

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-08

Levels 5-8

PROTECTING THE FIRELIGHT

By Jacob W. Michaels





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Book of the Dead*, *Pathfinder #170: Spoken on the Song Wind*, *Pathfinder Secrets of Magic*, and *Pathfinder Treasure Vault*

Maps: *Pathfinder Flip-Mat: Jungle Multi-Pack*

Online Resource: Pathfinder Reference Document at 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>.



REPEATABLE

SUMMARY

The PCs travel to Arcadia to represent the Pathfinder Society in an annual festival, where they're being honored following the return of a treasured heirloom. They get to know the townsfolk and their traditions by participating in the final festival preparations. The PCs then must spend a night by a ceremonial fire, where they need to fight off or befriend various spirits of the prairies that come to investigate.

CONTENT WARNING

This scenario contains mild themes of creepy horror. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

PROTECTING THE FIRELIGHT

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ADVENTURE BACKGROUND

For thousands of years, the people of Niishan have celebrated the Festival of Fire, a weeklong holiday marking the turning of the seasons and the town's continued prosperity. On the first night of the festival, a ceremonial fire recalls the night four explorers first arrived in the area. They lit a fire and fought off and soothed all manner of spirits from the prairies until sunrise, allowing them to make peace with the spirits of the land and start building the town. Since then, Niishan has continued the tradition, eager to remember the founders and celebrate their bravery. Four people who have contributed the most to the town each year are given the honor of the Fire Watch, spending the night at the ceremonial fire, and fighting off or soothing any spirits who arrive.

This year, the town has decided to honor the Pathfinder Society, to thank them for returning the star gun *Hatabasi* (in *Pathfinder Society Scenario #4-13: Within the Prairies*). It is the first time since the original explorers arrived that outsiders—who are only very rarely allowed into the interior of Arcadia—will participate in the fire ceremony.

Long lost to tradition and history, however, is that there was a fifth explorer. While his companions prepared for their long evening, Wanikkawi sought glory. He plotted with malevolent spirits, to watch the other explorers get overwhelmed and emerge as the hero of the night. Unfortunately for Wanikkawi, his companions were experienced adventurers, and when he saw that they weren't succumbing to the spirits, he fled into the dark. The surviving explorers, realizing his betrayal, chose to leave him out of the story of Niishan's founding. They knew that in his desire for glory, simply being forgotten was the most just punishment they could devise. What they didn't know was that he didn't die in the darkness, but rather became one of the horrors of the night that stalked the plains. He's watched the ceremony ever since, plotting his revenge and building up his strength. And with outsiders coming to Niishan and being given the Fire Watch, his time is now.

WHERE ON GOLARION?

Protecting the Firelight takes place in Niishan, a town near Starfall Lake in the prairie heartland of the Arcadian nation of Degasi. More information about Arcadia can be found on pages 206-211 of *Pathfinder Guns & Gears*.



GETTING STARTED

After being asked by **Venture-Captain Rahaksenwe** (CG female human beast gunner), who leads the first Pathfinder lodge in Arcadia, to represent the Society in Niishan's Festival of Fire, the PCs begin the adventure as they arrive in town late in the morning before the start of the celebration. Read or paraphrase the following description.

The town of Niishan is bustling with people—mostly Mahwek humans, but also halflings, beastkin, and several small wooden humanoids, among others. Children run through the dirt streets, dodging around grown-ups, their happy screams adding to the calls and chatter of adult voices. Smiles abound, though some seem to carry a hint of anxiety or trepidation, maybe even just a touch of fear.

PROTECTING THE FIRELIGHT

Star-shaped gourds and stalks heavy with scarlet corn wait to be harvested in small gardens that surround the circular earth lodges where townsfolk live and work. Smoke rises into the crisp autumn air from the homes' dome-like roofs.

Give the PCs a chance to introduce themselves to each other. Though their arrival attracts interested stares from the townsfolk, **Mayor Deyahi** (LN female halfling mayor) collects the PCs before they have a chance to do anything. She greets any PCs she's met before (during *Pathfinder Society Scenario #4-13: Within the Prairies*) by name, welcoming them back to Niishan, and kissing them on both cheeks. Read or paraphrase the following.

The mayor leads the way to her home, stepping down onto the sunken floor of her earth lodge and gesturing for everyone to sit on the cushions scattered around the fire. "I'm so glad you've come," the mayor says as she hands out flatbreads filled with meat, squash, and herbs. "Our Festival of Fire starts tonight when we celebrate the turning of the seasons and our town's continued prosperity. When Niishan was founded, a group of four brave explorers were the first to spend the night in the area. They lit a fire and through the night battled or befriended all manner of spirits from the prairies until sunrise, allowing them to make peace with the spirits of the land and start building the town.

"Each year, we honor their memories with a great fire, and honor the four people who have done the most for the town over the last year by giving them the Fire Watch. They protect the fire—and the town—from the prairie's spirits, soothing those they can, and fighting off those they cannot. This year, the year the star gun Hatahasi came back to us, we have decided this honor, one of the greatest we can bestow, can only belong to the Pathfinder Society. We have also decided, in the spirit of understanding, that we will honor the Pathfinder Society's traditions—though there were only four heroes on our first night, we know the Society traditionally sends four to six agents together, and so the town's people agreed that all who came would be allowed to participate in the Fire Watch.

Normally, those who will be in the Fire Watch also lead our festival preparations. Though you have only just arrived, I hope you will help with the final details. This will also let you get to know our town, and for our people to better know you. You may even see some of the spirits that have decided to join Niishan at previous Festivals of Fire. Please know that though these spirits may look monstrous to you, our relationship with them means a great deal to the people of Niishan."



MAYOR DEYAHİ

The PCs may have some questions for Deyahi.

What kind of preparations are people making? "There is still much to be done before the festival begins." The mayor describes the preparations that PCs will participate in, as determined by the GM (see **Determine Preparations**, page 5). She does not mention Preparation 6, as she is unaware of Anohatsa's suspicions.

Is this dangerous? "Some of the spirits are hateful, and we do not know how they will react to Fire Watchers who are strangers to Niishan. But we have seen what the Pathfinder Society can do and are sure you will be able to handle whatever comes."

What kinds of spirits are they? "Like in the Inner Sea, we believe spirit is one of the four fundamental essences of magic. But in Arcadia, we believe everything has spirit. Here, it is not just you and I that have spirit, but also the plains themselves, and everything in them. Some of those spirits manifest into a material form like yours or mine. Some of these spirits are cruel, others are curious."

Some of the people seemed like they were afraid; should we be worried? "The bonfire brings spirits in to investigate, just as it did for our founders. The people know that if the Fire Watch cannot drive them away or befriend them, the spirits can do great harm to us. But I have faith you will not let us down."

How is Hatahasi? Can we see it? "Unfortunately, no. It continues to heal and has been taken elsewhere for the festival to ensure it is safe."

Religion or Society (Recall Knowledge)

A PC who succeeds at a DC 20 Religion or Society check or a DC 15 Arcadia Lore check to Recall Knowledge knows some information about the spirits likely to be found around Niishan. These checks should be rolled secretly.

Critical Success In addition to undead, spirits of the Arcadian plains likely include fey, giants, and plant creatures.

Success Just as elsewhere in Golarion, one of the most common ways for spirits to manifest in Arcadia is as undead, as they're already untethered from their mortal form. Locally, legends also tell of the wanikkawi, a spirit unique to the area. Parents warn their children to behave and not go out late at night, or a wanikkawi will get them!

Critical Failure Celestials, fiends, monitors, and other such creatures are formed almost entirely from spirit. It's likely any manifested spirits here would be such types of creatures.

PROTECTING THE FIRELIGHT

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

NIISHAN

Niishan is a small town with about 600 inhabitants. More than half are Mahwek humans, though it also has a sizeable population of halflings and allied spirits, along with a handful of wyrwood, beastkin, and syrinx. The people are generally friendly, and openly curious about the visiting Pathfinder agents. Thanks to the Segada Protocol, few people from Avistan, Garund, Tian Xia, or Casmaron ever enter the Arcadian heartland. Though a few Pathfinders have visited, many Niishani haven't had a chance to actually meet and talk with an agent. The townsfolk live in earth lodges, circular, semi-subterranean buildings covered with earth. Vegetable gardens where residents grow produce surround these earth lodges. Paths of packed earth wind through town, beaten down by generations of Niishani. The air is crisp as the season turns to fall, and people largely wear leather and fur clothing. Most carry some sort of small blade in case they need it for work or defense—it's a concern few typically have, but they know that on the first night of the Festival of Fire, spirits from the region will be at their most active.

Determine Preparations: The first part of the adventure allows the PCs to get to know Niishan better and meet some of its inhabitants. Each time you run the adventure, PCs will participate in **Preparation 6**, but you can choose or randomly determine the three other preparations (doing this ahead of time can save you prep time or be a better choice for a first playthrough), or give the list of **Preparations 1–5** to the PCs and allow them to choose three. In addition, each preparation presents slight variations to allow for replayability. GMs may either select these options randomly (use d4s to roll on the associated table), choose options that would suit their players particularly well, or, when appropriate, allow PCs to determine (in Preparations 1 and 3, for example), though players should not know the benefits of their decision when making their choice. Preparations may be completed in any order, though Preparation 6 is always the final one unless PCs trigger it earlier.

Each preparation includes information about a Niishani, and what they are doing to prepare, as well as ways that PCs can help, typically a skill check. A success on the check earns the PCs 1 Preparation Point, and a critical success earns 2 Preparation Points. On a critical failure, the PCs lose 1 Preparation Point. If a PC expends a non-cantrip spell that, at the GM's discretion,

PEOPLE ABOUT TOWN

PCs will participate in three of the following five preparations each time you run the adventure (along with **Preparation 6: Allaying Suspicions**, page 11).

Preparation 1: Melting Pot (help befriend spirits; page 6)

Preparation 2: Child's Play (knowledge is power; page 7)

Preparation 3: Building the Bonfire (debuff spirits; page 8)

Preparation 4: Spring Renewal (buff PCs; page 9)

Preparation 5: Dress to Impress (gain talismans; page 10)

contributes to the task, they gain a circumstance bonus to their check equal to the spell's level. Also consider awarding a +1 circumstance bonus to checks for good role-playing. The PCs' Preparation Points reset to 0 each time they begin a preparation (though keep track of how many they get for each preparation, as that provides benefits in the second part of the adventure).

Preparations 1–5 also include actions by **Anohatsa** (NG male prairie spirit), an ancient spirit befriended during a long-past Festival of Fire who is suspicious of the PCs. These should seem supernatural and strange—if you wish to create more of a horror/creepy tone, you can do that here, though keep in mind that may be distressing for some players. If a PC looks for a cause, roll a secret DC 22 Perception check (DC 25 for levels 7–8); a PC may try again in subsequent preparations, with a status bonus equal to the number of subsequent attempts (+1 on an attempt during the second preparation and +2 during the third). On a success, the PC catches a glimpse of Anohatsa leaving the scene. The PCs can depart immediately to catch him (moving to Preparation 6); allow them to finish their skill checks for the preparation, but they lose 1 Preparation Point by upsetting the NPC they're helping with their quick departure. They can try to follow him after they finish helping the NPC, but doing so requires them to succeed at a DC 22 Survival check to Track him (DC 25 for levels 7–8).

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PREPARATION 1: MELTING POT

Niishan celebrates with a joyful communal meal to start the Festival of Fire. **Brownjax** (CG male wyrwood chef) is busy preparing, and happily greets the PCs when he sees them. Read or paraphrase the following.

A small, wooden humanoid calls out from beside a large cook fire, "Pathfinders, over here. You have to try this!" The figure lacks a face, but otherwise looks like many of the townsfolk. He's dressed in Mahwek clothing and has "hair" and "mutton chops" made out of moss and leaves. He lifts a wooden spoon the size of a halfling's arm out of a large clay pot. "I'm Brownjax," he says. "I've been put in charge of preparing for tonight's feast. This is one of our favorite traditional dishes here. I don't eat, so you have to tell me if it's good!"

Despite more than a decade in Niishan, Brownjax remains fascinated with flesh and blood ancestries. Made by other wyrwoods, magical wooden constructs originally created to be servants, he settled in Niishan to learn more about the people of Arcadia. He's taken on many mannerisms of the townsfolk—including dressing in Mahwek clothing and fashioning himself a toupee and facial hair—and is thrilled to discover new ancestries. He encourages everyone to describe their favorite food and responds by telling them about Niishani food traditions: eating bison that roam nearby and the beans, corn, and squash they grow. He's no less excited about ancestries that aren't flesh and blood—such as automatons, poppets, and skeletons—and is eager to know how they feel and fit in with the Pathfinder Society and the rest of the world. Brownjax encourages each PC to help him with the massive amount of food he's making, though he understands if a PC declines.

Suspicious Behavior: Anohatsa fears the PCs will mess up the dish (or worse!). Unfortunately, his attempts to help them cook risk making things worse, as he magically directs ingredients into their hands, adjusts pots, and stirs ingredients. Each PC must attempt a DC 19 Reflex save (DC 22 for levels 7–8) or suffer a –2 penalty to their check to participate.

Preparation Skills: PCs who choose to help can attempt a DC 18 Cooking Lore check (DC 21 for levels 7–8) or a DC 20 Athletics, Medicine,

Society, or Survival check (DC 23 for levels 7–8). The results of the PCs' work depend on the number of PCs in the group, the number of Preparation Points they earn and the dish they make, as detailed in each variation's description.

0: The PCs don't prepare enough extra food to take any for the spirits.

1–2 (1–3 for tables of 6 PCs): Brownjax thanks the PCs for their help and presents three portions of the dish they prepared, urging them to offer them to the spirits to befriend them.

3+ (5+ for tables of 6 PCs): As above, except Brownjax presents six portions of the dish to the PCs.

PREPARATION 1 VARIATIONS

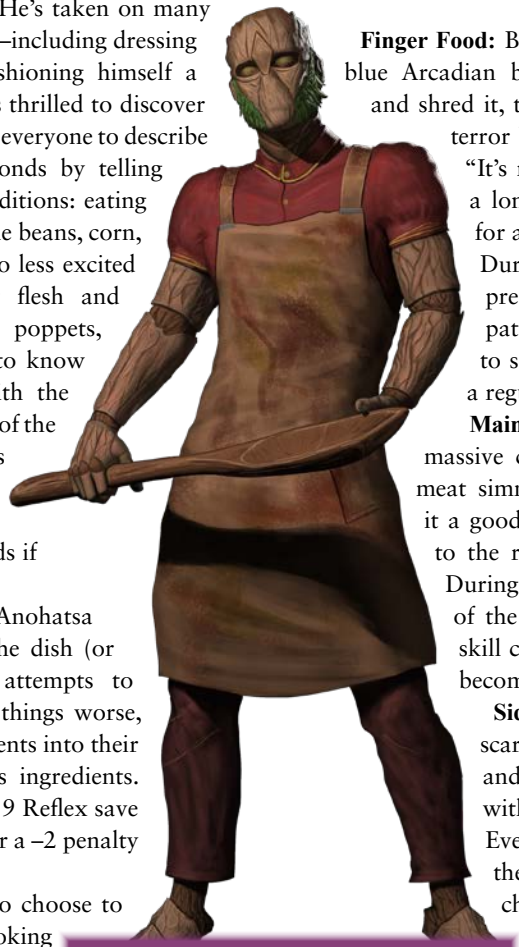
d4	Recipe
1	Finger Food
2	Main Course
3	Side Dish
4	Dessert

Finger Food: Brownjax brings out a bright cerulean blue Arcadian bison jerky. He has the PCs pound and shred it, then mix it with chopped berries and terror bird fat before forming it into patties. "It's not only delicious, but it will last for a long time, and give you enough energy for anything you need to do!" he explains. During **Event 2** on page 16, if the PCs present a portion of the meat-and-berry patty after critically failing a skill check to soothe the spirits, their result becomes a regular failure.

Main Course: Brownjax points to several massive clay pots where chunks of viper rat meat simmer alongside root vegetables. "Give it a good stir! Once it's done, this stew sticks to the ribs. It's one of our favorite dishes!" During **Event 2**, if the PCs present a portion of the viper rat stew after succeeding at a skill check to soothe the spirits, their result becomes a critical success.

Side Dish: Brownjax sautés kernels of scarlet corn, thumb-sized violet beans, and purple squash, seasoning it liberally with dried suncatcher blooms. During **Event 2**, if the PCs present a portion of the succotash after attempting a skill check to soothe the spirits, they can reroll the check. They must keep the new result.

Dessert: "Put your back into it."



BROWNJAX

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Brownjax encourages as he mashes up a huge bowl of snakebush berries, then adds them to a pot where pureed berries are already being cooked down. “Give it a try. We have some giant bee honey if we need to sweeten it.” During Event 2, if the PCs present a portion of the berry pudding before attempting a skill check to soothe the spirits, they can roll twice, and take the better result.

PREPARATION 2: CHILD’S PLAY

Mayor Deyahi asked her daughter **Peyqua** (NG young female halfling know-it-all) to help keep the town’s children occupied and out from underfoot while the adults finished their preparation for the Festival of Fire. In the tyrannical fashion of small children, she orders the PCs to help, having them play malicious spirits while she (and her companions, but mostly she) defend a makeshift “fire.” Read or paraphrase the following.

