

PATHFINDER SOCIETY®

Year of Factions' Favor



DOWN THE VERDANT PATH

By Scott Sharplin



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HOW TO PLAY

Pathfinder Society Scenario #9-14: Down the Verdant Path is a Pathfinder Society Scenario designed for 1st- through 5th-level characters (Tier 1-5; Subtiers 1-2 and 4-5). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at paizo.com/pathfinderSociety.



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GM RESOURCES

Down the Verdant Path makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 5*, and *Pathfinder RPG Ultimate Equipment* (UE). All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

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DOWN THE VERDANT PATH

By Scott Sharplin



Bards and sages claim that residents of the First World fear only two things: exile and ennui. The gods abandoned the primordial First World after using it as their rough draft for the Material Plane, so the souls of slain inhabitants now linger and rejuvenate. But an exiled First World native fears death like any other mortal. And whereas boredom is unthinkable within the infinite and ever-changing First World, it can become lethal for those who are cast out of it. The most famous exiles, the gnomes who now inhabit the Material Plane, can succumb to the Bleaching—a gradual loss of charisma and color that ends in melancholy oblivion.

Decades ago, a First World gnome named Azure faced both fears simultaneously. The flamboyant sorcerer ran afoul of Ng the Hooded, one of the godlike Eldest who guards the plane's most esoteric treasures. A notorious daredevil, Azure infiltrated Ng's Vault of Seasons to steal four bell jars containing the primal elemental recipes that produced Golarion's four seasons. Instead of collecting the prototypes for winter, spring, summer, and fall, Azure managed only to lay fingers on some shards from a shattered jar that once contained a mysterious fifth season. For this affront, Ng summoned a band of legendary fey hunters to capture the thief. Then Ng drained Azure of color, both figuratively and literally, and exiled the gnome to Golarion, sentencing them to slow death by Bleaching.

Azure's life became the stuff of gnomish nightmares. Any time the ensorcelled albino acquired a speck of color, whether through dyes, tattoos, or gaudy vestments, the curse of the Eldest would render that shade dull. Azure roamed Golarion, desperately hoping that any connection to the stolen palette might draw the two together across the planes. Miraculously, while exploring the Verduran Forest in northern Andoran, Azure found a weakness in the weave between worlds, and sensing the palette was close by on the other side, used what little fey magic they had left to open a rift to the First World.

Yet Azure's first foray back to the First World confirmed the gnome's fears: although the palette bag was close indeed, the wild hunt that had caught Azure the first time was guarding it. So, despite the pull of the long-lost hues,

Where on the Planes?

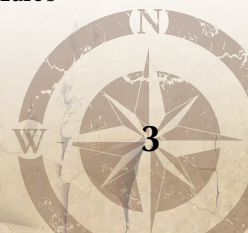
Down the Verdant Path begins on Golarion, in the town of Bellis in northeastern Andoran. The PCs explore a nearby area of the Verduran Forest, then cross into the First World. They land in the Whirlwood, a forest near the perilous and ever-shifting region known as the Quickening.

For more information about Andoran or the First World, see *Pathfinder Campaign Setting: Andoran, Birthplace of Freedom* and *Pathfinder Campaign Setting: The First World, Realm of the Fey*. These books are available in bookstores and hobby shops everywhere and online at paizo.com.



the sorcerer resolved to wait. They knew as long as the rift remained open, the First World's chaotic magic would continue to seep out and affect the local environment. With luck, some curious explorers would investigate the effects—and perhaps take enough pity on the pathetic gnome to help restore them to their vibrant former self.

Azure's luck would not disappoint. The Concordance, a group concerned with the balance of elemental forces, has an active interest in both planar disturbances and unorthodox weather. In collaboration with the Concordance, the Pathfinder Society has decided to answer Azure's unorthodox distress call.



Skill Check DCs

Instead of listing all skill check DCs during this scenario, skills checks are assigned a difficulty: Easy, Average, or Hard. Feel free to reward creative solutions and uses of skills that are not directly mentioned in the investigation, using the provided skill DCs as a guide.

Subtier	Easy	Average	Hard
1-2 (4-player adjustment)	10	13	16
1-2	12	15	18
4-5 (4-player adjustment)	13	16	19
4-5	15	18	21

SUMMARY

The PCs sail into Bellis along the Sellen River and, following written orders from Venture-Captain Brackett, locate a semi-retired Pathfinder agent named Falbin who reported bizarre natural phenomena in the nearby Verduran Forest. Together with Falbin and Jamila, a janni from the Concordance of Elements, the PCs leave Bellis to explore an area of the forest where autumn inexplicably transforms to tropical summer. Along the way, the PCs come across a strange pair of frogs from the First World.

In the abandoned settlement of Deepstead, the party meets Azure, the gnome sorcerer who created the rift. Azure begs the PCs to cross over and retrieve the magically extracted palette that would restore their color and vivacity, saving them from death by Bleaching. They claim this is the only way to seal the rift, which otherwise threatens the entire forest. Following Azure's directions, the PCs perform a bizarre ritual in a nearby well, emerging in a First World region called the Whirlwood. Here, because of the planar breach, unnatural winter has taken hold. A local hunter spots the PCs and attacks them, accusing them of causing the disruption.

Exploring past the edge of the breach's effects, the PCs enter a region where the seasons shift with unsettling speed. They find a conspicuous mound of vegetation containing numerous bundle bags, one of which contains Azure's magically removed colors. The vegetation also conceals a deadly challenge. The sound of conflict between the PCs and this threat summons the guardians of the forest: the wild hunt that long ago ran Azure to ground.

This wild hunt lacks the spirit of cooperation that makes such cohorts legendary. They bicker over how to deal with the thieves, giving the PCs a chance to influence the nature of the encounter. Whether they fight against the wild hunt, help that group regain their camaraderie, or even join their numbers, the PCs eventually return to the site of the rift, crossing back to the Material Plane with Azure's lost palette in hand.

When the PCs return to Bellis, they encounter Ashasar, a high-ranking member of the Concordance. He debriefs the PCs about the seasonal phenomena they observed while in the First World, congratulating PCs who already belong to the Concordance and urging others to consider joining the newest Pathfinder faction.

GETTING STARTED

The scenario begins as the PCs arrive in Bellis via riverboat. Venture-Captain Brackett of the Almas Lodge has provided a letter explaining the mission. Give the players the **Handout** (see page 23). Read or paraphrase the following to begin the adventure.

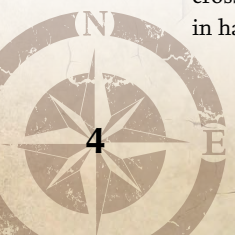
The Sellen River bears a multicolored blanket of fallen leaves upon its broad surface, but the *Freewind's* bow scatters them as it glides towards Bellis. Though the logging season has ended, the town still buzzes with life.

Bellis is a small but thriving town whose inhabitants produce lumber, honey, beeswax, and mead. PCs wishing to purchase goods here can readily find any items costing 1,500 gp or less. After the PCs disembark, they can quickly find Falbin with either an Easy Diplomacy check to gather information or an Average Perception or Survival check to track the aromas of his bundle of herbs. PCs who spend more than 4 hours in town bump into Falbin regardless of any skill checks.

Falbin (N male gnome expert 4) stands on the steps of the Bellis Library, arguing with a stately female humanoid with gold eyes and intricate henna tattoos. A bird with magnificent plumage perches on the woman's shoulder. The PCs overhear part of their debate before either NPC notices their approach; specifically, they hear Falbin insisting, "The druids are to blame, I'd bet anything," while the woman shakes her red mane, saying, "Think bigger! There's more to this than your old grudges."

The woman is **Jamila** (N female janni aristocrat 1). She is a member of the Pathfinder Society's latest faction, the Concordance of Elements, a group dedicated to the balance among the elements. Venture-Captain Brackett sent Jamila to Bellis, and her natural *plane shift* ability allowed her to arrive several days before the PCs.

Jamila and Falbin suspend their argument to greet the PCs, extending particularly warm welcomes to any they know personally. If any PCs played *Pathfinder Society Scenario #3-05: Tide of Twilight*, Falbin thanks the PCs again for rushing in to save him and put out the flames in his garden before his house burned down. Jamila recognizes PCs who have played *Pathfinder Society Scenario #3: Murder on the Silken Caravan* for helping her lay Venture-Captain Targos to rest, and tells them that she named her bird companion Targos in his honor. If any PCs have played a scenario in the Tyranny of Winds trilogy (*Pathfinder Society Scenario #8-08: The Sandstorm*





Prophecy, *Pathfinder Society Scenario #8-10: Secrets of the Endless Sky*, or *Pathfinder Society Scenario #8-12: Caught in the Eclipse*), Jamila tells those PCs that their presence here today is particularly meaningful. She earnestly explains that if anyone were to hold a grudge against the Concordance for the initial misunderstandings and mistrust between them and the Pathfinder Society, it would be those agents who had to deal directly with the fallout. If none of the PCs played these scenarios, Jamila does not introduce herself as a janni, but merely as a friend of Ashasar, the chief liaison between the Pathfinder Society and the Concordance.

After introductions, Falbin and Jamila answer any questions. Questions the PCs might ask, and the NPCs' possible answers, include the following.

What do you know about strange weather in the Verduran Forest? Falbin says, "I saw it, clear as my own nose, and felt it on my gooseflesh. About 3 miles south of Bellis—a fine spot to gather pokeroot, even in autumn—everything suddenly gets hot. Summery. I dare say, even tropical! The flora overflows. It's a jungle out there!"

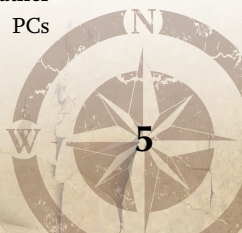
What do you think is causing it? Falbin goes to answer, but Jamila raises a hand to cut him off, "We don't know enough to hazard a guess. That's why you're here—although I hope you don't mind if I accompany you. An extra pair of eyes can't hurt."

What are your theories? If pressed, Falbin and Jamila reveal their competing theories. Falbin says, "I've tangled with a rank crop of druids from Briar Henge, east of here. It's just like that rotten lot to go mucking with the seasons." If any PCs have played *Pathfinder Society Scenario #3-05*, he appeals to them directly. "You saw firsthand how nasty those druids could be, the way they tried to turn people into beasts with that stupid scrap of magical bark. You're with me on this, right?" But Jamila counters, "It's a rift. A portal between planes. I lack proof, but I'd bet good money that's what we're dealing with."

If the PCs press for more information, Jamila politely insists the PCs observe and judge for themselves. Falbin plans to guide the PCs to the verdant zone, and Jamila hopes to tag along, though both say they prefer to leave the fighting to the PCs. Their dispute about the verdant zone remains amicable for now, unless the PCs stoke the debate by taking sides. In that case, the events described under *Friendly Wagers* (see page 6) occur here in Bellis rather than along the way to Deepstead.

