips (5th)** *evil eye*

Familiar Izurran's familiar is Zasir, a cobra with a Speed of 25 feet, a climb Speed of 25 feet, darkvision, and fire resistance 4. Zasir is currently empowered by Izurran's patron; see below.

ZASIR

CREATURE 7

LARGE ANIMAL

Weak giant anaconda (*Pathfinder Monster Core* 6, 317)

Initiative Perception +15

ELITE VAMPIRIC MISTS (4)

CREATURE 4

Pathfinder Bestiary 2 6, 278

Initiative Perception +11

Development: If the PCs stop the ritual before it can be completed, Thuja survives, though much of her life force has been permanently drained; she remains sickly and frail. For the remainder of this adventure, she spends her time in Tern Hill recuperating and performing physiotherapy to rebuild her muscle. If the PCs help her through this process, she should visibly improve throughout the campaign, regaining much of her vitality by its completion. Otherwise, her recovery occurs at a pace too slow for the PCs to notice and is still ongoing by the campaign's end.

If Izurran is killed, the clouds disperse, the vampiric mists become free-willed and are no longer bound to the ritual chamber, and Zasir is without a master.

The wily snake hides and attempts to slip away unnoticed. If successful, it should reappear later in the adventure in the company of another villain, such as Khasprickle, Unaasi, or Drinesh.

THE MAP

When the PCs put the four flagstones together, it forms a map that shows the path to Ghorus's Garden (area F). Whether by their own initiative or at the urging of the Rootweft, the PCs should travel to this location to claim Ghorus's legacy before the agents of the Wildwood Lodge.

Research Events

The following three events occur while the PCs are researching Ghorus and following up on leads related to his long-lost holdings. They should occur before the PCs reach Ghorus's Garden.

EVENT 4: WOODWARPS

TRIVIAL 8

As the PCs travel through the forest, three squealing boars run by. The boars are chased by strange monsters—two woodwarps created by Ruzadoya using her flawed empowerment ritual.

Creatures: If the PCs intercept the woodwarps, the boars escape, and the woodwarps attack the PCs, fighting to their death. Otherwise, the woodwarps catch the boars and devour them.

THRAILORNS (2)

CREATURE 6

Page 86

Initiative Perception +12

Development: A PC who examines a woodwarp corpse and succeeds at a DC 24 Medicine check determines that it contains aspects of both humanoid and plant physiology, though both had been executed poorly, and the creature was likely in immense pain—it's as though someone had magically fused together a person and a plant with little regard to how the creature would function. A PC who succeeds at a DC 24 Arcana, Nature, Occultism, or Religion check determines that the creature was scoured from the inside out by powerful primal energy.

EVENT 5: BULLIES

LOW 8

As the PCs travel through the forest, they encounter Wildwood agents bullying a pair of kovintus. As the PCs arrive on the scene, one of these kovintus is killed, instantly transforming into a boulder. If the PCs interfere, they can save the second kovintus from a similar fate.



Creatures: If the PCs interfere, they're attacked by two ogres recently recruited as Wildwood agents. The pair recently heard of Ruzadoya's violent regime and descended from the neighboring Fog Peaks to offer their services. Thankfully their skill set and Ruzadoya's needs align: intimidating locals and walloping anyone who doesn't submit to the Wildwood Lodge.

OGRE BULLIES (2)

CREATURE 7

LARGE **GIANT** **HUMANOID**

Variant ogre warriors (*Monster Core* 250)

Perception +12; darkvision

Languages Common, Jotun

Skills Athletics +17, Intimidation +14, Survival +13

Str +6, **Dex** +3, **Con** +5, **Int** -1, **Wis** +3, **Cha** +0

Items chain shirt, hatchets (3), +1 ogre hook

AC 24; **Fort** +18, **Ref** +14, **Will** +12

HP 140; **Resistances** bludgeoning 5

Reactive Strike ⚡

Speed 25 feet

Melee ⚔ ogre hook +18 (deadly d10, reach 10 feet, trip),
Damage 1d10+13 piercing

Ranged ⚔ hatchet +16 (agile, sweep, thrown 20 ft.),
Damage 1d6+13 piercing

Hooking Hurl ⚔ **Requirement** The ogre's last action was a successful ogre hook Strike; **Effect** The ogre latches the hook into the target and attempts to Reposition the target with a sudden flick, even if the ogre doesn't

have a free hand. This attempt doesn't apply the ogre's multiple attack penalty. If the target ends its movement adjacent to an obstacle or adjacent to a creature of equal or greater size, the target also takes 1d10 bludgeoning damage and is off-guard for 1 round.

Stomp the Small The ogre's melee and ranged Strikes deal an additional 2 damage to Medium creatures. This additional damage increases to 1d6+2 damage to Small or smaller creatures.

Development: If the PCs save the second kovintus, **Willavee Breeley** (female kovintus wanderer), she weeps over the boulder that was her dear friend. If the PCs invite her to Tern Hill, she refuses, saying she must return home to tell her family what happened. She's Elwood Breeley's eldest daughter, and she lives in Breeleyhome.

EVENT 6: QUILLS

This clearing is the site of a massacre, with the corpses of three lumberjacks pinned to a tree by large quills. Khasprickle and his cronies caught these lumberjacks a few days ago and used them for target practice. The lumberjacks are from Bellis, and when they didn't return home, one of their sisters headed out to find them. Upon arriving at this clearing, **Caitlin** (female human forester) was caught in a bear trap left by Sylvarindarian. In pain and unable to free herself, she's worried that a predator or her brother's killer will find her. Freeing Caitlin from the bear trap requires the PCs to succeed at a DC 20 Athletics check or a DC 22 Thievery check to Disable Device.

It's likely the PCs speak with Caitlin and heal her. She's willing to share her story, and if the PCs seem friendly, she asks for their aid in carrying the corpses back to Bellis. She won't leave without the bodies.

Development: If the PCs help Caitlin carry the three corpses back to Bellis, Alyce greets them upon arrival, thanks the PCs, and asks them for an update. Meanwhile, Caitlin gives them an *oil of revelation* (*Player Core* 2) in thanks.

Ghorus's Garden

Ghorus's Garden served as Ghorus's private sanctuary—a combination of garden, living space, greenhouse, and laboratory, where Ghorus could experiment using knowledge and powers given to him by Zibik. For a time, Ghorus lived here with his lover, Eilwith, who served as caretaker of the site when he was gone. Unfortunately, Ghorus's ambition quickly outpaced his ability. Inspired by Zibik's awe-inspiring form and facing a losing war against Taldor, Ghorus planned to perform a transformative

experiment on himself, believing he would ascend and become akin to Zibik—a green man. Fanatically devoted to Ghorus, Eilwith volunteered to serve as a test subject. The experiment killed Eilwith, causing her to rise as an undead plant-human hybrid with diminished intelligence, fragmented memories, and violent habits. Ghorus locked her in the containment cells (area F8), intending to find a way to “cure her” after the Gorothe Lodge was victorious—that day never came.

Over millennia, Eilwith freed herself and has haunted the halls of her old home, bound by figments of memory that she can’t shake. She spends most of her time in the east laboratory (area F7), attempting to create another putrifer in the image of the only two people she recalls from her time alive: Ghorus and Felivaine. These experiments have failed. Eilwith reacts to intruders with violence, but it’s possible for the PCs to avoid destroying her, such as by escaping outside the complex, trapping her within one of the containment cells, or calming her down.

Ghorus’s Garden is an area of normal light during the daytime, thanks to plentiful but filthy windows and skylights. At night, it’s dark. The ceilings are 20 feet high, and the doors are closed but unlocked unless otherwise noted. All destruction within the complex was caused by time or Eilwith, as she vented her rage and confusion on her surroundings. All windows and skylights have Hardness 2, HP 8, and BT 4.

F1. GREENHOUSE

MODERATE 8

The main entry is through the greenhouse, where Ghorus grew food and cultivated unique plants and poisons. The front door is locked with an average lock (four successful DC 25 Thievery checks to unlock). At the greenhouse’s center is a spring. Eilwith cares for the plants and is recognized as an ally of the greenhouse’s guardians (see Creatures below).

Hazards: Around the greenhouse’s perimeter are spitting daffodils, a strain of flower cultivated by Ghorus to spit acidic nectar at intruders. Each spitting daffodil trap (marked D on the map) represents a 10-foot section of the flowers. Although there are multiple such traps, the PCs gain XP for overcoming the trap only once.

SPITTING DAFFODILS (4)

HAZARD 6

RARE ENVIRONMENTAL PLANT

Stealth DC 21 (expert)

Description Daffodils spit acidic nectar at non-plant creatures in the area.

Disable DC 25 Thievery (expert) or DC 25 Survival (trained) to remove the plant’s motion sensing filaments

AC 24, **Fort** +11, **Ref** +17

HP 54 (BT 27); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 5

Spit Nectar ⤵ (acid, primal) **Trigger** A non-plant creature comes within 10 feet; **Effect** The daffodils spit nectar at all non-plant creatures within 10 feet, dealing 4d8+18 acid damage (DC 27 basic Reflex save).

Reset The daffodils replenish their nectar and filaments after 24 hours.

Creatures: Two glitterspores live in this greenhouse. They attack any non-plant intruders. Though not intelligent, they’re clever enough to lure or Shove PCs into the range of the spitting daffodils.

GLITTERSPORES (2)

CREATURE 8

Page 83

Initiative Perception +17

Development: A PC who searches through this greenhouse notices signs that someone is tending it—a trowel near the pond, debris-free pathways, and recently used gardening tools near the shed. A PC who succeeds at a DC 24 Nature check realizes all the plants have been magically modified and understands that introducing any of these plants into the wild could be dangerous for the local ecosystem.

F2. SUITE

This living suite looks ransacked. Torn linens, broken chairs, and emptied drawers litter the floor, among other debris scattered all over it. The paintings have been slashed, every mirror is shattered, and the walls sport scratches seemingly inflicted by sharp nails. Eilwith destroyed this suite, but she returns whenever a faded memory of her past bubbles to the surface.

This suite was once split into four living areas: bedroom, sitting room, kitchen, and dining room. Furthermore, it’s clear it functioned as a living space for two people—the bed is large, and many objects appear in duplicate: two dining chairs, two sitting chairs, two armoires, and so on. A PC who examines the remnants of the possessions here determines one occupant was likely a humanoid man and the other a woman.

A PC who examines the slashed paintings determines that they portray an orderly woodland that features symmetrical trees and bark patterned in complex, spiraling fractals. A PC who succeeds at a DC 24 Nature check believes that it depicts a magical or extraplanar woodland, and they spot a wooden figure hidden in the background. A PC who critically succeeds believes that it represents an orderly, wood-themed, apocryphal plane known as the Plane of Wood.

A PC who succeeds at a DC 24 Perception check notices three areas that have been used recently. First, an empty jewelry box is placed atop a dresser, lid closed, and all its contents laid neatly across the dresser top in organized lines. Second, all the clothes from one armoire (Ghorus's) have been piled on the bed in a heap like a nest. Third, all the clothes from the second armoire (Eilwith's) have been clumsily placed inside—it's messy, but it's obvious someone tried to clean it up.

F3. OFFICE

This room was Ghorus's private office—not even Eilwith was allowed in. The door is locked with an average lock (four successful DC 25 Thievery checks to unlock) and trapped.

Hazards: When anyone other than Ghorus touches the door, the trap triggers.

TRIVIAL 8

POISONOUS POLLEN TRAP

CREATURE 8

RARE MECHANICAL TRAP

Stealth DC 28 (expert)

Description Flowers carved into the door emit colorful pollen when the door is touched.

Disable DC 26 Thievery (expert) to deface the flower carvings, DC 25 Nature (expert) to neutralize the pollen, or *dispel magic* (4th rank; counteract DC 26) to counteract the conjuration

AC 27, Fort +19, Ref +13

Hardness 15; **HP** 62 (BT 31); **Immunities** critical hits, object immunities, precision damage

Pollinate ⤵ (mental, poison, primal); **Trigger** The door is touched, or the lock is opened; **Effect** The flowers spray poisonous pollen in a 30-foot cone. A creature in the area must attempt a DC 24 Fortitude save, with the following effect.

Critical Success The creature is unaffected.

Success The creature takes 2d10+11 poison damage and becomes enfeebled 2.

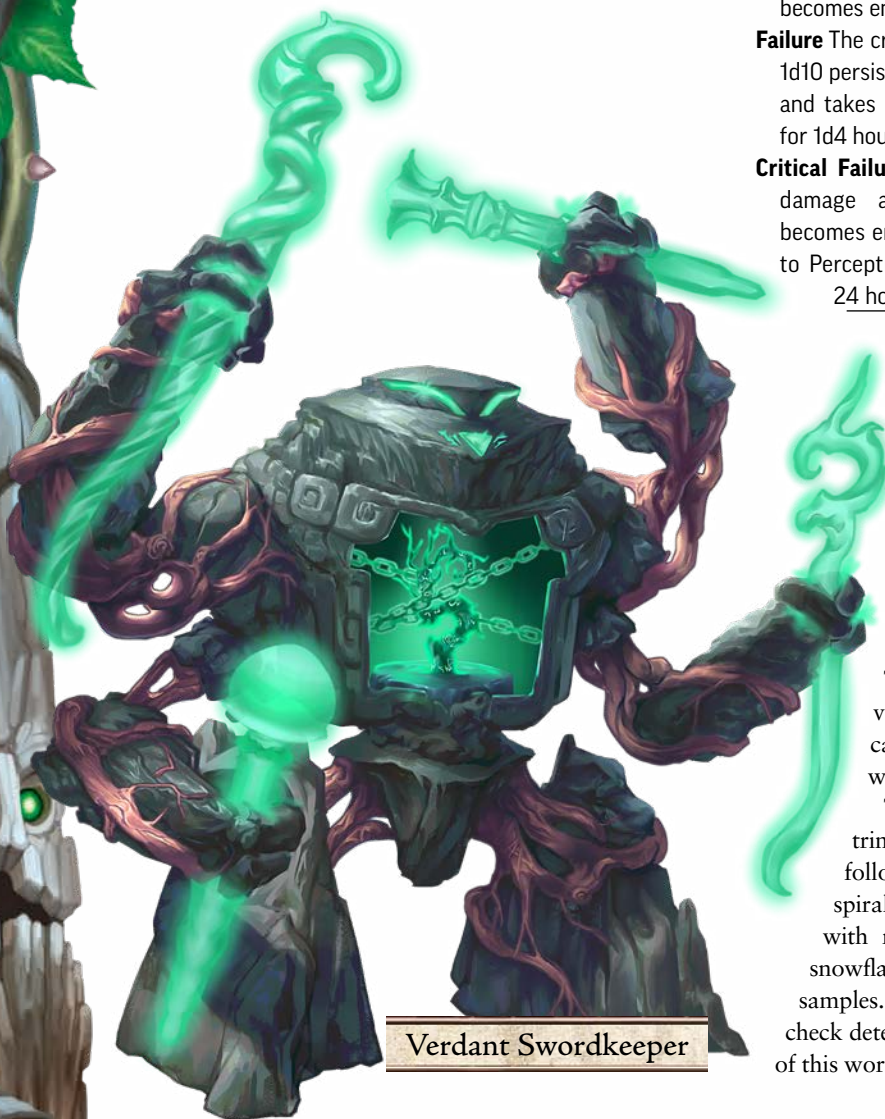
Failure The creature takes 3d10+16 poison damage and 1d10 persistent poison damage, becomes enfeebled 2, and takes a -2 status penalty to Perception checks for 1d4 hours.

Critical Failure The creature takes 4d10+22 poison damage and 1d10 persistent poison damage, becomes enfeebled 4, and takes a -2 status penalty to Perception checks and saves against poison for 24 hours.

Reset The trap resets after 1 hour.

This office contains a desk, reading area, display case, and bookshelves. Thanks to ancient spells cast by Ghorus, this room is soundproof, brightly lit, and maintains a comfortable temperature. The books cover a variety of topics, including magic, the planes, politics, geography, and history—all millennia out of date. This collection of literature is incredibly valuable, but it's highly unlikely the PCs can find anyone in the Verduran Forest willing to purchase them at present.

The display case contains wood trimmings and clippings, including the following: a piece of bark with complex, spiraling fractal patterns; a slice of a tree with rings shaped like a massive, complex snowflake; and a variety of spore and soil samples. A PC who succeeds at a DC 24 Nature check determines these samples are from trees not of this world. A PC who critically succeeds believes



Verdant Swordkeeper



these samples originate from an orderly, wood-themed, apocryphal plane known as the Plane of Wood.

The desk is stacked with neatly organized paperwork written in Wildsong. A PC who examines these notes, recognizes that the notes are obsessive, perhaps even fanatical, and that none are related to the war against Taldor. Instead, they focus on a powerful being named Zibik. A PC who succeeds at a DC 24 Perception or Society check while reading through these papers, or who spends 1 day of downtime studying these papers, determines the following information.

- Zibik is a green man who lives on the Plane of Wood, an elemental plane that “faded” from existence in a time before history, losing its power and connection to the rest of the Elemental Planes.
- Ghorus contacted Zibik accidentally while examining an otherworldly site he discovered in the Verduran Forest—a latticework sphere. Ghorus came to believe that there were six latticework spheres in the Verduran Forest but was unable to find any others. He returned to this site to commune with Zibik frequently.
- Zibik gave Ghorus tools and information, which Ghorus used to create weapons and creatures for his war against Taldor. One of these items was the *Zibikian staff*.
- Ghorus was obsessed with gaining more power, and turning himself into a being like Zibik.
- Zibik is a defender of natural places who focuses on the persistent collapse and decomposition that allows an environment to regrow, and has particular interest in fungi.

Treasure: A PC who searches the desk drawer discovers a ring of keys, *greater wood-rotted root* (page 81), and an *amnemonic charm* (Treasure Vault 92). These keys unlock all doors in the complex, including the vault (area F6) and containment cells (area F8). Stored neatly on the bookshelves are a *scroll of toxic cloud* and a *scroll of plant form*.

F4. VESTIBULE

This vestibule was a research room for magical or alchemical study, but it's now a mess with shredded paper, shattered glass, and other debris covering the floor. A pile of paper scraps on the counter are partially reconstructed like a puzzle.

A PC who examines any paper scraps determines they're research notes on plant creatures and plant weapons. A PC who skims through the scraps of paper on the floor and succeeds at a DC 24 Perception check finds some notes about the *Cythbikian staff*, though it is referred to as the *Zibikian staff* and noted as being given to Ghorus by someone named Zibik. Ghorus

THE FATE OF THE GARDEN

Before leaving the area, the PCs should decide what to do with Ghorus's Garden. The most valuable item inside is the *Zibikian staff*, which the PCs will end up possessing. However, there's also information inside the complex as well as a greenhouse of unique plants that could prove dangerous if left unattended. The PCs have several options in dealing with Ghorus's Garden, which include leaving Felivaine and Eilwith behind as guardians, posting members of the Rootweft as guards, or destroying the site completely—likely by burning the paperwork and the plants in the greenhouse. The fate of Ghorus's Garden is entirely in the hands of the PCs.




was experimenting with the dangerous mold created by the staff to create new weapons and creatures.

A PC who examines the reconstructed paper scraps sees the papers depict a detailed drawing of Ghorus as a plant-human hybrid, with notes indicating that this page was the last in a series related to a magical ritual. After finding this paper, a PC who searches through the papers on the floor and succeeds at a DC 24 Perception check finds many other related notes and learns that Ghorus coveted power and was obsessed with making himself “godlike, as Zibik.”

One of the most worrisome notes reads, “My experiment was a failure. Eilwith is dead. While the energy funneled into her body changed her into a plant-human hybrid, as I theorized, it also killed her, and reanimated her as an undead, violent mockery of her true self. Her intelligence is rudimentary, and she has no memory of our time together, nor our mission to save this forest. I'm grateful she volunteered to serve as test subject in my place, for without me, this war would be lost. Her sacrifice will not be in vain. After the Verduran Forest is saved and Taldor is a smoldering ruin, I will find a way to correct this error. I will create a being closer to my vision.”

F5. WEST LABORATORY

The west laboratory was used to create new weapons and to perform related experiments. Eilwith trashed this laboratory ages ago and has never had the urge to use it, leaving it a mess. A PC who searches through the shelves, drawers, and mounds of debris and succeeds at



a DC 24 Nature check finds a series of fungal samples in sealed glass vials. One is labeled, “Sample: Zibikian Staff,” while the rest are named, “Zibikian Derivative 1,” “Zibikian Derivative 2,” and so on. That PC can tell that these fungal samples are similar in composition to those created by the cythnophorian seed pods.

Treasure: A PC who succeeds at a DC 22 Perception check finds a few items of interest in this laboratory: a *wand of fungal infestation* (4th; *Player Core 2*), a moderate blight bomb (*Player Core 2*), a *corrosive ammunition* arrow (*Player Core 2*), and a *bloodroot shield* (page 80).

F6. VAULT

MODERATE 8

In this vault, Ghorus stored any weapons and tools that he felt needed to be kept contained—volatile, unstable, and experimental weapons or items he feared falling into anyone else’s hands. The door is locked with a good lock (five successful DC 30 Thievery checks to unlock) and can be unlocked with the key from area F3.

Creatures: Currently, this vault contains the *Zibikian staff*, later known as the *Cythbikian staff*. To keep it safe, Ghorus locked it within a homegrown swordkeeper of his own design. If anyone other than Ghorus enters the room, the swordkeeper attacks, fighting until destroyed or until any intruders are decisively chased away.

VERDANT SWORDKEEPER

CREATURE 10

Variant swordkeeper (*Pathfinder Bestiary 3* 261)

Initiative Perception +20

Items *Zibikian staff*

Melee ♦ echoblade +23 (magical, reach 10 feet, two-hand d8), **Damage** 2d4+15 bludgeoning plus 1d8 force

Ranged ♦ echoblade +23 (magical, thrown 30 feet), **Damage** 2d4+15 bludgeoning plus 1d8 force

Treasure: When the swordkeeper is destroyed, the PCs can collect the *Cythbikian staff* (page 80).

F7. EAST LABORATORY

LOW 8

The east laboratory was used to create new creatures and plants and perform related experiments. Eilwith trashed this laboratory ages ago, but she uses it frequently and has since tidied up. All the debris is mounded in the corner, and the tables and countertops are neat.

Eilwith has spent the last few centuries trying to craft another creature like herself, though she lacks the magical ability required and her efforts are doomed to failure. Two of the tables each hold a Medium effigy crafted from plants and flowers that Eilwith aims to give life. She crafted them in the image of the only two

people she has managed to recall from her life: Ghorus and Felivaine. A variety of gathered flowers and plants covers the counter, along with a very clumsy drawing made by Eilwith, of herself, Ghorus, and Felivaine, all crafted from plants and smiling.

Creatures: Eilwith is in this laboratory working on her effigies. She wears the necklace described by Felivaine around her neck, clearly identifying her as Eilwith. She instinctively reacts to intruders with violence, and she fights recklessly, to her destruction. A PC who succeeds at a DC 24 Deception or Diplomacy check can calm down Eilwith, causing her to cease hostilities for 1 round, or until she’s damaged. If, during this one round, the PCs succeed at a second DC 24 Deception or Diplomacy check, she calms completely and ceases fighting, turning violent again only if the PCs harm her. If the PCs mention Ghorus or Felivaine, or call Eilwith by her name, they gain a +2 circumstance bonus to all Deception and Diplomacy skill checks attempted against Eilwith.

PCs who fail to calm Eilwith will likely attempt other means to end this fight nonviolently, such as by grappling and binding her or by forcing her into one of the containment cells in area F8 and locking her inside.

EILWITH

CREATURE 9

Putrifer (page 84)

Initiative Perception +18

Treasure: Eilwith wears gold and moonstone necklace worth 300 gp.

Development: If the PCs didn’t destroy Eilwith, they’ll need to decide what to do with her. Whatever their decision, it likely involves placing her in a containment cell and bringing Felivaine to her or, if she’s calm, bringing her to Felivaine.

F8. SPECIMEN CONTAINMENT

This room is lined with containment cells designed to hold dangerous creatures and plants that Ghorus created or experimented upon. One of these cells is broken open and can no longer be locked or closed—this was Eilwith’s cell. Scratch marks cover its walls, and its door was battered down. The other cells are either filthy, closed, and locked but no longer contain creatures, or are empty and unlocked.

Each cell door that still functions has a simple lock (three successful DC 20 Thievery checks to unlock) and can be locked or unlocked with the key from area F3.

EVENT 7: SURPRISE!

SEVERE 8

When the PCs exit Ghorus’s Garden, they see Felivaine laying on the ground, pierced by numerous quills and

heavily wounded. When they reach Felivaine, he has enough time to mutter, “He didn’t find it funny,” before Felivaine’s tormentors ambush the PCs.

“Is this your cat?!” exclaims Khasprickle as he capers near the fallen dweomercat. “It’s got quite a lot to learn about respect,” he quips before giving Felivaine a painful kick. “I gave you so many opportunities to join the winning side—my side! My wild hunt! My place in the Wildwood Lodge! And you thought yourself smart for being some rebel, right?” He sneers and adds, “Too bad! I’m going to be the hero when I bring Ruzadoya your traitorous heads!”

Creatures: When Khasprickle realized Felivaine sent him on a wild goose chase, he was furious. He and his loyal minions, Ashenddeath and Sylvarindarian, tracked Felivaine down. Unfortunately for the PCs, Felivaine has been keeping a close eye on their progress and shadowing them from afar. Khasprickle has taken this opportunity to ambush his hated nemeses—the PCs—and pay back Felivaine with pain. If Eilwith is with the PCs, she snarls at the sight of Felivaine injured and furiously attacks Khasprickle. She attacks Khasprickle’s companions only after Khasprickle is dead.

Khasprickle dives into melee. His companions skirmish more carefully, targeting weaker and isolated PCs. Khasprickle and Ashenddeath fight until incapacitated, whereas Sylvarindarian flees once his allies are defeated.

KHASPRICKLE CREATURE 9

Page 90

Initiative Perception +21

ASHENDEATH CREATURE 7

Elite elananx (*Pathfinder Monster Core* 6, 139)

Initiative Perception +16

SYLVARINDARIAN CREATURE 7

UNIQUE SMALL FEY SPRITE

Male pixie (*Pathfinder Monster Core* 323)

Perception +15; low-light vision

Languages Aklo, Common, Fey

Skills Acrobatics +17, Deception +15, Nature +13, Stealth +17, Survival +13, Thievery +15

Str +0, **Dex** +6, **Con** +1, **Int** +4, **Wis** +3, **Cha** +4

Items +1 striking longbow (60 arrows), shortsword

AC 25; **Fort** +12, **Ref** +19, **Will** +16

HP 110; **Weaknesses** cold iron 5

Speed 15 feet, fly 45 feet

Melee ♦ shortsword +17 (agile, finesse, versatile S), **Damage** 2d6+6 piercing

Ranged ♦ longbow +17 (deadly d10, range increment 100 feet, reload 0, volley 20 feet), **Damage** 2d8+8 piercing

Primal Innate Spells DC 25; **4th** *dispel magic*, *invisibility* (at will, self only); **2nd** *entangling flora*, *revealing light*;

Cantrips (4th) *detect magic*, *figment*, *light*, *shield*

Sprinkle Pixie Dust ♦ (manipulate, primal) Sylvarindarian sprinkles pixie dust onto one of his arrows. If he hits a creature with that arrow before his next turn, the arrow inflicts one of the following special effects of his choice instead of dealing damage. Each effect depends on the result of the target’s attempt at a DC 25 Will save. On a critical hit, the target gets a result one degree worse than it rolled.

- **Charm** (emotion, incapacitation, mental) The arrow has the effect of a *charm* spell, except the target doesn’t gain a bonus to its save if the only hostile act was Sylvarindarian firing his bow, and he can choose to direct the target’s adoration toward another creature rather than himself.
- **Memory Loss** (mental) On a failed Will save, the target loses the last 5 minutes of its memory.
- **Subdual** (mental, nonlethal) The target takes 6d6 mental damage, depending on the result of its basic Will save.

Development: If the PCs defeat Khasprickle and his allies, they can tend to Felivaine. Removing the quills without causing Felivaine further harm requires a PC to succeed at a DC 20 Medicine check. Once removed, Felivaine can be healed as normal. He’s grateful for the rescue, but rather than admit it, he remarks, “What took you so long?” He’s willing to admit that he has been keeping an eye on the PCs, leading to his unfortunate (and violent) misunderstanding with Khasprickle.

If the PCs destroyed Eilwith, they’ll likely give Felivaine her necklace and tell him what happened. Felivaine stays silent for a time, admits that he loved Eilwith, scoops up the necklace, and leaves in tears. He doesn’t want the PCs’ company. In this case, Felivaine rejoins the PCs at Tern Hill midway through Chapter 2. He wears Eilwith’s necklace around his neck like a collar and does everything he can to help the Rootwelt (while claiming he’s only there because he’s bored).

If the PCs reunite Felivaine with Eilwith, either because she’s present or because the PCs locked her in containment and Felivaine goes to see her, Eilwith immediately calms at the sight of him; she then reaches out to try to scratch him behind the ears. Felivaine is shocked for a moment. While angry at what happened to her, he is happy to see her and weeps tears of joy. If the PCs advise Felivaine that Eilwith isn’t ready for the outside world, he moves into Ghorus’s Garden and stays on as caretaker of the site with Eilwith. Otherwise, he spends a few days at Ghorus’s Garden, then leaves with Eilwith, taking her back home to Eilwith Glen.



Chapter 2: Aberrant Growth

Idyllis the Shaped One is dying, bit by bit, hewn into ritual foci to bolster the forces of Ruzadoya Swiftmane. Driven by her thirst for power and inspired by Zibik's whispers, Ruzadoya has devised a ritual to transfer energy from the Plane of Wood into her followers. When this ritual is perfected, Ruzadoya will perform it upon herself—the trickle of power from the Plane of Wood coursing through her rotting veins will become a flood, and Ruzadoya Swiftmane will be unstoppable.

The ritual requires a focus carved from Idyllis. When placed over a sapient creature's torso during the ritual, the focus sprouts roots that grow into the subject's body. Using the subject's life force, the focus opens a portal to the Plane of Wood, causing energy to pour into the subject. This energy is too much to be

contained within a living body; it consumes the subject from the inside out, causing intense pain. If druidic spellcasting is a gentle drizzle guided by balance, understanding, and control, the powers induced by Ruzadoya's ritual are an uncontrollable hurricane.

Most creatures subjected to Ruzadoya's ritual die immediately, transforming into violent woodwarped monstrosities. The rest gain impressive powers and become "Ruzadoya's Chosen," though this outcome is far from an honor. The Chosen suffer extreme pain—from the still-growing roots and planar energy—and struggle to keep that energy under control. When they inevitably fail, a burst of explosive elemental power consumes their body, leaving naught behind but a twisted web of fractal wood—all that's left of the



ritual focus and its root network. As those who speak Wildsong are more likely to survive the ritual, the Wildwood Lodge have begun teaching the language to non-druids in direct defiance of druidic tradition.

While Ruzadoya hones her ritual through bloody trial and error, her agents violently draft the inhabitants of the Verduran Forest into their war, launch attacks against Andoran and Taldor, and gather power, magic, and resources. Now, Ruzadoya's Chosen and her failed woodwarp have been unleashed upon the Verduran Forest and its people.

EVENT 8: WOODWARPED

TRIVIAL 9

This chapter begins when Livi dashes into the hub, races up to the PCs, and offers a breathless report.

"You've got to hurry! The scouts found a strange monster, and they need help containing it. Come quickly!"

Livi escorts the PCs to a glade where the scouts are trying to keep a woodwarp contained using well-timed arrows. Livi urges the PCs to "get a good look," claiming she has "never seen a beastie so beastly!"

The PCs have 3 rounds before the woodwarp attacks. Each round, ask each PC what they would like to do—they'll likely attempt to aid in containment, inspect the woodwarp, or survey the area.

Containment: A PC who wants to help keep the woodwarp contained must describe their effort and attempt a related DC 26 skill check; on a success, they extend the duration the woodwarp remains contained by 1 round, or by 2 rounds on a critical success. The PCs likely have spells or abilities that will help, such as *wall of thorns*. Using such abilities bypasses the need to attempt a skill check and counts as an automatic success.

Inspection: The PCs must get close to inspect the woodwarp. A PC who succeeds at a DC 24 Medicine check determines the woodwarp has aspects of both humanoid and plant physiology; however, they're combined crudely and painfully, as if someone magically fused together a person and a plant with little regard to how the creature would function. A PC who succeeds at a DC 24 Nature check determines that the creature was scoured from the inside out by powerful primal energy. On a critical success, they additionally determine that the magic is extraplanar in nature. A PC who succeeds at a DC 24 Perception check notices the woodwarp has an intricately carved piece of wood on its chest that has roots plunging into its body. Anytime a PC fails a check to inspect the woodwarp, they take 3d8+12 bludgeoning damage from the woodwarp's attempts to escape.

CHAPTER 2 SYNOPSIS

With the *Cythbikian staff* secure, the PCs have denied the Wildwood Lodge a powerful advantage. Yet, Ghorus's legacy isn't the only power Ruzadoya aims to wield. The PCs must investigate rumors of violent woodwarped creatures rampaging through the forest and strange, new magical powers wielded by Wildwood agents—entwined mysteries connected to an otherworldly tree from the fabled Plane of Wood.



Survey: A PC who wants to survey the surrounding area and succeeds at a DC 26 Perception or Survival check finds some of the woodwarp's footprints, determines that the creature is unused to walking on four legs, and ascertains that it came from the west.

Creatures: After 3 (or more) rounds, the woodwarp escapes and attacks, fighting to the death.

DURNOLITH

CREATURE 9

Page 87

Initiative Perception +16

Development: If the woodwarp is killed, the PCs might attempt to remove the wooden carving from its chest. Removing this piece is impossible without butchering the woodwarp completely, though the carving can be separated from the body if severed from its roots. A PC who succeeds at a DC 24 Medicine check determines the extent of the root network and believes that the wooden carving's roots grew throughout the woodwarp from the outside. A PC who succeeds at a DC 24 Nature check determines that the wooden carving comes from a tree with a wood grain shaped like a complex snowflake—they don't know of any such tree.

Follow the Root

Emorga and Grendabor host a meeting at the Council Hearth after the PCs return, allowing the PCs to give their report publicly. When they finish, Emorga updates the attendees on the Rootweft's progress and the actions of the Wildwood Lodge. Having claimed the *Cythbikian staff*, the PCs have denied the Wildwood Lodge a powerful weapon in their war against Andoran, Taldor, and the rest of the inhabitants of the Verduran Forest. However, the Wildwood Lodge

Chapter 1:
Remnants of
the Past

Chapter 2:
Aberrant
Growth

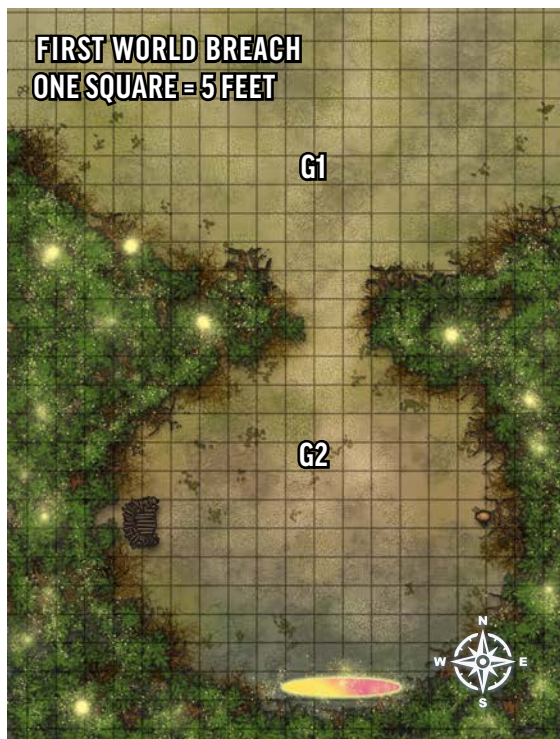
Chapter 3:
Shadow of the
Dragon

Green Man
Faiths

Unfettered
Growth

Adventure
Toolbox

FIRST WORLD BREACH ONE SQUARE = 5 FEET



far outnumbers the Rootweft, and the conflict is far from over. The Rootweft have received numerous reports about unfamiliar magical abilities being wielded by the Wildwood agents and about strange woodwarped monsters rampaging throughout the region. While the Rootweft scouts and guards engage their Wildwood rivals across the Verduran Forest, Emorga tasks the PCs with uncovering what this new magic is and how to stop it.

