



# Year of the Open Road



**PATHFINDER  
SOCIETY**

**THE BLOOMING CATASTROPHE**

By Mikhail Rekun



# PATHFINDER SOCIETY

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## How to Play

*Pathfinder Society Scenario #1–15: The Blooming Catastrophe* is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [PathfinderSociety.club](http://PathfinderSociety.club).

## GM Resources

*The Blooming Catastrophe* makes use of the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Flip-Mat Classics: Deep Forest*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd), and the creature stat blocks from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.

## Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides/>.



**Verdant Wheel**



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# The Blooming Catastrophe

By Mikhail Rekun

## GM SYNOPSIS

This wilderness adventure features leshys and contains both social interactions and combat, either of which can be used to resolve the final encounter.

## ADVENTURE BACKGROUND

In early 4719 AR, a massive forest fire swept through Iobaria's Finadar Forest. Home to a rare species of highly flammable conifer known as bruorsivi, also known as blood pine, the forest had always been prone to brief, intense fires that burned out naturally or were contained by elf druids as well as centaur shamans from the Redpine clan, who call Finadar home. This fire, however, was fueled by the demonic magic of an incomplete cyclopean ritual, inadvertently activated by a small community of goblins living in the skeletal remains of an old draconic graveyard. With some help from the Pathfinder Society, the druids and centaurs came together to end the blaze, destroying the cyclopean relic fueling the fire. In the months since, the centaurs and druids have worked together to heal the damaged woodlands.

Initially unknown to the inhabitants of the Finadar Forest and their allies in the Pathfinder Society, far more damage was done by the cyclopean relic than was immediately apparent. The relic, part of a large-scale ritual designed to consume an unimaginable amount of natural life as fuel for an even greater atrocity, caused horrific scars and lingering Abyssal pollution to infect many of the innocent nature spirits that called the Finadar Forest home. Druids and other wielders of primal magic attempting to commune with these spirits found themselves ignored, rebuffed, or even attacked, and the situation has worsened over the last several months. The spirits have begun to manifest into leshys, small beings with bodies made of natural materials. Normally called into carefully crafted bodies by attentive druids, these spirits have instead begun animating any remotely suitable host they can find and attacking travelers through the forest indiscriminately. Some of the more horrific examples of these spontaneously occurring leshys include squirrel carcasses riddled with fungi and skittering about on dozens of small branches, a moss-covered human skull creeping about on lashing vines, and even gourds filled with blood pine sap that light themselves on fire before flinging themselves at people or buildings to explode in a clinging mass of destruction.

**Urwal** (NG male lizardfolk stargazer), leader of the Pathfinder Society's Verdant Wheel faction, traveled to Finadar Forest after news of the area's troubles reached him. After spending several weeks examining the forest

## WHERE ON GOLARION?

*The Blooming Catastrophe* takes place in Iobaria, a rough and cold land to the northeast of the Inner Sea. The adventure begins in the city of Mishkar, before the PCs head into Iobaria's ancient Finadar Forest. For more information on Iobaria, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in bookstores and games stores everywhere and online at [paizo.com](http://paizo.com).



and manifestations of the enraged leshys, Urwal came upon a curious discovery; whenever the leshys saw a *wayfinder*, they went into a frenzy, viciously attacking everything in sight. Urwal has come to believe that the Pathfinder Society shares some responsibility for the current state of affairs in Finadar Forest and has called for members of the Verdant Wheel to join him in Iobaria to assist in dealing with the unusual goings-on.

## ADVENTURE SUMMARY

The PCs receive a letter from Urwal that directs them to Mishkar, where they are to meet Jaldan, an apprentice shaman who will serve as their guide through Finadar. Upon arriving in Mishkar, however, Jaldan is nowhere to be found; the PCs have to track her down and then rescue her belongings from a pair of local kids. As Jaldan leads the PCs through the outer edge of Finadar Forest, they are attacked by corrupted leshys. After the attack, the PCs arrive in the Redpine centaur camp, where Urwal explains more of what is happening. Also at the camp, the PCs can impress Cenenviel, an elven druid; and Kaana Korag, the Redpines' leader; as well as do one more good turn for Jaldan. Urwal directs the PCs to an old dragon graveyard, deep in the forest.



# The Blooming Catastrophe

## LESHYS IN THE PARTY

It is possible that there are leshys among the PCs, as familiars or as player characters. This changes the tone of the adventure a little, as the PCs have an easier time negotiating with the leshys, but earn a few odd glances elsewhere. Apply the following adjustments to any PCs who have a leshy familiar or who are a leshy themselves.

**Getting Started:** If the PC succeeds at the Nature check below, they critically succeed instead.

**Redpine Camp:** The PC takes a -2 circumstance penalty to Diplomacy or Bluff checks.

**The Leshys' Valley:** The PC gains a +2 circumstance bonus to Diplomacy or Bluff checks, as well as to any checks to realize that the leshys are being corrupted by the Abyss.

On the way there, the PCs stumble across an Abyssal scarecrow clearing an ancient cyclopean grave and get some vital clues as to how to solve the problem. Finally, the PCs arrive at the old dragon graveyard, only to find it overrun by leshys, and with a corrupted leshy crafter making more all the time. It is up to the PCs to then either break the leshy crafter's link to the Abyss or wipe out all the corrupted spirits.

## GETTING STARTED

Begin by giving the PCs **Handout #1** (page 32)—this is the letter from Urwal, the iruxi leader of the Verdant Wheel. The PCs know Urwal by reputation, and some may have worked with him before. He's one of the newest leaders of the Pathfinder Society, an iruxi stargazer who simply showed up at the Grand Lodge the previous year and made himself at home, correcting labels on Mwangi artifacts, sorting insect collections, and painting murals of the night sky as seen from central Garund. He's considered odd, even by the flexible standards of the Pathfinders, but he's clearly committed to the Pathfinder cause, and he and his supporters have proven their worth where the preservation of nature is concerned.

As Pathfinders, the PCs are also aware that the Pathfinder Society was involved in a major operation in Finadar Forest in the last year, 4718 AR. An ancient cyclopean ritual was accidentally triggered by a group of goblins living in a dragon's graveyard, causing a massive fire. With help from the Pathfinders, the local centaurs and druids managed to stop the fire, and since then have been working on the forest's recovery. The goblins in question have since emigrated west.

## OCCULTISM (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Occultism check to Recall Knowledge can interpret Urwal's peculiar comments and references to rituals.

**Critical Success** The Stranger has a particular place in the iconography of Old Koloran, the pre-human empire of cyclopes that included much of modern-day Iobaria, thousands of years ago.

**Success** The Green is the planet of Castrovel, associated with fertility, while the Stranger is one of the constellations of the Cosmic Caravan, associated with ill magic and typically depicted as a single, staring eye. The Child is another name for Golarion, while the Mother is another of the Cosmic Caravan, associated with protection.

**Critical Failure** The Green is the planet of Castrovel, associated with fey, and the Stranger is one of the constellations of the Cosmic Caravan, linked to evil magic.

## NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Nature check to Recall Knowledge can parse Urwal's references to spirits and primal worship.

**Critical Success** These nature spirits are typically confined to other worlds, but with careful effort a druid can construct a physical body for one of these spirits—these are leshys, animated beings of plant matter.

**Success** Iobaria's dominant religion is the worship of various nature spirits, who protect harvests, prevent forest fires, and so forth. Most religious figures are druids.

**Critical Failure** Iobaria has an unspoken pact with the fair folk, and many fey rule over the more obscure corners of the land.

## SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society check to Recall Knowledge can dredge up the following facts about Finadar Forest.

**Critical Success** A few obscure legends hint that the blood pines of Finadar were carefully cultivated in a past age by cyclops conjurers, who used the trees as fuel in rituals to summon immense beings of elemental fire.

**Success** Finadar Forest, in western Iobaria, is mostly known for its bruorsivi (or blood pines), a species of pine tree with scarlet needles that burns remarkably well and sparks small wildfires as part of its life cycle. While Finadar's blood pines make the forest highly susceptible to sudden and intense forest fires, the many druids and centaur shamans who reside there typically keep these fires from growing out of control.

**Critical Failure** Finadar Forest, in western Iobaria, is known for its dark and ominous fey, particularly redcaps who waylay unwary travelers.

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## MISHKAR

Sprawling on a hilltop overlooking a broad caravansary, the town of Mishkar is an eclectic mix of steeply pitched Varisian houses interspersed with the occasional red-tiled Taldan roof. The scars of the recent fires are still visible if one cares to look, seen in the town's smoke-darkened rooftops and sooted doorways. Mostly, though, the PCs see evidence of new construction and repairs both finished and in progress; it seems that Mishkar is decidedly in favor of putting the past behind it. Today, it is a city of paint buckets and ladders, of carpenters and surveyors and masons, smelling of sawdust and sounding of workers' cries.

The caravansary at the foot of the hill is equally bustling. A large caravan of merchants from Brevoys has just arrived, and the building's yard is crowded with clerks and guards, horses and grooms, with curious children darting between the wagon wheels. Just about everyone seems to be at the caravansary today, except the person the PCs need to meet. Jaldan is nowhere to be found.

The PCs' first task, then, is to find their guide. The simplest solution to this is to ask around the caravansary. If the PCs succeed at a DC 13 Diplomacy check to Gather Information, one of the grooms mentions that he saw a teenaged centaur girl out by the east wall perhaps 20 minutes ago. Alternatively, the PCs can simply go looking around the city (with a DC 15 Perception check), or even follow unshod hoofprints that leave the caravansary toward Mishkar (DC 20 Survival check to Track).

However they do so, the PCs eventually find Jaldan by some tall trees just past the east wall of Mishkar. Read or paraphrase the following.

---

Just past the east wall of Mishkar is the peculiar sight of a freckled, teenaged centaur yelling at an apple tree. Upon closer inspection, it is clear that she is actually yelling at a pair of human children who have climbed the tree: a boy and a girl, each about ten years old, with matching red hair and homespun clothes. The girl nonchalantly eats an apple while the boy rifles through a decorated leather satchel.

"You little demons, give that back!" the centaur yells, flicking her tail in profound irritation.

"Hmm. Nope," the girl in the tree says, munching on the apple.

"Not until you show us how to make those dead squirrel monsters!" the boy calls down.

"Sure, I'll show you! Come on down, I'll make two dead monsters! Little devils, with red hair!" the centaur yells, then spots your approach. "... Oh no. You're... did Urwal send you? Oh no. Um. Can you just... I'm sorry, could you come back in a half hour? Please?"

---

The centaur is **Jaldan** (NG female centaur apprentice shaman), the PCs' contact. The children are **Alayn** and **Linnit** (CN male and female human adorable brats), a pair of young troublemakers. Over the last few weeks, a few of the Abyss-polluted leshys made it out from the depths of Finadar Forest to the outskirts of Mishkar, and the two children spotted one of them. In the manner of 10-year-olds, they decided that a reanimated squirrel carcass walking on dead branches was just about the most amazing thing they'd ever seen, and were hugely disappointed when the guards chased it off with arrows. When the kids saw Jaldan's pack in town, they recognized its embroidery from the last time the Redpine centaurs were in Mishkar. In the hopes of forcing Jaldan to make them another awesome monstrosity, they stole the pack. In their minds, since the dead squirrel thing came from the forest, and centaurs come from the forest, then she must know how to make dead squirrel things. Jaldan's efforts to convince them otherwise have not been terribly successful.