Diplomacy (gather information) or Knowledge (local or nature)

PCs may also learn more about the region and the recent weather phenomena using either Diplomacy (gather information) or Knowledge (local or nature). If the PCs



ask Falbin for help, he recommends some local experts, granting PCs a +5 circumstance bonus on their Diplomacy checks. PCs receive a +5 circumstance bonus on their Knowledge checks if they consult the books in the Bellis Library. They learn all of the information listed below whose DC is less than or equal to the result of their check.

10+: The vast Verduran Forest teems with druids, fey, and treants, many of whom clash with the Andoran-based Lumber Consortium over their clear-cutting practices.

15+: One reason for the Verduran's high population of fey is the thin border between the forest and the First World, a plane of reality where fey can live forever.

20+: Enclaves of druids perennially cause trouble for loggers in the Verduran Forest. Although the most feared cabal are the Primordial Ones, a feral gang from Briar Henge has been sniffing about the woods to the east, transforming into giants and ambushing loggers.

25+: The forest's fabled affinity with the First World sometimes attracts those who wish to exploit extraplanar magic. Tales tell of hapless arcanists who open gates to the First World only to unleash more than they bargain for. These gates are often accompanied by sudden and fantastical spurts of growth among the local flora and fauna that planar scholars refer to as blooms.

TOWARD THE VERDANT ZONE

Falbin states that the edge of the weather phenomenon is 6 miles south of Bellis. This would be a 2-hour walk if the PCs stick to the well-trodden hunting trails. If any of the PCs belong to the Concordance faction, Jamila takes this time to recruit them for an additional mission. Read or paraphrase the following.

"Ashasar wanted to be here in person," says Jamila, watching as her colorful pet bird circles overhead, "but his new duties as liaison to the Pathfinder Society find him full of cares. Still, he sent me in particular, partly to sing the virtues of the Concordance to new Pathfinders—and I'd treasure your help with that chore, to be sure.

"But there's more at stake here. Now that the Concordance is settling in on Golarion, Ashasar craves knowledge about the elemental forces that form this world's atmosphere. To those native to the Elemental Planes, the seasons that are so familiar to you are a symphony of mysteries. This strange region of Falbin's, with its bizarre weather, promises insight for us, especially if a planar portal is involved.

"This mission is a chance to impress Ashasar," she confides, her gold eyes glittering. "Anything you can recover pertaining to the four seasons would please him immensely. He's very hands-on; he prefers physical evidence to mere theories."

Notes about which items the PCs can collect to fulfill this mission appear throughout the scenario.

Friendly Wagers

When the PCs are about 2 miles out from Bellis, Falbin and Jamila rekindle their debate about the verdant zone's origins. The gnome soon becomes so firmly convinced that the Briar Henge druids are responsible that he wagers 150 gp on this theory. Jamila agrees, staking a large tourmaline gem of the same value against Falbin's bet.

Caught up in the excitement of gambling, Falbin prods each of the PCs to back his theory, and challenges any doubters to additional bets. Both NPCs are so confident in their theories that they are willing to pay out far more than what the PCs bet against them. Falbin wagers one tangleburn bag (*Pathfinder RPG Ultimate Equipment* 109) against a stake of 50 gp. If any PCs agree with Falbin, the gnome urges them to bet against Jamila too—a challenge the janni confidently accepts, staking one scroll of elemental speech (*Pathfinder RPG: Advanced Player's Guide* 218) against any bet of 50 gp. In Subtier 4–5, the NPCs sweeten the pot, with Falbin adding a potion of remove disease and Jamila adding a potion of haste if the PCs wager a total of 250 gp. Each NPC accepts a maximum of three bets from the PCs—beyond that point, the NPCs simply do not have the resources to pay out bets.

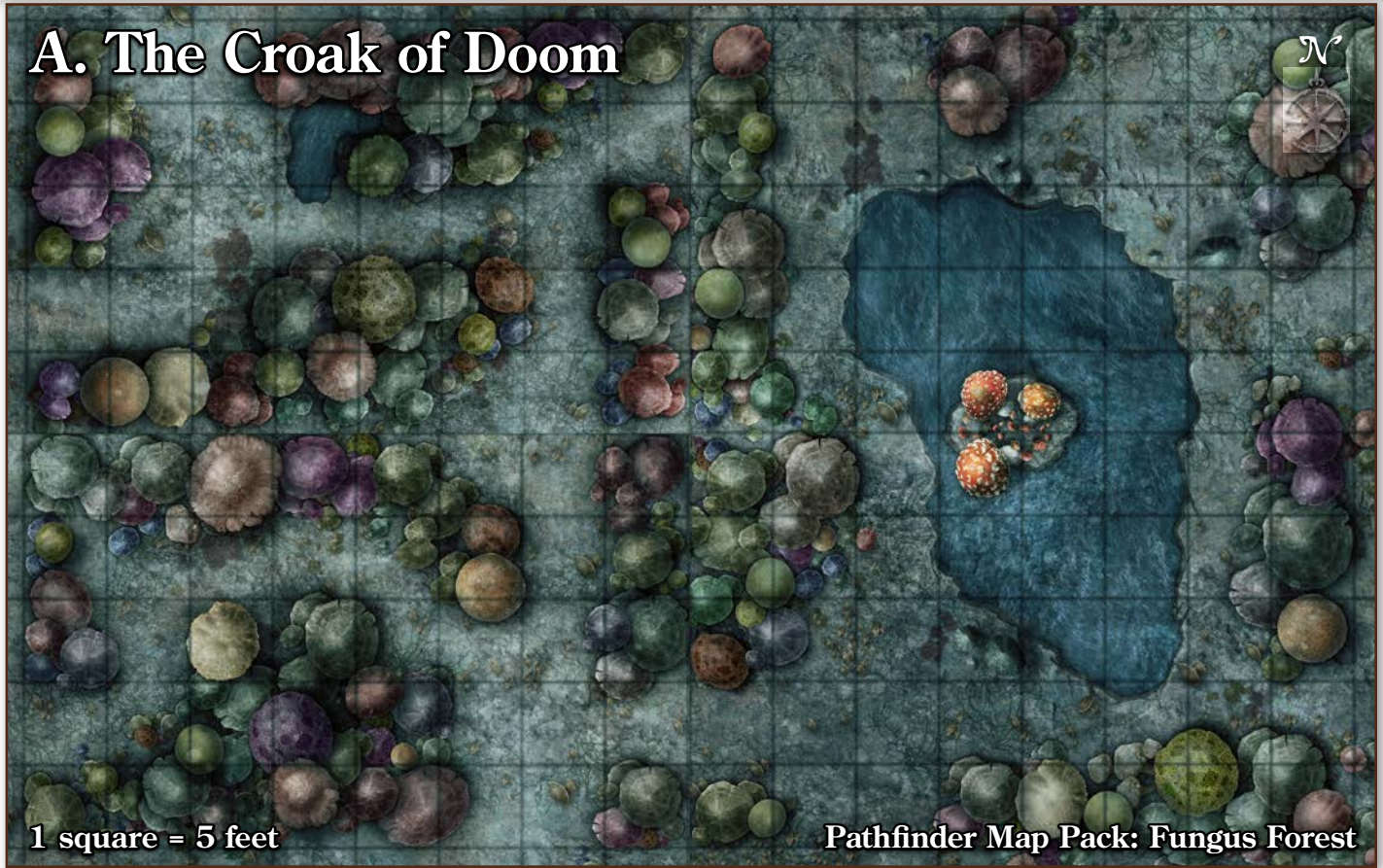
As soon as all competitors shake hands, Falbin and Jamila urge their fellow stakeholders to acquire evidence to support their claims. As the PCs proceed, they can attempt specific skill checks to gather evidence. As soon as the PCs find three clues to support either theory, Falbin and Jamila declare a winner. If the PCs don't find enough clues, or if they find three clues for each theory, the encounter with Azure serves as a tiebreaker in favor of Jamila's theory.

If any PCs played *Tide of Twilight*, the group already has reason to doubt Falbin's explanation. First, during that adventure, the PCs defeated several members of the Briar Henge cabal, and learned that the group's interests were centered firmly around transformation and embracing their bestial natures. They did not see evidence that the group had any interest in the weather. Furthermore, they know that the druid's henge is actually quite far from this location, over 100 miles away through forested terrain. With this knowledge, the PCs need to find only two clues to support Jamila's theory.

Development: Even before reaching the verdant zone, the PCs may find clues. A PC who makes a successful Average Knowledge (nature or planes) check notes cloud formations spiraling unnaturally to the south, a phenomenon which often occurs near planar disturbances; Falbin admits this counts as evidence against his theory. But PCs who succeed at Average Perception or Survival checks spot large humanoid footprints in the mud, which Falbin associates with the shapechanging druids of the Briar Henge. They are, in fact, spriggan tracks, and are unrelated to the verdant zone. Jamila concedes this clue counts in Falbin's favor.



A. The Croak of Doom



Rewards: If the PCs do not place any bets with Falbin or Jamila, and they do not find enough evidence to substantiate either NPC's theory before reaching Azure (see Dolor at Deepstead on page 9), reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 37 gp.

Out of Subtier: Reduce each PC's gold earned by 131 gp.

Subtier 4–5: Reduce each PC's gold earned by 225 gp.

Fall Turns to Summer

When the PCs are 2 miles south of Bellis—1 mile closer than Falbin anticipated—the landscape changes. Chilly fall winds become balmy zephyrs, and bare trees yield to junglelike growth. Falbin points out flourishing plants that have no business growing in this climate. Although the undergrowth sometimes covers the path, it has not progressed enough to create difficult terrain.

Development: With successful Average Knowledge (geography or planes) checks, PCs can calculate the rate of the verdant zone's expansion. Jamila confirms the rate is consistent with recorded examples of blooms surrounding rifts to the First World, a point against Falbin's theory. But PCs succeeding at Average Knowledge (arcana) or Spellcraft checks notice that the vines underfoot closely resemble an augmented version of *entangle*, a favorite spell among druids. Jamila admits this clue counts against her theory.

A. THE CROAK OF DOOM (CR 3 OR CR 6)

Shortly after the PCs enter the verdant zone, they reach a clearing where shaggy mushrooms sprout up to 5 feet tall. The soil here is gray, a stark contrast to the normal brown soil in the surrounding area. A few pools of water dot the landscape, each roughly 6 feet deep. Squares with mushrooms in them are difficult terrain.

Creatures: Two enormous frogs hunt for prey among the overgrown mushrooms. They have bright, corkscrew-shaped tongues and skin that changes color constantly. The larger of the frogs is the father of the other.

PCs who succeed at a Hard Sense Motive check can tell that the frogs seem to be talking to each other. If the PCs mention this observation aloud, Jamila casts *speaking with animals* and translates the frog's speech during the combat (see During Combat in the frog's statistics). She then plays up how awful the PCs taste, giving the frogs a –2 penalty on their attack rolls for 1 minute. If a PC uses *speaking with animals* to assist her in describing their awful taste, the frogs instead gain the sickened condition for 10 minutes.