A halfling girl who bears a strong resemblance to Mayor Deyahi and a group of other children gather on a side street as a few adults swing wide around them. They hold various play weapons as they stand around a pile of brush, which they appear ready to defend with their very lives. “My mother, the mayor, told me I have to keep the kids busy,” she declares.



PEYQUA

“So we’re playing Fire Watch. You be bad spirits! You have to attack us, and we fight you off, like when the founders met a wanikkawi for the first time and drove it away!”

Give the players a chance to describe what they do as “attacking spirits,” encouraging them to play up their behavior and describe what kind of spirit they are (perhaps some monster they’ve encountered and defeated in a previous mission for the Pathfinder Society). Peyqua vocally encourages PCs who do well and berates those who don’t, in the manner of an overly officious and precocious child.

Suspicious Behavior: Anohatsa is concerned about what the PCs could do to Niishan’s children and tries to break up Peyqua’s game to keep the children away from the PCs. His specific action varies by playthrough, as detailed below.

PREPARATION 2 VARIATIONS

d4	Anohatsa’s Interference
1	Cloud of Dust
2	Child’s Cry
3	Dog and Pony Show
4	Stage Fright

Cloud of Dust: Anohatsa forms a cloud of dust over Peyqua’s “campfire,” choking the PCs. Each participating PC must attempt a DC 19 Fortitude save (DC 22 for levels 7–8) or suffer a –1 penalty to their check to participate (–2 on a critical failure).

Child’s Cry: A child’s voice (Anohatsa’s in disguise) calls out, complaining that the game is boring, and the children should do something else. A participating PC can attempt a DC 20 Diplomacy check (DC 23 for levels 7–8) to persuade them to stay. If no PC succeeds, the PCs lose 2 Preparation Points as the children disperse.

Dog and Pony Show: Anohatsa sends a dog to grab Peyqua’s “fire,” ruining her game. A participating PC can attempt a DC 20 Thievery check (DC 23 for levels 7–8) to grab the brush or a DC 22 Nature check (DC 25 for levels 7–8) to command the pup to leave it. If no PC succeeds, the PCs lose 2 Preparation Points as the children disperse.

Stage Fright: Anohatsa persuades one of the other spirits to subtly provoke fear in the PCs. Each participating PC must attempt a DC 19 Will save (DC 22 for levels 7–8) or suffer a –1 penalty to their check to participate (–2 on a critical failure). This interference has the fear trait.

Preparation Skills: Each PC who participates must attempt a DC 18 Games Lore check (DC 21 for levels 7–8) or a DC 20 Acrobatics, Deception, Intimidation, or

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Performance check (DC 23 for levels 7–8). If a PC “plays” a fey, giant, or plant creature (whether by coincidence or because they learned those are common to the area with their checks to Recall Knowledge at the beginning of the adventure), reduce the DC of their checks by 1. The insight into Niishani spirits the PCs get from Peyqua depends on the number of PCs in the group and the number of Preparation Points they earn, as follows.

0: Peyqua is disgusted by the PCs’ poor performance. She scornfully and loudly—as only a 9-year-old can—tells them they make awful spirits, and they should go do the Fire Watch so they can learn to do better next time. If a wanikkawi doesn’t get them!

1–2 (1–3 for tables of 6 PCs): Peyqua appreciates the PCs efforts but directs them to perform the way she wants. Regardless of what type of spirit they portrayed, she matter-of-factly tells them they’re in fact now friendly fey, giants, or plant spirits (this type should match the spirits the PCs face in Event 2, though they won’t know that) because there are a lot of them here. She also warns them to be careful of the wanikkawi, so it doesn’t gobble them up in a single bite. Finally, any PC that attempts a check to Recall Knowledge about a spirit in Events 1–3 gains a +1 circumstance bonus to their check.

3+ (5+ for tables of 6 PCs): As above, except the PC gains a +2 circumstance bonus to their check. In addition, the DC of Recall Knowledge checks for uncommon creatures is not increased by 2, and the DC of Recall Knowledge checks for rare creatures is increased by only 3. Lastly, Peyqua tells them that a legend claims the four founders defeated the wanikkawi by tying it up, which made it powerless. They demanded it leave anyone from Niishan alone and released it when it agreed, but didn’t realize it was lying.

PREPARATION 3: BUILDING THE BONFIRE

Mekobin (NG male human hunter), a Mahwek Niishani, is among those gathering ceremonial items for the fire. He meets the PCs on the outskirts of town. Read or paraphrase the following description.



MEKOBIN

A tall, muscular man wearing pale blue hide clothing with a blue bison embroidered on his breech cloth frowns as he looks up. “One of the last things we do is gather ceremonial fuel for the fire. The mayor says I should have you accompany me, so you can learn what the prairies provide. What we gather, we give back in the fire. They say the founders used these same materials to help call the spirits and soothe them during the first Fire Watch.”

A well-built man in his 30s, Mekobin wears traditional clothing, with a bow and arrow strapped to his back and a hatchet at his hip. He appreciates the return of *Hatahasi* but is dubious about having outsiders in the heart of Degasi, and certainly about having them honored with the Fire Watch (an honor he received several years ago after slaying a marauding drake). Still, he never resorts to outright hostility, instead maintaining a strict politeness. Though it’s clear he’s not expecting much from the PCs, Mekobin leads them out of town and explains how they collect and use the ceremonial fuel the same way the town’s four founders did long ago.

Suspicious Behavior: Anohatsa fears the PCs won’t respect the ceremonial fuel and render it useless. He encourages a bison to charge the party as it’s out gathering, certain that Mekobin can avoid harm and hoping the encounter will drive the PCs back to town. All PCs take 6d6 bludgeoning damage (DC 19 basic Reflex save; 6d12 damage and DC 22 for levels 7–8).

Preparation Skills: Each PC who chooses to help gather fuel can attempt a DC 18 Herbalism Lore check (DC 21 for levels 7–8) or a DC 20 Athletics, Crafting, Nature, Survival, or Perception check (DC 23 for levels 7–8). The benefits the material provides depend on the number of PCs in the group, the number of Preparation Points they earn and the material they gather, as detailed in each variation’s description.

0: The PCs struggle to help Mekobin, who becomes frustrated with them, though he tries to hide it. The variation’s benefits only affect a creature in the squares of ceremonial fire (including in the air above it).

1–2 (1–3 for tables of 6 PCs): Mekobin is pleased with the PCs’ help and thanks them. They gather enough fuel that areas of bright light created by the fire grant the benefit described in the variation table.

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3+ (5+ for tables of 6 PCs): The PCs truly impress Mekobin, who warmly tells them they are practically Niishani already. He suggests they stay in the town after the festival to truly get to know what life is like here. They gather enough fuel that the variation's benefits occur in areas of dim light cast by the ceremonial fire and are doubled in areas of bright light.

PREPARATION 3 VARIATIONS

d4	Fire Fuel
1	Summer Mint
2	Thunderbrush
3	Sunsmoke Vine
4	Pukwudgie Grass

Summer Mint: The savory herb reportedly drives away hostile spirits, making it a uniquely useful fuel for the ceremonial bonfire. Burning prairie mint causes the ceremonial fire's light to increase any spirits' weaknesses by 1 point or reduce their resistances by 1 point in Events 1–3.

Thunderbrush: This woody shrub contains small bubbles of air that burst when heated, creating an audible bang. The noise from burning thunderbrush startles spirits, causing those in the ceremonial fire's light to become clumsy 1.



WHIIRII

Sunsmoke Vine: When burned, this rust-colored ground vine strangely emits a bright yellow smoke that is said to pacify spirits, as if they were out in the sun all day. Burning sunsmoke vine causes spirits in the ceremonial fire's light to become enfeebled 1.

Pukwudgie Grass: This long grass is particularly stiff and sharp, making it ideal fuel for the ceremonial fire, though its difficult to harvest. Burning pukwudgie grass causes spirits in the ceremonial fire's light to become stupefied 1.

PREPARATION 4: SPRING RENEWAL

As in many places in Arcadia, hot springs are popular in Niishan, and many townsfolk take the Festival of Fire as an opportunity to relax in the local spring. Among them is **Whiirri** (LG agender syrnix gunsmith), a reclusive artisan from an owl-like humanoid ancestry whom Pathfinder agents brought to Niishan during their repatriation of *Hatahasi*. They invite PCs to join them. Read or paraphrase the following.

Inside a hide-covered structure, a circle of stones surrounds a rippling pool of steaming water. Several townsfolk in soft-looking robes sit around the hot spring, talking quietly as they relax. "You can change into robes over there," Whiirri declares, pointing to a privacy area off to one side. They quickly change and join the others, their beak clacking softly in pleasure.

Whiirri's experiences with the Pathfinder Society led them to spend more time in Niishan, deepening their relationship with Mayor Deyahi. Whiirri's trips to the Pathfinder Society Grand Lodge in Absalom have also softened their demeanor, though they still tend to be straight-forward, even blunt or curt in their statements. They explain that tradition says the first four explorers discovered this hot spring and stopped to cleanse themselves before deciding to spend the night nearby. Legend holds the four had grown frustrated with each other, but their time at the spring gave them a shared sense of purpose and unity again, Whiirri explains. They urge the PCs to reflect on the history of the ceremony and share how they have worked together in the past and may again in the future. Encourage PCs to share a favorite story they've had of working with the Pathfinder Society.

Suspicious Behavior: Anohatsa remembers that Wanikkawi didn't participate at the hot spring. He fears history will repeat itself if the PCs fail to find unity, and that it would be better if they didn't try at all. His specific action varies by playthrough, as detailed on the following page.

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PREPARATION 4 VARIATIONS

d4	Anohatsa's Interference
1	A Cold Wind
2	Demonic Stench
3	Sounds of Discord
4	Geyser Surprise

A Cold Wind: A chill wind cuts through the structure at Anohatsa's command, causing Whiirri to cry out in dismay. A participating PC can choose to take a –1 circumstance penalty to their check to participate to attempt to seal the structure with an appropriate skill, such as Athletics to hold the cloth in place or Crafting to re-seal it (DC 20, or DC 23 for levels 7–8). If no PC succeeds, the PCs lose 2 Preparation Points.

Demonic Stench: Thanks to Anohatsa, the smell of sulfur pours out of the hot spring, filling the area. Each participating PC must attempt a DC 19 Fortitude save (DC 22 for levels 7–8) or be sickened 1 for as long as they remain in the structure (sickened 2 on a critical failure). This interference has the olfactory trait.

Sounds of Discord: Anohatsa uses magic to make loud horn sounds right outside the tent, disrupting any attempts to communicate. Each participating PC must attempt a DC 19 Will save (DC 22 for levels 7–8) to block out the noise or suffer a –1 penalty to their check to participate (–2 on a critical failure).

Geyser Surprise: Anohatsa causes the hot spring to jet out water in a geyser. He doesn't want to hurt any Niishani so it's not hot enough to burn, just disruptive. Each participating PC must attempt a DC 19 Reflex save (DC 22 for levels 7–8) to avoid the geyser or suffer a –1 penalty to their check to participate (–2 on a critical failure).

Preparation Skills: Each PC who chooses to participate in the hot spring relaxation can attempt a DC 20 Medicine, Religion, or Survival check (DC 23 for levels 7–8). The benefit the hot spring provides depends on the number of PCs in the group and the number of Preparation Points they earn, as follows.

0: Whiirri clacks their beak in irritation as the PCs struggle to participate. They gain no benefit from their time at the hot spring.

1–2 (1–3 for tables of 6 PCs): The PCs find a measure of unity in the hot spring. They gain a +1 status bonus to checks to Aid each other for the next 24 hours.

3+ (5+ for tables of 6 PCs): The PCs gain a beneficial sense of unity. For 24 hours, anytime they restore Hit Points to one or more allies, those allies gain an additional +1 Hit Point (+2 for levels 7–8).

PREPARATION 5: DRESS TO IMPRESS

Knowing the fire often arouses nearby spirits, many Niishani wear talismans and charms during the Festival of Fire to ward off any lingering dangers during the festival. The creation of such ornaments has become as much a tradition as the rest of the festival, with townsfolk coming together to swap stories—or tall tales—as they work. **Tsimaan Ayika** (NG female elf guide), whom some PCs may have met in *Pathfinder Society Scenario #4-13:*

Within the Prairies, often makes her way to town and enjoys participating in the banter. She invites the PCs to craft talismans with her. Read or paraphrase the following description.

A number of townsfolk relax in an earth lodge, surrounded by tables covered with beads, feathers, grass, and hide, alongside metal awls, small knives, and other tools. The sounds of chatter and laughter fill the open room as humans, halflings, and others of all ages swap good-natured stories while they work. A dark-skinned elven woman gestures toward the space near her, and the table of supplies nearby. "The people of the prairies use these charms for protection from dangerous spirits," she says. "Even if the charms don't work, we at least enjoy making them together. Listen closely, and you'll hear plenty of stories—how Johlon flew alongside a thunderbird, or Satincka outwitted a daqqanoenyent. Just remember, they can't all be true, but we don't let that matter when it comes to a good tale. Half the people here will tell you with a straight face that they have outrun a wanikkawi in the dark and lived to tell the tale." She finishes with a laugh.

Tsimaan is much more relaxed than in her previous experiences with the Pathfinders, where she was serving as a guide. With no need to be on guard here, she encourages the PCs to help craft



TSIMAAN AYIKA

PROTECTING THE FIRELIGHT

charms and swap stories with the townsfolk, the wilder the better. Encourage the PCs to tell the most over-the-top story they can come up with about their adventures, regardless of whether it's true.

Suspicious Behavior: Anohatsa lures **Runt** (N male prairie drake) into the middle of the work. He bursts out of the ground and runs around wildly, scattering supplies and generally being a nuisance. Any participating PC can choose to take a -1 circumstance penalty to their check to participate and can attempt to remove Runt with an appropriate skill such as Athletics to grab the drake, Diplomacy to reason with him, or Intimidation to scare him (DC 20, or DC 23 for levels 7–8). If no PC succeeds, the PCs lose 2 Preparation Points.

Preparation Skills: Each PC who chooses to participate can attempt a DC 20 Arcana, Crafting, Occultism, or Religion check (DC 23 for levels 7–8) to make a charm, or a DC 20 Deception or Performance check to swap tales and impress other crafters, who offer their charms. The talismans they receive depend on the number of PCs in the group and the number of Preparation Points they earn, as well as the variation, as follows.

0: The PCs don't make any effective charms, to the good-natured amusement of the townsfolk.

1–2 (1–3 for tables of 6 PCs): The PCs get two talismans that Tsimaan offers to affix if needed; for levels 7–8, one of the talismans can be higher-level if the PCs choose.

3+ (5+ for tables of 6 PCs): The PCs get four talismans; for levels 7–8, up to two of the talismans can be higher-level if the PCs choose. Tsimaan offers to loan her repair kit for the night to affix them if the PCs don't have one.

PREPARATION 5 VARIATIONS

d4	Niishani Charms
1	Averting
2	Protective
3	Uplifting
4	Vigor

Averting: The talismans function as *rhino hide brooches* (*Pathfinder Adventure Path* #170: Spoken on

the Song Wind 76); for levels 7–8, PCs can instead get talismans that function as *swift block cabochons*.

Protective: The talismans function as *peachwood talismans* (*Pathfinder Book of the Dead* 20); for levels 7–8, PCs can instead get talismans that function as *escape fulus* (*Pathfinder Treasure Vault* 77).

Uplifting: The talismans function as *bloodseeker beaks*; for levels 7–8, PCs can instead get talismans that function as *stormfeathers* (*Pathfinder Secrets of Magic* 176).

Vigor: The talismans function as *life salt* (*Book of the Dead* 20); for levels 7–8, PCs can instead get talismans that function as a *grim trophy*.