At this stage, the PCs can ask some questions to get to the bottom of this mess.

**(To Jaldan) Are you Jaldan of Redpine?** "Hm? ...Sorry, yes! That's me. I'm going to be the Redpine clan's new shaman!" Her expression falters. "Eventually. Someday. If Cenenviel doesn't kick me out for this mess. Oh no, I'm dead. Kill me."

**(To the kids) Who are you?** "I'm Alayn!" calls the boy, brightly. "And I'm Linnit," the girl adds. The siblings beam.

**(To Jaldan) What's going on?** "Those little twerps stole my bag! It's got my books and my tools and my food and it's got the money I was supposed to give you for travel costs, and... and..." Jaldan trails off, then puts her head in her hands and moans. "This is a disaster."

**(To the kids) Why did you take her bag / What are you doing?** "She's a forest witch, see, and we want her to make us one of those scary squirrel monsters. Or show us how to make a scarecrow walk." Alayn says, as if this is the most reasonable request in the world. "Then we'll give it back!" "We're not thieves." The girl, Linnit, adds.

**Squirrel monster?** "Yeah!" Alayn says, "It's like, a dead squirrel, with a bunch of branches stuck in it, and it moves kinda like a centipede, and it's got burning eyes with bloodpine sap, and it's the awesomest thing I've ever seen!"

"I think they maybe saw one of the polluted nature spirits." Jaldan says to you, quietly. "And before you ask, no, I can't make one. Not that I would. If I could."

**Scarecrow walking?** "Farmer Drystan says his scarecrow got off its post and walked into the forest." Linnit says.

"We didn't get to see that." Alayn adds, truly disappointed at missing out on such a terrifying sight.

"I... have absolutely no idea." Jaldan says, blinking a few times and shrugging.



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The PCs have a multitude of options for getting Jaldan's bag back. The physical approach would be to climb up the tree after the children, though this is made difficult by the fact that the kids can clamber onto branches that won't bear a Medium-sized creature's weight. They also play keep-away with the bag, throwing it back and forth, and happily bombard the PCs with apples; these deal no damage, but are extremely annoying. Climbing the apple tree requires a successful DC 15 Athletics check (DC 19 in Subtier 3–4), and getting the satchel back requires either one PC to succeed at a DC 18 Acrobatics check (DC 21 in Subtier 3–4), or two to succeed at a DC 15 Acrobatics check (DC 19 in Subtier 3–4).

Alternatively, the PCs can try to talk the children down from the tree. Negotiation (a DC 15 Diplomacy check, DC 19 in Subtier 3–4) can work, especially if the PCs offer to show the kids something else interesting or strange instead (casting a spell or displaying some obviously supernatural ability grants the PCs a +2 circumstance bonus on this check). Shaming the children (a DC 15 Diplomacy check, DC 19 in Subtier 3–4) can work, as can pretending to go along with their demand and showing them some kind of false "squirrel monster" (a DC 18 Crafting or Deception check, DC 21 in Subtier 3–4). The PCs can also try Jaldan's approach and threaten the kids with a DC 18 Intimidation check (DC 21 in Subtier 3–4); specifically threatening to tell their mother grants a +2 circumstance bonus and causes the kids to complain that the PCs are "fighting dirty." Each failed check here results in a spray of apple cores and increases the DC of subsequent efforts by 1, to a maximum DC increase of 4.

Actually finding the children's mother requires a DC 16 Diplomacy check to Gather Information. The harried woman immediately gets Alayn and Linnit down with a few threats of missed meals; the kids squawk that they are "snitches and tattletales," but their mother gives the PCs and Jaldan a pie as an apology. Finally, the PCs can simply wait the children out until they go home for dinner, though watching a tree for several hours means that they are late setting out and take a –2 penalty to Initiative in the combat in area A due to the growing darkness and generally greater presence of monsters.

Eventually, the PCs get the satchel back to Jaldan. Read or paraphrase the following.

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Jaldan spends a few minutes sorting out her pack, making sure that the children haven't stolen or broken anything inside. Finally, she relaxes, closing the pack.

"I might actually survive." The centaur says. "Thank you. Thank you thank you thank you thank you thank you!!! You just saved my hooves. Uh... when we get back to camp, could you maybe, uh... not mention this to anyone. Please?"

---

Once she has their assurances, Jaldan heads back to Mishkar with the PCs. Read or paraphrase the following (in particular, adjust it if there are any leshys in the party, perhaps asking the relevant PC to talk about leshys).

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"So, here's the story. Over the last few months, something really weird has happened to the local forest spirits. They've always been a little cranky, but now they've gone from 'Auntie Kaana before she has her morning tea' to 'We will bake bread from your bones'. They're not talking to the druids or the shamans, and when Cenenviel tried to do a big ritual to ask them what's wrong, a tree animated and tried to kill him.

"So that's bad. Worse, the spirits have started making bodies for themselves. You know leshys, right? Well, normally, only druids can make one. They grow a little plant or mushroom body, nicely ask a spirit to come inside, and poof, leshy. Except now the spirits are making their own bodies, and they're really creepy, and also violent. I had to smash something that looked like a dead skunk crossed with a thornbush when it tried to eat my face last night.

"These things have been attacking people, starting fires, and trying to burn down the forest. I don't think anyone's gotten killed yet, but it's probably going to happen sooner rather than later.

"Anyway, that's what Cenenviel, Kaana, and your Urwal are trying to figure out now at the Redpine camp. They seem to think you can help. So! Get your stuff and let's get going!"

---

Jaldan gives the PCs some money and supplies, telling them that the journey to the Redpine camp should take about a day and that they should prepare for the troubles ahead. In Subtier 1–2, these supplies consist of 5 gp in coins, a lesser cheetah's elixir, and an *owlbear claw*; in Subtier 3–4, the supplies instead consist of 5 gold coins, a *feather step stone*, and a moderate cheetah's elixir. These supplies represent 2 Treasure Bundles.

If asked, Jaldan can also tell the PCs more about Finadar Forest (she knows the Success and Critical Success results for the Nature check at the start of the adventure, as well as the Success result for the Society check) and about what happened in 4719 AR (as described in the first paragraph of the Adventure Background on page 3). Jaldan can also answer a few other questions.

**Who are the Redpine Centaurs?** "Us! We're the biggest and best centaur clan around Finadar, except maybe the Snowhooves. But we're a lot friendlier than them, so no, we're better. Yeah."

**Who's Cenenviel?** "He's an elven druid who watches over the forest nearby. Nice old guy, lives in the woods and has a pet wolverine named Berry-Eater. It's really cute. He's been teaching me a little magic, so I can be a great shaman later."

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**You know magic?** “Well...” Jaldan trails off, suddenly finding something above and behind your head incredibly fascinating. “I know *a* magic. A spell that makes water! Most of the time. Once I conjured very weak tea instead, but I don’t know what I did wrong, and Cenenviel won’t tell me till I’m further along in my training. No help at all.”

**Who’s Auntie Kaana?** “Chief Kaana Korag of the Redpine Clan. She’s the best warrior in the clan, and the wisest leader. She’s not really my aunt, but she and my mom were war buddies way back when.”

Once the PCs have concluded their business in Mishkar, they can make their way into Finadar Forest.

## A. THE OUTER FOREST MODERATE

This far out from the Abyssal pollution, Finadar Forest looks much as always. The bruorsivi make it an odd sort of forest, largely indistinguishable from a typical evergreen wood except for the fact that everything is in shades of red. The branches overhead are crimson, and scarlet needles crunch underfoot. Jaldan is an enthusiastic traveling companion, spending the trip peppering the PCs with questions about the world outside of Finadar Forest. For her, the trip to Urwal’s camp is the equivalent of a summer stroll in the park, so while she keeps an eye on the forest out of habit, she’s clearly not expecting trouble.

Despite her nonchalance, though, trouble awaits. Read or paraphrase the following.

A band of absolutely bizarre creatures crawls from the forest, chirping and hooting as they go. A moss-covered human skull scuttles along six branches like a spider. A dead raccoon slinks along on a fungal mat that bleeds sap from a hundred crimson ‘eyes’. A twisted mass of weeds topped with pulsing flowers staggers forward, leaving trails of burning sap.

At this point, the leshys spot the PCs, and the oozing plants give out a plaintive shriek in some otherworldly tongue. The PCs can attempt a DC 13 Planes Lore or a DC 16 Religion check to Recall Knowledge and identify the language that the leshy used as Abyssal (if any of the PCs speak Abyssal, they know that the leshy is simply saying ‘Over there!’). Read or paraphrase the following.

As the tiny monsters approach, something odd happens. One dreadful creature, a rotten gourd walking on three rabbit feet, lunges toward Jaldan, only to trip and smash itself against an upraised root. Some kind of hot sap splashes around it, and in seconds the bruorsivi needles catch light and begin to burn.

“Spirits of woe and weal,” Jaldan swears softly, watching in horrified fascination. “They’re going to set the whole forest aflame.”

The leshys focus their efforts on any characters wearing a *wayfinder* or other obvious Pathfinder insignia, which the PCs realize with a successful DC 15 Perception check.

**Creatures & Hazard:** Several Abyss-polluted leshys trundle out of the forest and attack the PCs, paying particular attention to any PC wearing a *wayfinder*. In addition to the problem of the leshys, there is also the issue of the fire, which worries Jaldan a great deal more. Four squares are on fire at the start of combat.

### SUBTIER 1-2

<b>SMOLDERING FOREST FIRE</b>	<b>HAZARD -1</b>
Page 19	

<b>HOGWEED LESHY (1)</b>	<b>CREATURE -1</b>
Page 19	

<b>PLUM LESHY (2)</b>	<b>CREATURE -1</b>
Page 20	

### SUBTIER 3-4

<b>RAGING FOREST FIRE</b>	<b>HAZARD 1</b>
Page 24	

<b>HOGWEED LESHY (1)</b>	<b>CREATURE 1</b>
Page 24	

<b>PLUM LESHY (2)</b>	<b>CREATURE 1</b>
Page 25	

**Development:** If 1 minute after the battle begins, there is no more than 1 square on fire, the PCs can handily extinguish the fire and keep the forest essentially undamaged. Jaldan is absolutely ecstatic, hugging any PC who comes within reach and promising to make them honorary Redpines (this is not a thing she actually has the ability to do, which Jaldan reluctantly admits if asked).