Livi points out that the First World can transform creatures and wildlife, and breaches between the First World and the Verduran Forest are common. Livi knows of an active portal in the forest and suggests that the PCs begin their search there. Livi gives the PCs directions to area **G**.

Grendabor notes that the woodwarped creatures look like monstrous experiments carved from wood. He knows of a redcap woodcarver in the region who's allied with the Wildwood Lodge. Before joining, this carver performed cruel experiments on other creatures. Grendabor suggests the PCs investigate Caelbrin the Carver, as the woodwarps resemble his handiwork. Grendabor gives the PCs directions to area **H**.

The PCs can begin their investigation after the meeting concludes.

G. FIRST WORLD BREACH

Livi is right—a breach to the First World can alter surrounding life. Creatures and plants in the area are bigger, brighter, and stranger, such as wolves with colorful pelts, flowers with chiming petals, weasels that exhale glitter, and deer with vibrant fairy wings.

After his last encounter with the PCs, Alacreon the Laughing Prince moved deep into the forest to stake out his own realm. He established his “royal court” near this rift to the First World. However, last week, a group of dangerous fey led by the Blood Queen **Aoife** (baobhan sith queen) emerged from the portal, challenged Alacreon for his “throne,” and bested him. Now, he's imprisoned, forced to dance and parade around as Aoife's court fool.

G1. Approach

Low 9

Aoife's brash guards stop the PCs as they arrive, asking the PCs their business in “the Blood Queen's Court.” If the PCs succeed at a DC 24 Deception, Diplomacy, or Intimidation check, they convince the guards to grant them an audience with Aoife in area **G2**. Otherwise, the guards demand payment for wasting their time and attempt to rob the PCs.

Creatures: The court guards fight until they're reduced to 15 Hit Points or fewer, at which point they attempt to flee to warn Aoife.

ELITE SATYRS (6)

CREATURE 5

Pathfinder Monster Core 6, 296

Initiative Perception +12

G2. Blood Queen's Court

Moderate 9

The Blood Queen's court occupies a small clearing. At the west end, the Blood Queen Aoife sits on a wicker throne alongside her pet badger, laughing at the antics of her imprisoned fool Alacreon. To the south, a visible breach roils with vibrant colors several inches off the ground—the portal to the First World. Mounted from a branch at the east end of the court is the severed head of a woodwarp. Fey bystanders and minions of the Blood Queen, including her loyal defender **Ulbroch** (male troll bodyguard), linger at the periphery. Some of these fey are recognizable from Alacreon's last party.

Creatures: When the PCs arrive, the Blood Queen demands that they justify their intrusion, lest they join the toppled prince as her fools. After hearing the PCs out, she agrees to share her knowledge with them—for a price! She accepts esoteric payments like a PC's firstborn, their middle name, all memories of



Aoife

their mother, their sorrow, or all their color. If a PC succeeds at a DC 24 Deception or Diplomacy check to flatter her, Aoife can be talked down to accepting payment in blood instead (she drinks it).

If the PCs refuse or insult her, Aoife orders Ulbroch to attack while she watches from her throne. When he's reduced to half of his Hit Points or fewer, or when she's attacked, Aoife joins the battle; her pet badger is a noncombatant. When Aoife is reduced to 40 Hit Points or fewer, she "demands parley," surrendering imperiously and offering the PCs information in exchange for "the removal of your presence from my realm."

BLOOD QUEEN AOIFE CREATURE 7

Elite baobhan sith (*Pathfinder Bestiary* 2 6, 33)

Initiative Perception +14

ULBROCH CREATURE 10

Troll warleader (*Pathfinder Monster Core* 331)

Initiative Intimidation +22

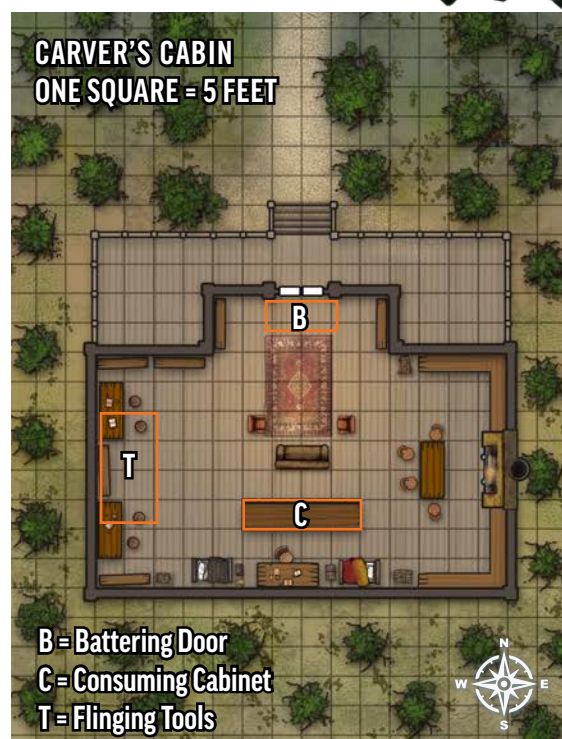
Development: When Aoife is willing to speak, she informs the PCs that she and her court have nothing to do with the woodwarps or the Wildwood Lodge. However, she was visited last week by a Wildwood agent named Unaasi, whom she describes as a ghoran with a wooden chest plate overflowing with "wild energy." Woodwarps and other Wildwood agents accompanied Unaasi, who was insulting and demanded that Aoife swear fealty to the Wildwood Lodge and join Ruzadoya's army. When Aoife refused, Unaasi sicced their monsters upon the fey and left (to the northwest). At this, Aoife gestures at the severed woodwarp head, noting "they underestimated my court." Aoife doesn't think the woodwarped monsters or Unaasi's strange magic came from the First World, as it "smells different than home." She adds Unaasi muttered something about making "an upstart conrasu pay, at least" as they left.

The PCs might negotiate for Alacreon's freedom. If they succeed, Alacreon goes with the PCs and refuses to be left alone until he's safely with the Rootweft.

H. CARVER'S CABIN SEVERE 9

Caelbrin the Carver lives in a wooden cabin surrounded a grove of trees, each tree sprouting from the corpse of one of his victims to absorb that creature's residual agony. Caelbrin periodically harvests a tree, whittling its wood into objects that contain his victims' psychic echoes, which he channels into animating these objects and binding them to protect his cabin.

The cabin has a few windows and is dimly lit during the day and dark at night. The doors and windows are unlocked. Inside, it's one large living space, split by



furniture and usage into four areas: entry, kitchen, living room, and workshop.

Hazards: There are three traps within the Carver's cabin: the battering door, the consuming cabinet, and the flinging tools. Each activates when the PCs enter a specific area, as noted on the map.

BATTERING DOOR HAZARD 9

MECHANICAL TRAP

Stealth DC 33 (expert)

Description Animated door slams into trespassers.

Disable DC 30 Diplomacy or Occultism (master) to soothe the psychic impressions or DC 28 Thievery (expert) to jam the door open

AC 25, **Fort** +21, **Ref** +15

Hardness 16; **HP** 70 (BT 35); **Immunities** critical hits, object immunities, precision damage

Batter Trespasser ➔ **Trigger** A living creature passes through the door; **Effect** The door slams into the triggering creature, dealing 4d10+26 bludgeoning damage (DC 28 basic Reflex save).

Reset The trap resets automatically.

CONSUMING CABINET HAZARD 9


COMPLEX MECHANICAL TRAP

Stealth +20 (expert)

Description Animated cabinet imprisons intruders. The cabinet has two compartments; each can hold a single Medium creature or two Small-sized creatures or smaller.

Disable DC 30 Thievery (expert) twice on cabinet; DC 28 Crafting or Thievery (expert) to remove each or two doors
AC 28, **Fort** +21, **Ref** +15

Cabinet Hardness 16; **Cabinet HP** 70 (BT 35); **Door Hardness** 10; **Door HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage


It's Alive!  (attack) **Trigger** A living creature moves adjacent to the cabinet; **Effect** The cabinet animates and makes a door Strike against one adjacent creature. The hazard then rolls initiative.

Routine (3 actions) The trap uses its first action to move directly toward the nearest living creature, its second action to make a door Strike against each adjacent creature, and its third action to Batter. This trap doesn't take a multiple attack penalty.

Speed 15 feet

Melee  door +21, **Damage** 2d10+13 bludgeoning plus Capture

Capture The target is trapped inside the cabinet's interior, gaining the grabbed condition until it Escapes (DC 32), another creature Forces Open the cabinet door (DC 32), or that cabinet door is destroyed. Each of the two cabinet interiors can contain one Medium creature, or two Small-sized creatures or smaller.

Batter  (attack) The cabinet shakes, dealing 2d10+13 bludgeoning damage to all creatures it has grabbed.

Reset The trap resets after 1 hour.

FLINGING TOOLS


HAZARD 9

COMPLEX MAGICAL TRAP


Stealth +19 (expert)


Description Animated awls, hammers, nails, and other tools hurl themselves off the tool bench at intruders.

Disable DC 33 Diplomacy (master) to soothe the psychic echoes, DC 32 Religion (expert) to overwhelm the area's energy, or DC 32 Occultism (expert) to counter the psychic echoes; on the third successful check, the psychic echoes are disrupted, and the trap is destroyed.

Tool Volley  (attack) **Trigger** A living creature comes within 15 feet of the trap; **Effect** The trap makes a tool Strike against the triggering creature. The trap then rolls initiative.

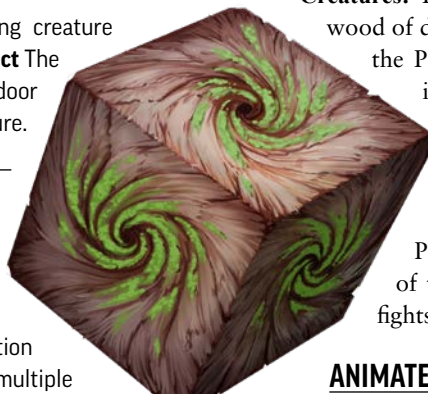
Routine (1 action) The trap launches one tool against every living creature within 15 feet as 1 action. Because it flings tools continuously, the trap can also use the Continuous Barrage free action to fling tools at each creature during that creature's turn.

Ranged  tool +21, **Damage** 2d10+13 bludgeoning; no multiple attack penalty

Continuous Barrage  **Trigger** A creature within 15 feet finishes an action; **Effect** The trap makes a tool Strike against the triggering creature.

Reset The trap resets after 1 hour.

Creatures: The furnace is constructed from the wood of dozens of the Carver's victims. When the PCs pass within the furnace's reach, it attacks, attempting to swallow a creature whole while battering the others into oblivion. The animated furnace knows which other objects in the cabin pose a danger to the PCs and Shoves them into the area of these traps, if possible. The furnace fights to its destruction.



Primal Cube

ANIMATED FURNACE

CREATURE 9

Pathfinder Bestiary 3 18

Initiative Perception +15

Development: The workshop contains three clues. First, a wooden bucket beside the workbench is filled with wood with a strange fractal grain, hewn into 5-inch cubes. A PC who examines this wood and succeeds at a DC 20 Perception check determines that it's the same type of wood used to construct the woodwarps' chest plates, the display case in Ghorus's Garden, and the composing latticework sphere.

Atop the workbench is a detailed drawing of the wooden primal cube foci used in Ruzadoya's ritual and fused to the chests of all woodwarps and Ruzadoya's Chosen. This drawing is a schematic for Caelbrin to follow when carving the cubes into the ritual foci. Beside the drawing is a half-finished ritual focus being carved from a wooden cube and three complete ritual foci.

Crumpled in a ball and pinned to the workbench top with an awl is a note from Ruzadoya ordering Caelbrin to carve the supplied wood into ritual foci, as detailed in the provided schematic. She notes that precision is crucial and supplies are limited. The note ends with a threat, indicating that if Caelbrin doesn't comply, the Wildwood Lodge will make him "as your victims: mulch for new growth that I'll take pleasure in carving into something worthwhile."

Treasure: Caelbrin keeps his victims' possessions as trophies, piling them inside a twitching hand-carved trunk. Among these items are a *swan boat feather token*, a *coyote cloak*, *greater bracers of missile deflection*, a *greater foxglove token* (page 78), a *wand of splintered sorrows* (page 79), and an amber bracelet worth 100 gp.

EVENT 9: HONEY, I'M HOME

LOW 9

As the PCs prepare to depart, Caelbrin arrives outside, cackling with evil glee over the prospect of new victims. Two timber titans accompany the red cap. These constructs each drag a wooden cage behind them that contains an unconscious captive.

Creatures: Caelbrin and his wooden minions fight to the death.

CAELBRIN THE CARVER

CREATURE 6

Elite redcap (*Pathfinder Monster Core 6*, 290)

Initiative Perception +14

TIMBER TITANS (2)

CREATURE 7

LARGE CONSTRUCT MINDLESS WOOD

Variant giant animated statues (*Pathfinder Monster Core 19*)

Initiative Perception +13

Weaknesses fire 5

Splinter **Trigger** A creature critically hits a timber titan;

Effect The timber titan makes a *spar Strike* against a creature within 30 feet. This attack ignores any reactions triggered by making ranged attacks.

Ranged **◆** *spar* +15 (magical, range increment 80 feet), **Damage** 4d6+6 piercing

Development: Each of the cages contains an unconscious prisoner: **Frangelica** (female goblin inventor), whom the PCs met at the Greenwood Gala, and **Brilalil** (female fey dragonet spitfire), a furious little fey dragonet whose wings were crushed by Caelbrin. Brilalil is friends with Thuja. When freed, these people are happy to seek shelter at Tern Hill under the Rootweft's protection.

EVENT 10: FLAMES OF REPRISAL

LOW 9

After being turned away by Corazal, Unaasi decided that if they couldn't access the Viridian Nexus, no one would. Alongside a team of Ruzadoya's Chosen and woodwarps, Unaasi attacked Corazal's grove, slaying numerous wyrwoods and setting the conrasu aflame, then left.

It's likely the PCs seek out Corazal for information or because they suspect Unaasi was on their way to see Corazal after harassing Blood Queen Aoife. When the PCs arrive, Corazal is on fire, the grove and its outbuildings are destroyed, and many wyrwoods are dead.

Hazards: Saving Corazal requires putting out the flames. Additionally, the grove is filled with smoke. Creatures that breathe air must hold their breath or suffocate.

CORAZAL AFLAME

HAZARD 10

COMPLEX ENVIRONMENTAL FIRE

Stealth -10

Description Fire burns Corazal and threatens to spread to the surrounding forest.

Disable DC 30 Nature or Survival (expert) to douse flames or DC 32 Athletics (expert) to smother flames; on the sixth successful check, the flames go out. Casting a non-cantrip water spell on the flames counts as one success.

Blaze **Trigger** A living creature approaches Corazal; **Effect** The flames blaze higher, dealing 2d12+13 fire damage to the triggering creature (DC 29 basic Reflex save). The hazard then rolls initiative.



Corazal Aflame

Severed
at the Root

Chapter 1:
Remnants of
the Past


Chapter 2:
Aberrant
Growth

Chapter 3:
Shadow of the
Dragon

Green Man
Faiths

Unfettered
Growth

Adventure
Toolbox



Routine (1 action; fire) On its turn, the fire deals 2d8+13 fire damage to creatures in the grove, plus an additional 6 fire damage to Corazal and any creature within 15 feet of them (DC 29 basic Reflex save).

Development: If the PCs put out the fire within 1 minute, Corazal's exoskeleton and grove is destroyed, but their cracked core remains. Corazal is helpless and has essentially lost their powers and connection to the Verduran Forest. Yet, with time and care, Corazal will regrow. To protect Corazal, three of the wyrwood attendants ask the PCs to escort them to Tern Hill so they can safely heal the conrasu. The remaining wyrwoods tend their fallen, clean up the grove, and recover what they can. Then, they too journey to Tern Hill.

If Corazal burns longer than 1 minute, the conrasu is destroyed. The wyrwood attendants mourn this loss deeply and isolate themselves from the Rootweft and Wildwood lodges, blaming all those involved in the current turmoil for the loss of their friends and home.

In either case, the wyrwoods explain what happened to the PCs, including who was behind the attack.

EVENT 11: BREELEYGONE

MODERATE 9

This event occurs when the PCs are traveling through the area of the forest between Breeleyhome and Tern Hill. The PCs come across a caravan of kovintus refugees. Most are wounded, and nearly all are exhausted and scared. Elwood and Willavee Breeley (and Elwood's chetamogs) are among these travelers.

Days ago, Breeleyhome was taken over by Drinesh and a strike force under her command. Drinesh offered the citizens of Breeleyhome an ultimatum: join the Wildwood Lodge willingly or by force. When the citizens refused, Drinesh and her forces attacked. Some citizens resisted and died, most were captured and brought to the Isle of Arenway, and the rest fled into the forest. A group of survivors are traveling to Tern Hill to request shelter and demand that when the Rootweft retake the Wildwood Lodge, they prioritize the rescue of the citizens of Breeleyhome.

At the sight of the PCs, Elwood or Willavee explains what happened and asks the PCs to escort the citizens of Breeleyhome to the Rootweft, as they're worried that "Ruzadoya's curs" are after them.

Creatures: During the journey, four of Ruzadoya's Chosen attack the caravan. These creatures fight until only one is left standing, at which point the remaining attacker flees to report to Drinesh and get reinforcements.

RUZADOYA'S CHOSEN (4)

CREATURE 7

Page 85

Initiative Perception +18

Development: When one of Ruzadoya's Chosen is defeated, they explode in a burst of planar energy, leaving only the tangled root network that was piercing their bodies behind. A PC who examines these root networks can tell that it sprouted from a wooden chest piece placed over the victim's torso—just like the woodwarps. If the PCs have been to Caelbrin's cabin (area H), they recognize it as the same wood and carved chest plate that they discovered there. A PC who succeeds at a DC 24 Perception check recognizes that the wood and planar energy resemble the latticework sphere (area D).

If any of Ruzadoya's Chosen escape, the PCs fight off a second attack before reaching Tern Hill. This second assault contains three of Ruzadoya's Chosen, one durnolith (page 87), and two thrailorns (page 86).

When the citizens of Breeleyhome safely arrive at Tern Hill, Elwood and Willavee ask the PCs to arrange a meeting with Emorga and "whoever else is in charge around here." During this meeting, Elwood gives Emorga a few personal objects belonging to his captured kin, at least one of which he hopes Emorga can use as a scrying focus. Meanwhile, Willavee insists Grendabor or the PCs rescue the citizens of Breeleyhome at the first possible opportunity.

While Emorga agrees to use her magic to monitor the captives, she cautions that the Rootweft isn't ready to invade the Isle of Arenway. Grendabor agrees and urges the PCs to find a way to counter Ruzadoya's "strange magic and woodwarped monsters" so that they stand a better chance at fighting back.

EVENT 12: REPORTING IN

Eventually, the PCs will discover a connection between the woodwarps, Ruzadoya's Chosen, and the Plane of Wood, indicating that Ruzadoya has a way of tapping into the powers of the Plane of Wood, much like Ghorus did. If the PCs fail to make this connection, Emorga, Felivaine, Madge, or Vandalya can help connect the dots. When this link is discovered, the PCs might be drawn to reinvestigate the only site with a clear connection to the Plane of Wood: the latticework conduit in area D. The PCs should discover (if they don't know already) that the latticework conduit is located on a ley line that flows toward the Isle of Arenway.

The knowledge that Ruzadoya is forging a connection to the Plane of Wood is very troubling to the Rootweft. If this connection is maintained, the Rootweft will face increasingly dangerous magic and monsters. Discovering how Ruzadoya is tapping into this power becomes of paramount importance. The following members of the Rootweft can share the information noted below with the PCs.

Emorga: Emorga knows that there's a perfect tree on the Isle of Arenway called Idyllis. Legends indicate a long-forgotten druid nurtured the tree, but Emorga believes it's the source of the wood from which the wooden chest pieces were carved. She suspects the tree came from the Plane of Wood and that Ruzadoya is destroying this tree to use the wood as a ritual focus.

Livi: Livi has seen a latticework sphere, much like the PCs describe, but in a totally different location.

Madge: Madge is interested in ley lines, and they know three flow through the Verduran Forest and intersect at the Isle of Arenway. They explain that ley lines are like pathways for the flow of vital energy and magic across the world. They confirm that one of these ley lines runs through both the latticework sphere in area **D** and the Isle of Arenway. Madge can draw these ley lines onto a map of the Verduran Forest. If notified of the location of any other latticework spheres, they confirm that these spheres are likewise located on ley lines that also flow through the Isle of Arenway.

Felivaine: Felivaine has been area **D** (where the PCs first encountered a latticework sphere), knows that it's located on a ley line, and knows that Ghorus used it to connect with a strange force that Felivaine wanted nothing to do with (Zibik). Over his lifetime, he has discovered several of these spheres in the Verduran Forest, each identical and each located on a ley line. He knows the location of the latticework spheres in two other parts of the forest.

Conclusions: Using this information, the PCs can deduce that there are six latticework spheres in the Verduran Forest, all equidistant from the Isle of Arenway and located on a ley line. At the crux of this ley line network is the tree, Idyllis. If true, the latticework spheres could be used to draw the planar energy from Idyllis using a ritual—but creating it would be incredibly complex. If the Rootweft succeed, they'll deny Ruzadoya her ability to create more woodwarps and Chosen as well as sever her connection to the Plane of Wood.

The first step of this plan is confirming that these six latticework spheres exist. With the areas narrowed down thanks to the placement of the other latticework spheres and the ley lines, all that remains is investigating the sites. Emorga asks the PCs which site they would like to investigate (choosing from one of the six areas). After they've chosen, Grendabor dispatches teams to the remaining locations.

LATTICEWORK CONDUITS

The PCs are dispatched to one of the suspected sphere sites, each identical to area **D**. When the PCs arrive at their chosen site, they discover they aren't alone.

Delg Logsplitter (male orc druid) writhes on the ground in excruciating pain. **Frangelica Geargrasp** (female goblin inventor) attempts to drag him across the clearing, uttering, "I know it hurts, but we gotta get outta here! They'll be coming for us!" as tears trail down her face.

Delg was subjected to Ruzadoya's ritual a few days ago. Though he survived, he has lost control and can no longer contain the planar energies inside of him. With each howl of pain and surge of energy, the latticework sphere glows brighter and spins faster.

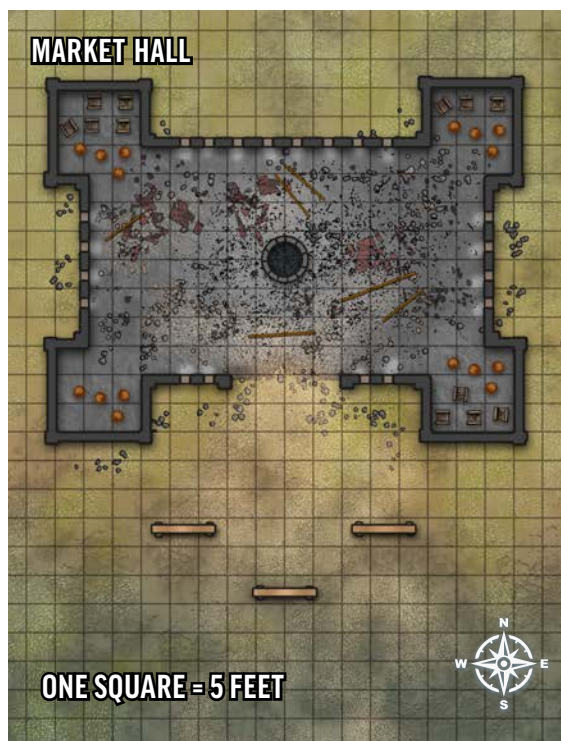
Normally, saving one of Ruzadoya's Chosen is impossible, but the latticework sphere is a conduit to the Plane of Wood, and with Delg and the sphere on the ley line, the PCs can use the sphere to pull the energy from the ritual focus, saving Delg's life—if they can figure out how. At this point, the PCs have 2 rounds to save Delg before he's knocked unconscious by the planar energy.

A PC who succeeds at a DC 20 Perception check notices the latticework sphere reacting to the energy being emitted by Delg and believes that it's possible the sphere could be used to drain the energy from Delg.

A PC who succeeds at a DC 20 Medicine check confirms Delg is dying from the energy surging through him and the roots growing inside him. Fortunately, the roots haven't been growing for long, so the PCs can remove the chest piece and the roots—but only when their magic is drained.

A PC who succeeds at a DC 20 Nature or Occultism check, or a DC 24 Arcana or Religion check, realizes Delg is being used as a gateway for uncontrollable planar energy, and they can slow the flow, extending the number of rounds before Delg falls unconscious from this energy by three. They're aware that doing so is a stopgap, and they can't completely stop the flow of energy—it will continue to flow until Delg's death.

A PC who attempts to use the latticework sphere to save Delg must first attune the sphere to Delg by succeeding at a DC 24 Arcana, Nature, Occultism, or Religion check. Then, the PCs must activate the sphere by succeeding at a DC 23 Crafting check, a DC 24 Arcana, Nature, Occultism, or Religion check, or a DC 25 Thievery check. On a failure, that PC takes 2d10+9 acid damage. On a success, the latticework sphere rotates wildly and visibly draws the energy from Delg into itself. As it does, the ley line becomes visible to those who succeed at a DC 24 Perception check, glowing faintly blue. After a minute, Delg is drained of all magic—including his druidic powers—the ritual focus is inert, and the gateway inside Delg is closed. The latticework sphere slows its rotations, and the ley line fades from sight.



After the magic is drained from the chest piece, a PC who succeeds at a DC 24 Medicine check can safely remove the chest piece and the roots without further harming Delg. On a failure, they accidentally deal 2d6 piercing damage to Delg during the procedure, which knocks him unconscious.

Development: If the PCs save Delg, Frangelica is ecstatic. If he dies, she's distraught. In either case, Frangelica can explain what happened and give the PCs insight into Ruzadoya's ritual. If the PCs ask why she and Delg were with Ruzadoya at all, she explains that they were forced to join the Wildwood Lodge by a "creepy dead fey named Drinesh." Delg (after he recovers) and Frangelica are happy to join the Rootweft.

Treasure: If Delg is saved, Frangelica gives the PCs a few of her inventions in thanks, including major clockwork goggles (*Pathfinder Guns & Gears* 68), greater blast boots (*Guns & Gears* 67), and a greater flare beacon (*Guns & Gears* 69).

EVENT 13: FUSIL, FORGOTTEN

After the PCs complete their trip to the latticework sphere and report to Emorga, Corenna (or Breetzeetzeem, if Corenna is dead) asks for a favor. They lost contact with their friends in Fusil, whom they worry are under attack by the Wildwood Lodge. Corenna explains that Fusil is an isolated mining town within the Verduran Forest. The inhabitants made a bargain long ago with three fey, who protect the town

and ensure its inhabitants have everything they need to survive. In exchange, the citizens of Fusil treat their surroundings with care, avoid cutting down trees, and live in harmony with the forest. Corenna notes that the mayor's name is **Unril Foghammer** (male dwarf miner), and their friend is **Evver** (nonbinary halfling painter). Fusil's fey protectors are **Gillialara** (female dryad gardener), **Cymewray** (male naiad caretaker), and **Yvenliss** (agender lampad warden)—Corenna assures the PCs that all three are kind and would never betray the town for Ruzadoya.

Since Emorga is waiting to hear from the other teams dispatched to the latticework spheres, the PCs are free to visit Fusil.

I. FUSIL

TRIVIAL 9

Fusil is a hamlet with stone buildings. The citizens rely on coal and peat moss for heat and cooking, and they don't cut down trees for any reason. Drinesh captured Fusil for Ruzadoya, though Drinesh and most of her troops left to continue subduing other areas of the Verduran Forest. Her protege, **Savorin** (male nuckelavee tyrant), oversees Fusil in Drinesh's absence. Savorin is supposed to transport captives to the Isle of Arenway to create more woodwarps. However, Savorin has enjoyed tormenting the "traitors" he captured—Fusil's fey protectors—and is neglecting his duties.

The captive citizens are imprisoned in the church of Gozreh. The fey captives are imprisoned outside the market hall, leaving them weakened—Cymewray is beyond the range of his bonded water body, Gillialara is beyond the range of her bonded tree, and Yvenliss is beyond the range of their bonded cave. As these fey slowly wither, Savorin taunts them. Savorin's troops patrol the hamlet and stand guard over the captives.

When the PCs reach Fusil, it's eerily quiet. If the PCs spend an hour observing the town, they notice the following: Wildwood agents have conquered the hamlet; these forces are led by a nuckelavee who lingers near the market hall (northeast); three fey are held captive outside market hall, but the rest of the citizens are held captive in the church (west); guards are posted at the church and market hall; and a few guards patrol Fusil's streets and outskirts.

From here, the PCs should plan their next move. The PCs might ambush a guard patrol, then fight the guards at the church to free the citizens before fighting the guards and nuckelavee at the market hall to free the fey. However, the PCs might attempt to use subterfuge, disguises, poison, or any number of other plans to free the prisoners without any confrontation at all. If the PCs attempt to accomplish something that requires a skill check, the DC of the skill check should be 24.

Creatures: If the PCs draw attention to themselves or purposefully confront a guard patrol, they face a culdewen and two thrailorns. The culdewen fears failing Ruzadoya and fights to the death. There are two such patrols in Fusil.

CULDEWEN CREATURE 7

Pathfinder Bestiary 2 57

Initiative Perception +15

THRAILORNS (2) CREATURE 6

Page 86

Initiative Perception +12

Development: If the PCs let Kanako, Howell, or Nifir go, they moved to Fusil to get a fresh start. They fled the hamlet when Drinesh and her troops arrived and have been hiding on the outskirts of town ever since. They are huddled together behind a large tree and should be easily spotted from behind. These NPCs can provide the PCs information on what happened to Fusil and where everyone is. The PCs can delegate tasks to the trio, such as causing a distraction or freeing the captives in the church while the PCs fight the guards, but they fear Ruzadoya's Chosen and won't fight the Wildwood Lodge alone. However, they can be convinced to adopt a supporting role during battle. If present at a fight the PCs are engaged in, at the end of each round, they gang up on one enemy, bombarding the target with spells, arrows, and rocks. Their target takes 2d10+10 piercing damage and is off-guard for 1 round.

11. Church of Gozreh Moderate 9

The church has a 30-foot-square cemetery out back surrounded by a 3-foot-tall wall with a single gate. The surviving citizens of Fusil are inside the church, including Corenna's friend, Evver. Any who attempt to escape are beaten unconscious by the guards and tossed back inside.

Creatures: Dozens of guards linger outside the church, leaning on tombstones, chatting, napping, and drinking. They're kept in line by two Ruzadoya's Chosen, who also command two thrailorns. Ruzadoya's Chosen and the woodwarps fight the PCs immediately upon noticing them, while the guards take 1 round to prepare for battle before they enter the fight.

If the PCs didn't avoid or defeat the nearest guard patrol, this battle draws that patrol into the fray in 1d4+1 rounds.

ELITE CITY GUARD SQUADRON CREATURE 6

Pathfinder Bestiary 3 6, 47

Initiative Perception +14

THRAILORNS (2) CREATURE 6

Page 86

Initiative Perception +12

RUZADOYA'S CHOSEN (2) CREATURE 7

Page 85

Initiative Perception +18

Development: If the PCs defeat the guards, they can free the citizens. If the PCs don't know details on what's happened in Fusil, Evver updates them. Evver insists the PCs heal or help transport the wounded.

One of these three unconscious citizens is the mayor, Unril, who attempted to fetch help after Drinesh left. When healed, Unril cares for two things: his constituents' safety and the freedom of the town's fey protectors. If one of these things isn't yet accomplished, he urges the PCs to see it done.

12. Market Hall Severe 9

The market hall is a large stone building that's open to the elements via windows and wide doors. Since Savorin moved in, he has turned it into his personal palace, polluting the interior with trash, rotting food, and soiled water. The market hall opens onto a simple plaza that serves as a gathering place for the town; the map for this area is on page 38.

Savorin had the dryad's bonded tree cut down to build stocks that now imprison the fey protectors. As it's no longer a tree, Gillialara can't meld with it and isn't bonded to it. She's currently drained 5 from this painful separation. Savorin also polluted Cymewray's pond and turned its water to ash and sludge, so Cymewray is drained 5 and must find new water soon or die. Likewise, Yvenliss is separated from their bonded cavern and is also drained 5.

Stocks: Each of the stocks is locked with an average lock (four successful DC 25 Thievery checks to unlock). Savorin has the keys.

Creatures: Savorin lounges in market hall while two woodwarps under his command circle the plaza, howling in pain and occasionally taking a bite out of one of the fey. All three fight to the death.

If the PCs didn't avoid or defeat the nearest guard patrol, this battle draws that patrol into the fray in 1d4+1 rounds.

SAVORIN CREATURE 9

Nuckelavee (*Pathfinder Monster Core 243*)

Initiative Perception +16

DURNOLITHS (2)

CREATURE 9

Page 87

Initiative Perception +16

Development: During the initial attack, Savorin utterly despoiled Cymewray's bonded pool of water. The naiad must find another soon or he will die.

After the PCs free the fey and citizenry, whether or not they've defeated all of the forces in Fusil, they can leave the area. The people of Fusil are furious at the Wildwood Lodge and have more in common with the Rootweft than they do the citizens of Andoran. However, they don't know the location of the Rootweft Lodge, and it's up to the PCs to decide whether to share the location. The citizens of Fusil leave, either headed to Tern Hill or Carpenden, as appropriate. If they have time, they gather what possessions and supplies they can carry for the journey.

The fey have far more trouble. They must find new sites to bond with or they'll perish. Yvenliss can be relocated to their cavern, which is on the outskirts of Fusil, but Gillialara's tree is destroyed, or she'll need to bond with a new one in a process that takes 24 hours before she'll begin to recover. However,

as Unril point out, Fusil isn't safe for any of them, and they fey can't stay in the area. Instead, the PCs need to think quick: all three fey should be moved to a location with a cavern, clean water source, and large tree near one another so that they can stay together—something Tern Hill possesses! However, making the journey to Tern Hill will be a challenge. Each day that they are separated from their home, the value of their drained condition increases by 1 until it kills them. While this trip should feel nerve-racking and will require the PCs to help the weak fey walk, the PCs should have time to get them to Tern Hill before any of them die.

If the PCs get the three fey to Tern Hill, it takes 24 hours for Gillialara to bond with a new tree, Yvenliss to bond with the entry cavern, and Cymewray to the spring within the entry cavern. Each day after this, the fey slowly recover.

Treasure: If the PCs save the citizens of Fusil and the three fey, Unril or Evver gives them a *whip feather token*. When the PCs return to Tern Hill with Evver, Coreenna rewards the PCs with *armbands of athleticism*, *daredevil boots*, and a "store credit" of 2,000 gp.