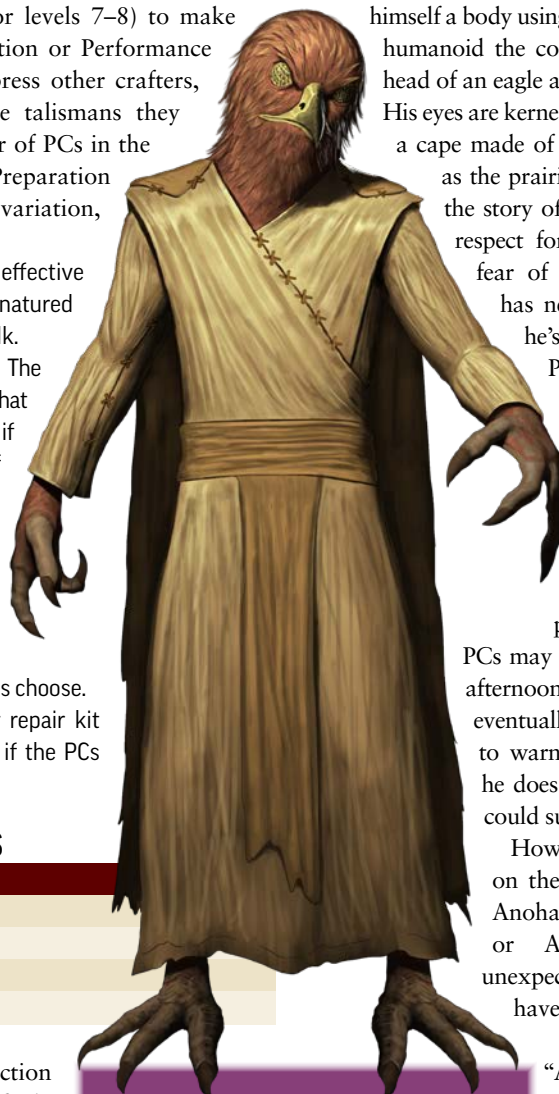
PREPARATION 6: ALLAYING SUSPICIONS

Anohatsa is a manifested spirit of the land, who has created himself a body using materials from the prairies. A small humanoid the color of sunset, he has the feathered head of an eagle and talons in place of hands and feet. His eyes are kernels of corn, and he wears clothing and a cape made of corn husks. Anohatsa is as ancient as the prairies themselves, and fully remembers the story of Niishan's origins. However, out of respect for the four explorers' decision and fear of what Wanikkawi has become, he has never revealed this information. But he's incredibly concerned about the Pathfinders' presence, fearing having people not from Niishan participate in the Fire Watch means they will be as faithless and self-centered as Wanikkawi, and betray the town. His suspicions lead him to try to interfere in the PCs' efforts to help, unintentionally harming preparations for the festival. The PCs may catch glimpses of him earlier in the afternoon and confront him; if not, Anohatsa eventually takes matters into his own hands to warn them against betrayal. Even now, he does not name Wanikkawi, fearing that could summon the malevolent spirit.

How this preparation plays out depends on the PCs' actions. They may confront Anohatsa after noticing his interference, or Anohatsa may confront them unexpectedly. Either way, the PCs likely have questions for him.

Who are you? What are you?

"Anohatsa, a spirit of the prairies. Anohatsa watches over Niishan and keeps it safe!"



ANOHATSA

PROTECTING THE FIRELIGHT

Why are you attacking us? “The spirits have longer memories than the Niishani, and we know what they do not. When the founders came to this place—the last outsiders to stand in the firelight here—one of them betrayed their companions. Now you are here, but Anohatsa will not let Niishan suffer if the spirits are not dealt with properly tonight.”

What kind of betrayal? “To name a thing is to speak it into existence, and Anohatsa will not name it!”

Can you tell us anything to prevent us from hurting the town? “Be careful what you agree to at the fire. Know that while some spirits speak the truth, only lies spill from the mouths of the cruelest of us.” (This warning foreshadows Wanikkawi’s words in **Event 3** on page 17.)

Each PCs can attempt to allay Anohatsa’s suspicions by attempting a DC 18 Pathfinder Society Lore check (DC 21 for levels 7–8) or a DC 20 Deception, Diplomacy, Intimidation, or Society check (DC 23 for levels 7–8). Depending on Anohatsa’s role, as determined by the Preparation’s variations, the DC for one skill is reduced by 2. A success earns the PCs 1 Preparation Point, and a critical success earns 2 Preparation Points. On a critical failure, the PCs lose 1 Preparation Point. If a PC Casts a Spell (such as *charm*) on Anohatsa, his Will save modifier is +12 (+15 for levels 7–8) and the PCs earns 1 Preparation Point on a failure or 2 on a critical failure, and loses 1 Preparation Point on a critical success. The PCs’ success depends on the number of PCs in the group, and the number of Preparation Points they earn, as follows.

0: Anohatsa mistrusts the PCs and continues his Suspicious Behavior. He’s more careful to avoid detection, and PCs can’t find or track him after his Suspicious Behaviors.

1–2 (1–3 for tables of 6 PCs): Anohatsa decides he can trust the PCs. He no longer engages in any Suspicious Behavior in any remaining Preparations. In addition, he beckons the PCs close, speaking in a voice just above a whisper: “The spirits will not speak of what happened here. But listen carefully to what you see and hear at the fire, and you may learn more than you expect.”

3+ (5+ for tables of 6 PCs): As above, but he also tells the PCs that spirits always offer the same thing each year at the fire. But because they are not Niishani, the PCs may hear an offer that no one has heard since the first explorers came to the area.

PREPARATION 6 VARIATIONS

d4	Anohatsa’s Role
1	Trickster
2	Healing
3	Protector
4	Communal

Trickster: Anohatsa is a trickster spirit and appreciates a PC’s lies. The DC for a Deception check is reduced by 2.

Healing: Anohatsa is eager to set wrongs right. The DC for a Diplomacy check is reduced by 2.

Protector: Anohatsa understands the need to be forceful. The DC for an Intimidation check is reduced by 2.

Communal: Anohatsa puts his faith in Niishani decisions. The DC for a Society check is reduced by 2.

If a PC attacks Anohatsa, the spirit flees and isn’t seen again. The PCs get 0 Preparation Points in Preparation 6 (regardless of any skill checks before the attack). He spreads word among other spirits, and the PCs suffer a –2 penalty to any skill checks to befriend a spirit in **Event 2** on page 16.

THE FESTIVAL BEGINS

Once the PCs have finished helping with the preparations, a town-wide meal opens the festival. Read or paraphrase the following.

Once all the preparations are complete, Mayor Deyahi calls the town together for a massive communal feast. Children’s laughter as they run around cuts through the happy chatter of adults. Huge pots of food are available: patties of dried meat and berries; meat stew; a succotash of corn, beans, and squash; and finally, a berry pudding for dessert.

Following the dinner, Deyahi suggests the PCs rest for an hour. During this time, they can redo any daily preparations to take advantage of what they may have learned about the Fire Watch. This does not allow them to renew any expended spell slots or daily abilities, but they may change any unused prepared spells.

Afterward, Deyahi leads the PCs and a procession of townsfolk on a 20-minute walk down an escarpment to the fire site. Niishan was initially located here, where the founders camped when they first arrived in the area, though later moved to a better location a mile away when it outgrew the area. She gives a small speech (which again emphasizes the original four explorers, to keep that fresh in players’ minds as they continue to learn the real story in the coming encounters). Read or paraphrase the following.

After a short walk along a well-maintained path, Mayor Deyahi brings the procession to a halt in a clearing. Six small earth lodges stand here, the original site of Niishan when it was just a few families and not a prosperous small town. These homes remain in good condition despite the passage of many years.

In the center of the clearing, a towering pile of dead, dry brush stands in a stone circle. As the sun sinks below the

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horizon, it paints the sky a fiery red. A moment later, a real fire flares on the torch Deyahi is carrying. She calls out in a strong voice that carries through the suddenly quiet crowd: "This marks the start of our Festival of Fire. We recognize the turning of the seasons, and we give thanks to the spirits for Niishan's prosperity. We honor our four founders by following the traditions they set forth. We honor those who have given the most to Niishan in the last year. This year, that is the Pathfinder Society, who have restored the star gun Hatahasi to us. This year, we honor their traditions too, agreeing the Fire Watch could be more than four agents if the Society sent more to us. Just as they helped us prepare and we got to know each other better, we bring both Niishan and the Pathfinder Society together in the spirit of cooperation!"

With those words, she plunges her torch into the pile of brush, and it roars into flame, casting light across the clearing.

If the PCs participated in Preparation 3, Mekobin then throws the ceremonial fuel onto the fire. Following the fire lighting, the townsfolk leave, and the PCs' Fire Watch begins.

A. CEREMONIAL FIRE

This section of the adventure uses the map on page 13. Tall grasses about 5 feet high and shrubs create difficult terrain in most of the area (in any green square on the map). Creatures in those areas have concealment. The clearing that includes the fire site and the paths leading away from it (brown areas on the map) are packed dirt, making them normal terrain that does not offer any concealment. The paths are considered well-maintained roads that may hamper a trailgaunt.

The four squares that contain the fire are hazardous terrain. Any creature that enters those squares or begins its turn in the square takes 1d6 fire damage; a creature that ends its turn in the square must succeed at a DC 22 Reflex save (DC 25 for levels 7–8) or catch on fire, suffering 1d6 persistent fire damage. The fire produces bright light in a 10-foot radius, and dim light to the edge of the clearing. The fire may also produce additional effects, depending on the results of the PC's preparations. Six earth lodges from the original village remain in good condition. PCs can enter them through doorways that face inward toward the fire, though the lodges are completely empty (their furnishings were removed long ago). The walls are made of dry clay over an inner shell of grass; they are 10 feet tall, with a Climb DC of 20, Hardness 10, and 40 Hit Points (BT 20).

During the following three events, PCs start in the marked squares around the fire. For each creature they face, randomly determine which of the five marked areas

outside the firelight it starts in. Before each event, one or more spirits talk to the PCs. If you wish to create more of a horror tone, you can do that here, though remember that may be distressing for some players. If you are running a variation that doesn't include creatures that speak Common, assume another spirit in the darkness is speaking, but that spirit does not get involved in the encounter in any other way.

EVENT 1: THE DEAD ARRIVE MODERATE

The first event begins about two hours after the sun sets and the PCs begin their Fire Watch. Several undead come to the fire, calling out for the PCs to step aside, and let them douse the fire and destroy Niishan. Before they attack, they call out from the tall grasses around the campfire, invoking Wanikkawi's name. Read or paraphrase the following.

Stars sparkle across Desna's dark canvas above, their magnificence barely dimmed by the light of the ceremonial fire. The sounds of nature fill the air alongside the crackling and occasional pop of the fire—the buzz of insects, the occasional cry of a hunting owl—until they all suddenly fall silent.

A few moments later, a voice calls from the darkness. "Abandon this watch. You're not from here, and so we offer you the same deal as we did the last time strangers came to this place and lit a fire. Let us have our way, and in return, we will let you live!"

If there are four or six PCs, another undead calls out, "And just like every year, you bring the wrong number of watchers to the fire. You know nothing of your history!" If there are five PCs, the undead instead calls, "As it was before, there are five of you. Which one will take our deal this time?" The undead refer to the first fire, when Wanikkawi joined the other four explorers after making a deal with the spirits. A PC who attempts a DC 20 Perception check to Sense Motive (DC 23 for levels 7–8) can tell the creature is being sincere about the spirits having made this deal before, though it does not intend to honor the agreement (something Wanikkawi never got the chance to learn). A PC who wants to determine where the undead are can attempt a DC 20 Perception check (DC 23 for levels 7–8) to detect the general direction of each creature in the encounter, though not their exact location. The undead continue to try to tempt one or more PCs into abandoning the Fire Watch and respond if the PCs speak to them.

Aren't there always four watchers? "Niishan's ceremony always has four. But before Niishan, there were five."

PROTECTING THE FIRELIGHT

Come closer so we can talk. “We do not like the light of your fire. It is hurtful to us. Put it out or come into the darkness.”

Fine, we accept the deal (a PC may attempt to trick the spirits). “Wonderful, come away from the fire. You will let us have our way, but we will not harm you.”

Creatures: Determine what undead come to the fire using the Event 1 Variation table. Many of the undead are intelligent and take advantage of the concealment and darkness on the outskirts of the clearing. If one or more PCs leave the area of light from the fire, the PCs reject the offer, or a PC attacks, then the undead attack. Roll initiative (PCs may be able to use Diplomacy, Deception, or even Performance to roll, depending on their actions). Regardless of the variation, the undead fight until destroyed.

EVENT 1 VARIATION

d4	Encounter
1	A. Vicious Spirits
2	B. Hateful Spirits
3	C. Furious Spirits
4	D. Malicious Spirits



NAMORRODOR

EVENT 1A. VICIOUS SPIRITS

Levels 5–6

TAUNTING SKULL **CREATURE 5**
Page 20

TRAILGAUNTS (2) **CREATURE 3**
Page 20

Levels 7–8

EXCORION **CREATURE 7**
Page 35

NAMORRODORS (2) **CREATURE 5**
Page 35, art on page 54

EVENT 1B. HATEFUL SPIRITS

Levels 5–6

LITTLE MAN IN THE WOODS **CREATURE 6**
Page 21, art on page 54

SKELETAL GIANT **CREATURE 3**
Page 21

Levels 7–8

FORTUNE EATER **CREATURE 7**
Page 37

TAUNTING SKULLS (2) **CREATURE 5**
Page 37

EVENT 1C. FURIOUS SPIRITS

Levels 5–6

HUNGRY GHOST **CREATURE 6**
Page 22

FIDDLING BONES **CREATURE 3**
Page 22

Levels 7–8

LITTLE MAN IN THE WOODS (2)
CREATURE 6
Page 38, art on page 54

PROTECTING THE FIRELIGHT

HOLLOW HUSK

Page 38

CREATURE 5

EVENT 1D. MALICIOUS SPIRITS

Levels 5–6

NAMORRODOR

Page 24, art on page 54

CREATURE 5

BINUMIRS (2)

Page 24

CREATURE 3

Levels 7–8

WALDGEIST

Page 40

CREATURE 8

WITHERED ZOMBIE

Page 40

CREATURE 5

EVENT 2: SPIRITS IN THE NIGHTLOW

The second set of spirits arrives at the fire 1d4 hours after the undead are defeated, giving the PCs time to heal and Refocus—though perhaps not completely. Read or paraphrase the following.

The moon hangs heavy in the sky as the night continues, its face looking down on the prairies. The fire burns steadily, its warmth keeping away any chill in the autumn night. Again, a voice calls out: “As every year before, the fire burns. It calls and we come. Do you light this fire in the spirit of friendship or in the spirit of war?”

Unlike the first spirits to visit the fire, the PCs can attempt to soothe these latest visitors.

Creatures: Determine what creatures come to the fire using the Event 2 Variation table. Though some of these creatures are normally malicious, in this instance, they are intrigued by the fire and willing to listen if the PCs attempt to befriend them. They come to the very edge of the clearing, standing just outside the firelight during any conversation. If the PCs fail to

soothe them, they attack. Each of these creatures fights until reduced to 20% of its maximum Hit Points, after which it flees into the darkness and leaves Niishan alone for the next year.

Befriending the Spirits: This encounter takes place over the course of 3 rounds, at the start of which a spirit asks the PCs a question. The question in the readaloud text above precedes the first round, and the spirits ask the following questions on the next two rounds, referring to the events that led to Wanikkawi’s transformation into a cruel spirit.

Round 2: “You wish for our friendship, but will you stand by your friends? Or will you betray them, so your own light can shine all the brighter?”

Round 3: “Are you resolute in the face of failure? Or will you also flee into the night when the ground crumbles beneath you and your dreams turn to ash?”

In each round, each PC can attempt a DC 18 Arcadia Lore or Plains Lore (DC 22 for levels 7–8) check or a DC 22 Diplomacy, Nature, or Society check (DC 25 for levels 7–8) to soothe the spirits and earn Friendship Points. PCs gain 1 Friendship Point on a success or 2 on a critical success; on a critical failure, they lose 1 Friendship Point. Remember that if the PCs earned food in Preparation 1, they can offer it to the spirits to gain the effects listed with each meal.



LITTLE MAN IN THE WOODS

PROTECTING THE FIRELIGHT

Development: If the PCs earn a number of Friendship Points equal to twice the number of PCs, they succeed in soothing and befriend the spirits, who declare “Unlike visitors of the past, you have all shown your words to be true, not full of lies. Despite our fears, you are no new Wanikkawi.” They explain he was a fifth explorer who betrayed his four companions but fled into the night when his plan failed. They don’t reveal what happened to him; if the PCs ask, they reply that’s not their story to tell. If the PCs earn fewer Friendship Points, they fail to soothe the spirits, which attack. They call out as they fight, telling the PCs, “We will not risk another Wanikkawi” (they are afraid that if the PCs survive, they will transform into an evil spirit like Wanikkawi did, though the PCs may not understand the reference until Event 3).

EVENT 2 VARIATION

d3	Encounter
1	A. Fey Spirits
2	B. Giant Spirits
3	C. Plant Spirits

EVENT 2A. FEY SPIRITS

Levels 5–6

DRAxies (3) **CREATURE 3**
Page 25

Levels 7–8

PUKWUDGIE **CREATURE 7**
Page 42

ARCADIAN LURKER IN LIGHT **CREATURE 5**
Page 42

EVENT 2B. GIANT SPIRITS

Levels 5–6

WOOD GIANT **CREATURE 6**
Page 26, art on page 53

Levels 7–8

WOOD GIANTS (2) **CREATURE 6**
Page 44, art on page 53

EVENT 2C. PLANT SPIRITS

Levels 5–6

TWIGJACKS (3) **CREATURE 3**
Page 28

Levels 7–8

BLODEUWEDDS (2) **CREATURE 6**
Page 45, art on page 53

EVENT 3: FINAL RECKONING SEVERE

In the final event of the night, Wanikkawi decides this is his opportunity for revenge and attacks. This event takes place four hours after Event 2, as Wanikkawi hopes the PCs grow weary after the events earlier in the night (though he inadvertently also gives the PCs more time to rest, recover, and Refocus).

As the moon creeps toward the horizon and the sky lightens just enough that it can be distinguished from the land beyond the fire’s light, but with the stars still visible, yet another voice calls from out of the darkness. “So, strangers have come again to Niishan’s fire. Did they tell you the sad story of Wanikkawi? Was it their usual calumnies and lies? Did they send you out here, alone, easy prey for me?”