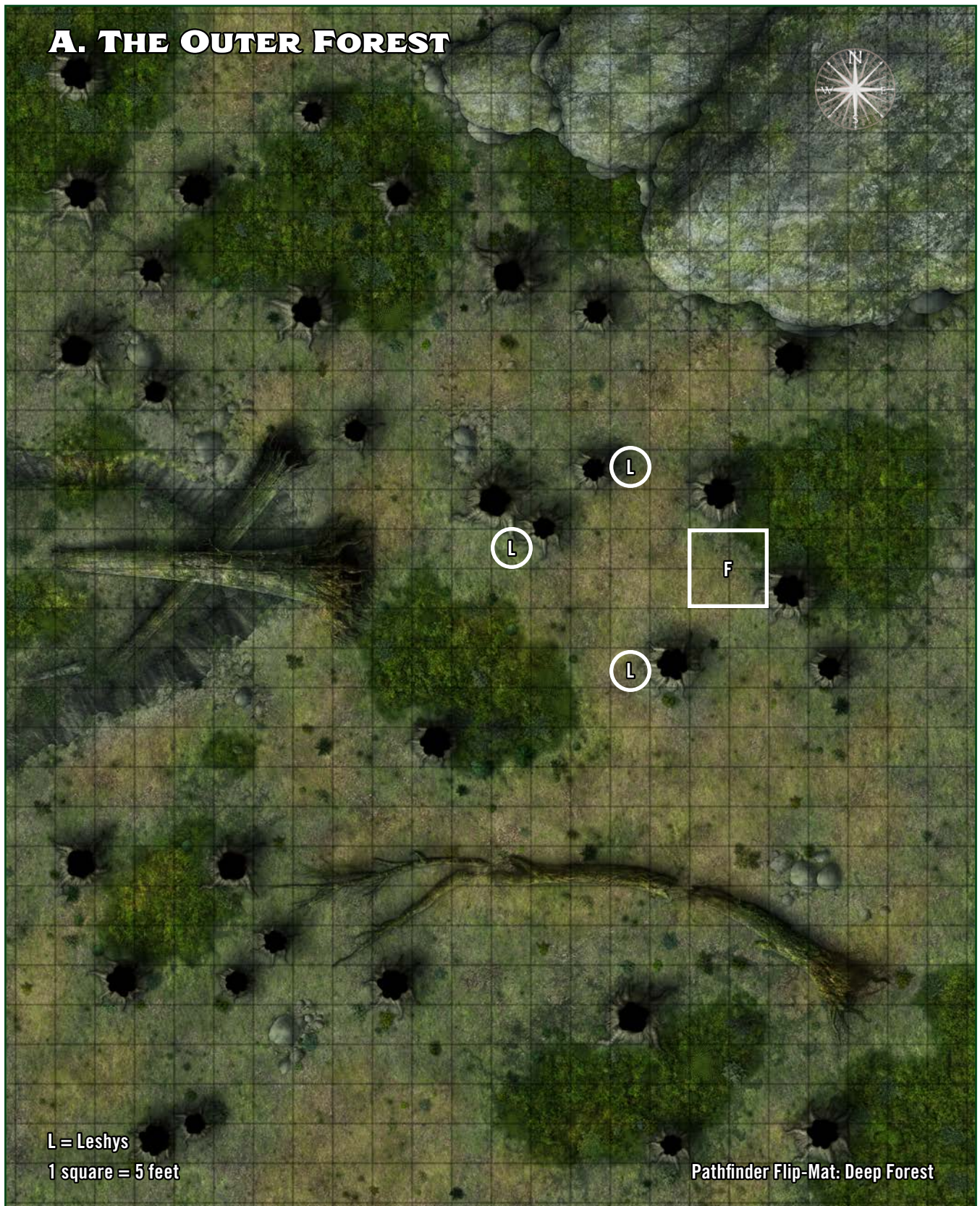
If there are 2 or 3 squares on fire, then it takes the PCs considerable effort, but they still manage to extinguish the fire. Jaldan is exhausted and covered in superficial wounds from the leshys, and just wants to go home and get some sleep.

If 4 or more squares are aflame, then the PCs and Jaldan find that the fire has grown beyond their ability to contain it, fleeing just ahead of the blaze as it destroys several acres of forest before eventually burning out. The apprentice shaman is thoroughly depressed, gloomily predicting that she will be cast out of the clan (she won’t be) and asking the PCs if they think she should run away from home to become a pirate.



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## A. THE OUTER FOREST





# The Blooming Catastrophe

## REDPINE CAMP

After the encounter with the leshys, Jaldan sets a hard pace for the camp, determined to get home before anything else goes wrong. The PCs shamble into the encampment just as the Redpines are setting up for the night.

The Redpine camp is located at a bend in a small forest stream. Hides stretch from branch to branch, making for a cluster of oddly shaped but surprisingly large dwellings. A few trenches have been dug to reroute part of the stream and form a kind of moat or firebreak around the camp, and several decorated banners hang from spears driven into the ground. The smell of roasting meat wafts over the camp, and the PCs see several rabbits cooking over a fire.

Jaldan hails a sentry as the PCs arrive, her demeanor depending on the outcome of the leshy combat in area A. The PCs are promptly welcomed into the camp, allotted a patch of ground, and given roast rabbit and wild greens. Jaldan steals a rabbit leg from the PCs, then trots off to report to the camp's leaders.

About an hour later, the PCs are approached by a golden-eyed lizardfolk with coppery scales. Read or paraphrase the following:

"Stars move more easily than minds." The lizardfolk observes to no one in particular, sitting down on a log. "I am Urwal."

"Jaldan spoke to us. You have seen Finadar's problem in flower and flesh. Tell me what you have seen."

If the PCs mention that the leshys spoke in Abyssal, or that they were targeting characters with a *wayfinder*, Urwal is particularly intrigued. He also listens very closely if the PCs mention rumors of a scarecrow wandering off in Mishkar and suggests that a rogue spirit may have chosen to animate it. Once the PCs finish, read or paraphrase the following:

"Let me tell you a story." Urwal says, changing the subject abruptly. "North of here, there is a valley. Dragons died there, and their bones linger. For centuries, goblins dwelled among the bones. They made rituals of fire and worship. Such a life is not for me, but the goblins were happy."

"Beneath the dragons' graves lay a monolith. I have heard tale of it. Carven rock, six handspans tall, covered in the markings of the one-eyed shapers. For years past number, the stone slumbered, until even the stars changed above it."

"Then, as the Sun blessed the Newlyweds, the goblins' rituals awoke the stone. It remembered its shapers. It remembered its purpose. And it remembered its powers. It called living fire into the dragons' bones. Finadar burned. Pathfinders came to help. The stone was found, broken. All seemed well."

"But now the spirits grow strange and furious. Cenenviel and Kaana seek to guard their peoples' lives. This is well. But I think it wise that someone seek out that stone. The stars agree."

Urwal is quiet for a long moment, and then nods briskly. "This is an auspicious night. The Dreamer is bright. Walk the camp, see where you may be of aid. Brighten the name of the Pathfinders."

"You will leave in the morning. For the valley. For the stone."



URWAL



# The Blooming Catastrophe

The PCs can ask Urwal questions or seek clarification. The iruxi tends to be cryptic, but if the PCs seem completely lost, he makes an effort to explain himself. In brief, the PCs' mission is to go to the old dragon graveyard and see whether the ancient cyclopean relic is somehow responsible for the current situation. If it is, the PCs are to deal with it as best they can. In the meantime, the PCs should wander around the camp, be helpful, and in so doing make Urwal's job of representing the Pathfinders that much easier. A few other possible questions:

**The Sun blessed the Newlyweds?** "When the constellation of the Newlyweds lay behind the sun. Late Calistril."

**What do you think we'll find?** "Perhaps nothing. Perhaps an old stone, easily smashed. Perhaps something far more dangerous. The stars are silent, but I think caution will not be wasted."

**Why can't you go?** "It was not long ago that voices were raised in war over such matters as these. Best if someone reminds Chieftain Korag of the Pathfinders' good intentions."

Wandering around the camp, the PCs can encounter and interact with the following characters.

**Cenenviel:** The PCs find the elven druid Cenenviel (NG male elf druid) in one of the tents, poring over a motley and rather fire-damaged collection of old books, scouts' reports, and scribbled notes. If asked, Cenenviel explains that he is trying to see if the spirits' current anger has any historical precedent, which would be simpler if his own records hadn't been damaged in the fire. A large wolverine enthusiastically plays with a leather cord in a corner of the tent and presents the cord to PCs, hopeful for a rousing game of tug-the-cord. Cenenviel tells the PCs that her name is Berry-Eater, and warns them that she will follow them all around camp if they play with her.

PCs can help sort through the records with successful DC 16 Arcana, Nature, or Occultism checks (DC 19 in Subtier 3–4). Each PC can roll one check, and they need a number of successes equal to half the number of PCs (rounded up). A critical success counts as two successes, and a critical failure removes one success. If the PCs play with Berry-Eater, Cenenviel helps them search through the records, granting them an additional success. If the

PCs earn enough successes, they find references to some ancient cyclopean ruins in the area, including the stone in the valley, and an old cyclops grave surrounded by standing cairns. Cenenviel theorizes that the cyclopean relics were meant to gather evil energies and might be the cause of all the trouble; if the PCs mention that the leshys spoke Abyssal, Cenenviel becomes convinced that this is the case. If so, the druid theorizes, then disabling or destroying the relics might cause the leshys to return to normal. The PCs gain a +1 circumstance bonus to any Arcana or Occultism checks related to cyclopean relics for the rest of the adventure.

**Jaldan:** The PCs can find Jaldan with a small group of young centaurs. Provided the PCs did not tell anyone about her embarrassing incident with the children in Mishkar, the apprentice shaman is cheerfully telling her friends about her trip with the PCs, embellishing the leshy attack a bit. When the PCs arrive, she includes them in the story, lauding their valor and inviting them to participate in the storytelling. The PCs can impress the centaur youths, building up Jaldan's reputation as well as their own and adding a bit of luster to the name of



**KAANA KORAG**



# The Blooming Catastrophe

## PACING

*The Blooming Catastrophe* is a dialogue-heavy adventure, and such adventures can run long. If the PCs arrive at the Inner Forest with an hour or less remaining, consider removing the centipedes or spiders from the combat, or skipping battle altogether and letting the PCs explore the grave directly.

the Pathfinder Society with successful DC 14 Deception, Diplomacy, or Performance checks (DC 17 in Subtier 3–4). Each PC can roll one check, and they need a number of successes equal to half the number of PCs (rounded up). A critical success counts as two successes, and a critical failure removes one success. If successful and the PCs have been generally kind to Jaldan over the course of the adventure, she hugs a random PC, then dashes into her tent and brings back a *holly bush feather token* (in Subtier 1–2) or a *barkskin potion* (in Subtier 3–4), which she made herself and which she now gives to the PCs in thanks for a great adventure together. This represents 1 Treasure Bundle. If the PCs don't collect enough successes, the centaur teens instead poke holes in their stories and wander off, leaving a deflated Jaldan to thank the PCs for trying, at least.

**Kaana Korag:** The PCs can find Kaana Korag (N female centaur chieftain) overseeing the return of a patrol. The chieftain is politely skeptical of the Pathfinders, but the PCs can charm her by sharing war stories (DC 15 Warfare Lore, or DC 18 in Subtier 3–4), demonstrating their knowledge of nature or the wilderness (DC 16 Nature or Survival, DC 19 in Subtier 3–4), or showing off weapons skills (making an attack with a ranged or melee weapon against a target with an AC of 16 (18 in Subtier 3–4). Each PC can roll one check, and they need a number of successes equal to half the number of PCs (rounded up). A critical success counts as two successes, and a critical failure removes one success. With three successful checks, Kaana opens up enough to share a few of her own tales, offering the PCs a few drinks and reminiscing about the time she had to kill a hill giant all on her own, which took two quivers' worth of arrows. The giant looked like a porcupine afterward. She also shares a few tips on how to fight leshys, giving the PCs a +1 circumstance bonus to their initiative check if they end up in combat in area C.

The following morning, Urwal speaks to the PCs before they set out. If the PCs succeeded at all three challenges, the iruxi is quietly pleased with how they represented the Society; likewise, three failures mean that he is correspondingly grim (a mixed result simply means Urwal is his usual stoic self). Read or paraphrase the following.

