

PATHFINDER®



HILLCROSS ROUNDUP

By Nicole Heits

Bounty: 10

Level: 1

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6



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HILLCROSS ROUNDUP

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook* and *Pathfinder Bestiary 2*

Maps: *Pathfinder Flip-Mat: Ambush Sites Multi-Pack*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

A local druid, Xila, sends a call for help in rounding up a loose clutch of young stegosauruses. She intends to return them to their herd in the nearby lowlands. After the PCs assist her in collecting the dinosaurs, they realize that one of them is missing! The PCs must track down the missing nestling and lay to rest the creature that abducted it if Xila is to return the stegosauruses to the wild.

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ADVENTURE BACKGROUND

The Realm of the Mammoth Lords is a harsh region known across Golarion for its giants and megafauna. The nomadic Kellid tribes who brave such dangers to live in these treacherous lands have very few permanent settlements. The small tent city of Hillcross serves as a meeting place for Kellids and others traversing the largest pass through the Tusk Mountains, and it is a common waypoint for those traveling to or from the region.

One such traveler, **Xila** (NG female human Green Faith druid), recently passed through Hillcross on her way to return a clutch of young stegosauruses to their natural habitat in the hidden valleys of the Tusk Mountains. While most of the region is too cold and inhospitable for dinosaurs, some isolated areas draw warmth from thermal vents and volcanic activity, creating the perfect climate for dinosaurs and other megafauna. Xila has devoted much of her life to stopping poachers from killing or capturing the rare creatures for sale into domestic servitude. She paid a hefty sum to rescue these nestlings from trappers passing south through Hillcross.

Having located a suitable herd to help reintroduce the stegosauruses to the wild, Xila intended to set out from her camp near Hillcross this very day. Unfortunately, she discovered that someone—or something—destroyed their temporary enclosure overnight, and the curious hatchlings were running rampant! She sent a message to Hillcross, requesting immediate assistance in rounding up the herd, not yet realizing that a bugbear stole one of the hatchlings and carried it off into the harsh wilderness of the Realm of the Mammoth Lords.

GETTING STARTED

The adventure assumes the PCs recently arrived or have spent some time in Hillcross. The tent city is damp, and the air thick from a heavy rain that occurred the night before, but is still bustling with activity as folk of all kinds pass through.

As the PCs make their way through Hillcross, a tumultuous tapping grabs their attention. A woodpecker is quick at work, affixing a note to a wooden

WHERE ON GOLARION?

This adventure takes place near Hillcross, a permanent tent city nestled in the heart of the Tusk Mountains in the Realm of the Mammoth Lords. Hillcross serves as a meeting ground and haven for the nomadic Kellids and other travelers who dare to brave the icy reaches of the Tusk Mountains, which teem with giants and megafauna. More information about the Realm of the Mammoth Lords can be found on pages 108–109 of *Pathfinder Lost Omens World Guide*.



advertisement board. This note is a hastily scribbled message in Common, calling for help in rounding up stegosaurus nestlings just outside the city.

Urgent assistance requested! Young stegosauruses loose! Help me return them to the wild! Make haste to the outskirts of town, due west, then south between the two large boulders. Payment of gold provided in exchange for a successful roundup.

—Xila of the Green Faith

As the PCs read the note, the woodpecker hovers nearby. It attempts to gently lead them in the direction of Xila and her clutch of dinosaurs. If the PCs ask around Hillcross for assistance, passersby point them in the direction described.

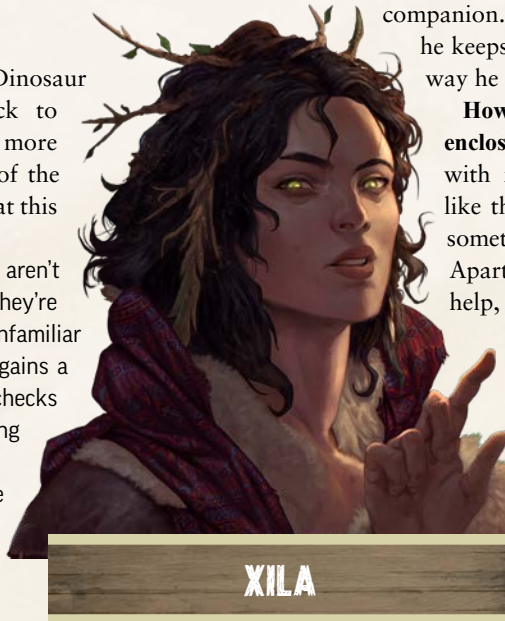
HILLCROSS ROUNDUP

DINOSAUR LORE OR NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 10 Dinosaur Lore or DC 15 Nature check to Recall Knowledge knows more about dinosaurs in the Realm of the Mammoth Lords. Remember that this check should be rolled secretly.