Consumed with rage and self-pity, Wanikkawi becomes enraged regardless of any answers from the PCs and attacks. As he fights, he tells his story from his perspective—how he planned to draw out all the malevolent spirits of the plains by pretending to side with them against his four fellow explorers before betraying the spirits and destroying them all; how he would have emerged as a hero, a legend that would forever keep the plains safe from spirits; how his companions misunderstood and betrayed him, forcing him to flee into the night, where he eventually claimed the power of the spirits for himself; how he has watched the ceremony each year, waiting for



WOOD GIANT

PROTECTING THE FIRELIGHT

his moment (the one true statement here). He may respond to questions or taunts from the PCs, or simply rant as he attacks, especially as part of his Demand Pact ability.

Creatures: Determine what spirits accompany Wanikkawi based on the following variation (you can determine randomly or choose). While his companion directly confronts the PCs, Wanikkawi is a cunning fighter and uses his speed, the darkness, and difficult terrain to his advantage. He uses his Demand Pact ability early and often as he moves around the edges of the clearing. If he has the chance, he Swallows foes Whole. Unwilling to repeat his historic shame, he fights to the death.

EVENT 3 VARIATION

d4	The Final Tale
1	A. Wanikkawi and the Undead Horror
2	B. Wanikkawi and the Cruel Fey
3	C. Wanikkawi and the Vicious Giant
4	D. Wanikkawi and the Hateful Plant



WANIKKAWI

EVENT 3A. WANIKKAWI AND THE UNDEAD HORROR

Levels 5-6

WANIKKAWI	CREATURE 7
Page 29, art on page 53	

TAUNTING SKULL	CREATURE 5
Page 30	

Levels 7-8

WANIKKAWI	CREATURE 9
Page 46, art on page 53	

EXCORION	CREATURE 7
Page 47	

EVENT 3B. WANIKKAWI AND THE CRUEL FEY

Levels 5-6

WANIKKAWI	CREATURE 7
Page 29, art on page 53	

ARCADIAN LURKER IN LIGHT	CREATURE 5
Page 31	

Levels 7-8

WANIKKAWI	CREATURE 9
Page 46, art on page 53	

PUKWUDGIE	CREATURE 7
Page 48	

EVENT 3C. WANIKKAWI AND THE VICIOUS GIANT

Levels 5-6

WANIKKAWI	CREATURE 7
Page 29, art on page 53	

GREEN WOOD GIANT	CREATURE 5
Page 32	

PROTECTING THE FIRELIGHT

Levels 7–8

WANIKKAWI

CREATURE 9

Page 46, art on page 53

REDWOOD GIANT

CREATURE 7

Page 50

EVENT 3D. WANIKKAWI AND THE HATEFUL PLANT

Levels 5–6

WANIKKAWI

CREATURE 7

Page 29, art on page 53

SPRY BLODEUWEDD

CREATURE 5

Page 33

Levels 7–8

WANIKKAWI

CREATURE 9

Page 46, art on page 53

CLEVER BLODEUWEDD

CREATURE 7

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CONCLUSION

About an hour after the fight with Wanikkawi, the sun rises and the citizens of Niishan come out to greet the PCs and congratulate them on making it through the night. Mayor Deyahi asks the PCs how the Fire Watch went. If the PCs tell Deyahi what they learned from the spirits, she solemnly accepts the information and says they will tell the proper version of the story at future festivals. If the PCs aren't fully clear on what happened, Anohatsa fills in missing details, willing to tell the true story following Wanikkawi's death and the PCs' breaking the silence. The mayor is grateful to the Pathfinder Society for handling the unexpected attack and welcomes the PCs to stay for the entirety of the Festival of Fire.

REPORTING NOTES

If the PCs soothed the spirits in Event 2, check box **A** on the reporting sheet. If the PCs learned of Wanikkawi's fate and the true story of Niishan's founding, check box **B**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they defeat or soothe all the spirits who come to the ceremonial fire.

Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they successfully help prepare for the Festival of Fire by earning at least 2 Preparation Points (or 3 Preparation Points for groups of 6 PCs) in two or more Preparations. Doing so earns each PC 2 Reputation with their chosen faction.



BLODEUWEDD

PROTECTING THE FIRELIGHT

APPENDIX I: 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 55 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).

1A. VICIOUS SPIRITS (LEVELS 5–6)

TAUNTING SKULL

CREATURE 5

NE TINY UNDEAD

Pathfinder Book of the Dead 74

Perception +13; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +12 (+14 to Maneuver in Flight), Intimidation +12 (+14 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

AC 22; **Fort** +10, **Ref** +14, **Will** +11

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ➤ **Trigger** The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ➤ jaws +14 (agile, finesse, reach 0 feet), **Damage** 2d10+3 piercing

Incessant Goading ➤ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 22 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target’s reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn’t take any actions.

TRAILGAUNTS (2)

CREATURE 3

NE MEDIUM UNDEAD

Pathfinder Bestiary 3 274

Perception +10; darkvision, tremorsense (imprecise) 60 feet

SCALING ENCOUNTER 1A

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

10–11 Challenge Points: Add one trailgaunt to the encounter.

12–13 Challenge Points: Add one taunting skull to the encounter.

14–15 Challenge Points: Add one trailgaunt and one taunting skull to the encounter.

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

Languages Common

Skills Climb +9, Stealth +8, Survival +10

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

AC 19; **Fort** +12, **Ref** +6, **Will** +8

HP 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Pained Muttering (auditory, aura, emotion, fear) 10 feet. The trailgaunt’s constant mutters and groans of pain are deeply unsettling. Each creature that starts its turn in the aura must succeed at a DC 20 Fortitude save or become frightened 1 (frightened 2 on a critical failure). The creature is then temporarily immune for 1 minute.

Speed 10 feet, burrow 10 feet

Melee ➤ jaws +12, **Damage** 1d8+6 piercing plus share pain

Create Spawn (divine, necromancy) Any humanoid creature killed by a trailgaunt and left unburied out of sight of a well-maintained road rises as a free-willed trailgaunt at the next sunset.

Dromophobia The trailgaunt can’t willingly walk on or across a well-maintained road, though it can Burrow under one. If forced onto the surface of such a road, the trailgaunt is fleeing until it’s no longer on the road.

Share Pain A living creature hit by a trailgaunt’s jaws Strike must succeed at a DC 20 Fortitude save or suffer intense pain in its legs and feet, taking a –10-foot status penalty to its Speeds, or a –20-foot status penalty on a critical failure.

Sure Stride A trailgaunt ignores the effects of difficult terrain and greater difficult terrain.

PROTECTING THE FIRELIGHT

1B. HATEFUL SPIRITS (LEVELS 5-6)

LITTLE MAN IN THE WOODS

CREATURE 6

RARE **CE** **SMALL** **UNDEAD**

Pathfinder Book of the Dead 124

Perception +12; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +14, Athletics +14 (+16 to Grapple), Deception +14, Stealth +16

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

Items +1 shortbow

Voice Imitation A little man in the woods can mimic the sounds of a person in distress by attempting a Deception check to Lie. The little man in the woods has a +4 circumstance bonus to this check.

AC 24; **Fort** +13, **Ref** +17, **Will** +12

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 25 feet

Melee ♦ fist +17 (finesse, nonlethal), **Damage** 2d6+7 bludgeoning plus Grab

Ranged ♦ shortbow +18 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+3 piercing

Adopt Guise ♦♦ (illusion, mental, occult) Playing on the expectations of surrounding creatures, the little man in the woods adopts the guise of a Small or Medium living person that matches the voice he imitates. This guise is subjective and entirely in the mind of each creature around him. A creature that doesn't believe the voice imitation sees the little man in the woods as he truly is and isn't fooled by Adopt Guise.

Strangle ♦ **Requirements** The little man in the woods has a creature grabbed or restrained; **Effect** The little man in the woods tightens his grip around the creature's neck, extending the Grab, dealing 2d6+3 bludgeoning damage with a DC 24 basic Fortitude save, and strangling the creature for as long as it remains grabbed or restrained. A strangled creature can't speak, which prevents it from casting spells with a verbal component or activating items with a command component. The strangled creature must hold its breath or start suffocating (*Core Rulebook* 478).

SKELETAL GIANT

CREATURE 3

NE **LARGE** **MINDLESS** **SKELETON** **UNDEAD**

Pathfinder Bestiary 299

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Items glaive, half plate

AC 17; **Fort** +10, **Ref** +8, **Will** +7

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

SCALING ENCOUNTER 1B

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

10-11 Challenge Points: Add one skeletal giant to the encounter.

12-13 Challenge Points: Add two skeletal giants to the encounter.

14-15 Challenge Points: Add one little man in the woods to the encounter.

16-18 Challenge Points (5+ players): Add one skeletal giant and one little man in the woods to the encounter.

Speed 30 feet

Melee ♦ glaive +12 (deadly d8, forceful, reach 15 feet),

Damage 1d8+7 slashing

Melee ♦ horns +12 (agile), **Damage** 1d10+5 piercing

Broad Swipe ♦♦ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ♦♦ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

PROTECTING THE FIRELIGHT

1C. FURIOUS SPIRITS (LEVELS 5-6)

HUNGRY GHOST

CREATURE 6

NE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Pathfinder Book of the Dead 100

Perception +13; darkvision

Languages Common, Mahwek, Necril

Skills Deception +14, Diplomacy +14, Ghost Lore +18, Religion +17

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

Living Visage While they have more than 30 HP, the hungry ghost appears to be a living creature. They have an automatic result of 34 on Deception checks and DCs to conceal their undead status and can Feed on the Living covertly (below).

AC 23; **Fort** +12, **Ref** +17, **Will** +15

HP 60, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Ravenous Undoing In each 24-hour period, the hungry ghost must use Feed on the Living to consume 30 HP (any HP the ghost would gain count toward this total, even if the ghost has enough HP that they don't actually regain the full amount). If the ghost hasn't consumed enough HP, they mindlessly and recklessly feed on any living creature they come across until satiated.

Rejuvenation (divine, necromancy) When destroyed, hungry ghosts reform after 2d4 days fully healed at whatever location they were at when last destroyed. They're only permanently destroyed when they have been given a proper burial, have had their grave cleaned and maintained for at least a year, or have been judged to be redeemed by Pharasma.

Speed fly 25 feet

Melee ✎ ghostly touch +17 (agile, finesse, magical), **Damage** 2d8+4 negative

Feed on the Living ✎✎ (divine, necromancy, negative) The hungry ghost touches a creature in reach. If the target is a living creature, it takes damage from the ghost's ghostly touch with a DC 24 Fortitude save. If the ghost is in their living visage, they can disguise Feed on the Living as a benign touch and delay the effects for 1 minute while keeping the target unaware of the effect. A creature can be affected by only one delayed Feed on the Living at a time, and if the ghost loses their living visage during that minute, the Feed on the Living is lost.

Critical Success The target's life energy overpowers the ghost. The hungry ghost takes 5 positive damage, and the target is unaffected.

Success The target takes half damage, and the hungry ghost regains HP equal to the damage dealt.

SCALING ENCOUNTER 1C

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

10-11 Challenge Points: Add one fiddling bones to the encounter.

12-13 Challenge Points: Add two fiddling bones to the encounter.

14-15 Challenge Points: Add one hungry ghost to the encounter.

16-18 Challenge Points (5+ players): Add one fiddling bones and one hungry ghost to the encounter.

Failure The target takes full damage and is enfeebled 1 for 1 minute, and the hungry ghost regains HP equal to the damage dealt.

Critical Failure The target takes double damage and is enfeebled 2 for 1 minute, and the hungry ghost regains HP equal to the damage dealt.

FIDDLING BONES

CREATURE 3

NE MEDIUM UNDEAD

Pathfinder Book of the Dead 92

Perception +9; darkvision

Languages Common, Necril

Skills Acrobatics +10, Diplomacy +9, Intimidation +9, Performance +13, Theater Lore +10

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

Items fiddle, flute

AC 18; **Fort** +6, **Ref** +12, **Will** +9

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5, sonic 5

Rhapsodic Flourish ✎ (abjuration, occult, sonic) **Trigger** The fiddling bones would roll a saving throw against an auditory or sonic effect; **Effect** The fiddling bones performs a refrain that deflects sonic vibrations. They roll a Performance check in place of the triggering saving throw. Sonic feedback rebounds from the effect, dealing 1d6 sonic damage to the source of the triggering effect if the Performance check succeeded or 2d6 sonic damage to the fiddling bones on a failure.

PROTECTING THE FIRELIGHT

Speed 25 feet

Melee ♦ stamping foot +10 (finesse), **Damage** 2d8+3 bludgeoning

Melee ♦ fiddlestick +10 (agile, finesse), **Damage** 2d6+3 bludgeoning

Ranged ♦ dissonant chord +10 (magical, range 40 feet, sonic), **Damage** 2d6+4 sonic

Dance with Death ♦♦ (auditory, emotion, enchantment, mental, occult) The fiddling bones plays a catchy song that compels others to dance. Each creature in a 30-foot emanation must attempt a DC 19 Will save. Fiddling bones are immune. The effect lasts until the end of the fiddling bones's next turn, but the fiddling bones can Sustain the effect on all affected creatures that remain within the emanation.

Critical Success The creature is unaffected and is temporarily immune for 1 hour.

Success The creature can't use actions with the move trait except to dance, which uses the Stride action to move up to half the creature's Speed. If the creature has other Speeds, it can also dance using those modes of travel.

Failure As success, and the creature must spend at least 1 action each turn dancing.

Destructive Finale ♦♦ (evocation, occult, sonic) **Requirements**

Dance with Death is in effect; **Effect** The fiddling bones performs a boisterous finale. They choose a 30-foot cone or 15-foot emanation, and they deal 4d6 sonic damage to all creatures in that area (DC 21 basic Reflex save). Dance with Death immediately ends, and the fiddling bones can't use Dance with Death or Destructive Finale for 1d4 rounds.

PROTECTING THE FIRELIGHT

1D. MALICIOUS SPIRITS (LEVELS 5-6)

NAMORRODOR

CREATURE 5

CE MEDIUM SHADOW UNDEAD

Pathfinder Bestiary 3 183

Perception +11; darkvision, lifesense 30 feet

Skills Acrobatics +12, Athletics +13, Stealth +14, Survival +11

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

Interplanar Lifesense While the namorrodor is on the Shadow Plane, its lifesense extends to the Material Plane as a vague sense with a 100-foot range.

AC 22; **Fort** +12, **Ref** +14, **Will** +11

HP 85; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** positive 5, fire 5

Whistling Bones (auditory, aura, emotion, fear, mental) 30 feet. Wind whistles through the namorrodor's jutting bones with an eerie tone. A creature entering or beginning its turn in the area must attempt a DC 19 Will save, becoming frightened 1 on a failure (frightened 2 on a critical failure). A creature can't reduce its frightened condition below 1 as long as it's in the aura.

Material Leap ➤ (conjunction, teleportation) **Requirements**

The namorrodor is on the Shadow Plane; **Trigger** A creature the namorrodor can sense with its lifesense on the Material Plane dies; **Effect** The namorrodor leaps between planes, appearing on the Material Plane within 100 feet of the triggering creature. It remains on the Material Plane for 24 hours, after which it is recalled to its original location on the Shadow Plane.

Speed 40 feet

Melee ➤ jaws +15, **Damage** 2d8+6 piercing

Melee ➤ claw +15 (agile), **Damage** 2d6+6 piercing plus Grab

Ranged ➤ spit +14 (range 30 feet), **Damage** 1d8+6 bludgeoning

Bounding Sprint ➤➤ **Requirements** The namorrodor has nothing in its hands; **Effect** The namorrodor bounds forward, using four limbs for an extra burst of speed. It Strides twice and makes a single melee Strike at the end of its movement.

BINUMIRS (2)

CREATURE 3

LE MEDIUM INCORPOREAL SPIRIT UNDEAD

Pathfinder Adventure Path #157: *Devil at the Dreaming Palace* 82

Perception +10; darkvision

Languages Common

Skills Society +10

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

AC 19; **Fort** +9, **Ref** +12, **Will** +8

HP 25 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 2 (except force, ghost touch, or positive; double resistance vs. non-magical)

SCALING ENCOUNTER 1D

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

10-11 Challenge Points: Add one binumir to the encounter.

12-13 Challenge Points: Add one namorrodor to the encounter.

14-15 Challenge Points: Add one binumir and one namorrodor to the encounter.

16-18 Challenge Points (5+ players): Add two namorrodors to the encounter.

Delay Condition The binumir's dual spirit takes longer to be affected by detrimental effects. When the binumir is the target of an effect that imparts the confused, controlled, fascinated, frightened, sickened, slowed, or stunned condition, the condition is automatically suppressed until the end of the binumir's next turn.

Speed fly 25 feet

Melee ➤ ghostly hand +12 [+8/+4] (agile, finesse, magical), **Damage** 1d8+4 negative

Agonizing Wail ➤➤ (auditory, concentrate) The binumir unleashes a distressing cry that fills others with wrenching sadness. Creatures within 30 feet must attempt a DC 17 Will save.

Critical Success The target is unaffected and is temporarily immune to Agonizing Wail for 1 minute.

Success The target can't use reactions for 1 round.

Failure The target is slowed 1 and can't use reactions for 1 minute as it sobs uncontrollably. It can attempt a new Will save to end the effect at the end of each of its turns.