"I have cast horoscopes for your mission," Urwal says without preamble, setting a pair of satchels full of traveling supplies by your campsite. "The omens are favorable enough, although the stars carry warning.

"The spirits of Finadar Forest are sick. Perhaps this is an abscess in nature, and must be lanced with sword and flame. But such a cure is to be mourned, not celebrated," the lizardfolk says, emphasizing each word. "Better for all if a safer salve is found. Yes?"

Urwal makes certain the PCs understand that they are to resort to violence only if all other options fail, then hands out the supplies. This consists of bread, foraged mushrooms, and smoked meat, along with 4 gp and 45 sp (in Subtier 1–2) or 14 gp and 5 sp (in Subtier 3–4). This represents 1 Treasure Bundle. In addition, if the PCs and Jaldan successfully extinguished the forest fire in the previous combat encounter, Urwal expresses his thanks and gives them an item "representing the primeval forest's gratitude". In Subtier 1–2, this item is a *hunter's bane*; in Subtier 3–4, it is a *vine arrow*. This item represents 1 Treasure Bundle. Finally, if the PCs successfully impressed both Cenenviel and Kaana Korag, a pleased Urwal also gives them a silver crescent moon pendant worth 8 gp; in Subtier 3–4, Urwal instead gives them a golden pectoral worth 20 gp. This piece of jewelry represents 1 Treasure Bundle.

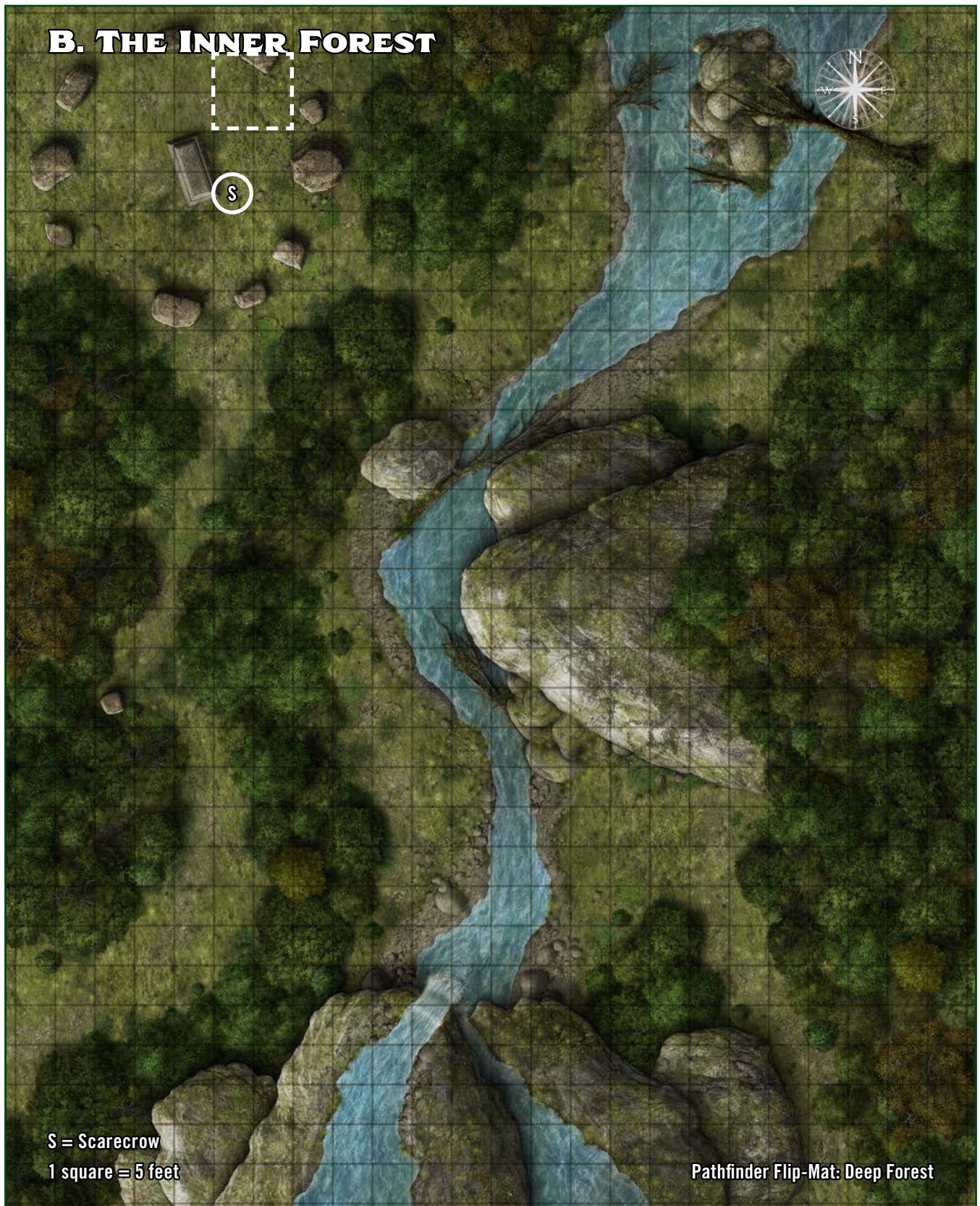
## B. THE INNER FOREST MODERATE

As they travel over the course of the next day, the PCs find the forest becoming gradually quieter. There are more burnt areas here, both old scars from earlier fires and the remnants of more recent blazes sparked by the corrupted leshys. There are fewer animals as well, and any PCs who try to hunt find game to be frustratingly scarce, with hardly any more than scraggly rabbits to be found. Eventually, the PCs come across a small mountain stream, which matches Urwal's directions—they're on the right path.

As the PCs are crossing the stream, they spot movement up ahead. An enormous scarecrow is busily clearing the collected growth of eons past from an ancient set of cyclopean menhirs that surround what looks to be an altar or grave of some kind, decorated with a sinuous, flowing script. Several small animals have been freshly sacrificed atop the altar, their blood sliding into the grooves of the letters carved into the stone. As the PCs approach further, they realize the true size of the scarecrow, with eyes like bubbling black pools in its sackcloth face and hands twisted into wooden talons.



# The Blooming Catastrophe





# The Blooming Catastrophe

**Creatures:** The scarecrow is the one that belonged to Farmer Drystan, which the PCs may have heard about back in Mishkar. This Abyss-polluted spirit of Finadar Forest is further gone than most. It chose to inhabit the scarecrow as a kind of pseudo-leshy, then went seeking out more sources of Abyssal energy. It found this grave about a day ago and has been busily clearing the site and performing sacrifices ever since. The moment the scarecrow spots the PCs, it attacks. It intends to kill them and paint their blood over that of the sacrificed animals congealing on the stones.

In addition to the scarecrow, a handful of giant centipedes or spiders have been called to the site, lured by the scarecrow's own uncanny energy. Both scarecrow and vermin work in concert, united by some dim, instinctual understanding.

## SUBTIER 1-2

<b>FARMER DRYSTAN'S SCARECROW</b>	<b>CREATURE 1</b>
Page 21	

<b>GIANT CENTIPEDES (2)</b>	<b>CREATURE -1</b>
Page 21	

## SUBTIER 3-4

<b>FARMER DRYSTAN'S SCARECROW</b>	<b>CREATURE 3</b>
Page 26	

<b>HUNTING SPIDERS (2)</b>	<b>CREATURE 1</b>
Page 26	

**Development:** After dealing with the scarecrow and its allies, the PCs can poke around the standing cairns that the scarecrow uncovered. The stones are covered in complex writing in the ancient cyclopean script, but with a successful DC 16 Arcana or Occultism check (DC 19 in Subtier 3-4), the PCs can use the pictographs to puzzle out some of their meaning.

The PCs can deduce that these stones originate from Old Koloran, the cyclopean empire that occupied modern-day Iobaria (among many other places), famous for its widespread worship of fiends and other horrors. The cairns seem to show Finadar Forest, with its swift-burning blood pines, as a great ritual battery for the cyclopes, a place to hold Abyssal energy until it was needed. This energy was brought forth into the world by a series of burning monoliths. The depiction of the monoliths (three feet tall and covered in burning runes) matches Urwal and Cenenviel's description of the monolith in the old dragon graveyard.

PCs who succeed at a DC 16 Nature or Planar Lore check (DC 19 in Subtier 3-4) realize that a monolith spewing Abyssal energy into the forest would explain the twisting of Finadar's spirits and the bizarre leshys. As the Abyssal pollution is still in its early days (Finadar Forest was meant to be powered by dozens of these monoliths, not just one), if the source is removed, then the forest spirits would likely return to normal quickly.

**Treasure:** If the PCs Force Open the cyclopean tomb (DC 14 Athletics), they find some dusty, crumbling bones and an ancient amulet depicting a single staring eye. In Subtier 1-2, the amulet is made of rusted iron and is worth 8 gp; in Subtier 3-4, it is made of gold that has somehow, in defiance of known metallurgical laws, managed to rust, and is worth 24 gp. This item represents 1 Treasure Bundle; in addition, it assists the PCs in negotiations with the leshy crafter in area C.

## C. THE LESHYS' VALLEY SEVERE

As the PCs approach the old goblin valley, the environment grows increasingly bizarre. Much of this area has been burned, but the charred and ashen ground is almost preferable to the plant life that has survived. Enormous, thorny bushes with leaves bent like clawed fingers sprout from the ground, while strangling vines have sunk hooked spikes into the bark of the remaining trees and drawn a ruddy sap. Massive, pitcher-like flowers seem to pulsate to some unheard rhythm, and the few animals that the PCs can see bear massive, weeping wounds. The air is thick and hazy with pollen and has a sickly sweet, metallic scent to it, like rotten blood.

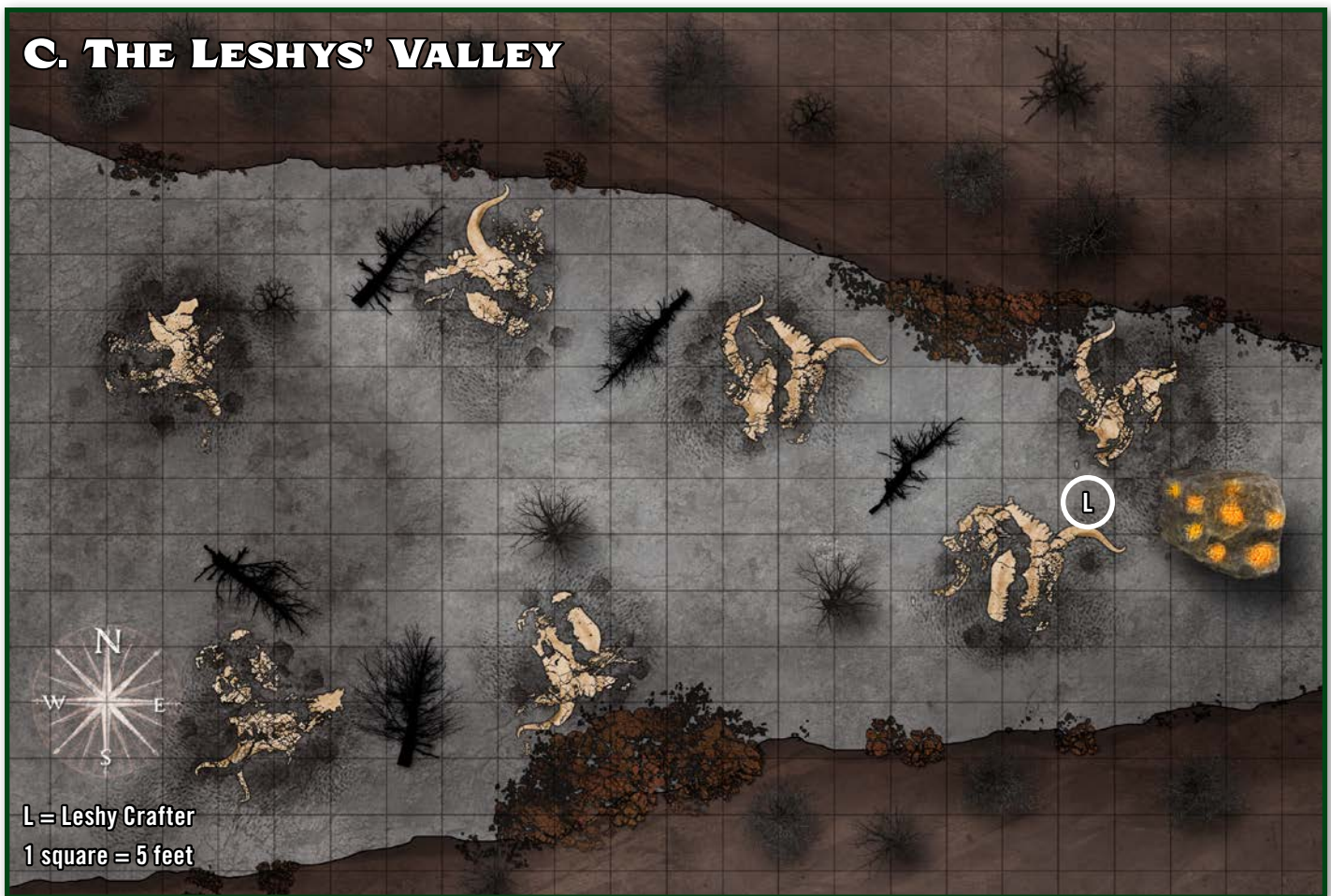
The leshys' valley is a peculiar and ominous place. Though the crevasse is indeed the blasted valley that the PCs were warned of at the Redpine camp, the area all around it teems with awful and uncanny life. The unnatural plants from before grow twice as thick and strange. Shrubs with gnarled human fingers twitch in the breeze, while vines slither like serpents along the ground. A two-headed crow caws from atop an oak tree studded with catlike eyes.

Of more immediate concern to the PCs are the dozens of corrupted leshys. A few simply stand around, singing odd, warbling songs to one another, or else play a game vaguely like pat-a-cake, albeit with wildly varying numbers of limbs. Many of the others are hard at work, gathering strewn-about trash, stray branches, and offal, and bringing their prizes toward an ancient, graven monolith at the end of the crevasse. PCs who succeed at a DC 12 Nature check notice that the leshys seem oddly focused in their actions; the spirits inhabiting their bodies are still new to the corporeal realm and are having difficulty processing the myriad physical stimuli.



# The Blooming Catastrophe

## C. THE LESHYS' VALLEY



The monolith is half-destroyed, most of the top part battered by some ancient rock-slide, but the PCs can still make out the same sinuous script upon the weathered stone, as well as bas-relief depictions of three one-eyed figures: two, in armor, bowed in supplication before a third, wearing robes and a massive pectoral amulet. If the PCs examine the monolith (which requires either getting close to it, using a spyglass, or succeeding at a DC 20 Perception check from the edge of the valley), they can attempt a DC 14 Arcana or Occultism check to Recall Knowledge (DC 17 in Subtier 3–4). If successful, the PCs realize that the monolith is channeling energy from the Abyss into the surrounding wilderness, and that disabling it is necessary to stop the Abyssal pollution.

Around the monolith, a single leshy moves with quiet efficiency. He looks for all the world like a simple leaf leshy, quite mundane compared to his more gruesome allies, save for the chunk of gray stone embedded in one eye. That chunk of stone is a fragment of the monolith, and a serpentine rune upon it glows with yellow flames that intensify as the leshy busily assembles the gathered scraps left at the monolith into new, disturbing leshys.

As each body is built, the stone eye flashes, and an eerie leshy totters off to join their fellows. PCs who witness this can attempt a DC 12 Arcana or Occultism check (DC 15 in Subtier 3–4) to realize that the stone is channeling energy from the monolith into the leshy crafter, and that the leshy crafter, empowered by the structure, is infecting the rest of the leshys in turn. Removing this immediate vector, either by killing the leshy crafter or by removing the stone from his eye, will also resolve the problem of the angry nature spirits—at least long enough for the PCs to destroy the monolith and end its threat for good.

If the PCs have been following Urwal's map and succeed at a DC 16 Survival check, then they emerge from the undergrowth a safe distance from the leshys' valley and can observe the situation at their leisure. Failure means that they stumble right out into the open (see *Be Direct* below). Ultimately, the PCs have two angles of approach:

**Be Subtle:** Simply sneaking past all of the leshys to the monolith is incredibly risky and requires a successful DC 24 Stealth check—there are too many leshys, all moving around. Circling around makes this easier, enabling PCs to climb down the cliffs with a DC 16 Athletics check,



# The Blooming Catastrophe

then sneak along the sides of the crevasse with a DC 17 Stealth check (DC 21 in Subtier 3–4). This allows the PCs to approach the leshy crafter and the monolith directly, possibly disrupting the monolith in secret (see Sabotage the Monolith below).

**Be Direct:** Alternatively, the PCs can simply walk right in. If the PCs step out into the open, the leshys do not attack. They mostly ignore the PCs, although they hoot ominously at any PC who wears a *wayfinder*. No one stops the PCs from simply walking into the camp and approaching the leshy crafter.

At this stage, the PCs have two main options: they can speak with the leshy crafter, or they can attack. The sheer number of leshys and Urwal's warning to use violence as a last resort should encourage a peaceful approach, but some PCs might still go in swords swinging—if that's the case, skip to Combat on page 17.

When the PCs arrive, the leshy crafter is putting the finishing touches on a new leshy, a hideous monster made from spindly vines growing through the carved-open corpse of an opossum, with two small pebbles serving as the eyes, tied in place with string. The leshy crafter finishes attaching the last limb, and the opossum leshy twitches to life atop the broken monolith, their body suffused with a dim, yellowish light. They take several jerky steps forward, then disintegrate, their head falling off and one of the pebble eyes rolling up against a PC's foot. The leshy crafter tilts his head and considers this. Read or paraphrase the following.

"No. No, no, no, the river pebbles were not a success. Very damp. Needs an adder stone? Yes. Adder stone works. Then they can see everything. Also, not slippery, I can tie the string."

At first, the leshy seems oblivious to the world. Then he turns his head, the jagged chunk of stone in his eye making odd shadows play across his face. "Oh, hello!"

"Do you have an adder stone?" The leshy stops and looks around. "Or string? Used mine. Need more."

If the PCs do have some string and give it to the leshy crafter, the leshy thanks them enthusiastically, and they gain a +1 circumstance bonus to their next Diplomacy or Deception check against the leshy crafter. In the unlikely event they have an adder stone (a round river stone with

a naturally formed hole in it), the bonus is a +3 instead. Additionally, if one of the PCs or their familiars is a leshy, the crafter is likely more open and welcoming with them; any mechanical advantages are listed in the Leshys in the Party sidebar on page 4.

At this point, if the PCs ask the leshy crafter a question along the lines of "what are you doing here" or "why are the leshys running wild," read or paraphrase the following.

"I'm restoring the natural order! The forest here is very unnatural. Very strange, sad. The plants are a very strange color, they're green, the rivers never flow with blood, strange monsters everywhere! Just other day, I saw a thing. Like a rat, with a long, fluffy tail! Burying an acorn in the ground. Very horrifying! And my brother leshy says he saw a thing, four feet and a little white tail, branches on its head. Monsters everywhere! Very disturbing!"



**LESHY CRAFTER**



# The Blooming Catastrophe

The leshy looks quite earnest as he says this. One of the smaller leshys, which looks like a fox that has been turned inside out and is leaking dead leaves from within, comes and bumps their head against the leshy crafter, as if comforting him.

"So I think—something must be done! It's unnatural, this place. But I'm only one leshy, so I'm making friends. Together, we'll make this place work right, proper nature, with eye-mushrooms, and screaming flowers, and snakes! Not these bad snakes, only one head. Very upsetting. Should have sixteen heads! We will fix."

"It's a very difficult and important job." The leshy puffs up as he says this. "But I can do it. Eventually." He pauses. "It may take me a bit, though."

"But you are friends too! You will help?" The sharp stone in the leshy's eye glitters as it says this. "You look a little creepy. But maybe you are friends?"

It is clear that the leshy crafter's perceptions have been badly warped by the chunk of Abyssal rock in his head, which can be confirmed with a successful DC 13 Arcana or Nature check. Despite this, he is perfectly friendly and willing to chat with the PCs, including answering questions or allowing them to examine the damaged monolith at length, though not touch it. The leshys also refuse to allow the PCs to leave—if the PCs attempt to, the leshys attack, deciding that if the PCs will not help make more leshys, then they are enemies to be destroyed.

Some likely exchanges are below.

**Who are you, exactly?** "I am the greatest and smartest spirit of this forest! Eldest and wisest, self-maker and leshy-maker! You are very impressed?" The leshy pauses, then casts a sidelong, hopeful glance at the PCs. "You are impressed?"

**What is your name?** The leshy crafter pauses and considers this for a long moment. "I haven't decided. Maybe... Yew, a good name. Or Oleander. Or Foxglove. I think I look like I could be a Foxglove. Maybe. Your thoughts?"

**Why are the leshys attacking people?** "They're new! A little overenthusiastic. But people are being very strange, attempting to plant their strange plants, bringing in their monsters. Very annoying."

**What's that monolith?** "A great and powerful standing stone, left behind by ancient druids and spirits! It's very fancy." The leshy smacks the cyclopean monolith proudly with his tiny hand, causing its yellow glow to flicker for a moment. The leshy crafter looks briefly concerned, then sheepishly amends his statement. "It's very fancy and very slightly broken. I'm fixing it! But it's very hard, not having the tools."

**Why do you have a glowing rock/piece of the monolith stuck in your eye?** "Why do you have a gooey round thing in your eye?" The leshy puffs up, affronted. "It's my eye, thank you very much. I like my eye, it's the very best eye any leshy has."

It should be now be clear that to resolve the leshy situation, the PCs need to either destroy or dismantle the monolith or somehow get the shard out of the leshy crafter's eye. There are several ways the PCs can accomplish this, and inventive players can undoubtedly think of others.

**Open Appeals:** The PCs can attempt to persuade the leshy crafter that the stone in his eye is corrupting his mind. This is by far the hardest option; the PCs need to first successfully Make an Impression on the leshy (DC 18 in Subtier 1–2, DC 21 in Subtier 3–4) to get him to even consider their arguments, then must succeed at a DC 18 Nature check and a DC 18 Arcana or Occultism check (DC 21 for both in Subtier 3–4) to explain what exactly is happening, and then finish up with a Request (DC 20 in Subtier 1–2, DC 22 in Subtier 3–4) to convince the leshy that they're right. The leshy crafter patiently listens to the PCs until they fail two checks, at which point he tells them they are being ridiculous and are starting to annoy him. If the PCs fail a third check, the leshy crafter loses his temper and orders the leshys to attack.

