

SECOND EDITION

PATHFINDER®



Dinner At LIONLODGE Adventure

Pathfinder One-Shot

DESIGNED FOR 4TH-LEVEL CHARACTERS

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Dinner At LIONLODGE Adventure

Pathfinder One-Shot

Adventure 3

Character Art 16

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Pathfinder One-Shot: Dinner at Lionlodge is a short Pathfinder Second Edition adventure, designed to be played in a single session lasting 3 or 4 hours. However, with so many opportunities for roleplaying, the adventure could easily make for two exciting evenings of play. *Dinner at Lionlodge* includes pregenerated characters that have backstories tied to the plot of the adventure (found in a separate downloadable PDF). This adventure should be played with all four characters. If only three players are available, the fourth character should be played as an NPC, and the PCs should still be given access to the character's hints (as described on page 14–15).

Sources: This adventure makes use of rules from the *Pathfinder Core Rulebook*, the *Pathfinder Advanced Player's Guide*, and *Pathfinder Lost Omens Ancestry Guide*.



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The city of Korvosa was founded three centuries ago by Chelaxian soldiers, yet Varisia's largest city would not remain under their rule forever. When Korvosa gained its independence at the outset of the Age of Lost Omens, the city's traditions evolved into customs that residents could call their own. Yet not all who remained behind in Korvosa after Chelax withdrew welcomed these changes. Some, like the Grimcarvers—a family of dwarves who had long been allied with certain diabolic elements in Chelax's aristocracy—saw the changes as an affront to the old ways.

When the Grimcarvers failed to overthrow Korvosa's new leadership, the dwarven diabolists fled the city. Their stubbornness kept them from returning to Chelax. They knew their reputation would bar them from settling in the dwarven city of Janderhoff, so they elected to retreat southeast into the heights of the Mindspin Mountains. There they began to build their own underground settlement in honor of their chosen patron, the diabolic Alocer, infernal duke of beasts, hunters, and tradition.

Life in the Mindspins proved to be hard, and over the decades to follow, the Grimcarvers dwindled both in number and fame. By 4705 AR, only one Grimcarver remained—a stubborn but relatively young devotee of Alocer named Auldegrund. As he buried his older brother in the wake of a tragic wyvern hunt, Auldegrund vowed to not let his eventual death end the Grimcarver legacy. He would start a new tradition in Alocer's honor that—no matter how gruesome or wicked—would make him feared and powerful enough to return to Chelax and take what he believed to be his rightful place in the court of Thrune.

While intelligent, Auldegrund lacked the focus and patience to devote himself to magic, and instead sought to hone his skills as a hunter. His brother's death did present one benefit; Auldegrund could now spend his evenings poring over the family's collection of diabolic texts—a library that only the family elder was permitted to access. In his studies, Auldegrund discovered an ancient invocation to Alocer. With this rite, he contacted the infernal duke and offered his soul in return for aid rebuilding his family name.

Buoyed with power from the infernal contract he signed and the knowledge that he had the rest of his natural life to enjoy his newfound might, Auldegrund began his work. He learned to see his decades spent in obscurity as a gift, as few living today recognize the Grimcarver name. He spent a few years in the Korvosan hinterlands, building his reputation as a hunter while simultaneously and surreptitiously recruiting new followers of Alocer to his side. At the same time, he worked to renovate one of his family's only aboveground structures, transforming the building into a hunting retreat he called Lionlodge in honor of Alocer's favored beast.

With the recruitment of a third cultist to Lionlodge, Auldegrund is ready to start the next stage in his plot. He plans to organize hunts of sapient prey to honor his patron—but he's not satisfied with stalking and killing intelligent monsters. Auldegrund intends to establish Lionlodge as a place where hand-picked guests can come to relax for an evening before taking part in a hunt not for beasts, but for people plucked from the lowland towns and cities. Auldegrund hopes that distinguishing himself from average hunters will impress Alocer, and he's nurtured his hatred of those who he believes wronged his family for so long that it's grown to include anyone outside of Alocer's faithful. As the last of his line, he views these bloodthirsty hunts as a way to exact revenge and honor his patron at the same time.

His first hunt for a small group of Erastil worshippers was almost too easy, and Auldegrund now considers himself ready for a bigger challenge, hoping that tales of slaying more dangerous individuals will heighten his reputation and draw more cultists to his cause. Until he can build up a strong enough following to defend his domain, Auldegrund has decided to focus his attention on hunting small bands of adventurers who roam the wilds and whose disappearance might be less noticeable than villagers or townspeople.

The dwarven diabolist believes he's found the perfect candidates: a band of monster hunters whose accomplishments have earned them a growing amount of fame in the Korvosan hinterlands. Confident that hunting and killing such capable adversaries will make their demise that much sweeter to Alocer, Auldegrund sent off the invitations and now prepares Lionlodge to welcome the monster hunters to a final meal before offering them up to his diabolic patron. If all goes according to Auldegrund's sinister plan, the heads of these monster hunters will soon become the next trophies on his wall!

Getting Started

Dinner at Lionlodge is a short adventure meant to provide a few hours of play, allowing players to jump right into the story using four pregenerated characters (found in a separate downloadable PDF.) All four of these characters were created using ancestries from the *Pathfinder Lost Omens Ancestry Guide*: the winged strix, the shapechanging kitsune, the uncanny fleshwarp, and the mercurial ganzu. The diabolist Auldegrund assumes, mistakenly, that these four adventurers won't be missed if they disappear in the mountains. However, he'll soon find that these heroes are a bigger threat than he bargained for!

This adventure is built with these four heroes in mind. Provide your players with copies of the four pregenerated character sheets, then give them time to look over their backstories and purchase any additional miscellaneous gear they might wish to bring with them on

their adventure. Each of these PCs has 15 gp they can use to purchase common equipment—funds provided as an “advance payment” from Auldegrund for coming to his lodge to hear about his false job offer.

Each of these characters has their own unique hints (as described in Character Hints on pages 14—15) that allow them to obtain some inkling of what’s really going on with this dinner party.

Of course, the PCs can create their own 4th-level characters for *Dinner at Lionlodge* if they prefer. Likewise, you can also run *Dinner at Lionlodge* as part of an ongoing campaign, perhaps as a short diversion between adventures. Since the adventure takes place entirely in a small hunting lodge, you can relocate it to virtually anywhere; you’ll just want to adjust the background lore as you see fit to match the region you choose, of course!

An Invitation to Dinner

When you’re ready to begin this adventure, the following read-aloud text lets the PCs know what they’re doing in Lionlodge and why they’ve come to this remote location in the first place. If you want to expand this adventure, you can omit this introduction text and have the PCs play out the reception of their invitations and their overland journey to the lodge, but this adventure begins as the PCs approach Lionlodge in response to a recent invitation. Read or paraphrase the following text.