Critical Failure As failure, but the target can't make saves to end the effect.

Dual Assault ➤➤➤ The binumir makes four Strikes; no more than two can be against the same target. These attacks count toward the binumir's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.

PROTECTING THE FIRELIGHT

2A. FEY SPIRITS (LEVELS 5-6)

DRAXIES (3)

CREATURE 3

CG TINY FEY SPRITE

Pathfinder Bestiary 3 255

Perception +8; low-light vision

Languages Common, Sylvan; telepathy (touch)

Skills Acrobatics +9, Deception +10, Diplomacy +8, Nature +6, Stealth +11

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

AC 19; **Fort** +6, **Ref** +11, **Will** +8

HP 45; **Weaknesses** cold iron 5

Speed 15 feet, fly 40 feet

Melee ♦ jaws +11 (agile, finesse, magical), **Damage** 1d8+3 bludgeoning damage

Ranged ♦ euphoric spark +7 (enchantment, magical, range 20 feet), **Damage** 2d4+3 mental

Primal Innate Spells DC 20; **2nd** *faerie fire*, *invisibility*; **1st** *illusory disguise* (×3); **Cantrips (1st)** *dancing lights*, *ghost sound*, *prestidigitation*

Breath Weapon ♦♦ (emotion, enchantment, incapacitation, mental, primal) The draxie breathes pixie dust in a 15-foot cone, with a random effect determined each time they use their Breath Weapon. Each creature in the area must succeed at a DC 17 Will save or be affected. Roll 1d4 to determine the effect. The draxie can't use Breath Weapon again for 1d4 rounds.

1 The target takes the effects of the *charm* spell.

2 The target loses its last 5 minutes of memory.

3 The target takes the effects of a *sleep* spell.

4 The target becomes stupefied 2 and slowed 1 from euphoria.

CLEVER DRAXIE (0)

CREATURE 4

UNCOMMON CG TINY FEY SPRITE

Variant draxie (*Pathfinder Bestiary 3 255*)

Perception +10; low-light vision

Languages Common, Sylvan; telepathy (touch)

Skills Acrobatics +11, Deception +12, Diplomacy +10, Nature +8, Stealth +13

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

AC 21; **Fort** +8, **Ref** +13, **Will** +10

HP 60; **Weaknesses** cold iron 5

Speed 15 feet, fly 40 feet

Melee ♦ jaws +13 (agile, finesse, magical), **Damage** 1d8+5 bludgeoning damage

Ranged ♦ euphoric spark +9 (enchantment, magical, range 20 feet), **Damage** 2d4+5 mental

Primal Innate Spells DC 22; **2nd** *faerie fire*, *invisibility*; **1st** *illusory disguise* (×3); **Cantrips (1st)** *dancing lights*, *ghost sound*, *prestidigitation*

Breath Weapon ♦♦ (emotion, enchantment, incapacitation, mental, primal) The draxie breathes pixie dust in a 15-foot

SCALING ENCOUNTER 2A

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

10-11 Challenge Points: Replace one draxie with a clever draxie.

12-13 Challenge Points: Replace all draxies with clever draxies.

14-15 Challenge Points: The PCs face two draxies and two clever draxies.

16-18 Challenge Points (5+ players): The PCs face four clever draxies.

cone, with a random effect determined each time they use their Breath Weapon. Each creature in the area must succeed at a DC 19 Will save or be affected. Roll 1d4 to determine the effect. The draxie can't use Breath Weapon again for 1d4 rounds.

1 The target takes the effects of the *charm* spell.

2 The target loses its last 5 minutes of memory.

3 The target takes the effects of a *sleep* spell.

4 The target becomes stupefied 2 and slowed 1 from euphoria.

PROTECTING THE FIRELIGHT

2B. GIANT SPIRITS (LEVELS 5-6)

WOOD GIANT

CREATURE 6

CG LARGE GIANT HUMANOID

Pathfinder Bestiary 2 124

Perception +15; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +13, Athletics +15, Forest Lore +14, Nature +14, Stealth +13 (+15 in forests), Survival +13

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 24; **Fort** +17, **Ref** +14, **Will** +13

HP 120

Catch Rock ⚡

Speed 35 feet

Melee ⚔ shortsword +17 (agile, reach 10 feet, versatile S), **Damage** 1d8+11 piercing

Melee ⚔ fist +17 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning

Ranged ⚔ composite longbow +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Ranged ⚔ rock +17 (brutal, range increment 120 feet), **Damage** 2d6+11 bludgeoning

Primal Innate Spells DC 23; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle, tree shape*; **Constant (2nd)** *pass without trace, speaks with animals*

Piercing Shot ⚔ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ⚔

GREEN WOOD GIANT (O)

CREATURE 5

UNCOMMON CG LARGE GIANT HUMANOID

Variant wood giant (*Pathfinder Bestiary 2 124*)

Perception +13; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +11, Athletics +13, Forest Lore +12, Nature +12, Stealth +11 (+13 in forests), Survival +11

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 22; **Fort** +15, **Ref** +12, **Will** +11

HP 100

Catch Rock ⚡

SCALING ENCOUNTER 2B

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

10-11 Challenge Points: Replace the wood giant with a green wood giant and add one additional green wood giant to the encounter.

12-13 Challenge Points: Add one bison to the encounter.

14-15 Challenge Points: Add one green wood giant to the encounter.

16-18 Challenge Points (5+ players): Add one wood giant to the encounter.

Speed 35 feet

Melee ⚔ shortsword +15 (agile, reach 10 feet, versatile S), **Damage** 1d8+9 piercing

Melee ⚔ fist +15 (agile, reach 10 feet), **Damage** 1d6+9 bludgeoning

Ranged ⚔ composite longbow +16 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing

Ranged ⚔ rock +15 (brutal, range increment 120 feet), **Damage** 2d6+9 bludgeoning

Primal Innate Spells DC 21; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle, tree shape*; **Constant (2nd)** *pass without trace, speaks with animals*

Piercing Shot ⚔ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ⚔

BISON (O)

CREATURE 4

N LARGE ANIMAL

Pathfinder Bestiary 3 32

Perception +8; scent (imprecise) 60 feet

Skills Athletics +14, Survival +10

Str +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +2, **Cha** -1

PROTECTING THE FIRELIGHT

AC 20; **Fort** +13, **Ref** +11, **Will** +8

HP 70

Cold Adaptation The bison reduces the effects it suffers from cold environments by one step.

Speed 30 feet

Melee ♦ hoof +12, **Damage** 2d6+6 bludgeoning

Melee ♦ horn +12, **Damage** 2d8+6 piercing plus Knockdown

Pointed Charge ♦♦ The bison surges forward at its foe, horns lowered. It Strides twice. If the bison ends its movement within melee range of an enemy, it makes a horn Strike against that enemy. This Strike gains the fatal d12 trait.

Rolling Thunder ♦♦♦ The bison kicks up dust and shakes the ground as it charges. The stampeding bison Strides up to twice its Speed in a straight line, dealing 4d6+6 bludgeoning damage (DC 21 basic Reflex save) to any Medium or smaller creature in its path.

PROTECTING THE FIRELIGHT

2C. PLANT SPIRITS (LEVELS 5–6)

TWIGJACKS (3)

CREATURE 3

CE TINY FEY PLANT

Pathfinder Bestiary 2 270

Perception +9; darkvision

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

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

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** fire 5

Speed 25 feet

Melee ♦ claw +11 (agile, finesse), **Damage** 1d10+4 slashing

Ranged ♦ splinter +11 (deadly 1d6, range increment 30 feet),

Damage 1d6+4 piercing

Bramble Jump ♦♦♦ (conjuration, plant, primal, teleportation)

Requirements The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ♦♦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

SPLINTERED TWIGJACK (0)

CREATURE 4

UNCOMMON CE TINY FEY PLANT

Variant twigjack (*Pathfinder Bestiary 2* 270)

Perception +11; darkvision

Languages Common, Sylvan

Skills Acrobatics +13, Athletics +11, Nature +9, Stealth +13

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

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 65; **Weaknesses** fire 5

Speed 25 feet

Melee ♦ claw +13 (agile, finesse), **Damage** 1d10+6 slashing

Ranged ♦ splinter +13 (deadly 1d6, range increment 30 feet),

Damage 1d6+6 piercing

Bramble Jump ♦♦♦ (conjuration, plant, primal, teleportation)

Requirements The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ♦♦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6+4 piercing damage (DC 22 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

SCALING ENCOUNTER 2A

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

10–11 Challenge Points: Replace one twigjack with a splintered twigjack.

12–13 Challenge Points: Replace all twigjacks with splintered twigjacks.

14–15 Challenge Points: The PCs face two twigjacks and two splintered twigjacks.

16–18 Challenge Points (5+ players): The PCs face four splintered twigjacks.



PROTECTING THE FIRELIGHT

3. WANIKKAWI AND THE ... (LEVELS 5-6)

WANIKKAWI

CREATURE 7

UNIQUE CE LARGE UNDEAD

Perception +15; darkvision

Languages Common, Necril, Sylvan

Skills Athletics +17, Deception +15, Intimidation +17, Nature +13, Religion +13, Society +13, Stealth +15

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

AC 25; **Fort** +17, **Reflex** +15, **Will** +13

HP 115, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** bound impotence

Bound Impotence Wanikkawi becomes slowed 1 if he has the grabbed or restrained condition.

Attack of Opportunity ➤ Jaws only. On a critical success, Wanikkawi can immediately attempt to Grab as a free action.

Speed 40 feet

Melee ➤ jaws +18 **Damage** 2d8+6 piercing plus Grab

Melee ➤ horns +18 (reach 10 feet) **Damage** 2d10+6 piercing

Demand Pact ➤ (auditory, linguistic, mental, occult) **Frequency** once per turn; **Effect** Wanikkawi attempts to force a creature within 30 feet that he is aware of to agree to a pact with him. The creature must attempt a DC 25 Will save. Its effects depend on the variation; see below. Afterward, the creature gains temporary immunity for 1 day.

Out of the Night ➤➤ **Requirements** Wanikkawi is hidden to at least one enemy; **Effect** Wanikkawi Strides twice and makes a Strike against a creature he was hidden to at the start of his action at any point during his movement.

Swallow Whole ➤ (attack) Medium, 2d8+6 bludgeoning, Rupture 13

Each time you run this scenario, select one of the following variations to apply to Wanikkawi's Demand Pact ability:

Pact of Glory

Wanikkawi declares the target can attain fame by betraying their companions and staying out of the fight. He promises to let them survive the battle and claim that they drove him away despite the deaths of their friends. Demand Pact gains the following results.

Critical Success Wanikkawi's hatred for others overcomes him. He doesn't treat any other creatures as allies for 1 round.

Success The creature is unaffected.

Failure The creature does not treat any other creature as an ally for 1 round. It doesn't become hostile but can't take an action (such as Treat Wounds or Aid) or cast a spell to directly benefit any creature but itself. It doesn't count as an ally for the purposes of flanking.

SCALING ENCOUNTER 3A

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

10-11 Challenge Points: Add one cracked taunting skull to the encounter.

12-13 Challenge Points: Add two cracked taunting skulls to the encounter.

14-15 Challenge Points: Add one reinforced taunting skull and one cracked taunting skull to the encounter.

16-18 Challenge Points (5+ players): Add three taunting skulls to the encounter.

SCALING ENCOUNTER 3B

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

10-11 Challenge Points: Add one dim lurker in light to the encounter.

12-13 Challenge Points: Add one bright lurker in light to the encounter.

14-15 Challenge Points: Add one bright lurker in light and one dim lurker in light to the encounter.

16-18 Challenge Points (5+ players): Add three lurkers in light to the encounter.

SCALING ENCOUNTER 3C

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

10-11 Challenge Points: Replace the green wood giant with a wood giant.

12-13 Challenge Points: Add one wood giant to the encounter.

14-15 Challenge Points: Add two green wood giants to the encounter.

16-18 Challenge Points (5+ players): Add two wood giants to the encounter.

Critical Failure As above, but the creature also can't attack another creature. It can take actions that only target itself.

PROTECTING THE FIRELIGHT

Pact of Survival

Wanikkawi suggests the PC can survive, as he did so many years ago, by fleeing the fire. Demand Pact gains the following results.

Critical Success Wanikkawi remembers his own escape and must fight against that impulse. He gains a -10 status penalty to his speed for 1 round if he's in the firelight (-20 feet in bright light from the fire).

Success The creature is unaffected.

Failure The creature is fleeing for a single action on its next turn.

Critical Failure The creature is fleeing for 1 round.

Pact of Power

Wanikkawi promises power by transforming them into a spirit, like he was. Demand Pact gains the following results.

Critical Success Wanikkawi becomes sickened 1 at the thought of his own transformation.

Success The creature is unaffected.

Failure The creature takes on aspects of Wanikkawi's form for 1 minute. Because of this, if they enter or begin their turn in bright light caused by the fire, they become sickened 1 for 1 round.

Critical Failure As above, except the creature becomes sickened 1 if they enter or begin their turn in any light by the fire and sickened 2 in bright light caused by the fire. This condition remains for 1 minute.

Pact of Erasure

Wanikkawi threatens the PC's true story will be forgotten, as his was. Demand Pact gains the following results.

Critical Success The truth of what Wanikkawi did suddenly hits him. He's unable to use reactions for 1 round.

Success The creature is unaffected.

Failure The creature becomes invisible, inaudible, and otherwise imperceptible to its allies for 1 round.

Critical Failure As above, but the creature's allies also forget about the creature for 1 round and can take no actions regarding the creature in that time. They remember the creature as usual after 1 round.

A. ...UNDEAD HORROR (LEVELS 5-6)

TAUNTING SKULL

CREATURE 5

NE TINY UNDEAD

Pathfinder Book of the Dead 74

Perception +13; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +12 (+14 to Maneuver in Flight), Intimidation +12 (+14 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

AC 22; **Fort** +10, **Ref** +14, **Will** +11

SCALING ENCOUNTER 3D

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

10-11 Challenge Points: Add one spry blodeuwedd to the encounter.

12-13 Challenge Points: Add one blodeuwedd to the encounter.

14-15 Challenge Points: Add two spry blodeuwedds to the encounter.

16-18 Challenge Points (5+ players): Add two blodeuwedds to the encounter

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ➤ **Trigger** The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ➤ jaws +14 (agile, finesse, reach 0 feet), **Damage** 2d10+3 piercing

Incessant Goading ➤ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 22 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

REINFORCED TAUNTING SKULL (0)

CREATURE 6

UNCOMMON NE TINY UNDEAD

Variant taunting skull (*Pathfinder Book of the Dead 74*)

Perception +15; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +14 (+16 to Maneuver in Flight), Intimidation +14 (+16 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

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AC 24; **Fort** +12, **Ref** +16, **Will** +13

HP 100, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ➤ **Trigger** The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ♦ jaws +16 (agile, finesse, reach 0 feet), **Damage** 2d10+5 piercing

Incessant Goading ♦ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 24 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

CRACKED TAUNTING SKULL (0)

CREATURE 4

UNCOMMON NE TINY UNDEAD

Variant taunting skull (*Pathfinder Book of the Dead* 74)

Perception +11; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +10 (+12 to Maneuver in Flight), Intimidation +10 (+12 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

AC 20; **Fort** +8, **Ref** +12, **Will** +9

HP 65, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ➤ **Trigger** The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ♦ jaws +12 (agile, finesse, reach 0 feet), **Damage** 2d10+1 piercing

Incessant Goading ♦ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 20 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

B. ...CRUEL FEY (LEVELS 5-6)

ARCADIAN LURKER IN LIGHT

CREATURE 5

UNCOMMON NE SMALL FEY

Variant lurker in light (*Pathfinder Bestiary* 2 169)

Perception +13; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +14, Nature +11, Occultism +11, Stealth +14, Survival +13

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

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 72; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ♦ claw +14 (agile, finesse), **Damage** 2d6+2 slashing

Ranged ♦ mote of light +14 (agile, magical, range increment 10 feet), **Damage** 2d4+2 force plus lurker's glow

Primal Innate Spells DC 22, attack +14; **4th dimension door** (only when in bright light, and only to an area in bright light), **summon fey**; **3rd blindness**, **searing light**, **summon fey**; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ➤ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 22 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

BRIGHT LURKER IN LIGHT (0)

CREATURE 6

UNCOMMON NE SMALL FEY

Variant lurker in light (*Pathfinder Bestiary* 2 169)

Perception +15; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +16, Nature +13, Occultism +13, Stealth +16, Survival +15

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

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AC 24; **Fort** +11, **Ref** +16, **Will** +15

HP 92; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ♦ claw +16 (agile, finesse), **Damage** 2d6+4 slashing

Ranged ♦ mote of light +16 (agile, magical, range increment 10 feet), **Damage** 2d4+4 force plus lurker's glow

Primal Innate Spells DC 24, attack +16; **4th** *dimension door* (only when in bright light, and only to an area in bright light), *summon fey*; **3rd** *blindness*, *searing light*, *summon fey*;

Cantrips (3rd) *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ⤵ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 24 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

DIM LURKER IN LIGHT (0)

CREATURE 4

UNCOMMON NE SMALL FEY

Variant lurker in light (*Pathfinder Bestiary* 2 169)

Perception +11; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +12, Nature +9, Occultism +9, Stealth +12, Survival +11

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

AC 20; **Fort** +7, **Ref** +12, **Will** +11

HP 57; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ♦ claw +12 (agile, finesse), **Damage** 2d6 slashing

Ranged ♦ mote of light +12 (agile, magical, range increment 10 feet), **Damage** 2d4 force plus lurker's glow

Primal Innate Spells DC 20, attack +12; **4th** *dimension door* (only when in bright light, and only to an area in bright light), *summon fey*; **3rd** *blindness*, *searing light*, *summon fey*;

Cantrips (3rd) *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ⤵ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 20 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

C. ...VICIOUS GIANT (LEVELS 5-6)

GREEN WOOD GIANT

CREATURE 5

UNCOMMON CG LARGE GIANT HUMANOID

Variant wood giant (*Pathfinder Bestiary* 2 124)

Perception +13; low-light vision

Languages Common, Jotun, Sylvan; *speak with animals*

Skills Acrobatics +11, Athletics +13, Forest Lore +12, Nature +12, Stealth +11 (+13 in forests), Survival +11

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

Items hide armor, +1 *composite longbow* (20 arrows), shortsword

AC 22; **Fort** +15, **Ref** +12, **Will** +11

HP 100

Catch Rock ⤵

Speed 35 feet

Melee ♦ shortsword +16 (agile, reach 10 feet, versatile S), **Damage** 1d8+9 piercing

Melee ♦ fist +15 (agile, reach 10 feet), **Damage** 1d6+9 bludgeoning

Ranged ♦ *composite longbow* +16 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing

Ranged ♦ rock +15 (brutal, range increment 120 feet), **Damage** 2d6+9 bludgeoning

Primal Innate Spells DC 21; **4th** *speak with plants*; **3rd** *earthbind*; **2nd** *entangle*, *tree shape*; **Constant (2nd)** *pass without trace*, *speak with animals*

Piercing Shot ♦ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ♦

PROTECTING THE FIRELIGHT

WOOD GIANT (0)

CREATURE 6

CG LARGE GIANT HUMANOID

Pathfinder Bestiary 2 124

Perception +15; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +13, Athletics +15, Forest Lore +14, Nature +14, Stealth +13 (+15 in forests), Survival +13

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 24; **Fort** +17, **Ref** +14, **Will** +13

HP 120

Catch Rock ↻

Speed 35 feet

Melee ✦ shortsword +17 (agile, reach 10 feet, versatile S), **Damage** 1d8+11 piercing

Melee ✦ fist +17 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning

Ranged ✦ composite longbow +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Ranged ✦ rock +17 (brutal, range increment 120 feet), **Damage** 2d6+11 bludgeoning

Primal Innate Spells DC 23; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle*, *tree shape*; **Constant (2nd)** *pass without trace*, *speaks with animals*

Piercing Shot ✦ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ✦

D. ...HATEFUL PLANT (LEVELS 5-6)

SPRY BLODEUWEDD

CREATURE 5

UNCOMMON CN MEDIUM FEY PLANT

Variant blodeuwedd (*Pathfinder Bestiary 2 41*)

Perception +12; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +13, Diplomacy +13, Nature +11, Performance +13, Stealth +11 (+15 in grasslands), Survival +9

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

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 24 Fortitude save or become sickened 2. A creature

that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 22; **Fort** +10, **Ref** +15, **Will** +12

HP 85; **Weaknesses** cold iron 5

Speed 25 feet

Melee ✦ claw +12 (agile), **Damage** 2d8+5 slashing

Ranged ✦ sling +15 (propulsive, range increment 50 feet), **Damage** 2d6+2 bludgeoning

Primal Innate Spells DC 23; **4th** *hallucinatory terrain*, *modify memory*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3);

Cantrips (4th) *dancing lights*, *tanglefoot*; **Constant (4th)** *speaks with plants*

Change Shape ✦✦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ✦ talons +13, **Damage** 1d3-1.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ✦✦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

BLODEUWEDD (0)

CREATURE 6

UNCOMMON CN MEDIUM FEY PLANT

Pathfinder Bestiary 2 41

Perception +14; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +15, Diplomacy +15, Nature +13, Performance +15, Stealth +13 (+17 in grasslands), Survival +11

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

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

PROTECTING THE FIRELIGHT

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Speed 25 feet

Melee ♦ claw +14 (agile), **Damage** 2d8+7 slashing

Ranged ♦ *sling* +17 (propulsive, range increment 50 feet),
Damage 2d6+4 bludgeoning

Primal Innate Spells DC 25; **4th** *hallucinatory terrain*, *modify memory*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3);
Cantrips (4th) *dancing lights*, *tanglefoot*; **Constant (4th)** *speak with plants*

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ♦ talons +15, **Damage** 1d3+1.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ♦♦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

PROTECTING THE FIRELIGHT

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 55 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).

1A. VICIOUS SPIRITS (LEVELS 7–8)

EXCORION

CREATURE 7

UNCOMMON NE MEDIUM UNDEAD

Pathfinder Book of the Dead 91

Perception +18; darkvision

Skills Acrobatics +16, Athletics +17, Stealth +16

Str +4, **Dex** +5, **Con** +4, **Int** –3, **Wis** +1, **Cha** +0

AC 24; **Fort** +17, **Ref** +18, **Will** +14

HP 160, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 5

Vein Walker The excorion moves about by way of hundreds of pulsating blood vessels, which stretch from its body in dozens of tight, ropy bundles and anchor it to the ground. An excorion can’t be Tripped, Shoved, or otherwise forcibly moved except by magic, and the excorion ignores difficult terrain (but not greater difficult terrain).

Speed 35 feet

Melee ♦ fist +18 (agile, finesse), **Damage** 2d8+8 bludgeoning plus Grab

Ranged ♦ bloody spew +18 (range 20 feet), **Damage** 3d6+4 bludgeoning and dazzled for 1 round

Bloody Handprint ♦ The excorion plants a magical handprint on the target, marking them as chosen for death. The excorion makes a fist Strike against an adjacent creature; this doesn’t count toward the excorion’s multiple attack penalty. On a hit, the attack does no damage, but the creature becomes observed to every excorion within 60 feet, even if an excorion’s line of sight would be blocked by a wall or other obstacle. This effect lasts until the handprint is washed off, which requires water and spending 3 actions to fully clean off.

Vital Transfusion ♦♦ **Requirements** The excorion has at least 70 Hit Points; **Effect** The excorion sacrifices itself and transfers its bloody, vital energy to a willing living creature within 30 feet. The excorion is immediately destroyed, and

SCALING ENCOUNTER 1A

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

19–22 Challenge Points: Add one namorrodor to the encounter.

23–27 Challenge Points: Add one excorion to the encounter.

28–32 Challenge Points: Add one excorion and one namorrodor to the encounter.

33+ Challenge Points: Add two excorions to the encounter.

the targeted living creature heals a number of HP equal to half the excorion’s remaining HP at the time that it used this ability. The living creature is slowed 1 during its next turn as its body adjusts to the newly transfused blood and vital energy; the living creature also counts as an excorion for 1 minute for the purpose of seeing other excorions’ Bloody Handprint marks.

Vomit Blood ♦ The excorion spews necrotic blood all over a foe it has grabbed or restrained. The grabbed creature must succeed at a DC 25 Fortitude save or become sickened 2.

NAMORRODORS (2)

CREATURE 5

CE MEDIUM SHADOW UNDEAD

Pathfinder Bestiary 3 183

Perception +11; darkvision, lifesense 30 feet

Skills Acrobatics +12, Athletics +13, Stealth +14, Survival +11

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

Interplanar Lifesense While the namorrodor is on the Shadow Plane, its lifesense extends to the Material Plane as a vague sense with a 100-foot range.

AC 22; **Fort** +12, **Ref** +14, **Will** +11

HP 85; **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** positive 5, fire 5

Whistling Bones (auditory, aura, emotion, fear, mental) 30 feet. Wind whistles through the namorrodor’s jutting bones with an eerie tone. A creature entering or beginning its turn in the area must attempt a DC 19 Will save, becoming frightened 1 on a failure (frightened 2 on a critical failure). A creature can’t reduce its frightened condition below 1 as long as it’s in the aura.

PROTECTING THE FIRELIGHT

Material Leap ➤ (conjunction, teleportation) **Requirements**

The namorrodor is on the Shadow Plane; **Trigger** A creature the namorrodor can sense with its lifestense on the Material Plane dies; **Effect** The namorrodor leaps between planes, appearing on the Material Plane within 100 feet of the triggering creature. It remains on the Material Plane for 24 hours, after which it is recalled to its original location on the Shadow Plane.

Speed 40 feet

Melee ➤ jaws +15, **Damage** 2d8+6 piercing

Melee ➤ claw +15 (agile), **Damage** 2d6+6 piercing plus Grab

Ranged ➤ spit +14 (range 30 feet), **Damage** 1d8+6 bludgeoning

Bounding Sprint ➤➤ **Requirements** The namorrodor has nothing in its hands; **Effect** The namorrodor bounds forward, using four limbs for an extra burst of speed. It Strides twice and makes a single melee Strike at the end of its movement.

PROTECTING THE FIRELIGHT

1B. HATEFUL SPIRITS (LEVELS 7-8)

FORTUNE EATER

CREATURE 7

RARE NE TINY UNDEAD

Pathfinder Bestiary 3 101

Perception +13; darkvision

Languages languages spoken by the adventurers (typically Common, Dwarven, Elven, and Goblin)

Skills Deception +15, Intimidation +13, Performance +15, Stealth +15

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 100, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Offering the fortune eater a chance to be instrumental in completing a heroic deed releases their component spirits to move on to the afterlife.

Unluck Aura (aura, divination, divine, mental, misfortune) 20 feet. A creature entering the area must attempt a DC 23 Will save, rolling the save twice and using the worse result. On a successful save, the creature is temporarily immune to fortune eater unluck auras for 24 hours. On a failure, the creature must roll twice and use the worse result on all checks as long as it is within the aura.

Luck Osmosis ☞ (divination, divine) **Trigger** A creature affected by the fortune eater's unluck aura has just rolled two d20s for a check and taken the lower result; **Effect** The fortune-eater stores the higher of the two numbers rolled and uses that number in place of their next d20 roll; this is a fortune effect. They can have only one number stored at a time.

Speed fly 30 feet

Melee ✦ ghostly longsword +17 (finesse, magical, versatile P), **Damage** 1d8+8 slashing plus 1d8 negative

Melee ✦ ghostly light mace +17 (agile, finesse, magical, shove), **Damage** 1d4+8 bludgeoning plus 1d8 negative

Ranged ✦ ghostly longbow +17 (deadly d10, magical, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing plus 1d8 negative

Team Attack ✦✦✦ Dead teammates coalesce to attack with phantasmal versions of the weapons they used in life. The fortune eater makes a ghostly longsword Strike, ghostly dagger Strike, and ghostly longbow Strike in any order. Each must target a different creature. Their multiple attack penalty doesn't increase until after all the attacks.

SCALING ENCOUNTER 1B

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

19-22 Challenge Points: Add one taunting skull to the encounter.

23-27 Challenge Points: Add one fortune eater to the encounter.

28-32 Challenge Points: Add one fortune eater and one taunting skull to the encounter.

33+ Challenge Points: Add two fortune eaters to the encounter.

TAUNTING SKULL (2)

CREATURE 5

NE TINY UNDEAD

Pathfinder Book of the Dead 74

Perception +13; darkvision

Languages Common, Necril, plus any one language spoken in life

Skills Acrobatics +12 (+14 to Maneuver in Flight), Intimidation +12 (+14 to Demoralize)

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

AC 22; **Fort** +10, **Ref** +14, **Will** +11

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Bite Back ☞ **Trigger** The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.

Speed 15 feet, fly 40 feet

Melee ✦ jaws +14 (agile, finesse, reach 0 feet), **Damage** 2d10+3 piercing

Incessant Goading ✦ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 22 Will save to resist the effect.

Critical Success The target is unaffected and is temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

Critical Failure As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

PROTECTING THE FIRELIGHT

1C. FURIOUS SPIRITS (LEVELS 7-8)

LITTLE MAN IN THE WOODS (2)

CREATURE 6

RARE **CE** **SMALL** **UNDEAD**

Pathfinder Book of the Dead 124

Perception +12; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +14, Athletics +14 (+16 to Grapple), Deception +14, Stealth +16

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

Items +1 shortbow

Voice Imitation A little man in the woods can mimic the sounds of a person in distress by attempting a Deception check to Lie. The little man in the woods has a +4 circumstance bonus to this check.

AC 24; **Fort** +13, **Ref** +17, **Will** +12

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 25 feet

Melee ♦ fist +17 (finesse, nonlethal), **Damage** 2d6+7 bludgeoning plus Grab

Ranged ♦ shortbow +18 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+3 piercing

Adopt Guise ♦♦ (illusion, mental, occult) Playing on the expectations of surrounding creatures, the little man in the woods adopts the guise of a Small or Medium living person that matches the voice he imitates. This guise is subjective and entirely in the mind of each creature around him. A creature that doesn't believe the voice imitation sees the little man in the woods as he truly is and isn't fooled by Adopt Guise.

Strangle ♦ **Requirements** The little man in the woods has a creature grabbed or restrained; **Effect** He tightens his grip around the creature's neck, extending the Grab, dealing 2d6+3 bludgeoning damage with a DC 24 basic Fortitude save, and strangling the creature for as long as it remains grabbed or restrained. A strangled creature can't speak, which prevents it from casting spells with a verbal component or activating items with a command component. The strangled creature must hold its breath or start suffocating (*Core Rulebook* 478).

HOLLOW HUSK

CREATURE 5

RARE **NE** **MEDIUM** **MINDLESS** **UNDEAD** **ZOMBIE**

Pathfinder Adventure Path #183: Field of Maidens 26

Perception +9; darkvision

Skills Athletics +14

Str +5, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A hollow husk is permanently slowed 1 and can't use reactions.

AC 20; **Fort** +15, **Ref** +9, **Will** +11

HP 130, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

SCALING ENCOUNTER 1C

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

19-22 Challenge Points: Add one hollow husk to the encounter.

23-27 Challenge Points: Add one enraged little man in the woods to the encounter.

28-32 Challenge Points: Add one enraged little man in the woods to the encounter and replace both little men in the woods with enraged little men in the woods.

33+ Challenge Points: The PCs face four enraged little men in the woods in the encounter.

Speed 25 feet

Melee ♦ fist +15, **Damage** 2d8+7 bludgeoning plus Grab

Memory Drain ♦ **Requirements** The hollow husk has a creature grabbed or restrained; **Effect** Memories flow from the grabbed creature into the empty void that is the hollow husk's mind. The hollow husk deals the creature 3d6 mental damage, and the creature must attempt a DC 16 Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stupefied 1 for 1 minute.

Critical Failure The creature takes full damage and is stupefied 2 for 1 minute.

ENRAGED LITTLE MAN IN THE WOODS (0) CREATURE 7

UNIQUE **RARE** **CE** **SMALL** **UNDEAD**

Variant Little Man in the Woods (*Pathfinder Book of the Dead* 124)

Perception +14; darkvision

Languages Common, Mahwek, Necril

Skills Acrobatics +16, Athletics +16 (+18 to Grapple), Deception +16, Stealth +18

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

Items +1 shortbow

Voice Imitation A little man in the woods can mimic the sounds of a person in distress by attempting a Deception check to Lie. The little man in the woods has a +4 circumstance bonus to this check.

PROTECTING THE FIRELIGHT

AC 26; **Fort** +15, **Ref** +19, **Will** +14

HP 115, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 25 feet

Melee ♦ fist +19 (finesse, nonlethal), **Damage** 2d6+9 bludgeoning plus Grab

Ranged ♦ shortbow +20 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+5 piercing

Adopt Guise ♦♦ (illusion, mental, occult) Playing on the expectations of surrounding creatures, the little man in the woods adopts the guise of a Small or Medium living person that matches the voice he imitates. This guise is subjective and entirely in the mind of each creature around him. A creature that doesn't believe the little man in the woods' voice imitation sees the little man in the woods as he truly is and isn't fooled by Adopt Guise.

Strangle ♦ **Requirements** The little man in the woods has a creature grabbed or restrained; **Effect** The little man in the woods tightens his grip around the creature's neck, extending the Grab, dealing 2d6+5 bludgeoning damage with a DC 26 basic Fortitude save, and strangling the creature for as long as it remains grabbed or restrained. A strangled creature can't speak, which prevents it from casting spells with a verbal component or activating items with a command component. The strangled creature must hold its breath or start suffocating (*Core Rulebook* 478).

PROTECTING THE FIRELIGHT

1D. MALICIOUS SPIRITS (LEVELS 7-8)

WALDGEIST

CREATURE 8

UNCOMMON NE SMALL INCORPOREAL SPIRIT UNDEAD

Pathfinder Book of the Dead 164

Perception +18; darkvision

Languages Arboreal, Common, Sylvan; *speaks with plants*

Skills Acrobatics +16, Intimidation +16, Nature +18, Stealth +18, Woodland Lore +21 (applies only to the woodland the waldgeist is bonded to)

Str -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +6, **Cha** +4

AC 26; **Fort** +13, **Ref** +16, **Will** +18

HP 100, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Forest Guardian A waldgeist is compelled to investigate the sound of wood or trees being damaged, such as by being burned or chopped down. A waldgeist that hears such a sound must succeed at a DC 26 Will save or spend all their actions moving toward the sound until they identify the cause. This can't be used to compel a waldgeist to leave their bonded woodland. A waldgeist that succeeds at their saving throw is temporarily immune for 10 minutes.

Woodland Dependent A waldgeist is mystically bonded to a single forest, jungle, orchard, grove, or other similar large, wooded area and must remain within it. If the waldgeist moves outside their bonded woodland, they're immediately destroyed.

Speed fly 30 feet

Melee ♦ lignifying hand +18 (finesse, magical), **Damage** 2d8+7 negative plus lignify

Primal Innate Spells DC 24, attack +16; **5th** *tree stride*; **3rd** *wall of thorns*; **2nd** *entangle* (at will); **Cantrips** (4th) *tanglefoot*; **Constant** (4th) *speaks with plants*

Lignify (incapacitation, primal, transmutation) The touch of a waldgeist transforms flesh into wood. A living creature damaged by the waldgeist's lignifying hand Strike must succeed at a DC 24 Fortitude save or become slowed 1 (or slowed 2 on a critical failure). Further failed saves against lignify increases the slowed condition. Once a creature's actions are reduced to 0 by lignify, that creature becomes petrified, except they're transformed into wood instead of stone.

Possess Tree ♦♦ (primal, transmutation) **Frequency** once per 10 minutes; **Effect** The waldgeist touches a tree to merge with it, possessing it for up to 1 minute. They can end this possession early as a free action at the start of their turn. While the waldgeist possesses a tree, they lose the incorporeal trait, fly Speed, all resistances, their non-constant spells, and their lignifying hand

SCALING ENCOUNTER 1D

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

19-22 Challenge Points: Add one withered zombie to the encounter.

23-27 Challenge Points: Add two withered zombies to the encounter.

28-32 Challenge Points: Add one waldgeist to the encounter.

33+ Challenge Points: Add one waldgeist and one withered zombie to the encounter.



Strike. Additionally, their size increases to Huge, they gain resistance 5 to bludgeoning and piercing damage, weakness 10 to fire, Speed 20 feet, and the following branch Strike.

Melee ♦ branch (reach 15 feet) +20, **Damage** 2d12+9 bludgeoning.

While a waldgeist possesses a tree, any damage that would be dealt to the waldgeist is instead dealt to the tree. The tree has 60 Hit Points. When the tree is reduced to 0 Hit Points, the waldgeist is immediately ejected, and the tree is destroyed.

WITHERED ZOMBIE

CREATURE 5

NE MEDIUM UNDEAD ZOMBIE

Pathfinder Book of the Dead 172

Perception +11; darkvision

Language Common, Necril

Skills Athletics +14, Deception +9, Intimidation +9, Stealth +13

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

Items dagger (6), leather armor, shortsword

Slow A withered is permanently slowed 1 and can't use reactions.

AC 22; **Fort** +11, **Ref** +13, **Will** +9

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

Speed 35 feet

Melee ♦ shortsword +14 (agile, versatile S), **Damage** 1d6+9 piercing


Melee ♦ dagger +14 (agile, versatile S), **Damage** 1d4+9 piercing

Melee ♦ fist +14, **Damage** 1d8+7 bludgeoning

Ranged ♦ dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

PROTECTING THE FIRELIGHT

Sneak Attack The withered zombie deals an additional 2d6 precision damage to flat-footed creatures.

Sudden Surge  **Trigger** The withered zombie's turn begins; **Effect** The withered zombie has a sudden burst of speed. They are quickened this turn and can use the extra action only to Stride or Strike. If the withered zombie's first action this turn is a melee Strike, the target is flat-footed against the attack. The withered zombie can't use Sudden Surge again for 1d4 rounds.

PROTECTING THE FIRELIGHT

2A. FEY SPIRITS (LEVELS 7-8)

PUKWUDGIE

CREATURE 7

UNCOMMON NE SMALL FEY

Pathfinder Bestiary 3 208

Perception +17; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Crafting +15, Deception +14, Medicine +15, Nature +17, Stealth +17, Thievery +15

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

Items +1 hatchet, shortbow

AC 25; **Fort** +12, **Ref** +15, **Will** +17

HP 100; **Resistances** poison 5; **Weaknesses** cold iron 10

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, it also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet

Melee ✦ hatchet +17 (agile, magical, sweep), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ✦ hatchet +19 (magical, thrown 10 feet), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ✦ shortbow +18 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing plus pukwudgie poison

Primal Innate Spells DC 25, attack +17; **4th** *freedom of movement*, *hallucinatory terrain*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)

Change Shape ✦ (concentrate, polymorph, primal, transmutation) The pukwudgie takes on the physical form of a giant porcupine. Their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+18 for 2d8+6 piercing plus 1d8 persistent poison).

Pukwudgie Poison (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

ARCADIAN LURKER IN LIGHT

CREATURE 5

UNCOMMON NE SMALL FEY

Variant lurker in light (*Pathfinder Bestiary 2 169*)

Perception +13; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +14, Nature +11, Occultism +11, Stealth +14, Survival +13

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

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 72; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ✦ claw +14 (agile, finesse), **Damage** 2d6+2 slashing

Ranged ✦ mote of light +14 (agile, magical, range increment 10 feet), **Damage** 2d4+2 force plus lurker's glow

SCALING ENCOUNTER 2A

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

19-22 Challenge Points: Replace the lurker in light with a bright lurker in light.

23-27 Challenge Points: Add one bright lurker in light to the encounter.

28-32 Challenge Points: Add one pukwudgie to the encounter.

33+ Challenge Points: Add two bright lurkers in light to the encounter.

Primal Innate Spells DC 22, attack +14; **4th** *dimension door* (only when in bright light, and only to an area in bright light), *summon fey*; **3rd** *blindness*, *searing light*, *summon fey*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ✨ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 22 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

BRIGHT LURKER IN LIGHT (0)

CREATURE 6

NE SMALL FEY

Variant lurker in light (*Pathfinder Bestiary 2 169*)

Perception +15; low-light vision

Languages Aklo, Common, Sylvan

PROTECTING THE FIRELIGHT

Skills Acrobatics +16, Nature +13, Occultism +13, Stealth +16, Survival +15

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

AC 24; **Fort** +11, **Ref** +16, **Will** +15

HP 92; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ♦ claw +16 (agile, finesse), **Damage** 2d6+4 slashing

Ranged ♦ mote of light +16 (agile, magical, range increment 10 feet), **Damage** 2d4+4 force plus lurker's glow

Primal Innate Spells DC 24, attack +16; **4th** *dimension door* (only when in bright light, and only to an area in bright light), *summon fey*; **3rd** *blindness*, *searing light*, *summon fey*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ↻ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 24 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

PROTECTING THE FIRELIGHT

2B. GIANT SPIRITS (LEVELS 7-8)

WOOD GIANT (2)

CREATURE 6

CG LARGE GIANT HUMANOID

Pathfinder Bestiary 2 124

Perception +15; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +13, Athletics +15, Forest Lore +14, Nature +14, Stealth +13 (+15 in forests), Survival +13

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 24; **Fort** +17, **Ref** +14, **Will** +13

HP 120

Catch Rock ⚡

Speed 35 feet

Melee ⚔ shortsword +17 (agile, reach 10 feet, versatile S), **Damage** 1d8+11 piercing

Melee ⚔ fist +17 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning

Ranged ⚔ composite longbow +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Ranged ⚔ rock +17 (brutal, range increment 120 feet), **Damage** 2d6+11 bludgeoning

Primal Innate Spells DC 23; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle, tree shape*; **Constant (2nd)** *pass without trace, speaks with animals*

Piercing Shot ⚔ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ⚔

REDWOOD GIANT (0)

CREATURE 7

UNCOMMON CG LARGE GIANT HUMANOID

Variant wood giant (*Pathfinder Bestiary 2 124*)

Perception +17; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +15, Athletics +17, Forest Lore +16, Nature +16, Stealth +15 (+17 in forests), Survival +15

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 26; **Fort** +19, **Ref** +16, **Will** +15

HP 140

Catch Rock ⚡

SCALING ENCOUNTER 2

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

19-22 Challenge Points: Replace one wood giant with a redwood giant.

23-27 Challenge Points: Add one wood giant to the encounter.

28-32 Challenge Points: Add one redwood giant to the encounter.

33+ Challenge Points: The PCs face three redwood giants.



Speed 35 feet

Melee ⚔ shortsword +19 (agile, reach 10 feet, versatile S), **Damage** 1d8+13 piercing

Melee ⚔ fist +19 (agile, reach 10 feet), **Damage** 1d6+13 bludgeoning

Ranged ⚔ composite longbow +20 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+10 piercing

Ranged ⚔ rock +19 (brutal, range increment 120 feet), **Damage** 2d6+13 bludgeoning

Primal Innate Spells DC 25; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle, tree shape*; **Constant (2nd)** *pass without trace, speaks with animals*

Piercing Shot ⚔ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ⚔

PROTECTING THE FIRELIGHT

2C. PLANT SPIRITS (LEVELS 7-8)

BLODEUWEDD (2)

CREATURE 6

UNCOMMON CN MEDIUM FEY PLANT

Pathfinder Bestiary 2 41

Perception +14; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +15, Diplomacy +15, Nature +13, Performance +15, Stealth +13 (+17 in grasslands), Survival +11

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

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Speed 25 feet

Melee ♦ claw +14 (agile), **Damage** 2d8+7 slashing

Ranged ♦ sling +17 (propulsive, range increment 50 feet), **Damage** 2d6+4 bludgeoning

Primal Innate Spells DC 25; **4th** *hallucinatory terrain*, *modify memory*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3); **Cantrips** (4th) *dancing lights*, *tanglefoot*; **Constant** (4th) *speaks with plants*

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ♦ talons +15, **Damage** 1d3+1.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ♦♦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

SCALING ENCOUNTER 2C

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

19-22 Challenge Points: Replace one blodeuwedd with one cunning blodeuwedd.

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

28-32 Challenge Points: Add one cunning blodeuwedd to the encounter.

33+ Challenge Points (5+ players): The PCs face three cunning blodeuwedds.

CUNNING BLODEUWEDD (0)

CREATURE 7

UNCOMMON CN MEDIUM FEY PLANT

Variant blodeuwedd (*Pathfinder Bestiary 2 41*)

Perception +16; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +17, Nature +15, Stealth +15 (+19 in grasslands)

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

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 24 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

AC 26; **Fort** +14, **Ref** +19, **Will** +16

HP 125; **Weaknesses** cold iron 5

Speed 25 feet

Melee ♦ claw +16 (agile), **Damage** 2d8+9 slashing

Ranged ♦ sling +19 (propulsive, range increment 50 feet), **Damage** 2d6+6 bludgeoning

Primal Innate Spells DC 27; **4th** *hallucinatory terrain*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3); **Cantrips** (4th) *dancing lights*, *tanglefoot*; **Constant** (4th) *speaks with plants*

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ♦ talons +17, **Damage** 1d3+3.

A blodeuwedd can return to their normal form as a free action.

Nature's Infusion ♦♦ As blodeuwedd.

PROTECTING THE FIRELIGHT

3. WANIKKAWI AND THE... (LEVELS 7-8)

WANIKKAWI

CREATURE 9

UNIQUE N LARGE UNDEAD

Perception +18; darkvision

Languages Arcadian, Common, Necril, Sylvan

Skills Athletics +20, Deception +18, Intimidation +20, Nature +16, Religion +16, Society +16, Stealth +18

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

AC 28; **Fort** +20, **Reflex** +18, **Will** +16

HP 155, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** Bound Impotence

Bound Impotence Wanikkawi becomes slowed 1 if he has the grabbed or restrained condition.

Attack of Opportunity ➤ jaws only. On a critical success, Wanikkawi can immediately attempt to Grab as a free action.

Speed 40 feet

Melee ➤ jaws +21 **Damage** 3d8+8 piercing plus Grab

Melee ➤ horns +21 (reach 10 feet) **Damage** 3d10+8 piercing

Demand Pact ➤ (auditory, linguistic, mental, occult) **Frequency** once per turn; **Effect** Wanikkawi attempts to force a creature within 30 feet that he is aware of to agree to a pact with him. The creature must attempt a DC 28 Will save. Its effects depend on the variation; see below. Afterward, the creature gains temporary immunity for 1 day.

Out of the Night ➤➤ **Requirements** Wanikkawi is hidden to at least one enemy; **Effect** Wanikkawi Strides twice and makes a Strike against a creature he was hidden to at the start of his action at any point during his movement.

Swallow Whole ➤ (attack) Medium, 3d8+8 bludgeoning, Rupture 17

Apply one of the variations to Wanikkawi's Demand Pact ability:

Pact of Glory

Wanikkawi declares the target can attain fame by betraying their companions and staying out of the fight. He promises to let them survive the battle and claim that they drove him away despite the deaths of their friends. Demand Pact gains the following results.

Critical Success Wanikkawi's hatred for others overcomes him. He doesn't treat any other creatures as allies for 1 round.

Success The creature is unaffected.

Failure The creature does not treat any other creature as an ally for 1 round. It doesn't become hostile but can't take an action (such as Treat Wounds or Aid) or cast a spell to directly benefit any creature but itself. It doesn't count as an ally for the purposes of flanking.

Critical Failure As above, but the creature also can't attack another creature. It can take actions that only target itself.

SCALING ENCOUNTER 3A

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

19-22 Challenge Points: Add one stiff excorion to the encounter.

23-27 Challenge Points: Add two stiff excorions to the encounter.

28-32 Challenge Points: Add one stiff excorion and one fresh excorion to the encounter.

33+ Challenge Points: Add three excorions to the encounter.

SCALING ENCOUNTER 3B

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

19-22 Challenge Points: Add one dull pukwudgie to the encounter.

23-27 Challenge Points: Add two dull pukwudgies to the encounter.

28-32 Challenge Points: Add one dull pukwudgie and one sharp pukwudgie to the encounter.

33+ Challenge Points: Add three pukwudgies to the encounter.

SCALING ENCOUNTER 3C

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

19-22 Challenge Points: Add one wood giant to the encounter.

23-27 Challenge Points: Add two wood giants to the encounter.

28-32 Challenge Points: Add three wood giants to the encounter.

33+ Challenge Points: Add three redwood giants to the encounter.

PROTECTING THE FIRELIGHT

Pact of Survival

Wanikkawi suggests the PC can survive, as he did so many years ago, by fleeing the fire. Demand Pact gains the following results.

Critical Success Wanikkawi remembers his own escape and must fight against that impulse. He gains a -10 status penalty to his speed for 1 round if he's in the firelight (-20 feet in bright light from the fire).

Success The creature is unaffected.

Failure The creature is fleeing for a single action on its next turn.

Critical Failure The creature is fleeing for 1 round.

Pact of Power

Wanikkawi promises power by transforming them into a spirit, like he was. Demand Pact gains the following results.

Critical Success Wanikkawi becomes sickened 1 at the thought of his own transformation.

Success The creature is unaffected.

Failure The creature takes on aspects of Wanikkawi's form for 1 minute. Because of this, if they enter or begin their turn in bright light caused by the fire they become sickened 1 for 1 round.

Critical Failure As above, except the creature becomes sickened 1 if they enter or begin their turn in any light by the fire and sickened 2 in bright light caused by the fire. This condition lasts for 1 minute.

Pact of Erasure

Wanikkawi threatens the PC's true story will be forgotten, as his was. Demand Pact gains the following results.

Critical Success The truth of what Wanikkawi did suddenly hits him. He's unable to use reactions for 1 round.

Success The creature is unaffected.

Failure The creature becomes invisible, inaudible, and otherwise imperceptible to its allies for 1 round.

Critical Failure As above, but the creature's allies also forget about the creature for 1 round and can take no actions regarding the creature in that time. They remember the creature as usual after 1 round.

A. ...UNDEAD HORROR (LEVELS 7-8)

EXCORION

CREATURE 7

UNCOMMON NE MEDIUM UNDEAD

Pathfinder Book of the Dead 91

Perception +18; darkvision

Skills Acrobatics +16, Athletics +17, Stealth +16

Str +4, **Dex** +5, **Con** +4, **Int** -3, **Wis** +1, **Cha** +0

AC 24; **Fort** +17, **Ref** +18, **Will** +14

HP 160, negative healing; **Immunities** death effects, disease,

SCALING ENCOUNTER 3D

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

19-22 Challenge Points: Add one blodeuwedd to the encounter.

23-27 Challenge Points: Add two blodeuwedds to the encounter.

28-32 Challenge Points: Add three blodeuwedds to the encounter.

33+ Challenge Points: Add three clever blodeuwedds to the encounter.

mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 5

Vein Walker The excorion moves about by way of hundreds of pulsating blood vessels, which stretch from its body in dozens of tight, ropy bundles and anchor it to the ground. An excorion can't be Tripped, Shoved, or otherwise forcibly moved except by magic, and the excorion ignores difficult terrain (but not greater difficult terrain).

Speed 35 feet

Melee ♦ fist +18 (agile, finesse), **Damage** 2d8+8 bludgeoning plus Grab

Ranged ♦ bloody spew +18 (range 20 feet), **Damage** 3d6+4 bludgeoning and dazzled for 1 round

Bloody Handprint ♦ The excorion plants a magical handprint on the target, marking them as chosen for death. The excorion makes a fist Strike against an adjacent creature; this doesn't count toward the excorion's multiple attack penalty. On a hit, the attack does no damage, but the creature becomes observed to every excorion within 60 feet, even if an excorion's line of sight would be blocked by a wall or other obstacle. This effect lasts until the handprint is washed off, which requires water and spending 3 actions to fully clean off.

Vital Transfusion ♦♦ **Requirements** The excorion has at least 70 Hit Points; **Effect** The excorion sacrifices itself and transfers its bloody, vital energy to a willing living creature within 30 feet. The excorion is immediately destroyed, and the targeted living creature heals a number of HP equal to half the excorion's remaining HP at the time that it used this ability. The living creature is slowed 1 during its next turn as its body adjusts to the newly transfused blood and vital energy; the living creature also counts as an excorion

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for 1 minute for the purpose of seeing other excorions' Bloody Handprint marks.

Vomit Blood ♦ The excorion spews necrotic blood all over a foe it has grabbed or restrained. The grabbed creature must succeed at a DC 25 Fortitude save or become sickened 2.

FRESH EXCORION (0)

CREATURE 8

UNCOMMON NE MEDIUM UNDEAD

Variant excorion (*Pathfinder Book of the Dead* 91)

Perception +20; darkvision

Skills Acrobatics +18, Athletics +19, Stealth +18

Str +4, **Dex** +5, **Con** +4, **Int** -3, **Wis** +1, **Cha** +0

AC 26; **Fort** +19, **Ref** +20, **Will** +16

HP 180, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 5

Vein Walker The excorion moves about by way of hundreds of pulsating blood vessels, which stretch from its body in dozens of tight, ropy bundles and anchor it to the ground. An excorion can't be Tripped, Shoved, or otherwise forcibly moved except by magic, and the excorion ignores difficult terrain (but not greater difficult terrain).

Speed 35 feet

Melee ♦ fist +20 (agile, finesse), **Damage** 2d8+10 bludgeoning plus Grab

Ranged ♦ bloody spew +20 (range 20 feet), **Damage** 3d6+6 bludgeoning and dazzled for 1 round

Bloody Handprint ♦ The excorion plants a magical handprint on the target, marking them as chosen for death. The excorion makes a fist Strike against an adjacent creature; this doesn't count toward the excorion's multiple attack penalty. On a hit, the attack does no damage, but the creature becomes observed to every excorion within 60 feet, even if an excorion's line of sight would be blocked by a wall or other obstacle. This effect lasts until the handprint is washed off, which requires water and spending 3 actions to fully clean off.

Vital Transfusion ♦♦ **Requirements** The excorion has at least 70 Hit Points; **Effect** The excorion sacrifices itself and transfers its bloody, vital energy to a willing living creature within 30 feet. The excorion is immediately destroyed, and the targeted living creature heals a number of HP equal to half the excorion's remaining HP at the time that it used this ability. The living creature is slowed 1 during its next turn as its body adjusts to the newly transfused blood and vital energy; the living creature also counts as an excorion for 1 minute for the purpose of seeing other excorions' Bloody Handprint marks.

Vomit Blood ♦ The excorion spews necrotic blood all over a foe it has grabbed or restrained. The grabbed creature must succeed at a DC 27 Fortitude save or become sickened 2.

STIFF EXCORION (0)

CREATURE 6

UNCOMMON NE MEDIUM UNDEAD

Variant excorion (*Pathfinder Book of the Dead* 91)

Perception +16; darkvision

Skills Acrobatics +14, Athletics +15, Stealth +14

Str +4, **Dex** +5, **Con** +4, **Int** -3, **Wis** +1, **Cha** +0

AC 22; **Fort** +15, **Ref** +16, **Will** +12

HP 140, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 5

Vein Walker The excorion moves about by way of hundreds of pulsating blood vessels, which stretch from its body in dozens of tight, ropy bundles and anchor it to the ground. An excorion can't be Tripped, Shoved, or otherwise forcibly moved except by magic, and the excorion ignores difficult terrain (but not greater difficult terrain).

Speed 35 feet

Melee ♦ fist +16 (agile, finesse), **Damage** 2d8+6 bludgeoning plus Grab

Ranged ♦ bloody spew +16 (range 20 feet), **Damage** 3d6+2 bludgeoning and dazzled for 1 round

Bloody Handprint ♦ The excorion plants a magical handprint on the target, marking them as chosen for death. The excorion makes a fist Strike against an adjacent creature; this doesn't count toward the excorion's multiple attack penalty. On a hit, the attack does no damage, but the creature becomes observed to every excorion within 60 feet, even if an excorion's line of sight would be blocked by a wall or other obstacle. This effect lasts until the handprint is washed off, which requires water and spending 3 actions to fully clean off.

Vital Transfusion ♦♦ **Requirements** The excorion has at least 70 Hit Points; **Effect** The excorion sacrifices itself and transfers its bloody, vital energy to a willing living creature within 30 feet. The excorion is immediately destroyed, and the targeted living creature heals a number of HP equal to half the excorion's remaining HP at the time that it used this ability. The living creature is slowed 1 during its next turn as its body adjusts to the newly transfused blood and vital energy; the living creature also counts as an excorion for 1 minute for the purpose of seeing other excorions' Bloody Handprint marks.

Vomit Blood ♦ The excorion spews necrotic blood all over a foe it has grabbed or restrained. The grabbed creature must succeed at a DC 23 Fortitude save or become sickened 2.

B. ...CRUEL FEY (LEVELS 7-8)

PUKWUDGIE

CREATURE 7

UNCOMMON NE SMALL FEY

Pathfinder Bestiary 3 208

Perception +17; low-light vision

Languages Common, Elven, Gnomish, Sylvan

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Skills Crafting +15, Deception +14, Medicine +15, Nature +17, Stealth +17, Thievery +15

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

Items +1 hatchet, shortbow

AC 25; **Fort** +12, **Ref** +15, **Will** +17

HP 100; **Resistances** poison 5; **Weaknesses** cold iron 10

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet

Melee ♦ hatchet +17 (agile, magical, sweep), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ♦ hatchet +19 (magical, thrown 10 feet), **Damage** 1d6+10 slashing plus pukwudgie poison

Ranged ♦ shortbow +18 (deadly d10, range increment 60 feet), **Damage** 1d6+6 piercing plus pukwudgie poison

Primal Innate Spells DC 25, attack +17; **4th** *freedom of movement*, *hallucinatory terrain*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The pukwudgie takes on the physical form of a giant porcupine. Their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+18 for 2d8+6 piercing plus 1d8 persistent poison).

Pukwudgie Poison (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

SHARP PUKWUDGIE (O)

CREATURE 8

UNCOMMON NE SMALL FEY

Variant pukwudgie (*Pathfinder Bestiary* 3 208)

Perception +19; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Crafting +17, Deception +16, Medicine +17, Nature +19, Stealth +19, Thievery +17

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

Items +1 hatchet, shortbow

AC 27; **Fort** +14, **Ref** +17, **Will** +19

HP 120; **Resistances** poison 5; **Weaknesses** cold iron 10

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the quills.

Speed 25 feet

Melee ♦ hatchet +19 (agile, magical, sweep), **Damage** 1d6+12 slashing plus pukwudgie poison

Ranged ♦ hatchet +21 (magical, thrown 10 feet), **Damage** 1d6+12 slashing plus pukwudgie poison

Ranged ♦ shortbow +20 (deadly d10, range increment 60 feet), **Damage** 1d6+8 piercing plus pukwudgie poison

Primal Innate Spells DC 27, attack +19; **4th** *freedom of movement*, *hallucinatory terrain*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The pukwudgie takes on the physical form of a giant porcupine. Their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+20 for 2d8+8 piercing plus 1d8 persistent poison).

Pukwudgie Poison (poison); **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

DULL PUKWUDGIE (O)

CREATURE 6

UNCOMMON NE SMALL FEY

Variant pukwudgie (*Pathfinder Bestiary* 3 208)

Perception +15; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Crafting +13, Deception +12, Medicine +13, Nature +15, Stealth +15, Thievery +13

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

Items +1 hatchet, shortbow

AC 23; **Fort** +10, **Ref** +13, **Will** +15

HP 80; **Resistances** poison 5; **Weaknesses** cold iron 10

Defensive Quills A creature that hits a pukwudgie with an unarmed Strike or a non-reach melee Strike takes 3d8 piercing damage (basic Reflex save). On a critical failure, the creature also takes 1d6 persistent poison damage from the poisoned quills.

Speed 25 feet

Melee ♦ hatchet +15 (agile, magical, sweep), **Damage** 1d6+8 slashing plus pukwudgie poison

Ranged ♦ hatchet +17 (magical, thrown 10 feet), **Damage** 1d6+8 slashing plus pukwudgie poison

Ranged ♦ shortbow +16 (deadly d10, range increment 60 feet), **Damage** 1d6+4 piercing plus pukwudgie poison

Primal Innate Spells DC 23, attack +15; **4th** *freedom of movement*, *hallucinatory terrain*; **3rd** *wall of thorns*; **2nd** *invisibility* (at will, self only)

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The pukwudgie takes on the physical form of a giant porcupine. Their size changes to Medium, they lose their weapon Strikes, and they gain a quill Strike (+16 for 2d8+4 piercing plus 1d8 persistent poison).

Pukwudgie Poison (poison); **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage and stupefied 2 (1 round); **Stage 3** 1d6 poison damage, confused, and stupefied 2 (1 round)

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C. ...VICIOUS GIANT (LEVELS 7-8)

REDWOOD GIANT

CREATURE 7

UNCOMMON CG LARGE GIANT HUMANOID

Variant wood giant (*Pathfinder Bestiary* 2 124)

Perception +17; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +15, Athletics +17, Forest Lore +16, Nature +16, Stealth +15 (+17 in forests), Survival +15

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 26; **Fort** +19, **Ref** +16, **Will** +15

HP 140

Catch Rock ⚡

Speed 35 feet

Melee ⚔ shortsword +19 (agile, reach 10 feet, versatile S), **Damage** 1d8+13 piercing

Melee ⚔ fist +19 (agile, reach 10 feet), **Damage** 1d6+13 bludgeoning

Ranged ⚔ composite longbow +20 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+10 piercing

Ranged ⚔ rock +19 (brutal, range increment 120 feet), **Damage** 2d6+13 bludgeoning

Primal Innate Spells DC 25; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle, tree shape*; **Constant (2nd)** *pass without trace, speak with animals*

Piercing Shot ⚔ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ⚔

WOOD GIANT (0)

CREATURE 6

CG LARGE GIANT HUMANOID

Pathfinder Bestiary 2 124

Perception +15; low-light vision

Languages Common, Jotun, Sylvan; *speaks with animals*

Skills Acrobatics +13, Athletics +15, Forest Lore +14, Nature +14, Stealth +13 (+15 in forests), Survival +13

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

Items hide armor, +1 composite longbow (20 arrows), shortsword

AC 24; **Fort** +17, **Ref** +14, **Will** +13

HP 120

Catch Rock ⚡

Speed 35 feet

Melee ⚔ shortsword +17 (agile, reach 10 feet, versatile S), **Damage** 1d8+11 piercing

Melee ⚔ fist +17 (agile, reach 10 feet), **Damage** 1d6+11 bludgeoning

Ranged ⚔ composite longbow +18 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+8 piercing

Ranged ⚔ rock +17 (brutal, range increment 120 feet), **Damage** 2d6+11 bludgeoning

Primal Innate Spells DC 23; **4th** *speaks with plants*; **3rd** *earthbind*; **2nd** *entangle, tree shape*; **Constant (2nd)** *pass without trace, speak with animals*

Piercing Shot ⚔ The wood giant shoots an arrow at a target so that it glances off the first target to strike another target behind the first one. The wood giant chooses two targets in a direct line, one of which must be giving lesser cover to the other, then makes a single ranged Strike with its longbow against both targets. This attack ignores the lesser cover the first target provides to the second. The wood giant rolls damage only once, and applies it to each creature it hits. Piercing Shot counts as two attacks for the wood giant's multiple attack penalty.

Throw Rock ⚔

D. ...HATEFUL PLANT (LEVELS 7-8)

CLEVER BLODEUWEDD

CREATURE 7

UNCOMMON CN MEDIUM FEY PLANT

Variant blodeuwedd (*Pathfinder Bestiary* 2 41)

Perception +16; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +17, Diplomacy +17, Nature +15, Performance +17, Stealth +15 (+19 in grasslands), Survival +13

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

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 24 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 26; **Fort** +14, **Ref** +19, **Will** +16

HP 125; **Weaknesses** cold iron 5

Speed 25 feet

Melee ⚔ claw +16 (agile), **Damage** 2d8+9 slashing

Ranged ⚔ sling +19 (propulsive, range increment 50 feet), **Damage** 2d6+6 bludgeoning

Primal Innate Spells DC 27; **4th** *hallucinatory terrain, modify memory, sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3);

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Cantrips (4th) *dancing lights, tanglefoot*; **Constant (4th)** *speak with plants*

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ♦ talons +17, **Damage** 1d3+3.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ♦♦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

BLDEUWEDD (0)

CREATURE 6

UNCOMMON CN MEDIUM FEY PLANT

Pathfinder Bestiary 2 41

Perception +14; low-light vision

Languages Aklo, Common, Sylvan; *speak with plants*

Skills Acrobatics +15, Diplomacy +15, Nature +13, Performance +15, Stealth +13 (+17 in grasslands), Survival +11

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

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Speed 25 feet

Melee ♦ claw +14 (agile), **Damage** 2d8+7 slashing

Ranged ♦ sling +17 (propulsive, range increment 50 feet), **Damage** 2d6+4 bludgeoning

Primal Innate Spells DC 25; **4th** *hallucinatory terrain, modify memory, sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3); **Cantrips (4th)** *dancing lights, tanglefoot*; **Constant (4th)** *speak with plants*

Change Shape ♦♦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance

of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** ♦ talons +15, **Damage** 1d3+1.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ♦♦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

PROTECTING THE FIRELIGHT

APPENDIX 3: GAME AIDS



MAYOR DEYAHİ



BROWNJAX

PEYQUA



MEKOBIN



PROTECTING THE FIRELIGHT



WHIIRJI



WOOD GIANT

WANIKKAWI



BLODEUWEDD



PROTECTING THE FIRELIGHT



TSIMAAN AYIKA



ANOHATSA

NAMORRODOR



LITTLE MAN IN THE WOODS



PROTECTING THE FIRELIGHT

ORGANIZED PLAY

Treasure Table

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

Treasure Bundles

□ □ □ □ □ □ **Preparation 1–6**, pages 6–12: 2 Treasure Bundles for each Preparation in which the PCs got at least 1 Preparation Point, up to six.

□ □ **Event 1**, page 15: 2 Treasure Bundles for destroying the undead spirits.

□ □ **Event 3**, page 17: 2 Treasure Bundles for defeating Wanikkawi.

CP Total	Level Range
8–14	5–6
16–18 (5+ players)	5–6
16–18 (4 players)	7–8
19+	7–8

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 above 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.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

PROTECTING THE FIRELIGHT



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? <input type="checkbox"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

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

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

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

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

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

PROTECTING THE FIRELIGHT

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Scenario #5-08: Protecting the Firelight

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You were invited to attend Niishan's Festival of Fire as honored guests! Part of your responsibilities include helping the town prepare for the festivities by ☐ preparing food, ☐ entertaining the children, ☐ hunting for herbs for the bonfire, ☐ enjoying the local hot spring, and/or ☐ assisting with talismans. During this, you were confronted by the land spirit Anohatsa and ☐ proved yourself to him or perhaps ☐ failed to convince him of your good intentions. Finally, the sun set, and it was time for you to guard the fire. You faced ☐ vicious, ☐ hateful, ☐ furious, or ☐ malicious spirits first, followed by ☐ fey spirits, ☐ giant spirits, or ☐ plant spirits. Once you finished handling the spirits, you were confronted by Wanikkawi, the mysterious fifth member of the original explorers! You were able to defeat him and wrap up his tale of ☐ undead horror, ☐ cruel fey, ☐ vicious giants, or ☐ hateful plants! You then presented Mayor Deyahi with the true story of Niishan's founding in the morning, before going on to enjoy the rest of the festival!

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 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 and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventure grants the following unique boon: **The Mayor's Luck.**

Rewards

Starting XP

XP Gained

Total XP

Experience

Starting GP

GP Gained

GP Spent

Total GP

Gold

Items

Notes

rhino hide brooch^U (level 5, 28 gp; *Pathfinder Adventure Path #170: Spoken on the Song Wind* 76)

swift block cabochon^U (level 7, 70 gp)

peachwood talisman^U (level 6, 40 gp; *Pathfinder Book of the Dead* 20)

escape fulu (level 7, 70 gp; *Pathfinder Treasure Vault* 77)

bloodseeker beak (level 4, 20 gp)

stormfeather (level 8, 100 gp; *Pathfinder Secrets of Magic* 176)

life salt (level 5, 25 gp; *Pathfinder Book of the Dead* 20)

grim trophy (level 7, 55 gp)

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: D8HD

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club