Bringing it Home

Soon, the Rootweft receives confirmation that all six latticework spheres have been found. Emorga, Madge, Vandalya, and any PCs who want to help can begin planning a ritual to sever the planar connection between Idyllis and the Plane of Wood by drawing Idyllis's power through the ley lines and into the six latticework spheres. Unfortunately, Drinesh will soon launch an attack against Tern Hill.

Before she launches this attack, give the PCs time to rest, resupply, socialize, and perform downtime activities. During this battle, the PCs participate in three waves of combat. Around them, the Rootweft's soldiers, scouts, and spellcasters wage war against the Wildwood invaders, while the other members of the Rootweft heal the wounded, trigger traps, flee, or hide.

Allies and Noncombatants: Each battle phase lists some allies. These allies can either provide the PCs aid

Durnolith

during or after this phase, or they can alter the way this phase plays out. How each ally affects the battle is noted by their name, under the appropriate phase. If an ally is knocked unconscious by the battle, they die in 3 rounds unless healed.

Defense Points: The PCs have likely built defenses to protect Tern Hill, earning Defense Points. At the end of each battle phase, Tern Hill's Defense Points are reduced by 5. If this would reduce Tern Hill's Defense Points to 0 or fewer, the Wildwood Lodge breaks through the Rootweft Lodge's defenses and enters Tern Hill, which causes destruction and loss of life. One ally and one noncombatant listed as participating in that battle phase die.

PREPARATIONS

The battle begins with either preparations or betrayal. If the PCs respected Koata's boundaries, she enters the hub to warn the Rootweft that she spotted Wildwood agents in the area marshaling for war. Grendabor immediately recalls his scouts and guards to better defend Tern Hill, and Koata helps the Rootweft build defenses and traps to protect them from invaders. This gives the PCs a +2 circumstance bonus to all skill checks to Defend Tern Hill (page 8) and earns them 24 hours to make preparations and erect additional defenses.

Otherwise, Koata aids the Wildwood Lodge, giving them information on the Rootweft and its people. The PCs get 1 hour of warning thanks to the Rootweft scouts, leaving everyone in a panic. During Phase One, Koata fights against the PCs and all enemies gain a +2 circumstance bonus to initiative rolls.

PHASE ONE

MODERATE 9

Drinsh's forces gather on the slopes of Tern Hill and begin the assault. Her forces include woodwarps, Ruzadoya's Chosen, fey, animals, and numerous druids. Grendabor and many guards and scouts meet these forces head on at the entry cavern or outer slopes, using prepared defenses to their advantage. The PCs are stationed in the hub and must protect the area from harpies and a manticore who attack from the sky. A small contingent of archers joins the PCs.

At the start of the battle, if Koata is an enemy, she rains explosives over the hub, dealing 4d6 fire damage to the PCs as well as causing a tree to catch on fire and a massive branch to crash into the hub. This branch lands on Elwood (Breetzeetzeem if Elwood isn't

present), knocking him unconscious. If Thuja is alive, she dives in the way of the falling branch, knocking it aside and saving Elwood. If the PCs didn't help Thuja recover, this act knocks her unconscious.

On every even numbered round, two harpies act on the same initiative to swoop down, work together to snatch up one NPC, and fly off with them, dropping them from the sky at the beginning of their next turn and knocking them unconscious.

Allies: Gillialara, Quibly, Thuja, Vandalya.

If Quibly or Thuja is alive, they fight with their bows, raining arrows on other enemies and providing cover to bystanders. On the second round and every two rounds thereafter, when two of the harpies swoop down to carry off an NPC, Quibly and Thuja concentrate fire at those harpies, preventing them from snatching up

any NPCs.

If Gillialara is bonded to a tree near the hub, she uses magic to cause the surrounding trees to hinder the enemy. At the beginning of each round, her efforts give the closest enemy to the ground the grabbed condition for 1 round (Escape DC 20).

Vandalya hangs back, using her magic to defend the noncombatants. If any NPCs are unconscious, she prioritizes removing them from the battlefield and healing them. If the tree is on fire, she spends the remainder of her time fighting this fire. At the end of the battle, Vandalya uses her magic to heal the PCs to their full Hit Points.

Noncombatants: Breetzeetzeem, Elwood Breeley, Livi Leapingheart, Poshov, Willavee Breeley.

The noncombatants spend the battle urging the other bystanders to flee the hub. If a tree is on fire, they work together to put the fire out. If Elwood (or Breetzeetzeem) is pinned under a tree branch, Willavee (or Poshov) spends the battle struggling to free them.

Creatures: The PCs are aerially attacked by harpies and a manticore. Each harpy flees when reduced to 20 Hit Points or fewer, while the manticore fights to the death. If Koata is an enemy, she flees for the Isle of Arenway when reduced to 10 Hit Points or fewer, and she's encountered again in *Pathfinder Adventure Path #203: Shepherd of Decay* as one of Ruzadoya's Chosen.

ELITE MANTICORE

CREATURE 7

Pathfinder Monster Core 6, 228

Initiative Perception +16



Cymewray



Koata Inuu

HARPIES (6) CREATURE 5

Pathfinder Monster Core 193
Initiative Perception +12

KOATA INUU CREATURE 8

UNIQUE MEDIUM HUMANOID STRIX
Female strix elite hunter (Pathfinder Bestiary 6, Pathfinder Gamemastery Guide 219)
Initiative Perception +19, Stealth +19
Speed fly 25 feet
Melee ♦ talon +20 (agile, finesse), Damage 1d6+11 slashing

Development: When the PCs defeat their foes, the citizens of the hub can escape, fleeing deeper into the hollow. Give the PCs a few rounds to help any wounded NPCs and heal themselves before beginning Phase Two.

PHASE TWO MODERATE 9

The entry defenders call for reinforcements. Within the caves, the PCs combat Ruzadoya's Chosen and woodwarps as the larger battle rages around them.

On the third round of combat, a woolly rhinoceros charges across the battlefield, dealing 2d12+6 bludgeoning damage to all creatures in a 10-foot-wide line across the battlefield (DC 21 basic Reflex save).

Jaerdan and Coreenna are caught in the rhino's path. Jaerdan leaps out the way, completely unharmed, but Coreenna is trampled and knocked unconscious. If the PCs mentored Jaerdan, they also rescue Coreenna, who's spared from injury.

On the fifth round of combat, an explosion racks the caverns. Each creature must succeed at a DC 20 Reflex save, or they're knocked prone.

Allies: Cymewray, Eilwith, Felivaine, Grendabor, Jaerdan, Yvenliss.

Grendabor fights alongside his troops in other battles, but his bold pronouncements are audible throughout the cavern. On each even numbered round, Grendabor's grants each PC a +1 status bonus to attack rolls, damage rolls, and saves against fear.

If Cymewray or Yvenliss are present, they gang up on one of the enemies (focusing on any who were present at the battle in Fusil), reducing the number of Ruzadoya's Chosen the PCs fight by one.

If Eilwith or Felivaine are present, they work together to destroy one of the enemies, reducing the number of thrailorns the PCs fight by one.

If Jaerdan is alive, they fight with their bow, concentrating fire on the PCs' foes. At the end of each round, one enemy the PCs targeted gains the off-guard condition for 1 round. If any PCs mentored Jaerdan, the creature they target is additionally clumsy 2 or enfeebled 2 for 1 round (the GM chooses which condition to apply).

Noncombatants: Coreenna, Evver, Unril Foghammer.

If Evver and Unril are present, they work with Fusil's citizens to erect barricades and use the terrain against the attackers. At the end of this phase, reduce Tern Hill's Defense Points by 2, rather than by 5.

At the end of the battle, Coreenna gives each PC one potion of their choice, selected from among the following: *moderate healing potion*, *moderate potion of resistance* (damage type of the PC's choice), or *potion of quickness*.

Creatures: The PCs fight Ruzadoya's Chosen and woodwarps, who all fight to the death.

THRAILORNS (2) CREATURE 6

Page 86
Initiative Perception +12

RUZADOYA'S CHOSEN (2) CREATURE 7

Page 85
Initiative Perception +18

DURNOLITH CREATURE 9

Page 87
Initiative Perception +16

Development: When the PCs defeat their foes, the battle in the entry caves dies down. Give the PCs a few rounds to help any wounded NPCs and heal themselves before beginning Phase Three.

PHASE THREE

SEVERE 9

Drinesh corners Emorga atop Council Hearth, aiming to assassinate her. Two trained chimeras join Drinesh for this encounter. When the PCs arrive, Emorga is wounded.

Allies: Frangelica, Howell, Kanako, Nifir.

Cowardly as always, if present, Howell, Kanako, and Nifir fled to Council Hearth to hide when the battle started. Now that they're cornered, they have little choice but to help. At the beginning of each round, the trio taunts and distracts one of the chimeras, making it off-guard for 1 round.

On the third round, if Frangelica is present, she sets off an invention that fires weighted wires at one of the chimeras, tangling up its wings. The chimera falls to the ground, takes fall damage, and can't fly for the rest of the battle.

Noncombatants: Brilalil, Delg Logsplitter, Emorga, Madge.

Though old and wise, Emorga isn't a combatant. Each time she's attacked, she's hit. Emorga can endure four more attacks from Drinesh before she's knocked unconscious.

Brilalil and Delg spend the battle attempting to flee or hide.

Madge does their best to stay out of the fight. If one of the PCs or Emorga falls unconscious, they feed the character a *moderate healing potion* at the beginning of the next combat round. They can provide this healing potion three times.

Creatures: Drinesh's primary target is Emorga. If a PC attacks her, Drinesh focuses her attacks on the PC, but whenever she isn't damaged in a round, Drinesh switches back to attacking Emorga. The chimeras focus on fighting the PCs. All three fight to the death.

DRINESH

CREATURE 10

Female woodblessed sluagh reaper (page 85, *Pathfinder Book of the Dead* 150)

Initiative Perception +21

CHIMERAS (2)

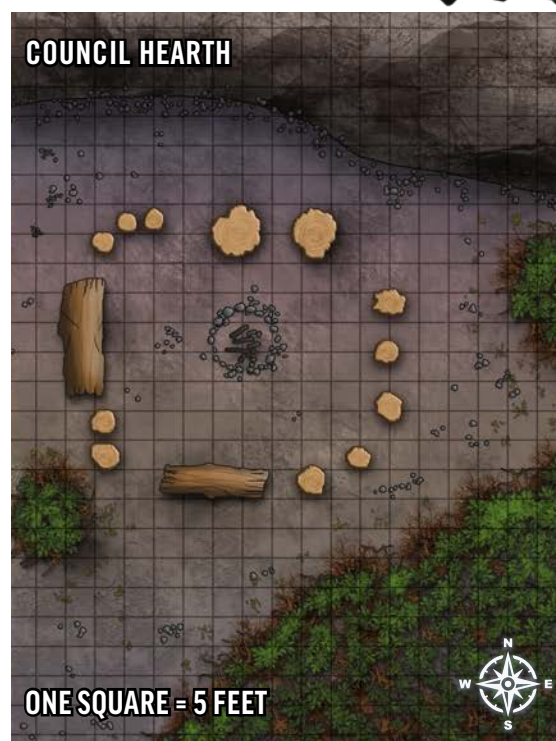
CREATURE 8

Pathfinder Monster Core 62

Initiative Perception +16

AFTERMATH

As the battle concludes, any remaining woodwarps continue the fight, enabling the surviving enemy combatants to flee. Grendabor and the Rootweft's



other guards and scouts swiftly defeat these last woodwarps.

If Tern Hill has any Defense Points remaining, Drinesh's army failed to penetrate the Rootweft's defenses. The Rootweft suffered few casualties, and no named NPCs were slain. Tern Hill and the Rootweft Lodge sustained minimal damage. This outcome is a resounding victory for the Rootweft, and the mood is celebratory.

If Tern Hill has no remaining Defense Points, Drinesh's army successfully penetrated the Rootweft's defenses. The Rootweft suffered casualties among the guards, scouts, and civilians, and at least two named NPCs were slain. Rootweft Lodge is damaged, with the hub and entry cavern suffering the brunt of the destruction. While the Rootweft succeeded in overcoming the Wildwood army, the losses are obvious, and the mood is dour.

If Emorga died, the Rootweft is left leaderless. Grendabor assumes command and calls a gathering of the Rootweft's leaders. During this moot, the members of the Rootweft nominate one of the PCs to take Emorga's place as the second leader of the Rootweft Lodge, alongside Grendabor. If that PC refuses, either Madge or Vandalya is appointed instead.

With Drinesh's strike force defeated, the Rootweft Lodge is safe—for now. The Wildwood Lodge must be severed from their connection to the Plane of Wood, lest the next attack eradicate the Rootweft.



Chapter 3: Shadow of the Dragon

The Rootweft is hard at work devising a ritual to cut off Idyllis from the Plane of Wood, severing Ruzadoya's connection to that plane and its power. Emorga knows that they'll only have one chance to get this ritual right; failure will alert Ruzadoya to the Rootweft's plans and result in swift retribution. To ensure success, the lodge requires a specialist, someone with detailed knowledge of the planes and extensive experience creating rituals. The Rootweft has chosen Avathrael Realmshaper (page 88), a powerful and dangerous draconic recluse who lives in Gloaming Arbor, a mysterious and shadowy region of the Verduran Forest. There, Avathrael conducts planar rituals, literally shaping their realm to their liking in a quest for perfection.

The Rootweft knows Avathrael is neither altruistic nor kind. Yet, Avathrael's self-interest is a boon. After all, the dragon doesn't know who Ruzadoya is, has no interest in finding out, and could offer invaluable advice. The greatest challenge will be securing the selfish dragon's aid. To that end, the Rootweft has prepared a collection of treasures and lore to trade in exchange for advice. The PCs will serve as ambassadors between the Rootweft and Avathrael, in charge of securing the dragon's aid—or escaping alive if the dragon refuses.

The Moot: Emorga and Grendabor gather key lodge members to the Council Hearth to share their plan. The PCs are tasked with entering Gloaming Arbor and securing Avathrael's aid. While the PCs do so, Emorga, Madge, and Vandalya will continue honing the ritual;

CHAPTER 3 SYNOPSIS

The PCs enter the territory of Avathrael Realmshaper, determined to secure their aid in perfecting a ritual to sever the Wildwood Lodge's connection to the Plane of Wood. While exploring the dragon's plane-warped domain, the PCs learn of Avathrael's deeds and the forest's history. They meet a naga determined to seize the dragon's realm as her own, and then must compete with Unaasi, a Wildwood agent, for Avathrael's favor. With or without aid, the PCs return to the Rootweft and perform a ritual, cutting Ruzadoya off from the source of her greatest power.



Gloaming Arbor

Early in life, Avathrael attempted to open a portal to Nirvana to beautify their territory. The attempt backfired, instead drawing a portion of the Netherworld into their realm and warping all the creatures, plants, and land within it. Some say that the shadows corrupted Avathrael, but the Realmshaper would say the shadows perfected them. In the centuries since, Avathrael has become an expert in occult rituals and planar magic. They've pulled on the malleable shadows within their realm, shaping and molding the darkness like a potter does clay, until their realm became something utterly unique—both a part of and separate from reality.

Avathrael isn't satisfied. Over time, the shadows shift and unspool, requiring regular maintenance. To achieve something stable, Avathrael believes they must transform Gloaming Arbor into a demiplane. They recruited another planar expert to help: a wise but covetous naga named **Lahanatra the Unbounded** (female clouded naga planar scholar). After a year of collaboration, Lahanatra has decided Avathrael is a poor leader unworthy of the realm they rule. She aims to seize Gloaming Arbor for herself, and the PCs might prove pivotal to her coup.

Entering and Exiting: There's only one path into Gloaming Arbor, a stone arch in an overgrown and shadowy grove. A creature who passes through the arch enters Gloaming Arbor. A creature that would enter the area occupied by Gloaming Arbor in any other way, including via flight, travels a short distance before emerging back out the way they came. The same is true for creatures within Gloaming Arbor that try to leave.

Grendabor and his forces (plus Felivaine and Eilwith, if present) will patrol the surrounding forest; and Poshov will oversee ongoing cleaning, rebuilding, and refortifying in the lodge. During this meeting, the PCs receive two important pieces of information.

First, Emorga explains that Avathrael's realm, Gloaming Arbor, is a place of magic and living shadows with shifting borders and dangerous hazards. She divined that there exists only a single entrance and exit to Avathrael's realm, and that entering any other way would shunt the PCs back out the way they came. Emorga gives the PCs detailed directions to this entrance. If Emorga died during the attack, Madge or Felivaine imparts this information instead.

Second, Grendabor explains that he has one contact within Gloaming Arbor: his "cousin" **Ishoran** (nonbinary arboreal naturalist) who sprouted from an acorn dropped by the same tree. Grendabor hasn't heard from his cousin in centuries but gives the PCs their name and description.

Offerings: The PCs must gather gifts for Avathrael. This offering should include at least one valuable piece of equipment or art, one rare object relating to the Plane of Wood, and a curated collection of information about the Plane of Wood. Coreenna (or Emorga) has donated a *greater pendant of the occult* as the valuable piece of gear. The PCs should select one Plane of Wood relic they have, such as a wooden cube from Caelbrin's cabin or the bark from Ghorus's display case. Finally, the PCs should determine what information on the Plane of Wood they're willing to share, adding this knowledge to the collection of information they'll present to Avathrael.

The PCs can choose to include additional gold, art, equipment, and other valuables, if desired. Tally up the value of all the items they donate this way. For each additional 500 gp of value they donate, the PCs gain a +1 item bonus to all checks to Influence Avathrael in area U.

Contacts: If the Rootweft's ritual succeeds, Ruzadoya and the Wildwood Lodge would be cut off from the Plane of Wood and the powers they draw from it. This opportunity will be perfect for the Rootweft Lodge to strike the Isle of Arenway. With some coordination, this attack could be a joint assault involving allies from Andoran and Taldor. While the PCs don't have time to travel to these locations personally, they could send word to Alyce or Tanasha via messenger or magic.

Preparations: After the PCs select their offering, they should make their final preparations. As they're destined to be stuck within the Gloaming Arbor for the duration of this chapter, ensure the PCs rest, resupply, and spend a few days of downtime before they leave.

Chapter 1:
Remnants of
the Past

Chapter 2:
Aberrant
Growth

Chapter 3:
Shadow of the
Dragon

**Green Man
Faiths**

**Unfettered
Growth**

**Adventure
Toolbox**

Even the entry archway seems one-directional, stopping creatures from leaving without Avathrael's permission. Teleportation spells and similar magic function within Gloaming Arbor, but they don't allow a creature to enter or exit Gloaming Arbor.

Features: Gloaming Arbor is a dark forest, where the shadows are so thick they're tangible, and the paths constantly shift. It's foreboding and chilly; black dewdrops of liquid shadow drip from trees and leaves, pooling on the ground and seeping into the soil. The realm extends about 100 feet above the ground; anyone who flies higher is turned around and shunted back down 10 feet.

Gloaming Arbor consists of two regions: the Fringe and the Heart. In the forest's fringes, the light is dim, the paths shift slightly, and shadows twitch and waver when they're just out of sight. Navigating this region is tricky but not impossible. Most of Gloaming Arbor's inhabitants live in this region, including Lahanatra (area M) and Ishoran (area N).

In the forest's Heart, closest to the studio of Avathrael Realmshaper, the light grows dark, the paths shift constantly, and the shadows writhe and flow like a tempestuous sea. Navigating this region is impossible—you can travel in the forest's Heart, but where you end up is out of your hands. A PC who possesses a *passage charm* (from Lahanatra in area M), a *paradise light* (from the Brilliance in area P), powerful light magic, or Avathrael's permission can either force their will upon the shadows or force the shadows to retreat from their presence, forging a solid and reliable path through the darkness to Avathrael's studio (area U).

Surveillance: Avathrael uses a variety of surveillance methods, both to identify future repairs and to spy on their realm's inhabitants. These methods include conversing with plants, an intelligence network of loyal subjects, and living sensors called eyelets (page 82).

WELCOME TO THE ARBOR

As the PCs approach Gloaming Arbor, the light dims, the shadows lengthen, and the noise of the forest becomes muffled and distant, eventually falling silent at the entry arch. Constructed of ancient stone, the entry arch stands in an overgrown grove encircled by a 100-foot-tall hedge wall.

A PC who succeeds at a DC 20 Perception check notices faded text carved into the arch. It's an ominous

warning written in Draconic that reads, "Pass through this arch and enter Gloaming Arbor, territory of Avathrael Realmshaper, eternal be Their Rule. Enter and embrace Their Vision. Become Perfection."

A PC who passes through the arch feels a chill and can sense they've entered someplace else—someplace wrong. They must succeed at a DC 26 Will save or be sickened 1 for 1 hour (24 hours on a critical failure). A PC who succeeds at a DC 26 Arcana, Nature, Occultism, or Religion check knows they've passed through a magical barrier separating Gloaming Arbor from the Verduran Forest. While Gloaming Arbor isn't a demiplane, it's shedding its connection to the rest of the Universe and is on its way to becoming one.

A short distance beyond the arch stands an imposing, 30-foot-tall statue depicting a regal dragon with plants growing from their back. The stone statue depicts Avathrael and is coated in valuable metals and gems, including golden horns, aquamarine eyes, and adamantine claws. At the statue's base is a large bowl mounted atop a plinth. Draconic text on the plinth demands an offering "worthy of the Realmshaper."

Hazards: Shadowy tendrils seize anyone who passes the statue without leaving a suitable offering. Each PC must bypass this trap individually. Creature companions or similar beings don't need to provide an offering so long as they travel with someone who does.

Dragon Head Statue

PUNISH THE IMPERTINENT

HAZARD 10

UNIQUE COMPLEX MAGICAL SHADOW TRAP

Stealth +15 (expert)

Description Three shadow tendrils emerge from the ground and seize trespassers.

Disable DC 32 Arcana or Occultism (expert) to banish one of the three the shadow tendrils or DC 34 Thievery (master) twice to confound the bowl's magical sensors;

Bypass A creature who places an offering worth at least 10 gp into the bowl doesn't trigger the trap and isn't targeted by the trap.

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

Shadow Tendril Hardness 15; **Shadow Tendril HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage

Shadow Tendrils 2; **Trigger** A living creature passes by the statue without placing an offering worth at least 10 gp in the bowl; **Effect** Shadow tendrils rise from the ground and make a lash Strike against the triggering creature. The trap then rolls initiative.

Routine (2 actions per shadow tendril) On its turn, each shadow tendril uses 1 action to make a lash Strike against a creature in the area, then uses 1 action to Constrict a creature it has grabbed. The shadow tendrils don't apply the trap's multiple attack penalty.

Melee ♦ lash +23 (reach 15 feet), **Damage** 2d12+13 bludgeoning plus Improved Grab (Escape DC 33)

Constrict ♦ 2d12 bludgeoning, DC 33

Reset The trap resets after 10 minutes.

J. The Hungry Hedge

The hedge beyond the statue encircles Gloaming Arbor, forcing visitors to go through it (not around it). A PC who succeeds at a DC 26 Perception check notices the hedge's branches wriggle slightly, becoming slightly more active when a living creature approaches.

Hedge: The hedge is 20 feet deep, 100 feet tall, and is greater difficult terrain. Each round, the branches attack all creatures within 10 feet of the hedge that it doesn't have grabbed, dealing 2d6+10 slashing damage (DC 26 basic Reflex save). A creature that fails its save is additionally grabbed until it Escapes (DC 26) or is freed by an adjacent ally who succeeds at a DC 26 Athletics check. A 10-foot square area of the hedge has Hardness 5, HP 50, and BT 25. If the hedge is damaged or destroyed, it regrows in 1 minute.

Help: When the PCs are halfway through the hedge, they hear a cry for help from 20 feet away. This cry came from **Tavvik** (male aiuvarin explorer), a reckless explorer from Andoran who wandered here, thinking it would lead to a nymph's sanctuary or lost treasure. Instead, he became trapped. Tavvik has lived in Gloaming Arbor for a few months and has noticed his body gradually being transformed by the shadows here. Scared, he attempted to flee but got caught in the hedge. He begs the PCs to free him. A PC who succeeds at a DC 26 Athletics check frees Tavvik from the hedge.

If freed, Tavvik is grateful, shares his story with the PCs, and gives them directions to the cabin he built nearby ("a five-minute walk past the ravine").

"This place is run by some weird plant-dragon hybrid, but I've never seen them. They watch everything through their eyelets—like little bats, but with a draconic eye for a body. Once you're inside, you can't leave, and this place changes you, making you into a shadow monster. When that started happening to me, I panicked! I tried to get out of here but got caught in the hedge. The locals don't seem to mind, though. They got mad at me whenever I complained. They said I should just embrace the dragon's vision. I guess the dragon's an artist or a landscaper or something. They're shaping this part of the forest and everything in it however they want. It's tyrannical! I've got to get out of here!"

Tavvik lingers near the hedge until he works up the courage to attempt to get past again. He doesn't want to head back into Gloaming Arbor but can be convinced to join the PCs with a successful DC 22 Deception, Diplomacy, or Intimidation check—if they promise to help him escape!

Treasure: A PC who succeeds at a DC 26 Perception check while passing through the hedge discovers a corpse tangled in the branches. The corpse wears a *living mantle* and has a moderate eagle eye elixir gripped in its skeletal hand.

Development: If the PCs don't free Tavvik, he starves to death. The PCs discover his corpse on their way out of Gloaming Arbor.

K. Canyon

Low 10

On the other side of the hedge lies a barren plain that dead ends at a ravine. In the distance beyond the ravine is a forest shrouded in dark gray mist. A series of black discs of solidified shadow hover over the ravine, forming a makeshift bridge for those who care to leap from disc to disc.

The ravine is 50 feet wide and appears so deep as to be bottomless. Powerful wind gusts up from the ravine's depths. The DC of Athletics checks to Climb the ravine Edge is 26. Anyone falling into the ravine falls 100 feet, is magically shunted 100 feet into the sky, and crashes to the ground on the entry side of the ravine; due to the strange planar magic at work, treat this as a 100-foot fall.

The ravine and area above it are difficult terrain to any creatures flying, due to this wind. The DC of Acrobatics checks to Maneuver in Flight is 20.

Creatures: A clique of six pixies lives on the far edge of the ravine. These pallid fey have wings of crystallized shadow. The pixies are fanatically loyal to Avathrael and believe they've been charged with guarding the ravine from trespassers. They hurl insults and threats at the PCs during the battle. Each pixie flees when reduced to 25 Hit Points or fewer.

SHADEBOUND PIXIE GUARDS (6)

CREATURE 6

SMALL FEY SPRITE

Pixie (*Pathfinder Monster Core* 323)

Perception +14; low-light vision

Languages Common, Fey

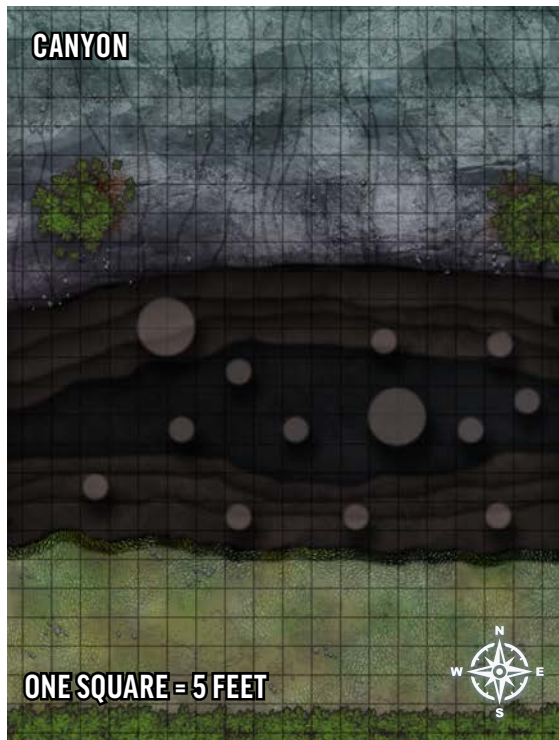
Skills Acrobatics +15, Athletics +13, Deception +12, Nature +12, Stealth +15

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

Items longbow (20 arrows), rapier

AC 25; **Fort** +11, **Ref** +17, **Will** +15; +1 status to all saves vs. magic

HP 95; **Weaknesses** cold iron 5



Speed 15 feet, fly 45 feet

Melee ♦ rapier +17 (deadly d8, finesse), **Damage** 1d6+6 piercing

Ranged ♦ longbow +15 (deadly d10, range increment 100 feet, reload 0, volley 20 feet), **Damage** 1d8+6 piercing

Primal Innate Spells DC 24; **4th** *invisibility* (at will; self only); **3rd** *dispel magic*; **2nd** *darkness*, *entangling flora*, *revealing light*; **1st** *illusory disguise*; **Cantrips** (3rd) *detect magic*, *figment*, *light*, *shield*

Sneak Attack The pixie deals an additional 1d6 precision damage to off-guard creatures.

Sprinkle Pixie Dust ♦ (manipulate) The pixie sprinkles pixie dust onto one of their arrows. If the pixie hits a creature with that arrow before the pixie's next turn, the arrow inflicts one of the following special effects instead of dealing damage. Each effect depends on the target's DC 24 Will save. On a critical hit, the target gets a result one degree worse than it rolled.

- **Confusion** (emotion, mental) The target suffers the effects of a 4th-rank *confusion* spell.
- **Shadow Shroud** (darkness, incapacitation) On a failed Will save, the target is enveloped in shadows. It perceives its surroundings as though bright light conditions were only dim light and dim light as though it was darkness.
- **Supernatural Chill** (cold, shadow) The target takes 5d6 cold damage (basic Fortitude save).

Warden's Protection The pixie deals an additional 1d6 damage to any creature trespassing in the Gloaming Arbor.

Treasure: The pixies keep a stash of the items they've stolen from their victims nearby. This stash contains a *frozen lava of Pale Mountain*, a *potion of minute echoes* (*Pathfinder Secrets of Magic* 175), a *dragonscale cameo* (*Treasure Vault* 93) crafted from one of Avathrael's scales, a *moderate spiritual warhorn* (*Treasure Vault* 98), a *moderate tentacle potion* (*Treasure Vault* 91), and a moderate numbing tonic (*Treasure Vault* 60).

L. Tavvik's Cabin

With a short, 5-minute walk from the ravine, just inside the forest, the PCs reach the shoddy cabin Tavvik built. It's currently on fire thanks to three leaf leshies collectively named **Gathering Under Bough**, who stand nearby, transfixed by the flames. Avathrael personally grew these leshies, who have never known life beyond Gloaming Arbor. They are eerily serene, always know what the others are thinking, and regularly finish one another's sentences.

The leshies are willing to talk. Gathering Under Bough recognizes the PCs as outsiders, whom they welcome to their new home. They explain that the PCs can't leave Gloaming Arbor (no one can, save for Avathrael), but not to worry, for Avathrael will no doubt work the PCs into their "grand vision." Some likely questions the PCs might ask are noted below.

Why is the cabin burning? "The cabin burns because the Realmshaper wills it. The cabin was built by an outsider. It was far from perfect, and the Realmshaper requires perfection. The outsider didn't understand the Grand Vision. He panicked during a recent modification and left. The cabin and its occupant were an obstacle to perfection, so we set the cabin ablaze to clear the way for whatever the Realmshaper wills. We watch the flames to ensure they don't spread."

Who is Avathrael Realmshaper? "Perfection incarnate. Our maker. Our ingenious and benevolent leader. They're clever and powerful. They alter the Gloaming Arbor to conform to their Vision."

How can I find Avathrael? "We will tell you what we told the others who came before you naught four hours ago: you can't. None can reach the Realmshaper, for the path is paved in shifting shadows. The Realmshaper goes where they will, and this realm bends for them. For everyone else, the path is doomed and ever-changing. Only one can forge a path to the Realmshaper: Lahanatra, a friend to the Realmshaper and bearer of Their Blessing. We doubt Lahanatra will give you directions, but you're welcome to try."

What can you tell us about the forest? "Gloaming Arbor has two regions: the Fringe and the Heart. The Arbor's Fringe is furthest from the Realmshaper's studio and the easiest to navigate. The Heart is at

the center of Gloaming Arbor and contains the Realmshaper's studio. It can only be traversed by one who has the Realmshaper's blessing, like Lahanatra."

Who else is looking for Avathrael? "A being like us, grown of living plants and given sentience. They called themselves Unaasi."

Where is Ishoran? "Ishoran resides in the Amphitheater, with the other chained shades."

If the PCs express disagreement with Gathering Under Bough's opinions or fail to show proper reverence to Avathrael, the leshies ask if the PCs are going to be trouble, like the last outsider. The leshies present no physical threat to the PCs, and flee if attacked.

FRINGES OF THE FOREST

Known as the Fringe, the outermost region is relatively stable; the paths shift and distances are unpredictable, but a traveler can reliably go where they please. In addition to Tavvik's cabin, there are four notable locations the PCs might visit. Each time the PCs travel, they must attempt a DC 24 Survival check to Sense Direction or a DC 26 Occultism check. On a success, they reach their intended destination in 4 hours, regardless of their starting point. On a failure, they reach their destination in 8 hours and arrive fatigued. Like the entry, the Fringe is an area of dim light, and the sky reaches up to a height of 100 feet.

While exploring the Fringe, the PCs additionally encounter four events that can occur in any location, in any order, and at any time. The events are detailed under Fringe Events, beginning on page 52.

M. Lahanatra's Cottage

Lahanatra lives in a cozy cottage nestled under a willow's boughs. The interior is illuminated by a fireplace and is brightly lit—the brightest thing the PCs have seen since entering Gloaming Arbor. Her home is free of eyelets.

Lahanatra is a planar scholar Avathrael hired to help them turn Gloaming Arbor into an isolated demiplane under Avathrael's control. Lahanatra possesses three *passage charms*, one given to her by Avathrael and two duplicates she created herself. A *passage charm* forces Avathrael's realm to stabilize for its wielder's passage, cutting a direct tunnel through its shifting paths and enabling its holder to travel to the forest's Heart.



Shadebound Pixie

EXPANDING THE FRINGE

The following additional encounters can be used to expand this portion of the adventure.

Darkness Falls: Thick, black mist descends upon the region for 1d4 hours. It becomes dark.

Eyelet Stray: An eyelet watches the PCs from a nearby tree branch, following them for 1 hour.

Living Puddles: Four living tars (*Monster Core* 257) rise from a swampy region to attack the PCs.

Shadow Play: Dozens of shadows (*Monster Core* 306) dance at the edge of the PCs' vision, surrounding the PCs but not approaching. They flee from light sources.

Traveling Minstrel: A friendly traveling minstrel named **Nentheru** (female fetchling loyalist) crosses paths with the PCs. She only performs songs praising Avathrael and is very curious about the PCs. Nentheru is an informant for Avathrael, and she later reports to an eyelet, telling it everything she learned.




Lahanatra is a dubious ally. She has tested the dragon in subtle ways and concluded that Avathrael doesn't deserve to rule Gloaming Arbor.

Now, she plots to overthrow Avathrael and claim their realm as her own. In the PCs she sees the perfect vector for her ascension.

When the PCs arrive, Lahanatra recognizes them as outsiders and behaves pleasantly, hoping to earn their trust and friendship. She chats, feigns compassion, and freely shares information—all designed to paint herself as kind and wise, and Avathrael as a volatile tyrant.

Lahanatra inquires what the PCs want with Avathrael, empathizes with their plight, and attempts to convince them that they have no chance of earning Avathrael's aid and that, when they fail, the dragon will devour them. She admits to being a planar scholar yet insists she wouldn't defy Avathrael's wishes. If the PCs seem pliable, she tries to convince them to slay Avathrael, leveraging tales of the dragon's cruelty or whatever else she thinks might motivate them.