**Bamboozle the Leshy Crafter:** Silver-tongued PCs can instead try to lure the leshy crafter into a position where they can just yank the shard out of his eye. This requires a convincing line of patter. First, the PCs must succeed on a check to Lie to the leshy (DC 16 in Subtier 1–2, DC 20 in Subtier 3–4) as well as another check to support their lie. PCs can take many different approaches for this second check; regardless of the skill used, it has a DC of 15 (DC 18 in Subtier 3–4). A few possibilities include pretending to be druids and inveigling the leshy crafter into a meditative ritual (Nature), offering to fix the monolith but requesting his presence (Arcana), or appealing to his ego and offering to make him a mask or other such decoration (Crafting).

Once the PCs have a chance, they can attempt to pry the monolith shard out of his eye using the Force Open action. This has a lower DC than if they attempted to do so in combat (DC 15 in Subtier 1–2, DC 18 in Subtier 3–4). If they fail once, they can play it off as an accident with a DC 19 Diplomacy check (DC 22 in Subtier 3–4), but a second failure causes the leshy crafter to realize what is going on and order the leshys to attack.

**Sabotage the Monolith:** Alternatively, the PCs can choose to deal with the monolith directly. Outright destroying it is extremely difficult, as it's an enchanted hunk of rock (Hardness 15, HP 60), and if the PCs start simply attacking the monolith, the leshys attack them in turn.



# The Blooming Catastrophe

An easier approach would be to take a chisel and strategically deface a few cyclopean runes, thus disabling the Abyssal connection. This requires two DC 18 (DC 21 in Subtier 3–4) Arcana or Occultism checks, as well as a few minutes of access to the monolith. To gain this access, while speaking to the leshy crafter, the PCs can try to secure his permission to ‘fix’ the monolith. In this case, each Arcana or Occultism check is accompanied by a DC 15 Deception check (DC 18 in Subtier 3–4), as the leshy crafter is looking over their shoulder. If the PCs show the leshy crafter the cyclopean amulet from area **B**, they gain a +2 circumstance bonus to these Deception checks. The first time the PCs fail a Deception check, the leshy crafter grows suspicious, raising the DC by 2 for subsequent Deception checks. A second failure means that the jig is up, and the leshys attack.

If the PCs snuck into the encampment, then each Arcana or Occultism check must be accompanied by a DC 15 (DC 18 in Subtier 3–4) check to Sneak to avoid attracting the leshys’ attention. The PCs can continue attempting Arcana or Occultism checks as long as they are undetected. The first time the PCs fail a check to Sneak, a few leshys notice something is amiss, raising the DC by 5 for subsequent Stealth checks. The second failure alerts all the leshys, leading them to attack.

If the PCs successfully sabotage the monolith, the uncanny yellow light flares one last time, then fades forever. The leshy crafter observes this, blinks a few times, then suddenly rips the monolith shard from his eye and smashes it against the ground.

**Combat:** Finally, it is possible that the PCs simply choose to attack the leshys, either trying to kill the leshy crafter or get close enough to yank the cyclopean monolith shard out of his eye.

**Creatures:** The crevasse is absolutely overrun by leshys, but most of the creatures are too focused on their strange work to respond to anything but a direct attack on themselves. Instead, the PCs have to deal with the leshy crafter and a handful of the most aware leshys. If the battle drags on, however, additional leshys join the fray. See the encounter appendix for your Subtier for more details.

## SUBTIER 1–2

<b>LESHY CRAFTER</b>	<b>CREATURE 3</b>
Page 22, art on page 31	

<b>HOGWEED LESHY</b>	<b>CREATURE –1</b>
Page 22	

<b>PLUM LESHY</b>	<b>CREATURE –1</b>
Page 23	

## SUBTIER 3–4

<b>LESHY CRAFTER</b>	<b>CREATURE 5</b>
Page 27, art on page 31	

<b>HOGWEED LESHY</b>	<b>CREATURE 1</b>
Page 27	

<b>PLUM LESHY</b>	<b>CREATURE 1</b>
Page 28	

Once the PCs have, one way or another, removed the monolith shard from the leshy crafter’s eye, assuming he is still alive, read or paraphrase the following, adjusting as necessary for the situation:

The leshy crafter stands stock still for a moment, raising a hand to touch the gaping hole in his face where the cyclopean shard had so recently rested. He gingerly probes the hole, swaying like a sapling in the wind.

“Oh. Oh.” The leshy crafter looks about slowly, taking in the twisted and deformed leshys, the Abyssal plant life, the burnt and ruined valley. “...it’s possible that I might have misinterpreted one or two things.”

There is a very long pause.

“Oops.”

And with that, the threat of the Abyss-warped leshys has ended. Free of the monolith’s pollution, whatever leshys remain gradually slough off the rocks and animal parts that the leshy crafter used to form their bodies; though they return to somewhere close to normal (for leshys), they retain signs of their Abyssal origin, such as a bark pattern that looks vaguely like a bleeding skull, or extra vines that sway in an unfelt breeze.

**Treasure:** In payment, Urwal gives the PCs a single *beacon shot* (“A warrior’s weapon,” he notes dryly). In Subtier 3–4, Urwal also gives the PCs a red gemstone worth 5 gold pieces. This represents 1 Treasure Bundle.

If the PCs killed the leshy crafter and his creations, the astrologer expresses his disappointment upon their return, but reluctantly acknowledges the PCs’ success in stopping the Abyssal infection. If the PCs manage to free the leshy crafter from his corruption, their rewards are more substantial. The next morning, a still-rather-disturbing hogweed leshy trundles out of the woods with a “legendary sword, for the good monsters.” In Subtier 1–2, the “legendary sword” is a low-grade silver longsword with the image of a grasping arm etched into its blade; in Subtier 3–4, it is instead a +1 *scimitar* with a hilt marred by strange claw marks. These additional treasures represent 2 Treasure Bundles.



# The Blooming Catastrophe

## CONCLUSION

If the PCs were able to convince the leshy crafter to let them remove the Abyssal shard from his eye, then as far as the leshys are concerned, the PCs are the greatest heroes in their entire (months-long) history. If the PCs ever return to Finadar Forest, they are liable to find their faces grown onto massive bruorsivi pines around the forest. The leshy crafter takes the name of Blackberry and leads the leshys to become staunch allies of the Pathfinders and the local centaurs.

If the PCs freed the leshy crafter but killed two or more of the leshys in area C, the leshys' thanks is decidedly cool, and the PCs are swiftly hustled out of their territory. The leshy crafter becomes Thorn, and while the leshys do much to restore Finadar Forest, they do so on their own.

If the PCs killed the leshy crafter, no one is pleased. Urwal, Cenenviel, and the Redpines manage to clear much of the Abyssal pollution, but the Pathfinders and their allies are spread thin in Finadar Forest. Leshys are occasionally seen restoring the forest in their own way, but they react with hostility to any outsiders, especially any with Pathfinder insignias.

Finally, if the PCs became friends with Jaldan and received her token, then when Urwal departs from the Redpines, Jaldan goes with him, becoming a Pathfinder so that she can one day be a better shaman to the Redpine clan.

## Reporting Notes

If the PCs resolved the leshy situation without killing the leshy crafter, check box A on the reporting sheet. If the PCs befriended Jaldan and received her gift, check box B.

## Primary Objectives

If the PCs resolve the leshy problem (by killing the leshy crafter, removing the shard from his eye, or disabling the monolith), they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

## Secondary Objectives

If the PCs accomplish at least two of the following three actions, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon: extinguish the fire in the Outer Forest, accomplish all three challenges at the Redpine Camp, avoid killing any leshys at the Leshys' Valley.

## Faction Notes

If the PCs secure an alliance between the druids and centaurs of Finadar forest and the leshy crafter, they earn 1 additional Reputation for the Verdant Wheel faction and gain the Finadar Leshy boon.



# The Blooming Catastrophe

## APPENDIX 1: SUBTIER 1-2 ENCOUNTERS

### Encounter A (Subtier 1-2)

The leshys are filled with the influence of the Abyss and attack without any thought of strategy or self-preservation. They fight to the death, focusing their efforts on any PC wearing a *wayfinder* or bearing any obvious Pathfinder insignia. The leshys mostly ignore Jaldan, who is too large a target for them. Four squares are on fire at the beginning of the combat.

**Jaldan:** Jaldan rushes over to the flames and automatically douses one square of fire each round, casting her one spell (to make water, or occasionally very weak tea) or smothering the flames with a blanket she has in her satchel. She'll beg the PCs for any kind of help they can offer, visibly panicked at the thought of the fire spreading.

If the PCs help her douse all of the flames before the battle ends, Jaldan canters off the edge of the map, strings her bow, and automatically deals 4 piercing damage to a random leshy each round.

### SMOLDERING FOREST FIRE

### HAZARD -1

COMPLEX ENVIRONMENTAL FIRE

**Stealth** -10, initiative modifier is +5

**Description** A fire engulfs a 10-foot-by-10-foot section of forest, then spreads on each of its turns.

**Disable** A successful DC 13 Athletics, Nature, or Survival check from an adjacent square is sufficient to smother one 5-foot-square of fire; each attempt is an Interact action. Dousing the flames automatically extinguishes one or more sections of fire, with no check. Water typically clears a 5-foot square if the amount is small (such as that from *create water* or *hydraulic push*). Larger amounts of water, such as a full bucket, typically douse a 10-foot-by-10-foot area (or 4 squares in some other shape). Throwing a bucket of water on flames requires an Interact action. A waterskin doesn't contain enough water to put out even 1 square of fire. Cold can also put out fire, but only if the cold can affect an area; cold is usually less effective than water, so a frost vial typically puts out only 1 square of fire, and *ray of frost* is ineffective.

**Routine** On its turn, the fire spreads into a number of additional squares equal to half the number of squares the fire currently occupies, minimum 1 square. The GM determines the squares the fire spreads into. Any creature that ends its turn next to the flames takes 1d6 fire damage, and any creature within the flames takes 2d6 fire damage (DC 13 basic Reflex save for both). A creature can take damage from flames only once per round.

### SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**8+ Challenge Points:** For every 2 Challenge Points beyond 8, add one hogweed leshy or plum leshy to the encounter, keeping the number of each roughly equal.

### HOGWEED LESHY

### CREATURE -1

CE SMALL LESHY PLANT

**Perception** +5; low-light vision

**Languages** Abyssal; *speak with plants* (weeds only)

**Skills** Acrobatics +5, Athletics +4, Stealth +5

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

**AC** 16; **Fort** +8, **Ref** +5, **Will** +2

**HP** 12

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 1d6 poison damage (DC 15 basic Fortitude save).

**Speed** 30 feet, climb 25

**Melee** ♦ stalk +8 (agile, disarm, finesse, trip), **Damage** 1d6 bludgeoning plus burning sap

**Burning Sap** On a critical hit with a stalk Strike, the target takes 1d4 persistent fire damage.

**Tanglebloom** ♦♦ The leshy causes a burst of choking plants to sprout around themselves. The leshy's square and all adjacent squares become difficult terrain. Leshys can move through this terrain without impediment. The sprouts wither away after 1 hour.



