

SECOND EDITION

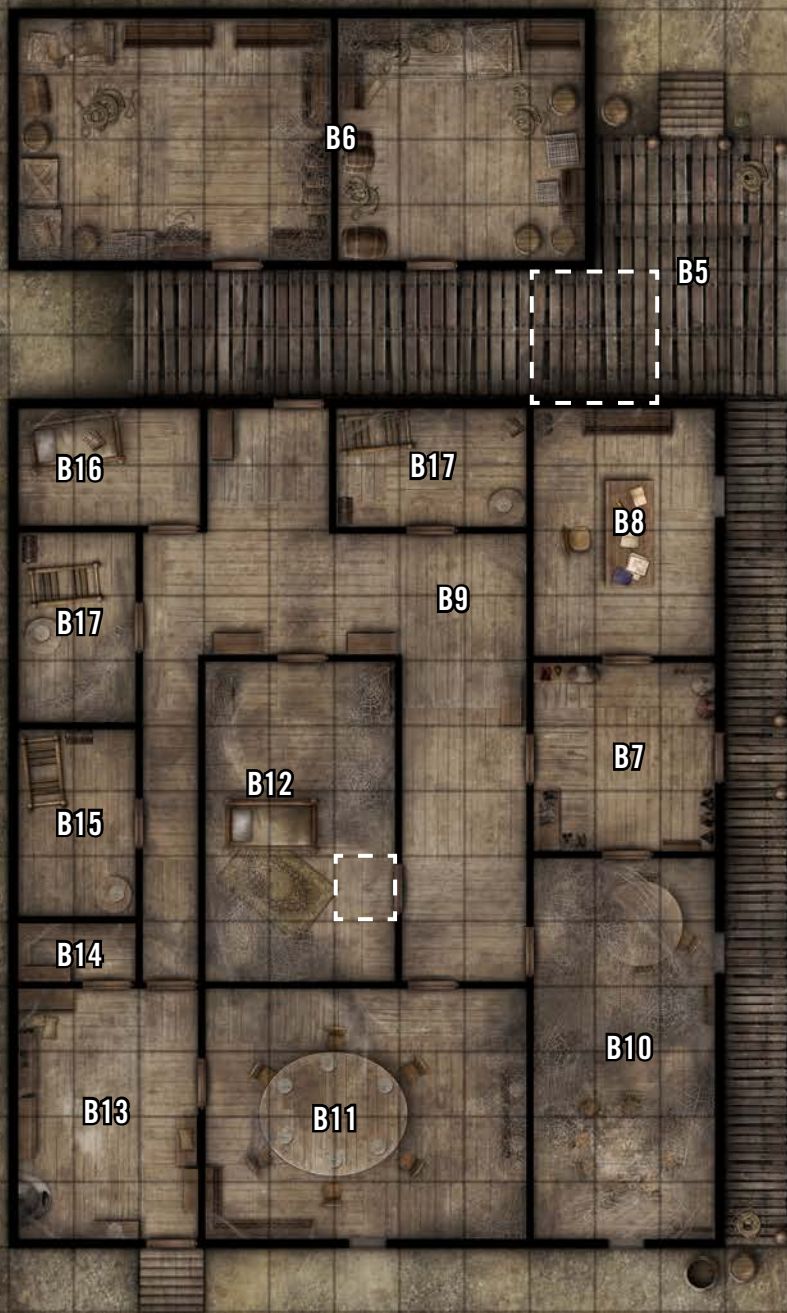
PATHFINDER[®]



TROUBLES IN OTARI

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FISH CAMP



1 SQUARE = 5 FEET

PATHFINDER

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TROUBLES IN OTARI

Troubles in Otari

by Jason Keeley, Lyz Liddell, and Ron Lundeen

Introduction

Chapter 1: Fishing for Adventure

Chapter 2: The Leadbuster Lads

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Adventure Toolbox

by Jason Keeley, Lyz Liddell, and Ron Lundeen

4th-Level Rules

Items

Kurnugian Jackal

Scalliwag

Stinkweed Shambler



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ON THE COVER

Delving into a dark and dangerous dungeon to retrieve a sacred item lost years ago, Kyra and Lem encounter a fiendish jackal in this dynamic cover by Igor Grechanyi.



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Chapter 1: Fishing for Adventure 6

A prominent business owner in Otari offers the heroes a grand opportunity, since they did such a good job solving her previous issues. She offers them the lease to an abandoned fish camp—all they have to do is clean out the pests that have occupied it in the interim.

Chapter 2: The Leadbuster Lads.....22

Someone has been playing saboteur on the outskirts of Otari. Fires have been set along the flume used to ferry freshly cut logs to the sawmill, couriers have gone missing, and many townsfolk are dealing with strange new troubles. The heroes must find out who's behind it all and put a stop to it.

Chapter 3: Under a Three-Eyed Gaze38

The local priest of Sarenrae uncovered notes about an adventuring group that went missing years ago. In these writings, she discovered that one of those heroes had an item important to the faith on them, and senses that they met their fate in a dungeon somewhere nearby. She tasks the heroes with finding this dungeon and retrieving the sacred object.

BEYOND THE BOX

Troubles in Otari is the perfect way to get more adventure out of your *Pathfinder Beginner Box*. This anthology of adventures starts at a level of play that directly dovetails into characters that played through the adventure included in the *Beginner Box*, "Menace under Otari," and provides additional information to enable players to raise their characters to 4th level.

ADVANCEMENT TRACK

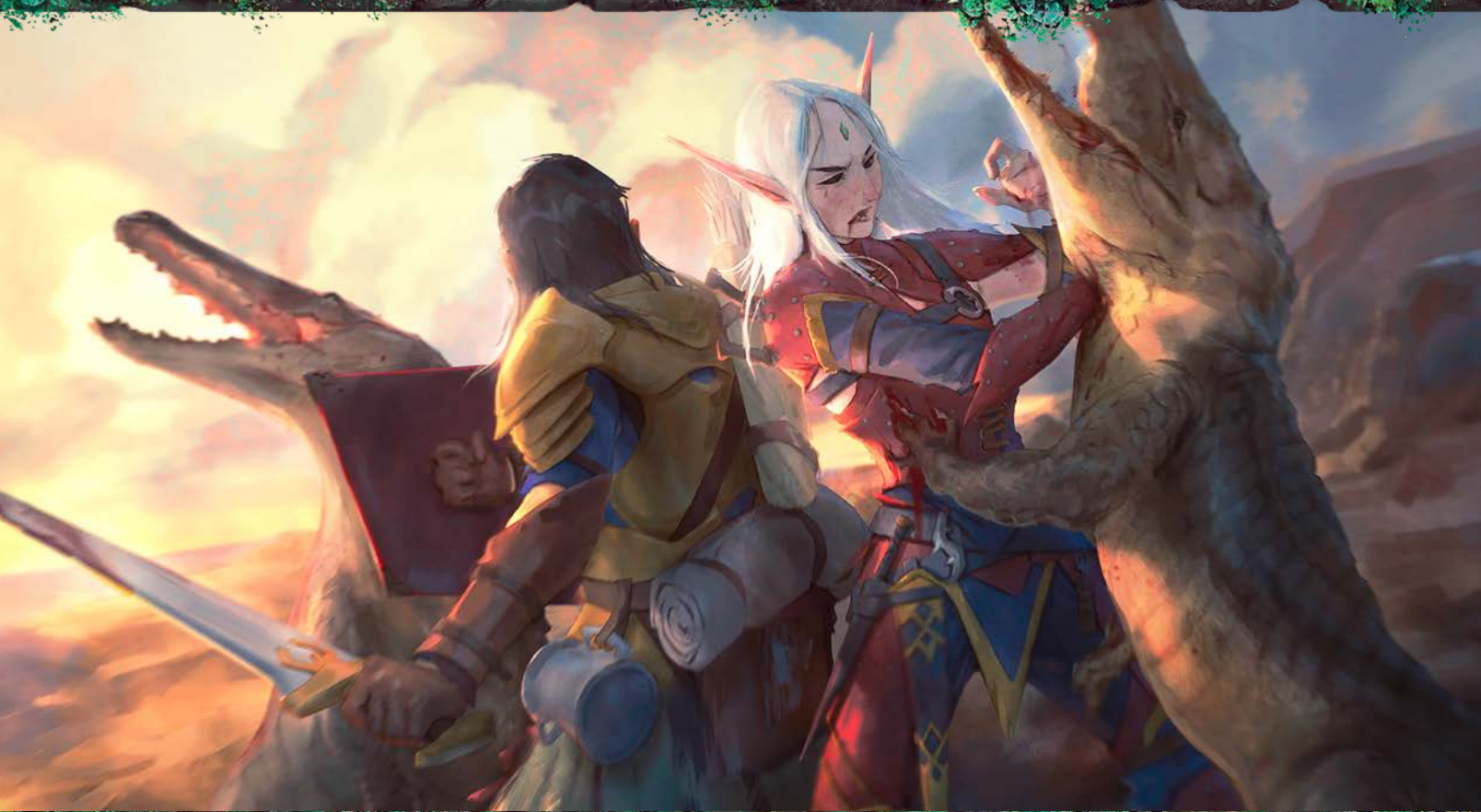
Troubles in Otari is designed for four characters.

- 2 The heroes begin this adventure at 2nd level.
- 3 The heroes should reach 3rd level by the end of Chapter 1.
- 4 The heroes should reach 4th level by the end of Chapter 2.
- 5 The heroes should reach 5th level by the time they complete the final adventure in Chapter 3.

TROUBLES IN OTARI FLIP-MAT

This adventure makes use of a custom Flip-Mat, available now everywhere you buy your games. Each side depicts an important location found in this adventure, and each map is also available on the inside covers of this book. There's no need to draw out these locations when you can pick up this Flip-Mat and have the work done for you!





INTRODUCTION

Onward to more adventures!

This anthology of adventures allows players to continue their adventures after their experience with the *Pathfinder Beginner Box*. However, the adventures here are also perfectly suitable for players already using the full rules found in the *Pathfinder Core Rulebook*.

Everything in this book (treasure, monster statistics, new rules, etc.) can be found in the *Beginner Box* unless noted otherwise.

The pawns found in the *Beginner Box* correspond to nearly every monster encountered in this adventure. For those not represented by a pawn, you might need to find a suitable replacement. A much wider selection of pawns can be found in the *Pathfinder Bestiary Pawn Box*.

In addition, every creature encountered in these adventures is presented with its full statistics.

An exception to this is either when a creature's statistics were listed previously or when it's a new creature (detailed in the Adventure Toolbox at the back of this book). In the latter case, the monster's name and level appear in the adventure, followed by the page number where you can find the full statistics, and then its Perception modifier so that you can calculate initiative.

Once you and your friends are done running through these adventures, you're likely ready to pick up the *Core Rulebook* and begin planning other exciting Pathfinder adventures!

Running These Adventures

In "Menace under Otari," the adventure in the *Pathfinder Beginner Box*, the heroes help out Tamily Tanderveil, a retired sailor who owns the Otari Fishery and its associated gaming hall. Their adventures,

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sparked by a rash of missing fish, set them on the trail of an ambitious kobold tribe and pitted them against a young green dragon!

But the heroes' exciting adventures have only just begun. The town of Otari and the surrounding hinterlands present a variety of challenges and opportunities for a group of heroes. This book assumes the heroes have played the "Menace under Otari" adventure in the *Beginner Box*, but doing so isn't required to play through the adventures in this anthology—see the sidebar on page 8 for guidance on starting with brand-new characters.

Troubles in Otari is broken into three chapters, each of which encompasses a short story all its own. You can play them one at a time or as a single, larger story.

The first adventure, "Fishing for Adventure," is intended for 2nd-level characters. This adventure offers the heroes an opportunity to secure a home base for themselves, where they can store the treasures they've found and rest up between outings. But claiming this new home turns out to be an adventure of its own!

The second adventure, "The Leadbuster Lads," is intended for 3rd-level characters. This adventure introduces players to the concept of sandbox-style campaigns, where the characters have freedom to explore as they wish, dealing with different encounters depending on what they look into.

The third adventure, "Under a Three-Eyed Gaze," is intended for 4th-level characters. Information for leveling *Beginner Box* characters from 3rd to 4th level can be found in the Adventure Toolbox in the back of this book. This adventure introduces players to classic dungeon adventuring. If your players played through "Menace under Otari," they've already encountered this style of adventure. In addition to challenging encounters with monsters, this adventure spices things up with clever puzzles and complex traps.

About Otari

If you or your players haven't played "Menace under Otari," you might not be familiar with the town where this all starts.

Otari is a lumber town and trade port with a storied past that was founded by a group of adventurers over 400 years ago. Today, the town is a prosperous community and one of the most influential along the coast of the Isle of Kortos.

Though day-to-day life in Otari is much like that of any small town, its skyline stands out due to the enormous waterwheel at the town's eastern edge, the ingenious and enormous flume that brings lumber down the cliffside for easy transportation.

About 1,240 people live in Otari, drawn from all over the world. While most of these residents are humans, some dwarves and elves also live here. Most of the town's residents work in the local fishing and lumber industries.

Using the Pathfinder Bestiary

While the rules found in the *Beginner Box* aren't that different from those in the *Core Rulebook*, some GMs might want to run this adventure using the full rules. Some of the creatures in the *Beginner Box* have more simplified or excised abilities than their *Pathfinder Bestiary* counterparts. Some have even had slight changes to their names. Below is a list of creatures found in this adventure, along with the page number for the full monster in the *Bestiary*. In cases where a name was changed, that is noted in parentheses.

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CHAPTER 1: FISHING FOR ADVENTURE

Family Tanderveil, owner of the Otari Fishery and its associated game hall, offers the heroes an old fish camp to use as their new headquarters. The camp is just outside of town, but several monstrous residents have moved in since Tamily left. The heroes will have to clear out these foes if they'd like to use the camp as their own. These impediments include natural threats, such as wild boars and hungry crocodiles, and more monstrous perils: unnatural oozes, giant rats, and a vile web lurker and its spider minions. The heroes will also have to either befriend or drive away a reclusive, mischievous creature known as a scalliwag and decide whether they want to help a despondent ghost fulfill their grandmother's final wishes. By the end of the adventure, the heroes will have learned valuable tactics and strategies, all while earning themselves a new home base from which they can embark on further adventures!

Getting Started

If the heroes have played through "Menace under Otari" or another adventure that takes place in town, you should give them a few days to rest and recover after their efforts. Then, Family Tanderveil sends the heroes an invitation to meet her for a light dinner and a round of drinks at the Otari Fishery.

If this is the heroes' first visit to the seaside town, Family Tanderveil hears about the arrival of new adventurers and sends them an invitation to her game hall at the Otari Fishery, as she has business she'd like to discuss.

With a few simple questions around town, the characters can easily learn that Family opens the ground floor of her fishery to sailors, laborers, and travelers as a comfortable and welcoming place to gather for games and entertainment. Residents of Otari speak highly of her and, if necessary, encourage

TROUBLES IN OTARI

the heroes to meet her—having a friend like Tamily is a boon to any adventurer!

Whenever the heroes arrive at the Otari Fishery, read or paraphrase the following text to get the adventure started.

The sounds of chatter and laughter spill from the Otari Fishery's open doors alongside warm and welcoming lamplight. Within, a few dozen common folk gather around rough tables with cards, dice, tokens, and other game pieces scattered among them.

A friendly and freckled human woman pops up and grins in greeting—Tamily Tanderveil. Her peg leg, a red-and-white striped affair with a bright blue bow at the top, thunks against the floor as she hurries forward. “I’m so glad you came! Welcome! Can I get you something to drink? Snacks?”

She gestures toward an empty table in a near corner, and with a flurry of clattering activity, she sets out bowls of fried vegetables, a platter of sausage rolls, plates of cookies, and mugs of frothy ale. Tamily lifts her mug in a toast.

“Now, everyone knows that a good adventuring team needs a base of operations, right? Your hideout! Headquarters! A place to sleep that doesn’t charge by the night, right? And I have just the place for you—an old fish camp I used to run, right up the road from here. I haven’t been using it since I opened this place up, and I owe you all something big. If you want it, it’s all yours! Just be careful when you check it out, since it’s been empty for a while, okay? No telling what’s holed up in there since we left. Oh, and don’t mind Blue Finley—they’re harmless.”

The heroes likely have plenty of questions for Tamily—after all, it isn’t every day that someone offers up a piece of property as a reward. Likely questions and Tamily’s responses follow. You’re free to read or paraphrase the answers to suit your portrayal of Tamily. Be sure to give different characters a chance to speak and interact with this NPC, and avoid letting a single player dominate the conversation.

Where is this camp? Tamily produces a map from a pouch at her side, unrolls it, and shows the heroes the camp’s location. “It’s right here, about six miles down the road.” You can show the players the map on the inside front cover of this book. Reaching the camp

takes about 3 hours of travel by foot—see the rules for exploration on page 61 of the *Hero’s Handbook*.

Did you have any monster problems while you were there? “Oh, sometimes! There’s always spiders, and sometimes they get scary big. Some of the animals in the woods can tear you up if you’re not watching for them. Like, this time of year, there’s probably a few boars running around, and those things are just always in a bad mood.” If the characters ask for more details, Tamily can provide information about giant spiders and wild boars as if they had succeeded at a check to Recall Knowledge.

How do you come to abandon the fish camp? Tamily shrugs. “Well, I closed it up for the season one year, and then while I was here in town, I met a few folks and started up the fishery. Business was booming, so I never got around to cleaning it out or doing anything else with it. The way I see it, we’re helping each other out!”

Who’s Blue Finley? “Oh, they’re harmless,” Tamily says, waving her hand vaguely. “They’re a ghost. They were there when I bought the camp way back when, and they just keep to themselves, so I’ve left them alone. So long as you don’t bother them, you’ll be fine.”

The heroes might ask questions that aren’t answered above. Tamily answers any questions they have as best she can. She’s familiar with the layout of the camp and the supplies stored there, but she doesn’t know about any of the creatures currently occupying the camp (area B) besides Blue Finley. If you’re not sure whether Tamily knows the answer to a question, you can roll a check for her to Recall Knowledge, using a skill modifier of +8.

Once the characters have finished asking their questions, read or paraphrase the following.

Tamily grins and drains her mug. “Great, it’s settled! While you’re there, I’ll go take care of the paperwork so you can have the deed and make it all official.” She hops up from her chair. “I’ve got to get back to work, but you’re welcome to stay here as late as you’d like. Play a game or two! Drinks tonight are on me.”

Tamily makes her way back to the counter she uses as a bar in the evenings. The heroes are free to linger in the fishery, chat with the other patrons, and return to their accommodations at their leisure.



Tamily Tanderveil

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NEW IN TOWN?

While this adventure assumes you've played through the "Menace under Otari" adventure presented in the *Pathfinder Beginner Box*, it's not required! Tamily Tanderveil is a gregarious woman who's happy to welcome new adventurers to town, and she'll reach out to the heroes whether they've assisted her or not. For new-to-town heroes, Tamily might see an opportunity to wrap up loose ends with the abandoned fish camp without too much work on her own part, while simultaneously building a collegial relationship with the new heroes in town.

While this adventure is written for 2nd-level characters, you can also run it for 1st-level characters simply by omitting or postponing the Midnight Snack encounter (page 10) and removing one giant spider from the encounter with the web lurker (area **B11**).

Leaving Town

The heroes probably want to get a good night's sleep and gather supplies before they head out toward the fish camp. If they don't already have suitable gear for traveling—such as bedrolls, tents, trail rations, and the like—they can purchase general adventuring supplies at the Otari Market. New weapons, armor, shields, ammunition, and similar materials are available at the Otari Garrison. Refer to the Otari gazetteer on page 82 of the *Pathfinder Beginner Box Game Master's Guide* for more information about the town and the various establishments the heroes might visit.

Once the characters are ready, they can set out along the road toward Tamily's abandoned fish camp. Ask each player what their characters are doing along the way. You can show them the list of exploration activities on page 62 of the *Pathfinder Beginner Box Hero's Handbook* and let them choose an activity, or you can ask each player to describe what their character is doing and then decide which activity is closest to their description. You might want to ask some follow-up questions to decide the right activity—for example, you can ask a player who says their character is watching out for danger whether they're keeping their shield up as they move for safety (and thus Defending) or whether they're trying to stay alert and give their allies warnings (in which case Scouting is more accurate).

The fish camp is 6 miles from the center of Otari. If the heroes don't use any activities that limit their Speed, they can reach the camp in 2 to 3 hours. If the

entire group Hustles, they can make this journey in less time; remember to use the lowest Constitution modifier among all the heroes to determine how long they can Hustle together. Most likely, one or more heroes will use an activity that requires them to move at half their Speed (such as Avoiding Notice or Searching), making the journey to the fish camp about 5 or 6 hours long.

A. On the Beaten Path Low 2

About halfway to the fish camp, the heroes' route diverges from the main road and travels south along a beaten dirt track through a thick patch of forest. Old wheel ruts line the path where carts or wagons once passed through, but the tracks are faint and worn. Brush and twining vines grow thick among the trees lining the path, and the chirping and chattering of birds and insects fill the air.

Creature: A wild boar has been rooting through this woodland in search of tubers and other tasty treats. As the path hasn't seen any traffic since Tamily abandoned the fish camp, the temperamental boar has come to think of the area as its own territory and attacks anyone venturing through.

The boar's approach signals the start of an encounter. Have all the players roll for initiative while you roll the boar's Perception to determine its initiative. As usual for initiative, most characters will roll Perception, but anyone who's Sneaking can roll Stealth instead, and don't forget the bonus granted by a character who's Scouting.

You can draw out a simple map of a wooded road for this encounter. Let the players decide where their characters are on the map, and place the boar in a forested area 15 feet from the path. When describing the boar's appearance, explain that characters who rolled higher on their initiative than the boar noticed its approach before it charges from the undergrowth.

The boar begins its turn by making a Boar Charge to attack the nearest character, then Strides back into the undergrowth so it can repeat these tactics on its next turn. It uses its Ferocity reaction when reduced to 0 Hit Points. Once it's used that reaction, it tries to flee on its next turn.

BOAR

CREATURE 2

N **MEDIUM** **ANIMAL**

Perception +8; low-light vision

Skills Acrobatics +5, Athletics +8, Survival +8

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

AC 18; **Fort** +10, **Ref** +5, **Will** +8

HP 30

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Ferocity ➤ When the boar is reduced to 0 Hit Points, it can use its reaction to remain conscious with 1 Hit Point, but it gains the wounded 1 condition (or increases the wounded value by 1 if it already has that condition). It can't use this ability at wounded 3.

Stride ♦ 40 feet

Melee Strike ♦ tusk +10, **Damage** 2d6+4 piercing

Boar Charge ♦♦ The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

Rewards: Boar meat is regarded as a delicacy in many regions. If the heroes slay the boar, they can decide to take some of its meat to supplement their trail rations, providing three square meals for each character before the meat starts to spoil. As an alternative, the party can take the slain boar back to Otari to sell, earning 5 gp but adding several hours to their travel time as they journey back and forth.

B. Fish Camp

After about an hour of travel following their encounter with the wild boar, the heroes reach the abandoned fish camp. Use the map on the inside front cover for this location; the labels on that map correspond with the labels on the encounters in this part of the adventure. You can draw the map for your players, or you can use *Pathfinder Flip-Mat: Troubles in Otari*.

The encounters during this part of the adventure don't follow a single predetermined order—the heroes can explore areas in almost any order. This means you'll want to read this whole section before you get started, and you might have to flip back and forth between pages depending on where the heroes go. Use the map to keep track of where the heroes are and what foes might await them.

As with any encounter, you'll want to be sure to carefully describe each area as the heroes enter it so the players can envision the scene and respond appropriately. The boxed text at the beginning of each section can help you with this, but you're always welcome to paraphrase those descriptions or make up your own!

The party will shift between exploration and encounters several times during this part of the adventure. As an encounter begins, describe what the characters see or hear that's causing them to roll for initiative, and remember to let characters roll Stealth or another skill for initiative if they're Sneaking or using another exploration activity. Then, once the encounter ends, ask each player what their character is doing so you know what

TRAVEL BY NIGHT

Some characters might not bother to wait until daybreak to begin their journey. Traveling under cover of night is certainly an option, though it might present some challenges depending on the characters' abilities.

Be sure to ask what arrangements the characters are making for light during their journey, if that's a concern for your group. A party of all dwarves and cavern elves won't be inconvenienced by darkness, but other characters will need torches, lanterns, or other light sources to make their way in the dark.

In addition, there's some truth to the countless tales of monsters hiding under cover of darkness. You might present moonlighter heroes with an additional encounter or two along the way, such as a pair of wolves (*Game Master's Guide* 80) or a trio of goblin commandos (*Game Master's Guide* 66) in search of a midnight snack.

WILDERNESS ENCOUNTERS

Traveling isn't always safe, even when there are roads and trails. The heroes might decide to go back and forth between the fish camp and Otari to resupply, to receive healing, or for any number of other reasons. While they won't encounter a wild boar each time they make the journey, they might stumble across other foes, such as a trio of kobolds or some wayward giant spiders.

You should add only as many of these encounters as your game needs to make travel between the town and the fish camp feel lively and unpredictable. The heroes shouldn't be able to walk through the woods as a means to gain an abundance of XP. On the other hand, these encounters can help your party catch up on XP if they've missed out on XP in other areas or started this adventure as 1st-level characters.

exploration activity they're using as they move into the next area.

"Fishing for Adventure" might take the heroes more than a single day to complete. The characters might want to rest between encounters to Treat Wounds, regain wizard school spells, or Repair a shield that's taken a few hits. They don't have a time limit to clear out the camp, and they can take rests as often as they'd like as long as they aren't in an area occupied by foes. They can also rest overnight, though they might face some unwelcome company if

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they don't take sufficient precautions—see Midnight Snack (below) for details. If necessary, they can even travel back to Otari to rest, obtain healing, and resupply; see the Wilderness Encounters sidebar on page 9 for ways to make the journeys between Otari and the fish camp more interesting!

Background

One of Otari's residents built the fish camp about 50 years ago, looking to avoid competition in the fishing business. When the original owner retired, Tamily Tanderveil purchased the site. Having just finished her term of service with the Gray Corsairs, Tamily saw the camp as a safe, steady business opportunity. She ran the camp for several years, saving up during the busy season and closing the camp during the winter months. This past winter, however, she jumped on a new business opportunity—the Otari Fishery. With the success of her new establishment, Tamily

hasn't had the opportunity to come back and clean out the fish camp, and the camp has been effectively abandoned for the better part of a year now. The buildings remain relatively intact, but they're slowly falling into disrepair and have become home to a variety of opportunistic critters.

Fish Camp Inhabitants

Three significant creatures are currently inhabiting the fish camp, each having claimed a small portion of the site as their own. As the GM, you'll want to know about all three inhabitants and their minions in advance so that you can adapt to any unusual tactics your players might try, but remember that the heroes will have to explore to learn anything about what's going on in the fish camp.

Here are the three main inhabitants.