If the PCs agree to slay Avathrael, she suggests the PCs visit a site called “Retribution,” where the corpse of a would-be dragon slayer serves as a warning. She suggests that the PCs collect the dragon slayer’s gear, as it will be a powerful tool should they come to blows. She gives them directions to this site, then to the forest’s Heart and Avathrael’s studio.

If the PCs refuse to slay Avathrael, Lahanatra laughs off the lethal suggestion, lying that she was only testing the PCs. After all, she couldn’t possibly give them directions to her dear friend Avathrael if they mean the dragon ill will! She then gives directions to the Heart and Avathrael’s studio, being sure to include Retribution as the first landmark on their course.

Regardless, Lahanatra gives the PCs one of her extra *passage charms*. With this token, the PCs can navigate the forest’s Heart to Avathrael’s studio.

N. Amphitheater

Restless spirits are common in Gloaming Arbor. Vexed by their wandering, Avathrael created a spiritual lodestone to attract these spirits, trapping them in the area. When spirits bound to a single location manifest in their realm, Avathrael shifts those sites closer to the

lodestone to consolidate the incorporeal nuisances. This spiritual lodestone is an inverted ziggurat, sunken into the earth, that the spirits bound to the lodestone call an amphitheater and use as a performance venue.

The arboreal Ishoran isn’t dead, but they’re close. Ishoran sensed Avathrael’s ill-fated attempt to channel Nirvana long ago, and he investigated, intending to filter out the planar taint like a wetland filters toxins from the water. The sudden influx of the Netherworld terrified Ishoran, but they remained strong and set to work cleansing the area. The project lasted decades. The more invasive planar essence he absorbed from the environment the more Ishoran changed, becoming more shadow than tree. Now, they’re solid only at the roots and trunk, while the rest of their body has turned into wisps of incorporeal shadows. Ishoran was pulled to the amphitheater by the lodestone and became trapped. In the ages since, his body has continued to filter what shadows it can from the environment with more and more of their bark and wood fading into shadow.

When the PCs enter the amphitheater, it’s packed with spirits. A PC who succeeds at a DC 26 Perception check spots Ishoran. If all the PCs fail, their search takes an hour, during which they’re exposed to countless curious (and enervating) spirits; each PC must succeed at a DC 26 Fortitude save or become drained 1 (drained 2 on a critical failure).

After the PCs introduce themselves, Ishoran perks up, happy to ponder something stimulating. Ishoran explains what has happened to them and tells the PCs the history of Gloaming Arbor and Avathrael. They emphasize that Gloaming Arbor is both a part of and apart from reality and that the closer one gets to Avathrael’s studio, the more malleable and less predictable the lands become.

Ishoran explains that there are three ways to successfully navigate the Heart: be Avathrael, have a *passage charm*, or wield a powerful, magical light source. While the first option isn’t possible, he knows one person who lives in the forest fringes and possesses a *passage charm*: Lahanatra, a naga who Ishoran explains was hired to help Avathrael turn Gloaming Arbor into a demiplane.

Alternatively, the PCs could use a powerful magical light source to force back the shadows and make the land below reveal itself. Such a light source is any non-cantrip spell with the light trait that’s 5th-rank or higher, or a magical item that creates light and is 10th level or higher. While it’s possible the



Lahanatra

PCs possess such magic, their spells likely wouldn't last long enough to make the journey. Fortunately, Ishoran knows of a place the PCs can acquire the perfect light: Brilliance (area **P**). Long ago, that's where Avathrael attempted to conjure Nirvana. A fragment of light and virtue became trapped at the center of the site, hemmed in by the Netherworld's darkness. Ishoran suggests the PCs visit Brilliance and seize a piece of this planar fragment.

Regardless of which path the PCs choose to take, Ishoran provides the PCs directions to Avathrael's studio and wishes them luck.

Development: It's likely the PCs want to save Ishoran—not an easy task! Ishoran is rooted in place and their branches and limbs are incorporeal. Were they removed from Gloaming Arbor and transplanted elsewhere, the arboreal could eventually metabolize the planar energies that suffuse his body and revert to normal over the next few centuries. Barring this method, only a powerful *wish* ritual can set them free.

Ishoran dislikes Avathrael, but they do want the dragon's plan to succeed. After all, if Gloaming Arbor becomes a demiplane, it would vanish from the Verduran Forest altogether.

O. Retribution

Moderate 10

This clearing's earth is disturbed, and the surrounding trees are dying. In the clearing's center is the skeleton of a dragon slayer, armor tarnished and sword raised high. The skeleton stands on a large plinth with a plaque that reads, "Retribution is inescapable." This display is a monument to those who perished opposing Avathrael, promising a similar fate to anyone else who tries.

Creatures: The remains of countless other would-be heroes who tried to slay Avathrael are buried here. The dragon animated them, commanding them to rise and attack any who touch the dragon slayer's sword. They fight to their destruction.

SKELETAL HULKS (2)

CREATURE 7

Pathfinder Monster Core 313

Initiative Perception +16

SKELETON INFANTRY

CREATURE 11

Pathfinder Bestiary 3 237

Initiative Perception +17

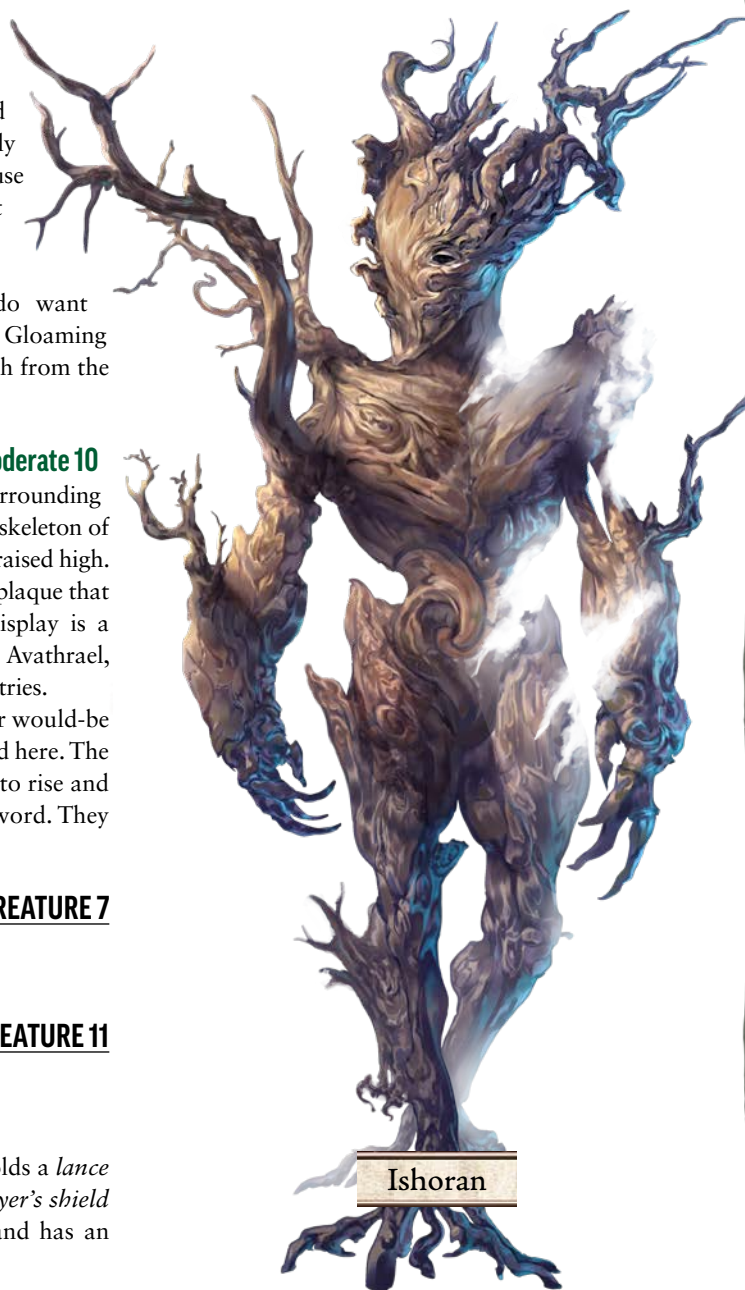
Treasure: The dragon's slayer's corpse holds a *lance of sun's radiance* (page 77) and a *dragonslayer's shield* (poison), wears a *hero's plate* (page 77), and has an *hunter's anthem* bow over their shoulder.

P. Brilliance

Low 10

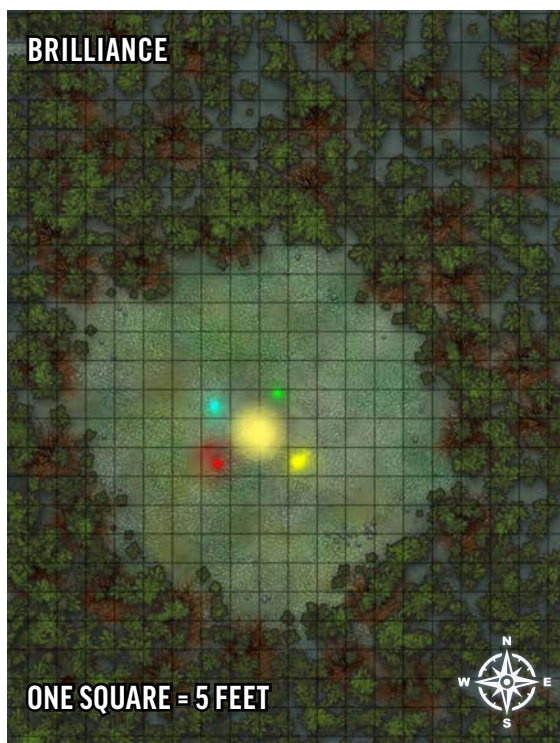
Avathrael's attempt at channeling Nirvana into their territory backfired, but not before snagging a fragment of that idyllic plane. This piece was compressed in the resulting fallout, becoming a sphere of holy light about 5 feet in diameter. Avathrael despises this reminder of their failure.

The planar fragment emanates bright light for 30 feet and normal light to 30 feet further. The rest of the area is dim light. In the bright light, brilliantly colorful flowers grow, and the temperature warms to that of a pleasant summer day.



Ishoran

BRILLIANCE



Creatures: When the PCs arrive, four colorful orbs orbit the planar fragment. These orbs are will-o'-wisps loyal to Avathrael, and they ensure no one meddles with the dangerous planar fragment. The will-o'-wisps wait until the PCs get close to attack, fighting until reduced to 20 Hit Points or fewer, at which point they extinguish their glow, become invisible, and hide.

ELITE WILL-O'-WISPS (4)

CREATURE 7

Pathfinder Monster Core 6, 349

Initiative Perception +18

Hazards: The planar fragment can't be harmed, moved, or banished. That said, a PC can attempt to form a bond with the fragment as an action by succeeding at a DC 26 Diplomacy, Occultism, or Religion check. On a failure, the planar fragment reacts violently, releasing a pulse of brilliant energy that deals 4d12+20 fire and electricity damage to all creatures within the area of bright light, and half that damage to creatures in the area of normal light (DC 26 basic Reflex save).

On a success, that PC becomes immune to the hazard and can spend 1 minute extracting a small crystal phial called a *paradise light* (page 81) from the fragment. Anyone gazing into the *paradise light* witnesses images of Nirvana's idyllic pastoral paradise. Importantly, the *paradise light* glows brightly, shedding bright light in a 30-foot radius and dim light to a further 30 feet. A *paradise light* attempts to counteract darkness it enters.

While the PCs are unable to banish the darkness that infects Gloaming Arbor, the *paradise light* is strong enough to repel the shadows, causing the darkness within the area of bright light to part for them like a curtain and replacing the ominous shadow-drenched forest with the peaceful meadows of Nirvana. As the PCs move, the shadows move back in behind them, reclaiming the lands temporarily lost to light.

Treasure: The planar fragment can only produce one *paradise light* every 24 hours.

FRINGE EVENTS

The PCs encounter the following events while exploring the Fringe of the forest. These events can occur in any order at any location.

Event 14: Like Yesterday

The PCs discover four human corpses huddled together in a clearing. The bodies look fresh, as if they only just died, but their clothes at least a century out of fashion. Each of the bodies is mutated—some with limbs made of shadow and others bearing strange features fused to their body with shadow stitches. A PC who succeeds at a DC 26 Medicine or Occultism check determines that these people were all altered by either exposure to the Netherworld or Avathrael's experimentations and were unable to survive the changes.

A PC who succeeds at a DC 26 Perception check notices dozens of eyelets watching the area from the trees. When the PCs leave the clearing, half the eyelets follow them for several hours. If attacked, the eyelets scatter and flee.

Event 15: Fellow Travelers

Moderate 10

The PCs encounter Ula and Renghi, two etiolings traveling through the forest, on their way to the amphitheater for a night of entertainment. The two are loyal to Avathrael and enjoy their lives in Gloaming Arbor. They begin the encounter open to conversation and curious about the PCs, whom they can tell are outsiders. They always refer to Avathrael as "The Realmshaper," and always in a positive light. Notably, they mention that the Realmshaper cares for everyone, ensuring all have shelter and sustenance.

Creatures: If Ula or Renghi believes the PCs are working against Avathrael, they become enraged and attack, fleeing when reduced to 15 Hit Points or fewer. An eyelet arrives at the end of each round, perches on a nearby branch or stone, and watches the scene unfold.

ETIOLING BLIGHTMAGES (2)

CREATURE 10

Pathfinder Bestiary 3 177

Initiative Perception +19

Treasure: Tucked into the pockets of the etiolings are a *scroll of truesight* and a *scroll of tangling creepers*.

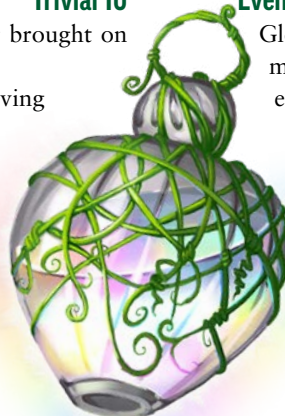
the residents attempt to clean up; they're confident Avathrael will repair any damage shortly.

Event 16: Shadow Roil

The PCs encounter supernatural weather brought on by the Netherworld.

Hazards: A tornado formed from living shadows and clashing planar magic roils across the landscape and into the PCs' path. This supernatural tornado forms swiftly and with little warning. It's drawn to the movement of living creatures.

Trivial 10



Paradise Light

SHADOW ROIL

HAZARD 10

RARE COMPLEX MAGICAL SHADOW TRAP

Stealth +15 (expert)

Description A cyclone of living shadows and planar magic surges around the area, attracted to living creatures.

Disable DC 32 Arcana or Occultism (expert) to weaken the tornado; three successes in any combination are required to disable the trap.

Touch Down **Trigger** Two or more living creatures enter the area; **Effect** A spiraling column of shadows and crackling planar magic gathers 20 feet away, becoming a whirling cyclone of darkness 15 feet wide and 100 feet tall. The trap then rolls initiative.

Routine (3 actions) The cyclone uses 3 actions to move, traveling up to 30 feet with each action and dealing 2d12+13 slashing damage to each creature in its path (DC 33 basic Reflex save). A creature needs to attempt only one save during the cyclone's movement, even if the cyclone moves over its space more than once. On a critical failure, a creature is swept up into the cyclone, becoming grabbed (Escape DC 33). A creature grabbed by the cyclone moves along with the cyclone and takes 1d12+7 additional slashing damage at the beginning of its turn, and it must attempt the basic Reflex save against the cyclone on the cyclone's turn, no matter where the cyclone moves. A creature that successfully Escapes from the cyclone falls from a height of 1d20 × 5 feet.

Reset The cyclone disperses after 1 minute and resets after 1 day.

Development: Over the next hour, the PCs encounter residents assessing the damage caused by the cyclone, making it clear that there was more than one. These residents are friendly and explain that the cyclone wasn't the work of the Realmshaper, insisting they never act with such recklessness! Instead, they believe this cyclone was a "natural" occurrence caused by the unstable pulses of the Netherworld. Notably, none of

Event 17: Junkyard

Gloaming Arbor is shaped by Avathrael's ministrations and the uncontrollable planar eddies of the Netherworld as it mixes with the local landscape. These planar eddies cause damage and destruction. While Avathrael repairs it all in time, in the immediate aftermath of such destruction, the dragon moves damaged material to a nearby junkyard. These junkyards are home to a variety of creatures, including rats, insects, and scavengers.

Creatures: As the PCs pass through one such junkyard, they're attacked by two ofalths who wallow in the refuse.

Moderate 10

OFALTHS (2)

Pathfinder Monster Core 249

Initiative Perception +18

CREATURE 10

Treasure: A PC who searches the junkyard for 10 minutes and succeeds at a DC 26 Perception check discovers one of the following items: *iron medallion*, *mummified bat*, *noxious incense* (*Secrets of Magic* 169), *ruby capacitor* (*Treasure Vault* 95). The PCs might recover all of these items, given time and luck.

HEART OF THE FOREST

The Heart of Gloaming Arbor is the most challenging to navigate—not only because it's more shadow than forest, but also because sites within seem to wander in constant flux. It's dark, and the sky reaches up to a height of 100 feet.

Each time the PCs attempt to travel in this area, they must attempt a DC 26 Survival check to Sense Direction or a DC 28 Occultism check. On a success, they encounter an obstacle (page 54) followed by a setback (page 55), then reemerge in the fringes of the forest in 4 hours. On a failure, they encounter an obstacle followed by a setback, then reemerge in the fringes of the forest in 8 hours and are fatigued.

The only way the PCs can make progress toward Avathrael's studio is by possessing a *passage charm* or a *paradise light*. With a *passage charm*, the PCs can force the shadows to solidify into a reliable path. With a *paradise light*, they can part the shadows with a fragment of Nirvana's light, forging their own path through the gloom. Using either tool, the PCs gain a +2 circumstance bonus to the above checks to navigate this

Chapter 1:
Remnants of
the Past

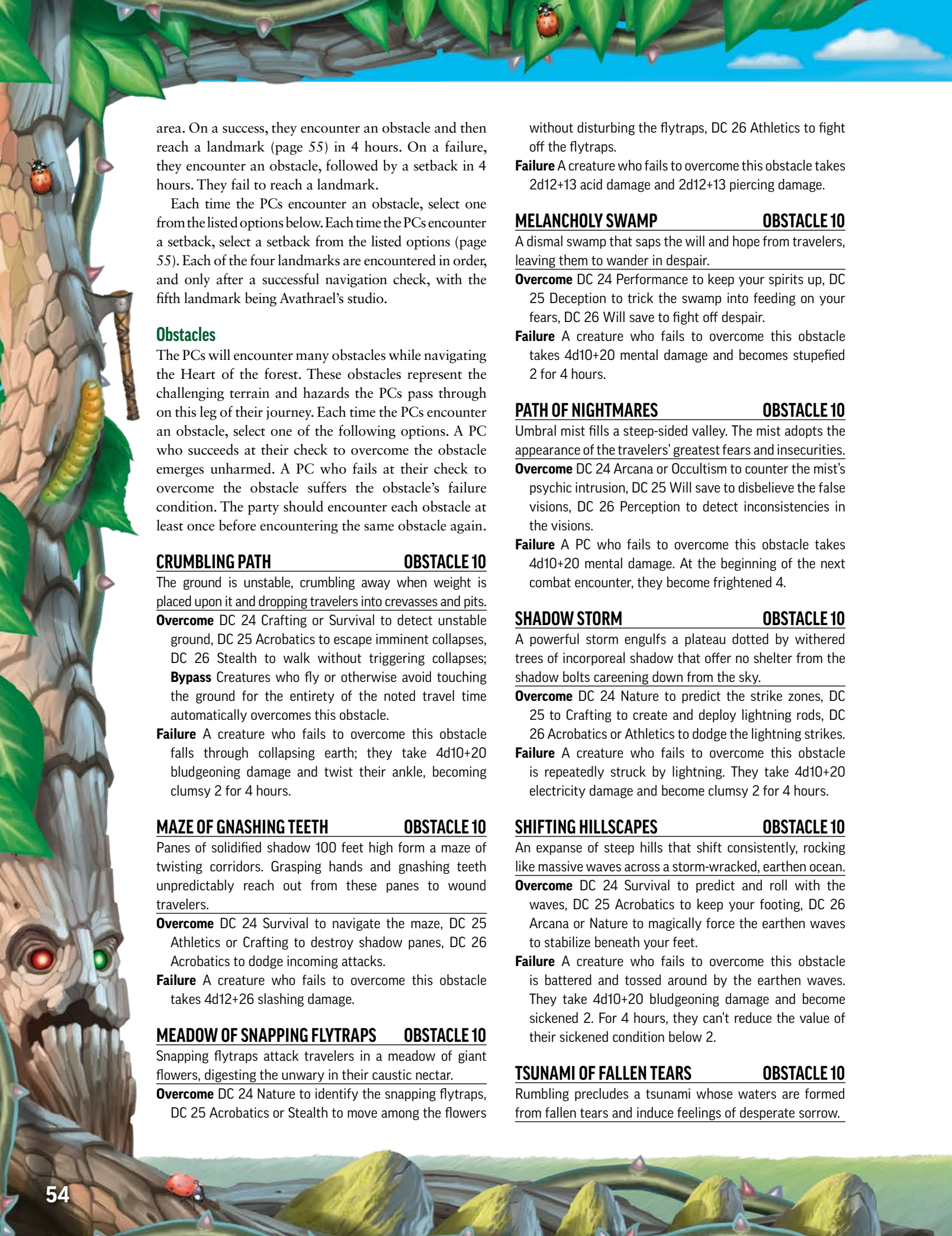
Chapter 2:
Aberrant
Growth

Chapter 3:
Shadow of the
Dragon

Green Man
Faiths

Unfettered
Growth

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area. On a success, they encounter an obstacle and then reach a landmark (page 55) in 4 hours. On a failure, they encounter an obstacle, followed by a setback in 4 hours. They fail to reach a landmark.

Each time the PCs encounter an obstacle, select one from the listed options below. Each time the PCs encounter a setback, select a setback from the listed options (page 55). Each of the four landmarks are encountered in order, and only after a successful navigation check, with the fifth landmark being Avathrael's studio.

Obstacles

The PCs will encounter many obstacles while navigating the Heart of the forest. These obstacles represent the challenging terrain and hazards the PCs pass through on this leg of their journey. Each time the PCs encounter an obstacle, select one of the following options. A PC who succeeds at their check to overcome the obstacle emerges unharmed. A PC who fails at their check to overcome the obstacle suffers the obstacle's failure condition. The party should encounter each obstacle at least once before encountering the same obstacle again.

CRUMBLING PATH **OBSTACLE 10**

The ground is unstable, crumbling away when weight is placed upon it and dropping travelers into crevasses and pits.

Overcome DC 24 Crafting or Survival to detect unstable ground, DC 25 Acrobatics to escape imminent collapses, DC 26 Stealth to walk without triggering collapses;
Bypass Creatures who fly or otherwise avoid touching the ground for the entirety of the noted travel time automatically overcomes this obstacle.

Failure A creature who fails to overcome this obstacle falls through collapsing earth; they take 4d10+20 bludgeoning damage and twist their ankle, becoming clumsy 2 for 4 hours.

MAZE OF GNASHING TEETH **OBSTACLE 10**

Panes of solidified shadow 100 feet high form a maze of twisting corridors. Grasping hands and gnashing teeth unpredictably reach out from these panes to wound travelers.

Overcome DC 24 Survival to navigate the maze, DC 25 Athletics or Crafting to destroy shadow panes, DC 26 Acrobatics to dodge incoming attacks.

Failure A creature who fails to overcome this obstacle takes 4d12+26 slashing damage.

MEADOW OF SNAPPING FLYTRAPS **OBSTACLE 10**

Snapping flytraps attack travelers in a meadow of giant flowers, digesting the unwary in their caustic nectar.

Overcome DC 24 Nature to identify the snapping flytraps, DC 25 Acrobatics or Stealth to move among the flowers

without disturbing the flytraps, DC 26 Athletics to fight off the flytraps.

Failure A creature who fails to overcome this obstacle takes 2d12+13 acid damage and 2d12+13 piercing damage.

MELANCHOLY SWAMP **OBSTACLE 10**

A dismal swamp that saps the will and hope from travelers, leaving them to wander in despair.

Overcome DC 24 Performance to keep your spirits up, DC 25 Deception to trick the swamp into feeding on your fears, DC 26 Will save to fight off despair.

Failure A creature who fails to overcome this obstacle takes 4d10+20 mental damage and becomes stupefied 2 for 4 hours.

PATH OF NIGHTMARES **OBSTACLE 10**

Umbral mist fills a steep-sided valley. The mist adopts the appearance of the travelers' greatest fears and insecurities.

Overcome DC 24 Arcana or Occultism to counter the mist's psychic intrusion, DC 25 Will save to disbelieve the false visions, DC 26 Perception to detect inconsistencies in the visions.

Failure A PC who fails to overcome this obstacle takes 4d10+20 mental damage. At the beginning of the next combat encounter, they become frightened 4.

SHADOW STORM **OBSTACLE 10**

A powerful storm engulfs a plateau dotted by withered trees of incorporeal shadow that offer no shelter from the shadow bolts careening down from the sky.

Overcome DC 24 Nature to predict the strike zones, DC 25 to Crafting to create and deploy lightning rods, DC 26 Acrobatics or Athletics to dodge the lightning strikes.

Failure A creature who fails to overcome this obstacle is repeatedly struck by lightning. They take 4d10+20 electricity damage and become clumsy 2 for 4 hours.

SHIFTING HILLSCAPES **OBSTACLE 10**

An expanse of steep hills that shift consistently, rocking like massive waves across a storm-wracked, earthen ocean.

Overcome DC 24 Survival to predict and roll with the waves, DC 25 Acrobatics to keep your footing, DC 26 Arcana or Nature to magically force the earthen waves to stabilize beneath your feet.

Failure A creature who fails to overcome this obstacle is battered and tossed around by the earthen waves. They take 4d10+20 bludgeoning damage and become sickened 2. For 4 hours, they can't reduce the value of their sickened condition below 2.

Tsunami of Fallen Tears **OBSTACLE 10**

Rumbling precludes a tsunami whose waters are formed from fallen tears and induce feelings of desperate sorrow.

Overcome DC 24 Athletics to swim through the tsunami and ensuing floods, DC 25 Survival to find shelter that can withstand the waves, DC 26 Crafting or Acrobatics to ride atop the waves on a makeshift boat or debris.

Failure A creature who fails to overcome this obstacle is battered by waves and nearly drowns. When they emerge, they're overcome with sorrow, adding their tears to the following tsunami. They take 3d12+13 bludgeoning damage and 1d12+13 mental damage.

Setbacks

Each time the PCs fail a check to navigate the Heart, they encounter a setback. Usually, it involves a hazard or a dangerous enemy. The GM can also add in a setback if the PCs are behind in Experience Points, or if the GM wants to challenge PCs who are navigating the Heart with ease. In the latter case, a setback should be encountered after an obstacle and before a landmark.

Blood Drinkers (Low 10): The PCs enter a swampy region and are attacked by blood sucking vermin—six giant mosquitos (*Bestiary* 2 175).

Border Guard (Moderate 10): The PCs encounter **Keldria** (female weak shadow giant^{B2}), a guard in Avathrael's employ who hunts intruders that enter the forest's Heart from the Netherworld. Keldria announces her authority then questions the PCs, demanding to know why they're in the Heart. If she suspects the PCs are from the Netherworld or that the PCs mean Avathrael harm, she attacks. Otherwise, she lets them go, having no doubt that Avathrael is aware of the intrusion and will deal with the PCs as they see fit.

Corpse Collectors (Low 10): Three charnel creations (*Monster Core* 61) constructed from preserved corpses and fused together by writhing shadows attack the PCs, instinctively striving to add more corpses to their amalgamated forms.

Eyelet Swarm (Trivial 10): Three eyelet swarms (page 82) take wing, spiraling around the PCs in a cyclone.

Gogiteth Territory (Moderate 10): The PCs enter the hunting territory of a gogiteth (*Monster Core* 177). It stalks them for a time through a dense forest with viscera hanging from the trees before attacking.

Greeters: A dour brownie possessing a *passage charm* confronts the PCs, telling them to get lost. This individual is **Oolaloo** (nonbinary brownie^{B2} tattletale), a herald in Avathrael's employ. They report to Avathrael a few hours later, sharing everything they've learned about the PCs and casting the information in as poor a light as possible.

Hungry Shadows (Low 10): Three elite greater shadows (*Monster Core* 306) attack the PCs.

Nightmare Grove (Moderate 10): Avathrael suspects niliths (*Monster Core* 239), aberrations known

for wielding nightmares and fear as a weapon, are extensions of much deadlier creatures that dwell in the Dimension of Dreams, making them remote feeding machines for another entity entirely. Curious if they can create and leverage a similar connection between themselves and their minions, Avathrael transplanted a dozen niliths to this region of the Heart, to better study the creatures' behavior. As the PCs pass through this region of the forest, which is draped in nightmares and illusions, two niliths attack them.

Plant Food (Moderate 10): The PCs pass through a meadow of pitcher plants. Two are dezullons (*Monster Core* 94) that ambush the PCs to make a meal of them.

Shade Rain (Trivial 10): It rains, and droplets of supernaturally frigid shadow fall from the sky, first in a trickle and then in a deluge. This rain deals 2d6 cold damage to all creatures outdoors (DC 20 basic Reflex save). The PCs must attempt a DC 26 Perception or Survival check to find shelter. On each failed check, the PCs take an additional 4d6 cold damage (DC 20 basic Reflex save). The rain delays the PCs by 2 hours.

LANDMARKS

Each time the PCs succeed at a navigation check, they reach a landmark. They reach these landmarks in order. When they reach their fifth landmark, they arrive at Avathrael's studio.

Q. Metal Forest

Moderate 10

The Plane of Wood isn't the only elemental plane experiencing a resurgence; the long-forgotten Plane of Metal is likewise returning to the planar stage. As it does, jagged metal spires and strange metallic creatures have emerged into Gloaming Arbor. This planar breach isn't Avathrael's doing, but they're intrigued by it. Avathrael has hundreds of eyelets posted around the perimeter of this metal forest to monitor the incursion.

Hazards: As the PCs battle the encroaching creatures (page 56), additional metal spires rise from the ground, piercing through the shadowy earth and into Gloaming Arbor. Each of these spires is a simple trap that triggers when a creature enters the area, as indicated with dotted lines on the map on page 56.

PUNCTURING SPIRES (3)

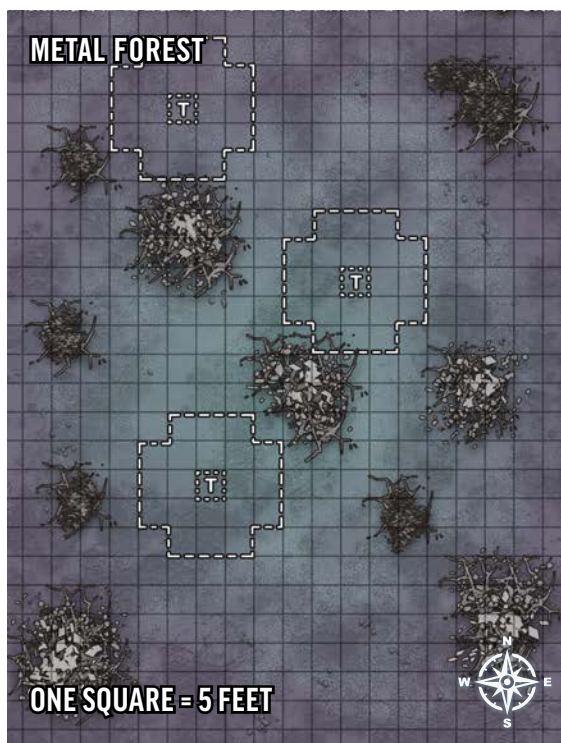
HAZARD 9

UNCOMMON MAGICAL TRAP

Stealth DC 23 (trained)

Description A metal spire bursts from the ground, skewering the target and knocking aside other creatures.

Disable DC 30 Arcana or Occultism (expert) to seal the planar breach, or DC 28 Nature (master) to magically reinforce the ground and prevent a spire's emergence



Pierce Realm ➔ **Trigger** A living creature enters the area;

Effect A 60-foot-tall metal spire rises from the ground, puncturing the triggering creature and dealing 4d10+26 piercing damage (DC 32 basic Reflex save). On a critical failure, the creature is additionally impaled, becoming grabbed until it Escapes (DC 30). A creature that Escapes is 60 feet in the air. Additionally, all creatures within 10-feet of the spire take 2d10+13 bludgeoning damage (DC 32 basic Reflex save). On a failure, they're knocked prone.

Creatures: Two nanoshard swarms from the Plane of Metal have slipped through the planar breach and entered Gloaming Arbor. These elementals are hungry and confused, and they attack the PCs. When reduced to 20 Hit Points or fewer, a nanoshard swarm flees, repairing and replicating itself over the course of a week until it's fully reformed.

NANOSHARD SWARMS (2)

CREATURE 9

Pathfinder Rage of Elements 157

Initiative Perception +18

R. Dragon Graveyard

Moderate 10

Over Avathrael's lifetime, numerous dragons have invaded Gloaming Arbor, attempting to seize control of Avathrael's coveted realm. None have succeeded. Avathrael dumps these corpses unceremoniously in a mass graveyard as a final insult to those who dared oppose them.

Creatures: Three of these dragon corpses are zombies who act as guardians and challengers to any who pass through the area uninvited. They mindlessly attack the PCs, fighting to their destruction.

ZOMBIE DRAGONS (3)

CREATURE 9

Pathfinder Bestiary 3 303

Initiative Perception +16

S. Planar Churn

A churning sphere of shadows, interspersed with colorful streaks of energy, roils in the air above this barren plane. This sphere is a ball of planar matter, that Avathrael will soon use to alter their realm. As the PCs watch, bits of shadow and light slowly funnel into the sphere like water circling a drain. At present, it's 60 feet in diameter and hangs 30 feet above the ground. When it reaches a diameter of 80 feet, Avathrael will begin the next modifications to their realm. The ground below the sphere is marked with magical glyphs and runes, which stabilize the sphere and its growth.

This planar churn is stable, and while it releases bursts of color, light, writhing shadows, and sparks of electricity with regularity, these emanations are tightly contained and can't harm the PCs. A PC who succeeds at a DC 26 Arcana, Nature, Occultism, or Religion check understands the sphere's composition and purpose. Furthermore, they know that they could, if desired, sabotage its growth by damaging the runes on the ground, or destroy the sphere—though this latter option could backfire dangerously.

A PC who wants to sabotage the sphere can attempt a DC 26 Arcana, Nature, Occultism, or Religion check or a DC 28 Thievery check. On a success, they successfully sabotage the sphere, which will cause it to lose power slowly over time. On a failure, they fail to sabotage the sphere and trigger a defensive rune that deals 2d12+13 force damage to the triggering creature.

A PC who wants to destroy the sphere can attempt a DC 24 Arcana, Nature, Occultism, or Religion check or a DC 26 Thievery check. On a success, the sphere implodes, dealing 2d12+13 electricity damage to all creatures in the area. All creatures except for the triggering creature can attempt a DC 26 basic Reflex save to reduce the damage. On a failure, they fail to destroy the sphere and trigger a pulse of volatile energy that surges out of the sphere, dealing 4d12+26 damage to all creatures in the area. All creatures except for the triggering creature can attempt a DC 26 basic Reflex save to reduce the damage.

Development: Avathrael closely monitors this sphere. If destroyed, Avathrael immediately dispatches eyelets to investigate. The PCs should attempt a DC



26 Deception or Stealth check to avoid being spotted or considered suspicious by these eyelets. If they fail, Avathrael comes to believe the PCs are to blame for destroying the planar churn.

T. Eyelet Spire

Moderate 10

An uneven spire of slimy stone rises from the ground like a stalagmite, its sides coated in nooks and nests, used by thousands of eyelets as a roost. An entrance at the spire's base leads inside and up a spiraling set of stairs, all the way to the spire's peak. Here, at the pinnacle, is a magical observatory, where sages in the employ of Avathrael monitor everything that the eyelets see. Some events trigger emergency protocols, which cause their visual feed to be sent on to Avathrael immediately. The rest of the visions and recordings are sorted, summarized, and transmitted to Avathrael every few days as detailed reports and visual clips.

The entire time the PCs are in the region, they're monitored by eyelets and the sages in the spire's observatory.

Creatures: If the PCs enter the observatory, they're confronted by **Luruv** (pangender elf battle seer), the "Master Observer" and sage in charge of managing the eyelet spire. Luruv knew the PCs were coming and has seen much of what they've done within Gloaming Arbor—everything an eyelet has seen and everything a spy or loyalist has reported.

If Luruv believes the PCs are an enemy of Avathrael, they give the party a scolding and attack alongside some sages and eyelets.

If Luruv believes the PCs have no ill intentions toward Avathrael, they tell the PCs to leave, for Avathrael awaits their arrival. Luruv is willing to answer some of the party's questions, including about the purpose of the eyelet spire or anything they've seen during their time in Gloaming Arbor.

If Luruv is unsure of the PCs' intentions, they question the party, using all the information they possess and asking leading questions (to which they already know the answer) to ascertain the PCs' status as friend or foe, then acting appropriately based on that judgment.

SHADOW SAGE

CREATURE 7

MEDIUM HUMAN HUMANOID

Initiative Perception +16

Languages Aklo, Common, Fey

Skills Acrobatics +13, Deception +12, Intimidation +17, Occultism +17, Society +11, Stealth +13

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

Items leather armor, staff

AC 25; **Fort** +13, **Ref** +15, **Will** +18

HP 115

Speed 30 feet

Melee ♦ staff +16 (two-handed d8), **Damage** 1d4+9 bludgeoning

Occult Innate Spells DC 25; **4th** *vampiric feast*; **2nd** *darkvision*, *see the unseen*; **Cantrips** (3rd) *read aura*, *shield*, *void warp*

Sneak Attack The shadow sage deals an additional 2d6 precision damage to off-guard creatures.

LURUVIN

CREATURE 8

MEDIUM ELF HUMANOID

Elite shadow sage (*Monster Core* 6, above)

Initiative Perception +18; low-light vision

Items leather armor, scimitar

Melee ♦ scimitar +18 (forceful, sweep), **Damage** 1d6+11 slashing

EYELET SWARMS (2)

CREATURE 7

Page 82

Initiative Perception +18

Development: If the PCs defeat Luruv and their helpers, they can prevent the most recent batch of reports from reaching Avathrael—this batch contains all surveillance of the PCs from the moment they entered the Heart. Erasing this batch of information requires a PC to succeed at a DC 26 Arcana or Occultism check or a DC 28 Thievery check. On a failure, they trigger the transmission of this information to Avathrael. Everything before this point has already been transmitted to Avathrael.

The PCs can also browse through magical records of past events viewed by eyelets. Obvious among these images is Avathrael sculpting shadows in a fine art studio. A PC who succeeds at a DC 26 Perception check notices Unaasi traveling through the Heart of the forest alongside a few other members of the Wildwood Lodge.

U. AVATHRAEL'S STUDIO

Avathrael's residence is a grand artist's studio equipped with multiple workshops, laboratories, galleries, and gardens. Eyelets perch among the manicured hedges and along the eaves. When the PCs approach Avathrael's studio, they're grandly greeted by Oolaloo (or curtly, if the PCs previously met Oolaloo in the Heart) and ushered into the presence of Avathrael Realmshaper.

Avathrael awaits the PCs in a grand outdoor receiving area, beneath beautiful pergola coiled with flowers and vines. Looking imperious and bored, Avathrael demands the PCs introduce themselves

Severed at the Root

Chapter 1: Remnants of the Past

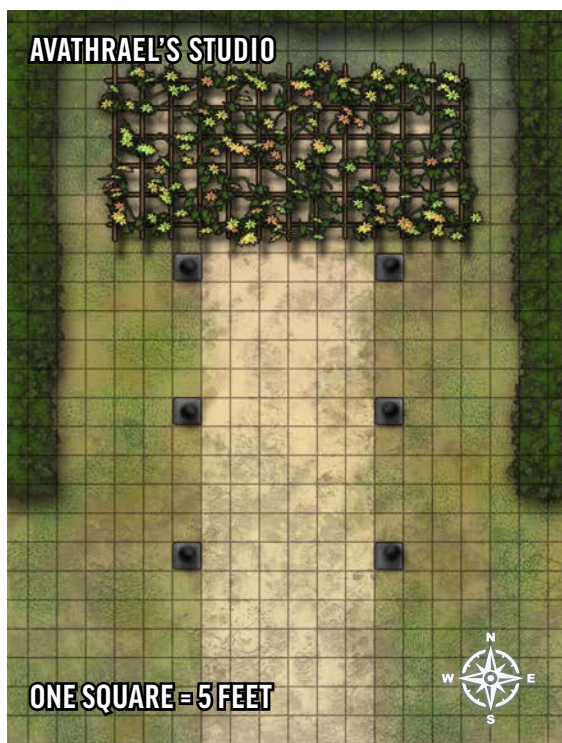
Chapter 2: Aberrant Growth

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and explain why they've sought them out. Note that Avathrael likely already knows the answer—they've received regular reports from their eyelets and information network regarding the PCs.

This encounter makes use of the influence subsystem found on pages 187–189 of the *GM Core*. Both the GM and the players should become familiar with these rules before playing the rest of this chapter. Each influence round takes roughly 10 minutes and involves Avathrael interjecting to ask pointed questions, scoffing, expressing distaste, and intimidating the PCs. The PCs are aiming to earn as many Influence Points as possible before Avathrael grows bored (see below for Avathrael's influence stat block).

If Avathrael knows the PCs performed any actions that undermine their rule, such as sowing discontent or destroying the planar churn, increase all the DCs to influence Avathrael by 1, or by 2 if Avathrael knows the PCs performed numerous such acts.

The PCs have six rounds to earn Influence Points with Avathrael. During the first three rounds, the PCs are in a private meeting with Avathrael. At the beginning of the fourth round, Unaasi and their entourage arrive, also seeking Avathrael's aid. Three more influence rounds follow with the PCs and Unaasi competing for Avathrael's attention and favor. At the end of this time, Avathrael grows bored and announces their decision, choosing to side with the Wildwood Lodge or the Rootweft Lodge—whichever has the most Influence Points.

During each influence round, Avathrael begins the round with a pointed comment, demand, or question that determines the topic the PCs (and Unaasi) are forced to discuss. During each round Unaasi is present, they cause a complication that represents Unaasi's efforts to outdo the PCs.

Avathrael expects the PCs to provide them a gift. The earlier that the PCs provide this gift the better! For each additional 500 gp of value the PCs added to the offering, they gain a +1 item bonus to all checks to influence Avathrael.

AVATHRAEL "THE REALMSHAPER"

UNIQUE HUGE DRAGON PLANT SHADOW

Creator and Master of Gloaming Arbor

Perception +25

Will +25

Discovery DC 26 Dragon Lore, DC 28 Society, DC 30 Perception

Influence Skills DC 24 Occultism (to demonstrate knowledge of rituals or the Netherworld), DC 26 Nature (to demonstrate knowledge of the natural world or the Plane of Wood), DC 28 Architecture Lore, Art Lore, or Garden Lore (to discuss art, architecture, or gardening), DC 30 Crafting (to demonstrate crafting techniques), DC 32 Diplomacy

Influence 4 Avathrael is intrigued, becoming easier to read. Reduce the DC of discovery checks by 2.

Influence 8 Avathrael is impressed and forgives the PCs for their previous transgressions. If the DCs for any skill checks to influence Avathrael are increased (such as due to undermining or insulting Avathrael), reduce the DCs to influence Avathrael back down to the listed values.

Influence 12 Avathrael is so impressed that they end the influence encounter early and side with the PCs.

Resistances Avathrael is angered by visitors who undermine their rule, such as by sowing discontent or destroying the planar churn; increase the DCs of all checks to influence Avathrael by 1 if Avathrael knows the PCs performed any undermining acts, or by 2 if Avathrael knows the PCs performed numerous such acts. They also have no patience for ill-mannered or foolish guests. Increase the DCs of all checks to influence Avathrael by 1 if the PCs disrespect Avathrael by attempting an Intimidation check.

Weaknesses Avathrael takes pride in their creations and considers themselves a talented artist. A heartfelt compliment on Avathrael's artistry reduces the Architecture Lore DC, Art Lore DC, and Garden Lore DC by 2. Avathrael also values obscure planar information. Providing information Avathrael doesn't know about the Plane of Wood or Plane of Metal decreases the Nature DC by 2.

Background Avathrael is the creator and master of Gloaming Arbor. More information on Avathrael appears on pages 88–89.

Appearance Avathrael is a green-scaled plant dragon with poisonous, sweet-smelling breath. Plants grow from their body. Semi-tangible shadows glisten between their scales.

Personality Artistic, controlling, creative, experimental, intelligent, proud, scholarly

Influence Rounds

The PCs have six rounds to influence Avathrael, responding to the dragon's latest assertions.

During rounds 4–6, Unaasi causes a complication that represents Unaasi's efforts to outdo the PCs. Each of these complications has a way to overcome it. A PC can attempt to overcome the complication as their check for the round, instead of attempting to Influence or Discover. If the PCs fail to overcome the complication before the end of the influence round, they suffer that complication's failure condition.

The details on the special features of each influence round are noted below.

ROUND 1

Topic Avathrael demands that the PCs introduce themselves, reimburse Avathrael for this waste of time, and explain their purpose for trespassing within Avathrael's territory.

ROUND 2

Topic Avathrael asks the PCs' opinions on Gloaming Arbor and its inhabitants.

ROUND 3

Topic Avathrael demands the PCs explain their behavior within Gloaming Arbor, forcing them to justify or apologize for their most controversial or troublesome actions.

ROUND 4

Topic Avathrael asks what the PCs have to offer them that Unaasi doesn't.

Complication Unaasi (one of Ruzadoya's chosen) demonstrates their connection to the Plane of Wood, promising to share the secrets of this ritual with Avathrael; **Overcome** DC 26 Medicine (to explain the deadly nature of the ritual), DC 28 Nature or Occultism (to detail the flaws and faults with Ruzadoya's ritual); **Failure** Avathrael is enthralled by Unaasi's demonstration; increase the DCs of all influence checks by 1 for the remainder of the encounter.

ROUND 5

Topic Avathrael asks about the lodge leaders and their goals.

Complication Unaasi celebrates Ruzadoya's cunning, strength, and ruthlessness, likening her to a dragon at heart, and mocks Emorga's sluggish response time;

Overcome DC 26 Performance or Warfare Lore (detail the flaws of the recently failed attack against the Rootweft Lodge, throwing doubt on Ruzadoya's capability), DC 28 Acrobatics or Athletics (demonstrate personal skill), DC 28 Diplomacy (compliment Emorga); **Failure** Unaasi makes the Rootweft Lodge look weak; decrease the PCs' Influence Points by 2.

ROUND 6

Topic Intrigued by tales of clashing lodges and pending war, Avathrael asks how far each group is willing to go to win the battle for the Verduran Forest. What acts will they commit? Where will they draw the line? Why?

Complication Unaasi details their dedication—there's nothing they wouldn't do and no life they wouldn't sacrifice; **Overcome** DC 26 Deception or Diplomacy (argue that Unaasi's fanatical devotion prevents them from making sound decisions), DC 28 Religion (detail the principles the Rootweft was founded upon), DC 28 Society (emphasize planning and tactical decisions, not rash behavior); **Failure** Unaasi earns the favor of Avathrael; decrease the PCs' Influence Points by 2.

Influence Results

This encounter's results depend on how many Influence Points the PCs have. Unaasi has 10 Influence Points.

1–9 Influence Points: If the PCs have fewer than 10 Influence Points, Avathrael sides with Unaasi and lets the ghoran destroy the PCs, which triggers a battle against Unaasi and two Ruzadoya's Chosen. If the PCs defeat Unaasi and at least one of the Chosen within 3 rounds, Avathrael sides with the PCs, deciding Unaasi's demise shows Ruzadoya would be a weak ally. Otherwise, at the beginning of the fourth round, Avathrael joins the fight against the PCs. This is a very difficult encounter. If the PCs win, Avathrael is likely dead. See Dragon's Death on page 60.

10 Influence Points: If the PCs have 10 Influence Points, they've tied Unaasi, and Avathrael is undecided. The dragon orders the PCs and Unaasi to fight to the death, to help them make up their mind. The PCs battle Unaasi and four Ruzadoya's Chosen while Avathrael watches in boredom. This is a severe encounter. If the PCs win, Avathrael agrees to help the Rootweft. See Avathrael Alliance on page 60.

11+ Influence Points: If the PCs have 11 Influence Points or more, they win Avathrael's favor. Avathrael sides with the PCs, causing Unaasi and their cronies to attack the PCs in a rage. Avathrael laughs, telling the PCs to prove their capability. The PCs battle Unaasi

and four Ruzadoya's Chosen while Avathrael watches in delight. This is a severe encounter. If the PCs win, Avathrael agrees to help the Rootweft. See Avathrael Alliance, below.

Null Influence Points: It's possible that the PCs decide to slay Avathrael, rather than influence them, and get aid from Lahanatra instead. In this case, the PCs begin a battle against Avathrael. On the third round, Unaasi and four Ruzadoya's Chosen arrive, joining the fight against the PCs. If the PCs win, Avathrael is likely dead. See Dragon's Death, below.

Creatures: Ruzadoya's Chosen fight to the death, supported by Unaasi's spellcasting. Unaasi retreats only if reduced to 40 Hit Points and most of the Chosen are dead, at which point they realize their elemental blessing might destroy them entirely (and the ghoran seed within them).



Unaasi

AVATHRAEL REALMSHAPER

CREATURE 12

Page 88

Initiative Perception +25

UNAASI

CREATURE 11

Page 92

Initiative Perception +21

RUZADOYA'S CHOSEN (2 OR 4)

CREATURE 7

Page 85

Initiative Perception +18

Avathrael Alliance: If the PCs achieve this outcome, they've earned Avathrael's aid. Avathrael invites the PCs to stay in their guest house for 2 days while they go over the ritual, perform research, and make modifications. At the end of this time, Avathrael gives the PCs this paperwork and magically transports the PCs via shadows to the entrance to Gloaming Arbor. Now that the PCs have Avathrael's blessing, they can leave through the arch and return to the Verduran Forest.

Dragon's Death: If the PCs achieve this outcome, Avathrael is dead, and their loyal followers mourn them and blame the PCs. Gloaming Arbor remains separate from the Verduran Forest, but its residents are no longer barred from leaving—anyone can leave through the entrance to Gloaming Arbor. Over the coming weeks, those residents who weren't loyal followers make their way out of the region and back to the Verduran Forest.

If the PCs met Lahanatra, she has been waiting for this opportunity and is ready to pounce. She slithers into view and thanks the PCs for their heroic assistance, informing them that she'll take on leadership of

Gloaming Arbor and will "set things right"—in her mind, doing so involves making Gloaming Arbor a demiplane she rules. She gives the PCs a collection of detailed notes, which she prepared, and urges the PCs to hurry, as their allies no doubt await their return. If the PCs allow her to claim rulership of Gloaming Arbor, she magically transports the PCs to the entrance to Gloaming Arbor via shadows, where they can return to the Verduran Forest.

If the PCs haven't met Lahanatra, they end up without a mentor. Oolaloo weeps over the body of Avathrael, then stomps off in an angry huff, collects all of Avathrael's most recent notes on magical rituals, and shoves the collection at the PCs, telling them to "take what you came for and get out!" The PCs are forced to make the return journey back to the entrance of Gloaming Arbor under their own power. Additionally, this outcome means that no one lays claim to Gloaming Arbor. After 1 month, the realm reintegrates with the Verduran Forest, becoming as easy to access and leave as any other portion of the woods. Unfortunately, it also unleashes the influence of the Netherworld upon the forest, which will cause many problems of its own in the coming years.

Ritual

After the PCs receive advice from Avathrael or Lahanatra, or receive research notes from Oolaloo, they can return to Tern Hill. Using this information, Emorga, Madge, Vandalya, and any PCs who want to assist can modify and perfect the ritual. If the PCs allied with Avathrael or Lahanatra, Emorga makes contact with them via magic to ask a few follow-up questions. Emorga lacks this option if Avathrael is dead and the PCs don't know Lahanatra. In this case, the DCs for performing this ritual are all increased by 2.

DRAIN PLANAR CONNECTION

RITUAL 5

UNIQUE

Cast 1 day; **Cost** six sets of rare herbs, each worth a total of 50 gp; **Secondary Casters** 5

Primary Check DC 31 Nature (master); **Secondary Checks** DC 26 Diplomacy or Nature or Occultism

You draw the planar energy from Idyllis, through the ley lines, and into the six latticework spheres.

Critical Success You sever Idyllis's connection to the Plane of Wood permanently.

Success You sever Idyllis's connection to the Plane of Wood for 10 years.

Failure You sever Idyllis's connection to the Plane of Wood for 1 year, but the ritual backfires, dealing 4d12+26 force damage to all secondary casters (DC 26 basic Reflex save)—this damage kills Madge.

Critical Failure The ritual backfires as a failure but doesn't sever Idyllis's connection.

Performing the Ritual: A week after the PCs return to Tern Hill, the Rootweft is ready to perform the ritual. Madge supplies the ritual components (she pays the cost). The ritual casters are split into six groups, and each is assigned to one of six ritual sites—the six latticework spheres. The PCs are all stationed at the same sphere. As Emorga is leading the ritual, at least one of the PCs should take on the role of a secondary caster. This means the PCs need only concentrate for the duration of the ritual and succeed at one of the secondary caster skill checks. Excluding any modifications by the PCs and from the results of **Events 18–20**, Emorga has a result of 33 on her primary check.

The ritual is proceeding perfectly when two complications arise. If the PCs received help from Avathrael or Lahanatra, run **Event 18: Contest of Wills** and **Event 19: Opportunistic**. If the PCs didn't receive help from either of them, run **Event 18: Contest of Wills** and **Event 20: Overload**. The result of these events can alter Emorga's outcome, potentially causing the ritual to fail.

Event 18: Contest of Wills

Ruzadoya senses the imminent danger to Idyllis, her elemental power source, and attempts to spiritually deflect the ritual. The PCs must attempt a DC 26 Occultism or Perception check to sense Ruzadoya's psychic presence. On a success, they gain a +2 circumstance bonus to all skill checks for the duration of this event.

Ruzadoya attempts to psychically overwhelm Emorga's mind. A PC who succeeds at a DC 25 Deception check to Impersonate can confuse Ruzadoya by psychically imitating Emorga. A PC who succeeds at a DC 26 Intimidation check can startle Ruzadoya into losing focus. A PC who succeeds at a DC 27 Arcana or Occultism check can deflect Ruzadoya's psychic assault.

If the PCs succeed at one or more of these checks, Ruzadoya fails to hinder the ritual.

If the PCs fail, Emorga's primary check is reduced by 2.

Event 19: Opportunistic

Avathrael or Lahanatra, whoever the PCs received aid from, is monitoring the ritual from afar and performing a ritual of their own, aimed at siphoning the power drained from Idyllis into themselves, rather than into the latticework spheres. The PCs must attempt a DC 26 Occultism or Perception check to sense Avathrael's or Lahanatra's psychic presence. On a success, they gain a +2 circumstance bonus to all skill checks for the duration of this event. On a failure, Avathrael or Lahanatra has the advantage.

A PC who succeeds at a DC 25 Arcana or Occultism check can counter their efforts. A PC who succeeds at a DC 26 Nature check bolsters the magic of the latticework spheres. A PC who succeeds at DC 27 Performance check horribly distracts Avathrael or Lahanatra, hindering them from completing the ritual.

If the PCs succeed at one of more of these checks, Avathrael or Lahanatra fails to empower themselves.

If the PCs fail, Emorga's primary check is reduced by 2.

Event 20: Overload

With no expert to help perfect the ritual, the ritual is much more dangerous. It goes haywire at the PCs' latticework sphere, which shoots blasts of energy in a 20-foot emanation around it that immediately deals 4d12+26 force damage (DC 26 basic Reflex save) to all creatures.

A PC who succeeds at a DC 25 Occultism check can shrink the sphere's emanations. A PC who succeeds at a DC 26 Arcana or Religion check can counter the magical overflow. A PC who succeeds at a DC 27 Thievery check can disperse the sphere's overloading energy.

If the PCs succeed at one or more of these checks, they calm the shadow ball, preventing it from hurting anyone else.

If the PCs fail, Emorga's primary check is reduced by 2.

Conclusion

As the ritual is completed, Idyllis's connection to the Plane of Wood is severed. While Ruzadoya and many of her Chosen still have their power, woodwarps still rampage through the Verduran Forest, and some ritual foci remain unused, Ruzadoya can't make more of her Chosen or more woodwarps. Ruzadoya immediately begins searching for a new connection site. It's only a matter of time before she discovers the latticework spheres. Before she completes her search, the Rootweft Lodge must launch their attack against the Wildwood Lodge and retake the Isle of Arenway!



Green Man Faiths

Chapter 1:
Remnants of
the Past

Chapter 2:
Aberrant
Growth

Chapter 3:
Shadow of the
Dragon

Green Man
Faiths

Unfettered
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A convergence of natural spirits may drastically escalate an area's primal essence, which can spontaneously animate leshies, produce unique flora or, in rare cases, create a lesser deity known colloquially as a green man. Despite their name, green men can be of any gender. They also have numerous other monikers such as green watchers or wildewills. Because of their reclusive nature, general disregard for non-plant life-forms, and tendency to stay within the wilderness that begot them, it's rare to encounter a green man on Golarion. Yet, if any of flesh and blood prove themselves a friend to plants, they may earn a green man's divine blessings.

There is no shared pantheon of green men. In fact, these deities rarely know of more than a handful of their distant colleagues, much less interact with them regularly. Rather, a green man is a tutelary deity and guardian of their chosen home, which also shapes their appearance, personality, and agenda. One who guards an expansive prairie might resemble a humanoid made of grass stalks and wildflowers, forbidding their followers from tilling the earth. Marshlands could birth a green watcher comprised of sodden plant matter who shelters mosses and punishes those who poach local peat.

In the rare case that a green man becomes unmoored from their original site, they often carry their founding ideals and forms wherever they relocate. This can result in bizarre juxtapositions, such as a cactus-like divinity guarding a rainforest. However, green men seldom survive the destruction of their homeland, whether they perish in its defense or wither away due to sheer sorrow from its loss. Thus, those who would revere a green man must protect their sacred realm lest their very faith be destroyed.

Formation

Green man cults form for similar reasons as any other religion: worshippers believe in the deity's objectives, delight in their awesome power, and serve to secure some of that power for themselves. These congregations often appear in small communities near a green man's realm. Fortunately, most signs of the supernatural are benign, such as farms producing record yields or producing unfamiliar (yet excellent) fruit. Generations of folk

magic and prayers directed toward the mysterious benefactor might pass before a green man even notices their growing cult.

Intelligent plants encounter far fewer barriers to interaction and worship. The same forces that create a green man often awaken dozens of leshies before building up enough strength to generate a deity. Thus, it's common for a green man to gain consciousness and find themselves surrounded by adoring leshies.

If their followings consist of plants, non-plant worshippers (whom green men often call "sapless"), or a mixture of both, these faiths rarely spread more than 100 miles from their respective domains. Few groups prioritize proselytization, limiting worship to within that area. That said, there are a few green man cults who actively seek worshippers and a wider reach, driven by once-insular patrons who feel civilization's approach has violated their god's flora. Under the worst conditions, this outspoken resistance can spur violence, with a green man directing followers to destroy lumber camps, raze farms, and hunt down settlers until the divinity is appeased.

As civilization reaches further into the wildlands, more and more green men seek to defend their realms and are willing to grant power to those sapless who will champion their cause. Some have taken a more aggressive stance in protecting their homes and reject the worship of any except for plants and fey. For these radicals, their borders are absolute, and trespass is punished with extreme prejudice. Whether this approach will succeed in protecting their homes or tragically spark a vicious cycle of violence remains yet to be seen.

Dogma

For green men, few tenets are more important than the protection of plants. Followers are expected preserve plant life in their patron's domain, though what qualifies as preservation varies by the deity. For most, it's enough to patrol the region several months each year, watch for blight, and intervene when anyone's harvest approaches what the realm can't easily regrow. Especially prickly green men—often those bitter from past betrayals by greedy neighbors—might enforce stricter rules, such as

GREEN MEN OF GOLARION

In addition to the four appearing on pages 66–67, the following is a non-exhaustive list of green men rumored to dwell on Golarion.

Lord Kudzu: While all green men encourage growth, Lord Kudzu demands overgrowth. He rules over creeping vines, strangler figs, and relentless mint—anything that might cover and constrict non-plants as he turns the whole world green.

Seshilan: This green man eschews the land, instead circulating about the Obari Ocean and periodically washing up on random shores. He is the shepherd of plankton and speaker for sargassum, prioritizing aquatic plants above all else. He's infamously mischievous and delights in ensnaring ships and painting beaches in vivid swaths of algae.

Ulshui, the Unburnt: Believed to dwell in remote Iobaria, Ulshui is a titan among green men, who champions sequoias and other towering trees. She teaches her followers to embrace fire in moderation, allowing it to burn away imperfections and chaff.

Yeysha, the Salt-Soled: Once a commanding presence whose mangrove kingdom stretched along the coast of northwest Garund, Yeysha apparently vanished when the Eye of Abendego flooded and shattered her realm. It's rumored this green man has taken root elsewhere in the Sodden Lands, awaiting the opportunity to heal the land.

limiting fuel collection to dead wood or chasing off grazing deer that overstay their welcome. Whatever the directive, a green man cares little for rites. What's important is what someone does, not how ritualistically they do it.

For most green men, it's important not only to preserve what is, but also to expand plant growth into new areas. This often involves a worshipper harvesting and carrying local seeds with them wherever they travel. The especially zealous even

make a point of squeezing through burr-laden foliage to coat their clothing with seeds and simple divinations often involve casting dandelion fluff from high places to read the direction they drift.

Ultimately, dogma is quite simple: help plants, don't harm plants, and protect plants. While it's possible for other tenets to take priority over the protection of plants, it typically only arises in extenuating circumstances, such as the loss of their demesne or a similarly traumatic event.

Sapless Followers: Unsurprisingly, a green man's dogma develops with a plant's perspective. Worship might involve activities like photosynthesis, flowering, or setting down roots, which are inaccessible to sapless followers. As a result, some cults devise rituals that replicate a plant's physiology through dance, costumes, and even magic, such as meditating in direct sunlight or donning flower-like bonnets while praying. The stranger the ritual, the more befuddled a green man becomes, potentially even withdrawing from a community altogether out of embarrassment.

Worshippers

Leshies easily outnumber any other ancestry among a green man's worshippers. Most green men appreciate leshies as independent beings; however, a few consider the smaller creatures an extension of their own divine bodies. Despite some green men striking a balance between compassion and command, others have found themselves isolated when their demanding rule leads leshies to flee a tyrant or perish in service to their agenda.

That said, even an overbearing green man rarely denies divine power to a well-intentioned plant, and such leshies might thrive abroad as clerics. To the deity, this exodus is no different from a plant developing a bud that breaks away and sprouts into a new shoot.

Those green men who nurture and support their leshy companions reap the benefits. Leshies often grow to become valued advisors, both because they intuitively understand their mentor's philosophies and because the leshies often travel widely and return with knowledge of distant lands, providing the green man with priceless perspective. While abroad, any worshipper (leshy or not) is expected to respect and champion flora, often by carrying seeds and sprouts to help propagate





regional species. Many also share their knowledge of cultivars with upstanding farmers and gardeners; those who grow and harvest plants less sustainably often earn terse lectures instead. When returning home, it's customary for the faithful to bring back pressed flowers, preserved leaves, vials of pollen, and other harmless souvenirs from distant lands.

Those sapless who worship green men aren't subjected to any intentional disfavor. That said, a green man's mind often struggles to understand animals' needs and thoughts, and even the most compassionate green man might at times seem as alien as a creature from the Dark Tapestry.

All followers—sapless or not—are expected to return their borrowed nutrients back to the natural world upon death. Leshies accomplish this reflexively, typically bursting into verdant growth. Others typically ensure their bodies are composted and spread across a beloved garden. Rarely, leshies and other plant creatures might even aspire to a rare honor: uniting with their patron, either by melding into the deity's body or taking root in the very heart of his domain, becoming an ageless steward of that wilderness. This end seems inaccessible to the sapless, yet green men have been known to transform truly loyal worshippers into arboreals and other long-lived plant creatures.

Relations with Other Religions

Many places in the world practice syncretic worship between green men and Gozreh: the Wind and Waves. This often occurs when populated areas border both the sea and a green man's territory. Gozreh charges their followers to hold wild places as sacrosanct—an edict shared by green men cults. Some Gozrens are so successful in protecting a primal area that they spur a new green man to life. These green men often refer to themselves as Seeds of Gozreh, with Gozreh treated with the same respect a leshy might extend toward a green man. Whether Gozreh shares this view is unknown. That said, realms protected by these green men seem especially resilient to hurricanes, floods, and other deadly weather.

Erastil's—and to a lesser extent Jaidi's—faithful often encounter green man cults. The two groups often butt heads over territory and resources, though actual fights are infrequent and brief.

Aphorisms

Due to their small and scattered followings, priests of green men share few sayings.

A Seed is Triumph Enough: A green man seeks little beyond preserving what is and steadily encouraging growth beyond. Aspirations of world domination,

GREEN POWER

Green men most often provide the following edicts, anathema, and devotee benefits. Unique green men often deviate from these slightly while preserving several features in common. Entries for the deities on pages 66–67 replace these features where noted. Specifically, all of these green men provide Constitution and Wisdom as divine attributes, and most provide no divine sanctification.

GREEN MAN

Edicts discover or create new forms of plant life, foster the growth and well-being of flora, preserve areas of natural wilderness

Anathema allow flagrant abuse of plant life to go unpunished, damage natural environments, harm plant life except in the pursuit of saving greater plant life

Divine Attributes Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *summon plant or fungus*, 2nd: *entangling flora*, 6th: *tangling creepers*

Divine Font *heal*

Divine Sanctification none

Divine Skill Nature

Domains healing, might, nature, protection

Favored Weapon club



dogmatic hegemony, or unconditional victory against some foe seem impossibly ambitious, even alien. Instead, faithful are reminded to set and achieve modest goals that benefit plant life and leave a humble legacy. This aphorism also offers comfort when plans fail or priests must sacrifice themselves for their cause. So long as they've preserved future generations' prosperity, they've attained victory.

Not the Leaves, but the Roots: Hiding beneath a blade of grass stretch a dozen roots, each working invisibly to sustain the organism. This saying doesn't just celebrate the unsung heroes that support a grand endeavor; it also reminds faithful of the broader ecosystem necessary for life. Microbes, fungi, detritivores, and more all replenish the soil that feeds the all-important plants, and their silent contributions are worth celebrating.

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Aminara

LADY OF REEDS

Areas of Concern aquatic plants, detours, wetlands

Edicts relish life's quiet moments, foster the growth and well-being of flora, reshape surroundings to create new ecosystems and opportunities

Anathema Needlessly rush or take a direct route when you could wander, destroy healthy wetlands, harm plant life except in the pursuit of saving greater plant life

DEVOTEE BENEFITS

Cleric Spells 1st: *summon plant or fungus*, 3rd: *cozy cabin*, 5th: *control water*

Divine Font heal

Divine Sanctification can choose holy

Divine Skill Nature

Domains change^{LOGM}, healing, nature, water

Favored Weapon machete^{TV}

Aminara champions the rushes, reeds, and fallen trees that flourish along waterways' banks. She delights in floodplains and placid, meandering streams, yet her passion lies in oxbow lakes and wetlands that form as plants and deposited silt transform the landscape.

Aminara encourages her faithful to act with similar patience and flexibility. A dedicated follower must understand that there will be delays, snags, and diversions—all reminders to savor the quiet moments and not rush. Like a gentle river, a worshipper's gentle kindness and wisdom can build communities filled with friends more numerous than cattails.

After being displaced by Taldor's long-ago expansion and their wetland reclamation project, Aminara wandered the greater Sellen River basin for millennia. In recent centuries, she's returned to her old home—Taldor's neglected canal network. Amid its silt-choked waterways, she has nurtured long gardens of new growth that delight visitors. Yet, officials know that if they try to restore too many canals to working order, they might risk an ancient demigod's wrath.

Granduncle Taproot

HE WHO HIDES IN HUMUS

Areas of Concern rest, roots

Edicts honor those whose essential work is overlooked, preserve areas of natural wilderness, relish your well-deserved rest

Anathema harm a sleeping creature, harm plant life except in the pursuit of saving greater plant life

DEVOTEE BENEFITS

Cleric Spells 1st: *summon plant or fungus*, 3rd: *one with stone*, 5th: *dreaming potential*

Divine Font heal

Divine Sanctification none

Divine Skill Nature

Domains dreams, earth, might, nature

Favored Weapon shield boss

Whereas most green men actively evade humanoids, Granduncle Taproot escapes notice because he's usually buried deep underground. There he can slumber for ages at a time. When he does rouse, he wanders in a daze, marveling at the strange creatures that have arrived or evolved since he last stretched his legs.

Yet should he emerge in a city or other landscape bereft of natural beauty, his wrath is terrible indeed.

Granduncle Taproot has skin like that of a wizened potato, and thousands of tiny roots give him the appearance of a long, wispy beard.

When he finally burrows down to sleep, it's not just to regain strength; it's an opportunity to dream and reflect on everything he witnessed and ponder deep thoughts. Those who revere Granduncle Taproot likewise value their rest, insisting on ample sleep and downtime to think. While awake, these followers work industriously, ensuring that no contributor to their projects goes unrewarded or unappreciated. After all, it's all too easy to praise a tree while overlooking the roots that keep it upright.

Granduncle Taproot rarely meets his disciples. Instead, his body sometimes sends sprouts up to the surface to form a wondrous garden of unfamiliar fruits.

Those who feast on the bounty absorb a fragment of the green man's thoughts, which echo in the eater's dreams for weeks afterward.

Those who embrace these visions can learn from Granduncle Taproot, becoming one of his faithful.

Kzininn

THE PRINCE OF THORNS

Areas of Concern dangerous plants, boundaries, harsh lessons

Edicts equip the weak to defend themselves, preserve areas of natural wilderness, confront those who trespass and despoil, embrace scars

Anathema allow flagrant abuse of plant life to go unpunished, prune a plant's natural defenses, fully heal wounds inflicted by plants

DEVOTEE BENEFITS

Cleric Spells 1st: *goblin pox*, 2nd: *blood vendetta*, 3rd: *wall of thorns*

Divine Font harm or heal

Divine Sanctification none

Divine Skill Nature

Domains nature, pain, protection, wood^{RoE}

Favored Weapon spiked chain

In an ancient, more carefree age, Kzininn guided the growth of succulents, ferns, and other lush plants. This idyllic existence ended when Desna discovered Ghlaunder, unleashing that parasitic god upon the multiverse. Like a legion of aphids, Ghlaunder fell upon Kzininn, draining his fluids and vitality until only a withered husk remained. When he was sated and flew to seek other prey, Kzininn wasn't quite dead, but he was angry.

Over time, he regrew. Where once there was soft flesh, waxy cuticles took shape. Rounded leaves gave way to menacing thorns. The sweet sap became bitter with toxins. Kzininn remained a guardian of nature, yet he had rebuilt himself into a bristling juggernaut.

Since then, Kzininn has championed cacti, brambles, nightshades, and other hazardous plants, encouraging flora to evolve defenses so that they don't fall prey to remorseless fauna. His followers often seed nettles to ward off grazers from vulnerable undergrowth. Worshipers incorporate small spines into their attire, and although intimacy isn't discouraged, the faithful are expected to exercise healthy physical and social boundaries.

Kzininn's realm winds through the Shattered Peaks of western Nex and Katapesh, spilling into parts of the Mwangi Expanse. He is reclusive, rarely revealing himself but instead encouraging his wards to develop increasingly deadly—if not outright carnivorous—defenses. It seems Kzininn views the cultivation of pesh cacti in Katapesh with particular disdain; his disciples occasionally liberate or even animate the cacti to revolt, tearing apart their farmers to water the soil with blood.

Telvrys

THE SOILCROWN

Areas of Concern mountain climbing, primary plant growth, stubbornness

Edicts sow new life in desolate places, foster the growth and well-being of flora, patiently mentor disciples, climb to high places

Anathema abandon an endeavor before making a stubborn attempt, harm fragile ecosystems except in the pursuit of saving greater plant life, demean those who attempt difficult tasks

DEVOTEE BENEFITS

Cleric Spells 1st: *summon plant of fungus*, 2nd: *acid grip*, 6th: *tangling creepers*

Divine Font heal

Divine Sanctification none

Divine Skill Athletics

Domains destruction, might, nature, travel

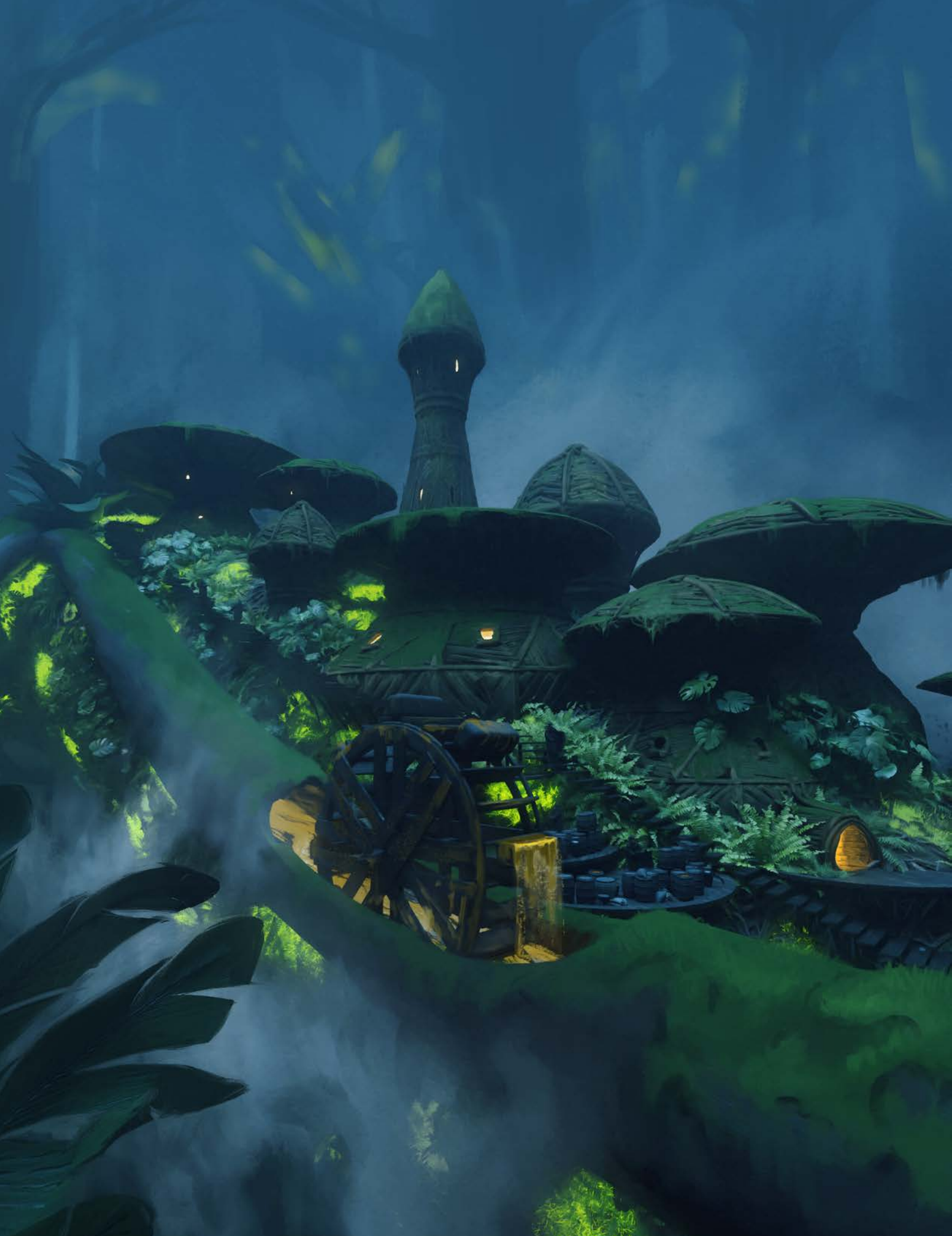
Favored Weapon earthbreaker^{TV}

Lush valleys, primeval rainforests, and prairies whose deep roots scrape the bedrock—these fertile lands would not exist if not for Telvrys. To him, every mountaintop and cooling lava flow is a potential garden if properly prepared. Using lichens and hardy sprouts, he patiently oversees erosion and colonizes barren rock with soil. However, once the tiny garden is self-sustaining, Telvrys has already departed in search of higher peaks and more hostile realms to reclaim.

Telvrys resembles a kappa made of moss and gravel, with hardy shrubs growing from his stooped back and dark soil brimming from a shallow divot atop his head. He often carries a knobby walking stick covered in burrs and seed cases that fall free each time he taps the ground. He has no permanent region, instead ranging across Golarion as he's inspired. He's known to spend years at a time fruitlessly colonizing sand-blasted peaks, only to depart in a terrible mood.

Though he doesn't seek out humanoids, Telvrys can't help but marvel at anyone who would brave the mountains; those who impress him can earn his aid, be that his saving them from a fall or even adopting them as apprentices.

Of all the green man faiths, Telvrys's disciples are the most mobile, often falling in with adventuring groups traveling to high-altitude areas, taking time to transplant seedlings into sheltered niches. These wanderers share a special bond with followers of Irori, Kurgess, Yamatsumi, and other deities of athleticism, finding joy in how each explorer can collaborate in scaling mountains for different yet complementary reasons.



Unfettered Growth

The Plane of Wood is a plane forgotten—a secret lost to time and faded into obscurity, alluded to only in the most obscure legends. Now, the Plane of Wood is returning, and its influence is spreading. As a tree spreads its roots far beyond its trunk, so too does the Plane of Wood spread its vitality and magic to planes and worlds beyond.

The Plane of Wood is an eternal forest, filled with trees whose branches give way to ever smaller trees. It's a place of vibrant plant life and unfettered growth. The plane is inhabited by wood elementals, dryads, forest dragons, wood scamps, kizidhar genies, and more, all ruled by the elemental lords of wood, Shumunue and Verilorn. For more information on the Plane of Wood, see *Pathfinder Rage of Elements* and *Pathfinder Adventure #203: Shepherd of Decay*.

While primal magic can manipulate plants, fungi, and wood, the returning Plane of Wood enables characters to tap into ligneous power in all new ways. Yet, such power often comes with a cost. Much like the woodwarps and woodblessed in this adventure, powerful planar magic frequently overwhelms mortals, flooding their body with the plane's unfettered growth or the pernicious power of Ayrzul's Blight.

The following decay, plant, and wood themed character options permeate the Plane of Wood. Characters playing this adventure path can gain access to these options in a variety of ways, including by wielding ancient primal magic traditions in the Verduran Forest, embracing some of the Wildwood Lodge's dangerous magic in *Pathfinder Adventure #202: Severed at the Root*, or while exploring the Plane of Wood in *Pathfinder Adventure #203: Shepherd of Decay*.

Ancestry Feats

The following feats are for plant-based ancestries, including ardandes, conrasus, ghorans, and leshies. While some are specific to an ancestry, others can be taken by anyone with the noted traits.

CAUSTIC NECTAR

FEAT 1

UNCOMMON

Prerequisites ardande trait, plant trait, or wood trait

You have specialized glands inside your throat, which produce acidic nectar that you can spit long distances. You gain a nectar ranged unarmed attack with a range increment of 20 feet that deals 1d4 acid damage. On a critical hit, the target is additionally sickened 1. Your nectar doesn't add critical specialization effects. You're immune to your own nectar.

Special This feat gains the trait for your ancestry.

UNBOWED, UNBROKEN

FEAT 1

UNCOMMON ARDANDE LINEAGE

Your connection to elemental wood manifests as resilience—towering trees, rough bark, deep roots, and patient determination. You gain the Unwavering Resilience reaction.

UNWAVERING RESILIENCE

Trigger You attempt a saving throw against a poison, disease, or mental effect, but you haven't rolled yet.

You tap into the power of the Plane of Wood, gaining strength and mental fortitude. You gain a +1 circumstance bonus on the triggering save. If you critically succeed at this saving throw, you become bolstered by your success; blossoms and new growth temporarily sprout all over your body, and you gain a number of temporary Hit Point equal to your level. These temporary Hit Points last for one minute. When there temporary Hit Points are lost, the verdant growth subsides.

WILDERNESS BORN

FEAT 1

UNCOMMON

Prerequisites ardande trait, plant trait, or wood trait

You're at home in the wilderness and easily disappear into it. You gain a +1 circumstance bonus to Hide and Sneak in natural terrain, and a +1 circumstance bonus to Sense Direction in natural terrain. While in natural terrain, you're always considered to be Covering Tracks, even if you chose a different activity in exploration mode.

Special This feat gains the trait for your ancestry.

QUICK ROOT

FEAT 5

UNCOMMON

Prerequisites ardande trait, plant trait, or wood trait

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Trigger A creature successfully Shoves or Trips you, or you fail a saving throw against an effect that would move you or knock you prone.

You react instinctively, sprouting roots from your legs and plunging them deep into the ground to keep your footing. If a force would move you, you move half that distance, to a minimum of 5 feet. If you would be knocked prone, resolve the effect, then you Stand.

Special This feat gains the trait for your ancestry.

GROW TOOL ◆◆◆

FEAT 9

UNCOMMON PLANT PRIMAL

Prerequisites ardanite trait, plant trait, or wood trait

You grow a simple tool from your own body, coaxing flowers, vines, roots, and wood to grow and sprout from your flesh into the desired shape. You create a one level 0 common simple tool with no intricate parts or written text, such as a crowbar, rope, or shovel. You can't replicate a tool kit or weapon with this ability. This item lasts for 1 minute, or until you create another tool with this ability, whichever comes first. When duration runs out, the item crumbles to mulch.

Special This feat gains the trait for your ancestry.

POLLINATE ↻

FEAT 9

UNCOMMON

Prerequisites ardanite trait, plant trait, or wood trait

Trigger You take bludgeoning damage.

As you're hit, you emit a dense cloud of pollen, obscuring you from sight. You become concealed until the beginning of your next turn.

Special This feat gains the trait for your ancestry.

ONE WITH THE WILD

FEAT 13

UNCOMMON

Prerequisites Wilderness Born

You naturally blend in with the wilderness, becoming camouflaged. In natural terrain, you can Hide and Sneak even without cover or being concealed.

Special This feat gains the trait for your ancestry.

UNFETTERED GROWTH

FEAT 13

UNCOMMON

Prerequisites ardanite trait, plant trait, or wood trait

By tapping into the limitless power of the Plane of Wood, you can experience sudden, dramatic growth for a short time. Select one of the following benefits when you gain this feat. This choice is permanent and can't be changed.

- You gain 2nd-rank *enlarge* as a primal innate spell. You can cast this spell twice per day and must target yourself. The spell's duration is 30 minutes.
- You gain 4th-rank *enlarge* as a primal innate spell. You can cast this spell once per day and must target yourself.

Special This feat gains the trait for your ancestry.

IRRISISTIBLE BLOOM ◆

FEAT 17

UNCOMMON EMOTION INCAPACITATION MENTAL OLFACTORY VISUAL

Frequency once per day

Prerequisites ardanite trait, plant trait, or wood trait

You bloom, sprouting flowers and releasing a pleasant smell, becoming irresistible. All creatures in a 30-foot emanation must attempt a Will save with a DC equal to your Class DC or Spell DC, whichever is higher. On a failure, a creature becomes fascinated with you, and must spend at least one of its actions on its next turn moving toward you. On a critical failure, you acting hostile to that creature allows them to attempt another save, rather than automatically ending the fascination.

These effects last until the beginning of your next turn. You can spend one action at the beginning of your turn to Sustain the effects for an additional round. You can Sustain it in this way for a maximum of 1 minute.

Special This feat gains the trait for your ancestry.

POTENT NECTAR

FEAT 17

UNCOMMON

Prerequisites Caustic Nectar

Your nectar becomes particularly dangerous. Select one of the following benefits when you gain this feat. This choice is permanent and can't be changed.

- Your nectar is sticky, and clings to your target. Your nectar unarmed attack deals an additional 1d4 persistent acid damage to the target. This persistent damage isn't multiplied on a critical hit.
- Your nectar is shot at a high velocity, and splashes upon contact. Your nectar unarmed attack additionally deals 1d4 acid splash damage. This splash damage isn't multiplied on a critical hit.

Special This trait gains the trait for your ancestry.

Class Options

BARBARIAN INSTINCTS

The following new barbarian instincts represent connections to the natural cycles of life, including abundant growth and inevitable decay.

DECAY INSTINCT

Your rage is intrinsically tied to the decomposition of organic beings, and the new growth that decay allows. You may have meddled with ancient relics created by Ghorus, been infected by exposure to Ayrzul's Blight or the Tanglebriar, or been blessed by the green man Zibik. As you unleash your rage, you rot, becoming riddled with mold and flesh-eating fungi. Though this rot recedes when you let your emotions settle, it doesn't go away

completely, and the scars left behind spread bit by bit throughout your lifetime, multiplying with every rage.

Anathema

Preventing the decomposition of dead creatures or plants is anathema to your instinct, as is destroying or interfering with the growth of molds or fungi in a natural setting. This doesn't prevent you from defending yourself against fungus creatures or hazards or harvesting fungi or molds solely for sustenance.

Rotting Rage (Instinct Ability)

When you rage, you can choose to increase the additional damage from Rage from 2 to 6 and change its damage type to poison, instead of the damage type for your weapon or unarmed attack. If you do this, your Rage action gains the primal and poison traits, and you take 1 damage at the end of each of your turns as your flesh decays. This damage can't be reduced or avoided by any means. You may make this choice only when your rage begins, and it remains in effect until your rage ends.

Specialization Ability

When you use rotting rage, increase the additional damage from Rage from 6 to 10, but the damage you take at the end of your turn increases to 5. If you have greater weapon specialization, instead increase the damage from Rage when using rotting rage from 10 to 18, but the damage you take increases to 10.

Raging Resistance

You resist poison damage, as well as damage dealt by the attacks and abilities of creatures with the fungus trait, regardless of the damage type.

LIGNEOUS INSTINCT

Your rage is powered by the steady growth of the natural world, from the blossoming of flowers to the cultivation of vegetables and the towering, imposing might of the grandest trees. You might be descended from powerful druids or dryads, been exposed to powerful primal magic, or been transformed by the resurgence of the Plane of Wood. As you unleash your rage, your flesh becomes covered in woody growths, which spread like bark across your body.

Anathema

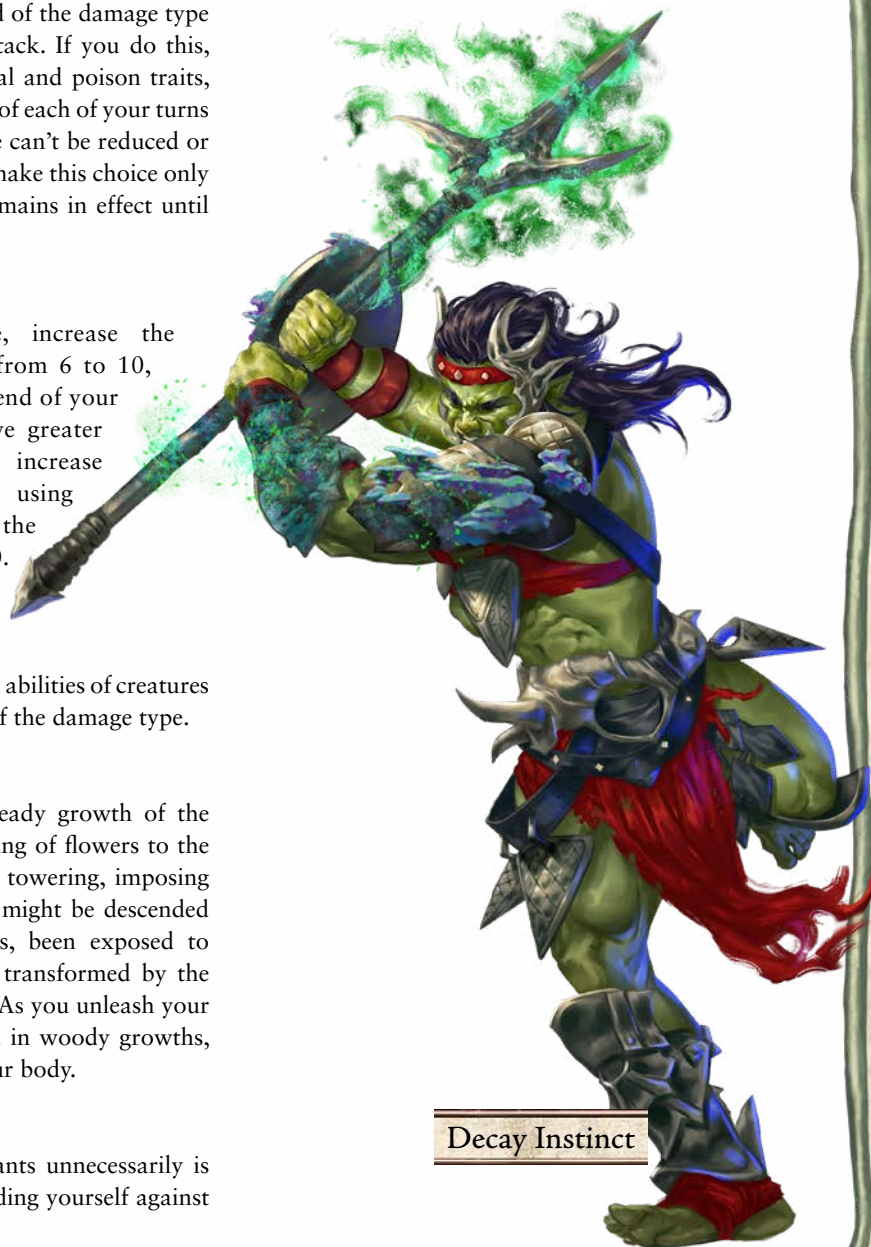
Despoiling nature and killing plants unnecessarily is anathema to your instinct. Defending yourself against plant creatures or hazards is not.

Wooden Rage (Instinct Ability)

While raging, you can increase the additional damage from Rage from 2 to 6. If you do this, reduce your Speed by 10 feet, as the bark plates covering your body are a hinderance to mobility. This speed reduction can't be overcome by any means, though it can be offset by speed increases.

Specialization

When you use wooden rage, increase the additional damage from Rage from 6 to 10. If you have greater weapon specialization, instead increase the damage from Rage when using wooden rage from 10 to 18.



Decay Instinct

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Raging Resistance

You resist piercing and slashing damage, but you gain weakness to fire equal to 3 + your Constitution modifier, as your bark-like flesh is highly flammable.

DRUID ORDERS

The following druidic orders are variants of the leaf order, providing an alternative anathema, benefits, and focus spell.

Cultivation Order (Leaf Order Variant)

You believe that nature is best tended, pruned, and maintained. Nature is inherently random and chaotic out of necessity of survival—the flower spreads its seeds far and wide, hoping that some might sprout, but you believe that plants truly thrive in orderly environments. Thus, you lend a hand, decluttering that which is stagnant, planting in ideal locations, replanting that which grows in suboptimal locations, mulching the soil, and performing other maintenance. While many druids might consider your approach “meddling” or “unnatural,” you know that the work you do is vital for the overall health of the environment you tend.

You’re trained in Crafting. You also gain the Leshy Familiar druid feat. You gain the *cornucopia* order spell, and you increase the number of Focus Points in your focus pool by 1. Committing wanton cruelty to plants or fungi or neglecting to nurture plants in need of tending is anathema to your order. This doesn’t prevent you from killing plants or fungi and it doesn’t prevent you from defending yourself against plants or fungi.

Special: The cultivation order is a variant of the leaf order. If you have the cultivation order, you count as a member of the leaf order, and you qualify for leaf order feats.

Spore Order (Leaf Order Variant)

You’re fascinated by molds and fungi, and you understand the important role they play in the continued health of ecosystems. This interest often puts you at odds with local communities, who view molds and fungi as something to be eradicated, rather than nurtured.

You’re trained in Intimidation. You also gain the Leshy Familiar druid feat, but you must create a fungus leshy. You gain the *mushroom patch* order spell, and you increase the number of Focus Points in your focus pool by 1. Committing wanton cruelty to molds or fungi, killing molds or fungi unnecessarily, or interfering with the natural processes of decay, is anathema to your order. This doesn’t prevent you

from defending yourself against fungi or molds or from harvesting fungi or molds for sustenance.

Special: The spore order is a variant of the leaf order. If you have the spore order, you count as a member of the leaf order, and you qualify for leaf order feats.

FEATS

FUNGAL EXHALATION

FEAT 6

UNCOMMON DRUID FOCUS

Prerequisites spore order

You can conjure toxic spores to infect enemies. You gain the *fungus exhalation* order spell. Increase the number of Focus Points in your focus pool by 1.

HEDGE PRISON

FEAT 6

UNCOMMON DRUID FOCUS

Prerequisites cultivation order

You cultivate plants to entrap your foes. You gain the *hedge prison* order spell. Increase the number of Focus Points in your focus pool by 1.

FOCUS SPELLS

FUNGAL EXHALATION

FOCUS 3

UNCOMMON DRUID FOCUS FUNGUS

Traditions primal

Cast ♦♦ somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

You exhale toxic mold spores that fill the area. You deal 6d4 poison damage to creatures in the area. On a failure, a creature is also sickened 1, or sickened 2 on a critical failure. A creature that doesn’t breathe is immune to this effect.

Heightened (+1) The damage increases by 2d4.

HEDGE PRISON

FOCUS 3

UNCOMMON DRUID FOCUS PLANT

Traditions primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 Medium or smaller creature

Saving Throw Reflex; **Duration** sustained up to 1 minute

You conjure an intricate hedge prison to trap a creature, encasing them completely in a hollow cube of dense bushes. The hedge has AC 5, Hardness 5, and 20 Hit Points. It’s immune to critical hits and precision damage.

Critical Success The creature escapes the hedge before it fully forms.

Success The creature is trapped inside the hedge, but the hedge’s Hit Points are reduced by half.

Failure The creature is trapped inside the hedge.

Critical Failure The creature is trapped inside the hedge, and the hedge’s Hit Points are increased by half.

Heightened (4th) The hedge's hardness increases to 7 and its Hit Points increase to 30.

Heightened (5th) The hedge's hardness increases to 9 and its Hit Points increase to 40. You can target a creature of Large size or smaller.

Heightened (6th) The hedge's hardness increases to 11 and its Hit Points increase to 50. You can target a creature of Large size or smaller.

Heightened (7th) The hedge's hardness increases to 13 and its Hit Points increase to 60. You can target a creature of Huge size or smaller.

Heightened (8th) The hedge's hardness increases to 15 and its Hit Points increase to 70. You can target a creature of Huge size or smaller.

Heightened (9th) The hedge's hardness increases to 17 and its Hit Points increase to 80. You can target a creature of Huge size or smaller.

MUSHROOM PATCH

FOCUS 1

UNCOMMON DRUID FOCUS FUNGUS

Traditions primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Area** 10-foot-radius burst

Duration 1 minute

You cause mushrooms to sprout in the area. The area becomes difficult terrain. When the spell is cast and at the beginning of each round, the mushroom's release a cloud of irritating spores. Creatures in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round. If the creature moves to outside area, they can spend 1 action to rub their eyes, removing the dazzled condition.

Failure The creature becomes dazzled for 1 round.

Critical Failure The creature becomes dazzled and slowed 1 for 1 round.

Heightened (3rd) The range increases to 90 feet and the area increases to a 20-foot-radius burst.

Heightened (6th) The range increases to 120 feet and the area increases to a 30-foot-radius burst.

Heightened (9th) The range increases to 150 feet, the area increases to a 40-foot-radius burst, and when a creature would become dazzled, they become blinded instead.

KINETICIST IMPULSES

The following kineticist impulses represent an ever-growing connection with the returning Plane of Wood.

BORN TO THE TREES

FEAT 4

UNCOMMON IMPULSE KINETICIST MORPH PRIMAL WOOD

You adapt a creature to live among the trees, improving its ability to climb, balance, and leap. Target a willing

creature within 30 feet. For 10 minutes, it gains a climb Speed equal to its Speed and a +1 circumstance bonus to Acrobatics checks to Balance and Athletics checks to Long Jump and High Jump. When it Leaps, it increases the distance it can Leap horizontally by 5 feet and vertically by 2 feet. If you use Born to the Trees again, any existing one ends.

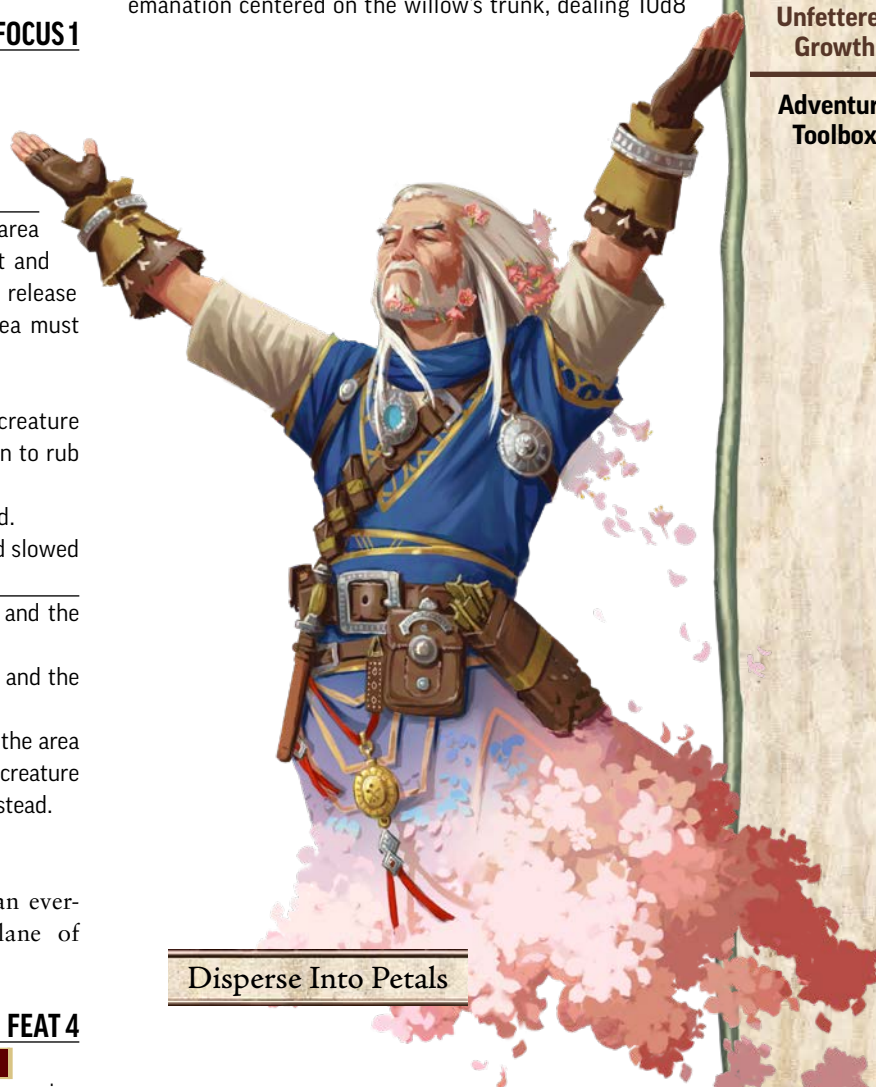
Level (6th) You can target up to 5 willing creatures.

THE THOUSAND LASHES OF THE WEEPING WILLOW


FEAT 18

UNCOMMON IMPULSE KINETICIST OVERFLOW PLANT PRIMAL WOOD

You conjure a massive willow tree, which lashes your foes with a thousand branches. The trunk of the weeping willow tree is 10-feet in diameter and appears in an unoccupied space within 500 feet. The tree whips its branches at all your enemies within a 30-foot-radius emanation centered on the willow's trunk, dealing 10d8



Disperse Into Petals



slashing damage with a basic Reflex save against your class DC. A creature that fails its save is also overcome with sorrow, becoming slowed 1 for as long as the willow remains, as it weeps uncontrollably. The willow doesn't target you or your allies.

The willow tree remains until the end of your next turn, but you can Sustain it up to 1 minute. The first time you Sustain the impulse each round, the weeping willow attacks again, dealing 4d8 slashing damage to all enemies in the area with a basic reflex save. If you use this impulse again, the previous one ends.

Level (20th) The initial damage is 14d8, and the Sustained damage is 5d8.

Deviant Abilities

Deviant abilities are a unique and unstable power gained through mutation, dangerous experiments, exposure to planar magic, a blessing or curse from a divine patron or otherworldly entity, or other methods. Deviant abilities are detailed further on pages 98–103 of *Pathfinder Dark Archive*.

BLIGHT SOUL

Whether through planar exploration or unintended catastrophe, you've come into close contact with Ayrzul's Blight and have been forever changed. As the Blight is a realm of invasive rot, pernicious decay, and deadly radiation, so too are you capable of wielding the powers of decay.

RELEASE SPORES

FEAT 2

RARE DEVIANT FUNGUS MAGICAL POISON

You create a miasma of spores. These spores fill a 20-foot burst within 100 feet and remain for 1 round per level you have. All creatures within the spores become concealed, and all creatures outside the spores become concealed to creatures within it. You can see through the spores without difficulty. You can Dismiss the spores.

Awakening The spores smell disgusting. Creatures in the area are sickened 1 for as long as they remain in the area, plus 2 rounds.

Awakening The spores are toxic. The miasma deals 1 poison damage per 2 levels you have to creatures in the area when you Release Spores, to creatures who begin their turn in the area, and to creatures who enter the area.

ROTTEN SLURRY

FEAT 2

RARE ATTACK DEVIANT MAGICAL

You expel a glob of rotten, foul-smelling slurry from your torso, hand, or mouth at a foe. Make a ranged attack roll against a creature within 30 feet. If you succeed, the slurry deals 1d4 bludgeoning damage to the target for every two

levels you have, or double damage on a critical success. A creature that's damaged by the attack is sickened 1 (sickened 2 on a critical success).

Awakening The slurry bursts, showering bystanders. The attack deals an additional 1d4 poison splash damage for every four levels you have.

Awakening The slurry is caustic, and bores into the flesh of those it touches. The attack deals an additional 1d4 persistent acid damage.

IRRADIATE

FEAT 6

RARE DEVIANT MAGICAL POISON

You exude an aura of radiation, making everyone around you ill. All creatures in a 15-foot emanation must succeed at a Fortitude save or become sickened 1. On a critical failure, they're also fatigued for 1 minute. You're immune to your own radiation. The value of this sickened condition increases by 1 for every 5 levels you have beyond 6th.

Awakening You become more efficient at exuding this aura of radiation. The radius of the emanation becomes 60 feet.

Awakening Your radiation becomes more potent. Creatures in the area take an additional 1d4 poison damage for every 2 levels you have, with a basic Fortitude save (roll this Fortitude save once and apply it to both the damage and the sickened condition).

UNLEASH THE BLIGHT

FEAT 10

RARE DEVIANT MAGICAL NEGATIVE

You unleash the rot infecting you, spreading the blight to those nearby. All living creatures in a 60-foot emanation take 1d6 void damage for every 2 levels you have, with a basic Fortitude save.

Awakening The blight is infectious. Creatures damaged by your blight take an additional 1d6 persistent void damage, as they begin to decompose.

Awakening The blight is debilitating. Creatures damaged become drained 1 for one round on a success, drained 1 for 1 minute on a failure, and drained 2 for 1 minute on a critical failure.

Backlash: Fungal Rot

As you use your powers, radioactive molds and fungi consume your flesh, making you look (and feel) like a rotting, walking corpse.

Mild Backlash You take damage equal to your level as your body decays.

Moderate Backlash You take damage equal to your level and become sickened 2.

Severe Backlash You take damage equal to twice your level and become sickened 4. You can't reduce the value of your sickened condition below 1 for 1 hour.

VERDANT CORE

The Verdant Core deviation represents an abundance of vitality and plant life, likely caused by being implanted with supernatural seeds, contact with the Plane of Wood or the First World, or powerful primal rituals. Regardless of the source, you're a walking garden with grass, flowers, and other small plants sprouting from your flesh. You have powers over plants, wood, and growth.

SPROUT FRUIT

FEAT 2

RARE DEVIANT HEALING MAGICAL PLANT

The plants covering your body sprout a single, ripe fruit. A creature other than you who eats this fruit as a three-action activity (1 Interact action to pluck the fruit and 2 Interact actions to eat it) is healed 1d4 Hit Points for every 2 levels you have.

Awakening The fruit is more potent. Increase the healing from d4s to d6s.

Awakening The fruit is plentiful. You sprout one additional fruit for every 5 levels you have beyond 2. Also, those who eat a fruit may reduce a condition affecting them by 1.

VINE LASH

FEAT 2

RARE ATTACK DEVIANT MAGICAL PLANT

Requirements You have a free hand.

A long vine sprouts from your arm, which you can temporarily wield like a whip. Make a melee attack roll against a creature within 30 feet. If you succeed, the vine deals 1d6 slashing damage for every 2 levels you have to the target, or double damage on a success.

Awakening The vine coils around your foes, squeezing them lifeless. On a successful hit, the target is grabbed by the vine. The DC to Escape the vine is equal to your Class DC or Spell DC, whichever is higher. Each round on your turn, if the target is still grabbed, the vine squeezes them, dealing 1d6 bludgeoning damage for every 2 levels you have.

Awakening Rather than lash at your foes with a single vine, dozens of writhing vines emerge from your hands, lashing all creatures in a large area. You can use Vine Lash as a 2-action activity to damage all creatures in a 30-foot cone, with a basic Reflex save.

DEFENSIVE GROWTH

FEAT 6

RARE DEVIANT MAGICAL PLANT WOOD

Trigger You're the target of a physical attack.

You grow a shield of woven flowers and branches, then Raise that Shield to defend yourself from the triggering attack. If you would take damage from the attack, you immediately Shield Block. This is a wooden shield (Hardness 3, HP 12, BT 6). The shield remains in your

possession for a number of rounds equal to your level, or until it's destroyed.

Awakening The shield becomes stronger. It has Hardness 5, HP 40, BT 20.

Awakening The shield takes on a mind of its own and lashes out vengefully when destroyed. When the shield is destroyed, it explodes, dealing 4d6 piercing damage to your attacker, with a basic Reflex save.

DISPERSE INTO PETALS

FEAT 10

RARE DEVIANT MAGICAL PLANT POLYMORPH

You merge with the blossoms sprouting from you and disperse, becoming a visible cloud of blossoms and petals. You're amorphous. You lose any item bonus to AC and all other effects and bonuses from armor, and you use your proficiency modifier for unarmored defense. You gain resistance to physical damage equal to half your level and are immune to precision damage. You can't cast spells, activate items, or use actions that have the attack or manipulate trait. You gain a fly Speed of 10 feet. You can remain in this form for up to 1 minute. You can Dismiss this effect.

Awakening You can maintain your form for a longer time. You can remain in this form for up to 1 hour.

Awakening You've learned to harm others, even while in your blossom state. You can occupy the same space as someone else. While occupying someone else's space, you can spend 1 action to spin around in a vortex of blossoms, dealing 1d4 slashing damage for every 5 levels you have to the creature, with a basic Reflex save.

Backlash: Life-Draining

The flourishing plant life that covers your body is a part of you, but it draws nutrients from your blood, making you weaker the more the flowers grow. As the plants grow, you need to spend more and more time recuperating. Recuperating in the sunshine lowers this duration, as it feeds the flowers, speeding your recovery.

Mild Backlash You become drained 1 as the plants feed off your life force. This condition lasts until you spend 3 consecutive actions to rest and do nothing.

Moderate Backlash You become drained 2 and fatigued until you spend 20 minutes recuperating by resting and doing nothing. If you spend this time basking in sunshine, it instead takes 10 minutes.

Severe Backlash You become drained 3 until you spend 2 hours napping. While napping, you're unconscious and can't take actions or engage in exploration activities, but a creature can wake you with a single action with the manipulate trait. If you spend this time napping in natural sunlight, it instead takes 1 hour. You're fatigued until you can get a full night's rest.



Adventure Toolbox

The following new rules appear in this adventure.

Treasures of Taldor

While harvesting the Verduran Forest's resources, Taldans have carried and lost myriad treasures that survive to this day.

CLEAR CUTTER'S AXE ITEM 9

RARE MAGICAL

Price 600 gp

Usage held in 1 hand; Bulk L

Wielded by wealthy Taldan knights against the Gorothe Lodge, this +1 *striking returning hatchet* has an axe head resembling a roaring lion's head.

Activate—Slash and Burn ⚡ (manipulate)

Trigger You critically succeed at a Strike against a plant; **Effect** The weapon's etchings pulse with green energy, as it tears through bark, leaf, and wood. The *clear cutter's axe* deals an additional 1d10 persistent fire damage to the plant.

Activate—Mow Down ⚡⚡ (manipulate) **Frequency** once per day; **Effect** You hurl the axe horizontally, sending it flying through the air in a wild, whirling cyclone. The axe flies in a 30-foot emanation around you, eliminating all non-magical undergrowth and any resulting difficult terrain, cover, and concealment in area. It attempts to counteract one magical effect that affects a plant in the area (counteract +20). Plant creatures in the area take 5d6 slashing damage (DC 25 basic Reflex save). As the axe finishes its circuit, it returns to your hand.

HERO'S PLATE ITEM 10+

RARE MAGICAL

Usage worn armor; Bulk 4

Golden images of heroic deeds decorate the black plates of this +1 *resilient full plate*. You gain resistance 5 to mental damage and a +1 status bonus to saves against fear.

Activate—Personal Legend ⚡ (concentration) **Frequency** once per day; **Effect** The scenes depicted on your armor shift and change, making room to accommodate your current heroic feats. You cast *heroism* on yourself.

Type hero's plate; **Level** 10; **Price** 1,000 gp



Clear Cutter's Axe

Type greater hero's plate; **Level** 18; **Price** 22,500 gp.

The armor is +2 *greater resilient full plate*, the resistance increases to 10, the status bonus increases to +2, and *heroism* is heightened to 6th-rank.

LANCE OF SUN'S RADIANCE ITEM 11

RARE LIGHT MAGICAL

Price 1,450 gp

Usage held in 1 or 2 hands; Bulk 2

Crafted for a long-forgotten knight to slay Avathrael Realmshaper, this +2 *striking dragon bane*^{SoM} lance is crafted from gleaming steel with a golden silk banner depicting a radiant sun. When in a location of dim light or darkness, the *lance of sun's radiance* sheds bright light in a 60-foot radius, and dim light for a further 60 feet.

Activate—Banish Darkness ⚡ (divine, light, manipulate) **Frequency** once per hour; **Effect**

You tap the lance's tip against an object, causing that object to shed light like a torch for 1 hour.

Activate—Sun Cutting Scales ⚡⚡⚡ (divine, light, manipulate)

Frequency once per day; **Effect** With a bold proclamation, you thrust the lance forward, firing a beam of brilliant, scouring light in a 120-foot line. Creatures in the area take 6d8 spirit damage, or 6d12 spirit damage if they're a dragon (DC 28 basic Reflex save). Creatures that critically fail are also blinded for 1 round.

ALCHEMICAL BOMBS

DEFOLIATION BOMB ITEM 2+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE SPLASH VOID

Usage held in 1 hand; Bulk L

Activate ⚡ Strike

This brightly painted ceramic sphere contains chemicals that cause plants to wither and die. A defoliation bomb deals the listed void damage, persistent void damage, and splash damage to all plants in the area. Non-creature plants in the area immediately wither and die. Many types grant a bonus to attack rolls.

Type lesser defoliation bomb; **Level** 2; **Price** 7 gp

The bomb deals 1d6 void damage, 1d4 persistent void damage, and 1 void splash damage.

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Type moderate defoliation bomb; **Level 4; Price** 18 gp
You gain a +1 item bonus to attack rolls. The bomb deals 2d6 void damage, 2d4 persistent void damage, and 2 void splash damage.

Type greater defoliation bomb; **Level 12; Price** 350 gp
You gain a +2 item bonus to attack rolls. The bomb deals 3d6 void damage, 3d4 persistent void damage, and 3 void splash damage.

Type major defoliation bomb; **Level 18; Price** 3,600 gp
You gain a +3 item bonus to attack rolls. The bomb deals 4d6 void damage, 4d4 persistent void damage, and 4 void splash damage.

NAIL BOMB

ITEM 2+

UNCOMMON ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ➤ Strike

This pressurized iron casing bursts open when struck, releasing cold iron shrapnel. The bomb deals the listed piercing damage and piercing splash damage from a cold iron source. Many types grant a bonus to attack rolls.

Type lesser nail bomb; **Level 2; Price** 8 gp

The bomb deals 2d4 piercing damage and 1 piercing splash damage.

Type moderate nail bomb; **Level 4; Price** 16 gp

You gain a +1 item bonus to attack rolls. The bomb deals 4d4 piercing damage and 2 piercing splash damage.

Type greater nail bomb; **Level 12; Price** 350 gp

You gain a +2 item bonus to attack rolls. The bomb deals 6d4 piercing damage and 3 piercing splash damage.

Type major nail bomb; **Level 18; Price** 4,000 gp

You gain a +3 item bonus to attack rolls. The bomb deals 8d4 piercing damage and 4 piercing splash damage.

Wonders of the Wildwood

The Verduran Forest is a wellspring for primal magic and a gathering place for druidic circles. The following spell catalysts (*Secrets of Magic* 168), spellhearts (*Secrets of Magic* 170), talismans, wands, and other items are used by members of the Wildwood and Rootweft lodges, among other primal spellcasters.

BOUGAINVILLEA BLOSSOM

ITEM 3+

UNCOMMON CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

This pink flower has long, slender thorns along the stem. The flower can be used as a catalyst when casting an *entangling flora* spell, which causes the affected plants to sprout long thorns and vibrant pink blossoms. The area becomes hazardous terrain, dealing the listed piercing damage to an enemy each time it enters an affected square.

Type lesser bougainvillea blossom; **Level 3; Price** 10 gp

The piercing damage of the hazardous terrain is 1.

Type moderate bougainvillea blossom; **Level 7; Price** 60 gp

The piercing damage of the hazardous terrain is 2.

Type greater bougainvillea blossom; **Level 11; Price** 300 gp

The piercing damage of the hazardous terrain is

3.

Type major bougainvillea blossom; **Level 15;**

Price 1,200 gp

The piercing damage of the hazardous terrain is 5.

Feral Linguist

FERAL LINGUIST

ITEM 1+

UNCOMMON CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

This wooden whistle is stuffed with cotton and carved with images of bellowing stags, howling wolves, and chirping birds. You can blow on this whistle to use it as a catalyst when casting an *animal form* spell. When you do, you gain the listed benefit for the duration of the spell.

Type feral linguist; **Level 1; Price** 3 gp

You retain the ability to speak, though this doesn't allow you to cast spells.

Type greater feral linguist; **Level 8; Price** 85 gp

You retain the ability to speak. Once during the spell's duration, you can cast either a spell of 4th-rank or lower or a cantrip of any level, ignoring the inability to cast spells while in your battle form.

FOXGLOVE TOKEN

ITEM 3+

UNCOMMON MAGICAL POISON SPELLHEART

Usage affixed to armor or a weapon; **Bulk** L

This small piece of wood is finely carved to depict a foxglove. The spell DC of any spell cast by Activating this item is 17.

- **Armor** You gain resistance 2 to poison damage.
- **Weapon** After you cast a plant spell by activating the *foxglove token*, your Strikes with the weapon it's attached to deal an additional 1d4 poison damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *puff of poison* (Player Core 2).

Type foxglove token; **Level 3; Price** 55 gp

Type greater foxglove token; **Level 8; Price** 425 gp

Resistance when affixed to armor is 5, extra damage when affixed to a weapon is 1d6, and the spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 3rd-rank *noxious vapors* (Player Core 2).

Type major foxglove token; **Level 12; Price** 1,750 gp

Resistance when affixed to armor is 10, extra damage when affixed to a weapon is 1d8, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You



cast *petal storm* (*Secrets of Magic* 121).

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *wall of thorns*.

HEARTMOSS

ITEM 3+

UNCOMMON HEALING MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** L

This burgundy moss grows in heart-shaped clumps and releases a pleasant, calming scent. The spell DC of any spell cast by Activating this item is 17.

- **Armor** You gain resistance 2 to mental damage and a +1 item bonus to saving throws against effects with the emotion trait.
- **Weapon** After you cast a healing spell by activating the *heartmoss*, the weapon exudes a soothing scent. Your Strikes with the affixed weapon have the nonlethal trait for 1 minute. Until the end of your next turn, Strikes with the affixed weapon cause the target to be stupefied 1 for 1 round if it hits (or for 3 rounds on a critical hit).

Activate Cast a Spell; **Effect** You cast *stabilize*.

Type *heartmoss*; **Level** 3; **Price** 55 gp

Type *greater heartmoss*; **Level** 8; **Price** 450 gp

Resistance when affixed to armor is 5, stupefied value when affixed to a weapon is 2, and the spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 3rd-rank *heal*.

Type *major heartmoss*; **Level** 12; **Price** 1,750 gp

Resistance when affixed to armor is 10, stupefied value when affixed to a weapon is 3, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-rank *sound body*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *healing well* (*Secrets of Magic* 110).

NAVIGATOR'S FEATHER

ITEM 2

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 6 gp

Usage affixed to headgear; **Bulk** L

Activate ◇ (concentrate, fortune); **Trigger** You would roll a Survival check to Sense Direction or Track but haven't rolled yet; **Requirements** You're trained in Survival.

This jaunty feather is affixed to headgear and can guide you in times of trouble, twisting to point in different directions. When you activate the talisman, you roll the triggering Survival check to Sense Direction or Track twice, and use the higher result.

For 24 hours, you gain a +1 circumstance bonus to Survival checks to Sense Direction, so long as you're navigating toward the same destination as when you activated the talisman, and a +1 circumstance bonus to Survival checks to Track, so long as you continue to Track

the same creature as when you activated the talisman. After 24 hours, the feather disintegrates, becoming mundane dust that blows away on the breeze.

SAGE'S BLOOM

ITEM 5

UNCOMMON CONSUMABLE MAGICAL TALISMAN

Price 50 gp

Usage affixed to headgear or hair; **Bulk** –

Activate ◇ (concentrate) **Trigger** You attempt a Nature check to Recall Knowledge but haven't rolled; **Requirements** You're trained in Nature.

This simple white flower is placed into a hat or worn braided into your hair. When activated, it releases a soothing scent, which helps you focus your mind. When you activate the talisman, you Recall Knowledge three times, rather than once. If you use Nature for any of these checks and get a critical failure, that check is instead a failure.

WAND OF SPLINTERED SORROWS ITEM 6+

UNCOMMON MAGICAL WAND WOOD

Usage held in 1 hand; **Bulk** L

This wooden wand is roughly cut, as if it had been crudely chopped from a tree and left forgotten. When held, the wand imparts feelings of deep sorrow.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *splinter volley* (*Rage of Elements* 198) of the indicated rank. Each splinter contains some of the despair felt by cruelly harvested trees, causing any creature damaged by this spell to become stupefied 2 for a number of rounds equal to the spell rank. On a critical success on the attack roll, the target also weeps, becoming slowed 1 for the same duration.

Type *wand of splintered sorrows* (2nd-rank spell); **Level** 6; **Price** 250 gp

Type *wand of splintered sorrows* (4th-rank spell); **Level** 10; **Price** 1,000 gp

Type *wand of splintered sorrows* (6th-rank spell); **Level** 14; **Price** 4,500 gp

Type *wand of splintered sorrows* (8th-rank spell); **Level** 18; **Price** 24,000 gp

Craft Requirements Supply a casting of *splinter volley* (*Rage of Elements* 198) of the appropriate level.

Ghorus's Legacy

The renegade druid Ghorus, was a creative magical craftsman. He developed countless tools—including the following shield, staff, spell catalysts, and spellheart—used during his long war against Taldor. Once defeated, Ghorus fled the Verduran Forest, leaving behind many treasures and experiments. Most were destroyed or ruined, but those that remain are dangerous and potent tools.

Severed
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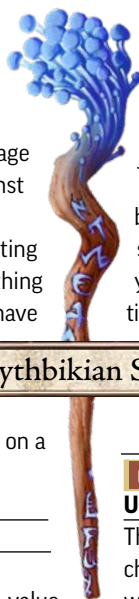
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Cythbikian Staff

BLOODROOT SHIELD

ITEM 9

UNCOMMON MAGICAL VOID WOOD

Price 600 gp

Usage held in 1 hand; Bulk 1

This wooden shield is an interwoven knot of still-living tree roots (Hardness 6, HP 36, BT 18).

Activate—Thirsty Roots ◆ (manipulate) **Frequency** once per day; **Effect** You hold out the shield as the roots untangle themselves and launch forward, dealing 9d6 void damage to all creatures in a 60-foot line (DC 25 basic Reflex save). On a failed save, a creature takes an additional 5 persistent bleed damage. The shield regains a number of Hit Points equal to half the void damage dealt.

CLAY SPHERE

ITEM 3+

UNCOMMON MAGICAL SPELLHEART

Usage affixed to armor or a weapon

This dry clay ball becomes malleable when activated, shifting into a variety of forms. The spell attack roll of any spell cast by Activating this item is +7 and the spell DC 17.

- **Armor** You gain resistance 2 to precision damage and a +1 item bonus to saving throws against effects with the morph or polymorph traits.
- **Weapon** After you cast a morph or polymorph spell by activating the *clay sphere*, the weapon becomes malleable, shifting its form to your whims. Your Strikes with the affixed weapon have the versatile bludgeoning, versatile piercing, and versatile slashing trait for 1 minute. Until the end of your next turn, Strikes with the affixed weapon have their damage dice increase by one step.

Activate Cast a Spell; **Effect** You cast *gouging claw*.

Type *clay sphere*; **Level** 3; **Price** 55 gp

Type *greater clay sphere*; **Level** 6; **Price** 225 gp

Resistance when affixed to armor is 5, item bonus when affixed to armor is +2, the spell attack roll is +10, and the spell DC is 20.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *enlarge*.

Type *major clay sphere*; **Level** 14; **Price** 4,200 gp

Resistance when affixed to armor is 10, item bonus when affixed to armor is +3, the spell attack roll is +21, and the spell DC is 31.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *cursed metamorphosis*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *plant form*.

CYTHBIKIAN STAFF

ITEM 15

UNIQUE FUNGUS MAGICAL STAFF

Usage held in 1 hand; Bulk 1; **Price** 5,800 gp

The *Cythbikian staff* is a gnarled length of rotting wood, riddled with mold and fungal growths. Originally called

the *Zibikian staff* in honor of its creator, the green man Zibik, with whom Ghorus communed before magically receiving this staff. Ghorus spent years using samples of the staff's spores to invent weapons for his war against Taldor.

When you invest this staff, a thin layer of fungi grows on your hands, remaining until your next daily preparations. If an enemy takes damage from any of the spells you cast by the *Cythbikian staff*, this fungus spreads up your arms, and you gain temporary Hit Points equal to double that spell's level. These temporary Hit Points last 10 minutes.

Activate—Rule by Roots ◆◆◆ (fungus, manipulate)

Frequency once per week; **Effect** You plunge the *Cythbikian staff* into the earth, causing a vast fungal network to spread out from the staff, coating the ground, plants, structures, and all creatures in a 100-foot emanation (DC 34 Reflex avoids) until the staff is removed or 24 hours have passed. Non-magical plants in the area die. A creature covered by these fungal growths is grabbed and controlled, physically, by the fungus, as it moves them around like a living puppet. At the beginning of a grabbed creature's turn, they can attempt to Escape (DC 34). On a failure, the fungus forces them to spend all of their remaining actions moving toward and attacking the nearest creature in the area using melee Strikes with any weapon at their disposal. The fungal growths pay no mind to how the bodies under their control operate, and grabbed creatures are twisted, bent, and contorted in ways that harm their body. Each round, at the end of a grabbed creature's turn, they take 8d6 bludgeoning damage from this painful manipulation (DC 34 basic Fortitude save). A creature that successfully Escapes or is physically removed from the area is no longer grabbed or controlled. When the *Cythbikian staff* is removed from the ground, or after 24 hours have passed, the mold dies and this effect ends. Over the course of a week, the mold decays and fertilizes the soil, providing valuable nutrients to the soil and preparing the region for new plant growth.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *timber* (*Rage of Elements* 198)
- **1st** *wall of shrubs* (*Rage of Elements* 199), *wooden fists* (*Rage of Elements* 199)
- **2nd** *oaken resilience*, *splinter volley* (*Rage of Elements* 198)
- **3rd** *sudden blight* (*Player Core* 2), *wall of thorns*
- **4th** *murderous vine* (*Secrets of Magic* 117), *fungal infestation* (*Player Core* 2)
- **5th** *life-draining roots* (*Rage of Elements* 196), *plant form*
- **6th** *lignify* (*Rage of Elements* 197), *tangling creepers*

NECROTIC CAP

ITEM 4+

UNCOMMON CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

You can use this slimy, rotting mushroom as a spell catalyst when you cast an *acid grip* spell by tapping it against the target, causing the mushroom to release a cloud of necrotic spores. When you do, *acid grip* loses the acid trait, gains the fungus trait, and all acid damage the spell deals becomes void damage. On a hit, the target additionally gains the enfeebled and sickened conditions, with the listed values, as the spores consume their flesh. As long as the target is taking persistent void damage, they can't reduce the value of their sickened condition below 1.

Type lesser necrotic cap; **Level** 4; **Price** 18 gp

The value of the enfeebled and sickened conditions is 1.

Type moderate necrotic cap; **Level** 8; **Price** 80 gp

The value of the enfeebled and sickened conditions is 2.

Type greater necrotic cap; **Level** 11; **Price** 350 gp

The value of the enfeebled and sickened conditions is 3.

Type major necrotic cap; **Level** 15; **Price** 1,200 gp

The value of the enfeebled and sickened conditions is 4.

WOOD-ROTTED ROOT

ITEM 3+

UNCOMMON CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

This palm-sized chunk of wood is rotting, and riddled with mold and fungi. You can crush this wood to use it as a spell catalyst when you cast a *oaken resilience*. When you do, the bark that covers your skin is rotting, and emits a small cloud of spores whenever you hurt. For the duration, whenever you take physical damage, your rotting bark skin emits a cloud of spores in the listed emanation. Creatures in the area must attempt a Fortitude save at the listed DC to avoid taking the listed poison damage.

Type lesser wood-rotted root; **Level** 3; **Price** 11 gp

The DC is 15, the area is a 5-foot emanation, and the poison damage is 1.

Type moderate wood-rotted root; **Level** 7; **Price** 55 gp

The DC is 21, the area is a 5-foot emanation, and the poison damage is 1d4.

Type greater wood-rotted root; **Level** 10; **Price** 190 gp

The DC is 24, the area is a 10-foot emanation, and the poison damage is 1d8.

Type major wood-rotted root; **Level** 14; **Price** 900 gp

The DC is 29, the area is a 15-foot emanation, and the poison damage is 2d8.

Shaped by Shadow

Gloaming Arbor is a world apart—a dark and ominous part of the Verduran Forest, rife with

spirits and tangible shadows. Ruled and shaped by Avathrael Realmshaper, Gloaming Arbor is connected to the Netherworld and filled with many strange and dangerous objects. The following items can be collected in Gloaming Arbor.

PARADISE LIGHT

ITEM 10

RARE INVESTED LIGHT MAGICAL

Price 1,100 gp; **Usage** held in 1 hand; **Bulk** L

This crystal phial was created from Brilliance, a condensed planar fragment of the plane of Nirvana which is trapped within Gloaming Arbor. A *paradise light* glows brightly, shedding bright light in a 30-foot radius and dim light to a further 30 feet. A PC that looks into the *paradise light* sees images of Nirvana, an idyllic pastoral paradise. A *paradise light* is required to navigate the heart of the forest in Gloaming Arbor.

A *paradise light* automatically attempts to counteract any magical darkness that its light enters. When the *paradise light* successfully counteracts an area of magical darkness, that area becomes overlain by a reflection of Nirvana, changing the appearance of the area. This illusory transformation lasts for 1 hour.

Activate—Sanctum ◆◆ (manipulate) **Frequency** once per hour; **Effect** You conjure a shard of Nirvana in a 30-foot emanation, temporarily altering the landscape into an soothing meadow for 1 minute. Creatures in the area gain a +1 item bonus to Will saves and Wisdom-based skill checks, and have fast healing 2. A creature in the area that attempts to take a hostile action must succeed at a DC 28 Will save or the hostile action is prevented and the actions they would've spent are wasted.

PASSAGE CHARM

ITEM 10

RARE INVESTED MAGICAL SHADOW

Price 1,000 gp; **Usage** worn; **Bulk** L

This glossy black brooch is made of solidified shadows and is a gift, given by Avathrael Realmshaper to their allies to allow them to navigate the heart of the forest within Gloaming Arbor. While wearing a *passage charm*, you can cast *darkness* as an innate occult spell twice per day.

Activate—Shape the Shadows ◆◆◆ (manipulate) **Frequency** once per day; **Requirements** You're in an area that's dark or dim light; **Effect** You command the shadows to do your bidding, forming a path, a ramp, a wall, or stairs. The *passage charm* casts 5th-rank *wall of stone*, except the spell loses the earth trait, gains the shadow trait, and has a duration of 24 hours, and the wall is created from solid shadows, rather than stone. If any section of the wall is exposed to bright light, that portion of the wall has its Hardness temporarily reduced by half (to Hardness 7).

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SCRYING STATION

Eyelets live in flocks, nesting at a central scrying station for safety and camaraderie. At these stations, the events the eyelets witness are stored and viewed, and the eyelets' scrying sensors are erased. Wild eyelets typically use abandoned buildings or sheltered cave systems as scrying stations. The eyelets in Gloaming Arbor work for Avathrael and are linked with the eyelet spire (area T).

Eyelet

Eyelets are tiny, bat-like creatures with wings of shadow and magical scrying sensors embedded in their torsos. They use these eye-like sensors to record nearby events, gaining sustenance in the process.

EYELET

A solitary eyelet is of little threat and strives to operate in secret.

EYELET

CREATURE 1

RARE **TINY** **BEAST**

Perception +10; darkvision

Languages Common, Draconic, Fey, Shadowtongue; (can't speak any language)

Skills Acrobatics +6, Stealth +8

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

AC 15; **Fort** +5, **Ref** +10, **Will** +7

HP 20

Light Blindness

Send Signal ♦ The eyelet sends an emergency signal through its scrying sensor to a linked scrying station (see Witness) up to 10 miles away. This transmits the eyelet's distance and direction from the station at the time of sending.

Witness The eyelet records whatever it perceives, storing it in an embedded, marble-sized sensor. The eyelet can record up to 1 hour of events, starting and stopping across a longer period. Removing the sensor erases its records.

An eyelet can transfer everything it has recorded up to 10 miles to its linked scrying station, where the recordings are collected and can be viewed. Doing so empties the sensor so it can be used again. An eyelet can link, or sever its link, to a scrying station as a 10-minute activity with the concentrate trait.

Speed 5 feet, fly 40 feet

Melee ♦ wing +9 (finesse), **Damage** 1d4+2 bludgeoning

EYELET SWARM

Hundreds of eyelets can swarm to overwhelm larger threats.

EYELET SWARM

CREATURE 7

RARE **LARGE** **BEAST** **SWARM**

Perception +18; darkvision

Languages Common, Draconic, Fey, Shadowtongue; (can't speak any language)

Skills Acrobatics +16, Stealth +18

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

AC 24; **Fort** +12, **Ref** +18, **Will** +15

HP 90; **Immunities** grabbed, precision, prone, restrained, swarm mind;

Weaknesses area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 10, slashing 10

Light Blindness

Send Signal ♦ As eyelet.

Witness As eyelet.

Speed 5 feet, fly 40 feet

Swarming Cyclone ♦ Each enemy in the swarm's space takes 4d6 bludgeoning damage (DC 25 basic Reflex save). A creature that fails this save is stunned 1.

Unnerving Observation ♦ (emotion, fear, mental, occult) The eyelets focus their sensors on the same target. One enemy in the swarm's space takes 6d6 mental damage (DC 25 basic Will save). On a failed save, the target is frightened 2 (or frightened 3 and fleeing for 1 round on a critical failure).

Glitterspore

A glitterspore is a colony of mold spores that function as a mindless yet cunning conglomerate. Composed of razor-sharp spores that glitter hypnotically, this insidious fungus adopts the appearance of plants to lure in prey, altering its form and coloration to perfectly impersonate a variety of flora.

Ghorus designed glitterspores to be pernicious and deadly. They can gain sustenance from a variety of sources, including sunlight and soil, but their preferred food source is blood. When possible, glitterspores enter their prey through open orifices or by burrowing directly into their flesh. They then consume their prey from within, cutting through muscle and bone to bathe in blood.

GLITTERSPORE

CREATURE 8

UNCOMMON LARGE FUNGUS MINDLESS SWARM

Perception +17; no vision, tremorsense (precise) 60 feet

Skills Athletics +18, Stealth +18

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

AC 24; **Fort** +19, **Ref** +16, **Will** +13

HP 105; **Immunities** bleed, fatigue, mental, poison, sleep, unconscious, visual;

Weaknesses area damage 10, fire 10, splash damage 10; **Resistances** bludgeoning 6, piercing 11, slashing 11

Fascinating Mimicry (aura, mental, visual) 30 feet. While a glitterspore mimics a plant, its glittering spores and vibrant colors make it unnaturally beautiful. A creature that starts its turn in the aura must succeed at a DC 23 Will save or become fascinated by the glitterspore for 1 round. This aura activates automatically when a glitterspore uses Plant Mimicry, and it deactivates when the glitterspore reverts to its natural form.

Speed 20 feet, fly 25 feet

Burrowing Spores ♦ Each enemy in the glitterspore's space takes 4d8 piercing damage (DC 26 basic Reflex save) and is exposed to spore rot.

Invade ♦♦♦ The glitterspore enters the ears, mouth, and nostrils of a living non-fungus or non-plant creature, then bursts out through their flesh. One enemy in the glitterspore's space takes 7d8 piercing damage (DC 26 basic Reflex save). On a failed save, the target also takes 1d8 persistent bleed damage and is drained 1.

Plant Mimicry ♦ The glitterspore reconfigures its component spores to assume the shape and appearance of another plant, such as a flower bed, shrubbery, tree, or topiary. This doesn't change the glitterspore's texture or overall size but does alter its coloration and appearance. The glitterspore has an automatic result of 29 (33 in gardens, forests, or swamps) on Deception checks and DCs to pass as a non-creature plant. The glitterspore stays in this shape until it takes an action.

Spore Cloud ♦♦ (poison) A glitterspore unleashes a cloud of sparkling, hypnotic spores in a 60-foot-radius burst. Each creature in the area is exposed to spore rot and must succeed at a DC 26 Will save or be fascinated for 1d4 rounds.

Spore Rot (poison) **Saving Throw** Fortitude DC 26; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage plus clumsy 1 and -5-foot status penalty to Speed (1 round); **Stage 2** 2d6 poison damage plus clumsy 2 and -10-foot status penalty to Speed (1 round); **Stage 3** 3d8 poison damage plus clumsy 3 and paralyzed (1d4 rounds)



LIVING LEGACY

While Ghorus and his followers are long dead, many of Ghorus's creations live on, including deadly plant creatures like the glitterspore, dangerous weapons, and—of course—ghorans. From the heart of the Verduran Forest, these successful creations and half-finished experiments have spread across Golarion.

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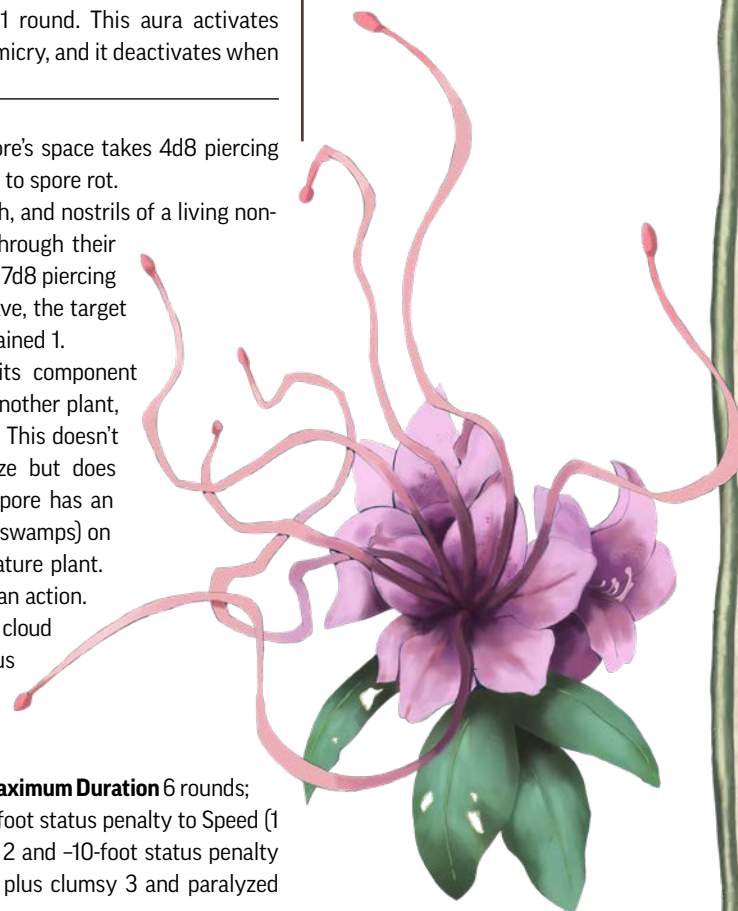
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RETURNING MEMORIES

Over time, a putrifer's memories return, with each bout of remembrance lasting longer and resulting in more vivid, accurate memories. Putrifers that survive this confusing process sometimes regain a semblance of their former, living selves.

Putrifer

A putrifer is a decaying plant creature that refuses to die, even as its body rots away. Similar in shape and appearance to a rotting ghoran, the flowers, leaves, bark, and rinds that compose a putrifer's body weep toxic black fluids. These disgusting secretions emit a foul-smelling miasma that surrounds the putrifer.

Most putrifers arise spontaneously when a gathlain, ghoran, leshy, or other intelligent plant dies traumatically from an effect that causes swift rot and decay. Others are created, either purposefully by necromancers or incidentally during magical experiments. Regardless of origin, a putrifer loses much of its intelligence during the transformation, becoming aggressive, erratic, and easily confused. Putrifers act instinctively, often lingering around the places they frequented in life. They find comfort in patterns and usually form simple daily routines that they loathe to deviate from. Often, these routines echo those they performed in life. A putrifer's memories are distant and faded, returning only periodically in short, confusing bursts that drive the putrifer to reenact moments from their past lives. Their inability to reconcile these memories with the present sometimes causes putrifers to destroy the locations they revisit and harm the people they once knew.

PUTRIFER

CREATURE 9

UNCOMMON MEDIUM PLANT UNDEAD

Perception +18; low-light vision

Languages Arboreal, Common, Fey; *speaks with plants*

Skills Athletics +19, Intimidation +15, Nature +16, Stealth +18, Survival +16

Str +6, **Dex** +5, **Con** +4, **Int** -2, **Wis** +3, **Cha** +0

AC 28; **Fort** +17, **Ref** +20, **Will** +14

HP 160, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep, unconscious; **Weaknesses** fire 10

Emotional Vulnerability A putrifer is easily overwhelmed by confusing thoughts, complex emotions, and resurfacing memories.

A putrifer takes a -2 circumstance penalty to saving throws against emotion effects and treats the result of its saves against emotion effects as one degree worse.

Stench (aura, olfactory) 15 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 25 Fortitude save or become sickened 2 (plus off-guard as long as it's sickened on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

Vengeful Exhalation ⤴ (inhaled, poison) **Trigger** An adjacent creature damages the putrifer; **Effect** The putrifer exhales, exposing the triggering creature to noxious putrescence.

Speed 25 feet

Melee ⬥ rotting fist +21 (magical), **Damage** 2d8+12 bludgeoning plus 1d8 poison

Ranged ⬥ bursting seedpod +20 (range increment 30 feet), **Damage** 2d6+6 bludgeoning plus noxious putrescence

Primal Innate Spells DC 28, attack +20; **5th** *entangling flora* (at will); **Cantrips** (5th) *puff of poison* (Player Core 2), *tangle vine*; **Constant** (5th) *speaks with plants*

Noxious Putrescence (inhaled, poison); **Saving Throw** Fortitude DC 28; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and sickened 1 (1 round); **Stage 2** 2d8 poison damage and sickened 2 (1 round); **Stage 3** 2d10 poison damage and sickened 4 (1 round)

Woodland Stride The putrifer ignores difficult terrain and greater difficult terrain from non-magical foliage.

Woodblessed

Woodblessed are those granted uncontrollable energy drawn from the Plane of Wood—a blessing that brings pain and eventual death.


Woodblessed Abilities


All woodblessed gain the following abilities.

Explosive End (primal, wood) When the woodblessed dies, the planar portal inside of them collapses, causing them to explode in a 20-foot burst of vines that deal 1d6 bludgeoning damage per level to all creatures with a basic Reflex save against the woodblessed's spell DC. The woodblessed's body is completely consumed, though their root network and gear remain behind.

Luminant Aura (aura, light) 20 feet. The volatile planar energy coursing through a woodblessed's veins fills the area with dim light.

Primal Innate Spells A woodblessed can cast *timber* (Rage of Elements 198) as an innate primal cantrip.

Reactive Flare  **Trigger** The woodblessed is damaged by a creature within their reach; **Effect** Distracted by the pain, the woodblessed's concentration slips and splinters erupt from their body as they temporarily lose control of the planar energy within them. Both the triggering creature and the woodblessed take 1d6 piercing damage + 1d6 per 2 levels the woodblessed has, with a basic Reflex save against the woodblessed's spell DC.

Tap Planar Gate  (concentrate, primal) The woodblessed empowers themselves or their next attack.

If the woodblessed's next action is to Stride, is launched off the ground by a suddenly sprouting tree and propelled forward. During this Stride, they have a fly Speed equal to their Speed. If they don't end their movement on a solid surface that can support their weight, they fall.

If the woodblessed's next action is a Strike, the attack sprouts thorns that deal an additional 1d4 persistent bleed damage (1d6 for levels 6–12, 1d10 for levels 13+).

RUZADOYA'S CHOSEN

Those who survive the blessing become Ruzadoya's favored.

RUZADOYA'S CHOSEN

CREATURE 7

UNCOMMON MEDIUM HUMAN HUMANOID WOOD

Perception +18

Languages Arboreal, Common, Fey, Wildsong

Skills Acrobatics +13, Athletics +16, Nature +17, Survival +17

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


Luminant Aura (aura, light) 20 feet.

Items leather armor, +1 staff


AC 22; **Fort** +18, **Ref** +12, **Will** +15

HP 115; **Weaknesses** fire 7, mental 7

Explosive End (primal, wood) 7d6 bludgeoning, DC 25

Reactive Flare  4d6 piercing (DC 25 basic Reflex save)

Speed 25 feet

Melee  **staff** +18 (two-hand d8), **Damage** 1d4+6 bludgeoning

Ranged  **splinter surge** +16 (range increment 30 feet), **Damage** 2d8 piercing

Primal Innate Spells DC 25; **4th** *entangling flora*, *life-draining roots* (Rage of Elements 196), *oaken resilience*; **Cantrips (4th)** *timber* (Rage of Elements 198)

Tap Planar Gate  (concentrate, primal)



CREATING WOODBLESSED

Apply the following to turn a living creature into a woodblessed.

- Increase its level, AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- It gains the wood trait, as well as weakness to fire and mental based on its level (GM Core 119).
- It gains a splinter ranged Strike that deals piercing damage, is in the brawling group, and has a range increment of 30 feet.

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JUST A NAME

While woodwarps have proper names, it's unlikely that members of the Rootweft Lodge will discover them. Instead, the woodwarps are referred to by monikers or nicknames. Thrailorns are dubbed "thornbacks" and durnoliths are dubbed "batterfrills."

Woodwarp

Woodwarps are mutated monsters created when a sapient creature is flooded with unchecked energy from the Plane of Wood that they're unable to control. This rush of all-consuming planar energy scours the creature from the inside out, subsequently warping them into a monstrous humanoid-plant hybrid—an aberration possessing the physiological features of both, painfully reshaped into something dreadful to behold.

A woodwarp's form and features are determined by the size of the creature they were before their transformation—thrailorns were Small, and durnoliths were Medium. Regardless of their appearance and form, woodwarps endure constant pain from the dense root network that grows inside of them, piercing bone, muscle, and internal organs. This agonizing, all-consuming pain drives woodwarps to violence, causing them to lash out at everything around them.

In her quest for ultimate power, Ruzadoya Quickmane devised a ritual to purposefully funnel energy from the Plane of Wood into her followers, transforming them into either a woodwarped monstrosity or an elite woodblessed soldier known as Ruzadoya's Chosen. An elaborate wooden ritual focus carved from Idyllis, a tree from the Plane of Wood, serves as the focus for this ritual and the source of planar energy. During a woodwarp's transformation, this wooden ritual focus fuses to the body and becomes the origin point for the woodwarp's root network. Woodwarps created through such rituals are easier to control than woodwarps created by happenstance, as an experienced ritualist can imprint their will upon a woodwarp during their transformation. Such woodwarps serve Ruzadoya as hunters, sentries, and vicious shock troops.

THRAILORN

When a gnome, halfling, pixie, goblin, or other Small creature is transformed into a woodwarp, they become a thrailorn. Sometimes called a "thornback" by members of the Rootweft Lodge, thrailorns are nimble and strong with a muscular, compact body. Their torso is coiled in thorny branches and growths that sprout long, barbed thorns. These thorns cause deep puncture wounds and can become embedded in the flesh of any creature who gets too close. A thrailorn's head is obscured within their thorny hide, with only their slaving maw and needle-like teeth visible. Though they have poor vision, they have a keen sense of smell.

THRAILORN

CREATURE 6

UNCOMMON SMALL ABERRATION PLANT

Perception +12; scent (imprecise) 30 feet

Skills Acrobatics +15, Athletics +13, Stealth +15, Survival +12

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

AC 22; **Fort** +13, **Ref** +17, **Will** +12

HP 99; **Weaknesses** fire 5

Eviscerating Thorns **Trigger** A creature that grabs a thrailorn or hits it with an unarmed Strike or non-reach melee Strike; **Effect** The thrailorn's barbed thorns slice open their attacker's body, dealing 2d6 piercing damage to the triggering creature. If the thrailorn is

Thrailorn

grabbing or grabbed by the triggering creature, it deals 1 persistent bleed damage.

Speed 30 feet

Melee ♦ jaws +17 (finesse), **Damage** 2d8+7 piercing plus Grab

Melee ♦ thorn +17 (agile, finesse), **Damage** 2d6+7 piercing plus 1 persistent bleed

Embed Thorn If a thrailorn successfully deals persistent bleed damage with its thorn Strike or Eviscerating Thorns reaction and that creature was already taking persistent bleed damage, increase the persistent damage by 1. Each time a creature succeeds the flat check to end this persistent bleed damage, reduce the bleed damage by 1 instead of ending the condition. A critical success on the flat check ends the condition.

Pain-Fueled Flurry ♦♦ The thrailorn attacks a single foe in a wild, pain-fueled flurry. The thrailorn makes one jaws Strike and two thorn Strikes in any order. These attacks must target the same creature. These attacks count toward the thrailorn's multiple attack penalty, but the multiple attack penalty doesn't increase until after the thrailorn makes all their attacks.

DURNOLITH

When a human, elf, orc, satyr, or other Medium creature is transformed into a woodwarp, they become a durnolith. Sometimes called a "batterfrill" by members of the Rootweft Lodge, durnoliths are stocky quadrupedal powerhouses encased in dense wooden plates. While they may look slow and lumbering, their wide-set, muscular legs bear their weight with ease. Durnoliths have a hard bone and wood frill framing their head, which they use both offensively and defensively. Easily angered, durnoliths are prone to charging headlong into a fight, battering and smashing their prey senseless with their armored frill, then clawing their prey to ribbons with their razor-sharp claws.

DURNOLITH

CREATURE 9

UNCOMMON MEDIUM ABERRATION PLANT

Perception +16; low-light vision

Skills Acrobatics +16, Athletics +20, Intimidation +16, Survival +14

Str +6, **Dex** +2, **Con** +5, **Int** -4, **Wis** +2, **Cha** +2

AC 28; **Fort** +21, **Ref** +16, **Will** +16

HP 150; **Resistances** bludgeoning 6, piercing 6; **Weaknesses** axes 6, fire 12

Battering Frill ⤵ **Trigger** A creature in the durnolith's reach misses the durnolith with a Strike; **Effect** The durnolith Strikes the attacker with its armored frill. If the strike hits, the durnolith automatically pushes the target 10 feet.

Speed 25 feet

Melee ♦ armored frill +20, **Damage** 2d8+12 bludgeoning

Melee ♦ claws +20 (agile), **Damage** 2d6+10 slashing

Battering Charge ♦♦ The durnolith Strides twice in a straight line and then makes an armored frill Strike. As long as it moved at least 10 feet, it gains a +2 circumstance bonus to its attack roll and the strike gains Improved Push 10 feet.

Pain-Fueled Roar ♦ (auditory, emotion, fear, mental) The durnolith unleashes a roar of pain and fury. The durnolith attempts a single Intimidation check to Demoralize all living creatures within 60 feet that can hear the durnolith. Roll once and apply the results to all creatures. Each creature is then temporarily immune for 1 minute.



OTHER WOODWARPS

Thrailorns and durnoliths are not the only types of woodwarps. Creatures of different sizes result in different woodwarps. Sprites, fey dragonets, jinkins, and other Tiny creatures become izifaines—headless woodwarps with fleshy wings and a sharp stinger shrouded in toxic flower petals. Centaurs, minotaurs, giants, and other Large creatures become rogoars—athletic woodwarps with muscular, elongated arms who wrestle their prey.

Avathrael Realmshaper

Shadow-Warped Architect

Avathrael Realmshaper is a vain and curious dragon. As much plant as dragon, they always had a fondness for gardening and the cultivation of life. A chance encounter with a planar portal to the First World awakened something within Avathrael: a thirst for answers and curiosity for what lay beyond. It was pondering these many “beyonds” that drove Avathrael to study planar cosmology and, in time, the use of planar magic.

Avathrael established a small territory within the Verduran Forest, where they practiced this magic on themselves and the forest around them. Their territory became a place of whimsical wonders and strange creations, for at their heart, Avathrael remained interested in cultivation and creation. To further their goals, Avathrael attempted to open a portal to Nirvana to channel its beauty into their realm. The attempt backfired, instead conjuring part of the Netherworld. This planar inundation overtook Avathrael’s realm, warping all the creatures, plants, and land within, including Avathrael. Some say the shadows corrupted Avathrael, but the Realmshaper would say the shadows perfected them. Gone was Avathrael’s whimsy and kindness. Gone was their weakness and frivolity. Yet, Avathrael’s curiosity remained. They became a scientist and scholar, an artist and architect, performing countless experiments on the planar shadows now so abundant within their realm, and learned how to craft magnificent wonders within it.

The shadows shaped them. The once colorful, vibrant garden of flowers that grew upon their back and wings became a testing ground for creating poisonous flora. Their pristine scales became coated in malleable shadows. In time, Avathrael learned to harness the shadows, shaping their body purposefully into new forms—shadow claws, additional limbs, razor blades lining their tail—their form was now theirs to choose.

Centuries have passed since Avathrael became the Realmshaper and their territory became Gloaming Arbor, and Avathrael has become an expert in rituals and planar magic. They’ve pulled on the malleable shadows within their realm, shaping and molding it like a potter does clay, until their realm became something utterly unique—both a part of and separate from reality. They’re incredibly territorial and don’t allow trespassers or inhabitants to leave.

Avathrael isn’t satisfied—they desire perfection. Over time, the shadows shift and unspool, causing Avathrael to maintain their realm repeatedly, making and remaking and making yet again. Avathrael believes the key to achieving their realm’s perfection lays in planar magic—specifically, making Gloaming Arbor a demiplane.

CAMPAIGN ROLE

Avathrael Realmshaper is a potential ally to the PCs and the Rootweft—they need Avathrael’s advice to perfect a ritual severing Ruzadoya’s connection to the Plane of Wood. However, Avathrael is also a cruel, unsavory ally. All those who enter Gloaming Arbor are trapped inside, and the shadows comprising their realm warp all living creatures within it. While Avathrael does use these shadows to alter their land and realm, they don’t usually mutate their subjects intentionally; the plane itself does so. Regardless, Avathrael is a tyrant, and the PCs will need to choose either to ally with them or to betray them and ally with another. Depending on the PCs’ choices, they might fight Avathrael, who’ll likely be supported by Unaasi and other agents of the Wildwood Lodge.

AVATHRAEL REALMSHAPER

CREATURE 12

UNIQUE HUGE DRAGON PLANT SHADOW

Agender dragon

Perception +25; greater darkvision, scent (imprecise) 60 feet, shadowsense (vague) 250 feet

Languages Arboreal, Common, Draconic, Fey, Shadowtongue; *speak with plants, truespeech*

Skills Acrobatics +19, Arcana +25, Architecture Lore +27, Art Lore +27, Athletics +21, Crafting +25, Intimidation +20, Nature +25, Netherworld Lore +27, Occultism +25, Survival +25

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

Shadowsense The shadows of Gloaming Arbor are an extension of Avathrael, and they can sense creatures in areas of dim light or darkness.

AC 32; **Fort** +21, **Ref** +19, **Will** +25; +1 status to all saves vs. magic

HP 214; **Immunities** paralyzed, poison, sleep, stunned, void

Floral Defense ⤴ (plant) **Trigger** Avathrael is the target of a physical attack; **Effect** Avathrael raises their

plant-covered wings to block the incoming blow. They gain a +2 circumstance bonus to AC against the triggering attack. If the attack misses, it's deflected by Avathrael's wing, causing some of the dangerous plants growing on the wing to burst and release a cloud of toxic pollen. The triggering creature takes 2d10 poison damage (DC 29 basic Fortitude save). On a critical failure, the triggering creature is also sickened 1.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 29.

Light Blindness

Speed 40 feet, fly 100 feet; woodland stride

Melee ♦ jaws +26 (magical, reach 15 feet), **Damage** 3d10+11 piercing plus 1d8 poison

Melee ♦ razor tail +24 (magical, reach 20 feet), **Damage** 4d8+11 slashing plus 1d8 persistent bleed

Melee ♦ shadow claws +26 (agile, magical, reach 10 feet), **Damage** 2d8+11 slashing plus 1d8 void

Ranged ♦ seedpod +22 (range increment 60 feet), **Damage** 2d6+11 bludgeoning plus 1d6 poison

Arcane Innate Spells DC 32, attack +24; **6th**

shadow blast (×2); **5th** *illusory scene*, *umbral journey*; **4th** *chilling darkness*, *darkness*; **3rd** *inscrutable mask* (*Secrets of Magic* 227); **2nd** *darkness* (at will); **Cantrips** (**6th**) *detect magic*, *figment*, *prestidigitation*, *read aura*, *sigil*

Primal Innate Spells DC 32, attack +24;

6th *nature's reprisal* (*Secrets of Magic* 117), *tangling creepers*; **5th** *nature's pathway*, *wall of thorns*; **2nd** *shape wood* (at will), *one with plants*; **Cantrips** (**6th**) *tangle vine*; **Constant** (**5th**) *truespeech*; (**4th**) *speak with plants*; (**1st**) *vanishing tracks*

Rituals DC 32; *awaken animal*, *blight*, *commune*, *dread ambience* (*Secrets of Magic* 149), *plant growth*, *primal call*, *ward domain* (*Player Core* 2)

Poison Breath ♦♦ (poison, primal) Avathrael exhales a cloud of sweet-smelling poisonous gas that deals 13d6 poison damage in a 50-foot cone (DC 32 basic Fortitude save). A creature that critically fails is also sickened 2. Avathrael can't use Poison Breath again for 1d4 rounds.

Draconic Momentum Avathrael recharges their Poison Breath whenever they score a critical hit with a Strike.

Shadow Step ♦ or ♦♦ (arcane, healing, teleportation)

Frequency twice per day; **Effect** Avathrael teleports with the effects of a 4th-rank *translocate* spell, but Avathrael must begin and end the teleportation effect in an area of dim light or darkness. If they use 2 actions to activate this

ability, Avathrael also regains 8d10 Hit Points. Avathrael can't use Shadow Step again for 1d4 rounds.

Shape Shadow Realm ♦♦ (arcane, concentrate, shadow) Avathrael mentally reshapes their realm, reshaping terrain and creating obstacles to hinder their foes. All squares within a 50-foot burst become difficult terrain. Creatures in the area take 10d6 void damage (DC 32 basic Reflex save) from the shadows. On a failure, that creature is additionally grabbed by the malleable shadows (Escape DC 32). At the beginning of Avathrael's turn, each creature that's grabbed takes 4d6 void damage. Avathrael can't use Shape Shadow Realm again for 1d4 rounds.

Snuff Light ♦ **Frequency** once per round; **Effect** Avathrael exhales, automatically extinguishing all non-magical lights within 100 feet. Avathrael attempts to counteract each light source within 100 feet (+22 counteract).

Woodland Stride Avathrael ignores difficult terrain and greater difficult terrain from non-magical foliage.





Khasprickle

Sadistic Bully

Khasprickle is a sadistic bully who enjoys causing trouble. Like most pukwudgies, Khasprickle is incredibly proud and obsessed with being respected—he expects mortals to fawn over him, fey to admit his superiority, and everyone else to be content to simply bask in his presence and recognize his apparent greatness.

Despite his fondness for tricks, pranks, and the unexpected, Khasprickle believes that a deal must be upheld, and he expects it to be so. Yet day after day, year after year, and decade after decade, Khasprickle has watched the greedy loggers and foresters of Andoran and Taldor reap the bounty of the Verduran Forest, cutting down the very trees under the protection of the Wildwood Treaty. This blatant breach of the Wildwood Treaty is downright disrespectful—and nobody hates disrespect like a pukwudgie!

In retaliation for a lifetime of past slights and countless grave insults, Khasprickle resolved to smack some respect into the forest's neighboring nations of Andoran and Taldor. He eagerly joined the retaliatory expeditions and named his raiding party the "Last Stop." Khasprickle considered this raiding party a part of the "wild hunt"—a blasphemous pronouncement sure to draw the ire of the true wild hunt if they ever found out.

Despite the delusional audacity of these actions, Khasprickle became an outspoken voice against Andoran's and Taldor's illegal foresting practices and the countless, everyday people who take advantage of the Wildwood Treaty. Khasprickle commands growing influence among the Verduran Forest's offended inhabitants.

When Ruzadoya Swiftmane was elected leader of the Wildwood Lodge, resulting in the founding of the Rootweft Lodge under Emorga-All-Seer, Khasprickle eagerly supported Ruzadoya and her "true" Wildwood Lodge. In the aftermath of this event, he was emboldened, and his attacks became deadlier and more virulent. Thanks to his dedication, Khasprickle has been both promoted—and emboldened—by Ruzadoya Swiftmane. If left unchecked, he's sure to cause havoc.

CAMPAIGN ROLE

Khasprickle is a bully, through and through, and like most pukwudgies, he's extremely sensitive to getting the respect he thinks he deserves. He despises being kept waiting, sees insult in every action and turn of phrase, and considers anyone who disagrees with him a fool. Hearty, nimble, and incredibly stubborn, Khasprickle is a formidable foe.

Early in the campaign, Khasprickle is a social foil. He's a troublemaker who disagrees with the PCs and who should find himself on the opposite side of a conflict from them. His misdeeds are minor at first—mostly gripes, complaints, and colorful language. Soon, after receiving the encouragement of some other bitter, like-minded fey, Khasprickle forms his raiding party, Last Stop, and rampages through the forest, causing trouble and destruction. At this point, Khasprickle is accompanied by two of his close friends and cronies: Ashendeth the elananx and Sylvarindarian, a vicious pixie. The trio feed off of one another's anger and ire, growing more brazen and bolder as time passes.

At this point, Khasprickle becomes a bigger problem but still remains a social issue. He's someone to undermine, discredit, or win over. The PCs likely work hard here to earn Khasprickle's focus and keep it, in the hopes that he can be rehabilitated or can learn to feel remorse for his actions. Unfortunately for the PCs, Khasprickle can't be rehabilitated, though he can be influenced. Any self-improvements that Khasprickle performs are temporary.

Later, after Ruzadoya's election to leader of the Wildwood Lodge, Khasprickle becomes a true villain. He leads his raiding party into the Verduran Forest to slaughter foresters, loggers, and anyone else he suspects has ties to Andoran or Taldor. He threatens and harms the inhabitants of the Verduran Forest in an attempt to coerce them into joining Ruzadoya. Many lives are lost. Soon, as the PCs focus on collecting objects and weapons that once belonged to Ghorus, the PCs discover that Khasprickle shares the same task, though he's working for the enemy. It should be clear that a dangerous weapon in Khasprickle's hands would be disastrous.

It's at this point that the scales fully tip, and Khasprickle becomes downright villainous. Under Ruzadoya's leadership, he has gone from bad to worse, and now it's up to the PCs to bring an end to the misery he's causing.

The PCs finally confront Khasprickle outside Ghorus's Garden, where he has captured and tormented the immortal dweomercat Felivaine, an ally of the PCs. Khasprickle serves as a mini-boss that has been built up for quite some time. By this point, the PCs should despise Khasprickle and everything he stands for, and they should believe that, this time, they can't let him off with a warning—some people just can't be saved.

KHASPRICKLE

CREATURE 9

UNIQUE SMALL FEY

Male pukwudgie

Perception +21; low-light vision

Languages Common, Elven, Fey, Gnomish

Skills Acrobatics +20, Athletics +18, Crafting +17, Deception +17, Intimidation +17, Medicine +19, Nature +19, Stealth +20, Survival +19, Thievery +20

Str +5, **Dex** +7, **Con** +3, **Int** +4, **Wis** +6, **Cha** +4

Items +1 resilient hide armor, 50 gp

AC 28; **Fort** +16, **Ref** +22, **Will** +19

HP 155; **Weaknesses** cold iron 12; **Resistances** poison 6

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (DC 28 basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet

Melee ♦ quill +21 (agile, finesse, magical), **Damage** 2d4+10 piercing plus pukwudgie poison and quill fighter

Ranged ♦ quill +21 (agile, magical, range increment 30 feet, thrown), **Damage** 2d4+10 piercing plus pukwudgie poison and quill fighter

Primal Innate Spells DC 28, attack +20; **4th** *mirage, unfettered movement*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will; self only)

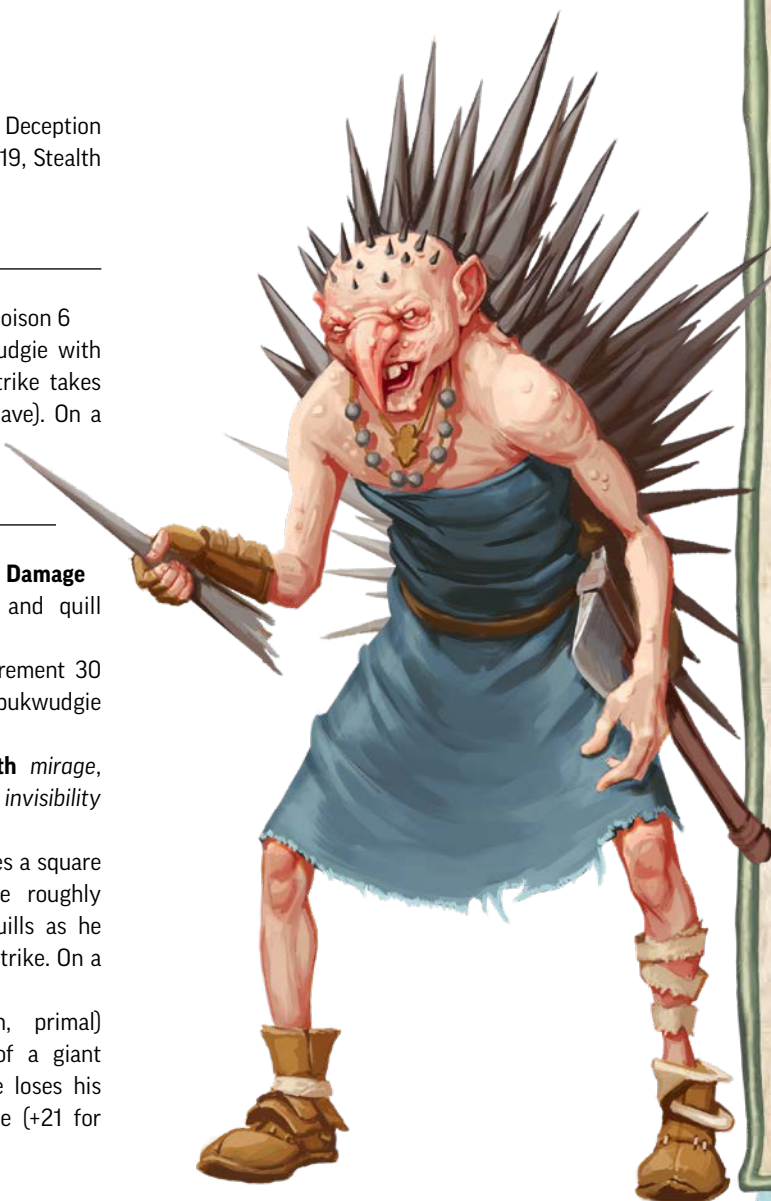
Brush By ♦ (flourish) **Trigger** Khasprickle leaves a square adjacent to an enemy; **Effect** Khasprickle roughly brushes up against the enemy with his quills as he passes by. Khasprickle makes a melee quill Strike. On a success, he additionally Shoves the target.

Change Shape ♦ (concentrate, polymorph, primal) Khasprickle takes on the physical form of a giant porcupine. His size changes to Medium, he loses his weapon Strikes, and he gains a quill Strike (+21 for 2d8+8 piercing plus 1d8 persistent poison).

Pincushion ♦♦ Khasprickle makes three quill Strikes in quick succession. These Strikes count toward his multiple attack penalty but don't apply the multiple attack penalty until all three Strikes are complete.

Pukwudgie Poison (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and stupefied 1 (1 round); **Stage 2** 1d8 poison damage and stupefied 2 (1 round); **Stage 3** 1d8 poison damage, confused, and stupefied 2 (1 round)

Quill Fighter Khasprickle wields his quills like a deadly weapon. He deals an additional 3d6 precision damage with quill Strikes against off-guard targets. On a critical hit with a quill, Khasprickle pierces a pressure point or nerve cluster with pinpoint accuracy; the target becomes clumsy 2 for 1d4 rounds (or increases the value of their clumsy condition by 1).





Unaasi

Ancient Creation of a Renegade Druid

Unaasi's earliest memory is being hunted for food. The memory didn't originally belong to them, but to that of an earlier life—an earlier time before their current life cycle, when life was harder and ghorans had yet to adopt a humanoid form. It was a potent memory, one of the few that didn't fade even after centuries of renewals and rebirths. Unaasi was “born” in Nex and lived there generation after generation, stretching back to the very creation of the ghoran species.

Like many ghorans, Unaasi has fought hard to survive, challenging persecution and predation alike. Yet, with each successive generation, fewer and fewer ghorans survived. Their never-ending battle to secure a future for ghorans left Unaasi tired, yes, but it especially left them furious.

Unaasi left Nex for the first time 10 years ago. They traveled far, but through it all, they had only one destination in mind: the Verduran Forest, homeland of Ghorus and, perhaps, a place where Unaasi could unlock the power to help their people prosper.

They were disappointed. While they found greater acceptance than in Nex, there was no special connection or magical answer like they'd sought. Ghorus's legacy was lost, and most of the people in the forest were descendants of Ghorus's ancient enemies or were fey too capricious to be worthwhile companions. Each disappointment felt like an indignity. Each dead end in their investigation felt less like a clue lost to history and more like a secret purposefully destroyed by Andoran and Taldor. In time, Unaasi's anger blossomed into violence. They stalked and hunted the loggers and foresters who hacked and sawed, just as Unaasi and their kin had been hunted. Using cunning, deception, and magic, they took their vengeance piece by piece. Yet, never did they think they would achieve retribution. Not until Ruzadoya.

When Ruzadoya Swiftmane became leader of the Wildwood Lodge, Unaasi did something they hadn't done in lifetimes—hope. More than that, Ruzadoya inspired confidence in them. There would be no more hiding in the dark shadows, no more pleasant smiles and pretty lies, no more magic spells whispered under breath—Unaasi didn't have to fear. With Ruzadoya,

they could win. They would drive the scourge of humanity from the region, together, starting with Andoran and Taldor.

Unaasi rose through the Wildwood ranks swiftly, becoming a well-respected, cutthroat agent. Their efforts to convince the people of the Verduran Forest to ally with the Wildwood Lodge proved more fruitful than most thanks to their silver tongue and talent with mental magic. Unaasi is among the first to volunteer to secure Ghorus's legacy on Ruzadoya's behalf, and they succeeded in collecting information and numerous relics. The loss of the *Cythbikian staff* to the Rootweft Lodge drove them to seek vengeance upon the one they perceived as responsible: Corazal, whom they set aflame.

Unaasi was rewarded for their efforts and ritually transformed into one of Ruzadoya's Chosen. Now, empowered by their connection to the Plane of Wood, they seek to secure the aid of Avathrael Realmshaper, who can help Ruzadoya perfect her ritual, and set Ruzadoya on the path to surpassing Ghorus—a leader worthy of Unaasi's reverence who would understand the plight of their fellow ghorans.

CAMPAIGN ROLE

Unaasi is a distant threat, whom the PCs hear of well before they actually meet. Unaasi is known for their silver tongue, cruel heart, and utter ruthlessness. They're a powerful spellcaster with knowledge of the occult and skill at performing rituals.

Midway through the campaign, when Unaasi sets Corazal on fire, Unaasi becomes an immediate threat. The PCs finally face off against Unaasi in Gloaming Arbor, as Unaasi turns their manipulations and charisma onto Avathrael in hopes of winning the dragon's aid for the Wildwood Lodge. Whether Unaasi wins or loses the bid for Avathrael's favor, their hatred drives them to fight the PCs.

UNAASI

CREATURE 11

UNIQUE MEDIUM GHORAN HUMANOID PLANT

Agender woodblessed ghoran

Perception +21; low-light vision

Languages Common, Draconic, Fey, Wildsong

Skills Acrobatics +18, Arcana +21, Deception +24, Diplomacy +24, Intimidation +24, Nature +21, Occultism +21, Performance +22, Society +21, Stealth +18, Survival +21

Str +0, **Dex** +3, **Con** +1, **Int** +4, **Wis** +4, **Cha** +5

Items +1 striking fighting fan (Treasure Vault 27), passage charm (page 81), scroll of sound body (4th), scroll of soothe (6th), wand of thundering echoes (4th; Pathfinder Lost Omens The Grand Bazaar 85), 1,000 gp

Explosive End (fire, primal) When Unaasi dies, the planar portal inside them collapses, causing them to explode in a burst of scouring energy that deals 11d6 fire damage to all creatures in their luminant aura (DC 32 basic Reflex save). Their body is completely consumed, leaving behind only their gear.

Ghoran Memories Unaasi can Recall Knowledge on any subject with a +21 modifier.

AC 28; **Fort** +18, **Ref** +20, **Will** +23

HP 160; **Weaknesses** fire 8; **Resistances** mental 8

Luminant Aura (aura, light) 20 feet. The volatile planar energy coursing through a woodblessed's veins fills the area with dim light.

Delicious Ghorans were originally created to be scrumptious food. A ghoran takes an additional 5 damage from jaws Strikes, fangs Strikes, or other similar Strikes with a creature's mouth. When a ghoran is grabbed or restrained by a creature's jaws, fangs, or mouth, the DC to Escape is increased by 2.

Reactive Flare **Trigger** Unaasi is damaged by a creature within their reach; **Effect** Unaasi temporarily loses control of the planar energy within them. Both they and the triggering creature take 6d6 fire damage (DC 30 basic Reflex save).

Speed 25 feet

Melee **◆** fighting fan +22 (agile, backstabber, deadly d6, finesse), **Damage** 2d4+6 slashing

Ranged **◆** energy surge +22 (range increment 30 feet), **Damage** 4d6+6 fire

Occult Spontaneous Spells DC 32, attack +24; **6th** (2 slots) *dominate*, *slow*; **5th** (3 slots) *mirror malefactors* (Secrets of Magic 116), *repelling pulse* (Secrets of Magic 125), *rip the spirit* (Secrets of Magic 126); **4th** (3 slots) *charm*, *containment* (Player Core 2), *telepathy*; **3rd** (3 slots) *force barrage*, *haste*, *translate*; **2nd** (3 slots) *darkvision*, *invisibility*, *resist energy*; **1st** (3 slots) *soothe*, *sure strike*; **Cantrips (6th)** *daze*, *detect magic*, *figment*, *read aura*

Primal Innate Spells DC 32, attack +24; **5th** *oaken resilience*; **2nd** *detect poison*, *entangling flora*; **1st** *cleanse cuisine*, *protector tree* (Player Core 2); **Cantrips (6th)** *tangle vine*, *timber* (Rage of Elements 198)

Bard Composition Spells 2 Focus Points; **6th** *counter*

performance; **Cantrips (6th)** *courageous anthem*, *dirge of doom*

Rituals DC 34; *blight*

Scouring Surge **◆◆** (fire, primal) Unaasi unleashes the planar energy coursing through their body for a split-second, dealing 11d6 fire damage (DC 30 basic Reflex save) to all creatures in their luminant aura. They can't use Scouring Surge again for 1d4 rounds.

Signature Spells Unaasi can heighten the following spells freely: *charm*, *force barrage*, *resist energy*, *rip the spirit* (Secrets of Magic 126), *soothe*.

Steady Spellcasting Unaasi is a confident spellcaster and doesn't easily lose their focus. If a reaction would disrupt their spellcasting action, Unaasi attempts a DC 15 flat check. If they succeed, their action isn't disrupted.

Tap Planar Energy **◆** (concentrate, primal) Unaasi taps into the planar energy surging through them, using this energy to empower themselves or their next attack.

- If their next action is to Stride, Unaasi is launched off the ground and propelled forward. During this Stride, they have a fly Speed equal to their Speed. If they don't end their movement on a solid surface that can support their weight, they fall.
- If their next action is to make a melee or ranged Strike, that Strike deals an additional 3d6 fire damage.
- If their next action is to Cast a Spell, the range of that spell increases by 30 feet, and the area of that spell increases by 10 feet.



Next Month

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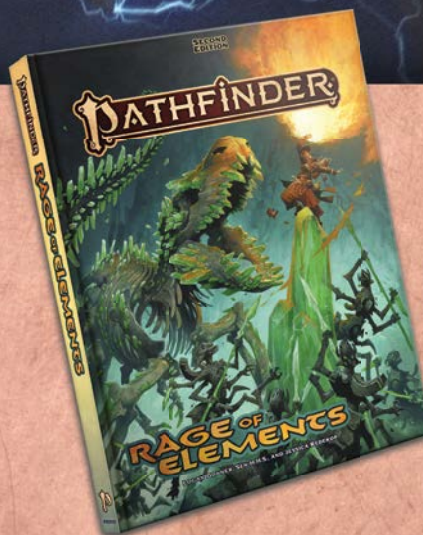
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Consider the oak. The wind twists its trunk. The squirrels steal its young. The woodpecker perforates its bark to make a home and a meal. Yet the oak stands strong for centuries, creating a habitat and nutrients that enable countless other lives. And when it perishes, new life arises where the tree once stood. The same is true for the Verduran Forest: its life feeds those who live in and beyond it in countless ways. It's our responsibility to protect these cycles, whereas this new Wildwood Lodge would chop down the forest just to spite the woodcutter. For the sake of all—most of all this forest—we must end this violent agenda.

— Emorga All-Seer



Spare a thought for the oak. For ages the squirrels raided its acorns and woodpeckers scarred its exterior until eventually humanity tore it down to build a house from its flesh. And for what? For a council of isolated druids to quietly applaud its sacrifice while doing nothing? In the same way, the Wildwood Lodge sagely nodded and cited cycles as Taldor and Andoran plundered our forest. When the forest's folk rose to defend themselves, the Lodge shackled them with treaties and kowtowed to nearby cities. That ends now. Remember, the oak doesn't just possess sap to trap beetles and bark to thwart birds; the tree itself has gravity as a weapon, and if it must die in order to crush the woodcutter as it falls, so be it. New life can grow in its place, but only once we've destroyed those who exploit the Verduran Forest

— Ruzadoya Swiftmane

A Woodland at War

Under surprising new leadership, the Wildwood Lodge begins a campaign of violence. The PCs and their shocked allies must deny the lodge a powerful relic and investigate the strange, primal magic their enemies have uncovered. To prevail, the PCs need to track down one of the Verduran Forest's most dangerous inhabitants and convince her to aid their cause. The Wardens of Wildwood Adventure Path continues with "Severed at the Root," a complete adventure for 8th- to 10th-level characters.



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