# The Blooming Catastrophe

## PLUM LESHYS (2)

## CREATURE -1

CE SMALL LESHY PLANT

**Perception** +5; low-light vision

**Languages** Abyssal; *speak with plants* (trees only)

**Skills** Acrobatics +5, Athletics +4, Stealth +5

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

**AC** 15; **Fort** +2, **Ref** +8, **Will** +5

**HP** 10

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 1d6 poison damage (DC 15 basic Fortitude save).

**Speed** 25 feet

**Melee** ♦ claws +4 (agile, finesse), **Damage** 1d4 slashing

**Ranged** ♦ rotten fruit +8 (range 60 feet), **Damage** 1d6 bludgeoning plus bitter harvest

**Bitter Harvest** When a plum leshy hits with their rotten fruit Strike, the target must attempt a DC 15 Fortitude save.

**Critical Success** The target is unaffected and becomes temporarily immune to all plum leshys' bitter harvest for 1 hour.

**Success** The target is unaffected.

**Failure** The target is sickened 1. Once it succeeds at its save to recover from the sickened condition, it is immune to all plum leshys' bitter harvest for 1 hour.

**Critical Failure** As failure, plus the target also takes a -1 penalty on all saves to recover from the sickened condition for 1 hour.



# The Blooming Catastrophe

## Encounter B (Subtier 1-2)

The giant centipedes attack the nearest PCs, while the scarecrow simply wades into the fray, terrifying any foe it can reach. If the scarecrow is destroyed, the centipedes retreat once they are reduced to half HP or fewer.

### FARMER DRYSTAN'S SCARECROW

### CREATURE 1

**CE** **LARGE** **CONSTRUCT**

**Perception** +10; darkvision

**Language** Abyssal

**Skills** Athletics +7, Intimidation +9, Stealth +7

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

**Spooky** The scarecrow does not take a penalty to Intimidation checks when using the Demoralize action against targets with whom it does not share a language.

**AC** 16; **Fort** +10, **Ref** +7, **Will** +4

**HP** 32; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weakness** fire 3

**Speed** 25 feet; woodwalk

**Melee** ♦ claw +9 (agile, finesse, reach 10 feet, versatile P),

**Damage** 1d6+3 slashing plus 1 evil

**Haunting Assault** ♦♦ The scarecrow makes two claw Strikes against a single creature, then Demoralizes that creature.

**Woodwalk** The scarecrow ignores difficult terrain from nonmagical foliage.

### GIANT CENTIPEDES (2)

### 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

**Speed** 30 feet, climb 30 feet

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

**Giant Centipede Venom** (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d8 poison and flat-footed (1 round); **Stage 3** 1d12 poison, clumsy 1, and flat-footed (1 round).

## SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**8+ Challenge Points:** For every 2 Challenge Points beyond 8, add one giant centipede to the encounter.



# The Blooming Catastrophe

## Encounter C (Subtier 1-2)

The plum and hogweed leshys stay close to the leshy crafter so he can use his Vitality Transfer ability. If the battle goes too long, at the beginning of Round 3, another hogweed leshy appears on the map, followed by another plum leshy at the start of Round 5. All leshys fight to the death.

Getting the monolith shard out of the leshy crafter's eye during combat requires the PCs to first immobilize the leshy crafter somehow, then use the Force Open action to pry the stone from his eye (DC 17). Once the stone is out of the leshy crafter's eye, on his next turn the crafter commands the leshys to stop fighting.

### LESHY CRAFTER

### CREATURE 3

UNIQUE CE SMALL LESHY PLANT

**Perception** +9; low-light vision

**Languages** Abyssal, Common, Druidic, Sylvan; *speaks with plants* (trees only)

**Skills** Crafting +11, Nature +7, Occultism +10

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

**AC** 19; **Fort** +9, **Ref** +12, **Will** +6

**HP** 51

**Vitality Transfer** ➤ **Trigger** The leshy crafter would take damage; **Effect** The leshy crafter uses his mystical link to the Abyssal shard to redirect the damage to a willing leshy of lower level within 30 feet. If this leshy is reduced to 0 HP as a result of the damage, the leshy crafter takes any remaining damage.

**Speed** 25 feet

**Melee** ➤ razor-sharp leaf +11 (agile, finesse, sweep), **Damage** 1d8+5 slashing

**Ranged** ➤ thorn +11 (agile, thrown), **Damage** 1d6+5 piercing

**Claws from Below** ➤➤ The leshy crafter calls spiky roots that shoot up from the ground in the shape of Abyssal claws before retracting an instant later. This ability targets three 5-foot bursts within 30 feet. Each creature on the ground in an affected area takes 2d8 piercing damage (DC 20 basic Reflex save). A creature takes the same amount of damage no matter how many overlapping bursts it's caught in.

**Leech Materials** ➤➤ **Frequency** once per minute; **Effect** The leshy crafter calls forth materials and natural energies from the surrounding area, creating a brief vortex of flora and debris. Each non-plant creature within 10 feet of the leshy crafter takes 2d6 piercing damage and 2d6 negative damage, with a DC 20 basic Fortitude save. The debris cloud lasts until the leshy crafter's next turn; while the cloud lasts, all creatures within it become concealed, and all creatures outside the cloud become concealed to creatures within it.

## SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**10+ Challenge Points:** For every 2 Challenge Points beyond 8, add one hogweed leshy or plum leshy to the start of the encounter, keeping the number of each roughly equal (additional leshys still show up in later rounds as normal).

### HOGWEED LESHY

### CREATURE -1

CE SMALL LESHY PLANT

**Perception** +5; low-light vision

**Languages** Abyssal; *speaks with plants* (weeds only)

**Skills** Acrobatics +5, Athletics +4, Stealth +5

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

**AC** 16; **Fort** +8, **Ref** +5, **Will** +2

**HP** 12

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 1d6 poison damage (DC 15 basic Fortitude save).

**Speed** 30 feet, climb 25

**Melee** ➤ stalk +8 (agile, disarm, finesse, trip), **Damage** 1d6 bludgeoning plus burning sap

**Burning Sap** On a critical hit with a stalk Strike, the target takes 1d4 persistent fire damage.

**Tanglebloom** ➤➤ The leshy causes a burst of choking plants to sprout around themselves. The leshy's square and all adjacent squares become difficult terrain. Leshys can move through this terrain without impediment. The vines wither away after 1 hour.



# The Blooming Catastrophe

## PLUM LESHY

## CREATURE -1

CE SMALL LESHY PLANT

**Perception** +5; low-light vision

**Languages** Abyssal; *speak with plants* (trees only)

**Skills** Acrobatics +5, Athletics +4, Stealth +5

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

**AC** 15; **Fort** +2, **Ref** +8, **Will** +5

**HP** 12

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 1d6 poison damage (DC 15 basic Fortitude save).

**Speed** 25 feet

**Melee** ♦ claws +4 (agile, finesse), **Damage** 1d4 slashing

**Ranged** ♦ rotten fruit +8 (range 60 feet), **Damage** 1d6 bludgeoning plus bitter harvest

**Bitter Harvest** When a plum leshy hits with their rotten fruit Strike, the target must attempt a DC 15 Fortitude save.

**Critical Success** The target is unaffected and becomes temporarily immune to all plum leshys' bitter harvest for 1 hour.

**Success** The target is unaffected.

**Failure** The target is sickened 1. Once it succeeds at its save to recover from the sickened condition, it is immune to all plum leshys' bitter harvest for 1 hour.

**Critical Failure** As failure, plus the target also takes a -1 penalty on all saves to recover from the sickened condition for 1 hour.



# The Blooming Catastrophe

## APPENDIX 2: SUBTIER 3-4 ENCOUNTERS

### Encounter A (Subtier 3-4)

The leshys are filled with the influence of the Abyss and attack without any thought of strategy or self-preservation. They fight to the death, focusing their efforts on any PC wearing a *wayfinder* or bearing any obvious Pathfinder insignia. The leshys mostly ignore Jaldan, who is too large a target for them. Four squares are on fire at the beginning of the combat.

**Jaldan:** Jaldan rushes over to the flames and automatically douses one square of fire each round, casting her one spell (to make water, or occasionally very weak tea) or smothering the flames with a blanket she has in her satchel. She'll beg the PCs for any kind of help they can offer, visibly panicked at the thought of the fire spreading.

If the PCs help her douse all of the flames before the battle ends, Jaldan canters off the edge of the map, strings her bow, and automatically deals 8 piercing damage to a random leshy each round.

### RAGING FOREST FIRE

### HAZARD 1

COMPLEX ENVIRONMENTAL FIRE

**Stealth** -10, initiative modifier is +5

**Description** A fire engulfs a 10-foot-by-10-foot section of forest, then spreads on each of its turns.

**Disable** A successful DC 15 Athletics, Nature, or Survival check from an adjacent square is sufficient to smother one 5-foot-square of fire; each attempt is an Interact action. Dousing the flames automatically extinguishes one or more sections of fire, with no check. Water typically clears a 5-foot square if the amount is small (such as that from *create water* or *hydraulic push*). Larger amounts of water, such as a full bucket, typically douse a 10-foot-by-10-foot area (or 4 squares in some other shape). Throwing a bucket of water on flames requires an Interact action. A waterskin doesn't contain enough water to put out even 1 square of fire. Cold can also put out fire, but only if the cold can affect an area; cold is usually less effective than water, so a frost vial typically puts out only 1 square of fire, and *ray of frost* is ineffective.

**Routine** On its turn, the fire spreads into a number of additional squares equal to half the number of squares the fire currently occupies, minimum 1 square. You determine the squares the fire spreads into. Any creature that ends its turn next to the flames takes 1d6 fire damage, and any creature within the flames takes 4d6 fire damage (DC 15 basic Reflex save for both). A creature can take damage from flames only once per round.

### SCALING ENCOUNTER A

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**16+ Challenge Points:** For every 4 Challenge Points beyond 16, add one hogweed leshy or plum leshy to the encounter, keeping the number of each roughly equal.

### HOGWEED LESHY

### CREATURE 1

CE SMALL LESHY PLANT

**Perception** +7; low-light vision

**Languages** Abyssal; *speak with plants* (weeds only)

**Skills** Acrobatics +7, Athletics +6, Stealth +7

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

**AC** 17; **Fort** +10, **Ref** +7, **Will** +4

**HP** 20

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 2d6 poison damage (DC 17 basic Fortitude save).

**Speed** 30 feet, climb 25

**Melee** ♦ stalk +10 (agile, disarm, finesse, trip), **Damage** 1d6+5 bludgeoning plus burning sap

**Burning Sap** On a critical hit with a stalk Strike, the target takes 1d6 persistent fire damage.

**Tanglebloom** ♦♦ The leshy causes a burst of choking plants to sprout around themselves. The leshy's square and all adjacent squares become difficult terrain. Leshys can move through this terrain without impediment. The sprouts wither away after 1 hour.



# The Blooming Catastrophe

## PLUM LESHYS (2)

## CREATURE 1

CE SMALL LESHY PLANT

**Perception** +7; low-light vision

**Languages** Abyssal; *speak with plants* (trees only)

**Skills** Acrobatics +7, Athletics +6, Stealth +7

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

**AC** 17; **Fort** +4, **Ref** +10, **Will** +7

**HP** 20

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 2d6 poison damage (DC 17 basic Fortitude save).