- A web lurker, accompanied by a number of giant spider pets, has claimed the dining room and living room as its domain. Though the web lurker won't follow or seek out the party, this monster can't be reasoned with and will have to be removed forcibly from the camp.
- A tiny winged serpent known as a scalliwing has crept into the camp building through the kitchen and made her home in the pantry and an adjoining bedroom. This kindhearted creature is curious about the heroes but prone to causing mischief, and the party can either befriend her or chase her away.
- A ghost is occupying the northeast bedroom. This restless spirit might haunt heroes who enter their bedroom, but won't fight them. Characters who are willing to interact with the ghost and learn their story can learn how to put them to rest, earning their treasure as a reward.

Midnight Snack

It's likely the heroes aren't going to clear out the fish camp in a single day, especially since they already spent around a half a day or more traveling to get here. At some point, they'll likely set up camp to sleep overnight—and that camp will most likely be somewhere outside. Wherever the heroes sleep, ask if they plan to keep watches or just hit the sack.

If the heroes try to sleep in the camp's main building while it's still full of monsters, you can adjust this encounter by trading out the pair of

Moderate 2



Crocodile

crocodiles for five giant rats (page 15) or three giant spiders (page 16).

Creatures: Once night has fallen, a pair of crocodiles uses the cover of darkness to quietly creep up on the heroes, hoping for a hearty midnight snack. Have each character attempt a Perception check—even those who are asleep. The DC to notice the crocodiles is 21 for a sleeping character and only 17 for a character keeping watch. If anyone succeeds at this Perception check, the heroes have 1 round to prepare for the fight by standing up, grabbing weapons and shields, and perhaps casting a defensive spell.

You can use the results of these Perception checks to determine the initiative order. The crocodiles are attempting to Sneak up to the heroes, so you'll roll Stealth for their initiative. If none of the heroes succeeded at their Perception checks to notice the crocodiles, the crocs each gain a +4 bonus to their initiative roll.

Since it's night, the heroes might be fighting in the dark! If the heroes don't have a light source of their own, moonlight provides dim light in the area. This means creatures are concealed to any character who doesn't have low-light vision or darkvision; a creature targeting a concealed creature with an attack, spell, or other effect fails unless they succeed at a DC 5 flat check (rolling a 5 or higher on a d20 with no modifiers). The crocodiles have low-light vision and can target the characters normally.

This fight has one additional complication in that most of the characters probably aren't wearing their armor. Remind each player in this situation to subtract their character's armor's item bonus from their AC against the crocodiles' attacks.

The crocodiles are hungry, but they're not very smart. They respond to movement and follow their prey single-mindedly, so the heroes can use hit-and-run tactics to stay out of the crocodiles' reach. If a crocodile gains the frightened condition, it flees the battle and doesn't return.

The heroes can also evade the crocodiles in other ways. Fleeing into any of the camp's buildings provides shelter from the hungry predators, though doing so might disturb enemies the heroes haven't dealt with yet, starting a different encounter! Heroes who took adequate preparations before sleeping—for example, clearing out the smokehouse and using that as an overnight shelter—can avoid this encounter entirely. If they successfully flee or avoid the crocodiles, award them XP as if they had overcome the crocodiles in a fight, and describe how their tactics or preparations were effective. For example, heroes might emerge

OVERWHELMING ODDS

It's possible for the heroes to be overwhelmed by the foes at the fish camp, especially during an overnight ambush and with Otari being several hours away. If the heroes are all knocked out during an encounter, their story doesn't have to end there. Remember that none of the foes encountered here are particularly vicious, and they're unlikely to attack a hero who's fallen unconscious. This gives the characters a chance to wake up naturally (see the rules for recovery checks on page 70 of the *Hero's Handbook*). You can also use the following ideas to provide some unexpected help to fallen heroes.

Aid from Above: The scalliwag Olli is a good-hearted creature, despite her mischief. If she notices the heroes falling victim to the predators in and around the fish camp, she might flit over and cast a *heal* spell to save them, even if she hasn't met them (or has met them and doesn't particularly like them).

Just Passing Through: Adventurers aren't uncommon in Otari and the surrounding area. Another party of heroes (or, for an interesting plot twist, some of the villains from the second or third adventure in this book!) might see signs of the heroes here and come by to investigate—arriving just in the nick of time!

Second Thoughts: Family Tanderveil might have had second thoughts about sending the heroes into unknown perils at the fish camp or begun to worry after several days without hearing from them. She borrows a horse and rides swiftly to the camp, where she can *Treat Wounds* and provide *healing potions* to rescue heroes at risk.

from an overnight shelter to find heavy reptile prints in the sand around the area and realize they avoided the fight.

CROCODILES (2)

CREATURE 2

N LARGE ANIMAL

Perception +7; low-light vision

Skills Athletics +8, Stealth +7 (+11 in water)

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

Deep Breath The crocodile can hold its breath for about 2 hours.

AC 18; **Fort** +9, **Ref** +7, **Will** +5

HP 30

Stride ♦ 20 feet, or swim 25 feet

Melee ♦ jaws +10, **Damage** 1d10+4 piercing plus Grab

Melee ♦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

Aquatic Ambush ♦ When hiding in water, the crocodile can move up to 35 feet, traveling on water and land, up to a creature that doesn't see it and doesn't know

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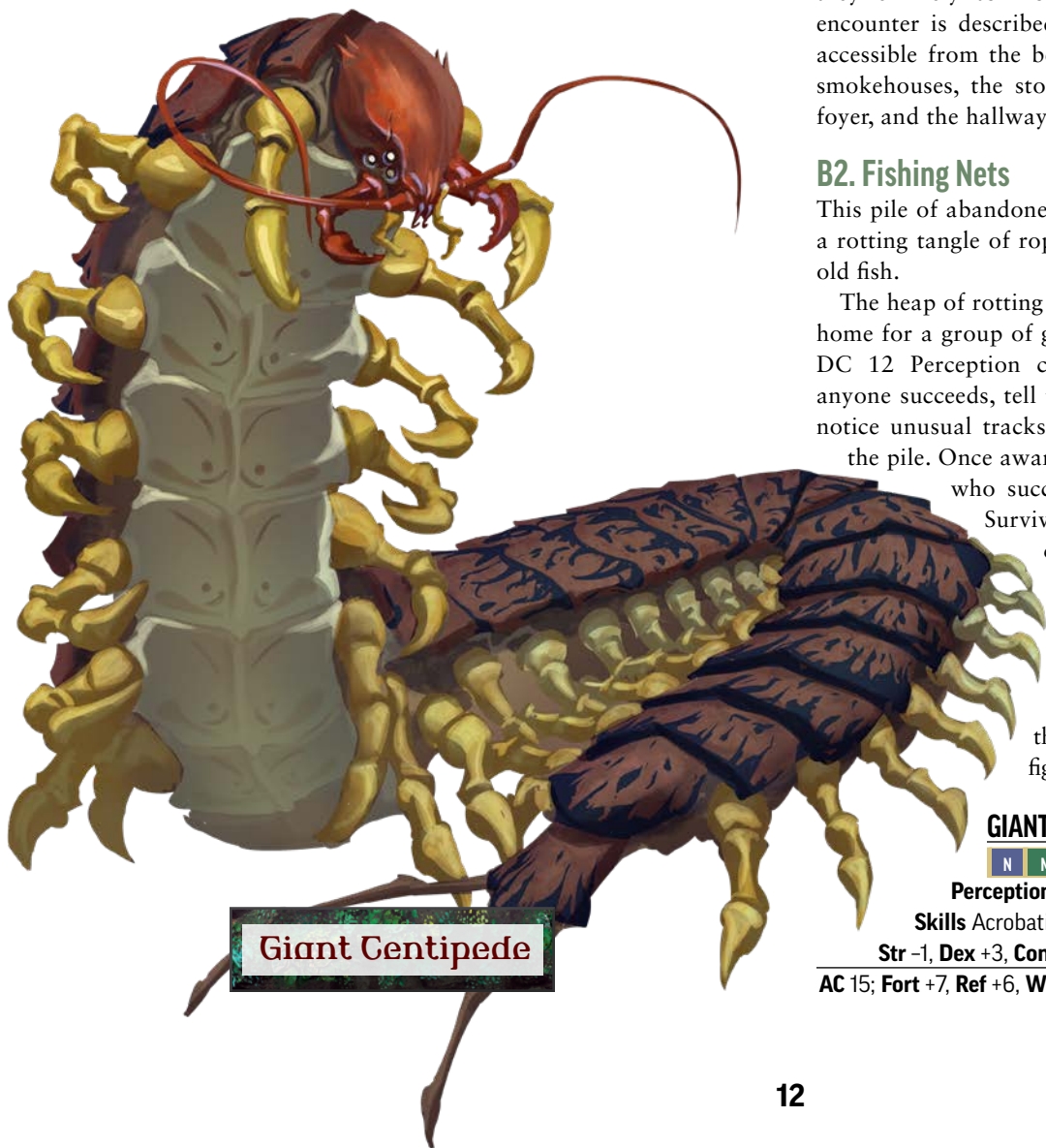
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where it is and make a Strike against that creature. The creature is flat-footed against the attack.

Death Roll ♦ (attack) The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against a creature it has grabbed. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

Grab ♦ After succeeding at a jaws Strike, the crocodile can use this action to automatically give the target the grabbed condition until the end of the crocodile's next turn.

XP Award: Surviving the crocodiles' hunt—and presumably learning that adventuring parties should keep watch or take other precautions at night—is a valuable lesson. Award the characters 30 XP as a story award, in addition to the XP for defeating or evading the crocodiles. Just like the XP gained for overcoming a creature, each character gets the listed amount.



Giant Centipede

B1. Beach

The thick forest begins to thin before the trail opens onto a long stretch of a coarse gravel beach, the shining blue waves of the Inner Sea rolling beyond to the south. A cliff rises along the beach's northern edge. The largest building is a wooden house built on weathered stilts with a porch wrapping around the south and east and doors along the west, east, and south walls. A raised outbuilding to the east shares the main building's porch, while three smaller outbuildings stand to the west. A drying rack and drying table stand near these western structures. Near the porch sits an old rowboat and weathered oar, pulled high to avoid the tide, and a pile of dirty fishing nets.

The heroes can use exploration activities as they arrive at the fish camp and begin to look around to get a feel for the area. So long as they're just looking, the heroes remain relatively safe. However, once they start opening doors or poking into things, they're likely to move into an encounter. Each encounter is described in its own area. The areas accessible from the beach are the fishing nets, the smokehouses, the storage rooms, the kitchen, the foyer, and the hallway.

B2. Fishing Nets

Moderate 2

This pile of abandoned fishing nets on the beach is a rotting tangle of rope and seaweed that stinks of old fish.

The heap of rotting fibers make the nets a perfect home for a group of giant centipedes. Roll a secret DC 12 Perception check for each character; if anyone succeeds, tell those players their characters notice unusual tracks in the gravelly sand around the pile. Once aware of the tracks, any character

who succeeds at a DC 15 Nature or Survival check to Recall Knowledge can identify them as giant centipede tracks.

Creatures: The giant centipedes surge out from their nest the moment anyone disturbs it. They each attack the creature nearest them and fight until slain.

GIANT CENTIPEDES (4) CREATURE-1

N MEDIUM ANIMAL

Perception +6; darkvision

Skills Acrobatics +6, Athletics +2, Stealth +6

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

AC 15; **Fort** +7, **Ref** +6, **Will** +2

HP 8

Stride ♦ 30 feet, climb 30 feet

Melee Strike ♦ mandibles +6 (finesse), **Damage** 1d4-1 piercing plus giant centipede venom

Giant Centipede Venom (poison) A target that takes damage from the centipede's mandibles Strike must succeed at a DC 14 Fortitude save or take 1d10 poison damage.

B3. Old Smokehouse

Low 2

The old smokehouse is a weathered wooden building to the west of the main camp building. When a character opens the door to the smokehouse, read or paraphrase the following.

The door creaks open on battered hinges, releasing a putrid stench. Racks for smoking fish fill most of the dark space within, some still holding scraps of scale and bone. A faint sloshing sound comes from a vile-smelling puddle in the center of the floor.

This large shed was built for smoking large batches of the fish camp's daily hauls. It has no windows, and if the door is closed, it's completely dark inside.

Creatures: The worker assigned to empty out this shed either forgot or shirked that particular responsibility, and the last batch of fish set in here to smoke has long since rotted into a sludge so foul that it created a pair of sewer oozes. Since the smokehouse was built to be relatively airtight, the oozes haven't found a way out of this prison and rest in a motionless puddle in the center of the storeroom. As soon as the door is opened, the oozes surge up and toward the light, fresh air, and sustenance. The mindless oozes pursue the heroes until destroyed.

SEWER OOZES (2)

CREATURE 1

N MEDIUM MINDLESS OOZE

Perception +3; motion sense 60 feet, no vision

Skills Stealth +1 (+4 in sewers)

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

Motion Sense A sewer ooze can sense nearby motion through vibration and air movement, allowing it to fight as well as if it could see. However, a sewer ooze can't see, so effects that depend on vision or seeing don't work on it.

AC 8; **Fort** +9, **Ref** +1, **Will** +3

HP 40; **Immunities** acid, critical hits, mental, sneak attack, unconscious

Stride ♦ 10 feet

Melee Strike ♦ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid

Filth Wave ♦ The sewer ooze unleashes a wave of filth, covering all creatures within 20 feet of itself. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a -10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls over and gains the prone condition). A creature can Interact to clean someone off. This decreases the Speed penalty to -5 feet after 1 action, or to no penalty after 2 actions. After using Filth Wave, the ooze can't use it again for 1 minute.

B4. Storage Sheds

These simple sheds hold fishing rods, boxes of tackle, and various tools for cleaning and preserving fish.

Treasure: All together, the gear in these two sheds make up 10 sets of fishing tackle. Each set can be sold for 4 sp.

B5. Porch

Trivial 2

Unless they enter through the kitchen, the heroes reach the camp's main building by first climbing the steps to the wooden porch that wraps around the south and east edge of the building. Read or paraphrase the following.

A weathered wooden porch runs along the south edge of the fish camp's main building, about six



Sewer Ooze

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feet above the gravel beach. It wraps around the eastern side, where it also provides access to the camp's largest outbuilding. Worn stairs, their wood beginning to splinter, ascend to the porch from the center of the southern stretch and at the southeastern corner. Thick spiderwebs hang under the porch and along the building's eaves.

This porch is perpetually exposed to the elements, and the wood planks have begun to rot and splinter over the years.

Hazard: In the area marked on the map, this wear has created a dangerous hazard where the floorboards will give way entirely under a character's weight. You can find the rules for hazards on page 48 of the *Game Master's Guide*.

Remember to roll a secret Perception check against the hazard's Stealth DC for each hero. Anyone who succeeds notices the rickety floorboards in this section of the porch and suspects that they'll be dangerous. If a character notices the hazard, they can attempt to disable it using the means listed in the Disable entry.

COLLAPSING PORCH

HAZARD 1

MECHANICAL TRAP

Notice DC 19 Perception check (or 0 after the hazard is triggered)

Description A section of splintery and rotten floorboards drop a creature 6 feet onto uneven rocks and piercing shards of wood.

Disable DC 15 Crafting (trained) to replace or cover the weak sections of flooring, or DC 15 Survival (trained) to crumble the rotten floorboards from a safe distance

AC 10

Fort +1; **Ref** +1

Floorboard Hardness 3; **Floorboard HP** 12 (BT 6)

Immunities critical hits, sneak attack

Collapse ☞ If a creature walks on the area marked on the map, it falls through the weakened floorboards onto uneven rocks and sharp shards of wood, taking 1d4 piercing damage and 1d6 bludgeoning damage. The creature can use the Grab an Edge reaction to avoid the fall and the damage.

Reset Once this section of the porch has collapsed, creatures can still fall through the hole until the porch is Repaired.

Treasure: If any character falls through the collapsing porch section, they automatically find a +1 *dagger* that was lost beneath the building long ago. Otherwise, finding the dagger requires a character to succeed at a DC 20 Perception check while Searching the exterior of the building. The

weapon's magic has kept it from rusting over the years.

B6. Storage Rooms

Moderate 2

This square room holds shelves of boxes and stacks of crates. Nets, gaff hooks, rods, and other fishing gear hang from the walls. The filthy wooden floor is strewn with ragged scraps of sackcloth and gnawed bits of wood.

These storage rooms, being closer to the main fish camp building, hold more valuable (and less weatherproof) gear. Most of the crates hold mundane supplies suitable for use aboard a fishing vessel, such as sailcloth, rope, varnish, deck brushes, and some larger, heavier fishing gear.

Creatures: These two rooms have become the home of a half-dozen giant rats who chewed their way through the floor into the north storage area and through the wall into the northeastern corner of the southern room.

Most of the time, three rats scurry about in each room. When the heroes enter either room, the rats perceive the newcomers as competition for the fish camp's limited resources and attack. These giant rats roll Perception for their initiative. They don't chase heroes who flee from the room but do fight until slain.

Each round after combat begins, one of the rats from the adjacent area comes through the hole to join in the fight. However, if a hero manages to block the hole between the rooms (by shoving one of the crates in front of it, for example), the rats stay in their own rooms, allowing careful heroes to divide and conquer the pests.

In addition, if a character is reluctant to kill the rats, they can present the pests with a sufficient amount of food (1 day's trail rations per rat, or a portion of the wild boar meat the heroes might have collected during their journey to the camp). In this case, the rats aren't as threatened by the heroes. This allows a character to attempt a DC 18 Survival check to Command an Animal to convince the rats to leave the fish camp. If the hero succeeds, the rats stuff their cheeks with the offered food and depart without a fight.

GIANT RATS (6)

CREATURE -1

N SMALL ANIMAL

Perception +5; low-light vision

Skills Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

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

AC 15; **Fort** +6, **Ref** +7, **Will** +3

TROUBLES IN OTARI

HP 8

Stride ♦ 30 feet, climb 10 feet

Melee Strike ♦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing

Treasure: Heroes who spend time Searching the storage rooms find plenty of tools and material for maintaining and operating the fish camp (including wooden planks that could be used to Repair the collapsed section of porch; see area **B5**). Five of these are finely crafted long tools (a sledgehammer, a shovel, a hoe, and two axes) each worth 1 gp. In addition, one of the crates holds a repair kit.

B7. Foyer

This square room has one door in each wall. The walls have hooks for outerwear, benches, and boot racks. Thick cobwebs hang in the corners and some of the doorways.

A character who takes note of the cobwebs notices that they are somewhat thicker over the western door than the others. The room has no windows, and if all the doors are closed, it's dark here.

B8. Office

A battered oak desk stands almost in the center of this dusty, damp room. Behind it, a row of cabinets lines the far wall. The sole window is shuttered, but one of the shutters hangs askew, letting in a stream of light. Several stools stand scattered around the room.

Family Tanderveil used this office to keep the camp's business records and handle other administrative matters, as the previous owner did before her. Characters Searching the room find evidence and gear used in the camp's administration, such as business ledgers, writing supplies, and even a small iron-bound chest bolted into one of the cabinets, though this payroll safe is currently open and empty.

Treasure: Searching the office also turns up a writing set in the desk drawer, protected in a wax-sealed box from the damp air. In addition, the camp's first aid kit is in one of the cabinets behind the desk. This red box holds four *antivenom potions* (page 60), two *healing potions I*, two *healing potions II*, and a set of expanded healer's tools. These healer's tools can be used just like a normal set, but they also give the hero using them a +1 item bonus

to Medicine checks to Stabilize, Stanch Bleeding, or Treat Wounds.

B9. Hall

Wooden doors line each side of this U-shaped hallway. The largest of these stands in an alcove along the eastern wall, flanked by hooks and benches. Cobwebs hang thick in the southwestern portion of the hallway.

As something of a neutral zone between the various creatures residing within the fish camp, this hallway doesn't have any creatures in it. It also doesn't have any windows, and it's dark if all the doors are closed.

The large door to the east leads to the porch, across from the storage rooms (area **B6**). Most of the other doors lead into bedrooms (areas **B12**, **B15**, **B16**, and **B17**), but the door at the end of the northern branch of the hallway leads into the kitchen (area **B13**). The southern branch leads to the living room (area **B10**) and dining room (area **B11**).

B10. Living Room

Low 2

Thick cobwebs fill this long room, making it difficult to see the details of the room's furnishings. Along the south wall is a round table surrounded by wooden chairs. Sturdy wicker chairs gather in a loose circle in the western half of the room. One door stands in the eastern wall, while another stands to the north. A scone along the wall over the table is partially covered with a dark cloth.

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Giant Rat

This area is a common room where the fish camp's workers would rest and relax after a hard day's work. In the months since the camp was last used, however, it's become home to new residents. The room's windows are tightly shuttered, leaving the room dark unless the heroes leave doors open or bring their own light sources. In addition, the thick cobwebs make creatures concealed to anyone more than 15 feet away.

Creatures: A pair of giant spiders, having accompanied the web lurker to the fish camp, built a nest amid the thick cobwebs in this room. They lurk in the shadows in the western corners of the room, hoping the heroes get close before they attack. The spiders roll Stealth for their initiative.

GIANT SPIDERS (2)

CREATURE 1

N **MEDIUM** **ANIMAL**

Perception +7; darkvision

Skills Acrobatics +7, Athletics +5, Stealth +7

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

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Stride ♦ 25 feet, climb 25 feet

Melee Strike ♦ fangs +9 (finesse), **Damage** 1d6+2 piercing plus giant spider venom

Ranged Strike ♦ web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web ♦ (move) The giant spider moves up to 40 feet straight down, suspended by a web line. It can hang from the web or drop off. The distance it Descends

on a Web doesn't count for falling damage. A creature can Strike the web, which has AC 20 and 8 HP. If the web is reduced to 0 HP, the spider falls.

Giant Spider Venom (poison) A target damaged by the spider's fangs must succeed at a DC 16 Fortitude save or take 1d12 poison damage and gain the flat-footed condition for 1 round.

Web Trap A creature hit by the giant spider's web Strike gets stuck to the nearest surface. It can't move until it successfully Escapes (DC 17).

Treasure: The covered torch hanging along the south wall is an *everburning torch*, providing a safe source of light. The thick cloth cover blocks the torch's light when it's not needed or wanted.

B11. Dining Room

Severe 2

The fish camp's dining room remains so full of cobwebs that it's hard to see anything inside, and tiny spiders skitter along the silken threads. In the middle of the room is a large trestle table with benches along each side. A cabinet along the south wall holds a collection of tin dishes. The door to the east is unblocked, and the door to the north has several planks nailed across it.

The fish camp's residents ate their meals in this room. When the web lurker moved into the camp, it decided the door to the north—leading to the kitchen (area B13)—left it too exposed, so it boarded the door to prevent creatures from entering from that direction. In the event that the heroes break through from the kitchen, the noise alerts the web lurker (see Creatures below), which goes to hide in the living room, and the heroes must fight the creature there instead.

The thick cobwebs in this room make creatures concealed to anyone more than 15 feet away.

Creatures: The web lurker nests in this room, along with a pair of giant spider minions. Though the spiders simply attack whichever creatures are closest to them, the web lurker is smart enough to take advantage of its allies' positioning and tries to flank heroes with the spiders. At first, the web lurker hopes to preserve the heroes and use them as a steady supply of nourishing meals, fighting only with its web Strike.

Once reduced to half its Hit Points or once its spider minions are slain, the lurker



Giant Spider

recognizes the threat the heroes pose and instead begins fighting with its fangs and claws.

GIANT SPIDERS (2)

CREATURE 1

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Perception +7; darkvision

WEB LURKER

CREATURE 3

NE MEDIUM ABERRATION

Perception +10; darkvision

Skills Acrobatics +9, Athletics +9, Crafting +8, Stealth +11

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

Spider Speak The web lurker can speak with and understand spiders.

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 45

Stride ♦ 25 feet, climb 25 feet

Melee Strike ♦ fangs +11, **Damage** 1d8+6 piercing plus web lurker venom

Melee Strike ♦ claw +11 (agile), **Damage** 1d8+6 slashing

Melee Strike ♦ web +11, **Effect** web trap

Web Lurker Venom (poison) A creature damaged by the web lurker's fangs must succeed at a DC 19 Fortitude save or take 1d12 poison damage and become flat-footed for 1 round.

Web Trap A creature hit by the web lurker's web attack gets stuck to the nearest surface. It can't move until it successfully Escapes (DC 20).

Treasure: At the back of the dish cabinet, among the assorted tin cups, is a matched pair of tarnished silver goblets, worth 20 gp as a set. If the heroes attempt to return them to Tamily, she insists they keep them to cover the expenses of fixing up their new home base.

B12. Spider's Bedroom Moderate 2

A tangle of cobwebs fills this room, obscuring the details of the bed and table within.

This bedroom, adjacent to the dining room and living room, is part of the web lurker's territory.

Hazard: The web lurker sought to protect this room by setting up a noose trap just past the doorway. The spiders can easily evade the trap's trip wire, but any creature that steps into the room risks triggering the hazard. Remember to roll a secret Perception check against the trap's Stealth DC of 22 for any character who is Searching—if they succeed, they notice the trap before walking into it.

WEB LURKER NOOSE

HAZARD 2

MECHANICAL TRAP

Notice DC 22 Perception check

Description Discreet webbing at throat level snags a creature that walks into it.

Disable DC 18 Survival (trained) or Thievery (expert) to rearrange the webbing

AC 18

Fort +11, **Ref** +5

Noose Hardness 4; **Noose HP** 16 (BT 8) to cut the web noose

Immunities critical hits, sneak attack

Web Noose ♦ (attack) If a creature steps into the square with the web trip wire, the web lurker noose makes a noose Strike against the creature.

Melee Strike ♦ noose +13 (deadly d10), **Damage** 3d6 bludgeoning and the target gains the grabbed condition is and pulled off the ground (Escape DC 22).



Web Lurker

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The target takes 1d6 bludgeoning damage at the end of each of its turns as long as it's caught in the noose.

Creature: A lone giant spider lurks within this room, overlooking dozens of its smaller, harmless kin.

GIANT SPIDER

CREATURE 1

Page 16

Perception +7; darkvision

Treasure: The table in this room has a small drawer, which contains a number of small, harmless spiders and a *hand of the mage*.

B13. Kitchen

A stone oven in the northwest corner marks this spacious room as a kitchen. Cabinets and tables line the walls, and a wide washbasin stands next to the western door. Several of the cabinet doors stand open, and pots and long-handled spoons lie scattered across the floor. Two doors stand in the east wall—one to the south, and a heavier door in the west wall. The shutters over the north window hang askew.

The fisherfolk in residence here took turns preparing communal meals in this kitchen. Though the crew carefully cleaned everything and put their supplies away before leaving at the end of the last season, one of the camp's newer residents—the scalliwing Olli—scattered some of the cookware in her exploration of the kitchen. The scalliwing originally entered the building through the loose shutter over the window, though now she's opened the shutter in her own bedroom (area **B15**) to serve as a private entrance.

The door to the south leads to the dining room (area **B11**), but the web lurker nesting in that room has barricaded the door for protection. Breaking through requires a successful DC 20 Athletics check to Force it Open, and doing so makes enough noise that the web lurker goes to hide in the living room instead.

B14. Pantry

Shelves line the walls of this narrow pantry. A few empty crocks and boxes are all that remain on the shelves. A heap of empty sacks and broken crockery lies on the floor.

Olli, a magical creature known as a scalliwing, has claimed this pantry as part of her home within the fish camp. She originally chose this space due to the sundry foodstuffs left by the fisherfolk, gnawing a tunnel between this room and the adjacent bedroom

(area **B15**). Though she's since eaten everything edible from this pantry, she still considers the space part of her nest. The heap of debris on the pantry floor obscures this tunnel.

The heroes can find Olli's tunnel automatically if they Search the pantry or if they succeed at a DC 16 Perception check while Seeking. Along the tunnel's edges are a few iridescent scales and a bit of feathery down. A character who succeeds at a DC 17 Nature or Religion check to Recall Knowledge while examining these clues associates the combination of scales and feathers with a type of goodly creature known as a couatl. Though most couatls are larger than a human, this hole is large enough for only a creature the size of a small cat.

See area **B15** for more information about Olli.

B15. Olli's Bedroom

Low 2

This bedroom is starkly appointed. A wooden bedframe has slats but no mattress, with a battered trunk at its foot. On the other side of the room is a small, simple table holding a ceramic pitcher and a matching bowl full of leaves. Light streams in past one of the shutters that hangs slightly ajar.

A small hole in the wall connects this room to the pantry to the west. The hole is under the bedframe and thus not immediately obvious. The heroes can find it by Searching or with a successful DC 16 Perception check while Seeking.

Creature: A small magical creature called a scalliwing has claimed this room and the adjoining pantry as her home. Named Olli, she arrived at the fish camp during the winter after she fled from the enormous metropolis of Absalom. She now divides her time between sleeping in her nest—a ceramic washing bowl filled with leaves—and fishing in the cove's gentle waters, coming and going through the open shutter.

Olli isn't initially hostile toward the heroes. She's instead curious and happy to chat with them. Common questions and Olli's answers appear below. If the heroes attack her—as a flying snake might alarm some characters—she yelps in surprise and tries to flee. The first time this happens, she simply gets out of the heroes' immediate reach, perching on a nearby branch or the roof's edge, and tries to convince them not to hurt her. If they attack a second time, Olli flees the camp entirely and doesn't return.

Who are you? "I'm Olli! Who are you?" Olli listens patiently to any characters who introduce themselves, nodding and ruffling her feathers in approval. If any

character declines to make an introduction, she sniffs and looks pointedly away from them.

What are you? “I’m beautiful, aren’t I? Don’t you like how my scales shine? It’s because I’m a couatl.” Though Olli believes she’s a form of couatl, a character can attempt a DC 18 Arcana or Nature check to Recall Knowledge to accurately identify her as a scalliwing—a mischievous but good-hearted creature that resembles a smaller version of the large, majestic, feathered serpents.

What are you doing here? Olli looks offended and rubs her wings together in indignation. “I live here! What are you doing here?”

Family gave us this fish camp. Can we stay here? If the heroes seem friendly, Olli tilts her head and grins, showing her sharp teeth. “I suppose you could stay here... if you do me a favor first! That mean bully in the dining room keeps sending its spiders to catch me in their webs. If you can make it leave, then you can stay here!”

If the heroes refuse to deal with the web lurker, Olli snaps her teeth in irritation and grumpily departs through the window. Afterward, she shadows the heroes during their exploration and harries them with annoying tactics, such as chirping to interrupt their sleep or using her Wing Flash ability to distract them during encounters with other creatures, repeating her demand that they defeat the web lurker.

If the heroes have already defeated the web lurker, Olli is delighted. “That’s wonderful!” she exclaims. “You’re such good friends—of course you can stay here. You can even pick out your own bedrooms! This one, obviously, is already taken.”

Will you stay here with us? Assuming the heroes are on good terms with the scalliwing, Olli grins mischievously. “I suppose, with your hands and fingers, that you’re very good at catching fish? If there are fish, I don’t see any reason to leave.” Whether or not the heroes agree to provide her with a steady supply of seafood, Olli is happy to remain at the camp as long as the heroes treat her well. She’s happy to keep an eye on the camp and drive away minor pests while they’re out on their adventures.

OLLI

CREATURE 3

CG female scalliwing (page 62)

Initiative Perception +12

Befriending Olli: If the heroes befriend Olli rather than fighting her, award each character 120 XP instead of the award they’d receive for defeating her in combat.

B16. Finley’s Bedroom

Moderate 2

When the heroes first pass the door to this bedroom, mention a worn scrap of paper tacked just above the handle. The faded writing says, “Finley’s Room—leave ‘em be.” Read or paraphrase the following if they open the door to the room.

The light in this sparse bedroom seems to have a faint blue cast, and the air within is chilly. Wind rattles the shutters over the window. The wooden bedframe holds a moldering straw mattress and sheets, with a moth-eaten wool blanket folded at the foot of the bed.

Creature: Finley, for whom this room is named, is a ghost. Almost 40 years ago, long before Family Tanderveil purchased the fish camp from its previous owner, Finley joined the camp’s staff with a single goal: to earn enough coin to buy a suit of armor and an adventurer’s pack so they could take up a life of adventure. Finley’s grandmother was a member of the Pathfinder Society, known across the Inner Sea region as a league of bold adventurer-explorers, who perished delving into an ancient ruin. Finley grew up adoring their grandmother’s tales of dashing adventure, and so she bequeathed her trusty sword to Finley with the charge that the youngster “put it to good use.” Finley came to the fish camp and, worried about what their campmates would think, stashed the sword and the coin they’d earned under a floorboard in their bedroom.

But Finley’s fate was not as bold as their grandmother had hoped. During the last week of the fishing season, Finley’s fishing boat was caught in a terrible, sudden storm, and Finley was swept overboard and drowned at sea. Their spirit was so distraught at having failed to fulfill their grandmother’s charge that it returned here, tethered to the inherited sword hidden beneath the floorboard in this room. The other fishers at the camp never learned why Finley’s ghost remained or how to put it to rest, but since Finley sticks to their room and is harmless unless outright attacked, the others simply closed off the room and left Finley to linger. When Family purchased the camp, she learned about Finley’s ghost—now called Blue Finley, as the wispy ghost is faintly blue in color and consistently quite sad—and simply chose to leave the spirit to mourn in peace.

Finley manifests as soon as any character steps into their bedroom, appearing as a pale, wispy form of faint blue light. They don’t attack the heroes, but they don’t speak without being addressed first, having learned long ago that the other residents of the camp aren’t interested in listening to their laments. If the

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heroes attack the ghost, Finley flees and refuses to manifest again for 1d4 hours.

The heroes can appeal to Finley to open up and share their story with the party. Any character who wants to persuade the ghost to talk must attempt a DC 18 Diplomacy check. Ask the player what their character is saying to the ghost, then have them roll to determine how effective their words were. A character can attempt this check more than once so long as they're trying a different approach each time, but be sure everyone has a chance to try before letting anyone try again. Count how many characters succeed at this check—if the party reaches four successful checks before two characters fail their checks, Finley opens up and shares their story with the heroes. But if the party gets two failures before reaching the four successes, Finley decides the heroes are trying to trick them and vanishes in a mournful wail, refusing to manifest again for the rest of that day.

Anytime the heroes' actions result in Finley vanishing, the next time they encounter the ghost, they'll have to start over and attempt new Diplomacy checks to convince Finley to talk.

If the heroes successfully convince Finley to share their story, read or paraphrase the following.

The ghost heaves a deep, mournful sigh that rattles the shutters over the window, then sits on the edge of the bed, their translucent form passing partway through the musty straw mattress. "I told her I'd put it to good use, you know? My grandmother. She had so many stories of adventure, and so when she left me her sword, I just wanted to make her proud. But I never got to become an adventurer! I went and drowned instead, and I know I've let her down."

Questions the heroes might ask and Finley's responses appear below.

Is there anything we can do to help? "I don't know! I just don't know! I just wanted to put my grandmother's sword to good use, go on a few adventures, and make her proud. But now I can't even pick it up!"

Tell us more about your grandmother! "How kind of you to ask!" Finley grins enthusiastically. "She was great—a real adventurer! She was part of the Pathfinder Society, a whole organization of adventurers who go exploring all over the world. Every time I saw her upon her return, she had stories about fighting off monsters or dodging traps in ancient ruins so she could get to the most amazing treasures! But, well..." Here Finley grows sad and

sighs. "I suppose adventuring is dangerous, too, and she didn't come home from her last trip. Her friends came by shortly after and brought me her sword and told me she wanted me to put it to use. And I never did—I let her down!"

Where is this sword now? Finley looks from side to side, as though afraid of being overheard. "I hid it. Over there, where the floorboard comes up. I didn't want the other fisherfolk to make fun of me or try to take it." The ghost points to the northeast corner of the room; see Treasure below.

Can we have the sword? Finley leans their head on their hands thoughtfully. "Do... do you think you might have need of it? Are you... adventurers, by chance? You could put it to proper use."

If the heroes say yes and indicate that they'd be willing to use the sword, Finley looks pleasantly surprised as a smile crosses their lips. "That's better than it rusting to pieces here in this fish camp, for sure! You can have it—just make my grandmother proud, all right? That's what's important." If the ghost hasn't already directed the heroes to the sword's location, they do so now.

If the characters don't seem inclined to use the sword, such as admitting they'd like to sell it, Finley pouts and refuses to show them where it is. "See, you just want to steal it! You can't have it."

Family gave us this fish camp. Can we stay here? The ghost shrugs. "I can't stop you, so yeah, sure."

Family gave us this fish camp. Will you leave? Wide-eyed, Finley stares in surprise at the heroes. "You're so mean!" Then the ghost vanishes with a mournful wail and refuses to manifest for the heroes again for the rest of the day. In addition, the DC of future Diplomacy checks the heroes make to convince Finley to talk to them increase by 1.

BLUE FINLEY, GHOST COMMONER CREATURE 4

N MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +10; darkvision

Skills Dwelling Lore +10 (applies to the fish camp), Stealth +12

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

Site Bound Blue Finley can stray only a short distance from where they were killed or the place they haunt. A typical limit is 120 feet.

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

HP 30, rejuvenation; **Immunities** poison, sneak attack, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Incorporeal A ghost has no body and can pass through physical objects, though it can't end its turn inside one. Most checks that use Strength and require a body, such

as Grapple and Shove, don't work against a ghost, and a ghost can't use them against other creatures.

Rejuvenation (divine, necromancy) Setting right the injustice that led to Finley's death (as described in Putting Finley to Rest, below) allows them to move on to the afterlife. Otherwise, when the ghost is destroyed, they re-form, fully healed, after 2d4 days at the location to which they're bound.

Stride ♦ fly 25 feet

Melee Strike ♦ ghostly hand +13 (agile, finesse, magical),
Damage 2d6+2 negative

Frightful Moan ♦♦ (divine, enchantment, fear, mental)

The ghost loudly laments their fate. Each living creature within 30 feet who hears them must attempt a DC 21 Will save. On a failure, a creature gains the frightened 2 condition (or frightened 3 on a critical failure). On a success, a creature can't be affected by this ghost's Frightful Moan for 1 minute.

Putting Finley to Rest: If the heroes retrieve the sword and promise Finley they'll put it to good use, the ghost smiles and sighs in relief. Over the next few moments, their wispy form blurs and then drifts away on the breeze, leaving a sense of satisfaction and contentment in their wake. The light and temperature in the room soon return to normal.

Treasure: In the northeast corner of the room, a loose floorboard hides a secret compartment holding a magical sword called a *sparkblade* (page 60) and a leather pouch containing 120 sp. If the heroes convince Finley to show them where the sword is hidden, they can find it automatically. Without the ghost's assistance, a character must succeed at a DC 20 Perception check while Seeking in the area to find the compartment.

XP Award: If the heroes successfully put Finley to rest or reach an amicable living arrangement with the ghost, award them 60 XP as a story award for their efforts. As with the

XP for defeating a creature, each character gets the listed amount.

B17. Other Bedrooms

This bedroom is starkly appointed. A wooden bedframe has slats but no mattress, with a battered trunk at its foot. On the other side of the room is a small, simple table holding a ceramic pitcher and a matching, empty bowl. Tightly latched shutters over the windows block out the light.

These bedrooms were thoroughly cleared of personal belongings when Tamily closed down the camp at the end of its last season. You can describe them as being slightly different to add a bit more flavor to the characters' exploration of the fish camp. Even though the rooms have been cleared of personal items, you could make an exception and include an interesting trinket. The heroes can easily claim these rooms as their own; the empty bedframes pair quite well with the bedroll included in any adventuring pack.

Conclusion

Once the heroes have defeated the web lurker in area **B11** and its spider minions, they no longer face substantial danger from the fish camp. They'll likely want to come to terms with Olli (area **B15**) and Finley (area **B16**) and clear out the various pests in the outbuildings. Once they do, they can begin setting up the fish camp as their own residence and a home base for future adventures.

The heroes will likely travel back to Otari sooner or later, as they'll want to purchase supplies for their new home and retrieve the property deed from Tamily Tanderveil. Furthermore, there's not much adventure in simply living in a beachfront house along the Inner Sea—so the heroes might want to see where their next adventure leads them!

Story Award: For successfully clearing out the fish camp, award each hero 120 XP as a story award.



Blue Finley

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CHAPTER 2: THE LEADBUSTER LADS

The Kortos Consortium is a powerful lumber company with interests across the Starstone Isles. It once held a stranglehold on all the lumber interests that made the town of Otari wealthy, but several other companies, including the Whistledown Cutters lumber company owned by the Inkleholtz family, broke off from the Kortos Consortium to challenge the larger company's influence over the region. Certain shady managers in the Consortium want their power in the Otari region back, and they aren't above bending the law to advance the company's interests. Nevertheless, these Kortos Consortium managers prefer to maintain plausible deniability by hiring intermediaries to perform legally dubious work. Unfortunately, some of their hired agents have proven more reckless or destructive than the Kortos Consortium prefers. The most recent example of these bad apples are the Leadbuster Lads.

The Kortos Consortium have recently hired on the Leadbuster Lads, a group of four dwarven brothers. The company assigned them to evaluate and undercut competing lumber operations in Otari, but the Leadbuster Lads decided to take matters into their own hands by using sabotage, kidnapping, and even murder to advance their employer's aims. They've targeted the Inkleholtz lumber interests first, but they can't help but spread their destruction around a bit—as they think their employer would prefer. The Kortos Consortium wouldn't condone such activities, but the Leadbuster Lads are the hotheaded sort who'd rather ask forgiveness, not permission.

The oldest of the Leadbuster Lads is Hargrit Leadbuster, a follower of the evil god Asmodeus. By expending time and energy in a diabolic ritual, Hargrit can summon creatures from the infernal realms to do his bidding. Few of these creatures are individually

powerful, but he has successfully brought forth a few hell hounds and fiendish giant rats called brimstone rats. In addition to these summoned fiendish creatures, the Leadbusters have several monstrous allies that they've made in the area or brought with them.

The Leadbuster Lads have operated throughout the Otari hinterlands, performing acts of arson and sabotage. If their campaign of mayhem isn't discovered and stopped, the Leadbuster Lads will likely become an even greater danger to the Otari region.

Part 1: Missing Courier

The heroes continue to gain a reputation as effective problem-solvers based on their prior adventures in Otari. When the heroes finish resting up from their previous adventure, Oloria Gallentine of Gallentine Deliveries sends a message to invite them to visit her for an employment opportunity.

At her large shop on Roseguard Road, the efficient and energetic Oloria welcomes the heroes. Her eyes wide with anxiety, she speaks rapidly and breathlessly. Read or paraphrase the following.

"Thank you so much for responding! I'm very concerned about one of my couriers—she's long overdue. Her name is Narala and she's a centaur. She's extraordinarily fast, and she was supposed to come from Absalom down the Granary Road two days ago. I hope she was just delayed, but it's not like Narala to dawdle. I fear she might have been robbed, or worse, and in need of help. She has an aggressive streak and would be all too eager to fight. I need your help to find her, and her packages, and get everything back on track."

Oloria isn't aware of any recent banditry, but couriers do always attract the worst kind of attention, and the forests around Otari are known to harbor predatory beasts and monsters. As Oloria talks, she becomes increasingly convinced that something horrible has happened to Narala. (Neither Oloria nor the heroes have any way of knowing it yet, but a basilisk attacked and killed Narala along the Granary Road.)

Oloria describes Narala to the heroes. She also explains that she sent Narala to Absalom to pick up three parcels for people in and around Otari: one for the brewer Magiloy, the second for the former gladiator and current lumber foreman Klorte Hengus, and the third for the herbalist Abanye Nianna. Oloria doesn't know what these parcels contain—she assumes nothing particularly valuable, but she admits that she could be wrong and that Narala might have been robbed for something specific in one of the parcels.

Oloria wants the heroes to find Narala, assist her if necessary, and aid Narala in completing her deliveries.

A SANDBOX ADVENTURE

This adventure doesn't have a set order to its encounters—once the heroes get their initial task from Oloria Gallentine, they have many different options. Completing Oloria's task opens up other opportunities for the heroes, and these additional options also aren't in any specific or required order. These kinds of adventures let the players pick and choose what they want to do, like playing in a large sandbox. Open-ended adventures of this type are therefore often called sandbox adventures. As GM, you should always be ready to nudge players who don't know what to do, but in a sandbox adventure, you should emphasize that they have a lot of options they can approach in any order they like.

She hints that the recipients pay upon delivery and that the heroes are welcome to keep any payments for completing the deliveries themselves.

Although Oloria prioritizes finding her missing courier, she admits that talking to the three recipients in town might prove useful, too. Magiloy, a corvid humanoid known as a tengu, works at Crow's Casks in town. Klorte Hengus is normally found at the Giant's Wheel or its loading chute. Abanye Nianna lives outside of town, but directions to his cottage are straightforward. Oloria asks that, if the heroes go speak to the recipients, they do their best to assure her clients that they have everything under control and that the delayed parcels will arrive as soon as possible.

The heroes can decide whether to talk to Oloria's customers before or after seeking out Narala along the Granary Road; proceed to the appropriate encounter based on the heroes' decision.

On the Granary Road

The land along the Granary Road was cut back and converted into farmland generations ago. One of the nearest farms to the town belongs to Henk Varlin. Henk is a big, young, red-faced human who's prone to worry. When the heroes come by his farm, he stands near the road, wringing the hat in his hands into fibers.

Henk calls out to the heroes when he spots them and begins his earnest but rambling plea. Read or paraphrase the following.

"Hey there, y'all. Seeing as you're headed up the Granary Road, I wonder if you could do me a favor? Many of the farms in the area have been damaged by strange fires. Something is suddenly setting our fences and outbuildings ablaze, so we're thinking there's some arsonist running

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amok. All the farmers look to Jala Highstepper, seeing as she's head of the Farmer's Guild. She's good to get us through our troubles, and she was just here talking to me about all this. She was gonna speak to my neighbor Lavinia Shroon. Lavinia's farm burned, killing her hogs. But see, here's the thing. Jala was going to talk to Lavinia, and then come right back. Right back, she said. Going to my next-door neighbor just up the road, not more than a fifteen-minute walk, twenty minutes at most. I'm real worried. Could you check on her? It'll be right on your way. Could y'all do me that kindness?"

If the heroes agree to help Henk, the farmer points them in the direction of Lavinia's farm.

A. Shroon Farm Moderate 3

The heroes can easily reach the Shroon farmstead, just up the Granary Road. When they arrive, read or paraphrase the following.

A large barn, a farmhouse, and several outbuildings come into view. The simple wooden fence around this farm has been badly burned. In the field, between a barn and a large shed, lie the charred remains of two hogs and a horse.

Creatures: A hell hound summoned by Hargrit Leadbuster, oldest of the Leadbuster Lads, caused the damage at the farms. The hell hound has free rein to cause whatever damage it chooses, and it has decided to terrorize the farms. The hell hound has bullied two wolves into submission, and the wolves now consider the hell hound their pack leader. All of them are currently in the shed eating the remains of another hog, but they rush out to attack anyone in the area. The hell hound fights to the death. If either wolf is reduced to fewer than 10 Hit Points, that wolf flees the area for good.

HELL HOUND CREATURE 3

LE MEDIUM BEAST FIEND FIRE

Perception +9; darkvision

Skills Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

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

AC 19; **Fort** +9, **Ref** +10, **Will** +7

HP 40; **Immunities** fire; **Weaknesses** cold 5

Stride ◆ 40 feet

Melee Strike ◆ jaws +13 (magical), **Damage** 1d8+4 piercing plus 1d6 evil and 1d6 fire

Breath Weapon ◆ (divine, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone. Each affected creature must attempt a DC 19 basic Reflex save. The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would

take fire damage or is the target of a fire effect, its Breath Weapon recharges.

Evil Damage The hell hound's evil damage harms only good characters.

WOLVES (2) CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision

Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7

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

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Stride ◆ 35 feet

Melee Strike ◆ jaws +9, **Damage** 1d6+2 piercing plus Knockdown

Knockdown ◆ When the wolf succeeds at its jaws Strike, it can use this action to automatically knock over the target, giving it the prone condition.

Pack Attack If the wolf Strikes a target that at least two of the wolf's allies could reach with a melee attack, the wolf deals 1d4 extra damage with that Strike.

Jala and Lavinia: Jala Highstepper and Lavinia Shroon both holed up in Lavinia's barn. The wolves chased the two farmers into the barn shortly after Jala arrived at the farm, and they've been too scared of the hell hound and the wolves to make a run for it. Both women express their gratitude to the heroes for dispatching the dangerous creatures. Neither Jala nor Lavinia has any clue why the hell hound and the wolves appeared in the area, although it's clear that this trio accounts for the local farmers' woes.

Treasure: As a reward, Jala gives the heroes a *healing potion II*. Lavinia also promises the heroes a place to stay and a hot meal anytime they come by her farm.

B. Ambush Site

When the heroes have traveled another few hours up the Granary Road, approaching where it meets the main road to Absalom, they discover the courier's dire fate.

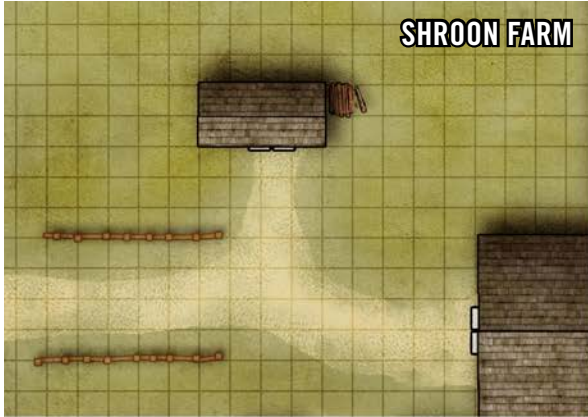
B1. Centaur Statue Moderate 3

A statue of a centaur stands in the road, an angry look on her face. Much of the centaur's haunches and flank have crumbled away. Thick brambles line the road on either side, with a small gap to the southeast.

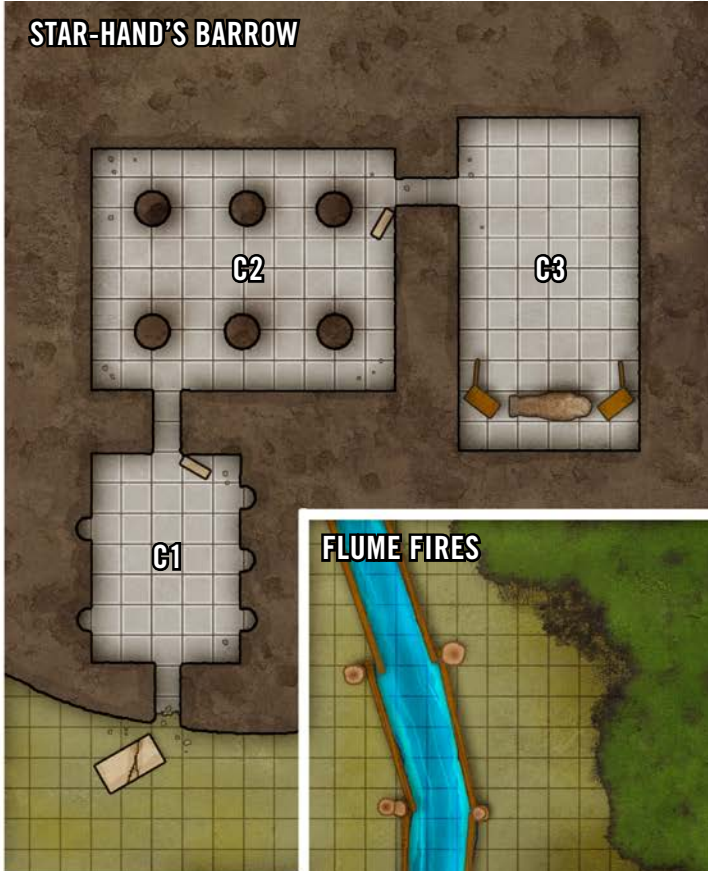
Narala met her end at this site, where she ran across the path of a surly basilisk. Rather than flee, Narala chose to fight. The basilisk's glare petrified Narala, and the basilisk began to eat her. A small group of kobolds came upon the site shortly thereafter and spotted the feasting basilisk and the centaur's discarded satchel.

TROUBLES IN OTARI

SHROON FARM



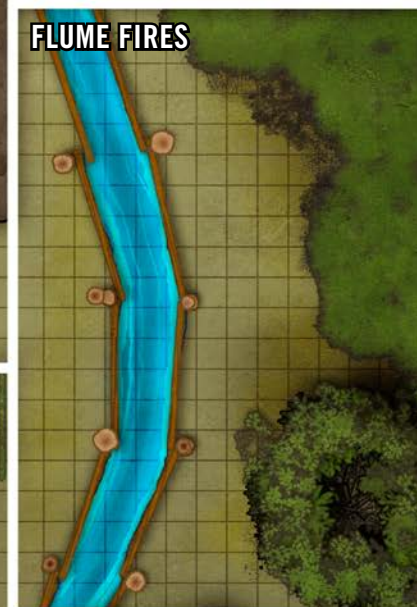
STAR-HAND'S BARROW



AMBUSH SITE



FLUME FIRES



MAUNDER BRIDGE AND CASTLE



IN THE STINKWEED



INKLEHOLTZ LUMBER CAMP



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They evaded the basilisk's notice long enough to steal the satchel for whatever treasures it might contain. The kobolds have remained nearby; see area **B2**.

Creature: Before the heroes can examine the area in any detail, the basilisk lumbers from the bramble patch to the west. The aggressive beast attacks the heroes immediately and fights to the death.

BASILISK

CREATURE 5

N **MEDIUM** **BEAST**


Perception +11; darkvision

Skills Athletics +13, Stealth +8


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


AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 75

Petrifying Glance  (arcane, transmutation) When a creature the basilisk can see within 30 feet starts its turn, the basilisk can use its reaction to glance at the creature. The creature must attempt a DC 20 Fortitude save. If it fails, it gains the slowed 1 condition for 1 minute as its body slowly stiffens.

Stride  20 feet

Melee Strike  jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze  (arcane, concentrate, transmutation) The basilisk stares at a creature it can see within 30 feet. If the creature can see the basilisk, that creature must attempt a DC 22 Fortitude save. If it fails and hasn't already gained the slowed condition from Petrifying Glance or this ability, it gains the slowed 1 condition. If the creature fails this save when it already had the slowed condition from this ability or Petrifying Glance, the creature is permanently turned to stone.

A creature petrified in this manner that's coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead for no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 2 creatures in this manner.

Examining the Area: The centaur statue meets the description of the courier Narala, and it doesn't take much intuition to realize the basilisk killed her.

Even a cursory examination of the statue reveals that the courier doesn't have the missing parcels. The statue carries no satchel or pouch with any deliveries. Obvious, small footprints in the area—particularly in the gap between the brambles—indicate that several Small creatures recently went that way.

B2. The Satchel Thieves

Moderate 3

The path through the brambles leads to a clearing a short distance away from the road. If all the heroes are Sneaking and each hero succeeds at a DC 16 Stealth check, they can catch the kobolds in the

clearing unaware. (The DC for this Stealth check is the Perception DC of the kobold scouts, 18, decreased by 2 because the kobolds are distracted.)

Creatures: The kobolds who stole Narala's satchel took it to this clearing, where they currently struggle to get the satchel's complicated knots undone and squabble over who's going to get its contents. The kobolds think they've earned the satchel and respond with hostility if they think the heroes will fight them for it, but if the heroes want to negotiate for it, the kobolds listen. The kobolds don't know what's in the satchel, and they willingly trade it for 20 gp or items of equivalent value. If a hero succeeds at a DC 17 Deception check to Lie to the kobolds about the satchel or a DC 17 Diplomacy check to Request that the kobolds give it up, the kobolds reduce their price to 10 gp (or 5 gp on a critical success).

If this exchange comes to combat, the scouts fight bravely as long as the dragon mage stays alive. Once the dragon mage is defeated, the other kobolds flee.

KOBOLD DRAGON MAGE

CREATURE 2

LE **SMALL** **HUMANOID** **KOBOLD**

Perception +5; darkvision

Skills Arcana +6, Deception +8, Diplomacy +8, Dragon Lore +10, Intimidation +8, Stealth +7

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


Items staff

AC 17; **Fort** +4, **Ref** +7, **Will** +7

HP 25; **Resistances** poison 5 (see dragonscaled)

Dragonscaled A kobold dragon mage's resistance depends on the color of its scales: **Black** acid 5, **Blue** electricity 5, **Green** poison 5, **Red** fire 5, **White** cold 5.

Stride  25 feet

Melee Strike  claw +7 (agile, finesse), **Damage** 1d6-1 slashing

Melee Strike  staff +3, **Damage** 1d8-1 bludgeoning

Spells The dragon mage can cast these wizard spells (spell DC 20, attack +12). **1st Level** *fear*, *magic missile* (×3); **Cantrips** *detect magic*, *ghost sound*, *mage hand*, *ray of frost*

Sneak Attack The dragon mage deals an extra 1d6 damage to creatures that have the flat-footed condition.

KOBOLD SCOUTS (2)

CREATURE 1

LE **SMALL** **HUMANOID** **KOBOLD**

Perception +8; darkvision

Skills Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6

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

Items crossbow (20 bolts), leather armor, shortsword

AC 18; **Fort** +5, **Ref** +9, **Will** +6

HP 16

Stride  25 feet

Melee Strike ♦ shortsword +9 (agile, finesse, versatile S),
Damage 1d6 piercing

Ranged Strike ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Hurried Retreat ♦ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this movement in a space that's not adjacent to any enemy.

Sneak Attack The kobold scout deals an extra 1d6 damage to creatures that have the flat-footed condition.

Courier's Satchel: Untying the knots on the courier's satchel requires a successful DC 15 Thievery check or several minutes to cut through the cords and straps keeping the satchel closed. It holds three parcels: a container of spicy peppers marked for Magiloy at Crow's Casks, a small package with six sword-shaped pins for Klorte Hengus, and a package of dried leaves from Thuvia marked for Abanye Nianna.

Returning the Satchel: If the heroes return with the satchel to Oloria, she becomes upset by the loss of her courier and expresses concern about finding a new one. She asks the heroes to make the deliveries themselves and, as payment, to keep the fees that they collect from each recipient.

XP Award: If the heroes successfully negotiate for the return of the courier's satchel, award them 80 XP, as if they defeated the kobolds in combat.

Magiloy's Mushrooms

The heroes can talk to the brewer Magiloy after speaking with Oloria Gallentine for the first time. Magiloy is an easygoing, confident, elderly tengu—a humanoid with distinctive crow-like features. Magiloy explains that she's expecting to receive some rare and unusually spicy peppers from a trader she knows in Absalom. She offers no insight into Narala's tardiness but encourages the heroes to find her. Magiloy further urges them to return afterward, as she has a small job for them.

If the heroes seek out Magiloy after they've recovered her spicy peppers from the courier's satchel. Magiloy pays them for the delivery as indicated in the Treasure section below.

Once the heroes prove themselves capable of delivering rare ingredients, Magiloy presents the heroes with another opportunity. She seeks rare copper-cap mushrooms for her latest beverage experiment. She knows they grow near Slab Hill, an out-of-the-way landmark about an hour northwest of town. Slab Hill is a rounded mound with several large stone slabs resting along its sides—no one in town, including Magiloy, knows that the hill is actually an old barrow and that

one of the slabs on its side doubles as a sealed door to its interior. As a reward, Magiloy offers two doses of an experimental tonic she can make with the spicy peppers; she plans to brew the tonic while the heroes retrieve the mushrooms, promising it will be a concoction they'll never forget.

The heroes can easily find Slab Hill, but they quickly realize that most of the mushrooms have recently been picked. More unusually, one of the eponymous slabs on Slab Hill has been shoved aside, revealing an opening into the hill. Near this opening, the heroes can find a basket of copper-cap mushrooms plainly discarded in haste. Although the heroes can simply return this basket to Magiloy to earn their reward, the opening into the hill likely draws their attention.

The mushrooms had already been picked by Fillruk, a half-orc laborer from Otari. Fillruk overheard Magiloy asking about the mushrooms and went out to pick them, hoping to command a high price from the tengu. Recent rains caused a small mudslide that shifted one of the slabs, and Fillruk thought it might hide treasure, so he pushed and pulled at it until he moved it aside. Unfortunately, the undead behind the slab claimed Fillruk, pulling him into the underground barrow. The mushroom basket is the only evidence that Fillruk ever came here.

Treasure: Magiloy pays the heroes 10 gp for delivering the spicy peppers and two doses of capsaicin tonic (page 60) for bringing back the mushrooms.

C. Star-Hand's Barrow

Created long before Otari's founding, this barrow serves as the final resting place for a vicious warlord named Karstin Star-Hand. Star-Hand's soul didn't rest easily, however, and she rose again as a shadow. Some of her most wicked followers, buried with her, also arose as undead. Fortunately for Otari, the undead have been confined to the barrow, and they might have remained sealed away forever had Fillruk not opened the barrow's heavy door.

Sconces that flicker with an eerie, greenish light illuminate the rooms within Star-Hand's Barrow. The rooms and passages are all made of stone and are 8 feet high throughout.

C1. Barrow Entry

Moderate 3

Light pours into this wide, stone chamber from the opening in the hillside. Thick mats of spiderwebs cluster in the chamber's corners, and the walls bear crude carvings of human soldiers standing at attention between shallow niches. A passageway deeper into the hill has an emblem above it: an open hand with a star on the palm.

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The opening beneath Star-Hand's symbol leads to area C2.

Creatures: Star-Hand's faithful guards were interred in this room, each propped upright in shallow wall niches while still wearing their armor and weapons. Eventually, the guards arose as a wight and four skeletons. The wight leads the skeletons in combat, shouting orders for the skeletons to flank their foes and target weaker enemies. When the wight is defeated, the skeletons act without tactics, simply attacking the nearest foe. All of these creatures fight until destroyed.

WIGHT

CREATURE 3

LE MEDIUM UNDEAD WIGHT

Perception +10; darkvision

Skills Athletics +11, Intimidation +9, Stealth +6

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

AC 18; **Fort** +11, **Ref** +6, **Will** +10

HP 50; **Immunities** poison, unconscious

Final Spite ☞ When the wight is reduced to 0 Hit Points, it can use its reaction to make a Strike before being destroyed. It doesn't gain any Hit Points from drain life on this Strike.

Stride ♦ 25 feet

Melee Strike ♦ claw +12, **Damage** 1d6+4 slashing plus drain life

Drain Life (divine, necromancy) When the wight deals damage to a living creature with its claw Strike, the wight recovers 2 Hit Points and the target must succeed at a DC 17 Fortitude save or take 2 damage that can't be healed. The wight can use drain life multiple times, but a single creature can't take more than 8 unhealable damage. Each full night of rest heals 2 of the unhealable damage, and a full day of bed rest increases the recovery to 4 of the unhealable damage.

SKELETON GUARDS (4)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

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

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4; **Immunities** mental, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Stride ♦ 25 feet

Melee Strike ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee Strike ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged Strike ♦ shortbow +6 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

C2. Hall of Blades

Moderate 3

This large hall has an opening to the south and east. Six stout pillars hold up the ceiling, each carved with overlapping symbols of starknives. Sconces flickering with an unnatural green light hang on the smooth stone walls.

The opening to the south leads to area C1, while the opening to the east leads to area C3. Both of these openings have doors that stand wide, but they slam shut when the trap in this room activates.

Hazard: These six pillars are each enchanted to defend the tomb from intruders (and, not coincidentally, to keep Star-Hand locked away). The magic causes the starknife carvings to glow and fly out as magical blades of force.

This trap is complex, which means it differs from the hazards presented in the *Pathfinder Beginner Box*. Once the trap is triggered, it rolls initiative (using its Stealth modifier) and acts each round just as a creature does. The trap has a Routine entry that details how many actions it can use each round and what it does with each of them. Traps that operate this way have the complex trait.

MAGIC STARKNIVES TRAP

HAZARD 5

COMPLEX MAGICAL TRAP

Notice DC 22 Perception check to spot the magical energies reverberating in the pillars

Description Starknife symbols on the six pillars glow and shoot across the room.

Disable DC 21 Thievery (expert) or *dispel magic* on any four of the six pillars disables the entire trap (the trap is a 2nd-level spell and the DC to dispel it is 21). Destroying any four of the six pillars also disables the trap.

AC 22

Fort +15, **Ref** +9

Pillar Hardness 12; **Pillar HP** 14 (BT 7)

Immunities critical hits, sneak attack

Starknife Attack ☞ (arcane, evocation) If a creature passes the middle pair of pillars, both doors leading out of the room slam shut and lock; while the trap is active, the doors must be battered open with a successful DC 23 Athletics check or sufficient damage (Hardness 12; HP 48 [BT 24]). One of the starknife carvings glows with light, detaches from the pillar, and then flies outward, making a magical starknife Ranged Strike against a random creature within range. The trap then rolls initiative with its Stealth modifier of +12.

Routine (3 actions) For each of its actions on its turn, a carving on a different pillar glows and makes a magical starknife Ranged Strike against a random creature within range. Creatures might have cover from this Strike, such as from one of the pillars in the room.

TROUBLES IN OTARI

Ranged Strike ♦ magical starknife +15 (agile, deadly 1d6, magical, range 40 feet), **Damage** 1d4+3 force

Reset The trap deactivates 1 round after it has no target creatures and resets each day at sundown.

C3. Burial Room

Moderate 3

Shadows flicker strangely in this chamber. The south end of this room bears a large stone sarcophagus decorated with carvings of a star in the open palm of a hand. The sarcophagus appears cracked, and an inky goo dribbles out of it. Two upright coffins flank the sarcophagus, both ajar.

The chamber deepest in the barrow is the resting place of the warlord Karstin Star-Hand. The black sludge in the sarcophagus is all that's left of Star-Hand's body. The two metal coffins once housed Star-Hand's most loyal followers; they've become mindless zombies.

Creatures: When the heroes arrive, Star-Hand's shadowy form rises from her sarcophagus, passing through the stone lid. The zombies lumber forth from their open coffins. Star-Hand attacks characters with obvious religious symbols, trying to ensure she defeats clerics as quickly as possible. The zombies simply attack the nearest foe. These undead fight until destroyed, but they don't leave the barrow. Heroes who lack the means to defeat Star-Hand might have to retreat and come back when they're better equipped.

KARSTIN STAR-HAND, SHADOW

CREATURE 4

CE MEDIUM INCORPOREAL UNDEAD

Perception +10; darkvision

Skills Acrobatics +10, Stealth +14

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

AC 20; **Fort** +8, **Ref** +14, **Will** +12

HP 40; **Immunities** poison, sneak attack, unconscious;

Weaknesses light vulnerability; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Incorporeal A shadow has no body and can pass through physical objects, though it can't end its turn inside an object. Most checks that use Strength and require a body, such as Grapple and Shove, don't work against a shadow, and a shadow can't use them against other creatures.

Light Vulnerability An object shedding magical light (such as from the *light* spell) gains the magical trait when used to attack the shadow.

Stride ♦ fly 30 feet

Melee Strike ♦ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative

Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow ♦ (divine, necromancy) If the shadow succeeded at hitting a living creature with a shadow

hand Strike on its previous action, it can use this ability to pull at the target's shadow, giving the creature a -1 status penalty to Athletics checks and to attack rolls and damage rolls that use Strength. The penalty increases each time a shadow uses this ability, to a maximum of -4. The penalty decreases by 1 every hour.

ZOMBIE SHAMBLERS (2)

CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +0; darkvision

Skills Athletics +5

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

Slow A zombie has only 2 actions on its turn, and it can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20; **Immunities** mental, poison, unconscious;

Weaknesses positive 5, slashing 5

Stride ♦ 25 feet

Melee Strike ♦ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

Grab ♦ When the zombie succeeds at its jaws Strike, it can use this action to automatically give the target the grabbed condition until the end of its next turn.

Jaws ♦ If the zombie has a creature grabbed or restrained, it can make a special Strike against the grabbed or restrained creature. This Strike has an attack bonus of +7 and deals 1d8+3 piercing damage on a success.

Rescuing Fillruk: The heroes find the half-orc laborer Fillruk huddled in one corner of the room, his dark hair turned permanently white from terror. His shadow has been stolen from him, making him weak and jumpy, but it returns upon Star-Hand's defeat. He explains why he went seeking mushrooms near Slab Hill and encourages the heroes to take the mushrooms he collected.

Treasure: Star-Hand's sarcophagus contains three black opals worth 15 gp each, a *pyrite rat*, and a *belt of good health*.

D. Flume Fires

Severe 3

The lumber foreman Klorte Hengus is nearly always found at the Giant's Wheel, the massive lumber wheel at the edge of Otari where the lumber companies have their wood milled. Klorte has become used to shouting to make himself heard above the flume's deafening noise.

If they want to find out more about what the courier was carrying, the heroes can seek out Klorte directly after speaking with Oloria Gallentine for the first time. Klorte is an immense, muscular half-orc with short, blunt tusks. Unfortunately, the former gladiator has no idea what was being sent to him, knowing only that it came from an old friend and that he owes 5 gp upon receipt. He hopes the courier is safe and hates to think his pending delivery put her in any danger.

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If the heroes deliver his package, Klorte looks inside it, chuckles, and pays the heroes for the delivery. He explains that these pins represent different victories in Absalom's great gladiatorial coliseum, the Irorium, and that an old friend collected these as trophies from people Klorte defeated long ago.

At this point, Klorte sees the heroes as resourceful and asks them to perform a task that he doesn't have time to address himself. Read or paraphrase the following.

"I've noticed some scorching along the flume, and I suspect arson. I'd like to hire you—you seem to have your act together—to stake out the flume and find out what's going on. In fact, I'd like to offer your group a rare prize. I'm willing to part with one of the magic hatchets I used during my days in the Irorium. If you uncover the source of the sabotage and put a stop to it, the hatchet's yours."

The heroes might have some inkling about the arson if they've already gone to Shroon's farm and encountered the hell hound at work there. Klorte's problem is related but caused by different agents. The Leadbuster Lads hired a bugbear named Lurok to disrupt activities at the Giant's Wheel and assigned two conjured hell hounds to accompany him. The Leadbuster Lads figured that if they destroyed the flume, the Kortos Consortium could come in, repair it, and then own the town's only mill.

The heroes are welcome to make whatever preparations they'd like to stake out the flume. They can't hide in the flume, as the water rushes too quickly for anyone in the flume to avoid being swept downstream. Several trees and bushes near the flume make good hiding places, and the map provided on page 25 depicts a typical stretch of the flume.

Creatures: During the night that the heroes keep watch, Lurok and the hell hounds creep up to the flume while trying to remain hidden. A hero must succeed at a DC 16 Perception check to spot the group sneaking up to the flume, but the heroes automatically detect Lurok and the hell hounds once they arrive since the hell hounds start breathing fire to ignite the side of the flume. The arson proves harder than Lurok expected, as the water rushing through the flume keeps the heavy wood resistant to fire, but they'll eventually succeed if left to their task.

So long as the heroes have made reasonable preparations to avoid being spotted, the saboteurs don't notice them at all. When the heroes make themselves known, however, all three foes break off their sabotage to attack. The hell hounds breathe fire as often as they can and aim to catch as many heroes as possible, while Lurok prefers to swing his sword at

the largest of the heroes. As they know they'll be in trouble once the town learns of their presence, these foes pursue any heroes who attempt to flee. The hell hounds fight to the death, but Lurok surrenders as soon as the hell hounds are defeated. If given an easy route to escape, Lurok flees, but he otherwise bides his time and looks for an opportunity to escape later.

LUROK, BUGBEAR MARAUDER

CREATURE 2

NE MEDIUM GOBLIN HUMANOID

Perception +7; darkvision

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

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

Items javelin (3), leather armor, longsword

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

HP 34

Stride ♦ 25 feet

Melee Strike ♦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

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

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

Bushwhack ♦ The bugbear marauder Strides up to 10 feet and attempts to Grapple a creature that can't see them and doesn't know where they are. If the bugbear succeeds, they also deal fist damage to that creature.

Mauler The bugbear marauder gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

HELL HOUNDS (2)

CREATURE 3

Page 24

Perception +9; darkvision

Interrogating Lurok: If the heroes capture Lurok, they can convince the bugbear to talk with a successful DC 15 Intimidation check to Coerce him or a DC 17 Diplomacy check to Request that he talk. Lurok knows that some dwarves called the Leadbuster Lads hired him to wreck the flume. One of the dwarves gave Lurok the two hell hounds to make the job easier. Lurok doesn't know where to find his employers, who were going to meet up with him after he completed the job.

Treasure: Klorte is as good as his word. He pays the heroes 5 gp when they deliver his sword-shaped pins. He gives the heroes a +1 *striking hatchet* for defeating the bugbear and the hell hounds.

E. In the Stinkweed

Moderate 3

The heroes can go talk to the herbalist Abanye Nianna right after speaking with Oloria Gallentine for the first time, or they can visit him to deliver his dried herbs after recovering the courier's satchel. Practically everyone in

town knows the way to Abanye's cottage, which lies just outside of Otari. A handsome Mwangi man, Abanye is known as a wise and kindly healer who's a particularly skilled midwife.

Unfortunately, Abanye recently met with trouble. While out looking for herbs deeper in the woods, he inadvertently drew the attention of a pair of wicked plant creatures called stinkweed shamblers. They followed Abanye to his house, but the canny herbalist smelled them and realized the trouble. Unable to easily flee, as the shamblers crept up on both doors, Abanye hid in his armoire. Fortunately for him, the stinkweed shamblers simply lashed the armoire shut from the outside, trapping the herbalist. The shamblers have taken to methodically smashing up his cottage while searching for interesting herbs.

The shamblers discovered a viper, which Abanye milks to distill antivenom, housed in a ceramic urn. They decided to rig a trap at the front door in case anyone disturbed them in the cottage. This hazard is described below.

When the heroes arrive at the cottage, they can attempt a DC 18 Perception check to note that something seems amiss: the door is slightly ajar, and one of the cottage's curtains appears torn. Whichever door the heroes use to enter the cottage, read or paraphrase the following.

This cottage appears in shambles, with dried herbs, candles, and crockery smashed and scattered across every surface. A narrow bed is tucked into an alcove along one wall; a large armoire lashed shut with bright green vines stands near the bed. An unpleasant odor like rotten garlic fills the cottage.

Hazard: A ceramic urn containing a venomous viper is balanced on a stool near the

front door of the cottage and is tied to a trip wire. Anyone stepping into the cottage through the front door pulls the trip wire and causes the urn to topple and shatter. If the trap remains untriggered (such as by the heroes entering the cottage through the back door or by a hero successfully disabling it), one of the stinkweed shamblers smashes the urn during combat (a single Interact action). Smashing the urn this way doesn't injure anyone, but it does free the viper, and the startled viper readily joins the combat.

VIPER URN HAZARD 1

UNCOMMON MECHANICAL TRAP

Notice Perception check DC 15

Description A ceramic urn containing a coiled viper tips and shatters when a tripwire is pulled.

Disable DC 15 Thievery (trained) to stabilize the urn, or DC 15 Athletics to carefully lower the heavy urn

AC 15

Fort +8, **Ref** +5

Hardness 6, **HP** 4 (BT 2)

Immunities critical hits, sneak attack

Topple ➤ (attack); When someone pulls the trip wire, the urn smashes against a creature in the doorway, making a shattering urn Strike against that creature, then releases a viper (page 32) into the square that contained the trap. The viper attacks any non-plant creature it detects.

Melee Strike ➤ shattering urn +12 (deadly 1d10), **Damage** 2d6+5 slashing

Creatures: The stinkweed shamblers are still busy examining the many herbs in Abanye's cottage. When they detect intruders, they immediately attack. As long as the doorway remains trapped, they don't move through it, instead firing their seedpods at enemies. The stinkweed shamblers fight until destroyed.



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STINKWEED SHAMBLERS (2)

CREATURE 2

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Initiative Perception +8

VIPER

CREATURE -1

N **TINY** **ANIMAL**

Perception +5; low-light vision

Skills Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

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

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 8

Slink ➤ If a creature ends its movement adjacent to the viper or within the viper's space, the viper can use its reaction to Stride, Climb, or Swim up to 10 feet. It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Stride ➤ 20 feet, or climb 20 feet, or swim 20 feet

Melee Strike ➤ fangs +8 (agile, finesse), **Damage** 1d8-3 piercing plus viper venom

Viper Venom (poison) A target damaged by the viper's fangs must succeed at a DC 16 Fortitude save or take 1d10 poison damage.

Freeing Abanye: The herbalist bangs against the armoire's doors once he realizes the presence of anyone other than his captors. If freed, he explains what the stinkweed shamblers are and deduces that they must have followed him home after one of his expeditions into the wild parts of the surrounding forest.

Treasure: Abanye is grateful to be released and provides the heroes with a *scroll of resist energy (fire)* scribed upon a large, flexible leaf. If the heroes deliver Abanye's parcel of Thuvian herbs to him, either once they free him or at a later time, he rewards them with a *bird feather token* and 5 gp for the delivery.

Part 2: Against the Dwarves

In assisting Oloria Gallentine with her delivery problems, the heroes could've learned something about sabotage or arson in the area. They might even have connected it to a group of dwarves called the Leadbuster Lads, but they don't yet have enough information to find the Leadbuster Lads or to bring the group to justice.

Once the heroes have rested up after their prior encounters, Oloria has another seemingly straightforward job for them. Since she's down a courier, she needs a little help with making a local delivery. She has a wagonload of supplies (primarily food, ale, and tools) for delivery to an Inkleholtz-owned lumber camp about 8 miles outside of town. Oloria doesn't expect the task to be particularly dangerous, but the attacks on the outskirts of town have made

her jumpy and eager to have tested individuals make the trip.

Oloria provides the wagon and a couple surly donkeys to pull it. The goods in the wagon are all neatly packed and labeled.

Treasure: Oloria offers the heroes 25 gp for making the trip—a particularly high sum that she hopes can sufficiently entice them. If they bargain with her, Oloria goes as high as 40 gp. She also pays this amount in advance, so the heroes can use it to purchase useful items in town before they depart.

F. Maunder Bridge and Castle

The first miles of the heroes' journey prove uneventful. Before long, the heroes arrive at a sturdy bridge known as Maunder Bridge, which crosses a small stream. This bridge once belonged to a large defensive complex known as Maunder Castle. Today, the castle is long forgotten, and no one remembers how the bridge got its name. For generations, the castle has been isolated, hidden behind thick scrub despite being so close to the lumber road. The Leadbuster Lads discovered the castle and have used it as their base of operations since they determined that the fish camp was too close to town.

F1. Interrogation at the Bridge Moderate 3

Maunder Bridge crosses a placid stream beneath a steep overhang of rock. Next to this overhang stands Kotgar Leadbuster, who keeps an eye on any comings and goings while the rest of his brothers plan the raid on the Inkleholtz camp. A stout dwarf, Kotgar has wavy, black hair and a jutting lower jaw that gives him a perpetually pugnacious look. He's a skilled warrior and also a smooth liar, so he's the best brother to try to deter—either with words or with violence—anyone coming up the trail.

When Kotgar sees the heroes, he hails them with a casual wave. Read or paraphrase the following.

A sturdy dwarf with dark hair and battered armor stands to the south of the road, near an old stone bridge crossing a small stream. "Good day, folks. I'm Kotgar. You're a suspiciously well-armed group to be driving a wagon in this part of the woods. Can I ask your names and business?"

Kotgar's primary goal is to get as much information out of the heroes as he can. He wants to know why such a well-guarded wagon is being driven to the lumber camp, whether any information about the Leadbuster Lads' activities has gotten out, and whether their activities elsewhere around Otari (specifically, the arson along the Granary Road and the flume sabotage) have met with any success. Of course, Kotgar is too canny to

bring up these incidents by name. He avoids providing his full name in case rumors regarding the Leadbuster Lads have gotten out. Kotgar instead tries to work the heroes around to revealing the information he desires in friendly conversation.

A hero who succeeds at a DC 15 Perception check realizes that the dwarf seeks information indirectly; on a critical success, the hero understands which points of conversation have especially piqued Kotgar's interest so far. This observation might raise the heroes' suspicions.

The heroes can turn the tables on Kotgar and get him to reveal some information by succeeding at DC 20 Diplomacy checks to Request information or even Intimidation checks to Coerce him to tell the heroes what he knows. Some information Kotgar might reveal include the following.

- He came here with his three brothers, the Leadbuster Lads.
- He and his brothers work for the Kortos Consortium to "keep an eye" on the area.
- His brothers are lairing in an old castle very close by.
- Two of his brothers recently left to check out the Inkleholtz lumber camp.

Under no circumstances does Kotgar admit to being behind the sabotage or preparing to assault the lumber camp; he knows better than to admit to illegal behavior.

If the heroes seem fairly harmless or ignorant about the goings-on in the area, he waves them farewell and lets them continue up the road. As soon as the heroes leave, he lets all the denizens of Maunder Castle know about the heroes before returning to the road to keep watch again; he doesn't have time to warn his brothers at the lumber camp.

If Kotgar realizes that the heroes have learned too much about the Leadbuster Lads (such as if they admit to having interrogated the bugbear Lurok), if Kotgar catches them in a lie, or if the heroes refuse to engage with him, he decides it's best to take them out of the picture. He whistles to summon his leopard hiding in the brush and attacks.

Creatures: Kotgar is a bully in combat, using his maul to Shove his foes into the water, the bridge, or anything else nearby. His pet leopard is loyal to him and wears a spiked leather collar. Kotgar believes he's saving his brothers by dispatching the heroes, so he fights to the death. His leopard flees as soon as Kotgar falls or when it's reduced to fewer than 10 Hit Points.

KOTGAR LEADBUSTER

CREATURE 4

UNIQUE LE MEDIUM DWARF HUMANOID

Perception +12; darkvision

Skills Athletics +12 (+14 to Shove), Crafting +8, Deception +9, Intimidation +9, Society +8, Survival +10

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

Items half plate, javelin (6), maul

AC 21; **Fort** +13, **Ref** +9, **Will** +10

HP 60

Attack of Opportunity ➤ If a creature Kotgar can reach with a melee attack makes a ranged attack, uses an action with the manipulate or move trait, or leaves a square on its turn, Kotgar can use his reaction to make a melee Strike against that creature. If his attack is a critical hit and the foe was using an action with the manipulate trait, their action doesn't have any effect.

Stride ➤ 20 feet

Melee Strike ➤ maul +14 (shove), **Damage** 1d12+8 bludgeoning

Ranged Strike ➤ javelin +11 (thrown 30 feet), **Damage** 1d6+8 piercing

Brutish Shove ➤ If Kotgar has already attacked this turn and is holding a two-handed melee weapon, he can make a Strike with his two-handed melee weapon. If he hits a target that's Medium or smaller, he can push it back 5 feet, or 10 feet if his Strike was a critical hit. Kotgar can move to follow the target. Whether he hits or misses, the target is flat-footed until the end of his current turn unless he critically fails.

Powerful Shove When a creature Kotgar Shoves has to stop moving because it would hit an object, it takes 4 bludgeoning damage.

Unburdened Iron Kotgar ignores the reduction to his Speed from armor and deducts 5 feet from any one penalty to his Speed (such as from a spell).

LEOPARD

CREATURE 2

N MEDIUM ANIMAL

Perception +7; low-light vision

Skills Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)

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

AC 18; **Fort** +8, **Ref** +10, **Will** +5

HP 30

Stride ➤ 30 feet, or climb 20 feet

Melee Strike ➤ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab

Melee Strike ➤ claw +10 (agile, finesse); **Damage** 1d6+3 slashing

Grab ➤ When the leopard succeeds at its jaws Strike, it can use this action to automatically give the target the grabbed condition until the end of its next turn.

Maul ➤ The leopard makes two claw Strikes against a creature it has grabbed. The second attack uses the same multiple attack penalty as the first, but attacks it makes after this take a -10 multiple attack penalty (or a -8 multiple attack penalty for its claw Strike).

Pounce ➤ The leopard Strides and makes a Strike at the

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end of that movement. If the leopard successfully used Hide before this action, the target has the flat-footed condition against this Strike.

Sneak Attack The leopard deals an extra 1d4 damage to creatures that have the flat-footed condition.

Path to the Castle: After the heroes deal with Kotgar, they might simply continue on their way to the Inkleholtz lumber camp (area **G**). However, the brush to the east of the road conceals a narrow path leading to the castle (areas **F2**, **F3**, and **F4**). A hero Searching this area finds the path through the brush. If the heroes don't find it now, they might return to look for it after dealing with the Leadbuster Lads at the lumber camp.

F2. Crumbled Entrance

Not far from the trail to the lumber camp, a ruined castle squats in a low dell. A few crumbling stones indicate that a road and entry once stood here, but they've long ago fallen away, swallowed by weeds. A sturdy lean-to has been recently constructed in the open space where the castle's entrance once stood. A lowered portcullis bars passage farther into the castle.

Most of the Leadbuster Lads live in the castle, but Kotgar doesn't like sleeping indoors and prefers to set up his own camp with his leopard. The lean-to belongs to him, although he isn't here unless he survived facing the heroes at the bridge and retreated to this area. In this case, he stands resolutely before the portcullis, insisting the heroes turn around if they don't want a beating.

The portcullis is operated by means of a pull chain on the other side, 10 feet away from the portcullis. The heroes have several options to open this portcullis. They might pull on the chain at a distance (such as with a longspear or long branch), which requires a successful DC 10 Thievery check to pull the chain correctly, or they might lift up the portcullis with a successful DC 15 Strength check. A spell such as *mage hand* can pull the chain, which is how the wizard Morgrym Leadbuster gets in. Other options can also work at your discretion. If the heroes can't get the portcullis open, they might simply scale the castle's 15-foot wall, which requires a successful DC 15 Athletics check to Climb.

Dead Cook: If the heroes Search this area, they find the body of a wiry human man stashed in some reeds between this open area and the stream. This man is the cook from the Inkleholtz lumber camp; he had been sent to Otari to ask for help, but Kotgar intercepted him on the road and crushed his skull with his maul. Kotgar stashed the body here until his brother Morgrym decides what to do with it.

Alerting the Castle: The gargoyle Grimstone in area **F3** becomes aware of the heroes' presence if the heroes fail at any skill check to get the portcullis open, if they fight Kotgar here, or if they Climb over the castle wall. If Grimstone becomes aware of the heroes, she hides and prepares to ambush them.

F3. Courtyard

Moderate 3

The ancient castle has a gloomy, weedy courtyard and crumbling walls. To the south is the courtyard's only entrance, and to the north looms a stone keep 20 feet high. Wooden shutters block the keep's small windows, and the keep has a wooden door set deeply into the wall. The middle of the courtyard contains a fountain stained with mold and filled with noxious slime. The fountain must have once had a statue in it, hinted at by the remains of two stone legs broken off at the shins at the fountain's center. A rusted iron box is jammed between these shins.

A gargoyle named Grimstone has made the courtyard her home. She lives at the top of the keep and usually spends her time perched up there, overlooking the courtyard. Grimstone and the dwarves know of the dangerous slime in the fountain, and they don't go near the fountain for fear of agitating the ooze there. They're a little curious about what's in the box, but Morgrym assured them it isn't magical and therefore unlikely to be worth the risk. The heroes can identify the slime in the fountain as a creature with a successful DC 15 Occultism check or DC 20 Perception check. On a critical success, a hero realizes it's a sewer ooze.

The entrance to the courtyard leads back to area **F2**. The door to the keep isn't locked and leads to area **F4**.

Creatures: Grimstone resembles a winged, stone woman with horns and bulging eyes. If she notices the intruders' approach, she backs away from the keep's edge, stays out of sight, and prepares to attack once the intruders open the keep door or disturb the ooze. If Grimstone surprises the heroes, she can use her Stealth rather than her Perception to roll for initiative. Though tenacious, she isn't willing to die for the Leadbuster Lads. If reduced to fewer than 10 Hit Points, she surrenders and offers to tell the heroes what she knows in exchange for them letting her go. She can name each of the Leadbuster Lads and give their general descriptions. She knows Kotgar lives outside the castle and the other three dwarves live in the keep. Only the wizard Morgrym currently remains, "playing with his books and his bones." Grimstone stays true to her word and departs from the area after answering the heroes' questions.

The sewer ooze lurches from the fountain if any creature approaches within 5 feet or disturbs the ooze

at all. It simply attacks the nearest creature—which might even be Grimstone—and fights until destroyed.

GRIMSTONE, GARGOYLE GUARDIAN CREATURE 4

CE MEDIUM BEAST EARTH

Perception +10; darkvision

Skills Acrobatics +10, Athletics +9, Stealth +12

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

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

HP 40; **Resistances** bludgeoning 5, piercing 5, slashing 5

Clawed Feet ➤ If Grimstone is flying and a creature moves into an adjacent square below it, she can use her reaction to make a claw Strike against that creature.

Stride ➤ 25 feet, or fly 40 feet

Melee Strike ➤ jaws +13, **Damage** 2d8+3 piercing

Melee Strike ➤ claw +13 (agile), **Damage** 2d6+3 slashing

Statue ➤ (concentrate) Until the next time Grimstone uses an action, she appears to be a statue. A creature must succeed at a DC 32 Perception check to figure out that the statue is really a creature.

SEWER OOZE CREATURE 1

Page 13

Perception +3; motion sense 60 feet, no vision

Treasure: The rusted box in the fountain contains a brittle piece of parchment that names the bearer as the owner of “Maunder Castle, Maunder Bridge, and all appurtenances thereto.” Despite the sad state of the castle, this deed could present some opportunities that you might want to flesh out if your players take interest in the listed properties. The box also has a silver signet ring with a large ruby worth 50 gp; the ring’s band is inscribed with the words “Lord Maunder.”

The fountain contains a single metal *climbing bolt* that’s been underneath—and unharmed by—the sewer ooze for many years.

F4. Keep Moderate 3

Although this tall tower has supports for what must have been two interior floors, it has since become a drafty and dark open space that stretches twenty feet up to the roof above. The wall has only a few narrow windows that remain closed with thick wooden shutters. A set of stone stairs leads partway up one wall to a broken platform that has three unfurled bedrolls, and the main open area of the keep seems tidied up. One side features a long stone table with an array of equipment and two human corpses. The other side has a pentagram carved into the floor. Stubby candles stand at each of the pentagram’s points, and the stone floor in the middle appears blackened as though from great heat.

The tower is dimly lit. Although three of the four

Leadbuster Lads sleep here, the wizard Morgrym and the priest Hargrit use the keep most often. Morgrym uses his half for experiments in alchemy and necromancy, working (so far unsuccessfully) to distill necrotic energies into liquid form. The corpses on the table are two drifters. Hargrit has had a lot more success on his half of the keep, where he uses the pentagram and his fervent faith in Asmodeus to summon creatures like hell hounds and brimstone rats.

Creatures: Morgrym works at the table here. He has dark, curly hair and a long beard adorned with skull-shaped beard clasps. Morgrym is so focused on his work that the sounds of combat in the courtyard likely won’t alert him, but he’s quick to fight when the heroes trespass within the keep. Morgrym has two corpses on the table, each flayed open with their internal organs removed. When combat begins, their skeletons rip free and stand up (which takes a single action) to join Morgrym in the fight.

The skeleton guards fight until destroyed. Morgrym also fights to the death, believing that his mastery of necromancy will cause him to rise again if defeated. In a gruesome way, he’s correct; 1 round after Morgrym is reduced to 0 Hit Points, his skeleton rips free of its flesh as another skeleton guard.

MORGRYM LEADBUSTER CREATURE 4

UNIQUE NE MEDIUM DWARF HUMANOID

Perception +11; darkvision

Skills Athletics +12, Crafting +12, Demon Lore +13, Diplomacy +13 (+15 against demons), Intimidation +15, Religion +16, Society +9, Survival +12

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

Items spellbook (*Advanced Arcanomnemonics*), material component pouch, staff, *wand of fear*

AC 19; **Fort** +11, **Ref** +9, **Will** +14

HP 50

Necromantic Defense ➤ (arcane, concentrate, move) If Morgrym is targeted by an attack and a lower-level undead creature is adjacent to him, Morgrym and the undead swap places, and the undead becomes the target of the attack.

Stride ➤ 20 feet

Melee Strike ➤ staff +14, **Damage** 1d4+2 bludgeoning

Spells Morgrym can cast these wizard spells (spell DC 21, spell attack +13). **2nd Level** *acid arrow*, *obscuring mist*, *resist energy*; **1st Level** *command*, *gust of wind*, *magic missile*; **Cantrips** (2nd Level) *daze*, *detect magic*, *ghost sound*, *mage hand*, *message*, *ray of frost*, *shield*

Arcane Bond (arcane) Once per day, Morgrym can drain his bonded item’s power to choose a spell that he already cast today and cast it again. Recalling this spell is instant, but he still has to spend the actions to cast the spell.

Necromancer Morgrym deals with the grim powers of life

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and death and has focused his magic to aid him in this endeavor. He can cast *fear* as a school spell.

SKELETON GUARDS (2 OR 3)

CREATURE -1

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Perception +2; darkvision

Morgrym's Letters: Most of the materials on the table are Morgrym's notes about necromancy. Atop all these notes, only one piece doesn't bear Morgrym's handwriting: an unsigned note stating that the Leadbuster Lads are "stepping into business they would be smart to avoid" by co-opting local monsters that rightfully owe allegiance to the Mother of Monsters. The heroes can follow up on this puzzling reference to the cult of Lamashtu in the following adventure.

G. Inkleholtz Lumber Camp

Severe 3

The heroes reach the Inkleholtz lumber camp by traveling another 2 miles or so from Maunder Bridge. The foreman in charge is a pudgy, tired-looking human man named Jollibin Urphell. He carries a long-handled felling axe over one shoulder, and his eyes dart around the lumber camp. Jollibin is happy to see the heroes and the wagon, and quickly sets his workers to unloading it. Jollibin has eight lumberjacks working for him here, but three are badly injured and recuperating in the cabin.

Jollibin assumes that the heroes have come here to help him. He sent his cook back to Otari 2 days ago to seek help, and he assumes the heroes arrived in response to that request. He seems visibly confused if the heroes don't know anything about his problems. Jollibin offers the following explanation.

"It's been going on about a week. At first, our prospective sites were targeted. We scout a site nearby, ensure it'll provide a good, clean harvest, and mark the trees with chalk. At first, the chalk marks were being erased overnight, but soon enough, the trees we'd marked were all burned up. Good thing we've had a lot of rain lately—otherwise there might have been a forest fire.

"Second, aggressive animals have injured three of my eight lumberjacks, leaving me understaffed. They're recuperating in the cabin now. Most of them were attacked by gigantic red-furred rats, but Torklo spotted a big dog that looked like it was on fire from inside its body.

"The last three nights, we've had fires right in the camp. The first two were in the storage tents, but we put them out quickly. No sign of who set them. The most recent was an attempt to set the cabin on fire. Luckily, we put that out, too."

The heroes might have information to give to Jollibin about other arson they've seen around town.

Creatures: After the heroes finish their conversation with Jollibin, but before they can make plans or scout the lumber camp, the Leadbuster Lads launch their attack. Hargrit and Omblin Leadbuster lead this assault, accompanied by a hell hound and several brimstone rats—giant rats with red fur and a resistance to fire. Hargrit's dark, wavy hair is tinged with streaks of bright red, and he has a fanatical look in his eyes. The smallest of the Leadbuster Lads, Omblin wears dark clothes and tries to keep to the shadows. Hargrit calls for a charge, and all the attackers come into the lumber camp from many sides.

The heroes don't have to fight all of these foes by themselves. Jollibin and the lumberjacks leap into battle to defend the camp alongside them, focusing on the hell hound and some of the brimstone rats. You don't need to make rolls for the lumberjacks' fight, and in fact, the statistics for the lumberjacks aren't necessary. Assume that the lumberjacks do as well as the heroes in their respective fight—if the heroes are hard-pressed, so are the lumberjacks, and when the heroes start to overcome their foes, the lumberjacks start winning, too. You can insert vivid descriptions of this fight, such as how the hell hound breathes a cone of flame that roars over some lumberjacks or how Jollibin cuts a brimstone rat in two with a well-timed chop from his felling axe. You should make the players feel like their characters are participating in a tense, large battle.

The heroes must deal with Hargrit Leadbuster coming from one direction and three brimstone rats coming from another. The sneaky Omblin Leadbuster rolls *Stealth* for initiative and tries to sneak up on the heroes to attack whichever hero seems to hang back from the battle.

Hargrit fights fanatically and to the death, as do all of the creatures he leads into battle. Only Omblin has a sense of self-preservation; if reduced to fewer than 8 Hit Points, he tries to flee. If escape seems impossible, he surrenders.

HARGRIT LEADBUSTER

CREATURE 4

UNIQUE LE MEDIUM DWARF HUMANOID

Perception +16; darkvision

Skills Athletics +10, Diplomacy +12 (+14 against devils), Fiend Lore +10, Intimidation +10, Religion +10

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

Items area map (showing Maunder Castle, the logging camp, logger movements, and plans of attack), +1 dagger, half plate, religious symbol of Asmodeus, scroll of magic weapon

AC 20; **Fort** +11, **Ref** +8, **Will** +14

HP 65

Stride ◆ 20 feet

Melee Strike ♦ dagger +14 (agile, finesse, magical, versatile S), **Damage** 1d4+4 piercing plus 1d10 fire

Ranged Strike ♦ dagger +12 (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing plus 1d10 fire

Spells Hargrit can cast these cleric spells (spell DC 21, spell attack +13). **2nd Level** *dispel magic* (×2), *heal* (×2), *resist energy*, see *invisibility*; **1st Level** *burning hands*, *command*, *fear*; **Cantrips** (2nd Level) *daze*, *light*, *message*, *sigil*

Unburdened Iron Hargrit ignores the reduction to his Speed from armor and deducts 5 feet from any one penalty to his Speed (such as from a spell).

OMBLIN LEADBUSTER

CREATURE 2

UNIQUE NE MEDIUM DWARF HUMANOID

Perception +12; darkvision

Skills Acrobatics +8, Society +5, Stealth +8, Survival +6, Thievery +8

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

Items hand crossbow (10 bolts), leather armor, rapier

AC 18; **Fort** +8, **Ref** +10, **Will** +8

HP 30

Nimble Dodge ☞ When a creature Omblin can see targets him with an attack, Omblin gains a +2 circumstance bonus to AC against the attack.

Stride ♦ 20 feet

Melee Strike ♦ rapier +11 (deadly d8, finesse), **Damage** 1d6+4 piercing

Ranged Strike ♦ hand crossbow +11 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Sneak Attack Omblin deals an extra 1d6 to creatures that have the flat-footed condition.

Unbalancing Blow When Omblin critically hits a target and deals damage, the target is flat-footed against his attacks until the end of his next turn.

Unburdened Iron Omblin ignores the reduction to his Speed from armor and deducts 5 feet from any one penalty to his Speed (such as from a spell).

BRIMSTONE RATS (3) CREATURE -1

N SMALL ANIMAL

Perception +5; low-light vision

Skills Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

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

AC 15; **Fort** +6, **Ref** +7, **Will** +3

HP 8; **Resistances** fire 5

Stride ♦ 30 feet, or climb 10 feet

Melee Strike ♦ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing

Hargrit's Map: Hargrit carries an incriminating map of the region that shows the Leadbuster Lads' attacks in detail. This map also shows Maunder Castle and notes it as the Leadbuster Lads' current base of operations; if the heroes missed Maunder Castle on their way up to the camp, they can now circle back to explore it.

Treasure: Jollibin and the lumberjacks provide the heroes 40 sp and a *bracelet of dashing* for saving them.

Conclusion

By defeating the Leadbuster Lads, the heroes have ended a serious threat to the region. Alymora Inkleholtz, head of the Whistledown Cutters lumber company and the Inkleholtz family, is particularly grateful for the heroes' assistance in defending her family's logging camp, making it clear that her family owes them a favor.

The Leadbuster Lads don't have an obvious connection to the Kortos Consortium.

In turn, the Consortium simply denies it had anything to do with the dwarven group whatsoever. The heroes might have some suspicions, but they can't do anything about the situation yet.

The only loose end the heroes haven't tied up is the communication they found on Morgrym Leadbuster's table in Maunder Castle. This note hints at the presence of an active cult of Lamashtu in Otari.

Following up on this hook leads into the next adventure.



Hargrit Leadbuster

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CHAPTER 3: UNDER THE THREE-EYED GAZE

Many who worship Lamashtu, the Mother of Monsters, either delight in the corruption of others or find themselves spurned by civilization due to their monstrous physiques. Mwibah—a rare, intelligent three-eyed beast known as a Kurnugian jackal (page 61)—counts as both. Born in the arid deserts of northern Garund, Mwibah soon realized he was smarter than the rest of his pack, feeling the pull of Lamashtu’s influence. Heeding the call of his deific patron, Mwibah—a name he gave himself—sought out more populated areas to whisper into the ears of the pure after nightfall, tricking them into performing heinous acts or leaving the safety of their village to be devoured by wildlife. As the years progressed, Mwibah traveled from village to town to city, eventually stowing away aboard a boat that crossed the Inner Sea to reach the Starstone Isle.

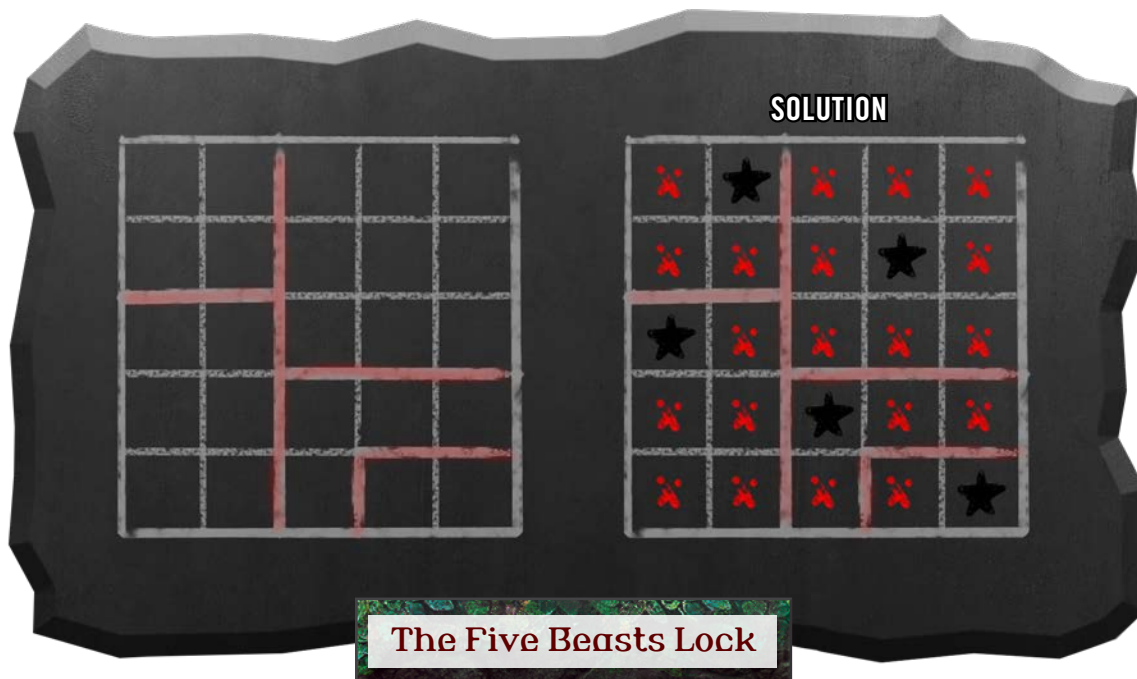
Absalom proved too crowded of a metropolis for Mwibah to prowl around, and most of its citizens

didn’t seem to need any help performing dishonest deeds, so the servant of Lamashtu set out for the surrounding hinterlands in search of more promising hunting grounds. While chasing a helpless goblin for his meal, Mwibah stumbled upon an abandoned dungeon built by a long-dead warlord attempting to gain a foothold on the island. Seeing this discovery as a blessing from Lamashtu, Mwibah claimed the space, consecrated it as a temple to the Mother of Monsters, and named it “the Scar.”

Mwibah then set his sights on the nearby lumber town of Otari, but a vision from Lamashtu advised him to gather others to his cause. Over the next several months, he recruited like-minded monsters and fellow outcasts, guiding them toward the Scar by promising them slaughter and mayhem.

All of this activity didn’t go unnoticed by Otari’s townsfolk. The local church of Sarenrae put out a call

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to its faithful, looking for anyone to investigate this sudden proliferation of monsters. A meticulous human champion of the Dawnflower named Thida Aubade answered, bringing with her a squire and an acolyte—the halfling Billard Truewood and the dwarf Vuzi Nerren. Thida and her cohorts scoured the area while the champion kept detailed notes, always submitting a copy to Otari’s church. Eventually, they discovered the illusion-cloaked entrance to the Scar and readied themselves to attack the cult.

Unfortunately, they never made it back.

Months later, Otari’s head priest of Sarenrae, Vandy Banderdash, has rediscovered the copies of Thida’s notebooks, which includes a description of a rare magic item owned by Billard. Retrieving this charm, known as a *sun wheel*, would be a great boon to the local church, as would discovering the final fate of Thida and her friends.

When a Librarian Calls

The heroes receive a request to come to the Dawnflower Library at the western edge of Otari from head priestess Vandy Banderdash. Their recent exploits have earned them more than a small amount of fame around the town, so the tone of summons seem casual and friendly. It ends with a bright “Hope to see you soon!”

When the heroes enter the airy temple, read or paraphrase the following.

The front doors open directly into the temple’s central, domed area built in the Qadiran style. Past a small desk,

tall bookshelves fill the space, leaving several feet between their tops and the dome’s apex. Stained-glass windows in the dome depict the Dawnflower healing the wounded and illuminating dark, monster-filled caverns. The light from the morning sun causes these depictions to serenely glow, warmly illuminating much of the library below.

A thin, blond halfling woman emerges from behind the desk, smiling widely. Her boots click softly as she crosses the marble floor. “Hello, hello!” she chirps. “I’m so glad you came! I’m Vandy Banderdash, the head librarian and priestess of Sarenrae. Please, come with me to my office. I have something very interesting to show you!”

Vandy leads the heroes through the library and up some stairs to a cramped set of quarters in the temple’s eastern minaret. The halfling tries to make the heroes comfortable, offering them lemon-flavored cookies and a spicy blend of tea from Qadira. She also asks them how they’re enjoying Otari (or, if they’re from the town, how they like living here), and after a few minutes of small talk, Vandy gets down to business. She retrieves a blue leather-bound ledger from a personal bookcase to show the heroes.

Vandy explains the history of the book as explained in the adventure background above. The ledger is a copy of the champion Thida Aubade’s notes on the investigation of the Lamashtan cult and provides an account of the group’s interrogation of a captured kobold cultist. Driven to repent by Thida’s admonishments, the cultist details the location of

their lair, the Scar, and warns Thida's group about the terrifying illusions that cloak the area, saying "only those blessed with three-eyed sight can pass safely." The kobold also mentions the "Test of the Five Beasts," and on a later page, Thida notes that she discovered the "Laws of the Five Beasts" in an obscure religious text, copying them in their entirety (these laws will come in handy when the heroes reach the puzzle lock, both described on page 42).

The halfling librarian reads or summarizes all of this information to the heroes in an excited rush before mentioning that Thida's squire had a rare Sarenite magic item called a *sun wheel* when the group confronted the cult. Because they never made it back, Vandy believes that the Lamashtans have likely kept the group's belongings as trophies, including the *sun wheel*, even though Sarenrae probably wouldn't allow them to use it.

Though months have passed since there has been any notable activity out of the Scar, Vandy expresses her concern that the cult has recuperated from any attack Thida and her allies mounted against them and that the cult could strike back at Otari soon. She asks the heroes to head into the hinterlands to find the Scar, take down the cultists, and retrieve anything owned by Thida Aubade, Billard Truewood, and Vuzi Nerren, keeping an eye out for the *sun wheel* (described as a copper disc emblazoned with a stylized image of the sun). Vandy wishes to study the item and perhaps figure out how to recreate it; she adds that the heroes are welcome to keep anything else they find.

Finding the Scar

From Thida Aubade's notes, the heroes should know that they can reach the Scar by traveling only a few hours away from Otari. They should prepare to spend up to 3 days outside of town while hunting down the Lamashtan cult; Vandy Banderdash says as much to the heroes if you think they need guidance in that regard. Each hero should at least bring a bedroll (or even a tent) and several days' worth of rations and water. Luckily, they can purchase these items in town if they don't already have them.

When the heroes set out from Otari, Thida's notes will help guide them through the hinterlands. Each player chooses their character's exploration activity, though one hero should perform the Sense Direction activity, attempting a DC 18 Survival check to reach the area near the Scar. Thida's notes provide a +2 circumstance bonus to this check, but remember that if the heroes don't have a compass (which they can also buy in town), they usually take a -2 item penalty to this check.

It takes less than half a day to reach the area around the Scar from Otari by foot. Traveling north-by-northeast from the town, the heroes can see the Kortos Mounts in the distance as the land begins to rise slightly. A hero who performs the Investigate exploration activity can attempt a DC 19 Nature check to Recall the existence of a large ridge nearby, past a space of open hillside just on the outskirts of the woods.

Unfortunately, the heroes aren't the only ones looking for the Scar.

Orc Warband

Moderate 4

Over the past year, Mwibah sent his kobold runners (area A2) across the Isle of Kortos to invite all manner of monsters and misfits to come to the Scar and join his cult of Lamashtu. Many rejected the offer, but the jackal has amassed a small army with more potential recruits arriving regularly.

Creatures: A small warband of orcs, who had lost kin to the armies of the Whispering Tyrant, traveled to southern Avistan, offering their strength to any who might be similarly threatened. Instead of grateful acceptance, the warband found themselves constantly turned away by the fearful and prejudiced. Matters grew worse when they reached the fort at the city of Escadar on the Isle of Erran and were attacked by the soldiers there. The orcs lost even more kin and had to retreat into the wilderness of the Isle of Kortos. There they heard rumors of Mwibah's growing community from passing hobgoblins, and with only partial information on the Scar's whereabouts, the warband has taken to scouring the area.

The orcs have searched since early morning and are getting irritated. They've avoided the nightmare terrain to the north by coincidence (page 41), so they haven't found the Scar. When they spot the heroes, they roar battle cries and charge into action, looking to vent their frustrations on the first available targets. The warband fights on until a final orc is left standing. When this last warrior is reduced to fewer than 10 Hit Points, the orc surrenders.

If the heroes manage to take an orc prisoner, the orc knows very little about Mwibah or the Scar. The warband followed a rumor of a "powerful leader gathering the strong to his side to sow chaos among the civilized." The orc continues by saying they heard that to find this army, one must "brave a field of nightmares and overcome a challenge of five beasts."

ORC SCRAPPERS (4)

CREATURE 1

CE MEDIUM HUMANOID ORC

Perception +6; darkvision

Skills Athletics +7, Intimidation +4, Survival +4

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

Items battle axe, breastplate, javelin (4)

AC 18; **Fort** +8, **Ref** +7, **Will** +4

HP 23

Ferocity ➤ When the orc is reduced to 0 Hit Points, they can use their reaction to remain conscious with 1 Hit Point, but they gain the wounded 1 condition (or increases the wounded value by 1 if they already have that condition). They can't use this ability at wounded 3.

Stride ♦ 25 feet

Melee Strike ♦ battle axe +7 (sweep), **Damage** 1d8+4 slashing

Melee Strike ♦ fist +7 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged Strike ♦ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

ORC COMMANDER

CREATURE 2

CE **MEDIUM** **HUMANOID** **ORC**

Perception +11; darkvision

Skills Athletics +8, Intimidation +6, Survival +5

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

Items hide armor, javelin (6), maul

AC 19; **Fort** +7, **Ref** +6, **Will** +7

HP 32

Ferocity ➤ When the orc is reduced to 0 Hit Points, they can use their reaction to remain conscious with 1 Hit Point, but they gain the wounded 1 condition (or increases the wounded value by 1 if they already have that condition). They can't use this ability at wounded 3.

Stride ♦ 25 feet

Melee Strike ♦ maul +10 (shove), **Damage** 1d12+4 bludgeoning

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

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

Battle Cry ♦ (concentrate, emotion, mental) Bellowing mightily, the warchief gives themself and all orc allies within 60 feet who can hear them a +1 status bonus to attack rolls and damage rolls until the start of the orc warchief's next turn.

Treasure: In addition to their equipment, the orc warband carries a total of 43 gp and 12 sp stolen from those they've killed.

Nightmare Terrain

Moderate 4

After Mwibah dedicated his dungeon to Lamashtu, he needed several ways to protect it from the prying eyes of those who would destroy him and his followers. A blessing from the Mother of Monsters herself created the first of these precautions. Using a powerful ritual granted to him in a vision, Mwibah shielded the approach to the Scar with nightmarish illusions.

This cursed and protected stretch of land begins approximately 100 feet north from the hill on which the heroes encountered the orc warband.

Hazard: Potent illusions cloak the 60 feet of land in front of the ridge that hides the entrance of the Scar, affecting any who get too close. From where the heroes begin, the ridge looks shorter than its actual size, and the terrain between there and the entrance seems to be nothing more than a few grassy, rolling hills. However, when the heroes cross the hazard's threshold, the terrain begins to slowly transform in front of their eyes until it resembles the twisted and scarred landscape of the Abyss. The longer the heroes take to traverse this stretch, the more the visions wound them.

There's a way for the heroes to gain an advantage over this hazard. The kobold interrogated in Thida's notes said that "only those blessed with three-eyed sight can pass safely" through this field of nightmares. A hero who succeeds at a DC 16 Religion check to Recall Knowledge remembers this fact and knows that Lamashtu and her religious symbol are both depicted as having three eyes. This loophole allows Mwibah (and those blessed by him) to come and go as they please, and the heroes can attempt to emulate that characteristic to aid them. To do so, a pair of heroes must link arms, while one of them closes one eye (so that they have three eyes open between them). While this solution won't allow them to bypass the hazard completely, it does grant a +2 circumstance bonus to each member of the pair's Will saving throws, and they can treat a successful saving throw against this hazard as a critical success. However, the pair must Stride 5 feet slower than the slowest of their two Speeds, and when the hazard attacks, the pair uses the lower of their initiative results.

NIGHTMARE TERRAIN

HAZARD 6

COMPLEX **MAGICAL** **TRAP**

Notice DC 22 Perception to detect the subtle magical aura of the land

Description What seems like an innocent stretch of land assaults trespassers with terrible illusions.

Disable Arcana, Nature, Occultism, or Religion DC 22 (by a hero with expert proficiency in that skill) three times to temporarily disrupt the magic, or *dispel magic* (3rd-level spell, DC 25)

Step into Nightmares ➤ (illusion, mental, occult) If a creature that can see moves 10 feet into the affected area, the hazard rolls Stealth (+16) for its initiative.

Routine (1 action) Terrible visions assail the minds of all creatures who can see within the affected area. Each creature must attempt a DC 24 Will saving throw.

Critical Success The creature is unaffected.

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RUNNING PUZZLES

Puzzles and riddles can sometimes be found in adventures, especially in dungeons, wizard's towers, and other locations built by those with a tendency to hide behind cryptic enigmas. These puzzles usually require the players to use their own minds to reach a solution, which is certainly fine for some groups! Other players might prefer to solely use their characters' knowledge in such cases; if that would interest your group more, you can treat a puzzle as a complex device to disable with the heroes attempting several Arcana, Culture, or Lore checks (as appropriate) instead of Thievery checks. Finally, if your group's preference falls somewhere in between, you should drop hints when the players seem to struggle (or just ask them if they would like such help). Don't have them attempt skill checks for these hints—taking into account what the characters would know based on the skills they're trained in, simply point out whether the players are on the right track or have made a false assumption. For instance, a character trained in Engineering Lore might quickly recognize an incorrect assumption a player makes solving this puzzle.

Success The creature is frightened 2.

Failure The creature takes 2d8+9 mental damage and is frightened 3.

Critical Failure The creature takes 4d8+18 mental damage and is frightened 4.

Reset The terrible visions cease after all creatures have left the affected area, but the hazard is immediately ready to inflict its visions on the next creature to enter.

The Five Beasts Lock

Once the heroes make it through the nightmare terrain illusion, they find themselves standing at the bottom of a 40-foot tall ridge that stretches several hundred feet in either direction. With the open hinterlands at their back, the heroes seem to have no way to move forward at first. However, consulting Thida's notes, the heroes should realize that the champion was convinced that the Lamashtan cult laired somewhere underground in this vicinity.

A hero who succeeds at a DC 19 Nature or Perception check spots an artificial curtain of moss that obscures the faint outline of a large door. A hero who succeeds at a DC 18 Survival check to Track locates some poorly obscured monstrous footprints that lead toward the stone wall, which grants a +2 circumstance bonus to the check to find the hidden door.

The stone door has no obvious handle or other

method of opening it. However, there's a panel composed of a five-by-five grid of raised squares set into the wall beside the door. A number of colored ridges delineate odd-shaped regions of the squares within the grid; give the illustration of the blank grid on page 39 to your players. Each square can be pushed in with a satisfying click. Pushing a square a second time releases it. A bit of Abyssal script carved into the stone above the grid reads, "Arrange the Five Beasts."

Mwibah constructed this puzzle lock as both a means to keep out adventurers and a way to test prospective members of his cult. When he sends out letters to such monsters, he includes an oblique reference to the puzzle (as the heroes discover if they interrogate an orc or find a letter), as similar challenges of intelligence appear in some of the more obscure Lamashtan texts.

A hero trained in Thievery instantly recognizes this the panel as a puzzle lock. The heroes might recall the "Laws of the Five Beasts" in Thida's research, but if they don't, you might want to jog their memories. These laws read as follows.

- Only one Beast shall be placed in each Pen.
- No Beast wishes to see another Beast by looking directly North or directly East.
- Two Beasts shall not be in pens that touch, lest they come to blows.

The heroes must push in only the five squares that represent the Five Beasts, fulfilling the above conditions. These squares are the second square of the first (topmost) row, the fourth square of the second row, the first square of the third row, the third square of the fourth row, and the fifth square of the fifth row. If your players seem to struggle with this puzzle, see the sidebar above for some tips on running puzzles.

When the heroes push in the correct squares (and only the correct squares), the stone door slowly grinds open. It remains open for 1 minute before closing again, the puzzle lock resetting in the process. Alternatively, a hero can Pick this puzzle Lock with three successful DC 20 Thievery checks to open the door.

XP Award: When the heroes solve the puzzle of the Five Beasts or otherwise gain entrance to the Scar, award them 30 XP.

A. The Scar

Built in the first few centuries since Absalom's founding, the Scar once belonged to a fledgling warlord. Now, this half-completed dungeon houses Mwibah's cult of Lamashtu. The Isle of Kortos is riddled with such unexplored underground structures, each with their own unique and interesting history. The Scar's origins were mostly lost to time, and Mwibah excised any remaining traces of its builder when he took over, but

the architectural style dates the dungeon to Golarion's distant past. The presence of cells and an oubliette near the entrance speaks a bit to its original purpose as a redoubt where the inhabitants could keep prisoners, though for what purpose remains unknown.

Since Mwibah has occupied the Scar, he has given individual rooms over to his cultists, allowing them to decorate them in whatever fashion they please. However, the Kurnugian jackal reserved a central chamber for himself and his worship of Lamashtu, consecrating it as a temple to the Mother of Monsters. As such, there is no singular theme to the Scar's decor, with the inhabitants using the temple to pay their respects to Mwibah and his patron but otherwise ignoring religious elements in their furnishings.

Many of the corridors are 10 feet wide, and the wider rooms can accommodate the larger cultists. The ceilings are 20 feet high. Unless otherwise noted, sporadic torches placed in sconces on the walls provide dim light for the inhabitants and need to be changed regularly. All of the doors are wooden, except in area **A2**, which has a series of barred portals. A map of the Scar appears on the inside back cover and is available as a Flip-Mat (*Pathfinder Flip-Mat: Troubles in Otari*).

The heroes likely won't face Mwibah and all the Scar's inhabitants in a single day of adventuring, and they shouldn't feel pressured to do so. The cultists aren't necessarily going to come to one another's aid if they hear the sounds of a fight (but see the sidebar below), so once the heroes breach the door of the dungeon, they can freely come and go as they please, though the nightmare terrain just outside the Scar and the trek back to town might dissuade them from going too far. However, the base of the ridge has plenty of space for them to set up a campsite. Alternatively, the heroes can take a night's rest in one of the dungeon's rooms after they've cleared out its inhabitants. Areas **A2** and **A3**, closer to the Scar's entrance, are perfect for such an occasion, as the heroes can close those rooms' doors behind them for extra security.

In any case, the heroes will want to return to their quest as soon as possible to defeat the cult and retrieve the *sun wheel*.

A1. Hallway Intersection

Low 4

The southern corridor descends slightly until it reaches a four-way intersection. Each branching hallway has a single lit torch in a sconce that casts flickering light. Wooden doors stand at the end of the northern and eastern corridors, while a rusted metal gate blocks the end of the western passage.

This simple intersection with walls of stone provides a good point to establish the group's marching order

A LIVING DUNGEON

The cultists of the Scar care little about one another and likely won't investigate unusual sounds in other rooms. However, you might feel that this makes the dungeon a bit too static, as the creatures within react to the heroes only when they see the trespassers. On the other hand, having all of the cultists rush toward the commotion of the heroes' first fight will overwhelm the characters and lessen the fun of the game. If you want more dynamic dungeon inhabitants, you should consider how they might prepare for the heroes' arrival in their area if the characters make a lot of noise in a neighboring room. For instance, the kobolds of area **A2** might try to hide themselves in the cells when they hear the trap being set off in area **A1**, allowing them to roll Stealth for initiative. Alternatively, you can grant the monsters a +2 circumstance bonus to their initiative check to represent them being ready for the heroes.

Finally, if the heroes leave the Scar to rest up and come back, you can move around some of the remaining encounters to represent the cult reacting to the heroes' presence. For instance, the troll Bomela and her boar pet could take the place of the owlbears in area **A4** once the heroes defeat those creatures.

and exploration activities for the encounters to come. If the character using the Investigate activity succeeds at a DC 18 Nature, Society, or appropriate Lore check (such as Architecture or Kobold Lore) to Recall Knowledge, they notice traces of soot along the stone walls, as if fires were set here. If that hero informs the rest of the party of that information, the heroes gain a +1 circumstance bonus to notice the hazard.

Hazard: When Mwibah recruited a small group of kobolds (see area **A2**) to his cult, they naturally set about securing the front entrance to the dungeon. They installed flame-spewing nozzles in the ceiling near the intersection to roast any intruders. The nozzles are attached to small tanks filled with alchemical fuel, which allows the trap to activate up to four times before needing its fuel replenished. The trap is triggered when a Small or larger creature steps on a pressure-sensitive plate in the floor just before the intersection (as indicated by the dotted square on the map). Members of the cult know not to step there before the kobolds temporarily deactivate the trap using a small control panel just past the metal gate in area **A2**. Mwibah usually lets the kobolds know when he expects a new recruit, but some creatures have been burned in the past when the kobolds went out to deliver Mwibah's missives.

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TONGUES OF FLAME

HAZARD 5

COMPLEX MECHANICAL TRAP

Notice DC 23 Perception

Description Nozzles hidden in the ceiling of the four corridors leading to the intersection spray jets of flame along their lengths when the trap is triggered.

Disable DC 22 Thievery to disable a single nozzle, DC 21 Thievery twice to unlock a door, or DC 25 Thievery to deactivate the trap from the control panel. A hero who isn't trained in Thievery automatically fails these checks.

AC 25

Fort +15, **Ref** +8

Nozzle Hardness 12, **Nozzle HP** 50 (BT 25) to destroy a single nozzle; **Door Hardness** 6, **Door HP** 22 (BT 11) to break open a door and escape the hallway

Immunities critical hits, sneak attack

Seal the Doors ☞ If a creature enters the corridor intersection, the four doors exiting this intersection close and lock, and the trap rolls Stealth (+13) for its initiative.

Routine (4 actions) The trap loses 1 action each turn for each disabled nozzle. On each action, a different nozzle fires a jet of flame down a different corridor, dealing 3d6 fire damage to each creature in the first 10 feet of the corridor past the intersection (DC 22 basic Reflex save).

A creature standing in the corridor intersection can be hit by only one flame jet per round even if they're in the area of multiple flame jets. The creature attempts only one saving throw per round, but it takes a -2 circumstance penalty to its saving throw.

Reset The trap deactivates and resets after 10 minutes. After the trap is activated for the fourth time, it runs out of fuel and must be reset manually.

A2. Cells

Moderate 4

The rusted metal gate that leads to this area is latched shut from the inside, requiring a single DC 19 Thievery check to Pick the Lock or a successful DC 20 Athletics check to break the gate open.

Five cells surround the central area of this dank prison, their barred doors all hanging slightly ajar. Each cell contains a cot hanging from one wall and small piles of refuse, including scraps of cloth and gnawed-on bones. The wall next to the eastern exit has a small wooden cabinet mounted on it.

The original designer of this dungeon planned to keep prisoners here from their raids on nearby settlements. Though a bit cramped by most standards, the cells have enough space for their current inhabitants.

Creatures: The Stonefang kobold tribe was never a large one to begin with, but they managed to subsist in the sewers beneath Absalom for some time before being nearly wiped out by a band of roving adventurers

looking to "make the city safe." Five kobolds escaped with their lives and became Mwibah's first recruits for his cult. Though the kobolds had never really thought about Lamashtu up to that point, the persuasive Kurnugian jackal explained how the Mother of Monsters would eventually raze the civilizations of humans and others to the ground. The so-called monsters of the world could then rule Golarion, spreading far and wide. Already angry at the people of Absalom, the remaining Stonefangs didn't need much convincing to join Mwibah.

The four kobold scouts act as runners to the outside, spreading the cult's message across the Isle of Kortos, with aims of eventually ranging farther into the Inner Sea region. The kobold trapmaster has now become the de facto leader of this fractured tribe and maintains the trap in the intersection outside the former prison. She deactivates the trap for approved visitors and other cult members using the apparatus she built into the wooden cabinet (which used to hold the long-lost keys to the cells) near the entrance. The kobolds don't mind staying in the former jail, as it's a step up from the sewers of Absalom.

At least one of the kobolds keeps an eye on the corridor outside the prison at all times, so unless the heroes move incredibly stealthily and don't set off the trap in area **A1**, the kobolds are ready for them. They scuttle back to their cells and wait for the heroes to enter (possibly to deactivate the trap). Once a hero has gotten the metal gate open, the kobolds open fire with their crossbows, attempting to lure the heroes farther into the jail. They then converge on the heroes with their blades in flanking positions. The trapmaster fights to the death. The other kobolds fight as long as the trapmaster still stands, but after that, one of the scouts attempts to flee toward area **A3** to warn the ogres there.

If the heroes manage to restrain a kobold for questioning, they can attempt a DC 16 Diplomacy or Intimidation check to get the kobold to talk. Depending on the tactic the heroes take, the kobold either reluctantly answers their questions because the heroes promised to let them live or responds because they're more terrified of the heroes than Mwibah. In either case, the kobold describes the nature of the Lamashtan cult in the Scar. They give a brief history of their tribe (as described above) and says the leader of the cult is named Mwibah, who "watches over us with his three eyes." The kobold doesn't otherwise physically describe Mwibah but goes on at length about the way he has brought together many types of monsters. They describe the general shape of Mwibah's plan: to unite all of Lamashtu's children and destroy towns and cities, bringing about an age of monsters.

If the check to influence the captured kobold is a critical success, the kobold also gives a brief sketch of the Scar, emphasizing that Mwibah occasionally gathers all the dungeon denizens in area A8 for sermons. The kobold also describes the ogre family in area A3 as “nasty brutes,” the owlbears in area A4 as “dangerous feathered beasts,” the harpies in area A5 as “a pair of screechers,” and the troll in area A7 as “the big green lady with the pet boar.” The kobold doesn’t mention the mimic or the gargoyle (as this pair doesn’t interact much with the others) and is unaware of the secret passage between areas A4 and A8.

KOBOLD SCOUTS (4)

CREATURE 1

LE SMALL HUMANOID KOBOLD

Perception +8; darkvision

Skills Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6

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

Items crossbow (20 bolts), leather armor, shortsword

AC 18; **Fort** +5, **Ref** +9, **Will** +6

HP 16

Stride ♦ 25 feet

Melee Strike ♦ shortsword +9 (agile, finesse, versatile S),
Damage 1d6 piercing

Ranged Strike ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Hurried Retreat ♦ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. The kobold must end this movement in a space that’s not adjacent to any enemy.

Sneak Attack The kobold scout deals an extra 1d6 damage to creatures that have the flat-footed condition.

KOBOLD TRAPMASTER CREATURE 2

Perception +6; darkvision

Skills Acrobatics +7, Crafting +8, Stealth +7

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

Items leather armor, shortsword, spear (3), spike trap (3)

AC 19; **Fort** +7, **Ref** +10, **Will** +5

HP 28

Stride ♦ 25 feet

Melee Strike ♦ shortsword +8 (agile, finesse, versatile S),
Damage 1d6+2 piercing

Ranged Strike ♦ spear +10 (thrown 20 feet), **Damage** 1d6+2 piercing

Hurried Retreat ♦ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. The kobold must end this movement in a space that’s not adjacent to an enemy.

Sneak Attack The kobold trapmaster deals an extra 1d6 damage to creatures that have the flat-footed condition.

Quick Trap ♦♦♦ The kobold trapmaster deploys one spike trap in an adjacent square.

Spike Trap Once this trap is deployed, anyone who steps on the square it’s in takes 2d8 piercing damage and must attempt a DC 17 basic Reflex saving throw.

Treasure: Among the kobolds’ possessions are a *skeleton key*, a *shining arrow*, and a moderate thunderstone. This last item is a bomb (page 55) that grants a +1 item bonus to its attack roll. It deals 2d4 sonic damage on a hit and 3 sonic splash damage, and each creature within 10 feet of the target must succeed at a DC 20 Fortitude save or become deafened until the end of its next turn. Deafened creatures take a –2 status penalty to Perception checks for initiative and checks that involve sound, and they’re immune to effects that require hearing, including auditory effects.



Kobold

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A3. Oubliette

Severe 4

Remnants of torture devices—a collapsed wooden rack, an iron maiden with no lid, a dunking bucket smashed into splinters, among others—line the walls of this unusually shaped room. Ragged pelts formed into crude bedrolls take up the rest of the floor space around a wide pit that descends into darkness. The air here smells of stale sweat.

The dungeon's creator built this room to torture enemies, either to extract important information or for sadistic thrills. None of the torture devices are in working condition, and Mwibah hasn't yet restored them. However, the oubliette in the center of the room—a smooth-walled pit 20 feet deep—could prove a viable punishment if its cover was replaced. As of now, the oubliette stands dangerously open.

A creature that falls into the pit takes 10 bludgeoning damage and falls prone. That character then needs to succeed at a DC 18 Athletics check to Climb back up. A character who succeeds at a DC 18 Reflex save can stop themselves from falling in and negate the damage.

Creatures: When Mwibah realized that his cult would need some muscle to protect it, he sought brutish monsters who society has shunned. On one of his more successful outings, he came across a family of ogres living in the ruins of a small mining camp near the base of the Kortos Mountains. Calling themselves the Breezugs, these ogres had killed the miners several years ago and took control of the area. They occasionally raided nearby farms for food, but that caught the attention of an adventuring group, who then began harassing the camp.

Mwibah helped the Breezugs defeat the adventurers; in exchange, the ogres abandoned their stolen home to stay within the Scar and worship Lamashtu. Though not particularly religious, the four ogres stay placated if Mwibah lets them rampage across the surrounding countryside every so often. However, since the attack on the Scar by Thida and her cohorts, Mwibah has kept the Breezugs cooped up. This confinement has started to grate on the ogres, and they're itching for a fight.

The ogres aren't keen listeners, so they generally don't hear any noise from the trap in the corridor outside their den being set off. Unless a kobold comes to warn the Breezugs, the heroes' appearance catches the ogres a little by surprise. Not the craftiest of combatants, the ogres generally attack whoever last hurt them the most. If a hero happens to get close to the oubliette, an ogre attempts to Shove that hero into the pit using Athletics. The ogres fight to the death.

If the heroes manage to knock out an ogre and take them prisoner, the heroes can attempt a DC 18 Diplomacy or Intimidation check to get the ogre to

talk. The ogre responds better to shows of strength, so a hero takes a –2 circumstance penalty to Diplomacy checks to influence the ogre. The ogre reasons slowly and speaks in short, clipped sentences. If asked, the ogre explains a bit of their family's history and how Mwibah came to recruit them. The ogre seems awestruck by the cult leader but expresses fear regarding his "third eye." Like the kobolds of area A2, the ogre doesn't find anything else unusual about Mwibah's appearance, so they say little else about it. The ogre doesn't fully understand Mwibah's plans; they're just happy because their family would get the chance to "smash stuff."

If the check to influence the ogre prisoner is a critical success, they can explain what they've seen of the Scar, though they tend to remain in this chamber when not sent outside by Mwibah. However, the cult leader does call everyone into "the temple" (area A8) to give speeches, which the ogre only partially pays attention to. The ogre also described the kobolds in area A2 as "sneaky little dragons," the owlbears in area A4 as "hooty-beakies," the harpies in area A5 as "flying jerks," and the troll in area A7 as "the pig lady." The ogre has never met the mimic or the gargoyle and is completely unaware of the secret passage between areas A4 and A8.

OGRE WARRIORS (4)

CREATURE 3

CE LARGE GIANT HUMANOID

Perception +5; darkvision

Skills Athletics +12, Intimidation +9

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

Items greataxe, hide armor, javelin (6)

AC 17; **Fort** +11, **Ref** +6, **Will** +5

HP 50

Stride ♦ 25 feet

Melee Strike ♦ greataxe +12 (reach 10 feet, sweep),

Damage 1d12+7 slashing

Ranged Strike ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing

Treasure: A hero who succeeds at a DC 18 Perception check to Seek finds a *bloodseeker beak* amid the remains of a broken chair. This item is a talisman (page 55) that can be attached to a weapon. If the hero wielding that weapon hits a creature with the flat-footed condition, they can activate the beak to deal an extra 1d4 damage, or 1d4 persistent bleed damage if the attack already dealt sneak attack damage.

A4. Guard Post

Moderate 4

This spacious chamber has exits to the south, west, and east. Stray feathers litter the ground, along with several fist-sized pellets of dung pushed into one corner.

The room once served as the main entrance of the warlord's dungeon, used by their soldiers and anyone coming to pay fealty. At one point, lavish furnishings decorated this room, but those items have since crumbled from age—if not stolen by looters or appropriated by Mwibah to use elsewhere in the Scar. The room appears rather stark and bare. The pellets and feathers come from the chamber's two beastly inhabitants.

The dungeon's creator built a secret door into the northern wall here and hid it behind a tapestry in order to spy on visitors waiting in this room. With the tapestry long gone, a character that succeeds at a DC 22 Perception check to Seek can spot the secret door. The short corridor behind the secret door leads to area A8, where the door can easily be noticed from the inside.

Creatures: Lamashtu considers even non-intelligent monstrous creatures her children, and Mwibah recognizes their use as potential "guard dogs." To that end, the Mwibah lured a mated pair of owlbears into the Scar a while ago and takes pains to make sure they stay comfortable, well fed, and loyal to the cult. He trained them to recognize the three-eyed symbol of Lamashtu (as well as his face) and to not attack anyone who speaks the phrase "the three-eyed gaze sees you"—a hero who succeeds at a DC 20 Religion check to Recall Knowledge recognizes this saying as a common Lamashtan aphorism.

From their nests on the north end of the room, the owlbears hoot and growl when the heroes enter, giving the intruders a few seconds to speak the pass phrase. They then attack if they don't hear it or if they're attacked. The owlbears screech before advancing on the heroes, looking to tear them to pieces. They fight to the death.

During the fight, any hero trained in Medicine or Nature notices several recently healed wounds in the owlbears' fur from their encounter with the champion Thida Aubade and her comrades. Unfortunately, Mwibah and his lieutenants (see area A8) stepped in to aid his pets shortly after the conflict began, and the combined might of the cultists proved too much for the Sarenite adventurers. Mwibah took their belongings and parceled them out among his cultists, keeping the *sun wheel* for himself.

OWLBears (2)

CREATURE 4

N LARGE ANIMAL

Perception +13; low-light vision

Skills Acrobatics +7, Athletics +14, Intimidation +10

Str +6, **Dex** +1, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

AC 21; **Fort** +13, **Ref** +7, **Will** +11

HP 70

Stride ♦ 25 feet

Melee Strike ♦ talon +14 (agile), **Damage** 1d10+6 piercing plus Grab

Melee Strike ♦ beak +14, **Damage** 1d12+6 piercing

Bloodcurdling Screech ♦ (fear, mental) Each creature within 80 feet who can hear the owlbear's screech must attempt a DC 20 Will save. The creatures can't be affected by another screech for 1 minute. On a critical success, the creature is unaffected; on a success, the creature gains the frightened 1 condition; on a failure, the creature gains the frightened 2 condition; on a critical failure, the creature gains the frightened 3 condition and must spend its next turn running away from the owlbear.

Grab ♦ When the owlbear succeeds at its talon Strike, it can use this action immediately after to automatically give the target the grabbed condition until the end of its next turn.

Screeching Advance ♦♦ (auditory, fear, mental) The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures that can hear within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.

A5. Gallery

Severe 4

This long gallery stretches from south to north, its finely marbled floor cracked with age and neglect and the paint on its vaulted ceiling is flaking in places. A series of niches in the western wall feature a handful of statues, most of them defaced or crumbled into pieces—making it impossible to tell whom these sculptures once commemorated. Instead of statues, piles of straw and cloth fill two of the northern alcoves. The two sets of doors that lead east provide the only exits.

A project of vanity for the dungeon's original creator, this gallery featured statues of himself and historical figures whom the warlord admired. A talented artist sculpted these statues in regal and dramatic poses, though the warlord had her killed immediately after she finished her work. As the years passed, looters first vandalized the statues, and then Mwibah completed their destruction after he took over the dungeon.

The ceiling here is 30 feet high, and the mural on it once depicted the warlord striding through the streets of Absalom, a conquering hero with hundreds of citizens either looking on adoringly or cowering in fear. Like the sculptor, the painter was executed after completing the mural. Much of the details have faded with age or have been damaged by Mwibah. A hero who studies the mural and succeeds at a DC 16 Culture check to Recall Knowledge recognizes the depicted buildings as Absalomian architecture.

The marble floor has fared a little bit better, but no one has maintained it in decades, so it has scuffs and

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cracks in places from wear. However, walking across the floor still causes one's footsteps to ring out through the room, imparting a –2 circumstance penalty to Stealth checks here.

Creatures: Mwibah recently recruited a pair of harpy siblings—Hermonia and Laraphis—scouted by a kobold runner in the western coast of the Isle of Kortos. Hermonia and Laraphis had lived in a series of seaside caves north of Diobel, occasionally mesmerizing passing boats of anglers and eating both the people and their nets of fish. Though the two had an easy life, they longed to be part of something greater, and gaining dominion over the entire world sounded like just the challenge they believed they sought. After sparing the kobold emissary, Hermonia and Laraphis sought out the Scar and joined Mwibah's cult.

Appreciative of their cruelty and cunning, Mwibah gave the harpy siblings the gallery as their personal chambers. They occasionally leave the Scar to hunt, but they've also grown complacent over the months and spend most of the days dozing in the nests they've formed in the northernmost niches. When the heroes arrive in this room, there's a 50% chance that the harpies aren't paying much attention, imparting a –4 circumstance penalty to their initiative check. Hermonia and Laraphis don't stand for having any intruders in their new domain and attack the heroes on sight.

In a fight, the harpy siblings use their Captivating Song ability to lure the heroes within range of their vicious talons. Their tune details how the harpies are loyal agents of someone named "Mwibah," who's apparently "the herald of Lamashtu." One lyric notes how Mwibah's "three eyes will look down upon the ruins of humanity," which they accompany with terrible cackles. The harpies fight to the death, looking to prove themselves to the cult leader.

HERMONIA AND LARAPHIS, HARPIES CREATURE 5

CE MEDIUM HUMANOID

Perception +12; darkvision

Skills Acrobatics +13, Deception +13, Intimidation +11, Performance +14 (+16 singing)

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

Items club

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 68

Stride ♦ 20 feet, or fly 60 feet

Melee Strike ♦ club +12, **Damage** 1d6+4 bludgeoning

Melee Strike ♦ talon +15 (agile, finesse), **Damage** 2d6+4 slashing

Ranged Strike ♦ club +15 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

Captivating Song ♦ (concentrate, enchantment, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within 300 feet that can hear the song must attempt a DC 21 Will save. On a failure, the creature becomes captivated and must spend each of its actions to move closer to the harpy as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, they extend the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.

Treasure: A hero who inspects the ruined statues and succeeds at a DC 18 Perception check to Seek finds a basalt mask of a demon's face incorporated into one of the sculptures. This item is carved to look like the stern face of a stoic warrior and is worth 20 gp. In addition, the harpies have 60 gp and 81 sp stashed in their nests.

A6. Storage

Moderate 4

Random pieces of furniture, crates, and other detritus covered with sheets clutter this chamber. A narrow, albeit clear path runs from the western door to the northern door. Particles of dust hang in the air.

During his takeover of the dungeon, Mwibah shoved most of the intact original furnishings and other items that he deemed useless into this room. These furnishings include a few tables and chairs (one being an ostentatious high-backed throne) from the warlord's central meeting chamber (area A8). Many of these items are chipped and threadbare; others seem barely held together.

Because of the amount of clutter within the room, the entire chamber counts as difficult terrain. This room doesn't have any torchlight, which makes it difficult to discern the exact nature of all the stored rubbish.

Creatures: The cult of Lamashtu has attracted a number of unusual creatures over the last few months, and generally Mwibah turned none of them away. Two of the stranger cultists—a gargoyle who calls himself Slate and a mimic named Arisson—have formed a unique bond over their similar abilities and like to prank their fellow cultists by hiding out in the storage room. Arisson takes the form of an unopened crate of building materials just off the path through the junk, and Slate stands perfectly still on a table in the southeast corner and covers himself with a dirty sheet.

Usually, the two simply leap out at their comrades to give them a fright, though by now, most of the cultists expect such a trick when they walk through this room. However, when they spot the heroes, they can tell that the group is probably not a bunch of new recruits, so they attack with deadly intent. Arisson waits until at least one hero has passed by before striking out at the next adjacent hero. While the heroes are distracted, Slate attempts to quietly remove the sheet from his form and then stealthily Flies over the difficult terrain to reach a vulnerable-looking hero. Arisson fights to the death, but if reduced to fewer than 10 Hit Points, Slate tries to escape via the northern door to warn the troll in area A7.

SLATE, GARGOYLE PRANKSTER CREATURE 4

Gargoyle guardian (page 35)

Perception +10; darkvision

ARISSON, MIMIC PRANKSTER CREATURE 4

N **MEDIUM** **ABERRATION**

Perception +9; darkvision

Skills Athletics +12, Deception +8, Dwelling Lore +10 (applies only to the Scar)

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

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

HP 75

Adhesive The mimic is coated in an adhesive slime. Any creature that touches the mimic (usually from a fists Strike, the mimic's pseudopod Strike, or a Grapple or Shove) must succeed at a DC 23 Reflex save or gain the grabbed condition. The DC to Escape is 23. A melee or thrown weapon that successfully Strikes the mimic is stuck to the mimic. A character can spend an action to attempt a DC 23 Athletics check, removing the weapon on a success. The mimic can release a stuck creature or object by spending a single action. The adhesive dissolves 1 minute after the mimic dies, releasing all stuck objects and creatures.

Object Lesson ➤ If a creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object, the mimic can spend its reaction to automatically give the creature the grabbed condition from its adhesive ability. The creature doesn't get to attempt the saving throw against this effect. The mimic then makes a pseudopod Strike against any creature adjacent to itself. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Stride ➤ 10 feet

Melee Strike ➤ pseudopod +14, **Damage** 2d8+4 bludgeoning plus adhesive

Mimic Object ➤ (concentrate) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size, but the mimic can alter their coloration and visual appearance. A creature must succeed at a DC 28 Perception check to figure out that the object is really a creature.

Treasure: If the heroes spend at least 10 minutes sorting through the mess of the room, they find a large wooden lockbox carved with elven runes worth 10 gp to a collector. While it appears empty, a hero who succeeds at a DC 20 Perception check to Seek discovers the lockbox's false bottom. The box contains a pair of items stolen by the warlord from a traveling elf diplomat a long time ago: a pair of *boots of elvenkind* and an *emerald grasshopper*.

The *emerald grasshopper* is a talisman (page 55) that a hero with expert proficiency in Athletics can attach to their armor. When that hero makes a High Jump, they can activate the talisman to try and jump higher. On a successful check, they Leap up to 50 feet vertically and up to 10 feet horizontally (or up to 75 feet vertically and 20 feet horizontally on a critical success). The talisman is worth 30 gp.

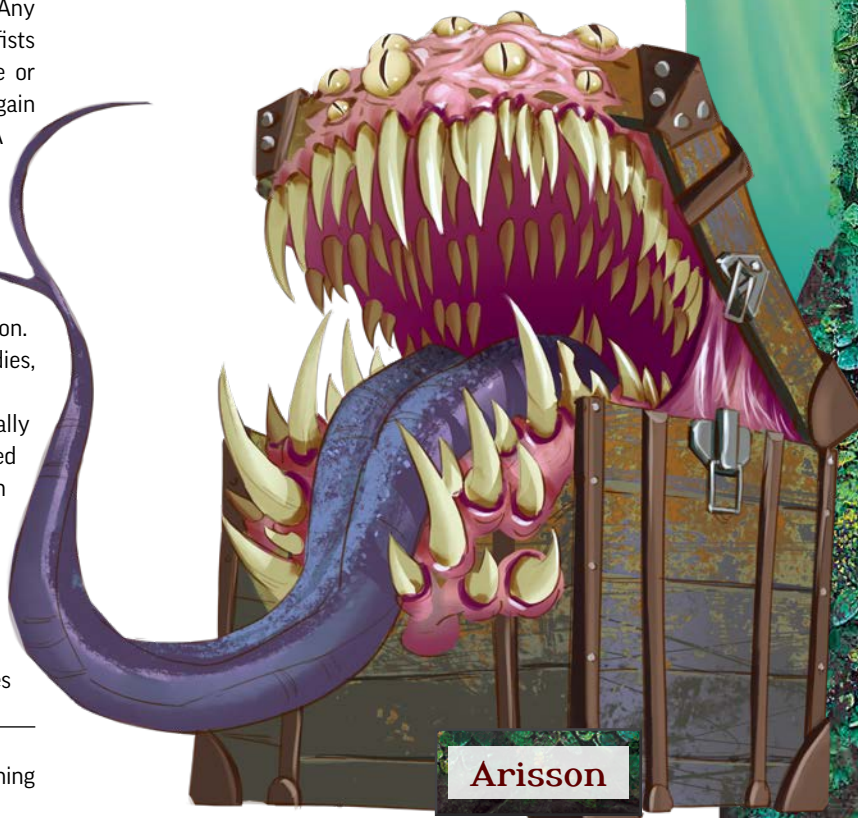
A hero can don *boots of elvenkind* during their daily preparations to gain a +1 item bonus to Acrobatics checks. Once per hour, that hero can ignore difficult

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terrain until the end of their turn. These boots are worth 145 gp.

A7. Boar Pen

Moderate 4

At the northeast corner of this odd-shaped room, a wooden barrier only a few inches tall keeps a large puddle of muck from spreading. Next to that, a large bedroll with frayed edge has been laid out on the floor. A pile of clothes and other personal possessions sit near the bedroll. Sputtering torches hang from the walls near the doors leading west and south. The unmistakable odor of manure and fresh mud lingers in the air.

This partially unfinished room has an angled wall to the northwest that appears rougher than the others. The warlord intended to make this room larger to fit a grand feasting table. Eventually, they wanted to delve deeper into the hillside, creating more rooms and corridors to house their servants and soldiers as well as a suite of fancy rooms for themselves. The warlord perished before construction of the dungeon finished, but there's still plenty of space here. Mwibah wanted to use this chamber as a barracks for his cultists, but that plan changed when he allied with the room's current residents.

Creatures: Dwarven mercenaries killed the troll Bomela's parents in the forest of eastern Andoran when she was no more than 3 feet tall. The dwarves spared her, but they left her to fend for herself in the wilderness. The young troll survived only through the grace of a druid who heard her cries. He named her, taught her how to speak Common, and showed her how to live off the land. As she grew, he knew they must avoid the local towns and logging camps for fear of how others would treat her. However, he refused to explain to Bomela the reasons why they had to stay as hermits.

Bomela learned her ancestry was feared by others only after the druid passed away. One day not long ago, she heard the sounds of struggle in a nearby clearing and identified the noises as an animal in distress. She rushed toward the disturbance to find a pair of hunters tormenting a mother boar protecting her young. Bomela roared at them to stop, startling the hunters; they then cried out, "Troll!" and set upon Bomela. She had to kill the hunters to defend herself, but the fear in their eyes made her realize that she was different, awakening a hatred within her heart. The mother boar perished from her wounds, but Bomela raised the babies, and one of them has stayed loyal to her to this day.

Bomela and her boar came to the Isle of Kortos a few weeks before Mwibah's emissaries found them.

Believing staunchly that humans, dwarves, and other similar ancestries are a scourge on the world, Bomela happily aids Mwibah in wiping them out wherever they're found. She demanded separate quarters for herself and a place to keep her boar happy, which Mwibah gladly provided.

When the heroes enter this room, the troll snorts in disgust, even if she recognizes one of them as a druid. She mocks their manufactured weapons and armor and claims "even if you defeat us here today, the seeds of your destruction have already been planted in your so-called civilizations. You will eventually crumble like a tree rotting from within." If asked to clarify, Bomela merely roars and attacks. She fights to the death, and if her boar is killed first, she focuses her ire on the hero who dealt the killing blow.

BOAR

CREATURE 2

Page 8

Perception +8; low-light vision

BOMELA, TROLL ENFORCER

CREATURE 5

CE LARGE GIANT TROLL

Perception +11; darkvision

Skills Athletics +12, Intimidation +12

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

AC 20; **Fort** +17, **Ref** +11, **Will** +7

HP 115, regeneration 20 (deactivated by acid or fire);

Weaknesses fire 10

Regeneration Bomela recovers 20 Hit Points at the start of her turn unless she has taken acid or fire damage since her last turn. She can't die unless her regeneration is deactivated when she's reduced to 0 HP.

Stride ◆ 30 feet

Melee Strike ◆ jaws +14 (reach 10 feet), **Damage** 2d10+5 piercing

Melee Strike ◆ claw +14 (agile, reach 10 feet), **Damage** 2d8+5 slashing

Rend ◆ If Bomela succeeds at two claw Strikes against the same creature in the same turn, she can use this ability to automatically deal claw Strike damage to that creature.

Treasure: Due to her hatred of dwarves, Bomela requested to keep the acolyte Vuzi Nerren's shield as a keepsake upon the Sarenites' defeat. This *sturdy shield* leans up against the eastern wall near her bedroll.

A8. Temple

Extreme 4

A raised dais occupies the northern end of this room, on which a rough-hewn altar of stone appears stained with blood and other liquids. A pair of wooden folding screens stand to either side of the altar, each marked with a painted symbol of a three-eyed jackal. The wall

behind the altar has the same icon crudely scrawled on it in red paint. At the edge of the dais, two lit braziers cast fitful light throughout the room. The rest of the chamber looks bare, except for a few tattered mats of varying sizes arranged on the floor in rows. Doors to the east and west provide exits.

The warlord who built this dungeon purposed this room to be a central meeting chamber, where supplicants would come to offer gifts and pledges of fealty or where prisoners would receive judgment. The dais initially had a large, throne-like chair on it, which allowed the warlord to look down upon visitors, but that piece of furniture—now less grandiose with the passing years—has been moved to area A6, along with the rest of the chairs and tables that once occupied this room.

The southern wall has a secret door that can be spotted with a successful DC 22 Perception check to Seek. The short corridor beyond leads to an easily noticeable door that opens up to area A4.

As one of his first acts, Mwibah had the room converted into a temple to Lamashtu. He began by having her religious symbol painted onto the northern wall. He held a ritual to desecrate the space in her honor, sacrificing a number of small animals he caught outside the dungeon. As a reward, the Mother of Monsters has granted the Kurnugian jackal with unparalleled success in recruiting followers over the following months.

As the cult grew, Mwibah continued to spruce up the temple, commanding his followers to add a sacrificial altar and braziers for dramatic lighting. He also made the room his lair by having the rear of the dais partitioned with privacy screens stolen from a woodworker who lived outside of Absalom. While his quarters aren't a large space, the Kurnugian jackal cares little for comfort, having lived mostly outdoors for his whole life.

Mwibah holds sermons here when the mood strikes him, calling for his cultists to attend as he espouses the glories of Lamashtu and his visions of the future when monsters have overthrown the shackles of the civilized world. The cultists sit on the floor mats, usually listening attentively to these impassioned speeches, and by this point, almost all of Mwibah's followers have bought into the rhetoric. Often after a

sermon, some of the monsters, whipped into a frenzy, charge out of the dungeon to cause mayhem in the surrounding countryside.

Creatures: When the heroes enter this room (the exact door they use doesn't matter), they find Mwibah's two lieutenants: one of the younger Breezug ogres and a bugbear named Rhunk. The Kurnugian jackal recruited Rhunk after watching him strangle a gnome merchant to death on the road between Absalom and Otari. Rhunk had stalked the merchant on his mule for over a mile before springing the ambush. Days later, when Mwibah asked the bugbear why



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he'd done it, Rhunk simply shrugged. The Kurnugian jackal knew he could mold Rhunk's mind into a state of unshakable loyalty, as long as he remembered to occasionally sate the bugbear's bloodlust.

The ogre lieutenant stands in front of the dais, idly inspecting her hook for rust, while Rhunk casually leans against the altar on the dais. Rhunk has a third eye painted on his forehead and looks out over the temple with an air of smug superiority. Neither of them seem surprised or worried when the heroes enter the room. The heroes might initially believe that Rhunk leads the cult. Don't dissuade them of this notion just yet. In fact, give them a chance to denounce the bugbear (or say something else). Then, read or paraphrase the following.

A richly timbral voice comes from behind one of the folding screens. "Rhunk, how many times have I told you not to lean on the altar? And in front of guests, no less. Shame, shame." A large jackal pads out into view, his head held high. Reddish stripes run across his dark brown fur, slaver drips from his mouth, and his pointed ears seem overlarge. A third eye, which opens lazily every so often as he talks, sits at the center of the jackal's forehead.

Mwibah takes a position at the edge of the dais as the bugbear moves away, chastened. Looking out across the room, the jackal continues, "Welcome to the Scar. You are not the first interlopers to harass the children of the Mother of Monsters, and you will not be the last. We came into this world hated, hunted, and feared. But we will rise up under Lamashtu's banner and crush your pitiful civilizations."

Mwibah happily talks with the heroes before he and his minions attack. He has an eloquent voice and speaks with a measured tone, though he clearly has the conviction of a fanatic. Here are some possible questions the heroes might have along with Mwibah's answers. The jackal can also explain the reasons why any of his followers joined his cult (as explained in their Creature entries) if the heroes think to ask.

Who/what are you? "I am Mwibah, chosen of Lamashtu. Though I began life as a simple beast, she blessed me with intelligence and incomparable powers to gather her other children here."

What are you doing here?/What is your goal? "It is simple, really. Your kind has persecuted and slaughtered my kind for far too long. We will overrun your cities and destroy your cultures. Only we will remain to rule over Golarion."

What is this place? "Another of Lamashtu's boons. Likely once a feeble attempt of some petty fool to gather power, from what I can tell. It was left

abandoned for me to find and dedicate to the Mother of Monsters. Though we will eventually range far from here in our conquests, I imagine this place will eventually become a site of unholy pilgrimage. The Scar! Where it all began!"

What happened to Thida Aubade and her cohorts? "Hmmm? Oh yes, that name does ring a bell. I believe her halfling squire shouted it as we gutted him." The jackal cocks his head. "Some sort of champions of Sarenrae, I believe? Were they friends of yours? I am sorry, but they are all dead. The Dawnflower chose not to save them."

What about the sun wheel? For the first time, Mwibah looks perturbed. "I suppose you must refer to that damnable trinket carried by those sun-worshipping trespassers. A useless piece of junk, I surmised, and not even that shiny! I probably should have disposed of it, but something about it compelled me to keep it."

After a few minutes of discussion, Mwibah glances over at his lieutenants and says, "Looks like my friends are growing tired of this talk. Shall we commence? It is what all of us do so well, after all." He gestures to the bugbear and the ogre, who initiate combat. If the heroes attack Mwibah before speaking to him, he shakes his head sadly and says, "Thus it begins." During the fight, he spouts the same rhetoric given in his answers above.

In either case, Rhunk and the ogre fight aggressively, attempting to keep the heroes away from the Kurnugian jackal. Meanwhile, Mwibah opens his third eye to target one of the heroes with his Hypnotic Stare ability (likely the one he believes will be most susceptible or the hero who has expressed the most disrespect toward him or Lamashtu). The jackal then targets that hero with spells and his Inflict Pain reaction. If the first target is dropped to 0 Hit Points, Mwibah turns his gaze to another hero. Though the bugbear and the ogre fight to the death for the cause, Mwibah pretends to surrender when reduced to fewer than 40 Hit Points. He tries to lure a hero close to him before casting *charm* on that hero, trying to gain another temporary ally. After that, Mwibah fights until slain. His last act is to cry out for Lamashtu.

BUGBEAR MARAUDER

CREATURE 2

Page 30

Perception +7; darkvision

OGRE WARRIOR

CREATURE 3

Page 46

Perception +5; darkvision

MWIBAH

Kurnugian jackal (page 61)

Initiative Perception +17

CREATURE 6

Behind the Screens: Peering behind the folding screens, the heroes can see a pile of furs on the ground of the eastern part of the dais, while the western screen hides a small cache of bloody clothes. A hero who examines this pile finds the torn and bloodstained garments belonging to three Sarenites, sized for a human, a halfling, and a dwarf—all that remains of Thida Aubade, Billard Truewood, and Vuzi Nerren. The heroes can bring the clothes back to Otari, if they wish, confirming the fate of these brave adventurers.

Treasure: Any armor Thida and her group wore has been destroyed, their weapons either repurposed or broken. However, among their clothing the heroes can find a pair of *healing potions II*, an *oil of mending* (this item works like a potion but takes 1 minute to apply and restores 10 Hit Points to one non-magical item), and 73 gp and 1 sp. In addition, if a hero rummages through the pile of furs and succeeds at a DC 18 Perception check, they find the *sun wheel* (page 60) that Vandy sent them here to retrieve. A hero who worships Sarenrae gains a +2 circumstance bonus to this check, as the goddess draws their eye to a glint of the metal.

If a good-aligned hero picks up the *sun wheel*, they can feel it give off a pleasant warmth, like a room heated by the midday sun on a spring afternoon. The room also fills with an agreeable smoky scent, as if someone threw a block of sandalwood onto the braziers near the dais.

Returning to Otari

Once they've retrieved the *sun wheel* and possibly defeated every member of the cult, the heroes can leave the Scar and return to Otari. The area of nightmare terrain outside the dungeon doesn't affect the heroes as they travel away from it, and the rest of the journey likewise passes uneventfully.

If the heroes decide to try to keep the *sun wheel* for themselves and don't return to the library, Vandy hears that the heroes have returned to town and seeks them out. While she knows that she's no match for the heroes, she tries to appeal to their better natures. She reminds them that she pointed them in the direction of the Scar and that the magic item could present a great boon to the church. She explains that she merely wants to study the *sun wheel* and see if she can replicate its construction; the heroes can have the item back after that. If her requests don't work,

Vandy lets the matter drop and doesn't get the local law enforcement involved, but the heroes' reputation in Otari suffers a major blow as word gets around of their untrustworthiness.

However, if the heroes do head back to the library, Vandy is overjoyed and relieved to see them. She bounces excitedly on her toes when the heroes show her the *sun wheel*. While she asks about the heroes' adventures (and nods solemnly if they relay the fate of Thida Aubade and the other Sarenite cohorts), she also appears a little distracted by the magic item, eager to examine its function and to attempt to recreate it. She promises that she'll return the *sun wheel* to the heroes after a few days ("You certainly earned it, after all," she says), whether or not she successfully reverse engineers the item's design. A hero interested in also being able to Craft the item (*Core Rulebook* 243) can aid Vandy in this endeavor, reducing the time required by a day. She happily gives that hero a copy of the *sun wheel*'s formula as an additional reward.

XP Award: If the heroes return the *sun wheel* to Vandy, award them 30 XP.

Conclusion

With the defeat of Mwibah and his cult of Lamashtu, Otari is safe from a threat it probably didn't even know existed. The heroes can take a well-earned rest, relaxing for a few days in whatever part of Otari they call home. Soon, word spreads of their deeds throughout the town, and they're hailed (probably once more) as heroes.

To drive their newfound fame home for your players, several days after the characters return from the Scar, an unfamiliar, well-dressed half-elf woman comes to Otari. She asks around about the heroes, looking to talk with them if they agree to it. She introduces herself as Raunee Frozmin, a poet and bard from Absalom. Stories of the heroes' exploits over the past few weeks have filtered up to the big city, and Raunee wishes to immortalize the heroes in her latest bardic epic. If the heroes are amenable, she'd like to hear every detail of their adventures. She listens intently, occasionally scratching down some notes and composing impromptu verses.

At your discretion, you can use the poems written by Raunee to involve the heroes in further adventures. Perhaps a person in distress seeks out the heroes after hearing of their unmatched bravery. Perhaps a sage has an inscrutable enigma that needs solving. Perhaps a villain wants to test their might against these stalwart heroes. Whatever the case, the heroes' story doesn't have to end here!

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Beyond the Beginner Box

Pathfinder Adventure: Troubles in Otari can take your heroes all the way to 4th level, but the *Pathfinder Beginner Box* only has rules up through 3rd level. When you reach 4th level, increase your hero's level by 1 and subtract 1,000 XP from your current XP. Remember, you get to keep any extra XP toward your next level! Then, turn to the instructions on the following pages for details on how to level up your hero based on their class.

If you're using the *Pathfinder Core Rulebook*, you can use it to level up instead! The rules for leveling up are on page 31. You'll also need to refer to the entry for your class in Chapter 3 to find its class features and class feats.

New Items

Page 60 of this toolbox provides rules for three brand-new items for your heroes. Each of these items appears in the *Troubles in Otari*, but you can also use them in adventures of your own design!

These items use some rules that appear only in the full version of Pathfinder, so they can be used in any Pathfinder game. If you're using the *Pathfinder Beginner Box*, just ignore rules that refer to elements of the game you haven't seen yet.

"Under the Three-Eyed Gaze" introduces bombs and talismans, two types of items that appear in the *Pathfinder Core Rulebook*. If you don't have that book, don't worry—the rules for these new items appear below.

Bombs

An alchemical bomb combines volatile alchemical components that explode when thrown. Throwing a bomb is a ranged Strike that uses your proficiency with martial weapons and has a range increment of 20 feet.

Most bombs deal splash damage in addition to their initial damage. If an attack with a bomb succeeds or critically succeeds, all creatures within 5 feet of the target

(including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack and all creatures within 5 feet still take the splash damage (but not the initial damage). Add splash damage together with the initial damage against the target before applying the target's resistance or weakness. You don't multiply splash damage on a critical hit.

Talismans

A talisman is a tiny magical trinket affixed to armor, a shield, or a weapon. Affixing a talisman takes 10 minutes and requires a repair kit. Once you've affixed a talisman, you can activate it to gain its effect, after which it crumbles to dust.

New Creatures

Following the new items on page 60 are three pages that introduce new Pathfinder monsters appearing in this adventure. First is the Kurnugian jackal, a brutish and vicious predator blessed with exceptional cunning and vile magic by the evil goddess Lamashtu. The tiny winged snake known as a scalliwing is a valiant and good-hearted—albeit mischievous and vain—relative of the powerful guardian serpents known as couatls. Finally, stinkweed shamblers are foul, ambulatory plant creatures that grow where undead abominations have been destroyed.

Next Adventures

Pathfinder provides limitless opportunities for adventure! The rules in this adventure and the *Pathfinder Beginner Box* are fully compatible with the rules in the *Pathfinder Core Rulebook*, so you can take the heroes from this adventure and play other published adventures, or even create your own. The resources in the *Game Master's Guide* can help you craft your next story, or you can try another Pathfinder Adventure, join the global campaign with Pathfinder Society's shared-world campaign, or begin a longer adventure with a Pathfinder Adventure Path!

4th-Level Cleric Class Features

When you reach 4th level as a cleric, you get the following benefits.

Hit Points

You continue to grow tougher as you gain more levels. Add 8 + your Constitution modifier to your maximum number of Hit Points.

Proficiency Bonus

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase

by 1. Write down your new bonuses for each statistic.

- Skills
- Perception
- Saving throws
- AC
- Attack rolls
- Spell attack and spell DC

Spells

You gain yet more magic. You can prepare one additional 2nd-level spell each day, bringing the total number up to three. Write “3” in the Prepared per Day box for 2nd-Level Spells on your character sheet.

Recognize Spell

With a moment of concentration, you can identify divine spells as they’re being cast. Write “Recognize Spell” in the Notes section of your character sheet.

RECOGNIZE SPELL ↻

If you see a spell being cast, you can spend your reaction to identify it. The GM rolls a secret Religion check. If it’s a divine spell of 2nd level or lower (or 4th level or lower, if you’re an expert in Religion), you can’t get a worse result than success.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your save or AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM’s choice.

Cleric Feat

Choose one of the following cleric feats, or one of the cleric feats on page 24 of the *Hero’s Handbook* that you didn’t choose at 2nd level. Write your new feat in the Notes section of your character sheet.

DIRECTED CHANNEL

When you cast a 3-action *heal* spell, you can make its area a 60-foot cone instead of its normal area.

CHANNEL SMITE ⚔

You siphon a *heal* spell through a melee attack. Expend a *heal* spell as if you’d cast it, then make a melee Strike. If you hit, add 1d8 positive damage to the Strike’s damage, or 2d8 positive damage if you expended a 2nd-level *heal* spell.

COMMUNAL HEALING

When you cast a *heal* spell to heal a single creature other than yourself, you regain HP equal to the spell level of the *heal* spell.



4th-Level Fighter Class Features

When you reach 4th level as a fighter, you get the following benefits. You can also choose one fighter feat to represent the new knowledge you've attained.

Hit Points

You continue to grow tougher as you gain more levels. Add 10 + your Constitution modifier to your maximum number of Hit Points.

Proficiency Bonus

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses for each of these statistics.

- Skills
- Perception
- Saving throws
- AC
- Attack rolls

Quick Jump

You've gotten stronger and quicker on your feet. You can use High Jump and Long Jump (*Hero's Handbook* 52) as a single action instead of 2 actions. If you do, you don't perform the initial Stride (and this doesn't make you automatically fail). Write "Quick Jump" in the Notes section of your character sheet.

Fighter Feat

Choose one of the following fighter feats, or one of the fighter feats on page 28 of the *Hero's Handbook* that you didn't choose at 2nd level. Write the feat you choose in the Notes section of your character sheet.

KNOCKDOWN

Once per turn, you can make an attack to knock a foe off balance, then follow up immediately with a sweep to topple them. Make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Trip the creature you hit. The Strike and the Trip both count toward your multiple attack penalty, but the penalty doesn't increase until after you've tried to Trip the foe.

SHIELDED STRIDE

When you have your shield raised, you can Stride to move half your Speed without triggering reactions that are triggered by your movement (such as Attacks of Opportunity).

SWIPE

One per turn, you can make a wide, arcing swing. Make a melee Strike and compare the attack roll result to the

AC of up to two foes, each of whom must be within your melee reach and adjacent to each other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty. If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

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4th-Level Rogue Class Features

When you reach 4th level as a rogue, you get the following benefits. You can also choose one rogue feat to represent the new knowledge you've attained.

Hit Points

You continue to grow tougher as you gain more levels.



Add 8 + your Constitution modifier to your maximum number of Hit Points.

Proficiency Bonus

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses for each of these statistics.

- Skills
- Perception
- Saving throws
- AC
- Attack rolls

Skill Increase

Choose one skill to improve your proficiency rank in. You can change a skill from untrained to trained, or you can become an expert in a skill you were already trained in. If you become expert in a skill, your total proficiency bonus increases to 4 + your level! Check the "T" or "E" box for the skill you chose, and write your new proficiency bonus in the Prof box of the Skills section of your character sheet.

Skill Feat

As a rogue, you can also choose one skill feat from the list of skill feats on page 33 of the *Hero's Handbook*. This feat must be one that you didn't choose at 3rd level. Write the feat you choose in the Notes section of your character sheet.

Rogue Feat

Choose one of the following rogue feats, or one of the rogue feats on page 32 of the *Hero's Handbook* that you didn't choose at 2nd level. Write the feat you choose in the Notes section of your character sheet.

DREAD STRIKER

You capitalize on your enemies' fear to slip past their defenses. Any creature that has the frightened condition is also flat-footed against your attacks.

REACTIVE PURSUIT

You keep pace with a retreating foe. When an adjacent foe moves away from you, you can Stride so long as you end your movement adjacent to the triggering enemy. Your move doesn't trigger reactions from the enemy you're following.

SCOUT'S WARNING

When you're about to roll Perception or Survival for initiative, you visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls so long as they can see or hear your warning.

4th-Level Wizard Class Features

When you reach 4th level as a wizard, you get the following benefits.

Hit Points

You continue to grow tougher as you gain more levels. Add 6 + your Constitution modifier to your maximum number of Hit Points.

Proficiency Bonus

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses for each of these statistics.

- Skills
- Perception
- Saving throws
- AC
- Attack rolls
- Spell attack and spell DC

Spells

Your understanding of magic continues to expand. You gain the ability to prepare one additional 2nd-level spell each day, bringing the total number up to four (at least one of which must have the trait for your arcane school). Write “4” in the Prepared per Day box for 2nd-Level Spells on your character sheet.

In addition, add any two 1st-level or 2nd-level wizard spells to your spellbook. Write these in the spellbook section of your character sheet.

Arcane Sense

Your study of magic allows you to instinctively sense its presence. You can cast *detect magic* whenever you want without having to prepare it as one of your daily cantrips. Write “Arcane Sense” in the Notes section of your character sheet.

Wizard Feat

Choose one of the following wizard feats, or one of the wizard feats on page 38 of the *Hero's Handbook* that you didn't choose at 2nd level. Write the feat you choose in the Notes section of your character sheet.

CALL BONDED ITEM

You're mystically connected to your bonded item and can call it to your hand. If the item is 1 Bulk or less, you can teleport your bonded item into your hand from up to 1 mile away.

LINKED FOCUS

You have linked your bonded item to the well of energy that powers your school spells. Once per day, when you

drain your bonded item to cast a spell and that spell has the same trait as your arcane school, you also regain the ability to cast your school spell without spending 10 minutes.

SPELLBOOK PRODIGY

You're particularly adept at learning spells to add to your spellbook. You can Learn a Spell in half the time it normally takes. Further, when you roll a critical failure on your check to Learn a Spell, you get a failure instead. When you roll a failure, you can try again after 1 week.



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New Items

The following new items appear in the adventures in this book. Two of these items are rarer than the common items found in the *Beginner Box*, and these items should be handled differently by GMs.

Items are either common, uncommon, or rare (with very few being unique). This rarity system not only tells a GM how common they are to find while adventuring, but it also gives a GM an idea of how the heroes should gain access to a particular item. Heroes may find uncommon items during an adventure but can also request GM permission to obtain them. Rare items are only found while adventuring as part of the story being told.

ANTIVENOM POTION ITEM 2

CONSUMABLE MAGICAL NECROMANCY POTION

Price 6 gp

Usage held in 1 hand; Bulk L

This cloudy, white liquid helps protect against poisons. When you drink an *antivenom potion*, you can immediately attempt a DC 10 flat check to end any persistent poison damage you're taking. In addition, for 1 minute after drinking the potion, you gain a +1 bonus to Fortitude saving throws to avoid taking persistent poison damage.

CAPSAICIN TONIC ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

Price 17 gp

Usage held in 1 hand; Bulk L

This translucent, pale-yellow drink has several pepper seeds suspended within it. Although the tonic is painfully spicy when first consumed, the heat soon fades as the tonic coats your throat. In the next hour, you can use the activation below up to three times; the third time you use it, the effects of the capsaicin tonic end. While under the effects of the tonic, you can easily consume even the spiciest of foods without trouble.

Activate ♦ Interact; **Effect** You belch out a foul-smelling cloud of blisteringly spicy gas that fills a single square adjacent to you. Creatures within the cloud are concealed, and all creatures outside the cloud are concealed to creatures within it. The cloud remains for 1 minute but can be dispersed by a strong wind. The cloud deals 1d4 fire damage to creatures that enter the cloud on their turn, as well as to creatures that start their turn in the cloud (a creature

takes this damage no more than once per round, even if it moves back and forth into the cloud multiple times during the round).

SPARKBLADE ITEM 3

EVOCATION MAGICAL

Price 70 gp

Faint, delicate etchings of lightning trace across the blade of this +1 cold iron shortsword. Cold iron is made from particularly pure sources of iron and shaped with little to no heat, resulting in weapons deadly to demons and fey alike. Once per day, you can spend 1 action to point the *sparkblade* at a foe within 30 feet of you and shoot an arc of lightning from the blade. This lightning can leap from your chosen foe to another creature you choose within 30 feet, dealing 2d4+4 electricity damage to each creature (DC 19 basic Reflex save).

SUN WHEEL ITEM 5

RARE ABJURATION INVESTED MAGICAL

Price 150 gp

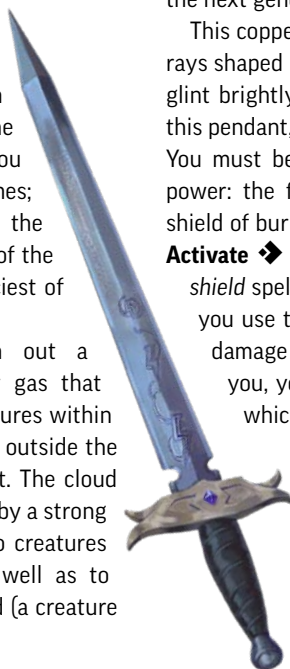
Usage worn; Bulk –

Created by the priests of a Qadiran sect of Sarenites, the *sun wheels* were designed to protect the Dawnflower's followers in their quest to hunt down a dangerous cult trying to raise a spawn of the evil god Rovagug. Once they completed their crusade, these priests disbanded and went on to minister other congregations. They each took their *sun wheels* with them, handing them down to the next generations.

This copper medallion is etched with a stylized sun, its rays shaped like the spokes of a wagon wheel. It tends to glint brightly when exposed to sunlight. While wearing this pendant, you gain a +1 item bonus to Religion checks. You must be good-aligned to use the *sun wheel's* true power: the following activation, which provides you a shield of burning force.

Activate ♦ (concentrate) **Effect** The *sun wheel* casts a *shield* spell benefiting you (*Hero's Handbook* 22). When you use the spell to prevent damage, you prevent 10 damage instead of 5. If the attacker is adjacent to you, you can choose to deal 2d6 fire damage to it, which it gets a DC 21 basic Reflex save to resist.

If you choose to deal the fire damage, you can't Activate the sun wheel again until the next morning. If you prevent damage but don't deal the fire damage, you can use it again in 10 minutes, as normal for *shield*.



Kurnugian Jackal

Under specific planar conjunctions, Lamashtu bestows an unholy gift upon a jackal on the Material Plane. When that jackal bears a litter, one pup is born with a third eye in the center of its forehead. If the pup can survive to maturity, this jackal gains superior intelligence and psychic abilities, becoming a full-fledged Kurnugian jackal, so named after the Mother of Monsters' Abyssal realm. With increased cleverness comes an appetite to sow chaos in the name of Lamashtu. When a Kurnugian jackal reaches the pinnacle of their power, they appear twice as large as a regular jackal and far more cunning.

A Kurnugian jackal enjoys stalking the outskirts of settlements, looking for lone individuals they can ambush. Once they spot their prey, they open their third eye to hypnotize and lure their target in. Often, a Kurnugian jackal leads victims into the wilderness and then releases their hold, leaving the victims lost with no memory of how they got there. Most succumb to exposure or the dangers of local wildlife as the jackal looks on gleefully. They seem to gain sustenance from their victims' predicament but also feast on the deceased victims' flesh. If their prey reaches safety, the Kurnugian jackal repeats the process on subsequent nights.

Some Kurnugian jackals are adopted as objects of worship by Lamashtan cults, and others gather followers on their own. Their resemblance to Lamashtu's religious symbol affords them a great deal of reverence, and they sometimes claim to speak directly for the Mother of Monsters. A cult with a Kurnugian jackal often acts more boldly than one without.

KURNUGIAN JACKAL CREATURE 6

UNCOMMON CE MEDIUM BEAST

Perception +17; low-light vision, scent (imprecise) 60 feet

Languages Abyssal, Common

Skills Athletics +18, Diplomacy +11, Intimidation +13, Occultism +11, Religion +13, Stealth +18

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

AC 23; **Fort** +14, **Ref** +17, **Will** +11

HP 98; **Weaknesses** cold iron 5

Inflict Pain (concentrate, divine, mental, visual)

When a target affected by the Kurnugian jackal's Hypnotic Stare ability takes damage, the jackal can focus the power of their third eye to intensify the pain of this damage, increasing the damage dealt by 1d6.

Stride 35 feet

Melee Strike jaws +15 (agile), **Damage** 2d6+5 piercing plus Knockdown

Divine Innate Spells DC 21; **3rd** *paralyze*; **2nd** *hideous laughter*, *see invisibility*; **1st** *charm*, *grim tendrils*

Hypnotic Stare (concentrate, divine, mental, visual) The Kurnugian jackal opens their third eye to look at a target within 30 feet that can see the jackal. That target takes a -2 penalty to Will saving throws until the end of the Kurnugian jackal's next turn. The Kurnugian jackal can maintain this stare against only one opponent at a time; if the jackal uses it on a second target, it ends for the first target. The jackal can dismiss it as a free action and use their Remove Memory ability if they so choose.

Knockdown When the Kurnugian jackal succeeds at their jaws Strike, they can use this action immediately after to automatically knock over the target, giving the target the prone condition.

Remove Memory (concentrate, divine, mental) The Kurnugian ends their Hypnotic Stare ability early, and just before this happens, the target must succeed at a DC 24 Will saving throw or forget any hostile activities the Kurnugian jackal performed against it.



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Scalliwing

Couatls are large, brightly colored serpents with feathered wings. Good-natured, these creatures aid mortals and oppose evildoers, but sighting one presents a momentous occasion—these magnificent, albeit reclusive creatures rarely appear.

The smallest members of the couatl family, Scalliwings resemble their larger kin but are roughly the size of a house cat, and a irascible mischievous streak tempers their kindly nature. While most couatls seek to right the world's wrongs or guide mortal civilization toward societal advancement, scalliwings work on a more individual level. They claim their role is to teach good-hearted spellcasters the ways of magic, and indeed they sometimes serve—or “assist,” as they're swift to correct—such spellcasters as familiars.

With iridescent scales and bright feathers, scalliwings are remarkably pretty creatures. They seem well aware of this fact and use their appearance to ingratiate themselves with others. This beauty makes some of them slightly self-aggrandizing, but other scalliwings find that their small size and relatively weak defenses put them at the mercy of cruel, larger creatures who seek to imprison them as beautiful pets and trophies. While scalliwings might cheerfully reside in a single residence indefinitely of their own volition, captive scalliwings have orchestrated devious escapes, coordinating their efforts with other creatures to cause spectacular property damage in the process.

Scalliwings measure about 2 feet long from nose to tail with wingspans of about the same length. They have life spans nearly as long as a human's. While a scalliwing appears slightly more common than their larger, reclusive kin, many mortals live entire lifetimes without ever encountering a scalliwing.

SCALLIWING

CREATURE 3

UNCOMMON CG TINY BEAST COUATL

Perception +12; darkvision

Languages Common

Skills Acrobatics +10, Diplomacy +9, Nature +9, Religion +9

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

AC 19; **Fort** +8, **Ref** +12, **Will** +11

HP 45

Stride ◆ 10 feet, fly 40 feet

Melee Strike ◆ fangs +10 (agile, finesse), **Damage** 1d4+1 piercing plus 1d4 persistent poison

Divine Innate Spells DC 20; **2nd** *heal* (×2), *invisibility* (self only); **1st** *command*, *heal*, *sanctuary*; **Cantrips** (2nd) *daze*, *guidance*, *mage hand*, *message*, *shield*

Wing Flash ◆◆ (mental, visual) The scalliwing spreads their iridescent wings and flutters them in a hypnotizing pattern. Each creature within 30 feet that can see the scalliwing must attempt a DC 20 Will save.

Critical Success The creature is unaffected.

Success The creature is flat-footed until the start of its next turn.

Failure The creature is flat-footed until the start of its next turn, and it must spend its first action on its next turn admiring the scalliwing.

Critical Failure The creature is flat-footed until the start of its next turn. For 1 minute, the creature must spend its first action each turn admiring the scalliwing. This effect ends if the scalliwing attacks or uses another hostile action against the affected creature.



Stinkweed Shambler

Stinkweed shamblers are animate masses of foul vegetation that grow from necrotic soil where ghastrs, disease-ridden zombies, or other putrid undead creatures have fallen. At a site where numerous undead creatures have been destroyed, an infestation of up to a dozen stinkweed shamblers might arise. Such “rot-mates” work well together, sharing a preternatural coordination. Stinkweed shamblers grow quickly, initially appearing as fast-growing green shoots with light-green leaves but soon growing into a humanoid form that can pull itself free from the ground and slowly move about on its own. Stinkweed shamblers’ leaves are the source of their unpleasant smell, which is most pungent when the leaves are crushed or squeezed. Stinkweed shamblers are covered with several small, white flowers, each of which grows into the shape of a tiny skull.

Stinkweed shamblers are nasty creatures, but their methods are uncomplicated. They like to capture and torment larger creatures such as livestock and humanoids. Aware that they aren’t particularly strong and that their smell can give them away, stinkweed shamblers like to set simple traps such as deadfalls or pits. Their perverse fun ceases only when their prey has died from numerous injuries. Stinkweed shamblers don’t consume their victims and in fact lack mouths; they gain all the sustenance they need from sunlight but also seem to derive some nutritional satisfaction from the pain that their torments engender.

Most stinkweed shamblers grow to be about 3 feet tall and weigh only 30 pounds.

STINKWEED SHAMBLER

CREATURE 2

NE SMALL PLANT

Perception +8; low-light vision

Languages Sylvan (can’t speak any language)

Skills Acrobatics +8, Intimidation +6, Stealth +8, Survival +6

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

AC 18; **Fort** +7, **Ref** +10, **Will** +8

HP 30; **Weaknesses** fire 4

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 14 Fortitude save or become flat-footed for 1 round (and slowed 1 for 1 round on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

Stinky Leaves The foul smell emitted by a stinkweed shambler becomes stronger when its leaves are crushed or burned. When a stinkweed shambler takes bludgeoning or fire damage, the DC for its Stench ability increases to 18 and its Stealth bonus decreases to +4. Both of these effects last for 1 minute.

Stride ♦ 20 feet, climb 10 feet

Melee Strike ♦ vine +11 (agile, finesse), **Damage** 1d8+2 bludgeoning

Ranged Strike ♦ seedpod +11 (range increment 30 feet), **Damage** 2d4+2 bludgeoning

Waving Weed ♦ The stinkweed shambler Strides up to half its Speed. This movement doesn’t provoke reactions.

Woodland Stride A stinkweed shambler ignores difficult terrain and greater difficult terrain from non-magical foliage.



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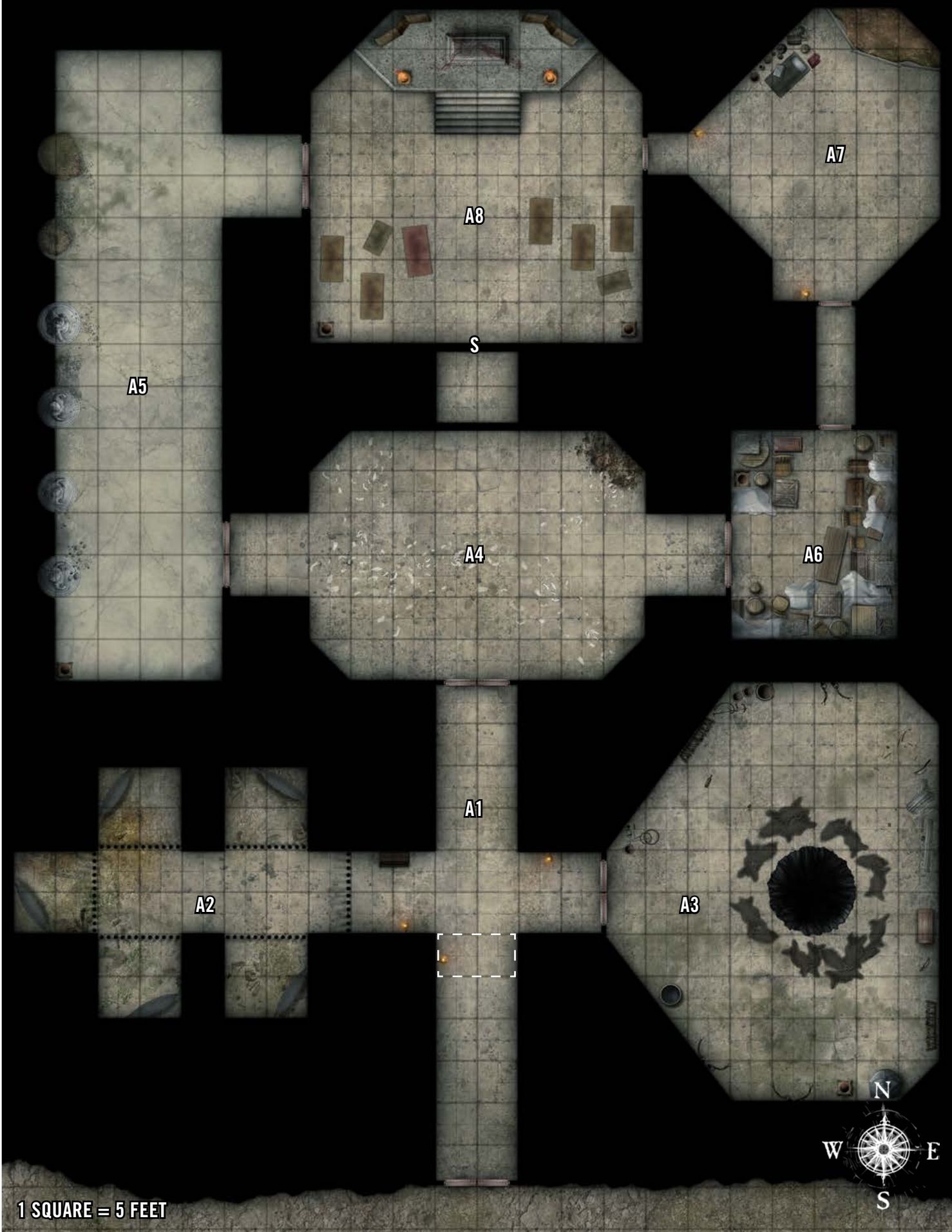
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THE SCAR



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