Success Young stegosauruses aren't especially intelligent, but they're curious and intrigued by unfamiliar sounds or movements. The PC gains a +1 circumstance bonus to any checks that use this knowledge during the roundup (see below).

Critical Failure Stegosauruses are carnivores and are best lured with various meats.



HERO POINTS

As the PCs set out, remind them that they each have 1 Hero Point available.

ROUNDUP!

By following the directions on the notice board, the PCs find themselves in a large clearing in a wooded valley to the west of town. It is here they find Xila, a haggard Kellid woman in a patterned cloak of several colors. She ignores the sticks tangled in her hair and the dirt on her face as she chases a juvenile stegosaurus through the mud. All around her, nearly twenty young stegosauruses romp across the clearing, play in pools of mud, and trample the ropes and stakes of a ruined animal pen. For each stegosaurus the woman successfully herds toward the enclosure, another storms out, excited to roam and play. When the PCs arrive, the woodpecker lands on Xila's shoulder, and she slumps away from the chaos to greet them.

Who are you/What do you want with these dinosaurs?

"I am Xila, a follower of the Green Faith. When I heard rumors circulating around Hillcross that this clutch was to be sold into captivity, I knew I needed to return them to the wild. As young as many of them are, I believed their herd must be in the nearby lowlands. I paid the trapper's fee, which was quite a sum, but money is nothing in comparison to their quality of life. I have kept them here while I searched the valleys. I found a herd nearby, with many young missing—it might even be their family. I intended to reunite them today, but this morning I discovered them like this. They're quite the handful."

Who is your bird friend? "This is Vik, my sole companion. We live quite the nomadic lifestyle; he keeps me company and helps in any small way he can."

How did the dinosaurs get out of their enclosure? "I was returning from Hillcross with fresh supplies and discovered them like this. They are usually quite calm, but something might have spooked them. Apart from taking a moment to send for help, I haven't had the opportunity to investigate."

How can we help? "Before I escort the young to their herd, I need to round them up and calm them down. There are far too many, and I'm exhausted. Please gather them up and bring them to me, without hurting them. While you're at it, see if you can find out how they broke free—I don't want to head into the wilderness

only to be set upon by some dangerous creature."

HERDING DINOSAURS

Some of the dinosaurs have their spines wrapped in rope from the makeshift enclosure, while others are stuck in the thick mud left by the night's heavy rain. Others simply run away from Xila as she tries to lure them to the enclosure, taking advantage of the space to play with each other. The young stegosauruses range in size from 1 to 2 feet tall, 3 to 4 feet long, and 30 to 100 pounds.

The roundup plays out over the course of 3 rounds, each representing about 5 minutes of activity. During each round, each PC can attempt a single DC 15 skill check to help herd the clutch (DC 13 for PCs using Dinosaur Lore). The players are free to use any skill so long as they can reasonably describe how their PC is using that skill in this situation. A PC might calm the dinosaurs using Nature, untangle ropes using Thievery, lure the curious dinosaurs with odd noises or gestures using Performance, pull stuck hatchlings from the mud using Athletics, or strengthen the enclosure using Crafting. The GM should encourage creative solutions and reward especially clever ideas or descriptions with a +1 circumstance bonus to the PC's check.

When a PC attempts the same skill check as they attempted in the previous round, they receive a -2 circumstance penalty to the check; they find their task more difficult as the dinosaurs grow weary of their efforts, sink deeper into the mud, run faster to avoid capture, and so on.

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Use the following results for each check a PC makes during each round, keeping track of how many Roundup Points the PCs earn as a group.

Critical Success The PC earns 2 Roundup Points for the group.

Success The PC earns 1 Roundup Point for the group.

Critical Failure The PC loses 1 Roundup Point for the group.

Investigating the Enclosure: During each round, a PC can investigate the area to discern how the stegosauruses broke free. The PC can forgo their check to herd dinosaurs that round and instead attempt a DC 16 Perception check to Seek. Alternatively, the PC can attempt both checks, but each check takes a -3 circumstance penalty due to the PC's divided attention. Remember that this check should be rolled secretly.

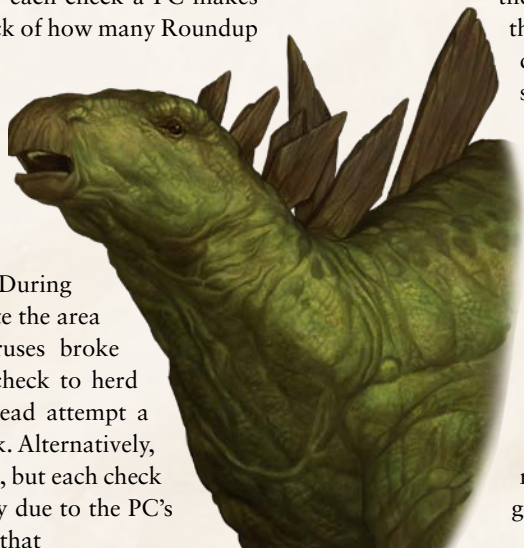
Critical Success The PC discovers the footprints of a clawed humanoid, larger than those of a human, and signs that part of the enclosure was hacked apart with a heavy blade. They notice that the creature who left the tracks lurked about the area for quite some time before making its move. The PC gains a +2 circumstance bonus to their initiative roll when they later encounter the bugbear.

Success The PC discovers the footprints of a clawed creature and signs that part of the enclosure was chopped or torn apart. The PC gains a +1 circumstance bonus to their initiative roll when they later encounter the bugbear.

Critical Failure The PC discovers signs that the stegosauruses forced their way out of the enclosure, likely out of boredom. The PC takes a -1 circumstance penalty to their initiative roll when they later encounter the bugbear.

If the PCs discover the tracks, Xila urges them to finish rounding up the dinosaurs before they investigate any further.

The Missing Dinosaur: After about twenty minutes, the party rounds up the dinosaurs and herds them into Xila's enclosure. She thanks the PCs, then begins counting the dinosaurs, tapping at sticks in her hair the way one might count on their fingers. She counts all the dinosaurs multiple times, with more urgency and desperation each time, and suddenly cries out in alarm, informing the PCs that one of the hatchlings is missing! The youngest and smallest dinosaur, who she affectionately calls Babs (the diminutive name of a hero of Kellid legend), is missing. If the PCs don't offer to do so on their own, Xila asks the party to fulfill



YOUNG STEGOSAURUS

their bounty by rescuing Babs so that she can reunite all of the young dinosaurs with the herd. While they search, she intends to stay behind to ensure that no more of the clutch goes missing.

Rewards: Xila promises to reward the PCs with gold when they return with Babs, and to help them in their search, she gives the party two *minor healing potions*. If the party earned 6 or more Roundup Points (9 or more points for groups of 5 or more PCs), they impress Xila with their resourcefulness and ingenuity. She gives the party two lesser eagle-eye elixirs in addition to the potions.

Development: If the PCs did not already discover the bugbear tracks, Xila searches the area with them—it is much calmer now that

the stegosauruses are back in their enclosure—and finds the tracks after about five minutes. Whether the PCs discovered the tracks, or Xila finds them after the roundup, she points out that they lead west, deeper into the wooded valley. She wonders aloud if the dinosaur thief may have captured more dinosaurs in addition to little Babs and asks the PCs to bring any other dinosaurs they might find with the thief back to her so she can help reunite them with their herds.

A. BUGBEAR'S LAIR MODERATE

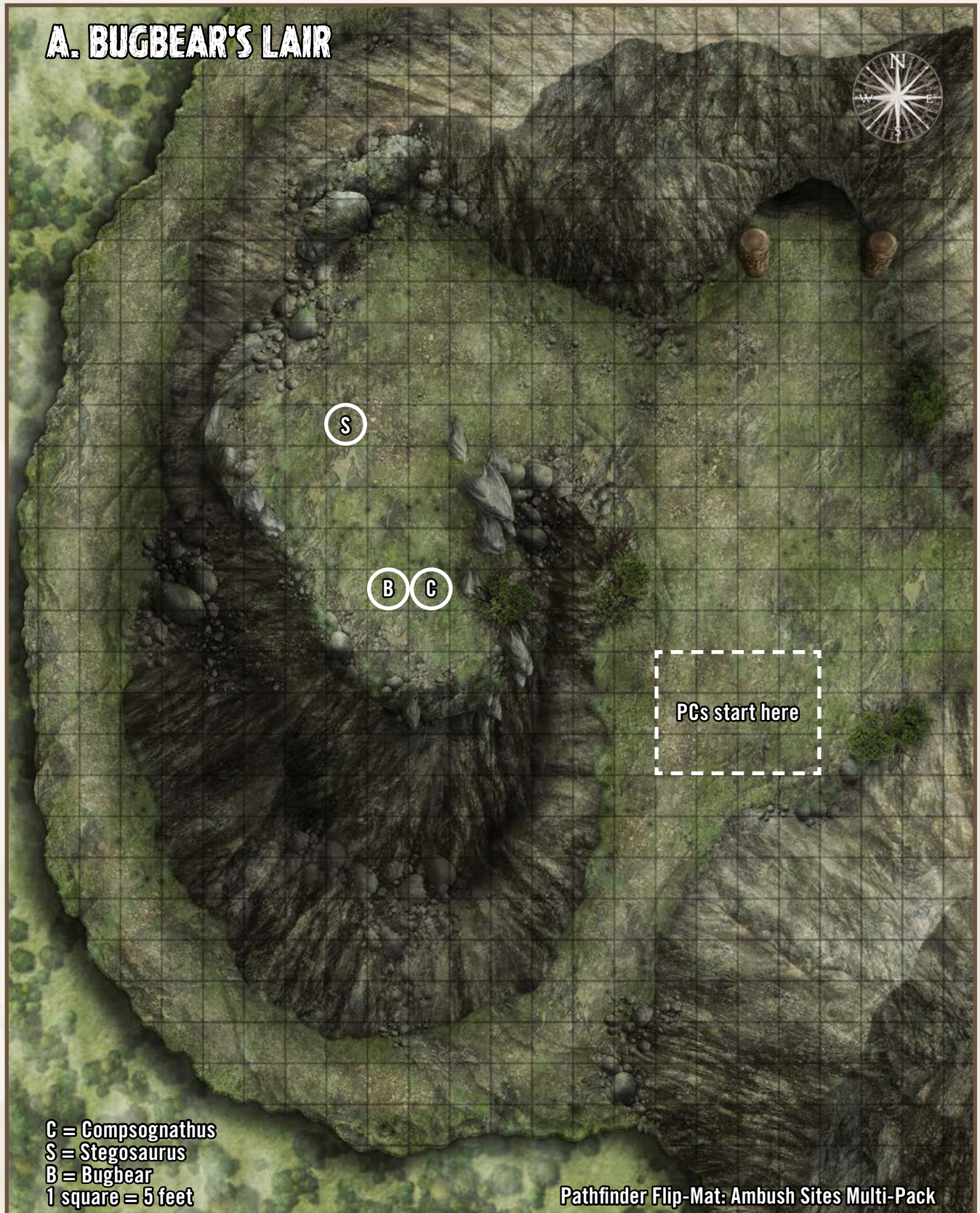
With the rest of the herd secure, the only stegosaurus still in danger is Babs. The bugbear that opened the enclosure did so to cause a distraction, allowing it to kidnap the smallest hatchling and skulk into the wilderness before anyone noticed the missing dinosaur.

SURVIVAL (TRACK)

One of the PCs can take the lead and attempt a DC 13 Survival check to Track the creature who kidnapped the hatchling to her camp, which is about 1 mile away. The results on page 7 assume that the speed of the PCs' group is 20 or 25 feet and that the PCs are moving at half speed to Track; if the PCs have a way to track faster (such as the Experienced Tracker skill feat), reduce the amount of time that tracking takes accordingly.

If none of the PCs are trained in Survival, the PCs can still find the path eventually—Babs gave the bugbear no small amount of trouble, leaving plenty of broken branches, trampled undergrowth, and churned mud

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along the trail. In this case, the PCs receive the results of a failed Survival check.

Critical Success The PC follows the tracks and, based on the lay of the land, discerns that they lead to a specific hill nearby. The PC also notices the tracks of a compsognathus near the camp.

Success The PC follows the tracks for one hour.

Failure The PC follows the tracks for two hours, but makes only one hour worth of progress due to briefly losing the bugbear's trail.

PCs who are not Tracking can choose different exploration activities (*Core Rulebook* 479–480) as they travel through the wilderness. The ground is drier as they ascend the hill. When the party is within sight of the top of the hill, they find gruesome decorations framing the lair's entrance. Bones and body parts of various animals hang from ropes and sinew in front of crude paintings of dried blood depicting the skeletons of mammoths and dinosaurs.

When the PCs ascend to the top of the slope, they see the kidnapped stegosaurus, Babs, tightly lashed to a massive wooden stake a short distance west, toward the hill's face. The hatchling is unharmed, but frightened. He strains against his restraints and begins letting out throaty cries when he sees the PCs.

Creatures: A bugbear named Glorzia makes forays into the surrounding area from this hilltop lair, delighting in capturing, tormenting, and eating increasingly dangerous prey. She captured Babs with the intention of using the young dinosaur to lure adult stegosaurus away from their herd and trap them. This is not Glorzia's first time preying upon local dinosaurs. She captured some young from a herd of compsognathuses recently, one of which she has begun training to fight with her.

If the PCs took 2 hours to reach the lair, Glorzia noticed them traveling through the woods, and crouches at the edge of the hilltop, using Stealth to ambush them when they come within 25 feet. If they reached the lair in 1 hour or less by succeeding or critically succeeding on the Survival check to Track, she doesn't notice them until they ascend the hill, and she's standing at the same location, shouting insults at the troublesome stegosaurus.

Glorzia always keeps one hand free so she can grapple foes and knock them down, bellowing fearsome threats to any who dare to harm or impede her. While she may be strong enough to hurl foes from the hilltop, she loves the sound of a sword cutting through flesh and prefers finishing off prone or weakened enemies with her blade. She has no interest in giving up the stegosaurus or shaming herself by surrendering.

SCALING ENCOUNTER A

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

Five PCs: Increase the bugbear's Hit Points by 15.

Six PCs: Increase the bugbear's Hit Points by 15 and add a second compsognathus to the encounter. This dinosaur follows the same tactics as the original compsognathus and can be convinced to follow the PCs with the same check.

The compsognathus fights the PCs until it's injured, or until Glorzia falls; in either of these cases, the dinosaur retreats to a nearby rocky crevice to hide and no longer attacks the PCs under any circumstances.

COMPSOGNATHUS

CREATURE -1

N **TINY** **ANIMAL** **DINOSAUR**

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Stealth +6

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

AC 15; **Fort** +4, **Ref** +7, **Will** +4

HP 8

Speed 30 feet, swim 15 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus compsognathus venom

Compsognathus Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage and enfeebled 1 (1 round)

GLORZIA

CREATURE 2

UNIQUE **NE** **MEDIUM** **GOBLIN** **HUMANOID**

Perception +7; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6

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

Items bastard sword, javelin (3), leather armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 34

Speed 25 feet

Melee ♦ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing

Melee ♦ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing

Bushwhack ♦ Glorzia Strides up to 10 feet and attempts to Grapple a creature she's undetected by. If she succeeds, she also deals fist damage to that creature.

Mauler Glorzia gains a +3 circumstance bonus to damage rolls against creatures she has grabbed.

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Development: Once the PCs defeat Glorzia, they can rescue Babs. The young dinosaur is afraid, but the PCs can calm her with a DC 15 Nature check. Whether she's calm or not, the PCs have no trouble using the leash to guide her back to Xila.

Additionally, the PCs can easily follow the compsognathus to the crevice where he is hiding. The PCs can coax the frightened creature to leave the crevice and follow them with a successful DC 15 Nature check—if the PCs fail, he continues to cower until the PCs leave.

While the PCs may have some trouble calming the dinosaurs on their own, Xila isn't far. If the PCs think to send for the druid, she agrees to help, so long as they stay by the dinosaur pen to mind the other stegosauruses in her stead. Xila automatically succeeds at her skill checks to calm the dinosaurs, making for a peaceful walk back to the dinosaur pen.

CONCLUSION

After defeating Glorzia, the PCs can return Babs to Xila, who rewards them with 4 gp each. Due to the PCs' quick thinking and bravery, she can reunite the wayward clutch with their family in the rest of the valley. She invites the PCs to tag along when she returns the clutch; if the PCs take her up on the offer, they witness a heartwarming reunion. If the PCs rescued the compsognathus as well, she assures them that while finding this little dinosaur's pack may take longer, she's certain she'll be able to. When the PCs depart, Xila bids them farewell and wishes them luck on their future adventures.

OBJECTIVE

The PCs fulfill their objective if they round up the dinosaurs, defeat the bugbear, and rescue Babs. For home groups, award 100 XP to your players, which includes their awards for overcoming the challenges and foes in the adventure. Pathfinder Society GMs, see Organized Play (page 10) for determining appropriate rewards.

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APPENDIX: GAME AIDS



Stegosaurus Bounty
Young Stegosaurus



Xila



Pathfinder Bounty

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this adventure for Pathfinder Society credit earn a Chronicle Sheet. If the PCs return the hatchling stegosaurus, Babs, to Xila, having successfully overcome the bugbear, they earn 4 gp each. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

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Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
			Fame Earned:

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

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		Items Sold / Conditions Gained			Starting XP					
		TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box			Final XP					
		Items Bought / Conditions Cleared			Starting GP					
		TOTAL COST OF ITEMS BOUGHT			GP Gained					
Notes					Items Sold					
					GP Spent					
					Total GP					
<div>FOR GM ONLY</div> <table border="0"> <tr> <td>EVENT</td> <td>EVENT CODE</td> <td>DATE</td> <td>Game Master's Signature</td> <td>GM Organized Play #</td> </tr> </table>						EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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