**Speed** 25 feet

**Melee** ♦ claws +7 (agile, finesse), **Damage** 1d4+4 slashing

**Ranged** ♦ rotten fruit +11 (range 60 feet), **Damage** 1d6+2 bludgeoning plus bitter harvest

**Bitter Harvest** When a plum leshy hits with their rotten fruit Strike, the target must attempt a DC 17 Fortitude save.

**Critical Success** The target is unaffected and becomes temporarily immune to all plum leshys' bitter harvest for 1 hour.

**Success** The target is unaffected.

**Failure** The target is sickened 1. Once it succeeds at its save to recover from the sickened condition, it is immune to all plum leshys' bitter harvest for 1 hour.

**Critical Failure** As failure, plus the target also takes a -1 penalty on all saves to recover from the sickened condition for 1 hour.



# The Blooming Catastrophe

## Encounter B (Subtier 3–4)

The hunting spiders begin the battle by descending on their webs (see dotted outline areas on the map on page 12), and spend most of the combat trying to trap the PCs in webbing before moving in to attack. The scarecrow simply wades into the fray, terrifying any foe it can reach. If the scarecrow is destroyed, the spiders retreat once they are reduced to half HP or fewer.

### FARMER DRYSTAN'S SCARECROW

### CREATURE 3

**CE** **LARGE** **CONSTRUCT**

**Perception** +12; darkvision

**Language** Abyssal

**Skills** Athletics +10, Intimidation +12, Stealth +10

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

**Spooky** The scarecrow does not take a penalty to Intimidation checks when using the Demoralize action against targets with whom it does not share a language.

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

**HP** 52; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weakness** fire 5

**Speed** 25 feet; woodwalk

**Melee** **◆** claw +12 (agile, finesse, reach 10 feet, versatile P), **Damage** 1d6+6 slashing plus 1d6 evil

**Haunting Assault** **◆◆** The scarecrow makes two claw Strikes against a single creature, then Demoralizes that creature.

**Sudden Charge** **◆◆** The scarecrow Strides up to twice its speed. If it ends its movement within melee reach of at least one enemy, it can make a claw Strike against that enemy.

**Woodwalk** The scarecrow ignores difficult terrain from non-magical foliage.

## SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**16+ Challenge Points:** For every 4 Challenge Points beyond 16, add one hunting spider to the encounter.

### HUNTING SPIDERS (2)

### CREATURE 1

**N** **MEDIUM** **ANIMAL**

**Perception** +7; darkvision, web sense

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

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

**Web Sense** The hunting spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

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

**HP** 16

**Spring Upon Prey** **↻** (attack) **Requirement** Initiative has not yet been rolled; **Trigger** A creature touches the hunting spider's web while the spider is on it; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

**Speed** 25 feet, climb 25 feet

**Melee** **◆** fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

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

**Descend on a Web** **◆** (move) The hunting spider moves straight down up to 40 feet, 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 that successfully Strikes the web (AC 20, Hardness 3, HP 5) severs it, causing the spider to fall.

**Hunting Spider Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

**Web Trap** A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).



# The Blooming Catastrophe

## Encounter C (Subtier 3–4)

The plum and hogweed leshys stay close to the leshy crafter so he can use his Vitality Transfer ability. If the battle goes too long, at the beginning of Round 3, another hogweed leshy appears on the map, followed by another plum leshy at the start of Round 5. All leshys fight to the death.

Getting the monolith shard out of the leshy crafter's eye during combat requires the PCs to first immobilize the leshy crafter somehow, then use the Force Open action to pry the stone from his eye (DC 20). Once the stone is out of the leshy crafter's eye, on his next turn the crafter commands the leshys to stop fighting.

### LESHY CRAFTER

### CREATURE 5

UNIQUE CE SMALL LESHY PLANT

**Perception** +12; low-light vision

**Languages** Abyssal, Common, Druidic, Sylvan; *speak with plants* (trees only)

**Skills** Crafting +14, Nature +10, Occultism +13

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

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

**HP** 84

**Vitality Transfer** ➤ **Trigger** The leshy crafter would take damage. **Effect** The leshy crafter uses his mystical link to the Abyssal shard to redirect the damage to a willing leshy of lower level within 30 feet. If this leshy is reduced to 0 HP as a result of the damage, the leshy crafter takes any remaining damage.

**Speed** 25 feet

**Melee** ➤ razor-sharp leaf +14 (agile, finesse, sweep), **Damage** 2d6+6 slashing

**Ranged** ➤ thorn +14 (agile, thrown), **Damage** 2d4+6 piercing

**Claws from Below** ➤➤ The leshy crafter calls spiky roots that shoot up from the ground in the shape of Abyssal claws before retracting an instant later. This ability targets three 5-foot bursts within 30 feet. Each creature on the ground in an affected area takes 2d10 piercing damage (DC 22 basic Reflex save). A creature takes the same amount of damage no matter how many overlapping bursts it's caught in.

**Leech Materials** ➤➤ **Frequency** once per minute; **Effect** The leshy crafter calls forth materials and natural energies from the surrounding area, creating a brief vortex of flora and debris. Each non-plant creature within 10 feet of the leshy crafter takes 3d6 piercing damage and 3d6 negative damage, with a DC 22 basic Fortitude save. The debris cloud lasts until the leshy crafter's next turn; while the cloud lasts, all creatures within it become concealed, and all creatures outside the cloud become concealed to creatures within it.

## SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**16+ Challenge Points:** For every 4 Challenge Points beyond 16, add one hogweed leshy or plum leshy to the start of the encounter, keeping the number of each roughly equal (additional leshys still show up in later rounds as normal).

**32+ Challenge Points:** As above, and give all leshys 10 additional Hit Points.

### HOGWEED LESHY

### CREATURE 1

CE SMALL LESHY PLANT

**Perception** +7; low-light vision

**Languages** Abyssal; *speak with plants* (weeds only)

**Skills** Acrobatics +7, Athletics +6, Stealth +7

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

**AC** 17; **Fort** +10, **Ref** +7, **Will** +4

**HP** 20

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 2d6 poison damage (DC 17 basic Fortitude save).

**Speed** 30 feet, climb 25

**Melee** ➤ stalk +10 (agile, disarm, finesse, trip), **Damage** 1d6+5 bludgeoning plus burning sap

**Burning Sap** On a critical hit with a stalk Strike, the target takes 1d6 persistent fire damage.

**Tanglebloom** ➤➤ The leshy causes a burst of choking plants to sprout around themselves. The leshy's square and all adjacent squares become difficult terrain. Leshys can move through this terrain without impediment. The sprouts wither away after 1 hour.



# The Blooming Catastrophe

## PLUM LESHY

## CREATURE 1

CE SMALL LESHY PLANT

**Perception** +7; low-light vision

**Languages** Abyssal; *speak with plants* (trees only)

**Skills** Acrobatics +7, Athletics +6, Stealth +7

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

**AC** 17; **Fort** +4, **Ref** +10, **Will** +7

**HP** 20

**Virulent Burst** When a polluted leshy dies, they release a burst of toxic natural energy. Each living non-plant creature within 30 feet takes 2d6 poison damage (DC 17 basic Fortitude save).

**Speed** 25 feet

**Melee** ♦ claws +7 (agile, finesse), **Damage** 1d4+4 slashing

**Ranged** ♦ rotten fruit +11 (range 60 feet), **Damage** 1d6+2 bludgeoning plus bitter harvest

**Bitter Harvest** When a plum leshy hits with their rotten fruit Strike, the target must attempt a DC 17 Fortitude save.

**Critical Success** The target is unaffected and becomes temporarily immune to all plum leshys' bitter harvest for 1 hour.

**Success** The target is unaffected.

**Failure** The target is sickened 1. Once it succeeds at its save to recover from the sickened condition, it is immune to all plum leshys' bitter harvest for 1 hour.

**Critical Failure** As failure, plus the target also takes a -1 penalty on all saves to recover from the sickened condition for 1 hour.



# The Blooming Catastrophe

## APPENDIX 3: ART AND HANDOUT



**URWAL**



# The Blooming Catastrophe



**KAANA KORAG**



# The Blooming Catastrophe



**LESHY CRAFTER**





# The Blooming Catastrophe



## Handout #1: Urwal's Missive

Three months ago, the Green passed briefly beside the Stranger, the two in confluence for a half-turning of a moon. In Finadar's heart, the spirits run riot. Flesh and flower flow together, and bones walk on limbs of wood. Soon, the Child shall pass beneath the aegis of the Mother. The time is auspicious for the Pathfinders to fix what was broken.

Journey to Iobarian Mishkar. At the caravansary beneath, amid the stalls, you will find Jaldan, a shaman of Redpine. She will wait for you there until the moon turns once more. Do not dally.



# The Blooming Catastrophe

## GM REFERENCES

### TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### Chronicle Sheet

PCs who put a stop to the Abyssal pollution affecting the leshys of Finadar Forest gain the Finadar Leshy boon on their Chronicle Sheets. If the PCs don't put out the forest fire in area A, cross the *hunter's bane* and *vine arrow* off the Chronicle Sheet.

### TREASURE BUNDLES:

- ☐ ☐ Mishkar, page 6: 2 Treasure Bundles
- ☐ ☐ ☐ Redpine Camp, page 11: 4 Treasure Bundles
- ☐ Area B, page 13: 1 Treasure Bundle
- ☐ ☐ ☐ Area C, page 17: 3 Treasure Bundles



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_  
Location \_\_\_\_\_

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

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

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

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

Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
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Faction:			
Player Name:	Class	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
Character Name:	Org Play #:	Level	
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			<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy

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



# The Blooming Catastrophe

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# Pathfinder Society Scenario #1-15: The Blooming Catastrophe

Character Chronicle #

Herolab Code

L1P1

A.K.A.		- 2	
Player Name	Character Name	Organized Play #	Character #
Faction		Reputation	
Faction		Reputation	
Faction		Reputation	

## Adventure Summary

You set forth into Finadar Forest to investigate the strange events caused by Abyssal pollution, eventually finding a leshy crafter bewitched by a cyclopean monolith in the heart of the forest. One way or another, you freed the forest from the monolith's influence.

## Boons

**Finadar Leshy:** After the Abyssal influence was driven from Finadar Forest, some of its leshys set out into the wider world. You have gained access to the following background for all of your characters (include a copy of this Chronicle Sheet with any character who selects this background).

### FINADAR LESHY

### BACKGROUND

**Prerequisites** Leshy ancestry

You are a leshy from Finadar Forest, originally created under the corruption of a cyclopean monolith. Though the Pathfinder Society managed to sever the monolith's connection, freeing the forest and your people from its influence, you retain a trace, unnerving connection to the Abyss.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Abyssal Lore skill. You gain the Intimidating Glare skill feat.

## Items

## Purchases

### Items Sold / Conditions Gained

hunter's bane (level 2, 5 gp (discounted price)  
limit 3)  
beacon shot (level 3, 8 gp (discounted price)  
limit 5)


**TOTAL VALUE OF ITEMS SOLD**

Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared

vine arrow (level 3, 8 gp (discounted price) limit  
5)  
beacon shot (level 3, 8 gp (discounted price)  
limit 5)


**TOTAL COST OF ITEMS BOUGHT**

## Notes

## Downtime


## REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

## FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #