

SECOND EDITION

# PATHFINDER SOCIETY



## Year of Boundless Wonder

Scenario #4-03

Levels 5-8

## Linnorm's Legacy

By Jessica Catalan



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# Linnorm's Legacy

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Lost Omens Legends*, *Pathfinder Secrets of Magic*

**Maps:** *Pathfinder Flip-Mat: City Sites Multi-Pack* and *Pathfinder Flip-Mat Classics: Hill Country*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the Guide to Organized Play: Pathfinder Society at <http://www.organizedplayfoundation.org/paizo/guides/>.



GRAND ARCHIVE



VERDANT WHEEL

## SUMMARY

When the Pathfinder Society's ongoing negotiations with the Linnorm King White Estrid are thrown into disarray by the antics of five juvenile linnorms, the PCs are dispatched to Halgrim, capital of the Ironbound Archipelago, to wrangle the little linnorms. The PCs strive to keep them out of trouble and the citizens of Halgrim happy. But wrangling the children of the infamous Boiltongue is far from an easy task. The PCs will need to soothe tempers, think fast, and earn the respect of both the young linnorms and the citizens of Halgrim.

## HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 5–8



PLAYERS: 3–6



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## ADVENTURE BACKGROUND

In the Lands of the Linnorm Kings, the most famous rulers are those who slay a linnorm, earning the title of Linnorm King and a place among the region's greatest legendary heroes. The Linnorm King White Estrid is famous for sparing the life of the linnorm Boiltongue after she bested him in combat. She allows him to serve her in Halgrim, the capital of the Ironbound Archipelago, and he has been a loyal ally and protector of White Estrid and her kingdom ever since their battle. As White Estrid consolidates her diplomatic and military power, she has also set her sights on further glory for her kingdom. Searching for heroes to explore the mysterious Island of the Ancestors, she contacted the Pathfinder Society at Iceferry Lodge and invited them to send representatives to Halgrim.

While White Estrid is the one who initially proposed such a venture to the Society, she stipulated that the Society must first demonstrate their group has the right skills, knowledge, and disposition for such a significant adventure in her lands. The Society sent Gorm Greathammer, the leader of the Grand Archive faction, as its representative. The adventurous prince is renowned for his skills both in battle and diplomatic negotiations, as well as the chronicling of legendary adventures. At first, his talks with Estrid started off well.

However, amid negotiations, the city fell into a unique sort of chaos. Once every year, Boiltongue secretly visits his mate and their children in the Stormspear Mountains. His duties in Halgrim prevent him from being more involved with his family, and the growing linnorms have become ever more eager to spend time with their father. About a week ago, they arrived in Halgrim unannounced, and Boiltongue has been torn between spending time with his offspring and attending to his responsibilities in the throne room. Whenever they're away from Boiltongue's watchful eye, the young linnorms have wreaked playful havoc across the city. The populace dares not lift a finger to intervene, knowing they would face the wrath of their king—not to mention Boiltongue himself—if they upset the linnorms.

As disruptions to the Society's negotiations with White Estrid grew more frequent, Gorm realized that the linnorm king seemed to be waiting for the Society to solve the problem, perhaps as some sort of test. He contacted Bjersig Torrsen at the Iceferry Lodge, urging the venture-captain to send a group of experienced Pathfinders to Halgrim immediately.

## WHERE ON GOLARION?

*Linnorm's Legacy* takes place in Halgrim, the capital of the Ironbound Archipelago in the Lands of the Linnorm Kings. Halgrim is a port city ruled by the Linnorm King White Estrid and her crag linnorm companion Boiltongue. For more information on the Lands of the Linnorm Kings, see pages 112–113 of *Pathfinder Lost Omens World Guide*.



## GETTING STARTED

The adventure begins at Iceferry Lodge in Iceferry, a small town in the Lands of the Linnorm Kings. At the Lodge's entrance, the PCs meet **Lirall** (NG female gnome Pathfinder agent), an enthusiastic gnome with ink-stained hands wearing numerous furs and brightly-colored scarves. She ushers the PCs inside and out of the cold. As the PCs take a moment to warm themselves by the fire and brush the snow off their cloaks and boots, Lirall walks over to a panel of labeled, colorful pulleys and tugs on the purple pulley labeled "office." The attached cord, which runs along the ceiling and disappears through an opening in the wall, goes taut, waving a flag in another room and causing a flurry of excited barking from a nearby dog.

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Lirall grins widely and leads the PCs into a comfortable office. Venture-Captain **Bjersig Torrsen** (LG male half-orc scholar) sits at his desk, poring over a collection of aged scrolls and maps. Bjersig's service dog, a husky named Mahki, nudges Bjersig to draw his attention to the PCs. Bjersig grins at the PCs and invites them to sit with a gesture at a collection of comfortable chairs. Bjersig is deaf and prefers to communicate in Napsu-Sign, the Pathfinder Society's signed language, though he can speak oral Common fluently when necessary. He punctuates his signing with expressive facial cues and intermittent vocal speech. Bjersig is excellent at lip reading and can understand the PCs' spoken questions so long as they speak clearly and in his sight. Despite this, Lirall translates the PCs' words into Napsu-Sign, just as she translates Bjersig's signing for the PCs.

Once everyone is settled, read or paraphrase the following.

"Welcome to Iceferry Lodge, my friends! Enjoy the warmth while you can—you depart again shortly.

"Two months ago, the Linnorm King White Estrid invited a Pathfinder Society representative to engage in negotiations with her in Halgrim. Estrid's looking for heroes to explore the mysterious Island of Ancestors, and she's considering us for this honor. She made it clear that during these negotiations, we'd have to demonstrate we have the right skills and temperament for such a significant adventure in her lands. We've chosen Gorm Greathammer to represent the Pathfinder Society in these negotiations.

"By all accounts, Gorm's doing well, but it seems negotiations have hit an unexpected snag. Last week, five juvenile linnorms descended on the city and are wreaking havoc. The linnorms are the children of Boiltongue, Estrid's linnorm ally, which makes for a sticky situation. The populace dares not lift a finger to intervene, knowing they would face the wrath of their king—not to mention Boiltongue himself—if they upset the linnorms. Boiltongue, meanwhile, is busy attending to his duties in the throne room and is unable to pay his children much mind.

"Gorm's reports indicate the linnorms are well-behaved under Boiltongue's watchful eye, but a rambunctious ball of disaster outside it. To be frank, the city is in chaos—a chaos which Boiltongue and Estrid could easily end. Seems suspicious, doesn't it?

"Gorm and I believe that while the young linnorms' arrival was unexpected, the Estrid and Boiltongue have decided to use the chaos as a sort of test. This is an opportunity for the Pathfinder Society to prove their tact, skill, and bravery. And by the Pathfinder Society, I mean you.

"I've booked you passage on a ship heading to Halgrim. It leaves this afternoon, so you'll have time to resupply before you head out. When you get to Halgrim, find the linnorms. Do what you can to keep them happy and out of trouble. It's likely the linnorms will clash with Halgrim's citizens. If they do, try your best to smooth things over. If you can't, use this." Bjersig places ten pouches on the table, each heavy with coin. "Funds to pay for damages and appease pride. Only use them when absolutely necessary. I'd much prefer you win over the citizens of Halgrim with words and deeds. Remember, we're trying to make a good impression. Any questions?"

Bjersig answers any questions the PCs have.

**Who's White Estrid/Boiltongue?** "White Estrid is the Linnorm King of the Ironbound Archipelago. She defeated the crag linnorm Boiltongue on the Island of the Ancestors to earn her throne. Rather than kill Boiltongue, she spared his life and brought him back to Halgrim. The two have been allies ever since. She's one of the longest-established linnorm kings, ruling with a firm hand but level head, continually engaging in both military and diplomatic maneuvers. Estrid is more progressive than most linnorm kings; she welcomes foreigners and encourages agrarian pursuits."

**What's the Island of the Ancestors?** "A mystery, I'm afraid. We know White Estrid battled and defeated Boiltongue on the island. She's said to have been gifted a powerful weapon by the earth spirits who inhabit the island, but that's unconfirmed. She refuses



**BJERSIG TORRSEN  
AND MAHKI**



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to speak of it. It's rumored some of Halgrim's citizens are worried she's beholden to these spirits, but that could be a fabrication spread by her detractors. Most linnorm kings have plenty."

**Who's Gorm Greathammer?** It's common knowledge among active Pathfinder agents that Gorm Greathammer is the leader of the Grand Archive faction. The PCs can gain the following additional information about Gorm by asking Bjersig or succeeding at a DC 20 Society check or DC 10 Pathfinder Lore check to Recall Knowledge: "Gorm Greathammer is a dwarven prince. He's a talented diplomat, knowledgeable historian, and one of the most renowned and well-traveled Pathfinders operating today."

**Where's Halgrim?** "Halgrim is the capital of the Ironbound Archipelago, Estrid's seat of power. It's a prosperous port city on the island of Battlewall that borders the Steaming Sea. The Rustflow River flows through it as well. Halgrim has some of the finest farmland in the Lands of the Linnorm Kings."

**What's a linnorm?** "Linnorms are immense, serpentine dragons that live in the northern reaches of Avistan. There are many different kinds, though they're generally all cruel, cunning, and can curse those who slay them. To become a linnorm king, one must defeat a linnorm and claim its head as a trophy—not an easy feat!"

## ARCANA (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Arcana check to Recall Knowledge knows more about juvenile crag linnorms. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

**Critical Success** Many juvenile crag linnorms consider mountain goats the ultimate delicacy. A large band of mountain goats ranges across Brethul Scarp, to the west of Halgrim's borders.

**Success** Juvenile crag linnorms are predators with voracious appetites that live in the mountains and can both fly and swim. They have a venomous bite and breathe magma.

**Critical Failure** Juvenile crag linnorms are omnivores that subsist primarily on vegetable matter, as their juvenile teeth have more in common with herbivores than carnivores. It's not until they reach adulthood and their sharp teeth grow in that they become formidable predators.

## SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check to Recall Knowledge knows more about Halgrim. A failure grants no information, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

**Critical Success** Halgrim's citizens are proud and chafe at being bossed around or insulted. Disputes over honor are often settled through battle or through gift-giving and monetary payments.

**Success** Halgrim is a prosperous port city and capital of the Ironbound Archipelago. Surrounded by the ocean and good hunting grounds, it also has some of the finest farmland in the Lands of the Linnorm Kings.

**Critical Failure** Halgrim is a backwater city with little commerce and

## TRACKING FUNDS

During this adventure, the PCs strive to reduce the damage done by the juvenile linnorms and smooth over interactions with Halgrim's citizenry. When the PCs do well in their efforts, their words and actions are enough to appease those the linnorms have wronged. When the PCs do a poor job, they will need to pay anyone the linnorms have wronged using the money provided by Bjersig.

The PCs begin the adventure with 10 Funds. One Fund is an unspecified number of coins in a pouch. These resources can't be used for other purposes or purchases—spending the money in this way is stealing from the Pathfinder Society. There are five events during which the PCs may need to spend their Funds. Details on how to spend (and avoid spending) Funds are in each event under "Funds." Both the GM and the PCs should keep track of how many Funds the group has left.

At the adventure's end, the PCs' success is judged by how many Funds they have remaining. If the PCs have few Funds remaining, this indicates the linnorms caused plenty of damage to the city and turmoil for its inhabitants. If the PCs have many Funds remaining, this indicates the linnorms caused little lasting harm.

poor hunting. They raid other settlements for the majority of their food and resources.

## ICEFERRY LODGE

When the PCs are done speaking with Bjersig, Lirall leads them out of the office. After providing the PCs with boat tickets and directions to the docks, she escorts them to the Iceferry Lodge storehouse and gifts them enough food for the journey as well as warm winter clothing. The PCs can borrow this clothing free of charge or purchase the clothing if they want to keep it permanently. If the PCs want to make other purchases, Lirall either sells them the desired goods from the storehouse or gives them directions to appropriate shops in town.

Outside the Iceferry Lodge, there are two Pathfinders who wish to speak with the PCs: **Svala Ice-Rider** (CG female human ranger) and **Ingpi** (CN nonbinary snow goblin augur).

**Svala Ice-Rider:** Svala sits on a nearby bench, tying on her snowshoes. Her snow owl companion, Kuokei, is perched beside her. A Pathfinder of mixed Ulfen and Varki descent, Svala is a well-known member of the Grand Archive faction. Her account of an expedition into the Crown of the World was recently published in the *Pathfinder Chronicles*.

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As the PCs emerge from Iceferry Lodge, Svala waves them over and introduces herself. She greets any PCs who have previously met her by name, then remarks, “I hear you’re the agents selected to tame Boiltongue’s young. The linnorms will be your responsibility. Be sure to keep them safe, as well as the city. Power attracts enemies, and you can bet Boiltongue and Estrid have plenty of both. What’s more, there’s bound to be some who would love to see Gorm’s negotiations fail. Stay alert. If anyone tries to disrupt our negotiations, see if you can discover who they work for.”

**Ingpi:** Ingpi stands atop a 12-foot-high tower of precariously stacked blocks of ice and snow the PCs pass on their way to the docks, facing the wind with arms spread wide, while muttering to herself. Ingpi is a Frostfur goblin recently recruited to the Pathfinder Society and a new member of the Verdant Wheel faction.

As the PCs draw near, Ingpi calls out, “I’ve got a message for you. It came on the wind—with the snow, see? Snow always has something to say. This time, it’s for you.” Ingpi then turns to the PCs and grins. “Nice spot you’re in! Chance to learn about linnorms up close! Chance to make friends. Sure would be nice for Pathfinders to befriend Boiltongue’s whelps.” If the PCs ask who the message came from, Ingpi shrugs and replies, “Urwal, I think. He usually goes on and on about stars and poems. But the snow doesn’t stick around for a speech, see?” The PCs recognize that Urwal is the name of leader of the Verdant Wheel faction, and any PCs who have met him are familiar with his role as an astrologer and tendency to use poetic language over straightforward speech.

When the PCs are ready to go, they board a ship bound for Halgrim.

## HALGRIM

Halgrim is a bustling port city perched on the black, rocky coast of Battlemore Island. Ulfen longboats line the packed docks, and brightly painted wood buildings with thatch roofs line the streets. The chattering of the locals mingles with the crashing of the ocean waves, the cry of gulls, and the distant clang of steel on steel. It’s cold enough for breath to fog the air and for a layer of snow to cover most surfaces. Though the locals consider the weather “mild,” it’s severe cold. PCs who aren’t wearing appropriate cold weather gear take 1d6 cold damage after each numbered event (DC 20 Fortitude save negates; DC 23 for levels 7–8).

The mood in Halgrim is foul. Locals complain amongst themselves, falling silent as foreigners approach. A PC who succeeds at a DC 20 Perception check overhears two beleaguered mothers (**Driga** and **Ilbeth**, LN female Ulfen human city dwellers) complaining that their ruler is “letting the little fiends have full run of the city.” Ironically, their own children run pell-mell through the street, kicking muddy snow at one another and passersby. If the PCs succeed at a DC 17 Performance check to entertain the troublemaking children (DC 20 for levels 7–8), they gain a +2 circumstance bonus to Diplomacy checks to interact with these mothers.

To find the young linnorms, a PC must succeed at a DC 20 Diplomacy check to Gather Information (DC 23 for levels 7–8). Only one PC can attempt this check, though other PCs can Aid them. Regardless of the outcome, the PCs learn the linnorms have been tearing apart the city and were last seen heading to a farm on Halgrim’s outskirts. On a success, they learn the linnorms were hungry. On a critical success, they additionally learn one of the linnorms is a know-it-all who mistakenly believes everything in Halgrim belongs to Boiltongue. On a critical failure, the PCs get conflicting reports from locals and take a long time to find the linnorms. This causes the PCs to take a –2 circumstance penalty to all skill checks to interact with the shepherds during Event 1: Snack Time.

## LINNORMS

Boiltongue has five children, each detailed below. The PCs interact with these young linnorms during five different events, which represent the chaos that the group threatens to cause in and around Halgrim. Each event also gives the PCs a chance to befriend one of the linnorms through their actions and words. If the PCs befriend a linnorm, reduce the DCs of all future checks to interact with that linnorm by 2. During the final portion of this adventure, Event 6: Audience with the King, the PCs have one final chance to befriend the linnorms. Befriending linnorms contributes to the Verdant Wheel faction mission goals, as described in the Conclusion on page 19.

**Brulivex (female crag linnorm, art on page 25):** Brulivex is incredibly shy and is considered the baby of the family, despite being the eldest of the linnorms. She’s nervous, skittish, and doesn’t like loud noises or dangerous behavior. Brulivex is perceptive and good at interpreting humanoid facial expressions and moods. While she can usually tell when people are upset, she’s poor at handling it. Often, such situations only serve to make her embarrassed in addition to nervous. Her siblings call her Bruli, though she gets upset if the PCs call her anything other than Brulivex. The PCs can befriend Brulivex in Event 4: Shopping Spree (page 13).

**Crookscale (male crag linnorm, art on page 25):** Crookscale is a complainer. Nothing is ever good enough for him and something is always horribly wrong. He’s hungry, he’s tired, he’s too hot, he’s too cold, the ground is too rough, something smells—whatever the situation, Crookscale always has something unique to complain about. Crookscale is afraid of heights and water and can neither fly nor swim. The PCs can befriend Crookscale in Event 3: Bumper Boats (page 11).

**Manglefang (male crag linnorm, art on page 25):** Manglefang thinks everything the citizens of Halgrim do is hilarious. Every action, from the plowing of a field to an uttered threat, is a joke. He laughs at the citizenry constantly, sparing breath only to remark why he finds it funny for all to hear. When citizens are upset by his laughter and jeers, he finds their responses even funnier. The PCs can befriend Manglefang in Event 5: Last Laugh (page 15).

**Oridius (agender crag linnorm, art on page 24):** Oridius is a know-it-all who adores books, maps, and learning about humanoid

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cultures. It was Oridius who guided the linnorms from their home in the Stormspear Mountains to Halgrim. Well-read and clever, Oridius believes they're an expert in humanoid behavior and culture. They're not. They constantly misinterpret information, misread social cues, and share false information with their siblings. Oridius is quick to butt into every conversation with a correction that begins, "Actually..." The PCs can befriend Oridius in Event 1: Snack Time (see below).

**Scourtail (female crag linnorm, art on page 24):** Scourtail is a thrill-seeker who is impatient, easily bored, and desperate for fun and adventure. She loves to roughhouse and boast. She's quick to remark, "Boring!" and wander off in search of new sights, sounds, and adventure. As the group's leader, Scourtail is behind most of the linnorms' troublesome antics. The PCs can befriend Scourtail in Event 2: A Hunting We Will Go (page 9).

## EVENTS WITH LINNORMS

The five events in this adventure share a common structure. Each event begins with a presentation of a troublesome situation that the PCs must contend with as a part of their mission to limit the havoc that the little linnorms cause, followed by an objectives section, which describes the PCs' main goal for the event. After stating the goal, the events detail how each linnorm responds to the situation, and how the PCs' words and deeds can change the outcome. This section also includes information on how the PCs can befriend one of the linnorms during the event. If the event includes a combat, the creatures the PCs face appear next. Once the PCs have carried out their plans, the event continues to a resolution section, which often gives the PCs a chance to smooth things over with the locals, and which details how many Funds (if any) they must pay to remedy the effects of the linnorms' antics. Finally, the event ends in a development section, which describes how to transition to the next part of the adventure.

### EVENT 1: SNACK TIME

The linnorms are currently rampaging across a sheep farm, hungrily gobbling up sheep and terrifying the few they spare. The farm is located on the city's outskirts, and the wilderness is clearly visible a few farms away. The shepherds who own the farm, husbands **Nelar** (LN male Ulfen human shepherd) and **Ogsen** (N male half-orc shepherd) stand on the sidelines as they watch their livelihood disappear. Nelar panics and frantically attempts to run into the wide, fenced-in field where the sheep graze in an effort to save what sheep he can. Ogsen holds Nelar back while telling him not to interfere, as Nelar's life is far more important than the sheep. Both shepherds are furious.

A crowd has gathered along the outskirt's of the farm, with most onlookers angry, some scared, and a few are just grateful their own farms weren't targeted by the linnorms. These onlookers

can provide a quick summary of what's happened and point out the shepherds who own the farm that's under attack. A PC who succeeds at a DC 21 Perception check to Sense Motive (DC 24 for levels 7–8) notices one woman in the crowd who looks intrigued,

rather than upset. This is **Efrith Ludarrin** (CE female Thassilonian human secret agent) a spy from Edasseril working undercover as a traveling spice merchant. With dimpled cheeks, twinkling eyes, and a joyful laugh, Efrith has a motherly demeanor and a kind,

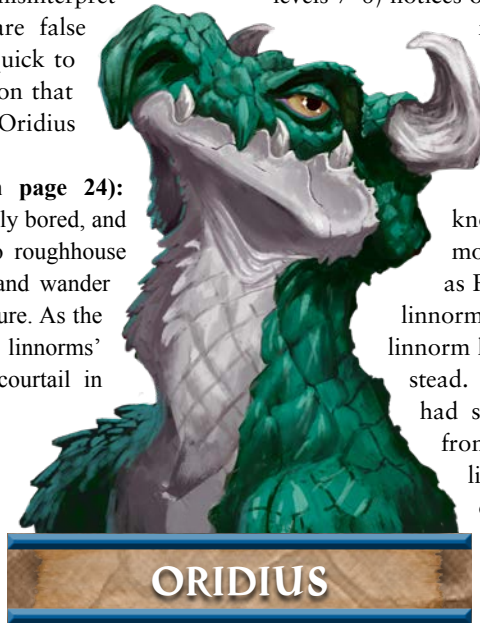
knowing smile. In truth, Efrith was dispatched months ago to gather information on Boiltongue, as Runelord Belimarius has interest in killing the linnorm, claiming his head, and proclaiming herself linnorm king of the Ironbound Archipelago in Estrid's stead. Efrith has only recently learned Boiltongue had sired children and has shifted her attention from Boiltongue to his offspring, believing the little linnorms could be useful in entrapping or manipulating Boiltongue in the future. If the PCs approach Efrith, she gives them a dimpled smile and remarks "I've never seen young linnorms before! They're quite cute, but I don't envy their parents. The little

darlings seem like quite a handful!" If pressed further, Efrith admits "no one knew Boiltongue had a family—not until they burst into the city and started causing trouble! Curious that he would keep it a secret. Folks in Halgrim are quite fond of old Boiltongue. He keeps them safe, you know."

**Objectives:** The linnorms are hungry, so the PCs' primary objective is to convince the linnorms to find food elsewhere. As the farm is located on the city's outskirts, the wilderness outside of Halgrim is the most obvious place to take the linnorms hunting. Getting the linnorms to abandon this convenient sheep buffet for a hunting expedition requires the PCs to convince each of the five linnorms individually with words and actions. PCs who tempt the linnorms with mention of mountain goats—their favorite food—gain a +2 circumstance bonus to skill checks to interact with the linnorms during this event. Those who mention plants, fruits, and vegetables to tempt the linnorms—which the linnorms don't eat—take –1 circumstance penalty to skill checks to interact with the linnorms during this event. Further details on how to convince each linnorm are under Linnorms below.

If desired, the PCs can each attempt to earn the respect of the crowd by succeeding at a DC 19 Performance check to Perform a rousing speech (DC 22 for levels 7–8). If at least one PC succeeds, the PCs gain a +1 circumstance bonus to checks to influence Nelar and Ogsen (see Resolution on page 8).

**Linnorms:** Brulivex lingers on the sidelines of the field, looking upset. She's aware that the shepherds are angry but has failed to convince her siblings they should leave. She doesn't eat any sheep. A PC who approaches Brulivex hears her stammer quietly, "Maybe we should go somewhere else? They seem awful upset..." Her





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siblings don't hear her. When the PCs approach, Brulivex panics and backs away. Each PC can attempt to stop her from fleeing by telling her she's right, by explaining that they're here to help, or by succeeding at a DC 17 Diplomacy check (DC 20 for levels 7–8). If all of the PCs fails to calm her, she flees to Scourtail's side, and the PCs cannot speak with her further during this event, but if the PCs do successfully calm her, they can speak with her. No skill check is required to convince her to go hunting with her siblings outside of the city—she already believes this is what they should do. If the PCs want Brulivex's help in convincing her siblings to leave, they must succeed at a DC 20 Deception, Diplomacy, or Performance check to encourage her to speak her mind (DC 23 for levels 7–8). On a success, Brulivex loudly tells her siblings they should leave and go hunting, which lowers the DCs of skill checks to interact with the other linnorms during this event by 2. If the PCs fail to convince Brulivex to help twice, she grows anxious and overwhelmed and flees to Scourtail's side.

Crookscale lingers on the sidelines at the far end of the field, loudly complaining, "I don't like sheep! They're too poofy! Their wool always gets stuck in my teeth..." He doesn't eat any sheep. As the PCs approach Crookscale, his stomach growls, and Crookscale bemoans how hungry he is. The PCs can convince Crookscale the linnorms should go find food elsewhere simply by mentioning it; no skill check is required.

Manglefang happily prances through the field, gobbling up sheep and laughing merrily at the ensuing reactions from the crowd of onlookers. As the PCs approach, Manglefang exclaims, "Oh, look! Some little ones want to be gobbled up, too! Silly people!" He then breaks down in laughter. When the PCs speak to him, he remarks amid guffaws, "Sorry, I can't eat you right now. You just look so silly in your little clothes with your little pouty faces! It's hilarious!" Further conversation from the PCs only causes Manglefang to laugh, perhaps with tears streaming from his eyes, or rolling around on the ground. No matter what the PCs say, Manglefang thinks it's funny. To convince Manglefang to focus, the PCs must succeed at a DC 18 Intimidation check (DC 22 for levels 7–8). On a success, Manglefang remarks, "Oh, nice snarl! You're like a linnorm hatchling! What is it, hatchlings? You want some sheep, too?" From this point on, the PCs can convince Manglefang to find food elsewhere by asking. If the PCs fail to convince Manglefang twice, Manglefang devours a few more sheep, increasing the DC of the Diplomacy check to influence Nelar and Ogsen by 1 (see Resolution below).

Oridius sits in the center of the field, happily eating a few sheep. The sheep are already dead, and Oridius takes their time eating. As the PCs approach, either Manglefang or Scourtail remarks, "tricky goats," to which Oridius loudly replies, "Actually, these are sheep.

A breed of manx, I believe. Humans raise them for yard work. They trim the grass and pull wagons and plows. Fascinating, really..." Oridius is, of course, only partially right. These sheep are raised for wool and meat. If the PCs ask Oridius to leave these sheep alone and hunt elsewhere, Oridius explains, "Actually,

Halgrim is the territory of Boiltongue, my father—you may have heard of him. As this is his territory, these are his sheep and therefore, by extension, these are my sheep.

Now, shoo!" The PCs can convince Oridius of the truth—that Boiltongue protects Halgrim, he doesn't own it—by succeeding at a DC 19 Society check to Recall Knowledge (DC 22 for levels 7–8).

If the PCs succeed, Oridius concedes that they are correct and becomes terribly embarrassed. At this point, a PC who encourages Oridius, offers to teach Oridius more about Ulfen culture, or who succeeds at a DC 20 Diplomacy check to cheer them up (DC 23 for levels 7–8), befriends Oridius. If befriended, Oridius accepts the PCs' corrections and lessons with enthusiasm. If the PCs fail to convince Oridius twice, they dig in their heels and run the PCs through an exhausting debate before agreeing to go along with their

alternative hunting plan, but they never admit to being wrong; this delay increases the DC to influence Nelar and Ogsen by 1 (see Resolution below).

Scourtail dashes amid the sheep, pretending to stalk and hunt them while narrating her own "heroic" efforts. Scourtail is proceeded by a stampede of terrified sheep. To approach, the PCs must divert this herd with a successful DC 13 Nature check to Command an Animal. On a failure, they're trampled and dealt 1d6 bludgeoning damage by the herd (DC 17 basic Reflex; 2d6 and DC 20 for levels 7–8). Once the PCs are past the herd, they can convince Scourtail to go hunting for food outside the city with a successful DC 20 Deception, Diplomacy, Intimidate, or Performance check. If they play up the danger of hunting outside the city, or how much more "heroic" it will be, the DC is instead reduced to 18 (DC 23 or DC 21 for levels 7–8). If the PCs fail to convince Scourtail twice or more, Scourtail continues to terrorize the sheep, causing injuries among the panicked herd and increasing the DC to influence Nelar and Ogsen by 1 (see Resolution below).

**Resolution:** After doing their best to stop the linnorms, the PCs must soothe the tempers of Nelar and Ogsen by succeeding at a DC 20 Diplomacy check (DC 23 for levels 7–8). This DC could be increased by up to 3 if the PCs fail to efficiently influence the linnorms, as noted under Linnorms above. If the PCs arrived late, they take a –2 circumstance penalty to this check. Only one PC can attempt this check, with the following results.

**Critical Success** As success, and Ogsen is so grateful to the PCs for their heroics that he offers them a *dragon turtle scale* (a *binding coil* for levels 7–8) as a reward.





# Linnorm's Legacy

**Success** The PCs soothe Nelar and Ogsen with their words and deeds.

**Failure** The PCs must provide the shepherds with 1 Fund as recompense for the linnorms' attack to calm the situation.

**Critical Failure** As failure, except the cost increases to 2 Funds.

**Development:** After the PCs have handled the linnorms and placated the shepherds, they head out of the city and into the wilderness to go hunting for food with the hungry linnorms. Proceed to Event 2: A Hunting We Will Go.

## EVENT 2: A HUNTING WE WILL GO LOW

The journey from the sheep farm to the wilderness outside Halgrim takes 10 minutes. Beyond the city's boundaries, the linnorms become suddenly alert, sniffing the air to try to catch the scent of something tasty. This encounter uses the map on page 10.

The PCs can attempt a DC 21 Nature check to Recall Knowledge to identify a location nearby with plentiful food or a DC 19 Survival check to Track faded animal tracks to their source (DC 24 Nature and 21 Survival for levels 7–8). If the PCs already know about Brethul Scarp, they gain a +1 circumstance bonus to these skill checks. On a success, the PCs lead the way to Brethul Scarp with confidence; this excellent navigation gives the PCs a +1 circumstance bonus to skill checks to influence Scourtail during this event. On a failure, the PCs get lost and the linnorms take the lead, tracking the scent of mountain goats to Brethul Scarp.

During the journey, give the PCs an opportunity to get to know the linnorms. They might choose to engage in conversation, play a game, entertain them with a song or story, or use other methods. Each PC who chooses to engage with a linnorm in this way can attempt a DC 20 skill check appropriate to their methods (DC 23 for levels 7–8) on the one linnorm they interact with most. Each PC who succeeds learns one piece of information about the applicable linnorm that the group had not already discovered, selected from Linnorms on page 6.

Upon arriving at Brethul Scarp, the linnorms creep close to a herd of mountain goats and attack, leaping out in a rush of claws and snarls. The mountain goats panic and attempt to flee, causing a loud ruckus. The PCs likely watch this encounter from slightly higher up the scarp to avoid getting in the way—and because Scourtail insists the linnorms can do it on their own.

**Objectives:** The PCs must take the hungry linnorms hunting outside Halgrim. A far more dangerous threat lurks in the wilds, however, and the PCs are soon called upon to fight it off (see Creatures on page 11). When combat begins, they can attempt to defeat their attackers in an entertaining way to befriend Scourtail.

**Linnorms:** Brulivex is a surprisingly good hunter. She moves with stealth and displays keen senses and patience. At the scarp,

she catches a pair of mountain goats to eat then retreats with her meal, too embarrassed to eat in front of the PCs. When combat begins, Brulivex shrieks in panic and hides.

Crookscale spends the journey loudly complaining he's too hungry to move, the hunt complaining that catching mountain goats is too much work, and the meal complaining it smells like "a mangy dog" (a "mangy cat" for levels 7–8). Despite his complaints, he eats plenty. When combat begins, Crookscale sighs heavily, slinks away to a cozy looking rock, and watches from there, complaining that his meal was interrupted (which is all the PCs' fault, of course). Partway through the battle, Crookscale complains "all this swooping is making me dizzy," then buries his head in his arms, closes his eyes, and moans for the rest of the battle.

Manglefang thinks everything the PCs do is hilarious, and spends the entire journey openly mocking their behavior and otherwise entertaining himself at their expense. He focuses only to hunt and eat the mountain goats. When combat begins, Manglefang returns to laughing at the PCs' expense, treating the battle like a grand form of slapstick comedy.

Oridius spends the journey sharing obscure pieces of information and interrupting everyone's conversations to correct them. If the topic is related to humanoids or their culture in any way, Oridius shares false information. Otherwise, they share false information 20% of the time. When combat begins, Oridius spends the battle shouting horrible advice at the PCs.

Scourtail treats the journey as a grand adventure, purposefully taking the most challenging path of those available and needlessly performing acrobatics feats while moving. She narrates her "heroics" throughout the journey. When combat begins, Scourtail settles in to watch with interest. A PC who purposefully goes out of their way to make the battle entertaining can attempt a DC 21 Acrobatics, Athletics, Deception, Intimidation, or Performance check as a single action (DC 24 for levels 7–8), with the following results. At the GMs' discretion, a PC can entertain her and earn an Entertainment Point without rolling a check if they perform a particularly daring maneuver in battle or cast a particularly flashy spell.

**Critical Success** The PC earns 2 Entertainment Points.

**Success** The PCs earns 1 Entertainment Point.

**Critical Failure** The PCs loses 1 Entertainment Point.

The PCs earn 1 additional Entertainment Point if they finish the combat in 2 rounds, or 2 additional Entertainment Points if they finish the combat in a single round (3 additional Entertainment Points for a group of 6 PCs). If the PCs earn at





# Linnorm's Legacy

## Event 2: A Hunting We Will Go





# Linnorm's Legacy

least as many Entertainment Points as the number of PCs by the end of the third round of combat, Scourtail is amazed by the PCs' heroics, and the PCs befriend her. If the PCs fail to do so, Scourtail loudly proclaims, "Boring!" and wanders off before the battle's over, leading the way back to Halgrim with Brulivex right behind her.

**Creatures:** A pair of perytons (manticores for levels 7–8) periodically hunt in this region and consider the area around Brethul Scarp to be part of their territory. Drawn by the commotion, they attack the PCs from the air, approaching from opposite directions and targeting the weakest looking characters first. Each prefers to focus on a different target, landing alongside their target to fight in melee only when their target is reduced to 1/4 their Hit Points or less, or when their aerial tactics prove ineffective. A peryton flees when reduced to 15 Hit Points or less, while a mantichore flees when reduced to 20 Hit Points or less. They do not attack the linnorms, both because they prefer the taste of humanoid flesh and because they're smart enough to fear retribution from the linnorms' parents.



## LEVELS 5–6

### PERYTONS (2)

Page 20

### CREATURE 4

## LEVELS 7–8

### MANTICORES (2)

Page 22

### CREATURE 6

**Resolution:** This event takes place outside the city, so the linnorms have no opportunity to stir up trouble with the locals.

**Development:** After the battle is over, the linnorms begin the journey back to Halgrim. If any PCs ask the linnorms why they are so intent on staying in the city, Brulivex admits that they miss their father, causing Oridius to further explain that Boiltongue spends most of the year in Halgrim rather than with them and their mother in the Stormspear Mountains. Brulivex and Manglefang are particularly saddened by this separation. If the PCs befriended Scourtail, she admits it was her idea to visit their father "at work" and her bravery that "inspired them to finally leave the cave on a grand adventure." If the PCs befriended Oridius, they admit they guided their siblings on their journey from home to Halgrim and boasts that they're a good navigator—they have a collection of maps in their lair back home.

The PCs have time to take a 10-minute rest, if desired. When the PCs are ready, proceed to Event 3: Bumper Boats.

## EVENT 3: BUMPER BOATS

Back in Halgrim, the linnorms scatter, scampering down roads and over buildings, flying through the sky, and incidentally terrifying passing animals and locals. Soon, the linnorms reach the banks of the Rustflow River, which cuts through the city in multiple locations. Ice crusts the riverbank's edges, but most of the river flows freely. Numerous locals row small skiffs down the river, transporting goods to and from the harbor. Fascinated by the "tiny ships," Scourtail and Manglefang launch themselves at the skiffs, followed by Crookscale and Oridius, each landing on a different boat. The twelve sailors aboard abandon the skiffs, diving into the frigid water in terror and attempting to swim for shore. Only Brulivex lingers on the river's edge, assessing the situation. From this point forward, run this event in rounds. Note how many rounds it takes for all of the people in the river to be rescued.

On the second round, a worried crowd forms along the river.

On the fourth round, the linnorms begin a game of bumper boats, crashing the skiffs into one another by paddling with their tails, giggling and laughing with each collision despite the damage being done to

the boats. If the PCs haven't convinced Brulivex to aid the people in the water, the cajoling of her siblings causes her to join their game.

On the fifth round, Efrith joins the crowd. A PC who succeeds at a DC 18 Perception check (DC 21 for levels 7–8) notices her. If confronted, she admits that she was simply passing by when she heard the splashing. A PC who succeeds at a DC 22 Perception check to Sense Motive (DC 25 for levels 7–8) realizes Efrith is lying. If called on her lie, she blushes and admits that she was so fascinated by the little linnorms she'd been keeping an eye out for them. It's not every day one sees a linnorm in the flesh!

On the sixth round, Crookscale's skiff gets struck and tips over, dumping Crookscale and the boat's contents into the river. Unlike his siblings, Crookscale is afraid of water and heights and can't fly or swim. He disappears below the surface.

On the seventh round, Crookscale reappears near a large rock that juts from the river's center and clings to it for dear life, wailing for help and sobbing in fear.

**Objectives:** First, the PCs should prioritize rescuing the 12 citizens from the river. When the linnorms start playing bumper boats, the PCs must also convince the linnorms to abandon the boats and play some other game. Methods for achieving these tasks are detailed under Retrieve and Rescue (page 12). When Crookscale falls into the water on the sixth round, the PCs must find a way to rescue him or teach him to swim. Details for interacting with Crookscale and the other linnorms are under Linnorms (page 12). Finally, the PCs must appease the people who were dumped into the river, as detailed in Resolution (page 12).

# Linnorm's Legacy

**Linnorms:** Brulivex begins this encounter on the river's edge. Her siblings urge her to join them in their game, but she hesitates, sensing the sailors are in trouble and upset. The PCs can convince Brulivex to ignore her siblings by succeeding at a DC 19 Deception or Diplomacy check (DC 22 for levels 7–8). On the fourth round, if she hasn't been convinced to ignore her siblings, she joins their games. This increases the DC of all skill checks to influence Manglefang, Oridius, and Scourtail by 2, as Brulivex doesn't speak out against her siblings. If the PCs successfully convince Brulivex to stay ashore, they can additionally attempt a DC 20 Diplomacy check (DC 23 for levels 7–8) to convince Brulivex to help rescue the sailors from the river. On a success, she dives into the water and rescues one sailor each round until they've all been removed from the river.

Crookscale follows his siblings onto the skiffs, then spends the remainder of his time on the little boat complaining it's moving too much, the river is too wet, and he feels sick. When Crookscale falls into the river, he panics, clings to a rock and cries for help. Although crag linnorms can typically fly and swim, Crookscale fears water and heights and can do neither. He isn't at risk of drowning or being swept away in the current. As long as he clings to the rock, his siblings (Oridius, Manglefang, and Scourtail) urge him to "just swim!" while they continue their game of bumper boats. The PCs can attempt to help Crookscale get to shore or teach him how to swim.

Escorting Crookscale to shore requires at least two PCs to succeed at a DC 20 Athletics check to Swim (DC 23 for levels 7–8). A PC who uses a flotation device or other rescue aid as a part of their efforts gains a +1 circumstance bonus to their check. However, Crookscale is too scared to move alone and still requires the PCs to physically escort him to shore. Each time a PC fails a check to retrieve the Crookscale, the linnorm accidentally scratches them, dealing 2d6+5 slashing damage (2d8+7 damage for levels 7–8).

Teaching Crookscale to swim first requires a PC to calm Crookscale by succeeding at a DC 20 Deception, Diplomacy, or Performance check (DC 23 for levels 7–8). After calming Crookscale, the PCs can attempt to teach him how to swim with a DC 21 Athletics check to Swim or a DC 19 Profession (instructor or teacher) check (DC 24 and DC 22 for levels 7–8). If the PCs teach Crookscale how to swim, they befriend the dragon. If the PCs fail twice to calm Crookscale or fail twice in their swimming lessons, he fails horribly in his efforts and gets to shore incidentally without learning how to swim. In this instance, Crookscale is terrified, wet, and very upset with the PCs. The DC of all skill checks to interact with Crookscale throughout the remainder of this adventure increase by 2.

Manglefang spends the entire encounter laughing at the sailors who dive into the water or giggling as he crashes his skiff into the other boats.

Oridius enjoys playing on the skiffs. If anyone points out that the people in the river are upset or scared, they counter, "Actually, swimming is good for a human's health! They're clearly enjoying themselves."

Scourtail hoots and hollers with glee while atop the skiffs and is the mastermind behind the linnorm's game of bumper boats. If asked to help the sailors, Scourtail scoffs and exclaims, "Boring!"

**Retrieve and Rescue:** Each round, each PC should select one activity to perform to help resolve the situation. Potential methods are detailed below, or the PCs can interact with the linnorms by attempting the checks described in Linnorms, above. Alternatively, a PC can use an ability, cast a spell, or perform another action of their choice, following the rules for those actions as normal. In most cases, making progress should require 2 or 3 actions worth of effort and either succeeding at a skill check or expending a resource (such as a spell or item).

- **Abandon Ship:** A PC can convince the linnorms (Manglefang, Oridius, Scourtail, and possibly Brulivex) to abandon the skiffs and play another game in the river instead. None of the linnorms leave the water until the PCs have convinced all of them, and even if convinced, they linger in the water for a few rounds, leaving only after all of the sailors have been rescued and Crookscale is back on shore. To convince a linnorm to abandon the skiffs, the PCs must succeed at a DC 21 Deception, Diplomacy, or Intimidation check, or a DC 19 Performance or Society check to tempt them into a different game (DCs 24 and 22 for levels 7–8). Each time the PCs fail a check to convince a linnorm, the DC to placate the sailors increases by 1, to a maximum DC increase of 1 per playing linnorm, as noted in Resolution (page 13). If the PCs reach this maximum increase of 3 (or 4 if Brulivex is present), the linnorms ignore all further efforts and play until they lose interest.

- **Craft Rescue Aid:** A PC can quickly construct or scavenge a makeshift knotted rope, line, or flotation device with a DC 20 Crafting check. On a success, they craft one device (two on a critical success).

- **Grab On:** A PC can throw a knotted rope, line, or flotation device that they constructed with the Craft Rescue Aid action above to a person in the water (at the GM's discretion, the PCs' existing equipment may be able to serve this function as well). They must attempt a ranged attack against an AC of 21 (AC 24 for levels 7–8), with the following results.

**Critical Success** Perfect throw! The device reaches two people, who reach the shore on the following round without further aid.

**Success** The device reaches one person, who reaches the shore on the following round without further aid.

**Failure** The device does not reach anyone, but it can be retrieved and thrown again on the following round.

**Critical Failure** The PC loses their grip on the device, which washes away down the river.

- **Recruit Assistance:** A PC can urge the crowd to lend a hand in rescuing people. They must attempt a DC 20 Diplomacy or Intimidation check against the crowd (DC 23 for levels 7–8). On a success, they convince the crowd to help. Each round, the crowd rescues one person from the river (two on a critical success). On a failure, the PCs fail to rally the crowd.



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- **Scavenge:** When Crookscale overturns a skiff, the skiff's contents are dumped into the river. A PC can dive into the water to haul the goods back to shore. They must attempt a DC 20 Athletics check (DC 23 for levels 7–8) to determine how long it takes to haul the goods to shore: one round on a critical success, two rounds on a success, three rounds on a failure, and four rounds on a critical failure. If the goods are hauled out of the river, the DC to placate the sailors at the end of this event is decreased by 1.

- **Swimming:** A PC can enter the water and lend aid to people in the water. They must attempt a DC 20 Athletics check to Swim (DC 23 for levels 7–8). On a success, they rescue one person (two on a critical success). On a failure, they fail to rescue anyone. A creature with a swim speed treats the result of their check as one higher for the purposes of this skill check.

**Resolution:** At the end of this event, when the sailors have been rescued, the boats have been returned, and Crookscale has been saved, the PCs can attempt to placate the sailors. The PCs must attempt a single DC 20 Deception, Diplomacy, or Society check (DC 23 for levels 7–8). This DC is altered by the PCs' actions during this encounter. For every two rounds beyond four that it took the PCs to rescue the sailors, the DC of this check increases by 1. The DC also increases by 1 for each failed check to convince the linnorms to return the skiffs (to a maximum increase of the number of linnorms in the water, as described on page 12). If the PCs haul the sunken goods out from the river, the DC decreases by 2. The results of the PCs' check are as follows.

**Critical Success** As success, and the sailors are so grateful to the PCs for their efforts, they gift the PCs a *traveler's any-tool* and an *eye of enlightenment* (*Secrets of Magic* 173) from their various shipments (a *greater staff of healing* and a *grim trophy* for levels 7–8).

**Success** On a success, the PCs' quick response to the crisis coupled with their compelling words soothes the sailors and disperses the crowd.

**Failure** The PCs must provide the sailors 2 Funds to calm the situation.

**Critical Failure** The PCs must provide the sailors with 4 Funds to calm the situation.

**Development:** After this event, give the PCs a chance to roleplay with the linnorms as the linnorms play the game the PCs suggested in the river. If the PCs didn't suggest a specific game, the linnorms choose a diving game. If Crookscale learned how to swim, he enjoys the game along with the others. Otherwise, he sulks on the riverbank, complaining constantly. If any of the PCs actively participate in the game, provide them one piece of information about a linnorm they don't know, selected from Linnorms on page 6. The PCs have time to take a 10-minute rest, if desired. When the PCs are ready, proceed to Event 4: Shopping Spree.



BRULIVEX

## EVENT 4: SHOPPING SPREE

As the PCs and the linnorms proceed through Halgrim, they come upon an outdoor market. The linnorms believe the goods are all part of their father's prodigious horde and scamper through the market, oohing and awing over the goods, nabbing "treasures," bickering with one another over who gets what, and accidentally knocking over stalls as they run by.

**Objectives:** The PCs must get each of the five linnorms out of a variety of trouble, then soothe the tempers of the locals. They could befriend Brulivex and uncover a potential enemy.

**Linnorms:** Brulivex carefully wanders the market, glancing at the goods on various stalls. She's careful where she moves, and doesn't bump any stalls, hurt any people, or damage any goods during her window shopping. Eventually, she sits down in front of a stall that sells toys and stares with longing at a toy stuffed rabbit with glossy button eyes, long floppy ears, and a fluffy tail. She doesn't move from this spot until the PCs ask her to. If the PCs ask what she's looking at, Brulivex admits "the rabbit is so cute, I just want to cuddle it." She then sighs and announces that she's ready to go.

Brulivex has no money and can't purchase the finely crafted rabbit. The PCs can befriend Brulivex if they buy her the rabbit, which costs 1 gp (this minor purchase comes from the PCs' own money and does not affect their Funds). When given the rabbit, Brulivex is overjoyed and spends the remainder of the adventure clutching, cuddling, and caring for the rabbit. When nervous, Brulivex tells the rabbit, "be brave, bunny, we can do this," to encourage and reassure herself. If the PCs don't buy Brulivex the rabbit, they can convince her to follow them or move on without difficulty; this request requires no skill check.

Manglefang and Scourtail get in a fight over a cart of hand-crafted charms, jewelry, and religious symbols, which they're positive are the "most priceless" treasures in the horde. Their fighting threatens to topple over the cart, causing damage to the goods here and in surrounding stalls. To stop the linnorms from fighting, two PCs must succeed at a DC 20 Athletics check to Grapple each of the two linnorms, or one PC must succeed at a DC 22 Intimidation check to Demoralize the linnorms (DC 23 or 25 for levels 7–8). Each PC can attempt one skill check. If the PCs do not stop the fight, the linnorms continue to fight and destroy several market stalls and the goods upon them. This increases the number of Funds the PCs must spend during this event by 1. On a success, the linnorms pause in their fighting long enough for the PCs to speak. The PCs must attempt a single DC 20 Diplomacy check to Request or Intimidation check to Coerce the linnorms to behave (DC 23 for levels 7–8). On a failure, the linnorms fake obedience, then go back to fighting after the PCs move on, though with slightly less destruction, increasing the DC of checks to placate the locals by 1.

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Oridius excitedly peruses a cartographer's stall and pilfers a few choice maps for their collection. A PC who succeeds at a DC 20 Diplomacy or Intimidate check convinces Oridius to put the maps back, while a PC who succeeds at a DC 18 Society, Legal Lore, or Merchant Lore check explains the intricacies of ownership and commerce to the little linnorm, which inspires them to return the maps of their own volition (DC 23 Diplomacy or Intimidation and DC 21 Lore for levels 7–8). If the PCs fail to convince Oridius to return the maps, increase the DC of skill checks to placate the locals by 1.

At some point during the PCs' exploration, Crookscale is lured away by Efrith, who tempts the linnorm with soothing words, feigned understanding, and a freshly butchered haunch of meat. Efrith intends to separate one linnorm from its siblings and the PCs, trick the linnorm into thinking she's a friend, and milk them for information on themselves, their siblings, Boiltongue, and Boiltongue's unidentified mate. Long term, she aims to use this linnorm and the intel it provides to lure Boiltongue into a trap that will cost him his life—an action she won't be able to take until she has Runelord Belimarius's permission. At present, she's content with luring away and befriending Crookscale.

When the PCs next look for Crookscale, they catch a glimpse of his tail as he rounds a corner at the far end of the market and passes out of sight. By the time any PCs round the corner as well, Crookscale is out of sight and inside Efrith's bolt hole, a warehouse whose interior has been hastily styled as a home. To find where Crookscale went, a PC must succeed at either a DC 22 Perception check to hear Crookscale engaged in conversation through the wall, a DC 20 Survival check to Track Crookscale to the appropriate warehouse, or a DC 18 Architecture or Engineering Lore check to determine something is off about the building he's in (DC 25 Perception, DC 22 Survival, and DC 18 Lore for levels 7–8). Each PC can attempt one skill check. If at least one PC succeeds, the PCs locate the appropriate warehouse. On a failure, the PCs don't find Crookscale, but after a few minutes of searching, they find a witness who saw the linnorm enter the warehouse with “that chatty spice merchant;” the witness can provide a description of Efrith if asked. This witness points the PCs to the right location, but the delay gives Efrith more time to set Crookscale at ease, and the DCs to interact with Crookscale and Efrith throughout this event increase by 2.

Efrith's warehouse has a large loading door, which is closed and unlocked. Efrith doesn't answer knocks or calls for entry. Inside, Efrith pampers Crookscale, who's sprawled on a massive pillow sized perfectly for a juvenile linnorm. The front half of the warehouse is styled like a living space, and the back half is piled with crates labeled as various spices.

When the PCs enter, Efrith scolds them for entering someone's home unannounced and asks them to leave. If asked what's going on, she says she's “just offering the little one a rest and some company,” and claims Crookscale “needed someone to take care of him properly.” A PC who succeeds at a DC 20 Perception check to Sense Motive (DC 23 for levels 7–8) determines Efrith

is lying, and while she is taking care of Crookscale, she definitely has ulterior motives. If the PCs accuse Efrith of misdeeds or lying, she denies their accusations. Crookscale believes her and refuses to budge, demanding the PCs “prove it!” To get Crookscale out, the PCs must convince Crookscale of Efrith's wrongdoing or untrustworthiness with a successful DC 22 Diplomacy check (DC 25 for levels 7–8), but Crookscale won't listen to them at all unless they've gathered at least three pieces of evidence. The evidence the PCs might find and how they discover it is noted below. The DC of this check is reduced by 2 if the PCs present at least five pieces of evidence.

- **Efrith:** A PC who sizes up Efrith and succeeds at a DC 20 Perception check or a DC 18 Stealth or Thievery check (DC 23 and DC 21 for levels 7–8) notices Efrith holds herself like a thief, sneak, or scout, has calloused hands that don't match her supposed career, and is highly observant—it's unlikely she's a traveling merchant. When mentioned, Efrith deflects, insisting it's dangerous to travel the Lands of the Linnorm King, and she's picked up more than a few tricks for sneaking by monsters, brigands, and worse over the years.
- **Living Space:** A PC who succeeds at a DC 20 Perception check or a DC 18 Architecture or Engineering Lore check (DC 23 and DC 21 for levels 7–8) determines that the front living space was clearly set up recently and hastily and hasn't been lived in; it's been created specifically to put Crookscale at ease. When mentioned, Efrith deflects, insisting she's a traveling spice merchant and only just arrived in the city—she hasn't had time to make her temporary space feel lived in.
- **Secret Chamber:** A PC who succeeds at a DC 22 Perception check (DC 25 for levels 7–8) notices a secret hatch in the floor, mostly hidden by an empty crate. Efrith claims she's never seen it before. This hatch is locked with a simple lock (three DC 20 Thievery checks to unlock), has hardness 5 and HP 20 (BT 10), and requires a DC 20 Athletics check to Force Open. The secret chamber is a small cellar and living space, which includes a trunk of clothes, a desk, and a wall plastered with a map of Halgrim and various notes. The trunk of clothes contains attire for countless jobs and professions. The desk has writing supplies and a freshly penned letter (see **Handout #1: Secret Message** on page 26). The map on the wall tracks sightings of Boiltongue in red and sightings of the little linnorms in blue. Notes surrounding the map clearly indicate Efrith was tracking Boiltongue's movements, but recently switched targets, abandoning her efforts to track Boiltongue and tracking the linnorm children instead. A handwritten note names each linnorm and includes accompanying information on them. Crookscale's name is circled. This secret chamber indicates Efrith is spying on Boiltongue and his children for some unspecified purpose. If confronted, Efrith insists that she's never seen that chamber before and she only just moved into this warehouse.
- **Spellbook:** A PC who succeeds at a DC 17 Perception check (DC 20 for levels 7–8) or who purposefully searches Efrith's belongings finds a spellbook in Efrith's bag, clearly labeled with



# Linnorm's Legacy

a seven-pointed star. A PC who succeeds at a DC 20 skill check to Identify Magic determines the spellbook is primarily filled with abjuration spells and contains no evocation or necromancy spells. A PC who succeeds at a DC 18 Arcana or Society check to Recall Knowledge knows that the seven-pointed star is a sihedron, a symbol that represents the seven schools of magic practiced in the ancient empire of Thassilon, as well as the nation's seven virtues and seven sins. Ancient Thassilonian practices have become much more well-known in the last few years, since several of the empire's former runelord rulers returned to the world and founded New Thassilon. A PC who succeeds at both the Identify Magic and Recall Knowledge checks realizes that Efrith's choice of magic spells indicates she's a student of envy, the same magic taught in Xin-Edasseril, domain of Runelord Belimarius of New Thassilon. If confronted, Efrith admits she was born and raised in Xin-Edasseril, but claims that she was happy to escape New Thassilon and find a better life elsewhere.

- **Wards:** A PC who succeeds at a DC 20 Arcana check to Identify Magic, or a DC 22 Nature, Occultism, or Religion check to Identify Magic (DCs 23 and 25 for levels 7–8), notices the entire warehouse is warded by surveillance magic, which enables someone else to witness what occurs in the warehouse remotely and warns of unauthorized trespassers. If confronted, Efrith admits to casting *alarm* on the warehouse but claims she has no other spells in place. “A lady’s got to keep her wares safe, hasn’t she?” In fact, Efrith knows spells such as *prying eye* and *scrying*, but she’s not the one spying on the warehouse—the surveillance magic the PCs may have sensed belongs to Efrith’s handler in New Thassilon. Efrith is clearly annoyed by the idea that someone is watching her, if not surprised. She passes it off as “the work of a jealous rival, no doubt.”
- **Warehouse:** A PC who examines the crates in the warehouse notice that while the first few crates do contain packages of spices, the remainder are empty or contain mundane equipment, spell components, and weapons. Efrith claims she’s “diversifying” her wares. The PCs also find a *wand of continuation* (1st-level spells) among her goods. For levels 7–8, the wand is instead a *wand of continuation* (2nd-level spells), and the PCs also find a 4th-level *scroll of rebounding barrier* (*Lost Omens Legends* 37).

If the PCs succeed at convincing Crookscale that Efrith is not who she seems, Crookscale glares at Efrith, sticks out his tongue, and leaves with the PCs, snout stuck up in the air. If the PCs fail after uncovering enough evidence, fail their check to convince Crookscale, or are otherwise stuck, Crookscale begrudgingly leaves with them, and bids his new friend Efrith goodbye, saying

he’ll come visit her again soon. Increase the DC to placate the locals by 1, as the linnorms get bored while the PCs waste time dealing with Efrith.

**Resolution:** Once the PCs have dealt with all five linnorms, they can attempt to placate the locals. The PCs must attempt a DC 20 Crafting, Diplomacy, or Merchant Lore check (DC 23 for levels 7–8). This DC could increase based on the disturbances that the linnorms cause, as noted under Linnorms starting on page 13.

**Critical Success** The numerous merchants the PCs have helped each contribute a few coins or trinkets as a gift. The PCs gain 1 Fund.

**Success** The PCs placate the local merchants with their words alone.

**Failure** The PCs must spend 1 Fund to placate the merchants.

**Critical Failure** The PCs must spend 2 Funds to placate the merchants.

**Development:** After the PCs have attempted to wrangle each of the linnorms, Scourtail loudly exclaims, “Boring!” and dashes off, flying down the road and off into more trouble. Proceed to Event 5: Last Laugh below.

The PCs may attempt to apprehend Efrith. If the PCs try, she insists they call the guards instead, as “they know how to handle meddling trespassers like yourselves.” If the PCs attempt to force her, she plays the part of a frail merchant, allows herself to be manacled, and then wails loudly for help and refuses to move. Unless they physically carry her throughout the rest of this adventure, the PCs must leave Efrith behind and report her to Gorm Greathammer later in this adventure. Regardless, Scourtail’s antics soon draw the PCs’ attention.

## EVENT 5: LAST LAUGH

## MODERATE

As the PCs and the linnorms proceed down the road toward Estrid’s castle, they pass a group of proud Ulfen soldiers. Led by **Revna the Brave** (CN female human Ulfen battle skald), this group serves Skarde Nineblades, a well-respected Ulfen commander from Halgrim who is currently engaged in negotiations with Estrid to have these warriors and their compatriots explore the Island of Ancestors, making them direct competitors with the Pathfinder Society. They’ve been waiting for days to hear Estrid’s verdict, and are tired, grumpy, and have no patience for insults.

When the linnorms pass by the Ulfen warriors, Manglefang laughs at their hair, causing the warriors to snarl and draw their blades. This response only causes Manglefang to laugh harder, and exclaim, “Aww, look at their little pokey sticks! They think they’re so fierce! Look at them! They’re adorable!” The warriors respond, pointing not at the linnorm, but the Pathfinders. “You! Pathfinders! Those linnorms may be off limits, but you’re not! This insult won’t stand! Face us or admit your cowardice and give up



MANGLEFANG



# Linnorm's Legacy

## Event 5: Last Laugh





# Linnorm's Legacy

your claim to the Island of the Ancestors!” Use the map on page 16 for this encounter. If the PCs question who the warriors are, Revna gives them some context.

If the PCs refuse to fight Revna and her warriors, Revna swears the whole city will know of their cowardice. This increases the DC of all skill checks attempted to counter Skarde's arguments during Audience with the King by 2 (page 18).

**Linnorms:** Thrilled at the prospect of a fight, the linnorms settle in to watch the show from atop a nearby blue-roofed circular tower. Manglefang spends the entire fight heckling Revna and her fellow warriors.

After the battle, the PCs can befriend Manglefang by teaching him the difference between laughing at someone and laughing with someone. This requires a PC to succeed at a DC 22 Diplomacy check, a DC 20 Performance check, or a DC 18 Circus, Comedy, or Theater Lore check (DCs 25, 23, or 21 for levels 7–8). Each PC can attempt one skill check. On a failure, Manglefang simply laughs at the PCs.

**Creatures:** If the PCs agree to fight the warriors, Revna fights the PCs alongside the warriors. Revna lays out the ground rules, explaining that they're fighting “to the bloodied.” This means that any PC or NPC reduced to 1/4 of their Hit Points or less is automatically removed from the duel and can no longer participate; they're expected to surrender as soon as their injuries reach that threshold. The NPCs follow the rules correctly, verbally surrendering when sufficiently injured, then walking to the sidelines of the battle on their turns. Reyna can't tell the exact number of Hit Points that a PC has remaining. A PC wishing to cheat at the duel and fight on through injuries must succeed at a DC 21 Deception check to hide the extent of their wounds (DC 23 for levels 7–8). On a success, Reyna doesn't catch them; on a failure, Reyna notices the ruse and calls for an immediate end to the battle. She is disgusted that they would stoop to such underhanded tactics.

Revna uses her compositions each turn and prefers to use her spells over her battle axe, though she's not afraid to wade into battle to help her allies trigger their Overwhelm ability. The Ulfen soldiers fight in melee and gang up on a single foe to trigger Overwhelm.

## LEVELS 5-6

### ULFEN SOLDIERS (2)

CREATURE 3

Page 21

### REVNA THE BRAVE

CREATURE 5

Page 21, art on page 25

## LEVELS 7-8

### VETERAN ULFEN SOLDIERS (2)

CREATURE 5

Page 23

### REVNA THE BRAVE

CREATURE 7

Page 23, art on page 25

**Resolution:** If the PCs refuse to fight, or lose, they must pay Revna and her warriors 1 Fund. If they break the rules of the duel, Revna is appalled; they must pay 2 Funds instead.

**Treasure:** If the PCs defeat Revna and her warriors, they admit their loss with dignity and offer the PCs a *minor sturdy shield* and a *moderate thunderbird tuft* (*Secrets of Magic* 169) as recompense (a *lesser sturdy shield* and an *orchestral brooch* [*Secrets of Magic* 174] for levels 7–8). Earning these treasures also gives the PC 1 additional Fund.



# Linnorm's Legacy

**Development:** The PCs have time for a 10-minute rest, if desired. When the PCs are ready to move on, proceed to Audience with White Estrid.

## AUDIENCE WITH THE KING

As the sun sinks low in the sky and the day nears its end, the linnorms and the PCs arrive at the castle. While the linnorms aim to visit their father, this is the PCs' opportunity to report to Gorm Greathammer and impress both Estrid and Boiltongue—or not. The linnorms tear through the castle, flying pell-mell through the halls and terrifying the castle staff. The guards stay out of the way, recognizing the little linnorms from their numerous antics throughout the castle over the past week.

When the group reaches the meeting hall, the PCs can convince each linnorm to behave. Linnorms that the PCs have befriended listen to them automatically; for each other linnorm the PCs wish to convince, they must attempt a DC 20 Diplomacy check (DC 23 for levels 7–8). On a success, that linnorm enters the meeting hall on their best behavior, floating gracefully and quietly with an eager grin and waiting until their presence is acknowledged before talking. On a failure, that linnorm busts into the meeting hall and loudly interrupts. If at least half of the linnorms behave as they enter the hall, the DC of all skill checks to make counterarguments during this encounter decreases by 1.

Once the PCs and linnorms have all entered the room, Boiltongue acknowledges his children and Estrid greets the PCs, asking the heroes to introduce themselves to those present. Allow the PCs to attempt a single DC 23 Diplomacy check (DC 26 for levels 7–8). One PC should lead this check and the others can Aid, using either Diplomacy, Intimidation, or Performance. If the PCs succeed, the DC of all skill checks to make counterarguments during this encounter decreases by 1.

In addition to **Gorm Greathammer** (LN male dwarf prince), **White Estrid** (CN female human barbarian), **Boiltongue** (CE male crag linnorm), and the guards, numerous diplomats are present, including **Skarde Nineblades** (LN male human Ulfen jarl), who is attempting to convince Estrid to send his soldiers to the Island of Ancestors, rather than the Pathfinder Society's agents. After introductions, Skarde Nineblades grouchy asks if he can proceed, then goes on a rant, expounding the recklessness of the Pathfinder Society, the combat prowess of his soldiers, and the importance of keeping the Island of Ancestors off-limits to foreigners who don't understand Ulfen ways. After he's through, the PCs have a chance to counter each of these three claims with a counterargument. One PC should lead each counterargument, with the other PCs aiding, as desired. The skills applicable to each counterargument and modifiers are noted below. The DC for these checks is 23 or 21 for Lore skills (DC 26 or 24 for levels 7–8). For each of these skill checks, a befriended linnorm might speak on the PCs' behalf, as described below. Each befriended linnorm's advocacy lowers the DC of that particular check by 1.

**Recklessness:** To counter claims that the Pathfinder Society is reckless, the PCs can attempt a Diplomacy, Intimidation, or

Performance check. If the PCs befriended Brulivex, she pats her stuffed bunny and speaks up on the PCs' behalf, indicating that the PCs were a voice of reason throughout the day and were constantly "making everything better." If the PCs befriended Crookscale, he speaks up on the PCs' behalf, indicating that the PCs saved him from the river and taught him how to swim.

**Combat Prowess:** To counter claims that Skarde's soldiers are more skilled than the PCs, the PCs can attempt an Acrobatics, Athletics, Gladiatorial Lore, Scouting Lore, Warfare Lore, or other applicable Lore check. If the PCs befriended Scourtail, she speaks up on the PCs' behalf, describing the battles she witnessed today. If the PCs won both of their battles, lower the DC of the check by 2 instead of 1.

**Cultural Knowledge:** To counter claims that the PCs lack understanding of Ulfen culture and traditions, the PCs can attempt a Society, Archaeology Lore, Pathfinder Lore, or another applicable Lore check. If the PCs befriended Oridius, they speak up on the PCs' behalf, citing everything the PCs taught them today, with a loud "Actually..." Unlike many of the other "facts" that Oridius shared throughout the day, the information they provide here is correct. If the PCs befriended Manglefang, he speaks up on their behalf, noting their efforts to teach him about respect and true comedy.

**Development:** If at least two of the PCs' three counterarguments are successful, the PCs talk circles around Skarde Nineblades and win the debate. Otherwise, they make a poor showing and Skarde Nineblades wins the debate.

As the debate comes to an end, Estrid announces that she has made her decision. Her decision is based on how well the PCs handled the linnorms, as denoted by their remaining Funds, modified by the results of the debate against Skarde. If the PCs win the debate, they receive a result that's one category better than they earned through Funds alone. For example, a group who has 3 Funds remaining and wins the debate impresses Estrid and Boiltongue.

*Thoroughly Impressed:* 8+ Funds remaining. Estrid and Boiltongue are thoroughly impressed with the PCs and immediately grant the Pathfinder Society permission to explore the Island of Ancestors on Estrid's behalf. Additionally, Boiltongue gives the PCs a gift, as noted under Conclusion on page 19.

*Impressed:* 5–7 Funds remaining. Estrid and Boiltongue believe the PCs are the best choice and grant the Pathfinder Society permission to explore the Island of Ancestors on the linnorm king's behalf, though they take time to express their hesitancy.

*Unimpressed:* 2–4 Funds remaining. Estrid and Boiltongue are unimpressed by the PCs and grant permission to explore the Island of Ancestors to Skarde Nineblades and his soldiers.

*Offended:* 0–1 Funds remaining. Estrid and Boiltongue are offended by the behavior of the PCs. They grant permission to explore the Island of Ancestors to Skarde Nineblades and his soldiers. They ban the Pathfinder Society from performing missions in the kingdom without express permission (though this does not cause the closure of the Iceferry Lodge).



# Linnorm's Legacy

With King Estrid's verdict, the time has come for the PCs to bid the linnorms goodbye. Each befriended linnorm takes a moment to speak with the PCs, perhaps giving thanks, cuddles, or extorting promises of future visits. If the PCs befriended Brulivex, she names her stuffed rabbit after the PC who bought it for her, using their name, shortened, with a "y" on the end. For example, she might name the rabbit Ezzy if a character's name was Ezren or Fumby if a character's name was Fumbus. Any linnorms who weren't befriended give the PCs a disinterested nod or wave.

## CONCLUSION

Within days, the PCs return to Iceferry Lodge and meet with Bjersig, Mahki, and Lirall. They can also meet with Svala and Ingpi, if they so choose. Gorm Greathammer remains behind in Halgrim. If the PCs earned the Pathfinder Society the right to explore the Island of Ancestors, Bjersig thanks the PCs for all their hard work and says he hopes to see them again soon. He and Lirall are excited at the prospect of what the Island of Ancestors has in store for them. If the Pathfinder Society wasn't granted exploration rights, Bjersig instead thanks the PCs for their efforts and bids them farewell. He suggests they spend some time practicing tact and public speaking before venturing out on another mission of import.

If the PCs thoroughly impressed White Estrid and Boiltongue, a package arrives for them via messenger before the PCs leave Iceferry Lodge. The messenger states they carry a gift from Boiltongue, on behalf of his children, a shield that the great linnorm selected from his personal horde. While Boiltongue believed that he was merely handing the PCs a well-made shield, the item has a far greater significance. The shield is a *martyr's shield* (*Gamemastery Guide* 89) imbued with the spirit and compassion of Myrsa Evershield, an Ulfen shieldmaiden and cleric of Tanagaar who died alongside her beloved on their quest to slay a linnorm (Boiltongue's father). Tanagaar is a lawful good empyreal lord who is the patron of those who watch over and protect the innocent, especially from evil and nocturnal dangers. Myrsa has hidden her sapience for many years, hoping to reveal herself to whoever eventually slew Boiltongue and took his horde. Ever since White Estrid chose to spare Boiltongue's life and let the linnorm keep his hoard, she has been lying in wait for the perfect opportunity. She is brave, selfless, stubborn, and thrilled to be around living, breathing people again, but she is also patient enough to wait for a wielder who

shares her ideals. She might agree to have one of the PCs carry her into battle in the future, should they prove their dedication to righteous causes. Even if she doesn't want any of the PCs to carry her into battle, she is interested in traveling with them back to the Pathfinder Society's Grand Lodge to meet other warriors and seek a suitable candidate.

## REPORTING NOTES

If the PCs earned the right to explore the Island of Ancestors, check box A on the reporting sheet. If the PCs befriended any linnorms, check box B. If the PCs recovered Myrsa from Boiltongue's hoard, check box C. If the PCs discovered that Efrith is an agent from New Thassilon or reported suspicions about her ulterior motives for further investigation, check box D.

## PRIMARY OBJECTIVES

The PCs fulfill their primary objective if the Pathfinder Society earned the right to explore the Island of Ancestors. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they prove to the city of Halgrim that the Pathfinder Society can be trusted. To do so, they must fulfill three of the following five objectives: finish the scenario with 5 or more Funds, finish the scenario with 8 or more Funds, defeat Revna and her soldiers, retrieve the goods from the river, or successfully placate the merchants in Event 4 without the use of Funds. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

This mission is of particular interest to the Grand Archive and Verdant Wheel factions.

**Grand Archive:** On behalf of the Grand Archive faction, Svala Ice-Rider asks the PCs to keep a wary eye out for potential enemies to the Pathfinder Society, White Estrid, or Boiltongue. If the PCs discovered that Efrith was a spy, they earn 2 additional Reputation with the Grand Archive faction.

**Verdant Wheel:** On behalf of Urwal and the Verdant Wheel, Ingpi asks the PCs to befriend the juvenile linnorms. If the PCs befriended at least three linnorms, they earn 2 additional Reputation with the Verdant Wheel faction.

# Linnorm's Legacy

## APPENDIX 1: LEVEL 5–6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 27 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### EVENT 2 (LEVELS 5–6)

#### PERYTONS (2)

#### CREATURE 4

CE MEDIUM BEAST

*Pathfinder Bestiary* 2 197

**Perception** +13; darkvision

**Languages** Common

**Skills** Acrobatics +11, Intimidation +11, Stealth +11

**Str** +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +5, **Cha** +3

**AC** 21; **Fort** +8, **Ref** +11, **Will** +13

**HP** 60

**Speed** 25 feet, fly 50 feet

**Melee** ♦ antler +14 (deadly d8), **Damage** 1d12+7 piercing

**Melee** ♦ fangs +14 (agile), **Damage** 1d8+7 slashing

**Heart Ripper** ♦ (attack, emotion, fear, visual) The peryton rips out the heart of an adjacent corpse with their jaws. The creature must have died in the last minute. As the peryton rips the heart free and swallows it whole, they regain 2d6 HP, and any non-peryton that witnesses this event must succeed at a DC 21 Will save or become frightened 1 (or frightened 2 on a critical failure).

**Mimic Shadow** ♦ (necromancy, occult, shadow) **Requirements** The target must be casting a shadow; **Effect** The peryton Flies, going no higher than 20 feet over the target creature. The target creature must succeed at a DC 21 Will save or the peryton’s shadow changes to match that cast by the target creature. With their shadow so transformed, the peryton gains a +2 status bonus to attack and damage rolls against that creature. In addition, each time the peryton successfully Strikes that creature, the creature must succeed at a DC 21 Will save or become frightened 1, or increase its frightened condition by 1 if it’s already frightened. This is an emotion and fear effect. The shadow remains transformed for 1 hour or until the peryton Mimics a Shadow again, whichever comes first.

## SCALING EVENT 2

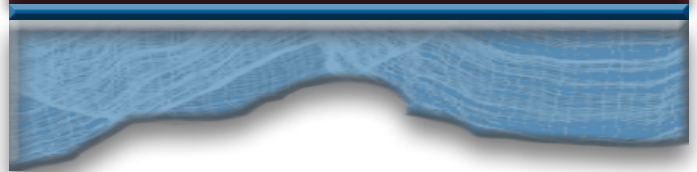
To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Add 15 Hit Points to each peryton.

**12–13 Challenge Points:** Add one peryton to the encounter.

**14–15 Challenge Points:** Add one peryton to the encounter and add 15 Hit Points to each peryton.

**16–18 Challenge Points (5+ players):** Add two perytons to the encounter.





# Linnorm's Legacy

## EVENT 5 (LEVELS 5-6)

### ULFEN SOLDIERS (2)

### CREATURE 3

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common, Skald

**Skills** Athletics +11, Intimidation +8, Sailing Lore +7, Society +5, Survival +8, Warfare Lore +7

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

**Items** hatchet, hide armor, javelins (4), longsword, shortbow (20 arrows), wooden shield (Hardness 3, 12 HP, BT 6)

**AC** 19 (21 with shield raised); **Fort** +10, **Ref** +6, **Will** +8  
**HP** 45

**Bravery** When the Ulfen soldier rolls a success at a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

**Attack of Opportunity** ⤴

**Shield Block** ⤴

**Speed** 25 feet

**Melee** ⤴ hatchet +12 (agile, sweep, thrown 10 feet), **Damage** 1d6+6 slashing

**Melee** ⤴ longsword +12 (versatile piercing), **Damage** 1d8+6 slashing

**Ranged** ⤴ javelin +10 (thrown), **Damage** 1d6+6 piercing

**Ranged** ⤴ shortbow +10 (deadly d10), **Damage** 1d6+2 piercing

**Intimidating Strike** ⤴ (emotion, fear, mental) The Ulfen soldier makes a melee Strike. If they hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

**Overwhelm** Ulfen soldiers are trained to work well as a unit. The Ulfen soldier's Strikes deal an extra 1d6 damage to creatures within reach of at least two of the Ulfen soldier's allies.

## SCALING EVENT 5

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**10+ Challenge Points:** For every 2 Challenge Points beyond 8, add one Ulfen soldier to the encounter.

### REVNA THE BRAVE

### CREATURE 5

UNIQUE NG MEDIUM HUMAN HUMANOID

**Perception** +11

**Languages** Common, Draconic, Hallit, Skald, Tien

**Skills** Acrobatics +10, Athletics +12, Deception +13, Diplomacy +13, Medicine +11, Occultism +11, Performance +14 (+15 when singing), Sailing Lore +11, Society +11, Stealth +10, Warfare Lore +11

**Str** +3, **Dex** +1, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

**Bardic Lore** Revna can Recall Knowledge on any subject with a +9 modifier.

**Items** battle axe, flute, hatchet (4), leather armor, shortbow (20 arrows), wooden shield (Hardness 3, 12 HP, BT 6)

**AC** 21 (23 with shield raised); **Fort** +9, **Ref** +12, **Will** +13

**HP** 60

**Shield Block** ⤴

**Speed** 25 feet

**Melee** ⤴ battle axe +15 (sweep), **Damage** 1d8+7 slashing

**Melee** ⤴ hatchet +15 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

**Ranged** ⤴ hatchet +13 (agile, sweep, thrown 10 feet), **Damage** 1d6+7 slashing

**Ranged** ⤴ shortbow +13 (deadly d10), **Damage** 1d6+4 piercing

**Occult Spontaneous Spells** DC 22; **3rd** (2 slots) *dispel magic*, *slow*, *soothe*, *sound burst*; **2nd** (3 slots) *dispel magic*, *mirror image*, *soothe*, *sound burst*, *spiritual weapon*; **1st** (3 slots) *fear*, *soothe*, *true strike*; **Cantrips (3rd)** *bullhorn* (Secrets of Magic 93), *daze*, *detect magic*, *haunting hymn* (Secrets of Magic 109), *read aura*

**Bard Composition Spells** 1 Focus Point, DC 22; **3rd** *counter performance*; **Cantrips (3rd)** *inspire defense*, *inspire courage*

# Linnorm's Legacy

## APPENDIX 2: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 27 for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked "(0)", don't include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### EVENT 2 (LEVELS 7-8)

#### MANTICORES (2)

#### CREATURE 6

LE LARGE BEAST

*Pathfinder Bestiary* 232

**Perception** +14; darkvision, scent (imprecise) 30 feet

**Languages** Common

**Skills** Acrobatics +10, Athletics +15, Intimidation +11, Survival +12

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

**AC** 23; **Fort** +16, **Ref** +12, **Will** +12

**HP** 90

**Speed** 25 feet, fly 40 feet

**Melee** ♦ jaws +17, **Damage** 2d8+8 piercing

**Melee** ♦ claw +17 (agile), **Damage** 2d6+8 slashing

**Ranged** ♦ spike +14 (range increment 40 feet), **Damage** 1d10+5 piercing

**Spike Volley** ♦ The manticore flings up to two spikes from its tail, targeting either two different creatures or a single creature. If the manticore targets two different creatures, these creatures must be within 20 feet of one another, and the manticore makes a separate Strike against each; this counts as only one Strike for the manticore's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the manticore fires both spikes at the same creature, it makes a single Strike. If the attack hits, it deals the damage of a single spike, but the target is pinned in place, rendering it immobilized. A creature that succeeds at a DC 23 Athletics check (attempted as a single action) can pull the spike free.

A manticore can hurl no more than 12 spikes in 24 hours.

## SCALING EVENT 2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add 20 Hit Points to each manticore.

**23-27 Challenge Points:** Add one manticore to the encounter.

**28-32 Challenge Points:** Add one manticore to the encounter, and add 20 Hit Points to each manticore.

**33+ Challenge Points:** Add two manticores to the encounter.





# Linnorm's Legacy

## EVENT 5 (LEVELS 7-8)

### VETERAN ULFEN SOLDIERS (2)

### CREATURE 5

UNCOMMON N MEDIUM HUMAN HUMANOID

**Perception** +11

**Languages** Common, Skald

**Skills** Athletics +13, Intimidation +10, Sailing Lore +9, Society +7, Survival +11, Warfare Lore +9

**Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +1

**Items** hatchet, hide armor, javelins (4), longsword, shortbow (20 arrows), wooden shield (Hardness 3, 12 HP, BT 6)

**AC** 22 (24 with shield raised); **Fort** +14, **Ref** +9, **Will** +11  
**HP** 75

**Bravery** When the Ulfen soldier rolls a success at a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

**Shielded Stride** When the Ulfen soldier has their shield raised, they can Stride to move half their Speed without triggering reactions that are triggered by their movement (such as Attacks of Opportunity).

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

**Melee** ✦ hatchet +15 (agile, sweep, thrown 10 feet), **Damage** 1d6+10 slashing

**Melee** ✦ longsword +15 (versatile P), **Damage** 1d8+10 slashing

**Ranged** ✦ javelin +13 (thrown), **Damage** 1d6+10 piercing

**Ranged** ✦ shortbow +13 (deadly d10), **Damage** 1d6+6 piercing

**Intimidating Strike** ✦✦ (emotion, fear, mental) The Ulfen soldier makes a melee Strike. If they hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

**Overwhelm** Ulfen soldiers are trained to work well as a unit. The Ulfen soldier's Strikes deal an extra 1d8 damage to creatures within reach of at least two of the Ulfen soldier's allies.

## SCALING EVENT 5

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

**20+ Challenge Points:** For every 4 Challenge Points beyond 16, add one veteran Ulfen soldier to the encounter.

### REVNA THE BRAVE

### CREATURE 7

UNIQUE NG MEDIUM HUMAN HUMANOID

**Perception** +15

**Languages** Common, Draconic, Hallit, Skald, Tien

**Skills** Acrobatics +12, Athletics +16, Deception +17, Diplomacy +17, Medicine +13, Occultism +15, Performance +19 (+20 when singing), Sailing Lore +15, Society +15, Stealth +12, Warfare Lore +15

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

**Bardic Lore** Revna can Recall Knowledge on any subject with a +11 modifier.

**Items** battle axe, flute, hatchet (4), leather armor, shortbow (20 arrows), wooden shield (Hardness 3, 12 HP, BT 6)

**AC** 24 (26 with shield raised); **Fort** +12, **Ref** +14, **Will** +15

**HP** 90

**Shield Block** ↻

**Speed** 25 feet

**Melee** ✦ battle axe +18 (sweep), **Damage** 1d8+9 slashing

**Melee** ✦ hatchet +18 (agile, sweep, thrown 10 feet), **Damage** 1d6+9 slashing

**Ranged** ✦ hatchet +16 (agile, sweep, thrown 10 feet), **Damage** 1d6+9 slashing

**Ranged** ✦ shortbow +16 (deadly d10), **Damage** 1d6+6 piercing

**Occult Spontaneous Spells** DC 25; **4th** (2 slots) *chromatic ray* (Secrets of Magic 95), *dispel magic*, *soothe*, *sound burst*, *spiritual weapon*; **3rd** (3 slots) *dispel magic*, *haste*, *slow*, *soothe*, *sound burst*, *vampiric touch*; **2nd** (3 slots) *dispel magic*, *mirror image*, *soothe*, *sound burst*, *spiritual weapon*; **1st** (3 slots) *fear*, *soothe*, *true strike*; **Cantrips (4th)** *bullhorn* (Secrets of Magic 93), *daze*, *detect magic*, *haunting hymn* (Secrets of Magic 109), *read aura*

**Bard Composition Spells** DC 25, 1 Focus Point; **4th** *counter performance*; **Cantrips (4th)** *inspire defense*, *inspire courage*

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

# Linnorm's Legacy

## APPENDIX 3: GAME AIDS



Bjersig Torrsen and Mahki

Efrith



Oridius

Scourtail





# Linnorm's Legacy

## APPENDIX 3: GAME AIDS



Crookscale  
Manglefang



Brulivex  
Reyna the Brave



# Linnorm's Legacy

## HANDOUT #1: MYSTERIOUS LETTER

Report 41

Your grace,

Boiltongue identified as a father. Five whelps in city. Total whelps unknown. Mate unknown. Den unknown. I consider these whelps a boon, as they will make exceptional lures. Targets prioritized. Attempting to initiate friendly contact. Request immediate backup and permission to initiate capture. Window of opportunity closing.

Agent H3



# Linnorm's Legacy

## ORGANIZED PLAY

### TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

### TREASURE BUNDLES

- ☐ Event 1, page 7: 1 Treasure Bundle for placating the shepherds without using Funds
- ☐ Event 2, page 9: 1 Treasure Bundle for defeating the perytons or manticores
- ☐ Event 3, page 11: 2 Treasure Bundles for rescuing the sailors from the river
- ☐ Event 4, page 13: 1 Treasure Bundle for rescuing Crookscale from Efrith
- ☐ Event 5, page 15: 2 Treasure Bundles for defeating Revna and the Ulfen soldiers
- ☐ Audience with the King, page 18: 2 Treasure Bundles for debating Skarde
- ☐ Conclusion, page 19: 1 Treasure Bundle for ending the adventure with at least 5 Funds

### CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

5th-level PCs = 2 points each

6th-level PCs = 3 points each

7th-level PCs = 4 points each

8th-level PCs = 6 points each

Now use the table below to determine which level range is appropriate for your PCs. Level 5–6 encounters appear in Appendix 1, and level 7–8 encounters appear in Appendix 2.

### CHALLENGE POINTS

CP TOTAL	LEVEL RANGE
8–14	5–6
16–18 (5+ players)	5–6
16–18 (4 players)	7–8
19+	7–8

# Linnorm's Legacy



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

Faction:				
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

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Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Infamy

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				Infamy



# Linnorm's Legacy

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# Scenario #4-03: Linnorm's Legacy

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

When the Pathfinder Society's ongoing negotiations with the Linnorm King White Estrid were thrown into disarray by the antics of five juvenile linnorms, the Society sent you to Halgrim, capital of the Ironbound Archipelago, to wrangle the little linnorms. You strove to keep the linnorms out of trouble and the citizens of Halgrim happy. Wrangling the children of the infamous Boiltongue was far from an easy task. You soothed tempers, used quick thinking, and earned the respect of the young linnorms and the citizens of Halgrim before having an audience with Estrid to determine the fate of her allegiance with the Society. You ☐ earned the right for the Society to explore the Island of the Ancestors or ☐ lost the right to explore the Island of the Ancestors.

## Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (Second Edition) Achievement Points, a currency that be redeemed on our website at [paizo.com](http://paizo.com) for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to [paizo.com/organizedPlay/myAccount](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique boon: **Stalwart Shield**.

## Rewards

### Starting XP

### XP Gained

### Total XP

### Starting GP

### GP Gained

### GP Spent

### Total GP

Experience

Gold

## Items

## Notes

You can purchase up to two items from this Chronicle Sheet. Once you have made these purchases, the other options become unavailable for purchase from this Chronicle Sheet, though you can still purchase them normally if you otherwise have access to them.

*binding coil* (item 6, discounted to 35 gp, *Secrets of Magic* 173)

*dragon turtle scale* (item 4, discounted to 7 gp)

*eye of enlightenment* (item 5, discounted to 15 gp, *Secrets of Magic* 173)

*grim trophy* (item 7, discounted to 33 gp)

*moderate thunderbird tuft* (item 5, discounted to 15 gp, *Secrets of Magic* 169)

*orchestral brooch* (item 8, discounted to 70 gp, *Secrets of Magic* 174)

*traveler's any-tool* (item 6, discounted to 185 gp)

*greater staff of healing* (item 8, discounted to 440 gp)

*scroll of rebounding barrier*<sup>R</sup> (item 7, 70 gp, *Lost Omens Legends* 37)

*wand of continuation* (1st-level spells; item 5, discounted to 150 gp)

*wand of continuation* (2nd-level spells; item 7, discounted to 338 gp)

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: E970

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)