Falbin knows little about fighting, and Jamila would rather let the PCs practice their skills than defeat the frogs for them. However, if the PCs are in dire straits, Jamila enters the fight, ascending out of the frogs' reach with her natural 15-foot fly speed and peppering them with arrows until they fall. (Note that Jamila may already have given the PCs her *potions*



Scaling the Croak of Doom

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: The junior frog is particularly reluctant to eat the PCs. It does not use its tongue attack, the grab on its bite, or its swallow whole ability.

of *haste* or *scrolls of elemental speech* in Friendly Wagers on page 6, in which case she doesn't have them now.) Falbin attempts to stabilize fallen PCs as long as he can stay out of the frogs' reach (Heal +5).

Both Subtiers

JAMILA

Female janni aristocrat 1 (*Pathfinder RPG Bestiary* 141)
N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +2 Dex, +1 dodge, +1 natural, +3 shield)

hp 60 (7 HD; 1d8+6d10+22)

Fort +8, **Ref** +8, **Will** +6

Resist fire 10

OFFENSE

Speed 20 ft., fly 15 ft. (perfect)

Melee +1 *longsword* +12/+7 (1d8+6/19–20) or dagger +11/+6 (1d4+5/19–20) or

Ranged mwk composite longbow +9/+4 (1d8+3/×3)

Special Attacks change size

Spell-Like Abilities (CL 8th; concentration +10)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

STATISTICS

Str 20, **Dex** 14, **Con** 15, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +6; **CMB** +11; **CMD** 24

Feats Combat Reflexes, Dodge, Improved Initiative^B, Mobility, Toughness

Skills Acrobatics –3 (–7 to jump), Appraise +10, Diplomacy +12, Fly +15, Handle Animal +8, Knowledge (local) +6, Knowledge (planes) +12, Linguistics +7, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +1

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ elemental endurance

Combat Gear *potion of cure light wounds*, *potions of haste* (3; Subtier 4–5 only), *scrolls of elemental speech*^{APG} (3);

Other Gear +1 chainmail, +1 heavy steel shield, +1 longsword, daggers (2), mwk composite longbow (+3 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +1, tourmalines

Subtier 1–2 (CR 3)

FIRST WORLD GIANT FROG (2)

CR 1

First World giant frog (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 57, *Pathfinder RPG Bestiary* 135)

N Medium animal (fey)

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 each (2d8+6)

Fort +6, **Ref** +6, **Will** –1

Resist cold 5, electricity 5; **SR** 6

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab), tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 ft.), swallow whole (1d4 bludgeoning damage, **AC** 10, 1 hp), tongue

TACTICS

During Combat The First World frogs' rudimentary intelligence allows them to maintain a conversation while attacking.

Anyone who uses *speak with animals* determines that the frogs are father and son, and the father is trying to convince his son to eat a healthy meal (that is, the PCs) despite how bad they taste.

Morale The frogs believe they are still in the First World, so they think they are effectively immortal; they fight to the death.

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 6, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 to jump), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics, +4 Stealth

SQ first world rejuvenation

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Subtier 4–5 (CR 6)

FIRST WORLD GOLIATH FROGS (2)

CR 4

First world advanced goliath frog (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 57, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary* 5 117)

N Large animal (fey)

Init +3; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 42 each (4d8+24)



DOWN THE VERDANT PATH

Fort +10, **Ref** +9, **Will** +3

Resist cold 5, electricity 5; **SR** 9

OFFENSE

Speed 30 ft., climb 20 ft., swim 30 ft.

Melee bite +8 (2d6+9 plus grab), tongue +8 (grab plus pull)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks fast swallow, pull (tongue, 5 ft.), swallow whole (1d6 bludgeoning damage, **AC** 13, 4 hp), tongue

TACTICS

During Combat The First World frogs' rudimentary intelligence allows them to maintain a conversation while attacking. Anyone who uses *speak with animals* determines that the frogs are father and son, and the father is trying to convince his son to eat a healthy meal (that is, the PCs) despite how bad they taste.

Morale The frogs believe they are still in the First World, so they think they are effectively immortal; they fight to the death.

STATISTICS

Str 23, **Dex** 17, **Con** 22, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)

Feats Lightning Reflexes, Skill Focus (Acrobatics)

Skills Acrobatics +14 (+22 to jump), Climb +18, Perception +10, Stealth +7, Swim +14; **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth

SQ first world rejuvenation

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Treasure: An eye-catching collection of glittering rocks rests by the side of the pond, stored inside a floppy hat. While most of the stones have little material value, one of them is a *pearl of power* (1st level). In Subtier 4–5, the hat is actually a *buffering cap* (*Pathfinder RPG Ultimate Equipment* 240).

Development: With a successful Average Knowledge (nature or planes) check, a PC identifies the frogs as fey creatures from the First World—a clue in Jamila's favor. But PCs who succeed at Average Knowledge (history or local) checks recall that Briar Henge druids often employ giant-sized versions of animals—evidence in Falbin's favor.

Faction Notes: PCs in the Concordance Faction may suspect that the frogs' chameleonlike skin contains properties that respond to seasonal changes in the First World. A PC who succeeds at an Average Heal check collects a sample of sufficient quality to interest Ashasar.

Rewards: If the PCs do not defeat the frogs, including if they rely upon Jamila to shoot the frogs down from the air, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 166 gp.

Subtier 4–5: Reduce each PC's gold earned by 250 gp.

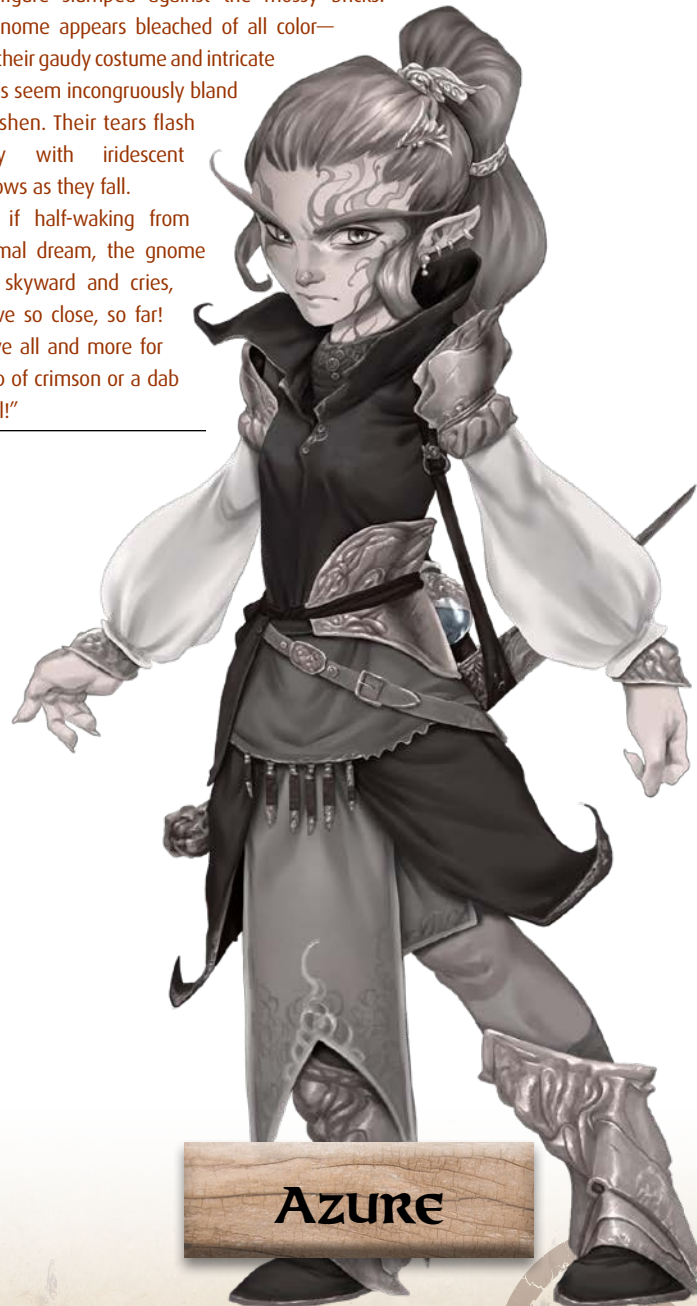
DOLOR AT DEEPSTEAD

After another mile of travel through increasingly tropical conditions, the party arrives at Deepstead, a long-abandoned elven settlement whose only remaining structure is a low stone well. As PCs approach the well, read or paraphrase the following.

The riotous jumble of ferns and fungi gives way to a glade with a low stone well at its heart. Wet, warbling sobs escape from a small gray figure slumped against the mossy bricks.

The gnome appears bleached of all color—even their gaudy costume and intricate tattoos seem incongruously bland and ashen. Their tears flash briefly with iridescent rainbows as they fall.

As if half-waking from a dismal dream, the gnome looks skyward and cries, "A love so close, so far! I'd give all and more for a drop of crimson or a dab of teal!"



AZURE

Creatures: **Azure** (CN nonbinary gnome sorcerer 6) is an exile from the First World. They greet the PCs as potential heroes, though even in hope, the gnome blubbers and groans, sometimes struggling to finish obvious words or phrases until prompted by a PC. Azure answers the PCs' questions amid sniffles and sighs.

Who are you? "Azure, as I'm sitting here, but blue of a different hue without my palette. But it's nearby, just on the other side. In my grayest hour, I'd welcome knights of any shade. Maybe you?"

What/where is your palette? "There's a hole here, to the many-splendored First World. I confess my heartbreak tore it open. You see, long back, one of the Eldest caught me borrowing a bauble or two, and knowing I'm nothing without my indigo and verdigris, he plucked them right out of me and stuffed them into a bindle bag! Now it's ever so close, but I'm too yellow to cross!"

What do you know about the strange weather? "You caught me red-handed. It must be First World weather oozing through. It's probably strange on the other side, too. Here it'll get forever greener, I warrant. I hope you like sunburn. Oh, I miss sunburn!"

How do we close the rift? "If it was yearning for my colors that made it be, then as long as I'm bleached, it's sure to stay. Ah, what does it matter? I'll fade to nothing in a day or two."

What can we expect on the other side? "I peeped through once, but the wild hunt nearly spotted me. They first caught me, back before, and beat me black-and-blue. Now they guard the Bramble Bank, in the Heartgrove, where my palette hangs. Be wary of those wily ones from the moment you cross through!"

Treasure: As soon as the PCs agree to help Azure, the lachrymose gnome offers a reward up front: a *scroll of hallucinatory terrain*. At the higher subtier, Azure adds a pair of *gloves of larceny* (*Pathfinder RPG Ultimate Equipment* 237).

Development: Jamila concurs with Azure that if the gnome's extreme longing for the palette bag opened the rift, then reuniting them should enable its closure. She volunteers to stay behind to compose a ritual for sealing the rift once the PCs return with the color bag. Falbin has no desire to explore the First World, saying, "An aunt of mine crossed over once. She came back with a thick mustache, and bluebells growing from her ears."

If the PCs haven't yet resolved the bets from Friendly Wagers (see page 6), Azure's story conclusively proves Jamila's theory. If the PCs found all three clues supporting Falbin's theory first and have already settled bets, the NPCs agree it best to honor those payments, even after learning the truth from Azure. The NPCs suggest that everyone settle the bets before the PCs enter the rift. Falbin dances around his reasoning, "Just in case, you know.... just in case something happens." Jamila is more positive and direct,

"These items will do you more good than gold in there. I look forward to seeing you when you return."

Rewards: If the PCs do not agree to help Azure, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 58 gp.

Out of Subtier: Reduce each PC's gold earned by 162 gp.

Subtier 4–5: Reduce each PC's gold earned by 266 gp.

CROSSING OVER

When the PCs are ready to enter the First World, Azure mournfully explains that the rift is inside the Deepstead well, whose water swirls with specks of green, orange, and icy blue, and radiates a strong conjuration (teleportation) aura.

Azure explains that each PC must jump in while holding aloft "an offering, some trifle you're not too attached to." This can be any item, mundane or magical, from the PCs' own equipment, so long as it is not made of cold iron. If a PC seems to be planning to use a cold iron item, Azure recommends that they chose something less distasteful to the First World. While submerged, each traveler must "spin around thrice widdershins" before resurfacing. Azure adds that returning to the Material Plane involves simply reversing the movements.

The act of spinning underwater requires a successful Average Swim check; PCs who fail emerge from the water in the plane they were trying to leave and will need to try again. GMs should keep track of the number of attempts made by each PC, as this determines the order in which they reach their destination.

Development: PCs who cross over successfully find their offerings have disappeared when they arrive in the First World. A PC who succeeds at a Hard Knowledge (planes) check predicts that the items should reappear upon crossing back to the Material Plane, although they may be altered by the First World's planar energies (see *Crossing Back* on page 21).

Faction Notes: The water from this well would be of interest to Ashasar. Any watertight container, such as a waterskin, bottle, or vial, is sufficient to take a sample.

WHIRLWOOD

Although the First World's geography is as changeable as its inhabitants, some regions do develop affinities for one another. The Whirlwood is a geographic satellite of the infamous Quickening, an area whose entropic nature curses its visitors with mind-boggling mutations.

The Whirlwood lacks the Quickening's intense transformative effects, but long-term residents gradually assume bestial characteristics. The Whirlwood manifests another form of chaos: arrhythmic, accelerated seasonal shifts. Within the 10-mile radius of the Whirlwood, the seasons change so swiftly that as many as 15 cycles of seasons may pass in a single minute. Most outlanders find the changes unnerving, but Whirlwood natives have adjusted



B. Frozen Lake

PCs
Appear
Here

H1
H2 D

D : Daisag

H : Hounds

1 square = 5 feet

Pathfinder Flip-Mat: Winter Forest



Scaling the Frozen Lake

To accommodate a group of four PCs, remove one hound from the encounter.

to momentary blizzards, instant clouds of pollen, and gusts of still-changing leaves. For more about the seasons' effects upon travelers, see the Whirlwood sidebar on page 14.

Overland travel in the Whirlwood is paradoxical. Once within the forest, no matter what direction they walk, travelers find themselves eventually returned to the Heartgrove (Area C). To escape the Whirlwood on foot, one must leave the Heartgrove while walking backwards; the PCs learn this method of egress from the wild hunt in the Heartgrove.

B. FROZEN LAKE (CR 3 OR CR 6)

At the same time that the rift transformed part of Golarion into a jungle, it also subjected the Whirlwood to a preternatural winter. In a 2-mile radius surrounding the rift, the four seasons have been frozen in mid-change, covered with a sheet of unmelting ice. The locals consider this a baleful curse, and receive all planar visitors with hostility, assuming they are at fault.

PCs entering the Whirlwood appear within a frozen lake, emerging through a 15-foot-wide hole in the thick ice (see the marked location on the map). PCs who succeeded at their Swim checks on the first try all arrive simultaneously, regardless of the order that they tried. PCs succeeding on their second attempts all appear 1 round later, and so on. Clambering up onto the ice takes a move action and requires an Easy Climb check. After 3 rounds in the frigid water (or after 1 round, in Subtier 4–5), a PC begins taking 1d6 points of nonlethal damage per round.

This picturesque lake and its sylvan surroundings have been flash-frozen. Radiant flowers hang from nearby boughs, encased in a rime of frost. Just above the tree line, frozen birds float suspended in mid-takeoff. On the ground near the lakeshore, a small campfire burns without heat or motion, even its flames sheathed in ice.

Creatures: The Whirlwind's self-appointed guardians are the same fey creatures who originally captured Azure and who now protect the gnome's beloved colors, along with other esoteric treasures. Once, these five stalwarts formed a legendary wild hunt (*Pathfinder RPG Bestiary* 6 278). They ran afoul of the Lantern King, the Eldest of mischief and transformation, and the Eldest removed their most precious trait: their spirit of cooperation. As a part of removing this spirit, he also gave them all contradictory memories of the sins that led to this loss, so that any attempts to regain their unity would devolve into confusion and blame. The wild hunters who now patrol the Whirlwood are shadows of their

former selves, though thanks to the bestial mutations that the wood has granted them, they remain intimidating foes. The few abilities they retain from their past are included in their statistics.

Daisag, an archer from the wild hunt, crouches in a lakeside tree. When she first spots a PC, she accuses them of causing the breach scar, and declares them marked to die by Daisag of the Whirlwood wild hunt. PCs cannot change her attitude, but with a successful Average Bluff, Diplomacy, or Intimidate check, they can delay her hostility by 3 rounds, after which she and her hounds attack.

Daisag resembles a large spider monkey with a hedgehog's face and spines. Her hounds are porcupine-kangaroo hybrids.

Hazard: The ice covering the lake, ground, and vegetation makes all surfaces difficult terrain and imposes a –5 penalty on all Acrobatics and Climb checks. These penalties apply to both the PCs and all creatures encountered in the frozen zone.

Subtier 1–2 (CR 3)

DAISAG	CR 1
Female First World variant vanara ranger 2 (<i>Pathfinder Campaign Setting: The First World, Realm of the Fey</i> 57, <i>Pathfinder RPG Bestiary</i> 3 280)	
CN Medium humanoid (fey, vanara)	
Init +3; Senses low-light vision; Perception +6	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)	
hp 19 (2d10+4)	
Fort +4, Ref +6, Will +1	
Immune cold Resist electricity 5; SR 6	
OFFENSE	
Speed 30 ft., climb 20 ft.	
Melee dagger +4 (1d4+2)	
Ranged mwk composite longbow +6 (1d8+2/×3)	
Special Attacks combat style (archery), favored enemy (gnomes +2)	
TACTICS	
During Combat Daisag stays 10 feet up in her tree, using Deadly Aim unless she consistently misses targets.	
Morale Daisag is determined to prove herself competent without the other hunters. She fights to the death, but if reduced to below 8 hit points, she uses her precious <i>sleep arrow</i> on whichever PC has injured her the most.	
STATISTICS	
Str 14, Dex 17, Con 13, Int 8, Wis 12, Cha 10	
Base Atk +2; CMB +4; CMD 17	
Feats Deadly Aim, Point-Blank Shot	
Skills Acrobatics +7, Climb +15, Perception +6, Stealth +5, Survival +6, Swim +7; Racial Modifiers +2 Acrobatics, +2 Stealth	
Languages Common, Vanaran	
SQ first world rejuvenation, prehensile tail, track +1, wild empathy +0	

Combat Gear *potion of cure light wounds, potion of jump*; **Other Gear** *sleep arrow*, mwk composite longbow (+2 Str) with 40 arrows, mwk studded leather armor

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Prehensile Tail (Ex) A vanara has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

HOUNDS (2) CR 1/2

First World variant porcupine (*Pathfinder Campaign Setting: The First World, Realm of the Fey 57, Pathfinder RPG Bestiary 3 222*)
N Tiny animal (fey)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 7 each (1d8+3)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities quills; **Resist** cold 5, electricity 5; **SR** 4

OFFENSE

Speed 30 ft.

Melee tail slap +4 (1d3+3)

Space 2 1/2 ft.; **Reach** 0 ft.

TACTICS

During Combat The hounds use Acrobatics to attempt to enter the PCs' squares without provoking attacks of opportunity before attacking fiercely with their tails.

Morale Knowing that death is only a minor inconvenience, the hounds attack until the PCs knock them unconscious.

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 12 (16 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +10, Perception +5; **Racial Modifiers** +4 Acrobatics

SQ first world rejuvenation

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Quills (Ex) A creature that attacks one of Daisag's hounds with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples a hound takes 1d3 points of piercing damage each round it does so.

Subtier 4-5 (CR 6)

DAISAG

CR 5

First world variant vanara ranger 5 (*Pathfinder Campaign Setting: The First World, Realm of the Fey 57, Pathfinder RPG Bestiary 3 280*)

CN Medium humanoid (fey, vanara)

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 40 (5d10+10)

Fort +5, **Ref** +8, **Will** +2

DR 5/cold iron; **Immune** cold; **Resist** electricity 10; **SR** 10

OFFENSE

Speed 30 ft., climb 20 ft.

Melee dagger +7 (1d4+2)

Ranged +1 composite longbow +9 (2d6+3/+3)

Special Attacks combat style (archery), favored enemies (fey +2, gnomes +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*gravity bow*^{APG}, *speak with animals*

TACTICS

Before Combat When she first spots a PC emerging from the breach scar, Daisag casts *gravity bow*.

During Combat Daisag stays 10 feet up in her tree, using Deadly Aim and Rapid Shot unless she consistently misses targets.

Morale Daisag is determined to prove herself competent without the other hunters. She fights to the death, but if reduced to below 12 hit points, she uses one of her precious *sleep arrows* on whichever PC has injured her the most.

Base Statistics Without *gravity bow*, Daisag's statistics are mwk composite longbow +9 (1d8+1/+3).

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 21

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +11, Climb +18, Perception +9, Stealth +6, Survival +9, Swim +10; **Racial Modifiers** +2 Acrobatics, +2 Stealth

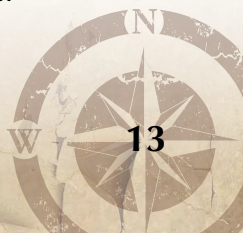
Languages Common, Vanaran

SQ favored terrain (forest +2), first world rejuvenation, hunter's bond (companions), prehensile tail, track +2, wild empathy +5

Combat Gear *potion of cure moderate wounds, potion of jump*; **Other Gear** *sleep arrows* (2), +1 composite longbow (+2 Str) with 60 arrows, dagger, +1 studded leather armor

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.



Whirlwood

For new arrivals, the Whirlwind's quick, staccato seasonal changes can be disquieting, but its effects are rarely dangerous. The exception is during combat: whenever conflict erupts in the Whirlwood, the seasons accelerate to a fever pitch, as if the spirit of the forest were echoing the violence. At the start of combat, roll 1d4 on the table below to determine which season is dominant during the first round. Roll again at the start of each subsequent round, replacing the last effect with the new result.

1 (Winter): The icy ground results in difficult terrain.

2 (Spring): Clouds of pollen clog noses and mouths, imposing a 20% spell failure chance on all spells with verbal components.

3 (Summer): Rampant undergrowth makes footwork difficult, imposing a –2 penalty on melee attack rolls.

4 (Fall): Swirling leaves impose a –2 penalty on ranged attack rolls.

At the beginning of each round, PCs can clearly observe the current season, but anticipating the specific effects requires an Easy Knowledge (nature or planes) or Survival check. A PC who casts *read weather* before or during combat automatically succeeds on all such checks until the end of that encounter.

Whirlwood natives (including all creatures the PCs encounter) are not subject to the effects on this table. Even before combat, GMs should emphasize how confidently these creatures navigate the dizzying seasonal shifts.

Prehensile Tail (Ex) A vanara has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

HOUNDS (2)

CR 2

First World variant giant porcupine (*Pathfinder Campaign*

Setting: The First World, Realm of the Fey 57, *Pathfinder RPG Bestiary* 3 222)

N Medium animal (fey)

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 22 each (3d8+9)

Fort +6, **Ref** +6, **Will** +2

Defensive Abilities quills; **Resist** cold 5, electricity 5; **SR** 7

OFFENSE

Speed 40 ft.

Melee tail slap +6 (2d6+4)

TACTICS

During Combat The hounds attack fiercely with their tails.

Morale The hounds attack until the PCs knock them unconscious.

STATISTICS

Str 17, **Dex** 12, **Con** 16, **Int** 4, **Wis** 13, **Cha** 5

Base Atk +2; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes, Weapon Focus (tail slap)

Skills Acrobatics +10, Perception +6; **Racial Modifiers** +4 Acrobatics

SQ first world rejuvenation

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Quills (Ex) A creature that attacks one of Daisag's hounds with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples a hound takes 2d4 points of piercing damage each round it does so.

Development: For information on how the PCs can use the underwater rift to get back to the Material Plane, see *Crossing Back* on page 21.

Faction Notes: The following items from area **B** are of interest to Ashasar: a frozen bird, a frozen flower, and a frozen flame from the campfire. The birds positioned above the frozen trees are hard to reach, but one bird had not yet taken off when it was frozen. A PC who succeeds at an Average Climb check can clamber up a 10-foot-tall tree to reach that bird. In Subtier 4–5, the tree is instead 20 feet tall, which may require a second Climb check to scale. The frozen flames are particularly delicate—harvesting a good sample requires a PC to succeed at an Average Sleight of Hand check or a DC 14 Dexterity check. The PCs may attempt this check up to three times before the frozen flames shatter into snowy dust. The flowers are numerous enough that the PCs do not need to succeed at a check to collect one.

Rewards: If the PCs do not defeat Daisag, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 96 gp.

Out of Subtier: Reduce each PC's gold earned by 231 gp.

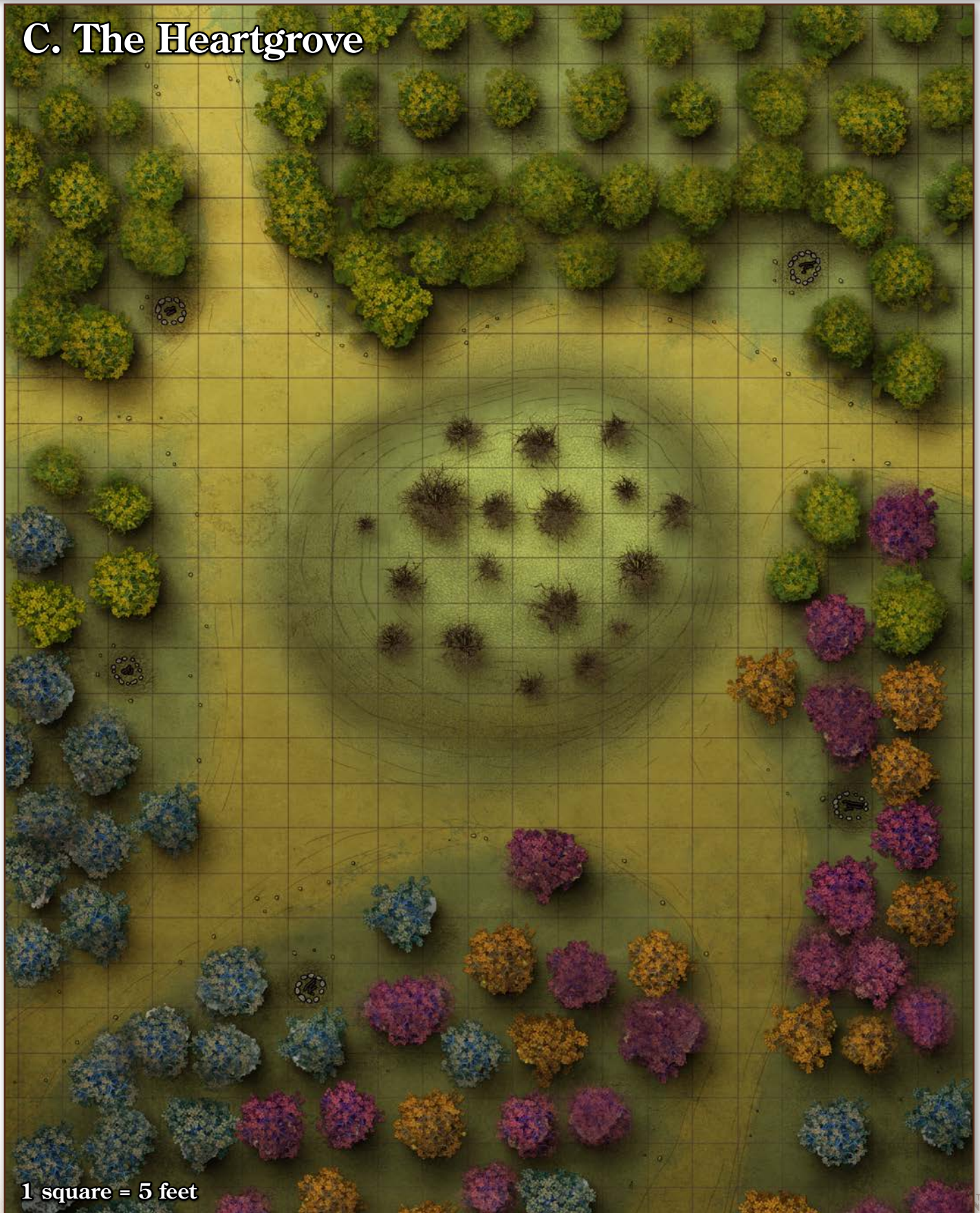
Subtier 4–5: Reduce each PC's gold earned by 366 gp.

FOUR SEASONS IN ONE DAY

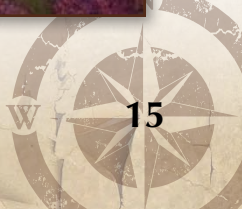
Due to the Whirlwood's enchantment, PCs exploring the forest invariably end up in the Heartgrove—but not before crossing out of the frozen zone and discovering how quickly the forest's seasons pass. GMs should describe the entropic weather in terms that hint at its potential combat hazards (see the Whirlwood sidebar above).

Moreover, any time a PC attempts a skill check, casts a spell, or performs another noncombat action, GMs may provide flavorful descriptions of the effects. These features do not cause mechanical bonuses or penalties.

C. The Heartgrove



1 square = 5 feet



Optional Encounter

If the PCs have less than 1 hour remaining in which to complete the scenario, omit the first encounter in the Heartgrove and proceed to Hail the Hunt! as soon as the PCs have recovered Azure's palette bag.

Scaling the Heartgrove

Make the following adjustments to accommodate a group of four PCs.

Subtier 1-2: Apply the sickened condition to the assassin vine and reduce the DC of its entangle ability to 11.

Subtier 4-5: Apply the sickened condition to the basidirond and reduce the DC of its hallucination cloud ability to 14.

C. THE HEARTGROVE (CR 3 OR CR 6)

The PCs reach this area shortly after leaving the frozen zone of the Whirlwood.

No matter the season, the air above this grove dances with multicolored sparks that orbit slowly around a massive mound of prickly vegetation and mulch. A cluster of gnarled, leafless trees rises from the heap. Instead of bearing fruit, the trees bear fat, round bindle bags, each tied closed with silvery rope. Five extinguished campfires dot the grove, each positioned near the mouth of a separate trail.

In the Whirlwood, all paths lead to the Heartgrove. Its central feature, the Bramble Bank, has become a repository where the Eldest and other powerful fey show off stolen treasures, daring their owners to come reclaim them. The pile of mulch is 5 feet high but densely packed, so once PCs surmount it, they can move freely amongst the jagged trees.

Creatures: The Whirlwood wild hunt are the Bramble Bank's primary defenders, although they are not in the Heartgrove when the PCs first arrive. However, an additional guardian lurks upon the hill, and attacks as soon as one or more PC enters the raised area of the Bramble Bank. In Subtier 1-2, an assassin vine stands rigid and upright, posing as one of the branchless trees. In Subtier 4-5, four small trees are actually the tendrils of a basidirond buried in the vegetation.

Treasure: Twelve variably colored bindle bags, secured by silvery drawstrings, hang 10 feet

up in the trees. PCs can retrieve a bag with an Average DC Climb check, or they can fell a tree (all Bramble Bank trees have hardness 5, hp 20, break DC 23). Felled trees regrow after 1 minute. The bags contain traits that powerful fey magically extracted from those who offended them. Some are physical, such as fur, muscles, or comeliness, while others are tied to emotions or desires, such as joy, rage, or pyromania. Only the original owners can extract and use the bags' contents. To PCs, most of the bags appear as intangible colorless blobs that emit sounds or other sensations suggestive of their contents. They have strong auras of transmutation.

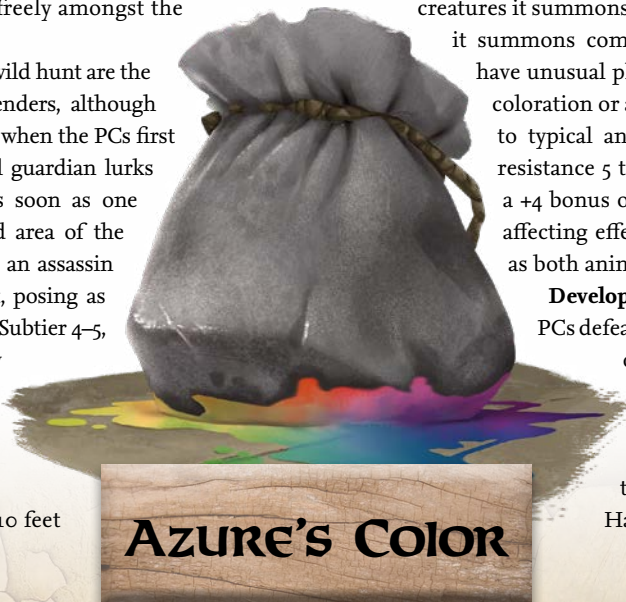
There are three special cases. Azure's bag is the easiest to spot, as it drips with bright, multicolored liquid reminiscent of Azure's tears. It contains a kaleidoscopic cloud, and a PC reaching into the bag absorbs some of its color for 1d6 rounds, taking a -5 penalty on Stealth checks but gaining a +5 circumstance bonus on Charisma-based skill checks. The bag loses this ability once Azure reclaims its contents.