The invitation to dinner at Lionlodge was addressed to all four of you, sealed with wax bearing the impression of a man riding what appears to be a dragon. The letter cited your recent accomplishments in the Korvosan hinterlands and hinted at a new “job” that would be uniquely appropriate to your group’s skills. An advance payment of sixty gold pieces accompanied the invitation, signed by a man named Auldegrund Grimcarver. He promised to fill you in with more details after a nice meal, and even if the job offer didn’t interest you, he promises another payment of sixty gold pieces for your time. Lionlodge is extremely remote, located deep within the Mindspin Mountains, but if nothing else, the trip should give you a chance to relax before your next adventure begins! And so, you’ve spent the last few days heading into the mountains. The sun will set soon, but Lionlodge has just come into view around a bend in the road—hopefully dinner lives up to the anticipation!

It’s very likely that the PCs will have questions about Lionlodge or be suspicious about Auldegrund’s motives; this is good, and to be expected! After you read the text above, but before you move on with the adventure, take time to allow each player to attempt a Lore check to uncover some additional hints, as detailed in Character Hints on pages 14–15. With some good rolls, even unaware

players should be ready for what would otherwise be an unexpected turn of events and can even gain hidden benefits to certain rolls during the adventure. Do not reveal what these benefits are until the PCs actually attempt the related rolls, at which point you can mention that they gain a +1 circumstance bonus to the roll “as a result of what you recalled as you approached Lionlodge.”

Arrival at Lionlodge

When the Grimcarvers relocated to the mountains, they built most of their homes underground. These chambers still exist in the region but are beyond the scope of this adventure. Lionlodge is the only aboveground structure still standing from the Grimcarvers’ construction efforts—a single stone structure carved from a granite escarpment at the base of a cliff, just a few hundred feet below the year-round snowpack on the peak above. As the PCs approach, read or paraphrase the following text.

Lionlodge is a squat stone bunker built against the cliffside, its twelve-foot-high walls rising at a steep, not quite vertical angle to a flat roof above. Carvings on the walls depict armored warriors riding dragons engaged in battle with ferocious beasts that are clearly terrorizing various humanoid bystanders. A large carving of a mountain lion, positioned as if it were in mid-pounce over the lodge’s front doors, remains particularly artistic in its representation.

Originally, the outer walls of the lodge bore carvings of Alocer and his devils and beasts hunting people through a rugged badlands landscape, but when Auldegrund decided to adopt a more subtle approach, he spent a few years altering the carvings to disguise the obvious links to his faith. A PC who succeeds at a DC 20 Perception check or a DC 15 Art Lore check notes that the carvings seem to have changed at some point in the past, but can glean no evidence of what they originally depicted. A PC who succeeds at a DC 20 Warfare Lore check determines that the somewhat awkward portrayal of the carving makes it look almost like the armored riders, not just the beasts, hunt the humanoid bystanders.

As the PCs draw close to the lodge (depicted on the map on page 18), the front door opens and a pair of serious-looking dwarf men (who appear to be twin brothers) step out to greet them. One of the brothers says, “You’re just in time for dinner—I hope the trip up the mountainside wasn’t too strenuous?” Neither dwarf is particularly interested in conversation beyond this (both are, in fact, simulacra of Auldegrund’s long-dead elder brother). If the PCs ask, the dwarves say their names are Vorlindi and Dorlivin. The two “brothers” lead the PCs into the dining hall (area A2) and help them take their seats. Proceed with the events described in *Dinner at the Lodge* on page 5.

Dinner at the Lodge

The PCs are brought to area **A2** as soon as they arrive, and find the chamber warm and inviting—read or paraphrase the following as they enter.

This large stone dining hall has a twenty-five-foot long wooden table in its center, surrounded by high-backed chairs. Shelves along the walls display all sorts of small taxidermic animal trophies, while larger mounted beasts (two standing bears to the east, a large wolf to the southeast, and some heads of elk and other mountain animals) have been placed along the walls. The most impressive feature in the room stands in the northwest, where a massive stone dragon doubles as an ornate fireplace, giving the room a pleasant warmth. Several stone doors have been placed in the walls to the north and south.

See area **A2** on page 7 for additional details on parts of the room the PCs are unlikely to have a chance to investigate until after this event plays out.

The dwarven twins who greeted the PCs and opened the doors for them when they arrived indicate they should take their seats along sides of the table. Soon after the PCs sit, another dwarf steps into the room from the southwestern door and greets them eagerly before having a seat himself at the head of the table. This dwarf introduces himself as their host, Auldegrund Grimcarver, but is in truth yet another simulacrum.

Auldegrund's simulacrum thanks the PCs for accepting his invitation, and then informs them that he's had rooms set up for them to stay in overnight so that, come the morning, they can rise with him to take part in the "great hunt." Questioned further, the simulacrum remains coy, but admits that this hunt is the job he hopes to offer the PCs, claiming that he needs help clearing out a nest of wyverns before he can move forward with his plans to turn Lionlodge into a more robust hunter's retreat. Of course, this nest, and the 60 gp the invitation promised, are fabrications—the "great hunt" in question will be a hunt of the PCs!

As this event progresses, you should attempt Deception checks for all three of the simulacra to determine how well they play their roles. If the PCs press any of the simulacra for questions, forcing them to answer with "We'll discuss that more tomorrow" or other evasive tactics, roll additional Deception checks to Lie. If any of these checks fail to succeed against a PC's Perception DC, that PC notes that the dwarf in question seems strangely subdued as far as their emotions and behaves oddly in a way the PC can't quite nail down. Any Deception check that critically fails against a PC's Perception DC leads that PC to feel like the dwarves are little more than poor actors following lines in a script and that something about the way they move seems off—almost as if they aren't comfortable in their own bodies.

WHERE IS AULDEGRUND?

This adventure's primary villain is the dwarven diabolist Auldegrund. He's left the reception of the PCs to his simulacra as he finishes up a ritual hunt in the nearby wilderness with his cultists, preparing them to hunt the PCs the next morning. If all goes according to his plan, his simulacra will capture the PCs so that when Auldegrund returns in the early hours of the morning, they'll be ready for him to give over to his cultists to hunt. Whether the PCs escape to prepare for his return early or must face his hunters in the morning depends on their actions during dinner, as does the timing of when he comes back to the lodge—see *Auldegrund Returns* on page 12.

Pleasantries Before Dinner

Auldegrund's simulacrum encourages the PCs to talk about their exploits, entertain him with stories, or even discuss current events or trade news. He attempts to put the PCs at ease so they won't expect a poisoned meal, but if the PCs take him up on this offer, they can perhaps shift things in their favor. Each of the three simulacra in attendance represent different levels of the ritual's success. The real Auldegrund maintains a direct mental link to the one he created in his own image, and as he hosts the PCs remotely, he continues to mentally command his simulacrum to continue the deception. Auldegrund made two simulacra in the image of his elder brother, but one of them, Dorlavin, came to life secretly flawed. Dorlavin wants nothing more than to destroy Auldegrund, defeat his simulacrum "brothers," and see his false life brought to an end. However, he knows that alone he doesn't stand a chance. If the PCs impress him, he does what he can to warn or even help them.

As the twin simulacra bustle about serving drinks and appetizers, the PCs can chat with Auldegrund's simulacrum. Each player can attempt a DC 19 Society check or any Lore check (if they're chatting about current events) or a DC 17 Deception, Diplomacy, or Performance check (if they're providing entertainment, making small talk, or telling stories) to determine how entertaining they are to their host. Each success gains the party 1 Victory Point, each critical success 2 Victory Points, and each critical failure costs 1 Victory Point.

Once all four PCs attempt their checks, if the party's accumulated at least 3 Victory Points, Dorlavin takes note and warns the PCs as detailed in *Dinner is Served* below. Otherwise his aid doesn't come until the end of this event, as detailed in *Captured!* on page 6.

Dinner is Served

Regardless of the number of Victory Points the PCs earn, Auldegrund's simulacrum eventually says, "Lovely tales, but I'm famished! Let's have ourselves some dinner!" With a clap of his hands, he sets Vorlindi and Dorlavin into

motion, and in a matter of minutes, the simulacra place a scrumptious looking meal before each of the PCs and Auldegrund's simulacrum. The meal consists of roasted game hens, venison, foraged greens and berries, and large mugs of ale. Auldegrund digs in eagerly, but his is the only dish at the table that hasn't been poisoned with spider mold, a potent toxin that the cult uses to put their victims to sleep.

If the PCs have impressed Dorlvin, choose one of the characters randomly. As the dwarf simulacrum sets that character's meal, he "accidentally" spills a bit of ale on the table. As he apologizes and takes a few moments to clean the spill with a cloth while Auldegrund's simulacrum chortles about the dwarf being all thumbs, Dorlvin mutters a short warning to that PC: "Don't eat. It's poisoned." He then hurries off to stand with his brother near the door to area A3 to await what comes next.

Any PC who eats any of their meal is exposed to spider mold. A PC who refuses to eat causes Auldegrund's simulacrum to grow impatient at first: "Come now, my brothers went through all this trouble to cook this meal," and insulted thereafter: "Is this how you repay my hospitality? Perhaps you aren't worthy of the great hunt after all!" If the PCs ask him to switch meals or to sample one of theirs, he blusters and makes excuses that "I have special dietary needs and can't stomach such a deliciously spiced repast."

SPIDER MOLD

ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE INGESTED POISON

Price 20 gp

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

Activate ◆◆◆ Interact

This gray mold can be found growing on the remains of venomous arachnids—particularly, giant spiders. Its lack of color and faint taste make it particularly suited for mixing into meals meant to poison an unwary feaster.

Saving Throw DC 20 Fortitude; **Onset** 10 minutes; **Maximum Duration** 8 hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 2 and stupefied 1 (1 round); **Stage 3** paralyzed and stupefied 1 (1 round); **Stage 4** unconscious with no Perception check to wake up (1d4 hours).

The Truth Revealed

Severe 4

Whether the PCs learn the truth about the poison and accuse Auldegrund, dig in and begin to feel sick, or anything in between, it's only a matter of time before the simulacra make their move. They prefer to wait until the PCs start to feel the effects of the poison, knowing that once ingested, it won't take long for paralysis and then unconsciousness to set in. But if the PCs realize what's going on and become violent, the simulacra aren't afraid to start the capture attempt early. Note that the exit from

the hall automatically locks once dinner begins (see area A1); if the PCs want to avoid being taken prisoner, they'll have to fight!

During the confrontation, the simulacra focus their attacks on PCs who avoided eating or seem to be resisting the poison's effects, trusting the poison to do the work of subduing the other PCs on its own. The simulacra have been ordered to make nonlethal attacks with their warhammers and lack the free will to alter this tactic once a fight begins. Remember that when the simulacra attack to deal nonlethal damage, they take a -2 circumstance penalty to their attack rolls.

If the PCs convinced Dorlvin to aid them, his faulty construction allows him to turn against his "brothers," and instead of attacking the PCs, he attacks Auldegrund's simulacrum while crying out, "Die! Die! Die!" over and over. The real Auldegrund sees this as he's controlling his own simulacrum and orders it to switch to lethal attacks and attempt to kill the rebellious Dorlvin first before returning to the PCs. Vorlindi takes no note of these tactics and continues to attack the PCs with nonlethal strikes regardless.

Creatures: Each time a simulacrum is slain, it freezes in place and then crumbles away into an inert pile of snow amid a suit of scale mail and a dropped warhammer. A PC who witnesses this or studies the remains can attempt a DC 25 check to Identify Magic to recognize that the dwarf was a simulacrum.

SIMULACRA (3)

CREATURE 4

RARE N MEDIUM DWARF HUMANOID MINION

Perception +12

Languages Common

Skills Athletics +10, Deception +10 (+12 to Impersonate)

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

Items key ring (carried by Auldegrund's simulacrum), scale mail, warhammer

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

HP 60

Speed 25 feet

Melee ◆ warhammer +12 (shove), **Damage** 1d8+4 bludgeoning

Captured!

If the entire party succumbs to the spider mold or is otherwise captured by the simulacra, Auldegrund's simulacrum deactivates the *electric latch* rune on the door leading to area A6 and works with the other two simulacra to carry the PCs into area A8, locking them in the cage therein but not taking any of their gear—after all, the PCs are meant to be hunted, and what fun is there in hunting a defenseless creature?

Fortunately for the PCs, there's a chance that some or all of them can wake from their poisoned slumber before

Auldegrund returns. Every 1d4 hours, each PC can attempt a new saving throw against the effects of spider mold to begin recovering. Once one PC manages to recover back to at least stage 2 of the poisoning, they can wake other unconscious PCs by shaking them awake with an Interact action as detailed under the Unconscious condition (*Core Rulebook* 623). Of course, while the poison continues to run its course, the PCs will still be in danger of falling unconscious again, but if they can weather the effects long enough to recover, they'll be able to explore Lionlodge with whatever time they have left before Auldegrund returns.

Victory!

If the PCs defeat the simulacra, they'll have a chance to explore Lionlodge for some time, but Auldegrund knows what happened and cuts his preparatory ritual short to return to the lodge and confront the PCs himself. See Auldegrund Returns on page 12 for more details.

If Dorlvin survived the fight, he can give the heroes more information. The simulacrum thanks the PCs for their help, and then admits he's not real himself. "I am a mockery, built by that monster Auldegrund, and I only hope to see him killed before I can abandon this insult to life." He explains that he worked beside his fellow simulacra to poison the PCs only because he felt overwhelmed and outnumbered, but after hearing them speak he realized they could help him get revenge on Auldegrund. Dorlvin agrees to aid the PCs, following their orders exactly.

Dorlvin hasn't been anywhere but areas **A2–A5** and doesn't know about the peep holes into this room, the bedrooms in area **A5**, or the secret door to area **A10**. He does know about the trap on the door leading to area **A6** (but not how to disarm it) and can explain to the PCs how the timelock on the front doors works (see area **A1** below). The most important thing he can impress on the PCs is that Auldegrund could see through his simulacrum's eyes. The real Auldegrund and his three cultist allies were out in the wilds performing a ritual hunt, but they are very likely hastening their way back to Lionlodge at this very moment. Dorlvin suggests the PCs have a few hours at most to explore the lodge, encourages them to set what traps and defenses they can, and promises to aid them in defeating Auldegrund when he returns.

Exploring Lionlodge

The PCs might have a limited amount of time to explore Lionlodge, depending on how long it will take Auldegrund to come back to the lodge (as described in Auldegrund Returns on page 12).

A1. Timelocked Entrance

Once dinner begins, a timed magical effect placed decades ago activates a 7th-level *lock* on the stone door at the

entrance to the lodge. It's a DC 31 Athletics or Thievery check to Force Open or Pick the Lock, but a key to the lock can be found in area **A10**. As soon as the door becomes affected by the *lock* spell, it remains so until it is opened; Auldegrund carries a duplicate key that he uses to enter the lodge early the next morning if the PCs haven't done so beforehand.

A2. Dining Hall

Read-aloud text for this area can be found at the start of Dinner at the Lodge on page 5.

The fire in the stone dragon fireplace burns constantly without consuming fuel or producing smoke. All of the doors leading to the north and south are locked (DC 20 to Force Open or Pick the Lock, or the key carried by Auldegrund's simulacrum can open them [though this key can't open the door in area **A1**]). The secret door to area **A10** is locked as well (DC 22 to Force Open or Pick the Lock; this door can also be opened using the key in area **A10**) and can be found by a PC who succeeds at a DC 24 Perception check to Search. The peep holes in the walls to either side of the door are hidden within the mounted wolf heads, so that observers in area **A10** can stick their heads in the recesses and look out into the room. The peep holes can be spotted with a successful DC 21 Perception check, and if either wolf head is torn off the wall, a PC can peer through the 8-inch-wide hole into area **A10**. Canny PCs might even spot the key on the desk in area **A10** and use something like *mage hand* or a familiar to get it without entering the room!

Note that if the PCs are captured, the cult relocates the two animated statues from area **A8** to this chamber, as they don't want to risk spoiling the hunt they have scheduled for that room.

Hazard: The door leading to area **A6** is more than just locked—it's also trapped with an *electric latch* rune that zaps anyone who opens the door. The trap itself doesn't trigger when the door is opened by a worshipper of Alocer or by Auldegrund's own simulacrum. If the PCs manage to ally with Dorlvin, he can warn them of the trap's presence but doesn't know how to bypass it or deactivate it, as neither he nor his simulacrum twin have been afforded the same level of access Auldegrund granted his own simulacrum.

ELECTRIC LATCH RUNE

HAZARD 3

ELECTRICITY EVOCATION MAGICAL TRAP

Stealth DC 20 (trained)

Description An invisible rune imprinted on a door latch releases a powerful electric discharge.

Disable DC 20 Thievery (expert) to scratch out the rune without allowing electricity to flow, or *dispel magic* (2nd level; counteract DC 18) to counteract the rune

ALOCER

Alocer is a lawful evil diabolic demigod, the infernal duke of beasts, hunters, and tradition. Known also as the Pack Lord, he appears as a fire-breathing, lion-headed, heavily armored archer with eagle talons for feet. His symbol is a dragon-legged horse, said to be a representation of his favored mount.

Follower Alignments LE, NE

Divine Font *harm*

Divine Skill Survival

Domains might, nature, pain, zeal

Cleric Spells 1st: *true strike*, 3rd: *summon animal* (lion only), 7th: *unfettered pack*

Edicts hunt those who are capable of thinking for themselves, gather like-minded hunters into groups based in hunting lodges, burn places of worship devoted to Erastil or corrupt those who follow his faith

Anathema sleep in a place sacred to Erastil, willingly harm a lion, grant a merciful death to a creature you have wounded

Favored Weapon shortbow

Electrocution ⚡ (arcane, electricity, evocation) **Trigger** A creature grasps the door latch directly or with a tool; **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

A3. Kitchen

A large stone oven sits along the north wall of this room, while counters and shelves with supplies fill the rest of the kitchen.

The simulacra prepared the PCs' meals here. Little of interest remains at this point with one exception: a set of expanded alchemist's tools sit on the western table. These tools are used by the simulacra to prepare poisoned dinners and are certainly out of place in a kitchen. The PCs can use these tools to identify the poison in area A4, while a successful DC 18 Crafting or Nature check confirms that something foul-smelling was brewed with these tools recently.

A4. Pantry

The shelves within this pantry contain only bits and pieces of food, although a basket with a plain sheet of cloth draped over it sits on a table in the middle of the room.

Treasure: Auldegrund stocks only what is needed for his simulacra to prepare the tainted meals; a PC who examines the shelves confirms that only enough food was stored here to prepare a single feast. A look into the covered basket reveals a few handfuls of strange gray mold: three doses of spider mold left over from the attempt to poison the food.

A5. Guest Rooms

The doors to each of these guest rooms are locked (DC 19 to Force Open or Pick the Lock, or the key from area A10 can unlock them). Each of the bedrooms beyond is identical to one another.

This bedroom contains a simple bed and a small desk, but something awful hangs on the wall to the south.

While the cultists have stayed in these rooms recently, Auldegrund's set them up so that he can host actual hunting guests once he's ready to expand his operation.

When you describe these rooms to the PCs, each one should contain something unsettling—a hint to Lionlodge's actual purpose. In each room is a mounted head—an elf, a human, a halfling, and a gnome, all displayed like one would expect an elk or deer head to be in a less sinister hunting lodge. As with the wolf heads in area A2, these heads are also cleverly hidden peep holes for imps in the narrow crawl space (area A9) to the south to spy. At your discretion, if the PCs make a lot of noise here (such as ripping these grisly trophies from the walls to expose the 8-inch hole beyond), the imps from area A9 might come to investigate.

If the PCs were captured but escaped before Auldegrund returned, they can find the trio of simulacra resting in three of these rooms. If confronted here, all three do their best to subdue the PCs again and return them to their cage.

Treasure: If the PCs rip the trophy from the wall in the westernmost bedroom and peer through the hole into the crawl space beyond, a PC who succeeds at a DC 19 Perception check can spot the +1 *striking silver dagger* the imps hid at the western end of the crawl space. The dagger is on the floor and out of reach from anyone trying to reach through to grab it. If the PCs come up with a workable plan that doesn't involve squeezing into the crawl space from its entrance in area A9, they can easily retrieve the weapon.

A6. Shrine to Alocer

A cave roughly twenty feet in diameter overlooks a larger cavern to the south. This area features a wooden table surrounded by six chairs and is well-lit by flickering flames that appear to burn from the tips of stalactites. Many tools are strewn on the table around a fearsome centerpiece: a bear trap set around a humanoid skull. To the north, two wooden frames hold stretched leather painted with images of a lion-headed man breathing fire and riding a dragon-legged horse through cityscapes of tormented people. To the south, a five-foot-wide ledge winds around a large sunken area, also lit by dozens of glowing flames flickering from stalactites above.

This room is used as a shrine by the cultists, either to offer prayers to their diabolic patron, or to prepare for their upcoming hunts. A PC who succeeds at a DC 18 Religion check or DC 22 Occultism check to Recall Knowledge identifies the figure in the paintings as Alocer, and the bear-trap centerpiece is a specialized portable altar specifically honoring the infernal duke's role as a patron of cruel hunters.

A specialist snare kit can be found among the parts on the tabletop, along with various snare-crafting components worth a total of 85 gp.

A PC who succeeds at a DC 20 Crafting check to Recall Knowledge identifies the "leather" in the frames to be human skin, while a Search of the area automatically locates a small wooden container sitting behind the northwest rack. It contains a few supplies: four *scrolls of heal* (2nd level) and four *scrolls of restoration*.

The glowing flames on the stalactites are all *continual flames* placed ages ago by Auldegrund's ancestors as a convenience for non-dwarf visitors. The sunken area is 20 feet deep and a PC who wishes to climb down must succeed at a DC 20 Athletics check to climb the cave walls.

A7. Wooden Lift

This wooden platform connected to a large wheel hangs over this large ledge.

The cultists use this platform to lower and raise prisoners from the pit below. A person can raise or lower the five-foot-square platform to the floor below from the platform itself using a one-minute Interact activity.

From below, the stone pillars can assist anyone who wishes to climb out of the sunken area (DC 17 Athletics to climb).

A character can cause the platform to drop to the ground here from its upraised position by tampering with the chains and supports with a successful DC 19 Thievery check to Disable the Device.

Critical Success The wooden platform lowers to the ground without damaging itself or the saboteur.

Success The wooden platform crashes to the ground, dealing 1d6 bludgeoning damage (DC 14 basic Reflex save) to the character attempting to Disable it. Thereafter, the platform can be restored to functionality with a DC 19 Crafting check (a critical success allows these repairs to be made without repair tools, but a critical failure destroys the lift entirely).

Critical Failure The lift becomes jammed and must be repaired with a successful DC 25 Crafting check and an hour of work using proper tools before it can function properly again.

A8. Sunken Cave

Low 4

A cage made of iron rods hammered into the ground sits amid several crumbling stone walls in this sunken cavern. A single

iron door allows entrance to and from the cage, while a grid of iron beams caps the cage at a height of ten feet. A twenty-foot ledge surrounds the cave. The ceiling looms another ten feet above that, bearing dozens of hanging stalactites that glow with flames at their dangling tips.

The glowing flames above don't quite light up the floor of this area, casting it in dim light.

The DC is 22 to Force Open the cage's iron door or Pick the Lock. Forcing apart the bars themselves is far more difficult, requiring a PC to succeed at a DC 32 Athletics check to do so.

The crumbling stone walls in this area are all that remains of other structures Auldegrund's ancestors built; if you wish to expand the underground portion of this area for adventures of your own design, you should place a hidden stairwell or trap door here. These stone walls rise to a height of 10 feet. To climb up and balance on the top, characters must attempt a DC 15 Athletics check and a DC 17 Acrobatics check, respectively. A character who succeeds can then attempt to Leap to the ledge above by first attempting a DC 19 Athletics check followed by a DC 19 Reflex save to Grab an Edge.

Creatures: Auldegrund created a pair of guardians to patrol this area: two stone statues of mountain lions he gave magical life to via *animate object*. The animated statues keep watch on the cage itself, and attack anyone who attempts to move around the chamber freely unless they're wearing the symbol of Alocer.

Note that if the PCs are captured, these animated statues are relocated to guard area A2.

ANIMATED STATUES (2)

CREATURE 3

N MEDIUM CONSTRUCT EARTH MINDLESS

Perception +9; darkvision

Skills Athletics +11

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

AC 19 (15 when broken); **construct armor**; **Fort** +12, **Ref** +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor As animated broom (*Pathfinder RPG Bestiary* 20), but reduced to AC 15 when broken.

Speed 20 feet

Melee ♦ claw +11 (magical), **Damage** 1d8+6 slashing plus Grab

A9. Crawl space

Trivial 4

This narrow four-foot-high crawl space extends to the west from the alcove.

This narrow tunnel is wide enough for a Tiny creature to move through, treating it as difficult terrain. A Small

creature who succeeds at DC 9 Acrobatics check can squeeze through this crawl space, while a Medium one can do so with a successful DC 19 Acrobatics check.

Creatures: A pair of imps conjured by Auldegrund via an infernal pact are stationed here, serving the dwarven diabolist as spies when he's present, or as additional guardians of the upper ledge when he's not. They work to prevent anyone from reaching area A10.

IMPS (2)

CREATURE 1

LE TINY DEVIL FIEND

Perception +7; greater darkvision

Languages Common, Infernal; telepathy (touch)

Skills Acrobatics +7, Arcana +6, Deception +7, Religion +5

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

AC 17; **Fort** +5, **Ref** +9, **Will** +7

HP 15; **Immunities** fire; **Weaknesses** good 3; **Resistances** physical 3 (except silver), poison 5

Speed 20 feet, fly 30 feet

Melee ♦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*,

detect alignment (at will, good only); **Cantrips (1st)** *detect magic*

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10-1 piercing
- **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6-1 piercing plus 1d4 poison
- **Rat** scent (imprecise) 30 feet; **Speed** 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing
- **Raven** scent **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

Diabolic Healing ♦ (concentrate, divine, healing, necromancy); **Frequency** once per round; **Effect** The imp regains 1d6 HP.

Imp Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

Infernal Temptation ♦ (concentrate, divine, enchantment, evil, fortune); **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by wish or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

Treasure: While the imps follow Auldegrund's orders for the most part, they snatched a +1 *striking silver dagger* from a trophy rack in area A10 without the dwarf noticing.

(Note: the PCs might have already obtained the dagger in area A5). This dagger has carvings sacred to Erastil; the imps hope to smuggle it back with them when they return to Hell as their own trophy once their servitude here ends in a few more weeks. Until then, they've stashed the magic dagger at the far end of the crawl space to the west.

A10. Auldegrund's Workshop

This room seems to be a combination of trophy hall and ritual chamber although the heads mounted on the walls aren't of wild beasts—they are, instead, of people. A desk with several books and scrolls sits to the south. A large wooden cabinet with ice crusting the edges of its closed drawers stands in an alcove to the northeast, while a stone slab that appears to have been set up as some sort of operating table sits in the middle of the room. A pair of peep holes in the west wall look out into a larger chamber. To the north, a ten-foot-wide pentagram has been carved in the floor, its perimeter adorned with bones, skulls, and blood-red candles. The air smells of brimstone and an unpleasant bestial musk.

This is Auldegrund's personal workshop. It's here that he built his simulacra, forged his contract with Alocer, and created the animated stone lions. Once Lionlodge is up and running, he intends to use this place to spy upon those he invites to the lodge while his own simulacrum plays the role of host—watching his guests feast from this room so he can decide who to invite to his cult and who to hunt.

The mounted heads on the wall once belonged to a small group of hermits devoted to the worship of Erastil. A successful DC 19 Korvosa Lore or Religion check—or a DC 24 Society check to Recall Knowledge—is enough for a PC to recognize the four as several well-liked Erastilian hermits who once dwelled in the Korvosan hinterlands but, over the past year, have mysteriously gone missing.

Creature: Auldegrund didn't leave this chamber unprotected. As long as he's not in the room, the moment any other creature enters the chamber, the candles surrounding the pentagram begin to smolder and the chamber's guardian—a barbaz devils—appears in the circle in a burst of foul-smelling smoke. The devil immediately attacks the PCs, taunting them by saying, "I'll make trophies of your heads to bring back to decorate my den in Hell!" He fights to the death.

BARBAZU DEVIL

CREATURE 5

LE MEDIUM DEVIL FIEND

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

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

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status bonus to all saves vs. magic

HP 60; **Immunities** fire; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Attack of Opportunity ➤

Speed 35 feet

Melee ♦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ♦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernus fever

Divine Innate Spells DC 19; **5th dimension door**; **4th dimension door** (at will) **Rituals** DC 19; *infernal pact*

Avernus Fever (disease); **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A barbaz's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery. The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbaz makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

Hazard: Auldegrund paid for the installation of a poisoned lock on the only drawer in his desk, then paid the trappsmith for their work by sacrificing them to Alocer.

POISONED LOCK

HAZARD 5

MECHANICAL TRAP

Stealth DC 23 (expert)

Description A spring-loaded, poisoned needle is hidden near the drawer's keyhole. Disabling or breaking the trap does not disable or break the lock.

Disable DC 23 Thievery (expert) on the spring mechanism

AC 19; **Fort** +15, **Ref** +9

Hardness 12; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Spring ➤; **Trigger** A creature tries to unlock or Pick the Lock;

Effect The needle extends to attack the triggering creature.

Melee needle +19, **Damage** 1 piercing plus enhanced hunting spider venom

Hunting Spider Venom (poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and flat-footed (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and flat-footed (1 round). The clumsy condition caused by this venom persists for 24 hours before fading.

Treasure: The cabinet in the northeastern corner is a minor magical item: an icebox that keeps anything placed within it at freezing temperatures. Auldegrund mostly uses this to store snow and ice harvested from higher up the mountain to keep for the creation of simulacra, but if the PCs can figure a way to transport the 12-Bulk cabinet back to civilization, they can sell it for 30 gp.

A bedroll is tucked into a corner just south of the desk. True to his nature as a hunter, Auldegrund prefers to sleep in the wild under the stars, but he keeps this bedroll here for comfort on those days where he finds himself needing to stay at the lodge overnight. If the PCs unwrap the bedroll, they find an ivory and darkwood hip flask bearing the religious symbol of Alocer encrusted with semi-precious stones and fragments of obsidian. While the whiskey in the hip flask is nothing noteworthy, the flask itself is worth 90 gp.

A search of the desk reveals a few items of interest. The books and scrolls inside make apparent the owner's interest in diabolism, particularly associated with Alocer. Among this collection are enough notes for one to learn the rituals *animate object* and *simulacrum*, as well as several journals that reveal much of Auldegrund's pursuit of power culminating in securing an infernal contract with Alocer. If the PCs take a few hours to study these notes (all of which are written in Infernal), they can discover all of Auldegrund's backstory, as detailed at the start of this adventure, as well as details regarding his plans to use the PCs as a "trial run" for a hunt of "a more serious challenge" in the future.

Amid the notes is a large iron key that's used as a paperweight—this key can unlock all the doors in the complex, including the doors in area A1. Also sitting on the desk is a *ring of fire resistance*. The desk's trapped and locked drawer (DC 21 to Pick the Lock or Force Open or can be opened by a key on the ring of keys carried by Auldegrund) contains four *lesser healing potions* and a pouch with 120 gp.

Auldegrund Returns

Auldegrund Grimcarver and the three cultists spend the first part of this adventure in the wilderness further down the far side of the mountain, engaged in a ritualistic hunt

to prepare themselves for the proper offering of the PCs to Alocer. Their return to Lionlodge is meant to be the adventure's climax, so you have a bit of leeway in the timing of when this event takes place. If you have a limited amount of time to play this adventure, you should aim to have Auldegrund return in time for your players to have their final two fights play out.

If the PCs managed to avoid being captured, Auldegrund hastens back to Lionlodge, yet he can only travel so fast, and the PCs should have several hours to explore the lodge. Wise characters take advantage of this time to perhaps set a few traps or snares, prepare ambushes, or even escape from the lodge entirely. (If the PCs make it out of the lodge, they might encounter the cultists on the way back down the mountain, transforming the last encounter into a wilderness fight.) When Auldegrund returns, he notices something is off quickly, and sends his three cultists in first to see what's going on. Only after the PCs defeat these three cultists does Auldegrund enter Lionlodge himself, muttering, "If you want something done right, you've got to do it yourself!"

If, on the other hand, the PCs are captured and are still in their cage in area **A8** by the time Auldegrund returns, he wakes them personally and explains to them that they have the honor of being offered to his lord Alocer in a ritual hunt. He indicates his three cultists, standing on the ledge at area **A6** above, and explains that he's allowing them to perform this ritual to show his generosity, but makes an offer to the PCs should they win the hunt themselves: "Join me above in my workshop, and we'll see if we can't find you a place among my flock." With that, Auldegrund returns to the lift at area **A7**, raises it, and relocates to area **A10**—but just before entering it he tosses the key to the PCs' cage down to them, wishing them luck. As he steps into his workshop, the cultists start the hunt as soon as the PCs open their cage (or otherwise manage to start combat).

Hunted by Cultists Moderate 4

In the first stage of the adventure's climax, the PCs face three cultists of Alocer, each eager to prove themselves to Auldegrund by hunting and killing the PCs.

If this encounter occurs with the PCs in area **A8** as prisoners, the cultists use their bows to attack the PCs as they move around the ledge, resorting to their ranged spells only once the PCs prove they're worthy of a fight. (Remember that the two animated statues normally kept down here are relocated to area **A2** in this case, so that the cultists don't have to risk their challenge being spoiled should the PCs be killed accidentally by a construct.)

If the PCs avoided capture though, this encounter occurs as Auldegrund sends the cultists into the lodge to investigate. How the cultists fare against any traps or

ambushes the PCs set up varies; the cultists explore the lodge in numerical encounter area order, and fight to the death as soon as they encounter the PCs.

The cultists are all humans, still clad in their hunting armor and wearing black and red sashes on their bow arms to show their affiliation with Alocer, the Pack Lord. As befits those who spend much of their time in the wilderness, the three are scruffy, calloused, and overall uncouth in appearance.

CULTIST OF ALOCER (3)

CREATURE 3

UNCOMMON LE MEDIUM HUMAN HUMANOID

Human cleric of Alocer

Perception +10

Languages Common, Infernal

Skills Crafting +10, Deception +8, Nature +8, Occultism +10, Religion +10, Survival +8

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

Items scale mail, composite shortbow (20 arrows and 3 *sleep arrows*), spiked gauntlet

AC 20; **Fort** +7, **Ref** +9, **Will** +10

HP 45

Speed 25 feet

Melee ♦ spiked gauntlet +8 (agile, free-hand), **Damage** 1d4+1 piercing

Ranged ♦ composite shortbow +9 (deadly d10, range 60 feet), **Damage** 1d6+1 piercing

Divine Spells Prepared DC 20, attack +12; **2nd** *harm, spiritual weapon, undetectable alignment*; **1st** *command, heal, ray of enfeeblement*; **Cantrips (2nd)** *daze, divine lance, forbidding ward, message, shield*

Cleric Domain Spells 1 Focus Point, DC 20; **2nd** *weapon surge*

Divine Font *harm*

Facing Auldegrund Severe 4

Once the PCs defeat his cultists, Auldegrund experiences a clash of emotional reactions—shame that his minions failed him, frustration at the prospect of having to start his cult fresh, and excitement at being faced with a true challenge worthy of one of Alocer's faithful.

Creatures: If the PCs defeated his cultists in area **A8** after a hunt there, Auldegrund awaits the PCs in area **A10**. If they enter the room, he offers them positions as his acolytes, fully expecting them to turn him down. When a fight inevitably takes place, Auldegrund retreats into area **A2** if reduced to fewer than 30 HP so that the two animated statues there can aid him. As soon as he steps through the secret door, the barbazu devil bound to defend this room appears to attack the PCs. In this case, Auldegrund flees down the mountainside, hoping to re-establish himself elsewhere. If the PCs survive, they could track him down, or he could become a recurring villain in your adventure.

Dinner At LIONLODGE Adventure

If instead the PCs avoided capture, forcing Auldegrund to send his three cultists into the lodge to clear it, he gives the cultists 10 minutes before he grows impatient and enters the lodge himself. He goes straight to area A10 via the secret door, then explores the areas in reverse numerical encounter area order. Once he finds the PCs, he fights to the bitter end—in this case, his frustration at having failed to offer Alocer a proper hunt blinds him to the wisdom of running for his life in a worst-case scenario.

As with the cultists, Auldegrund is somewhat uncouth in appearance, yet he keeps his vibrant red beard and hair well groomed. His breastplate is enameled in black and red, bearing the same vague symbol of Alocer the PCs saw in the wax seal of his invitation, but under this he keeps his infernal contract safe, tucked against his chest on the inside surface of his breastplate. His eyes are wild, even as his mannerisms are calm and calculating—as one might expect from a hunter patient enough to await the right moment to strike his prey, yet eager for the fight to begin. When his bloodlust takes over as a fight begins, the nature of his diabolic contract becomes clear as his flesh turns red like his hair, his eyes darken to black orbs, and a pair of diabolic flaming horns grow from his brow.

AULDEGRUND GRIMCARVER

CREATURE 7

UNIQUE LE MEDIUM DEVIL DWARF FIEND HUMANOID

Male dwarf ritualist

Perception +11; darkvision

Languages Common, Dwarven, Infernal

Skills Arcana +17, Athletics +14, Crafting +13, Deception +15, Religion +15, Occultism +17, Society +17

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

Items breastplate, +1 striking composite shortbow (20 arrows and 5 sleep arrows), lesser healing potions (3), infernal contract, key ring containing keys to all locks in Lionlodge, warhammer

AC 24; **Fort** +15, **Ref** +16, **Will** +13

HP 125; **Weakness** silver 5; **Resist** fire 5, physical 5 (except silver)

Invoke Alocer ⤵ (divine, transmutation) **Trigger** Auldegrund is reduced to 60 or fewer Hit Points; **Frequency** once per day; **Effect** Auldegrund calls out, in Infernal, "Give me the strength to slay these foes in your name, almighty Alocer!" As he does so, his skin darkens to red, diabolic horns jut from his brow, a flaming lion-like mane appears around his head, burning wings burst from his shoulders, and his weapons ignite with black fire. He immediately heals 3d6+7 Hit Points, gains a fly speed of 25 feet, and deals an additional 1d6 fire damage with his melee and ranged Strikes. This is a risky gambit, though, for Alocer is not patient. At the end of each of Auldegrund's turns, he must attempt a DC 11 flat check (the DC of this flat check increases by 1 each round). On a failure, Alocer grows disappointed that Auldegrund

has not defeated his foes and the effects of Invoke Alocer end immediately. This deals 3d6+7 damage to Auldegrund, removes his fly speed and additional fire damage to weapon Strikes, and causes Auldegrund to become frightened 3.

Speed 25 feet

Melee ⚔ warhammer +15 (shove), **Damage** 1d8+2 bludgeoning

Ranged ⚔ shortbow +17 (deadly d10, propulsive, range 60 feet), **Damage** 2d6+5 piercing

Divine Innate Spells DC 22, attack +14; **4th** glibness, summon animal (lion only); **3rd** crisis of faith; **2nd** undetectable alignment; **1st** true strike (x3)

Rituals animate object, infernal pact, simulacrum

Cruel Shot ⚔ Auldegrund takes time to line up a shot with his bow and smiles cruelly as he makes a ranged Strike with it. If he hits, he deals 2d6 precision damage and 1d6 bleed



Auldegrund Grimcarver

damage. Even if he misses, he still deals 2d6 damage from the glancing blow. Only on a critical miss does his cruel shot deal no damage.

Concluding the Adventure

If he's defeated, Auldegrund cries out in anguish as his infernal contract suddenly becomes red hot. When the PCs deal the final blow to Auldegrund, he staggers back from receiving the mortal wound, scrambling to tear off his breastplate in a panic. Doing so causes the burning infernal contract that he kept safe against his skin to burst fully into flames. As the crimson fires consume him, the PCs hear the distant sounds of a hunting horn and a deep-throated chuckle echo up from somewhere deeper in the mountain. Auldegrund burns entirely within a few rounds, leaving behind only ashes and his gear, his soul claimed by the infernal duke he served in life. This time, the hunter was taken down by his prey.

If the PCs haven't had a chance to explore the rest of Lionlodge, they can do so now. The information contained in area **A10** should be enough to reveal all of Auldegrund's plans for Lionlodge—a PC who succeeds at a DC 10 Society check realizes that this information could fetch a reward if presented to the authorities in Korvosa. Doing so earns the party a total bounty of 100 gp for removing this burgeoning but unknown threat to the hinterlands.

The PCs can also take the time to return the heads of the missing Erastilians to any shrine or temple devoted to Old Deadeye; doing so earns the party the gratitude of Erastil's church and promises of free healing at that temple from that point on.

Of course, if you wish to have *Dinner at Lionlodge* serve as the start of a longer campaign, you can have the PCs discover something more in Auldegrund's notes—evidence that Lionlodge was but one of several lodges being built by the cult of Alocer across all of Varisia. Using these notes, the PCs can continue to root out the hunter cult from Korvosa to Magnimar, perhaps uncovering a sprawling conspiracy of diabolists looking to turn southern Varisia into their own horrific hunting ground!

Character Hints

After describing the initial read-aloud text on page 4, each player character should be given an opportunity to attempt a Lore check to uncover hints. Use the following actions to help determine what information you should divulge to each player character before they arrive at Lionlodge.

ZERRYD'S HINT

CONCENTRATE SECRET

Attempt a DC 15 Korvosa Lore check to Recall Knowledge about the Grimcarver name.

Critical Success Decades ago, a dwarven family with the

Grimcarver surname attempted a rebellion in Korvosa in an attempt to maintain ties to Cheliox, only to be rebuffed and forced to flee into the mountains. Over the years, the Grimcarvers dwindled, and it was believed that the family died out. However, this letter from someone named Auldegrund Grimcarver suggests that at least one of the Grimcarver scions yet lives. This knowledge should help the PCs' impress Auldegrund's simulacrum. (The PCs gain a +1 circumstance bonus to all skill checks attempted during the dinner to socialize, and also learn the information described in the Success entry below.)

Success The name "Grimcarver" certainly sounds spooky, but it's not an entirely unknown family name among dwarves in the Korvosan region, who sometimes seek attention-getting family names when they relocate to the city in hopes of bolstering family businesses. It does seem somewhat strange that Auldegrund chose to live alone in the mountains, though.

Failure The name Grimcarver sounds dwarven, perhaps, although not in a strictly traditionally dwarven sense—it certainly doesn't ring any bells among established Korvosan lineages.

Critical Failure Grimcarver reminds you of stories about a local butcher who made his name some time back in Korvosa named Grimcutter, a man who specialized in meat harvested from monsters. Maybe this Grimcarver is hoping to hire your group to help catch monsters for food?

TAKEMIRU'S HINT

CONCENTRATE SECRET

Attempt a DC 17 Hunting Lore check to Recall Knowledge about Lionlodge.

Critical Success You've heard rumors about Lionlodge, indicating that it's a relatively new establishment with a proprietor who has only invited a few groups of guests to visit previously. The lodge is said to be built into the side of a cliff and is of dwarven architecture, which means there's probably more to the place than what will be visible above ground. It'll be interesting to see if several classic dwarven hunting lodge elements are present in the architecture, at least. (The PCs gain a +1 circumstance bonus to Perception checks made to find hidden features in the lodge, and also learn the information described in the Success entry below.)

Success Hunting lodges are often set up as places for groups of hunters to gather before and after the hunt itself. There's likely somewhere at the location where you can rest for the night; hopefully it has comfortable accommodations!

Failure Hunting lodges aren't uncommon in the Korvosan hinterlands; you've never heard of Lionlodge, but that's not too surprising given its remote location.

Critical Failure Lionlodge must refer to the mountain lions that run wild in the Mindspin Mountains—it's likely you're being invited to the lodge to go on a lion hunt!

JAITHE'S HINT ◆

CONCENTRATE SECRET

Attempt a DC 17 Fortune-Telling Lore check to perform a Harrow reading for the group as you prepare to head up to Lionlodge.

Critical Success The Harrow reading is particularly startling, and suggests that there's something strange going on in Lionlodge—the whole reading gave you a weird feeling of nausea, in fact, as if you'd eaten something that didn't sit well in your stomach, but that accepting the invitation could well be an important step forward for your adventuring careers. (The PCs gain a +1 circumstance bonus to saving throws made during dinner or to skill checks to identify the spider mold poison in area **A4**, and also learn the information described in the Success entry below.)

Success The Harrow reading reminds you that while danger is never absent from the adventuring lifestyle, neither is the opportunity for finding treasure or fame—and something about the reading suggests that a visit to Lionlodge will offer more adventure than a typical dinner party might.

Failure The Harrow reading reinforces your convictions that this group you've become a part of will continue to be a defining part of your life, but offers little insight into what awaits you in Lionlodge.

Critical Failure The Harrow reading tells you to enjoy the dinner and rest, because when you wake tomorrow, the job you'll be asked to do will require all of your wits and skill.

KELLSTI'S HINT ◆

CONCENTRATE SECRET

Attempt a DC 21 Religion check to Recall Knowledge about the symbol pressed into the wax seal the invitation arrived with.

Critical Success The figure on the seal of a man riding a dragon looks weirdly similar to the religious symbol of an obscure infernal duke named Alocer. Of course, the resemblance could be coincidence, as Alocer has a lion's head, whereas the man in the wax seal symbol had a human head—albeit one with a healthy head of hair and a full beard. Could be worth asking your host about if the subject comes up, perhaps. (The PCs gain a +1 circumstance bonus to skill checks made to learn more about Alocer and other infernal elements in the lodge, and also learn the information described in the Success entry below.)

Success The symbol impressed in the wax seal isn't one you've seen anywhere in Korvosa, or its hinterlands. It's either the heraldry of a newcomer to the region or something minor from decades—perhaps centuries—past.

Failure The wax seal symbol seemed to be relatively unremarkable, perhaps even something from a generic signet ring like those sold as trinkets in some city markets.

Critical Failure The wax seal is that of an early and soon discarded motif once used by Korvosa's Skyriders, before the soldiers settled on hippogriffs as their chosen mounts. Could your host be allied with this elite military unit in some way?



Jaithe



Kellsti



Takemiru



Zerryd



Auldegrund Grimcarver



Invitation



Cover

Exploring Lionlodge



1 square = 5 ft.

SCM20



1 square = 5 ft.



SCM20

Dinner At
LIONLODGE
Adventure

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