The second unusual bag contains the camaraderie of the wild hunt. The Lantern King took the trait when the wild hunt offended him, cruelly hanging it in the same grove he compelled them to guard. The bag is larger than the others, and when opened, it emits rallying cries and conveys a sense of courage and resolve. The wild hunt can only reclaim their camaraderie if all five of them reach into the bag simultaneously while they all hold a consistent and accurate vision of the circumstances behind their punishment.

The final strange bag is covered with reddish grey fur and makes faint growling sounds. This is a *growling bag of tricks*—a *growling gray bag of tricks* in Subtier 1-2, and a *growling rust bag of tricks* in Subtier 4-5. A *growling bag of tricks* functions as a typical *bag of tricks* of its color, with the following modifications. A *growling bag of tricks* can be used once per day, to a maximum of 3 times per week, and the creatures it summons last for 5 minutes. The animals

it summons come from the First World. They have unusual physical features, such as bizarre coloration or abnormally long fur. Compared to typical animals of their type, they gain resistance 5 to both cold and electricity and a +4 bonus on saving throws against mind-affecting effects. Their creature type counts as both animal and fey.

Development: Three rounds after the PCs defeat the Bramble Bank's sentinel—or, if you omit the optional encounter, immediately after the PCs retrieve Azure's bag—the wild hunt returns to the Heartgrove. Proceed to Hail the Hunt! on page 18.



Faction Notes: Concordance Faction members may suspect that the glittering, floating motes relate to the elemental energies that power the Whirlwood's seasons. The motes are not difficult to collect, but gathering a sample takes a few minutes, so the PCs are unlikely to have time for collection until after they have finished their encounter with the wild hunt.

Rewards: If the PCs do not recover Azure's bag, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 83 gp.

Out of Subtier: Reduce each PC's gold earned by 208 gp.

Subtier 4–5: Reduce each PC's gold earned by 333 gp.

Subtier 1–2 (CR 3)

ASSASSIN VINE CR 3

First World assassin vine (*Pathfinder Campaign Setting: The First World, Realm of the Fey 57, Pathfinder RPG Bestiary 22*)

N Large plant (fey)

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10, fire 10; **SR** 8

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+7), entangle

TACTICS

Before Combat The assassin vine lies in wait for the PCs.

During Combat The vine attacks the nearest PC.

Morale The hungry vine fights to the death.

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

Skills Acrobatics +0 (–12 to jump)

SQ camouflage, first world rejuvenation

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and

Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Subtier 4–5 (CR 6)

BASIDIROUND CR 6

First World variant basidirond (*Pathfinder Campaign Setting: The First World, Realm of the Fey 57, Pathfinder RPG Bestiary 28*)

N Medium plant (fey)

Init +1; **Senses** low-light vision, tremorsense 60 ft.;

Perception +0

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

DR 5/cold iron; **Immune** cold, plant traits; **Resist** electricity 10; **SR** 11

Weaknesses cold lethargy

OFFENSE

Speed 20 ft.

Melee slam +10 (1d8+7 plus spores)

Special Attacks hallucination cloud, spores

TACTICS

Before Combat The basidirond lies in wait for the PCs.

During Combat The basidirond attacks the nearest PC.

Morale The hungry plant fights to the death.

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (25 vs. trip)

Skills Acrobatics +1 (–3 to jump)

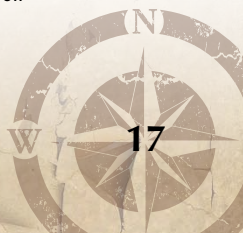
SQ first world rejuvenation

SPECIAL ABILITIES

Cold Lethargy (Ex) Although this basidirond is immune to cold damage, any cold effect that would deal it more than 10 points of cold damage slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed at a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.



d6 Hallucination

1. You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2. Attacked by a swarm of spiders! Spend a full round action to attack the ground near you with your weapon.
3. An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4. You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5. You've shrunk to one-tenth your normal size! For 1 round, take no actions and you think monsters can't see you.
6. You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Spores (Ex) Any creature struck by a basidiron's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based.
Basidiron Spores: Disease—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Hail the Hunt! (CR 4 or CR 7)

The PCs hear the thunderous drone of a hunter's horn, heralding the arrival of the Whirlwood wild hunt. Each hunter enters simultaneously from a separate path, except for the path upon which the PCs arrived. Daisag would use the last path, were she still living. Read or paraphrase the following.

"Outlanders and thieves!" declares a muscular man with goats' legs and glowing green eyes. Casting back his cloak to reveal curling horns atop his head, he continues, "We of the Whirlwood wild hunt do hereby doom you unto death!"

From another quadrant of the grove, a furry scout pipes up. "Clortho, please. For all we know, they have been sent here by Ng, or another one of the Eldest."

"Ssstuff it, Ronronne," hisses a third hunter, "Why can't we just agree to have a good old fashioned hunt, yess?"

"Because, Xox," says the wolflike fourth, "we cannot hunt without our full complement. Where is Daisag?"

Creatures: The Whirlwood wild hunt are a motley bunch of hybrid humanoids, mutated by the nearby Quickening and reduced to infighting after the Lantern King stripped them of their camaraderie. The longer they talk, the more their threats break down into bickering, providing opportunities for the PCs to turn the situation to their advantage.

The wild hunt's starting attitude is hostile, yet they do not attack unless PCs initiate combat or get caught trying to escape the Heartgrove. Instead, they argue: Headstrong Clortho, the nominal leader, maintains they should slay the interlopers posthaste. Ronronne, a humanoid cat with a rat's face and ears, dreamily believes the PCs might help the hunt somehow. Spider-eyed and serpent-skinned Xox twitchily

reminisces about the hunts of yesteryear. And the feathered wolfman Garow gruffly insists that they should not decide anything without their fifth member.

With a successful Hard Bluff, Diplomacy, or Intimidate check, PCs shift the hunt's attitude to indifferent, at which point the focus of their arguments change, depending on which skill is successful. The party receives a single try for each of the three skills listed; PCs can use aid another for these checks. If they fail all three checks, or if the hunters argue uninterrupted for 6 rounds, Clortho grows impatient and attacks, and the other hunters follow suit 1 round later.

These hunters know the secret of leaving the Heartgrove, and they share the secret with the PCs at some point during the interaction. For example, this information could be a reward for the PC's supposed assistance if they use Bluff, a reward for being good sports if they use Diplomacy, or a drunken comment if they use Intimidate. If the PCs do not succeed at a social resolution to this encounter, one of the hunters instead shares this information during the fight, much to the chagrin of another hunter.

Bluff: If the PCs successfully change the hunters' attitudes with Bluff, Ronronne enthusiastically decides that the PCs must have come to restore the wild hunt's spirit of cooperation. The others remain suspicious, but Ronronne encourages the PCs to lead by example to reunite the hunters. The plan succeeds if the PCs then succeed at two skill checks with Average DCs; for example, the PCs might lead the hunters across an obstacle course (Acrobatics), and then teach them a complicated song (Perform). The PCs can replace one of these skill checks with creatively employed spells or roleplay. If a PC is carrying the wild hunt's bindle bag (see Treasure on page 16) all PCs receive a +2 circumstance bonus on checks related to the team-building process.

If the PCs' efforts succeed, the hunters mistakenly believe they have been restored to greatness. They praise the PCs for their aid, and reward them by leading them to a hidden cache of sparkling minerals and copies of all the treasure items the hunters themselves carry—this reward replaces the treasure recovered from the hunters in combat. Then the hunters promptly forget about the PCs, charging off in search of worthier quarry.

If the PCs fail either of their checks, the jig is up, and the wild hunt attacks.

Diplomacy: If the PCs improve the hunters' attitudes with Diplomacy, Xox throws an arm around a PC and declares them "the finest kind of prey." He convinces the others to give the PCs a generous head start before they commence hunting. Because of the nature of the Whirlwood, anyone who runs away from the Heartgrove will simply return to it. Effectively, the head start allows the PCs a chance to arrive back in the grove ahead of their pursuers, with a chance to cast spells or make other preparations.

During the chase, GMs can still create a sense of flight and urgency by describing the hunters' cries, the arrows whistling past PCs' heads, and so on. Encourage PCs to describe how they might take shortcuts, establish obstacles, or otherwise increase their distance from the hunters. Each PC may attempt a relevant skill check with an Average DC; the PCs arrive 1 round ahead of the hunters for each PC who succeeded at this check. For a group of four PCs, the PCs automatically arrive 1 round ahead of the hunters, plus 1 additional round for each successful check.

Intimidate: A PC who succeeds at an Intimidate check against the hunters earns Garow's respect. He announces that the absent fifth hunter has forfeited her place, and the PC should become her replacement. The others need convincing, so Garow encourages the PC to prove her worthiness through trials requiring two skill checks with Average DCs; for instance, the PC might camouflage herself amongst the trees (Stealth), then ford a nearby river (Swim). The PC can replace one of these skill checks with creatively employed spells or combat actions.

Succeeding at both tests means the PC earns a place in the wild hunt, shifting the hunters' attitudes to friendly. To reward the PCs for providing the hunt with a new teammate, the hunters provide the party with a cache that contains sparkling minerals and copies of all the treasure items the hunters themselves carry—this reward replaces the treasure recovered from the hunters in combat. The hunters resolve to celebrate tonight and hunt the other PCs to their deaths tomorrow. They reassure their new comrade, saying, "They'll come back. Everyone always does." Even if the PCs try to explain mortality to them, they seem fundamentally incapable of grasping the concept. However, the wild hunt's drunken revels render them incapacitated, giving the PCs a chance to slip away unnoticed.

Failing one of the tests incurs the hunters' wrath, and they attack the PCs.

Subtier 1–2 (CR 4)

CLORTHO

CR 2

Male First World variant faun (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 57, *Pathfinder RPG Bestiary* 3 114)

CN Medium fey

Init +8; **Senses** greensight 60 feet; scent; see in darkness; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +3 natural)

hp 19 (3d6+9)

Fort +4, **Ref** +7, **Will** +7

DR 2/cold iron; **Resist** cold 5, electricity 5; **SR** 7

OFFENSE

Speed 30 ft.

Melee broken glaive +4 (1d10+4)

Scaling the Wild Hunt

Make the following adjustment to accommodate a group of four PCs.

Both Subtiers: The hunters' infighting sabotages their efforts. Every round, each hunter has a 20% chance of attacking another hunter instead of a PC.

Ranged shortbow +5 (1d6/×3)

Special Attacks panpipes

Spell-Like Abilities (CL 3rd; concentration +7)

At will—*ghost sound* (DC 14)

1/day—*hideous laughter* (DC 15), *sleep* (DC 15)

TACTICS

During Combat Clortho uses a swift action to play his panpipes, then casts *hideous laughter* (DC 17) the same round. He then leaps into melee with his broken glaive, barking orders to his fellow hunters, which they ignore.

Morale Knowing the First World will rejuvenate him, Clortho fights to the death.

STATISTICS

Str 18, **Dex** 18, **Con** 17, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +1; **CMB** +5; **CMD** 19

Feats Improved Initiative, Weapon Focus (glaive)

Skills Acrobatics +11, Bluff +10, Intimidate +7, Perception +10, Perform (wind instruments) +10, Sense Motive +10, Stealth +11, Survival +7

Languages Common, Sylvan

SQ first world rejuvenation

Gear broken glaive, shortbow with 20 arrows, mwk panpipes

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Greensight (Su) Clortho can see through thick plant matter within 60 feet as though it were transparent. Greenery, leaves, undergrowth, and vines provide no concealment to his sight, though solid wood still blocks his line of sight.

Panpipes (Su) Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

See in Darkness (Su) Clortho can see perfectly in darkness of any kind, including that created by *deeper darkness*.

GAROW, RONRONNE, AND XOX

CR 1/2

Male and female First World variant skinwalker ranger 1

(*Pathfinder Campaign Setting: The First World, Realm of the Fey* 57, *Pathfinder RPG Bestiary* 5)



CN Medium humanoid (fey, shapechanger, skinwalker)

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 13 (+3 armor, +2 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** +4, **Will** +2

Resist cold 5, electricity 5, fire 5; **SR** 5

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4+2)

Ranged longbow +3 (1d8/×3)

Special Attacks favored enemy (gnomes +2)

Spell-Like Abilities (CL 1st; concentration +0)

1/day—*Speak with animals*

TACTICS

During Combat The hunters begin with ranged attacks. They switch to melee when approached, using their claws against their opponents. Lacking their cooperative spirit, they never use supportive tactics like aid another, and they do not gain bonuses from flanking opponents.

Morale Knowing that they will be rejuvenated after death, the hunters do not back down.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 16

Feats Power Attack

Skills Climb +6, Handle Animal +5, Perception +6, Survival +6, Swim +6; **Racial Modifiers** +2 Handle Animal

Languages Common, Sylvan

SQ bestial form, first world rejuvenation, track +1, wild empathy +2

Gear studded leather armor, longbow with 40 arrows, *boots of the cat*^{UE} (Ronronne only), everburning torch

SPECIAL ABILITIES

Bestial Form (Su) A typical skinwalker can change shape to and from a bestial form as a standard action, but these skinwalkers are locked in to their form. The form grants them a +2 racial bonus to Constitution and two claw attacks, both of which are already included in their statistics.

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Subtier 4–5 (CR 7)

CLORTHO

CR 4

Male First World variant satyr (*Pathfinder Campaign Setting: The First World, Realm of the Fey* 57, *Pathfinder RPG Bestiary* 241)

CN Medium fey

Init +4; **Senses** greensight 60 feet; scent; see in darkness; Perception +18

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 52 (8d6+24)

Fort +5, **Ref** +10, **Will** +8

DR 5/cold iron; **Resist** cold 10, electricity 10; **SR** 10

OFFENSE

Speed 40 ft.

Melee broken glaive +7 (1d10+4) or horns +3 (1d6+4)

Ranged shortbow +8 (1d6/×3)

Special Attacks pipes

Spell-Like Abilities (CL 8th; concentration +11)

At will—*dancing lights*

TACTICS

During Combat Clortho uses his pipes to cast *fear* on all creatures within 60 feet, potentially including fellow hunters. He then launches melee attacks against PCs. He barks orders to his fellow hunters, which they ignore.

Morale Assured of his rejuvenation in the First World, Clortho fights to the death.

STATISTICS

Str 18, **Dex** 19, **Con** 17, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +4; **CMB** +8; **CMD** 23

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Focus (glaive)

Skills Acrobatics +4 (+8 to jump), Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +19, Survival +7; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Common, Sylvan

SQ first world rejuvenation

Gear broken glaive, shortbow with 20 arrows, *horn of fog*, mwk panpipes

SPECIAL ABILITIES

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Greensight (Su) Clortho can see through thick plant matter within 60 feet as though it were transparent. Greenery, leaves, undergrowth, and vines provide no concealment to his sight, though solid wood still blocks his line of sight.

Pipes (Su) Clortho can focus and empower his magic by playing haunting melodies on his panpipes, though his pipes are less versatile than a typical satyr's. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *fear*. A creature that successfully saves against this effect cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

See in Darkness (Su) Clortho can see perfectly in darkness of any kind, including that created by *deeper darkness*.

GAROW, RONRONNE, AND XOX

CR 2

Male and Female First World variant skinwalker ranger 3

(*Pathfinder Campaign Setting: The First World, Realm of the Fey* 57, *Pathfinder RPG Bestiary* 5 233)

CN Medium humanoid (fey, shapechanger, skinwalker)

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 29 each (3d10+9)

Fort +5, **Ref** +5, **Will** +3

Resist cold 5, electricity 10, fire 10; **SR** 7

OFFENSE

Speed 30 ft.

Melee 2 claws +5 (1d6+2)

Ranged composite longbow +5 (1d8+2/×3)

Special Attacks combat style (natural attacks), favored enemy (gnomes +2)

Spell-Like Abilities (CL 3rd; concentration +2)

1/day—*speak with animals*

TACTICS

During Combat The hunters begin with ranged attacks. They switch to melee when approached, striking with their claws. Lacking their cooperative spirit, they never use supportive tactics like aid another, and they do not gain bonuses from flanking opponents.

Morale Knowing that they will be rejuvenated after death, the hunters never back down.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Aspect of the Beast (Wild Instinct)^{APG}, Endurance, Improved Natural Attack, Power Attack

Skills Climb +8, Handle Animal +7, Perception +8, Survival +10, Swim +8; **Racial Modifiers** +2 Handle Animal

Languages Common, Sylvan

SQ bestial form, favored terrain (forest +2), first world rejuvenation, track +1, wild empathy +4

Combat Gear *potion of cure light wounds*, *potion of pass without trace*; **Other Gear** mwk studded leather, composite longbow (+2 Str) with 40 arrows, *boots of the cat*^{NE} (Ronronne only), everburning torch

SPECIAL ABILITIES

Bestial Form (Su) A typical skinwalker can change shape to and from a bestial form as a standard action, but these skinwalkers are locked in to their form. The form grants them a +2 racial bonus to Constitution and two claw attacks, both of which are already included in their statistics.

First World Rejuvenation (Su) A First World creature killed while on the First World does not travel to the Boneyard, but simply reappears elsewhere in the First World 1d10 days later as if raised by *resurrection*, save that the negative level and Constitution drain from that spell cannot force it below 1st level or a Constitution score of 1.

Rewards: If the PCs do not defeat the wild hunt through skills or combat, reduce each PC's gold earned by the following amount.

Subtier 1–2: Reduce each PC's gold earned by 151 gp.

Out of Subtier: Reduce each PC's gold earned by 291 gp.

Subtier 4–5: Reduce each PC's gold earned by 432 gp.

CROSSING BACK

Once the PCs have retrieved the palette bag, they may attempt to return through the breach scar. As long as the PCs leave the Whirlwood by walking backwards, as the hunters indicated, they have no trouble retracing their steps back to the frozen lake.

Returning to the Material Plane requires each PC to immerse himself in the water and spin clockwise three times. Like the first crossing, this action requires a successful Average Swim check. When the PCs re-emerge in the Deepstead well, the objects that vanished during their first crossings appear in their hands. However, each item has randomly absorbed a bit of First World magic, transforming according to the table below.

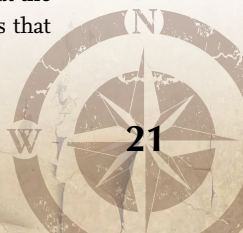
FIRST WORLD MUTATIONS

1d10	Item Mutation
1	The item bears a coat of purple fur that regrows if shaved off.
2	The item emits a mild pine scent.
3	The item changes colors according to its owner's moods.
4	The item giggles and coos when used.
5	When used, the item emits a stream of tiny iridescent bubbles.
6	When placed on a flat surface, the item rotates slowly counterclockwise.
7	If dropped from more than 2 feet up, the item bounces.
8	The item sprouts tiny, blinking eyes.
9	The item cries if its owner leaves a room without it.
10	When in use, the item repeats everything its owner says in a singsong voice.

If the result of a particular roll renders the item useless or simply doesn't make sense, ignore the result and roll again.

Development: While the PCs were in the First World, Jamila and Falbin prepared a short ritual to close the planar rift and reverse the effects of the verdant zone. The first step in the ritual is to give Azure their colors back. The gnome practically dives inside the bindle bag in their eagerness, an act that not only resaturates the gnome's colors but also restores the sorcerer's joyous, flamboyant personality. While the other NPCs complete the ritual, Azure lavishes praise upon the PCs, asking each one to recommend a tattoo for the gnome's skin that best exemplifies that PC's personality.

After the ritual, Azure also notices something stuck at the bottom of the bindle bag: a handful of tiny glass chips that



flicker with elemental energy. Azure offers to share the shards with the PCs, granting each PC the Seasoned Explorer boon.

CONCLUSION

During the journey back to Bellis, PCs notice the tropical winds cooling and the overgrown vegetation slowly retreating. When they reach the town, they find the streets abuzz with talk of a great stone beast that appeared suddenly in the town square. As the PCs enter the square, read or paraphrase the following.

An elephant that appears to have been roughly hewn from solid rock towers over tents and kiosks in the Bellis market square. After a moment, a statuesque sulis man emerges from behind the elephant, scanning the commons with his electric-blue eyes. When he spots Jamila, he smiles and waves her over.

"Typical," mutters Jamila, folding her arms but smirking in spite of herself, "Even when he's late, Ashasar knows how to make an entrance. Or should I say, especially when he's late."

Ashasar (N sulis^{B3} druid 9) warmly greets any PCs that he has met in the past—that is, PCs who have played *Pathfinder Society Scenario* #8–12: *Tyranny of Winds Part 3: Caught in the Eclipse* or *Pathfinder Society Scenario* #8–24: *Raid on the Cloudborne Keep*. After these greetings, he introduces himself to the rest of the PCs as the Liaison to the Seat of Balance of the Concordance of Elements, as well as the newly appointed liaison between the Concordance and the Pathfinder Society. He invites the party to deliver their reports at a cozy inn over tea sweetened with Bellis's famous honey. As they walk, he practically bounces with excitement. Before the PCs arrive at the inn, the stone elephant shrinks. If the PCs ask about this sudden shift, Ashasar smiles and explains, "He likes to be noticed, so I used a bit of magic to help him put on a show." He good-naturedly protests any suggestion from Jamila or the PCs that he was the one who came up with the idea for a dramatic entrance.

When the PCs arrive at the inn, the stone elephant's appearance startles the innkeeper, but she quickly recovers. Ashasar hands the woman a bag of rocks and several gold pieces and asks her to heat the stones on the stove, explaining that his elephant enjoys resting atop warm rocks. As the PCs settle in, Ashasar comments, "Truly, I'm jealous of all of you for getting to go on such a fascinating excursion, but such is the way of a leader, doomed to delegate. Please,

tell me what you found, and don't spare the details." During the interview, Ashasar seeks details about the seasonal changes, such as those created by the rift, and the rapid seasons in the Whirlwood. He listens with rapt attention to every detail, occasionally asking the PCs for an extra flourish of description. He also asks the PCs to share anything that they brought back from the First World, giving the Concordance

PCs a chance to share what they have collected. Ashasar's elemental companion occasionally interrupts the conversation with snippets of commentary in Terran about how much he awed and impressed the people of Bellis with his grand appearance.

When the PCs finish their report, Ashasar praises their efforts, taking special care to praise the contributions of members of the Concordance. Finally, he asks any PCs who are not already members of the Concordance if they would be interested in joining the faction.



PRIMARY SUCCESS CONDITIONS

If the PCs return Azure's palette to the sorcerer, facilitating the closure of the planar rift, they fulfill their primary objective and earn

1 Prestige Point.

SECONDARY SUCCESS CONDITIONS

PCs achieve this scenario's secondary success condition if they adjust the wild hunt's attitude using Bluff, Diplomacy, or Intimidate and then succeed at the subsequent checks or challenges. The PCs also achieve the secondary success condition if they uncover enough information to settle the bets in Friendly Wager before meeting Azure. If the PCs meet either of these objectives, all PCs receive an additional Prestige Point.

FACTION NOTES

PCs belonging to the Concordance faction receive the boon Elemental Investigator on their Chronicle Sheets if they provide Ashasar with at least three of the following six specimens: skin from a First World frog, water from the Deepstead well, a frozen flower, a frozen bird, frozen flames, or sparkle-motes from the Heartgrove.

HANDOUT: Letter from Venture-Captain Brackett

My Fellow Travelers,

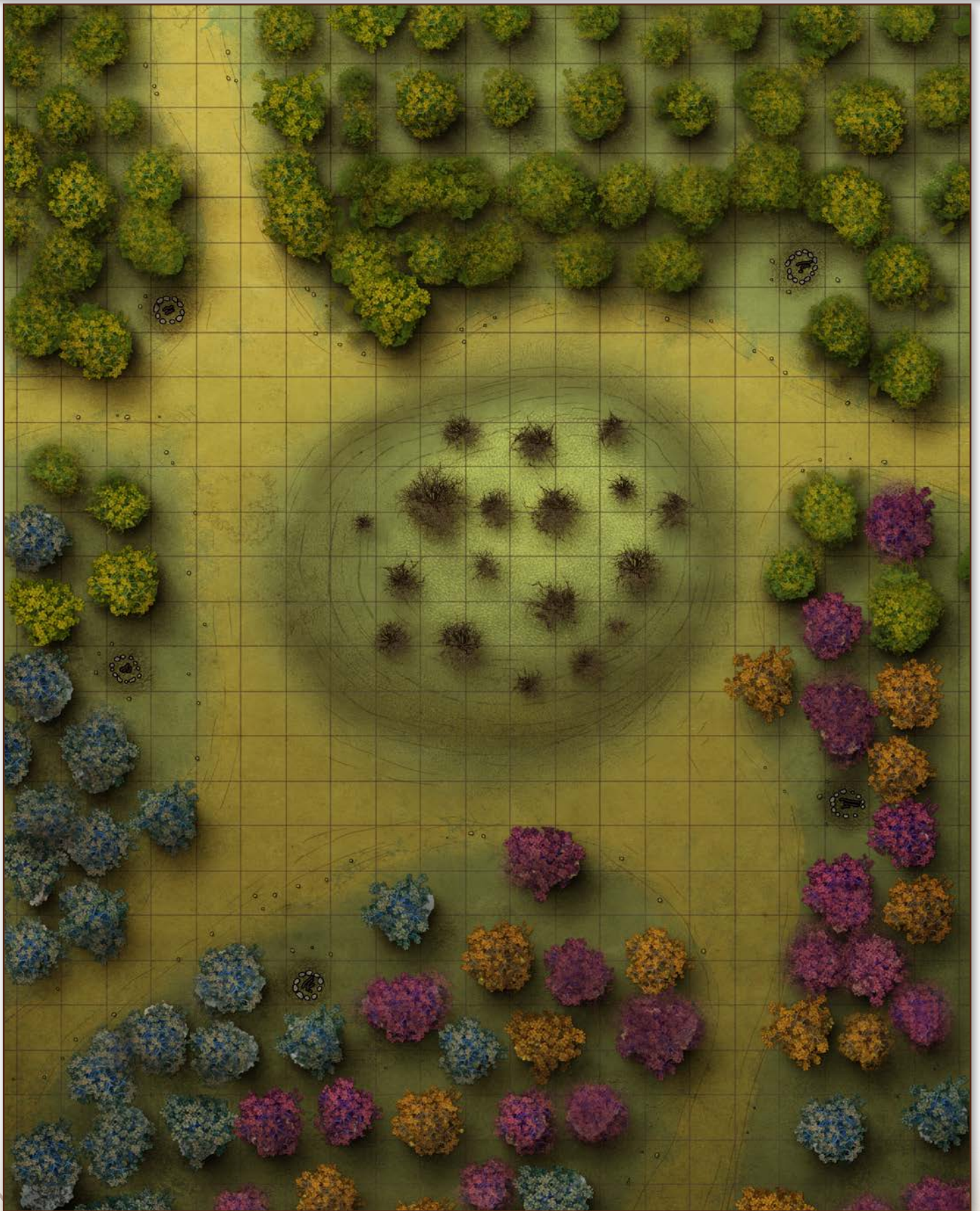
Strange weather has taken hold in a part of the Verduran Forest, south of the town of Bellis. Galbin, a gnome herbalist who serves our interests in the region, has reported tropical winds and abundant floral growth. I invite you to explore and record the phenomena to the best of your abilities. I've arranged passage for your party on the riverboat *FreeWind*, and sent an operative ahead so Galbin knows to expect you. Galbin can be hard to spot, since he's shorter than the average gnome, but his voice carries like a church bell. If all else fails, use your nose—I've never seen the fellow without a fat satchel of herbs at his side.

Safe Journeys,

Venture-Captain Brackett



PATHFINDER SOCIETY SCENARIO



DOWN THE VERDANT PATH

Pathfinder Society Scenario #9-14: Down the Verdant Path

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- ☐ Dark Archive ☐ Silver Crusade ☐ Sovereign Court ☐ Liberty's Edge
☐ Scarab Sages ☐ The Exchange ☐ Grand Lodge
☐ A ☐ B ☐ C ☐ D

Character #

Prestige Points

Character Name

- ☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

Character #

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Character Name

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☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court

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Pathfinder Society Scenario #9-14: Down the Verdant Path

Character Chronicle #

☐ Core Campaign

A.K.A. _____

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Elemental Investigator (Concordance):** The insight you have gained from your studies in the First World helps you channel the influence of the seasons, honing your understanding of the balance of elemental forces. You may check off the first box before this boon in spring, the second in summer, the third in autumn, and the fourth in winter, using real-world seasons. For the abilities listed below, your caster level is equal to your character level.

Spring: You can channel the essence of autumn's harvest. This functions as *goodberry*, except that its target is any plant, and it causes 2d4 pumpkins to sprout that grant the berry's typical benefits.

Summer: You can channel the essence of winter's chill into a creature you touch. This functions as *shocking grasp*, except that it deals cold damage instead of electricity damage.

Autumn: You can channel the essence of spring's growth, casting *entangle* as a spell-like ability.

Winter: You can channel the essence of summer's heat, casting *burning hands* as a spell-like ability.

Once you have checked all four boxes, you gain access to the elf racial spell *ward of the seasons* (Pathfinder RPG Advanced Race Guide 29) on all of your Pathfinder Society characters as if they were elves. Your elf PCs gain a +1 bonus to their effective caster level for the purposes of this spell.

Remnant of the First World: One of your items has been infused with a spark of transformation from the First World, giving it unusual characteristics. Record the name of the item and its properties on the lines below. These effects do not hamper the item's performance. If you wish to remove these effects, you may do so without cost between scenarios by encasing the item in a cold iron box for a week.

Item: _____

Properties: _____

Growling Bag of Tricks: On the First World, you found a fur-covered bag that grumbles and growls. This functions as a typical *bag of tricks*, with the following modifications. A *growling bag of tricks* can be used once per day, to a maximum of 3 times per week, and the creatures it summons last for 5 minutes. The animals it summons come from the First World. They have unusual physical features, such as bizarre coloration or abnormally long fur. Compared to typical animals of their type, they gain resistance 5 to both cold and electricity and a +4 bonus on saving throws against mind-affecting effects. Their creature type counts as both animal and fey.

Subtier 1-2: *growling bag of tricks* (gray; 1,500 gp; CL 3rd; aura faint conjuration): This sack functions as a *gray bag of tricks*, with the differences listed above.

Subtier 4-5: *growling bag of tricks* (rust; 4,000 gp; CL 5th; aura faint conjuration): This sack functions as a *rust bag of tricks*, with the differences listed above.

Subtier 1-2

boots of the cat (1,000 gp; Pathfinder RPG Ultimate Equipment 229)
growling bag of tricks (gray; 1,500 gp)
pearl of power (1st level, 1,000 gp)
scroll of elemental speech (150 gp; Pathfinder RPG: Advanced Player's Guide 218)
scroll of hallucinatory terrain (700 gp)
sleep arrow (132 gp)
tangleburn bag (150 gp; Ultimate Equipment 109)

Subtier 4-5

boots of the cat (1,000 gp; Pathfinder RPG Ultimate Equipment 229)
buffering cap (2,000 gp; Ultimate Equipment 240)
gloves of larceny (2,500 gp; Ultimate Equipment 237)
growling bag of tricks (rust; 4,000 gp)
horn of fog (2,000 gp)
pearl of power (1st level, 1,000 gp)
potion of cure moderate wounds (300 gp)
potion of haste (750 gp)
potion of remove disease (750 gp)
scroll of elemental speech (150 gp; Pathfinder RPG: Advanced Player's Guide 218)
scroll of hallucinatory terrain (700 gp)
sleep arrow (132 gp)
tangleburn bag (150 gp; Ultimate Equipment 109)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	254	508

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	595	1,190

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	936	1,872

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	
	Starting XP
	XP Gained (GM ONLY)
	Final XP Total

EXPERIENCE	
	Initial Prestige
	Initial Fame
	Prestige Gained (GM ONLY)
FAME	
	Prestige Spent
	Current Prestige
	Final Fame

GOLD	
	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
GOLD	
	Gold Spent
	Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #