

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-20

Levels 5-8

**BREAKING THE
STORM: BASTION IN
EMBERS**

By Christopher Wasko



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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BREAKING THE STORM: BASTION IN EMBERS

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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, and *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Tiles: Darklands Fire Caves Expansion* and *Pathfinder Flip-Tiles: Forest Perils Expansion*

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

SCENARIO TAGS

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



METAPLOT

SUMMARY

The Decemvirate, the masked leaders of the Pathfinder Society, call their best agents together to request the assistance of a distant ally in Sarkoris. The heroes travel to the camp of the Farheaven Clan and discover the clan's leaders involved in a powerful ritual to cleanse a nearby forest. It's up to the Pathfinders to assist in the defense, holding out a section of the perimeter against demonic attackers. All the while, the heroes employ rare items that summon magically enhanced trees to assist in the defense. Unknown to the defenders, however, a third group is burrowing underneath the camp and threatens to bypass all the Farheaven Clan's cunning defenses.

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ADVENTURE BACKGROUND

The Farheaven Clan was one of the Sarkorian clans forced to flee in the wake of the Worldwound's cataclysmic birth. The nascent rift to the Abyss turned Sarkoris into a wasteland and the beachhead of a demonic invasion. The Farheaven Clan escaped east into the Norinor Forest of Iobaria, led by their patron god, Dolok Darkfur—an extraplanar being who takes the form of a bipedal feathered bear. Over a century after the Farheavens fled their homeland, the Worldwound was finally sealed. With assistance from the Pathfinder Society and their unexpected new allies, the Dragonskull goblins of Iobaria, the Farheaven Clan recently made the long journey back to Sarkoris to help reclaim their ancestral home.

Since their return to the western region of Sarkoris, near the Shudderwood Forest, the clan has contended with an afflicted environment, demonic stragglers, and all other manner of foulness. They've spent much of their time focusing on survival, occasionally reaching out to reestablish contact with other surviving or reborn Sarkorian clans. During this resettlement, Dolok Darkfur convinced his followers to take on a more active role and offered the Farheaven Clan's services in defending various sacred sites across the Sarkoris Scar.

Since requesting the Society's aid in securing several relics and remains from the barrows near the fallen city of Storasta, the Farheaven Clan has expanded its territory to the edge of the Forest of Embers. Formerly known as the Forest of Soldiers, Sarkorian refugees changed its name after witnessing its fate at the hands of cultists of Flauros, the demon lord of fire. Now the Forest of Embers is a mass of burnt, blackened trees and dry, ashen air.

Dolok believes that he, along with several powerful Sarkorian druids, can enact a ritual that would begin the process of revitalizing the devastated forest and purging it of demonic corruption. He has assembled a host and established a fortified camp at the edge of the Forest of Embers in hopes of performing his ritual. However, remaining servants of Flauros have learned of Dolok's

WHERE ON GOLARION?

Bastion in Embers begins in Absalom but quickly moves near the Forest of Embers in the Sarkoris Scar, the former site of the Worldwound. For more information on Sarkoris, see pages 32-33 of the *Pathfinder Lost Omens World Guide*.



efforts and have amassed to attack the Farheaven Clan's camp and stop Dolok's ritual.

In Iobaria, the Pathfinder Society has learned that a member of the Decemvirate has been taken over by the spirit of a long-dead cyclops worshipper of Urxehl, the demon lord of storms and disasters. What this spirit has planned remains unknown, but the Society knows it must free the Decemvirate member from possession. The Society has called in favors with the Farheaven Clan, whose experience living in Iobaria and working with extraplanar entities and spirits make them the most likely of all of the Society's allies to be able to remove the possessing spirit.

As the Society dispatches its agents, it doesn't realize that Dolok and the Farheaven Clan are already imperiled by the coming siege. Furthermore, unknown to both the Farheavens and the Pathfinders, the possessed member of the Decemvirate has learned of the Society's plans and sent agents to ensure the Farheaven Clan falls to the impending demonic assault!

BREAKING THE STORM: BASTION IN EMBERS

GETTING STARTED

The adventure begins at the top of an observation tower within Skyreach at the Grand Lodge in the city of Absalom. The PCs have responded to a summons from the Decemvirate themselves. As they wait, they have a few minutes to socialize over the impressive view of the city, just before sunset.

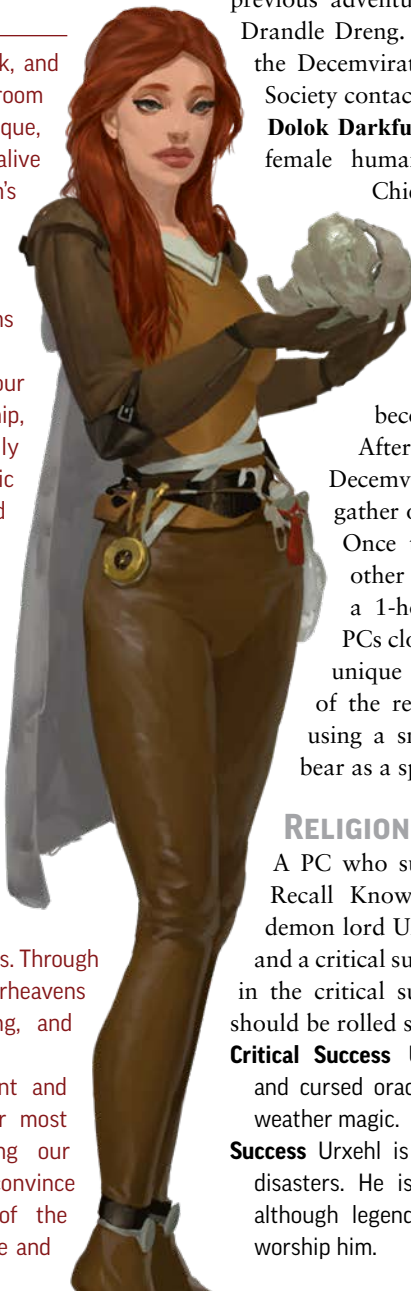
Read or paraphrase the following once the PCs are settled.

The door to the tower opens with a clunk, and eight cloaked figures stride into the room without ceremony. Each one wears a unique, intricately designed mask that seems alive with powerful magic. The turn to the room's center in unison as a ninth individual—Eliza Petulengro, the only unmasked member of the mysterious Decemvirate—enters and closes the door behind her. She quickly turns to address the gathering.

"Pathfinders, we have an emergency on our hands. Sapphire, a member of our leadership, has been possessed by an ancient and wholly evil spirit. Between this spirit's fiendish magic and Sapphire's subsumed knowledge and guile, we are struggling to get out ahead of whatever destruction this foul entity is concocting. What we do know is that the spirit is that of a cyclops demoniac who intended to summon the demon lord of storms, Urxehl, into our world."

Another member of the Decemvirate wearing a mask fitted with stag-like antlers speaks. "The summoning requires a rare ritual. We do not know how to counteract such unusual spellcraft, but we have an ally who does. Dolok Darkfur, the manifested god of the Farheaven Clan from old Sarkoris, should be able to assist us. Through Dolok and the god caller Nelket, the Farheavens connect to traditions of calling, binding, and communicating with extraplanar forces."

Eliza Petulengro pauses for a moment and then speaks again. "You are among our most experienced Pathfinder agents following our Society's recent losses. We need you to convince Dolok Darkfur and Godcaller Nelket of the Farheaven Clan to help us rescue Sapphire and put a stop to this spirit's machinations. We can teleport you near to the Farheaven settlement, where I'm confident you'll be warmly received.



ELIZA PETULENGRO

The Society has come to the Farheaven's aid several times in the past few years, so you should be able to convince them to return the favor. This mission is time-sensitive, and the integrity of the Decemvirate, if not the safety of the world, depends on your success. Are you ready?"

The Decemvirate remain tight-lipped about Sapphire's identity, though the PCs may already know from previous adventures that Sapphire is Venture-Captain Drandle Dreng. If the PCs ask for more information, the Decemvirate give the PCs the names of known Society contacts in the Farheaven community besides **Dolok Darkfur** (LG male eidolon) and **Nelket** (NG female human godcaller). These names include:

Chief **Dragbog** (N male goblin chieftain) of the Dragonskull goblin tribe, an Iobarian elf named **Cenenviel** (N male elf shaman), and **Jaldan** (NG female centaur apprentice shaman), a centaur who joined the Pathfinder Society about a year ago and has become an ambassador of sorts.

After answering any questions, the Decemvirate afford the PCs a moment to gather or purchase any items they might need. Once the PCs are ready, Eliza and several other members of the Decemvirate perform a 1-hour teleportation ritual to whisk the PCs close to the Farheaven encampment. This unique ritual ties into magical undercurrents of the region, homing in on Dolok's location using a small amethyst figurine of a feathered bear as a special focus.

RELIGION (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check to Recall Knowledge might know more about the demon lord Urxehl. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember, these checks should be rolled secretly.

Critical Success Urxehl's faithful include storm druids and cursed oracles, who both commonly wield fire and weather magic.

Success Urxehl is the demon lord of storms and natural disasters. He is widely hailed as the father of trolls, although legends say that he despises the trolls that worship him.

Critical Failure As befitting Urxehl's status as a demon lord, his minions often use negative energy to destroy their foes.

BREAKING THE STORM: BASTION IN EMBERS

HERO POINTS

Once the PCs are ready to be teleported, remind the players that they each have 1 Hero Point available.

FARHEAVEN CAMP

The Decemvirate's ritual teleports the PCs near the Farheaven's encampment. Here, the PCs quickly realize that the Sarkorians have their own problems at hand. Read or paraphrase the following.

The setting sun casts a blood-red light over the Farheaven camp. A wall of dark, smoky clouds fills the western skyline, hovering over an entire forest of burnt trees. Farheaven warriors rush to sharpen spears and string bows, gathering at a network of west-facing earthworks resembling a battlefield more than a settlement. Amid the commotion, a human woman approaches. "Pathfinders, your timing is impeccable as always. I know our people owe you so much already, but could you lend us your aid once more?"

The woman is Nelket, the spiritual leader for the Farheaven Clan, who some of the PCs may already know from past adventures. She explains that the Farheaven's god Dolok Darkfur and several Sarkorian druids have begun a ritual to help restore the land scorched by the demons of the Worldwound, and that the ritual triggered a backlash from the dormant evil in the forest. The tribe is hastily preparing to repel a siege while Dolok completes the ritual, which should begin the forest's healing and start to cleanse the fiends' corruption. She answers the PCs' questions promptly.

What's happening? "We're about to come under attack! Dolok's ritual to heal the forest has provoked a horde of demons and their allies that had lain dormant within the forest. We need to protect the ritual casters and the vulnerable until the spell is complete at sunrise."

Can we speak to Dolok Darkfur? "He is presently leading the ritual that will restore this blasted land. I'm sure he would love to speak with you, but first we have to stop those demons from killing him... and us."

Can you help us rescue a Decemvirate member? "One of your leaders is in danger too? These truly are perilous times. I'm certain Dolok will be eager to help you after all you've done for us. I know I am. But we have to stop this attack first. We can't help you if we're dead."



NELKET

What's attacking you? "Latent evils left over from the Worldwound. Given where we are, I'm guessing they are minions of Flauros, the demon lord of fire."

What is this place? "The Forest of Soldiers. At least, that's what we called it before we fled Sarkoris. Servants of Flauros burned it a hundred times over with Abyssal fire. Now people call it the Forest of Embers. This is where Dolok decided we would rebuild our legacy, starting by bringing the forest back to life."

DOLOK TREES

When the PCs agree to help the Farheaven Clan fend off the impending invasion, Nelket sighs with audible relief and counts her blessings for the unexpected reinforcements. She then reaches into her satchel and pulls out several multihued feathers. She explains that these feathers are straight from Dolok Darkfur's own plumage, and they can be used to help secure the camp's perimeter. She gifts each PC one feather, shows them how to use it, and then points them to where their help is most needed, encouraging them to use the feathers before the demons arrive.

These unique magical feathers, *Dolok feathers*, create Dolok trees: stationary, mindless creatures that help the PCs repel the oncoming attackers. By burying the feather up to a certain hue of the plumage, each PC can conjure a Dolok tree with leaves of one specific color: blue, brown, red, or violet. Each PC's tree acts on its planter's initiative and is rooted to the square where it is planted.

Dolok trees are detailed in **Handout 1** (for Levels 5–6) and **Handout 2** (for Levels 7–8), which should be given to the players at this time. The trees follow the set routine described in the handout and don't require the PCs to spend actions to command them; as a result, the trees are factored into the PCs' overall strength when determining encounter difficulty.

A *Dolok feather* can be restored to feather form once as long as the Dolok tree it sprouted wasn't completely destroyed, by using a three-action incantation that Nelket teaches each of the PCs. Restoring the tree to its original feather form immediately repairs any damage the tree has taken and allows for the feather to transform into a fully functioning Dolok tree one more time.

BREAKING THE STORM: BASTION IN EMBERS

A. CAMP PERIMETER

Nelket directs the PCs to the camp's western front, charging them with holding the line from the oncoming fiendish forces. Read or paraphrase the following.

A churning current of primal water, conjured by Dolok Darkfur's ongoing ritual, rushes along a crooked trench at the edge of the Farheaven encampment. Sapling trees and fragile underbrush bloom gradually but visibly within the borders

of the mystical river, breaking the blasted earth with spots of green and the faint creak of growing stems and trunks. In stark contrast, the older trees beyond the river stretch their splintered, ashen branches like flayed fingers toward a soot-choked sky. Any plants rejuvenated by their proximity to the water continuously burst into flame like embers newly doused with oil.

The Farheaven Clan's tents housing wounded soldiers and noncombatants stand only a few yards east of this battlefield. The PCs must keep any attackers from reaching the two trails leading off the map to the east, or from slipping down the 15-foot deep well into a tunnel that stretches even further into the camp. If a creature reaches either of these locations, the PCs can attempt to defeat the enemy creature before its next turn; otherwise, it tears into the camp and causes lasting damage as long as it has at least one action available to Stride (see Development at the end of each encounter).

The PCs can plant their Dolok trees in any square on the map they choose, although squares that are underwater or ablaze could pose a risk. Each Dolok tree fills a 5-foot square, stands 60 feet high, and functions as a mindless creature that assists the PCs. The PCs begin each encounter standing wherever they choose on the battlefield, with some possible limitations depending on their surveying efforts.

Terrain: Each square of undergrowth is difficult terrain that provides standard cover and grants the concealed condition to creatures within it. If a square of undergrowth takes 5 or more fire damage from a single effect, it only grants lesser cover and doesn't provide concealment for one minute. The rock formation in the southeast corner provides greater cover against effects passing through it.

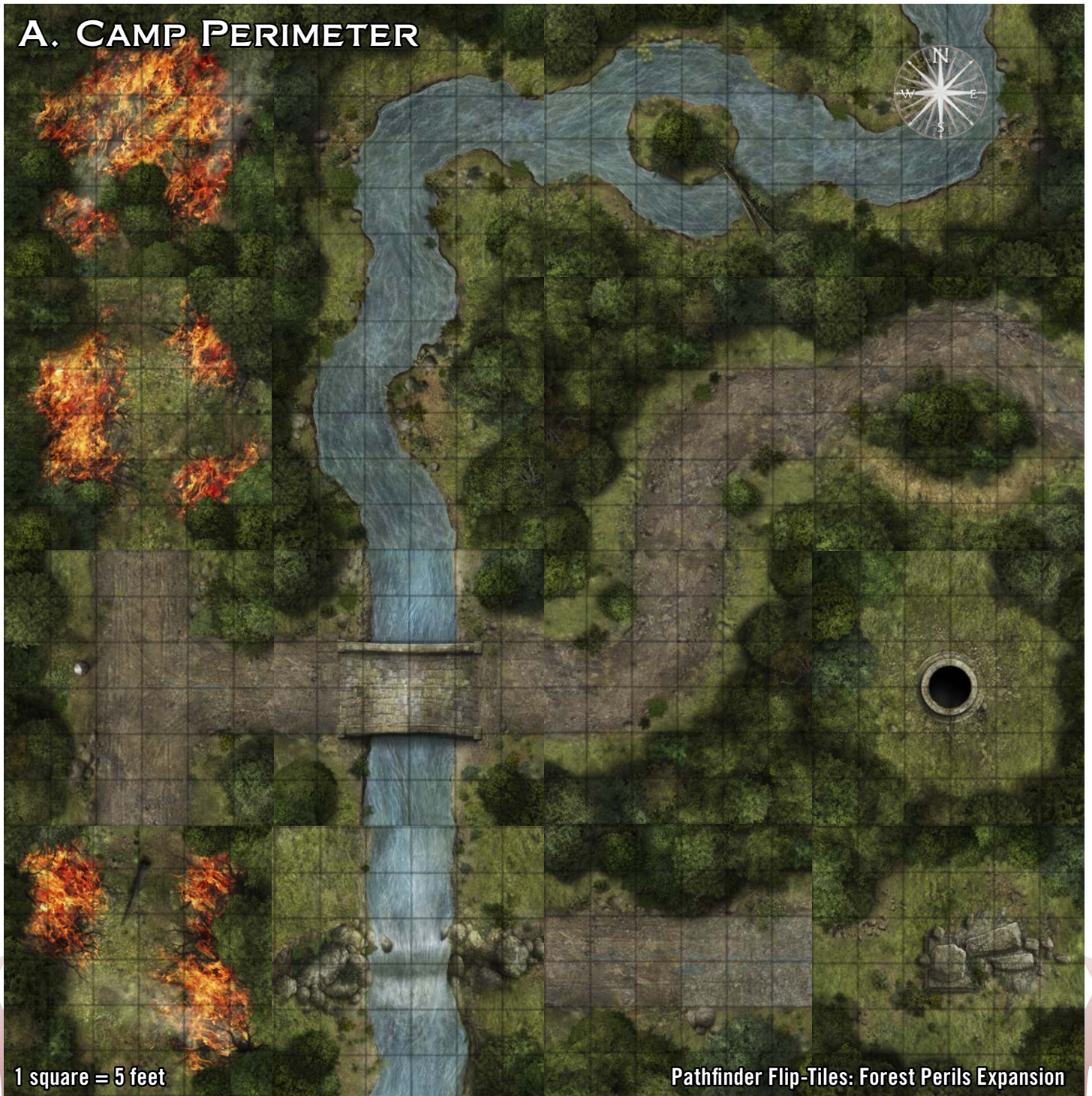
The river is 5 feet deep and flows south. Swimming in the flowing water requires successful DC 15 Athletics checks. The river is difficult terrain for creatures Swimming against the current, and a creature ending its turn in the water moves 10 feet in the current's direction. This forced movement stops at the waterfall, which drops 10 feet into calmer waters. The land adjacent to these calmer waters is muddy and sloped, making it difficult terrain. Creatures with the fire trait take 2d6 cold damage every time they begin their turn partially or fully submerged in the magical water. Plumes of smoke block the night sky, shrouding the entire battlefield in darkness (except where there's fire; see page 8).



DOLOK TREE

BREAKING THE STORM: BASTION IN EMBERS

A. CAMP PERIMETER



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Fire: The trees on the western side of the river are caught between the renewing energy of Dolok's ritual and the destructive power of Flauros's influence, trapped in a state of perpetual burning. Each square of fire is difficult terrain that sheds light like a torch and deals 2d6 fire damage to any creature that begins its turn inside it, or 1d6 fire damage to each creature Striding through it or beginning its turn adjacent to or less than 20 feet above it. The air within and above the fire is also filled with smoke, granting all creatures within or beyond it the concealed condition and requiring creatures within it to hold their breath. Those who breathe the smoke must succeed on a DC 20 Fortitude save or become sickened 1. Creatures who become sickened from the smoke cannot attempt to remove the condition until they exit the smoke. A creature who critically fails this Fortitude save is also slowed 1 for 1 round due to coughing.

EVENT 1: FIRES OF FLAUROS MODERATE

A gurgling shriek from the smoky darkness and the roar of a signal horn from Farheaven scouts portend the first assault after sunset. Up to two PCs can prepare the group for the attack by surveying the battlefield using separate DC 22 Perception checks (DC 25 for Levels 7–8; these are secret checks). If a scouting PC uses a spell that is particularly suited to the task, they automatically succeed at their Perception check (for a chance at a critical success, they must still roll the check). Other PCs can attempt to Aid one of the scouts with Perception or with skills such as Athletics to climb a tree for a better view, Scouting Lore to check things out from a blind, Stealth to sneak ahead for a closer look, or Survival to navigate the blasted terrain. If the players suggest alternate inventive skill uses that make sense for this encounter, then feel free to allow them. PCs dependent on light sources for visibility take a –2 penalty to their checks to Aid.

If the first surveying PC succeeds at their Perception check, they can relay a description of the oncoming attackers; attempt Recall Knowledge checks to identify them prior to battle; and enable other PCs to also attempt Recall Knowledge checks at a –2 penalty based upon the surveying PC's description. If a PC critically succeeds, they have time to provide a particularly thorough description and answer questions, and other PCs don't take a penalty on their Recall Knowledge checks prior to battle. A PC who critically fails at this check mischaracterizes the attackers, can't attempt a Recall Knowledge check prior to combat, and confuse themselves and their allies with their inaccurate descriptions, imposing a –2 penalty to all Recall Knowledge checks that the PCs make about the attackers during combat.

If the second surveying PC succeeds at their Perception

check, they discern that the attackers are moving towards the bridge over the river. If they critically succeed, the PCs are able to predict when the battle will begin and gain a +1 circumstance bonus to their initiative rolls. A PC who critically fails at this check delays in sharing the information; any PC who hasn't yet planted their Dolok tree loses their chance to do so before the encounter begins and must conjure it using an action during the encounter, while any PC who has already planted their Dolok tree takes a –1 circumstance penalty to their initiative roll.

Use the map on page 7 for this encounter.

Creatures: A band of brimorak demons—fire-loving creatures naturally drawn to Flauros—lead the charge against the Farheaven camp. They open with their *fireball* spells and try to use at least one action per turn Striding toward the camp. If reduced to 10 HP or fewer, they use *dimension door* to flee the battlefield.

For Levels 7–8, a gang of salamanders—Flauros's favored servants—lead the charge. These violent elementals close into melee range and fight to the death, only approaching the camp if there are no targets within their reach. All creatures in this wave begin in squares at the westernmost edge of the map, and they all approach via the bridge unless met with overwhelming resistance there, always trying to avoid the river and its harmful waters. All of the enemies prefer to attack the PCs rather than the Dolok trees, but they include the trees in area attacks and attack the trees if there are no PCs in range.

LEVELS 5–6

BRIMORAKS (3)

CREATURE 5

Page 15, art on page 21

LEVELS 7–8

BRIMORAKS (2)

CREATURE 5

Page 18, art on page 21

SALAMANDERS (2)

CREATURE 7

Page 18

Development: After this wave of attackers falls, the PCs have 12 minutes to prepare for the next wave. If none of the attackers reached the Farheaven camp, Dolok's ritual persists uninterrupted, releasing a wave of cleansing energy that causes all PCs and trees to regain 20 Hit Points (40 Hit Points for Levels 7–8). If any attackers successfully reached the camp, the PCs have to hunt each down as it wreaks havoc among the defenseless Sarkorians: all PCs take damage as though

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from one successful Strike by the creature, and they lose 1 minute of their preparation time; the PCs can use resources to recover lost Hit Points between these hunts.

Before the next wave begins, PCs can transform Dolok trees that have not been completely destroyed back into their feather forms to move them and restore them to full strength. Before doing so, they may wish to stand near the violet Dolok tree to receive additional healing to help bring them to full Hit Points.

EVENT 2: ASHEN HUNTERS SEVERE

A second signal horn blast alerts the perimeter guards of more oncoming attackers. Once again, up to two PCs can prepare the group for the attack by surveying the battlefield, using all the same skills as they could in **Event 1**. The second survey attempt is harder because of the attackers' superior Stealth, requiring a DC 25 Perception check (DC 28 for Levels 7–8).

If the first surveying PC succeeds at their Perception check, they describe the oncoming hostiles as ash-gray hounds that appear to be unimpeded by the rough terrain. A PC who critically succeeds at this check reveals that the hounds are clearing the river and approaching from all directions, granting all PCs a +1 circumstance bonus to their initiative rolls. A PC who critically fails at this check is exposed to the relevant beast's Bay ability just prior to combat.

If the second surveying PC succeeds at their Perception check, they spot several humanoid figures approaching alongside the hounds, using the smoke and burning trees to shroud their advance. A PC who critically succeeds at this check relays that the figures are armed with longbows and axes, and they don't appear to be hindered by fire. A PC who critically fails at this check gets spotted by the hunters, allowing one ash archer to use Hunt Prey against that PC prior to combat.

Use the map on page 7 for this encounter.

Creatures: The humanoid attackers are ash archers: tiefling rangers of iruxi descent bearing soot-black scales mapped with glowing red veins like barely-contained lava, a visage reminiscent of their patron. The archers begin in squares at the westernmost edge of the map and gradually approach the camp using combinations of Hunt Prey, longbow Strikes (preferably targeting their prey), Stealth checks, and Strides through the undergrowth. If

they encounter a Dolok tree, they go out of their way to attack it using their axe; otherwise, they make consistent progress toward the camp. The archers receive support from their hunting partners: yeth hounds. For Levels 7–8, these hounds are a ferocious cousin of yeth hounds called yeth warbeasts. The hounds begin in squares along any edge of the map other than the eastern edge. They lack the archers' discipline and focus their aggression against the PCs, only approaching the camp if there are no valid targets to attack on the battlefield. The yeth creatures



ASH ARCHER

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adamantly refuse to enter areas of bright light created by violet Dolok trees. All of these attackers fight to the death until they reach the camp.

LEVELS 5–6

YETH HOUNDS (2)

CREATURE 3

Page 16, art on page 22

ASH ARCHERS (3)

CREATURE 5

Page 16, art on page 22

LEVELS 7–8

ASH ARCHERS (2)

CREATURE 5

Page 19, art on page 22

YETH WARBEASTS (3)

CREATURE 7

Page 19

Development: As with the first wave, the PCs have to hunt down each creature that reaches the camp as it sows chaos and tries to disrupt Dolok's ritual. Each of the PCs takes damage as though from one successful Strike by each creature that reaches the camp. Nelket eventually arrives and gets the situation under control if the PCs are unable to contend with the remaining threats.

Furthermore, every two enemy creatures that reach the camp worsen the results of all PC skill checks when interacting with one random NPC at the camp (see **A Moment's Rest**, below) by one degree of success, as that NPC is wounded and irate at the PCs' failure to hold the line.

A MOMENT'S REST

With the initial waves of attackers repelled, the PCs have an opportunity to rest. The Sarkorian druids encourage the PCs to leave the Dolok trees as a bulwark in case of a surprise attack but otherwise return to camp to recover their strength. The Farheaven warriors are wounded and tired, but strangely exhilarated and upbeat. According to some of the veteran fighters, who remember the endless waves of demons pouring from the Worldwound that originally drove them from their lands, this relatively sparse attack feels much more winnable.

The PCs have 1 hour to recover. During this time, they can assist some of the Farheaven leaders around the camp. Interacting with one NPC takes 20 minutes (30 minutes for groups of 5 or more PCs). A PC can't interact with a given NPC more than once. The DC of all non-Lore skill checks is 20 (DC 23 for Levels 7–8). The DC is instead 18 for Lore skills (DC 21 for Levels 7–8).

CENENVIEL

The elf druid Cenenviel, a longtime ally of the Farheaven Clan, examines the



DOLOK DARKFUR

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length of the charred land and how the ritual is actively restoring it. A PC can assist the druid with a successful Athletics, Forest Lore, or Survival check.

Critical Success As success, but a second PC also receives the benefit.

Success Cenenviel's insight grants the PC a +2 circumstance bonus to all checks made while scouting prior to **Event 3**.

Critical Failure The PC struggles to keep pace with the elf, gaining the fatigued condition for the remainder of the adventure.

DOLOK DARKFUR

Dolok Darkfur has been maintaining the ritual for some time and could use some assistance to allow him to rest for a moment. A PC can help the Farheaven god with a successful Nature, Occultism, or Sarkoris Lore check.

Critical Success As success, but a second PC also receives the benefit.

Success Participating in the ritual attunes the PC to the healing land, granting them fire resistance 10 that only applies to fire damage dealt by environmental fire, not creature attacks or abilities.

Critical Failure The interference the PC causes to the ritual renders the PC sensitive to fire. The next time the PC takes fire damage during this adventure, they take an additional 1d6 persistent fire damage.

DRAGBOG

Chief Dragbog of the Dragonskull goblins struggles with writing a new song that captures the tricks of how to fight fire demons. A PC can help inspire him with a successful Demon Lore, Performance, or Society check.

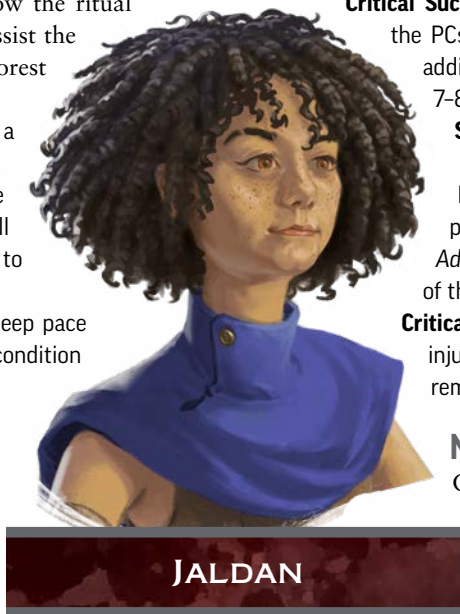
Critical Success As success, but one scroll is heightened to 3rd level (4th level for Levels 7–8).

Success Dragbog gifts his fellow songwriter with three copies of the "lyrics" (actually just tonal markings on tattered papers). These function as *scrolls of sound burst*. These scrolls are heightened to 3rd level for Levels 7–8.

Critical Failure The lyrics reinforce just how daunting the battle truly is. The PC becomes frightened 2 at the start of **Event 3**.

JALDAN

The young centaur Pathfinder reinforces weak points in the Farheaven camp with various traps and snares. A PC can help her complete her work with a successful Crafting, Scouting Lore, or Thievery check.



Critical Success As success, but Jaldan also gives the PCs four moderate thunderstones (and one additional piece of ammunition for Levels 7–8).

Success Jaldan gifts the PC some leftover materials: four moderate acid flasks. For Levels 7–8, she also gives them one piece of *freezing ammunition* (Pathfinder Advanced Player's Guide 257) for a weapon of their choice.

Critical Failure The PC sets off a trap and injures their foot, becoming clumsy 1 for the remainder of the scenario.

NELKET

God caller Nelket tends to the wounded and frightened Farheaven noncombatants. A PC can support her work with a successful Diplomacy, Medicine, or Herbalism Lore check.

Critical Success As success, but the PCs receive twice as many potions or elixirs.

Success Nelket repays the PC's kindness with 3 *lesser healing potions*. For Levels 7–8, these are lesser elixirs of life instead.

Critical Failure The PC exposes themselves to an herbal blood thinner. The next time the PC takes piercing or slashing damage during this scenario, they take an additional 1d6 persistent bleed damage.

B. BENEATH THE CAMP

As the hour of rest concludes, the ground suddenly shakes. Those within the camp begin to once again move to attention at key points. Cenenviel alerts the Sarkorians and Pathfinders that the tremors were not normal seismic activity: something is approaching the camp from underground! As horn blasts from the perimeter herald another impending attack, Nelket scowls and tells the PCs to descend below the camp and stop these subterranean hostiles while the Farheaven Clan members hold the line on the surface. Two Sarkorian druids use *shape stone* to open a passage into the Darklands before joining the Farheaven warriors.

Scouting: As the PCs descend into the Darklands, they can attempt to anticipate the upcoming challenges. Each PC can attempt one check during the descent (either a Perception or Survival check or an attempt to Aid). If multiple PCs attempt the same check, use the best result.

PERCEPTION

A PC who succeeds at a DC 22 Perception check (DC 25

BREAKING THE STORM: BASTION IN EMBERS

B. BENEATH THE CAMP

PCs start
here



R

R

R

R

Q

1 square = 5 feet

R = Dolok tree root
Q = Clouded Quartz
Pathfinder Flip-Tiles: Darklands Fire Caves Expansion

BREAKING THE STORM: BASTION IN EMBERS

for Levels 7–8) can scout ahead into the tunnels. A PC can attempt to Aid the scouter using Stealth or Scouting Lore. This check should be rolled secretly.

Critical Success These tracks resemble those of a larger creature, like a specific type of troll. Any PC may attempt to Recall Knowledge about cavern trolls prior to combat.

Success There are several claw gouges in the stone, indicating that something is tunneling through solid rock.

Critical Failure These are the tracks of a crimson worm, an overwhelming foe! Each PC becomes frightened 1 at the start of

the encounter (this stacks with Dragbog's critical failure effect during **A Moment's Rest**).

SURVIVAL

A PC who succeeds at a DC 22 Survival check (DC 25 for Levels 7–8) can understand the nature of the terrain. Another PC can attempt to Aid using Nature or Underground Lore. This check should be rolled secretly.

Critical Success The airflows are unnaturally strong and erratic for normal heat release, suggesting that storm magic is at work. If the PCs didn't already attempt to Recall Knowledge about Urxehl and his servants (see **Getting Started**), they can do so now. PCs who succeeded at this Recall Knowledge check suspect that his forces might be present.

Success The swift-moving air suggests pressure from a volcanic vent. Standing next to or flying over lava causes minor fire damage, worsened when light creatures walk on the molten stone. Heavy creatures that fall or sink into lava suffer much more lethal burns.

Critical Failure The PC steps in lava, taking 2d6 fire damage during an ill-advised test of the terrain.

EVENT 3: URXEHL'S SAPPERS SEVERE

The passage below the Farheaven camp funnels Flauros's pyroclastic flows out of Sarkoris. The narrower tunnels have 15-foot ceilings, while the lava river passage has 25-foot ceilings.

Use the map on page 12 for this encounter.

Lava: Creatures who move adjacent to or fly anywhere above a square with lava take 1d6 fire damage, which reoccurs every round the creature begins its turn in such a space (this includes walking on the stepping stones to the east). Creatures standing in the lava take 8d6 fire damage instead. Creatures with the Throw Rock ability that are adjacent to lava can take 1d6 fire damage to pick up and throw a hot rock, adding 1d6 fire damage to their rock Strikes.

Trees: At the start of the encounter, the ceiling bursts open with the roots of any Dolok trees that were still functional at the end of **Event 2**. These roots are 10-foot tall obstacles emerging from the ceiling, and they form in the marked squares. Apart from their change in height and their emergence from the ceiling, the roots function identically to the Dolok trees from which they grew. For groups of more than 4 PCs, add any additional trees beyond the fourth to squares directly above lava. Roots that hang directly above the lava take 1d6 fire damage each round.



CLOUDED QUARTZ

BREAKING THE STORM: BASTION IN EMBERS

Creatures: Urxehl's accursed champion—a cavern troll called Clouded Quartz—leads the subterranean assault. Desperate to appease her demonic patron, who grants her magical power at a terrible cost, Clouded Quartz traversed miles of tunnels through Nar-Voth. She seeks to realize her visions of bringing doom to the Farheaven Clan, now burrowing through sheer stone to reach her objective.

At the start of the combat, the tunnel depicted at the south end of the map has not yet been dug. Clouded Quartz begins the encounter in the marked square and tries to burrow to the surface using her rock tunneler ability while her allies protect her. Every 30 feet she burrows manifests as one more exposed tile of tunnel. She normally uses two actions to Cast a Spell or attack and one action to tunnel, but she may adapt her actions based on the PCs' interference, such as only attacking if confronted by melee threats or only tunneling if she loses her line of effect to the PCs. If Clouded Quartz tunnels 100 feet—10 feet off the western edge of the map's southern tunnel—she reaches the surface and attacks the Farheaven camp 1 round later unless the PCs stop her.

Her allies are two cavern trolls who have been physically weakened by the constant need to regenerate fire damage dealt by standing near lava; for Levels 7–8, the cavern trolls haven't been forced to regenerate long enough for it to tire them. Place one troll to the north of the lava and the other to the south; when adding trolls to scale the encounter, divide the trolls roughly evenly between the sides.

LEVELS 5–6

SCORCHED CAVERN TROLLS (2)

CREATURE 4

Page 17, art on page 23

CLOUDED QUARTZ

CREATURE 7

Page 17, art on page 23

LEVELS 7–8

CAVERN TROLLS (2)

CREATURE 6

Page 20, art on page 23

CLOUDED QUARTZ

CREATURE 9

Page 20, art on page 23

Development: Once the PCs defeat Clouded Quartz and her allies, they've completed their defense of the Farheaven Clan. Unless the PCs head up on their own, shortly after their success, several druids from above come down to explain that the surface attack has been broken. The PCs can return to the surface to meet with the leaders of the Farheaven Clan.

CONCLUSION

Soon after the PCs defend the Farheaven camp from below, dawn breaks. The Sarkorians beat back the rest of the fiendish attackers, and Dolok Darkfur completes his ritual, fully restoring a natural vibrancy to the soil within the camp. Beyond the borders of the river, the profane fires die down, and some small shoots break through the blackened topsoil for the first time in generations.

The idolon meets with the PCs shortly after, thanking them for their aid in repelling the demons and pledging his support to saving the possessed Decemvirate member. He invokes the many debts the Farheaven Clan owes the Pathfinder Society and expresses an eagerness to repay them for their past and present support.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they stop at least half of the attackers from reaching the Farheaven camp. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they stop all the attackers from reaching the Farheaven camp. Doing so earns each PC 2 Reputation with their chosen faction.

BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 1: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1: FIRES OF FLAUROS (LEVELS 5-6)

BRIMORAKS (3)

CREATURE 5

CE SMALL DEMON FIEND

Perception +12; darkvision, smoke vision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 60 ft.

Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn’t impair a brimorak’s vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak’s boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ♦ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

Melee ♦ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 21; **4th** *dimension door*; **3rd** *dispel magic*, *fireball*; **Cantrips (3rd)** *produce flame*

Rituals DC 21; *Abyssal pact*

Breath Weapon ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can’t use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting the area, until it’s cleaned up or

SCALING EVENT 1

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one weak brimorak to the encounter.

12-13 Challenge Points: Add one elite brimorak to the encounter.

14-15 Challenge Points: Add two brimoraks to the encounter. Apply the elite adjustment to one brimorak.

16-18 Challenge Points (5+ players): Add three brimoraks to the encounter.

the brimorak is able to use their Breath Weapon again, whichever comes first.

Flaming Weapon (divine, evocation, fire) A brimorak’s hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don’t have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike above).

Fume ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

BREAKING THE STORM: BASTION IN EMBERS

EVENT 2: ASHEN HUNTERS (LEVELS 5-6)

YETH HOUNDS (2)

CREATURE 3

CE MEDIUM BEAST FIEND

Perception +9; darkvision, scent (imprecise) 30 feet

Languages Abyssal; (can't speak any language)

Skills Acrobatics +8, Athletics +9, Stealth +10, Survival +8

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

AC 18; **Fort** +9, **Ref** +12, **Will** +12

HP 55; **Weaknesses** silver 5

Speed 40 feet; *air walk*

Melee ♦ jaws +11, **Damage** 1d8+6 piercing plus 1d6 evil, Knockdown, and sinister bite

Divine Innate Spells DC 20; **Constant (4th)** *air walk*

Bay ♦♦♦ (auditory, concentrate, divine, enchantment, fear, mental) The yeth hound emits an unearthly howl audible up to 300 feet away. Any non-fiend creature that hears the howl must succeed at a DC 20 Will save or become frightened 1. Any creature that critically fails and is within 60 feet of the yeth hound is instead frightened 3 and fleeing for 1d4 rounds (or until it recovers from its frightened condition). Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Bay for 24 hours.

Sinister Bite A good creature bitten by a yeth hound must attempt a DC 20 Will save. On a critical success, the creature is temporarily immune to sinister bite for 1 minute. A creature that fails becomes frightened 1, or increases the value of its frightened condition by 1 if already frightened.

SCALING EVENT 2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Apply the elite adjustment to the yeth hounds.

12-13 Challenge Points: Add one ash archer and one yeth hound to the encounter.

14-15 Challenge Points: Add one ash archer and one yeth hound to the encounter. Apply the elite adjustment to all of the yeth hounds.

16-18 Challenge Points (5+ players): Add two ash archers to the encounter. Apply the elite adjustment to all of the yeth hounds.

ASH ARCHERS (3)

CREATURE 5

UNCOMMON CE MEDIUM HUMANOID LIZARDFOLK TIEFLING

Perception +15; low-light vision

Languages Abyssal

Skills Acrobatics +11, Athletics +13, Nature +9, Stealth +13, Survival +9

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

Items battleaxe, composite longbow (100 arrows), leather armor

AC 22; **Fort** +10, **Ref** +13, **Will** +9

HP 78; **Resistances** fire 5

Speed 25 feet

Melee ♦ battleaxe +15, **Damage** 1d8+6 slashing

Melee ♦ claw +15 (agile), **Damage** 1d4+6 slashing

Ranged ♦ composite longbow +15 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing

Hunt Prey ♦ (concentrate) The ash archer designates a single creature they can see and hear, or one they're Tracking, as their prey. The archer gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the archer hits the designated prey in a round, they deal an additional 1d8 precision damage. The archer also ignores the penalty for making ranged attacks within their second range increment. These effects last until the archer uses Hunt Prey again.

BREAKING THE STORM: BASTION IN EMBERS

EVENT 3: URXEHL'S SAPPERS (LEVELS 5-6)

SCORCHED CAVERN TROLLS (2)

CREATURE 4

RARE **CE** **LARGE** **EARTH** **GIANT** **TROLL**

Perception +11; darkvision

Languages Jotun, Undercommon

Skills Athletics +13, Intimidation +12

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

AC 19; **Fort** +14, **Ref** +10, **Will** +6

HP 80; regeneration 15 (deactivated by acid or sonic);
Immunities bleed

Sunlight Petrification If exposed to direct sunlight, a cavern troll immediately becomes slowed 1 and can't use reactions or Trample. The slowed value increases by 1 each time the cavern troll ends their turn in sunlight. If the cavern troll's actions are reduced to 0 in this way, they become petrified until they spend at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight can't petrify a cavern troll, but the troll is slowed 1 for 1d4 rounds after being exposed to such an effect.

Attack of Opportunity ↻

Catch Rock ↻

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ✦ jaws +13 (reach 10 feet), **Damage** 2d10+5 piercing

Melee ✦ claw +13 (agile, reach 10 feet), **Damage** 1d12+5 slashing

Ranged ✦ rock +13 (brutal, range increment 120 feet),
Damage 2d6+5 bludgeoning

Rend ✦ claw

Rock Tunneler A cavern troll can burrow through solid stone at a Speed of 10 feet. They can leave a tunnel if they desire.

Throw Rock ✦

CLOUDED QUARTZ

CREATURE 7

UNIQUE **CE** **LARGE** **EARTH** **GIANT** **TROLL**

Perception +16; darkvision, tempest sight

Languages Abyssal, Jotun, Undercommon

Skills Athletics +17, Intimidation +17, Nature +14, Religion +14

Str +6, **Dex** +2, **Con** +6, **Int** -2, **Wis** +3, **Cha** +4

Tempest Sight Clouded Quartz can see perfectly through wind and water. She never takes penalties to Perception from wind, rain, fog, or other precipitation, or from looking through water or being underwater, and such conditions don't cause anything to be concealed from her.

AC 23; **Fort** +18, **Ref** +15, **Will** +16

HP 145; regeneration 20 (deactivated by acid or sonic);
Weaknesses electricity 5; **Immunities** bleed; **Resistances** fire 5

Perpetual Storm Aura (air, aura, water) 10 feet. Clouded Quartz is surrounded by a perpetual storm. The whirling winds impose a -2 circumstance penalty on ranged attack

SCALING EVENT 3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one scorched cavern troll to the encounter.

12-13 Challenge Points: Add two scorched cavern trolls to the encounter.

14-15 Challenge Points: Remove one scorched cavern troll, and add three elite scorched cavern trolls to the encounter.

16-18 Challenge Points (5+ players): Add three elite scorched cavern trolls to the encounter.

rolls using physical ammunition that target her or originate from her.

Sunlight Petrification If exposed to direct sunlight, Clouded Quartz immediately becomes slowed 1 and can't use reactions or Trample. The slowed value increases by 1 each time she ends her turn in sunlight. If Clouded Quartz's actions are reduced to 0 in this way, she becomes petrified until she spends at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight can't petrify Clouded Quartz, but she's slowed 1 for 1d4 rounds after being exposed to such an effect.

Attack of Opportunity ↻

Catch Rock ↻

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ✦ jaws +17 (reach 10 feet), **Damage** 2d10+8 piercing

Melee ✦ claw +17 (agile, reach 10 feet), **Damage** 2d8+8 slashing

Ranged ✦ rock +17 (brutal, range increment 120 feet),
Damage 2d8+8 bludgeoning

Divine Spontaneous Spells DC 23, attack +15; **3rd** (3 slots) *blindness*, *chilling darkness*, *fear*; **2nd** (3 slots) *dispel magic*, *faerie fire*, *silence*; **1st** (3 slots) *create water*, *gust of wind*, *sanctuary*; **Cantrips (3rd)** *chill touch*, *divine lance*, *electric arc*, *shield*, *sigil*

Rend ✦ claw

Rock Tunneler Clouded Quartz can burrow through solid stone at a Speed of 10 feet. She can leave a tunnel if she desires.

Throw Rock ✦

BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 2: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

EVENT 1: FIRES OF FLAUROS (LEVELS 7-8)

BRIMORAKS (2)

CREATURE 5

CE SMALL DEMON FIEND

Perception +12; darkvision, smoke vision

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 60 ft.

Skills Acrobatics +12, Deception +11, Religion +10, Stealth +12

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

Extinguishing Aversion Dousing a brimorak with water, either ordinary water or from a water effect, causes no physical harm to the fiend but deals 3d6 mental damage. Fully immersing the brimorak in water deals 5d6 mental damage per round.

Smoke Vision Smoke doesn’t impair a brimorak’s vision; they ignore the concealed condition from smoke.

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 80; **Immunities** fire; **Weaknesses** cold iron 5, good 5

Boiling Blood Each time an adjacent creature deals slashing or piercing damage to the brimorak, the attacker is sprayed with the brimorak’s boiling blood, which deals 2d4 fire damage (DC 19 basic Reflex save).

Speed 30 feet

Melee ♦ flaming sword +15 (magical), **Damage** 2d8+4 slashing plus 1d6 evil and 1d6 fire

Melee ♦ hoof +15 (agile), **Damage** 2d4+4 bludgeoning plus 1d6 evil and 1d6 fire

Divine Innate Spells DC 21; **4th dimension door**; **3rd dispel magic**, **fireball**; **Cantrips (3rd)** produce flame

Rituals DC 21; *Abyssal pact*

Breath Weapon ♦♦ (divine, evocation, fire) The brimorak spits their boiling blood in a 20-foot line that deals 6d6 fire damage (DC 21 basic Reflex save). The brimorak can’t use their Breath Weapon again for 1d4 rounds. The ground within this area becomes slippery, with the effects of a *grease* spell targeting the area, until it’s cleaned up or the brimorak is able to use their Breath Weapon again, whichever comes first.

SCALING EVENT 1

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one salamander to the encounter.

23-27 Challenge Points: Add one salamander and one brimorak to the encounter.

28-32 Challenge Points: Remove one brimorak from the encounter, and add three salamanders.

33+ Challenge Points: Remove both brimoraks from the encounter, and add four salamanders.

Flaming Weapon (divine, evocation, fire) A brimorak’s hooves and any weapon they wield burst into flame, dealing an extra 1d6 fire damage with each hit. If they don’t have a weapon, they can create a flaming sword of fire and steel (see flaming sword Strike above).

Fume ♦♦ (divine, evocation, fire) The brimorak emits a cloud of thick smoke in a 10-foot burst that remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. A creature that enters or begins its turn within the smoke must succeed at a DC 21 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

SALAMANDERS (2)

CREATURE 7

CE MEDIUM ELEMENTAL FIRE

Perception +15; darkvision

Skills Acrobatics +12, Athletics +17, Crafting +15 (+17 for blacksmithing), Deception +12, Intimidation +14, Society +13

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

Items +1 *ranseur*

AC 26; **Fort** +15, **Ref** +16, **Will** +13

HP 125; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 10

Attack of Opportunity ↻

Speed 20 feet

Melee ♦ *ranseur* +18 (disarm, magical, reach 10 feet), **Damage** 2d10+7 piercing

Melee ♦ tail +17 (agile, reach 10 feet), **Damage** 1d8+7 bludgeoning plus 1d6 fire and Grab

Armor of Flames ♦ The salamander stokes its internal flames. Until the start of its next turn, it gains a +2 circumstance bonus to AC, and when an adjacent creature touches it or hits it with a physical attack, that creature takes 2d6 persistent fire damage unless it succeeds at a DC 25 Reflex save.

Constrict ♦ 1d8+4 bludgeoning plus 1d6 fire, DC 25

BREAKING THE STORM: BASTION IN EMBERS

EVENT 2: ASHEN HUNTERS (LEVELS 7-8)

ASH ARCHERS (2)

CREATURE 5

UNCOMMON **CE** **MEDIUM** **HUMANOID** **LIZARDFOLK** **TIEFLING**
Perception +15; low-light vision
Languages Abyssal
Skills Acrobatics +11, Athletics +13, Nature +9, Stealth +13, Survival +9
Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +0
Items battleaxe, composite longbow (100 arrows), leather armor
AC 22; **Fort** +10, **Ref** +13, **Will** +9
HP 78; **Resistances** fire 5
Speed 25 feet
Melee ♦ battleaxe +15, **Damage** 1d8+6 slashing
Melee ♦ claw +15 (agile), **Damage** 1d4+6 slashing
Ranged ♦ composite longbow +15 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+6 piercing
Hunt Prey ♦ (concentrate) The ash archer designates a single creature they can see and hear, or one they're Tracking, as their prey. The archer gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the archer hits the designated prey in a round, they deal an additional 1d8 precision damage. The archer also ignores the penalty for making ranged attacks within their second range increment. These effects last until the archer uses Hunt Prey again.

YETH WARBEASTS (3)

CREATURE 7

UNCOMMON **CE** **LARGE** **BEAST** **FIEND**
Perception +15; darkvision, scent (imprecise) 30 feet
Languages Abyssal; (can't speak any language)
Skills Acrobatics +13, Athletics +17, Stealth +15, Survival +13
Str +6, **Dex** +4, **Con** +2, **Int** -2, **Wis** +4, **Cha** +2
AC 24; **Fort** +15, **Ref** +17, **Will** +17
HP 145; **Weaknesses** silver 10
Speed 40 feet; *air walk*
Melee ♦ jaws +17, **Damage** 3d8+6 piercing plus 1d6 evil, Knockdown, and sinister bite
Divine Innate Spells DC 25; **Constant (4th)** *air walk*
Bay ♦♦♦ (auditory, concentrate, divine, enchantment, fear, mental) The yeth warbeast emits an unearthly howl audible up to 300 feet away. Any non-fiend creature that hears the howl must succeed at a DC 25 Will save or become frightened 1. Any creature that critically fails and is within 60 feet of the warbeast is instead frightened 3 and fleeing for 1d4 rounds (or until it recovers from its frightened condition). Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Bay for 24 hours.

SCALING EVENT 2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Apply the elite adjustment to the ash archers.

23-27 Challenge Points: Add one ash archer and one yeth warbeast to the encounter.

28-32 Challenge Points: Add one ash archer and one yeth warbeast to the encounter. Apply the elite adjustment to the ash archers.

33+ Challenge Points: Add two yeth warbeasts to the encounter. Apply the elite adjustment to the ash archers.

Ear-Splitting Howl ♦♦ (auditory, divine, evocation, fear, mental, sonic) The yeth warbeast releases a piercing bark that deals 8d6 sonic damage in a 20-foot cone (DC 25 basic Reflex save). A creature that critically fails also becomes frightened 1, or increases the value of its frightened condition by 1 if already frightened. The warbeast can't use Ear-Splitting Howl again for 1d4 rounds.

Sinister Bite A good creature bitten by a yeth warbeast must attempt a DC 25 Will save. On a critical success, the creature is temporarily immune to sinister bite for 1 minute. A creature that fails becomes frightened 1, or increases the value of its frightened condition by 1 if already frightened.

BREAKING THE STORM: BASTION IN EMBERS

EVENT 3: URXEHL'S SAPPERS (LEVELS 7-8)

CAVERN TROLLS (2)

CREATURE 6

UNCOMMON CE LARGE EARTH GIANT TROLL

Perception +14; darkvision

Languages Jotun, Undercommon

Skills Athletics +16, Intimidation +14

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

AC 22; **Fort** +18, **Ref** +13, **Will** +8

HP 135; regeneration 20 (deactivated by acid or sonic);
Immunities bleed

Sunlight Petrification If exposed to direct sunlight, a cavern troll immediately becomes slowed 1 and can't use reactions or Trample. The slowed value increases by 1 each time the cavern troll ends their turn in sunlight. If the cavern troll's actions are reduced to 0 in this way, they become petrified until they spend at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight can't petrify a cavern troll, but the troll is slowed 1 for 1d4 rounds after being exposed to such an effect.

Attack of Opportunity ↻

Catch Rock ↻

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ✦ jaws +16 (reach 10 feet), **Damage** 2d10+8 piercing

Melee ✦ claw +16 (agile, reach 10 feet), **Damage** 2d6+8 slashing

Ranged ✦ rock +16 (brutal, range increment 120 feet),
Damage 1d12+8 bludgeoning

Rend ✦ claw

Rock Tunneler A cavern troll can burrow through solid stone at a Speed of 10 feet. They can leave a tunnel if they desire.

Throw Rock ✦

CLOUDED QUARTZ

CREATURE 9

UNIQUE CE LARGE EARTH GIANT TROLL

Perception +18; darkvision, tempest sight

Languages Abyssal, Jotun, Undercommon

Skills Athletics +19, Intimidation +20, Nature +16, Religion +16

Str +6, **Dex** +2, **Con** +6, **Int** -1, **Wis** +3, **Cha** +5

Tempest Sight Clouded Quartz can see perfectly through wind and water. She never takes penalties to Perception from wind, rain, fog, or other precipitation, or from looking through water or being underwater, and such conditions don't cause anything to be concealed from her.

AC 26; **Fort** +21, **Ref** +17, **Will** +18

HP 200; regeneration 20 (deactivated by acid or sonic);
Weaknesses electricity 10; **Immunities** bleed; **Resistances** fire 10

Perpetual Storm Aura (air, aura, water) 10 feet. Clouded Quartz is surrounded by a perpetual storm. The whirling

SCALING EVENT 3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one cavern troll to the encounter.

23-27 Challenge Points: Add two cavern trolls to the encounter.

28-32 Challenge Points: Replace the two cavern trolls with three elite cavern trolls and one cavern troll.

33+ Challenge Points (5+ players): Add three elite cavern trolls.

winds impose a -2 circumstance penalty on ranged attack rolls using physical ammunition that target her or originate from her.

Sunlight Petrification If exposed to direct sunlight, Clouded Quartz immediately becomes slowed 1 and can't use reactions or Trample. The slowed value increases by 1 each time she ends her turn in sunlight. If Clouded Quartz's actions are reduced to 0 in this way, she becomes petrified until she spends at least 1 minute in darkness. Spells like *sunburst* that create magical sunlight can't petrify Clouded Quartz, but she is slowed 1 for 1d4 rounds after being exposed to such an effect.

Attack of Opportunity ↻

Catch Rock ↻

Speed 25 feet, burrow 20 feet, climb 20 feet

Melee ✦ jaws +20 (reach 10 feet), **Damage** 2d12+8 piercing

Melee ✦ claw +20 (agile, reach 10 feet), **Damage** 3d6+8 slashing

Ranged ✦ rock +20 (brutal, range increment 120 feet),
Damage 2d10+8 bludgeoning

Divine Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *enervation, freedom of movement, lightning bolt*; **3rd** (3 slots) *blindness, chilling darkness, fear*; **2nd** (3 slots) *dispel magic, faerie fire, silence*; **1st** (3 slots) *create water, gust of wind, sanctuary*; **Cantrips (4th)** *chill touch, divine lance, electric arc, shield, sigil*

Rend ✦

Rock Tunneler Clouded Quartz can burrow through solid stone at a Speed of 10 feet. She can leave a tunnel if she desires.

Throw Rock ✦

BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 3: GAME AIDS



ELIZA PETULENGRO

DOLOK TREE



NELKET

BRIMORAK



BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 3: GAME AIDS



ASH ARCHER

DOLOK DARKFUR



YETH HOUNDS

JALDAN



BREAKING THE STORM: BASTION IN EMBERS

APPENDIX 3: GAME AIDS

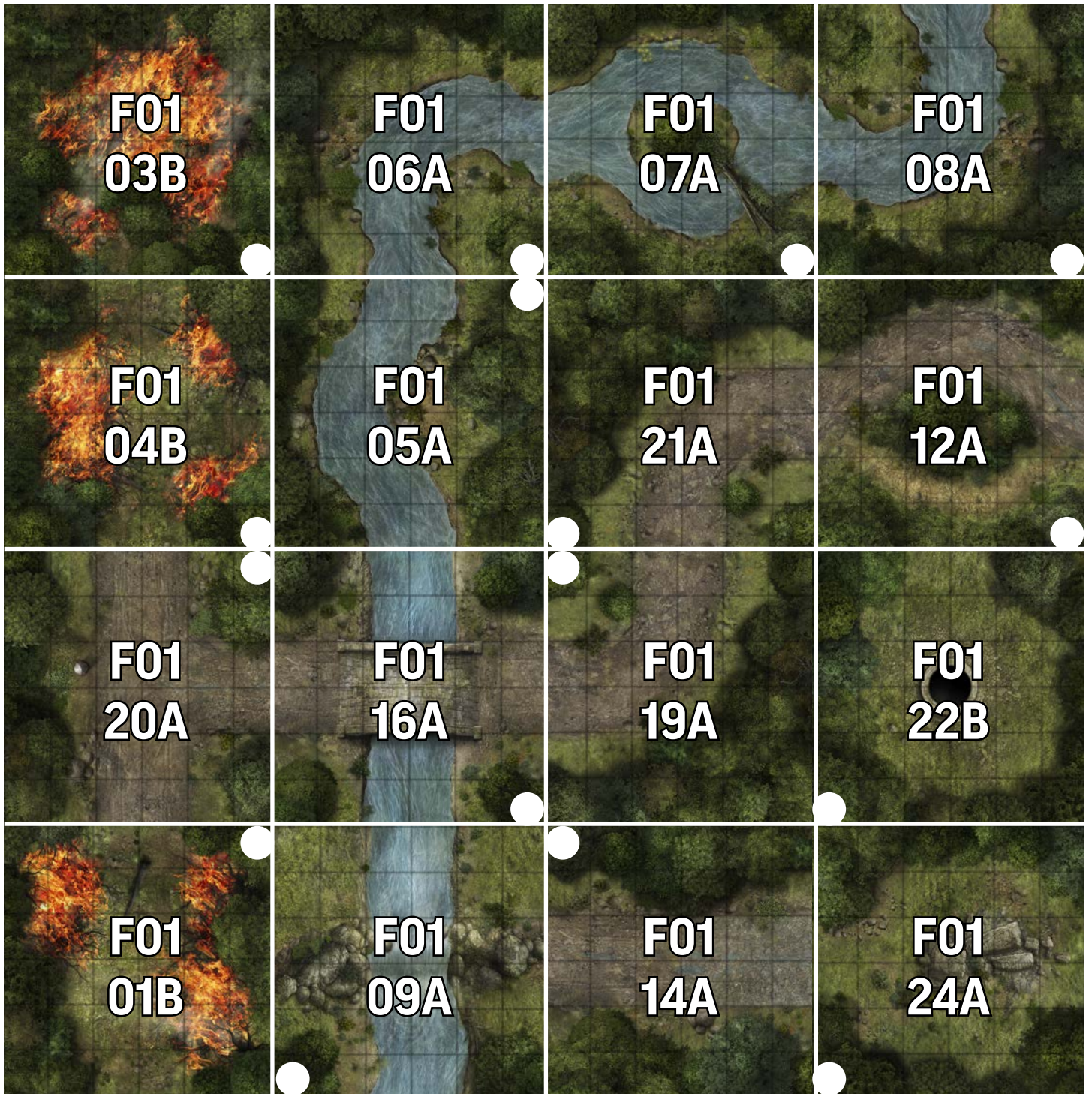


CLOUDED QUARTZ

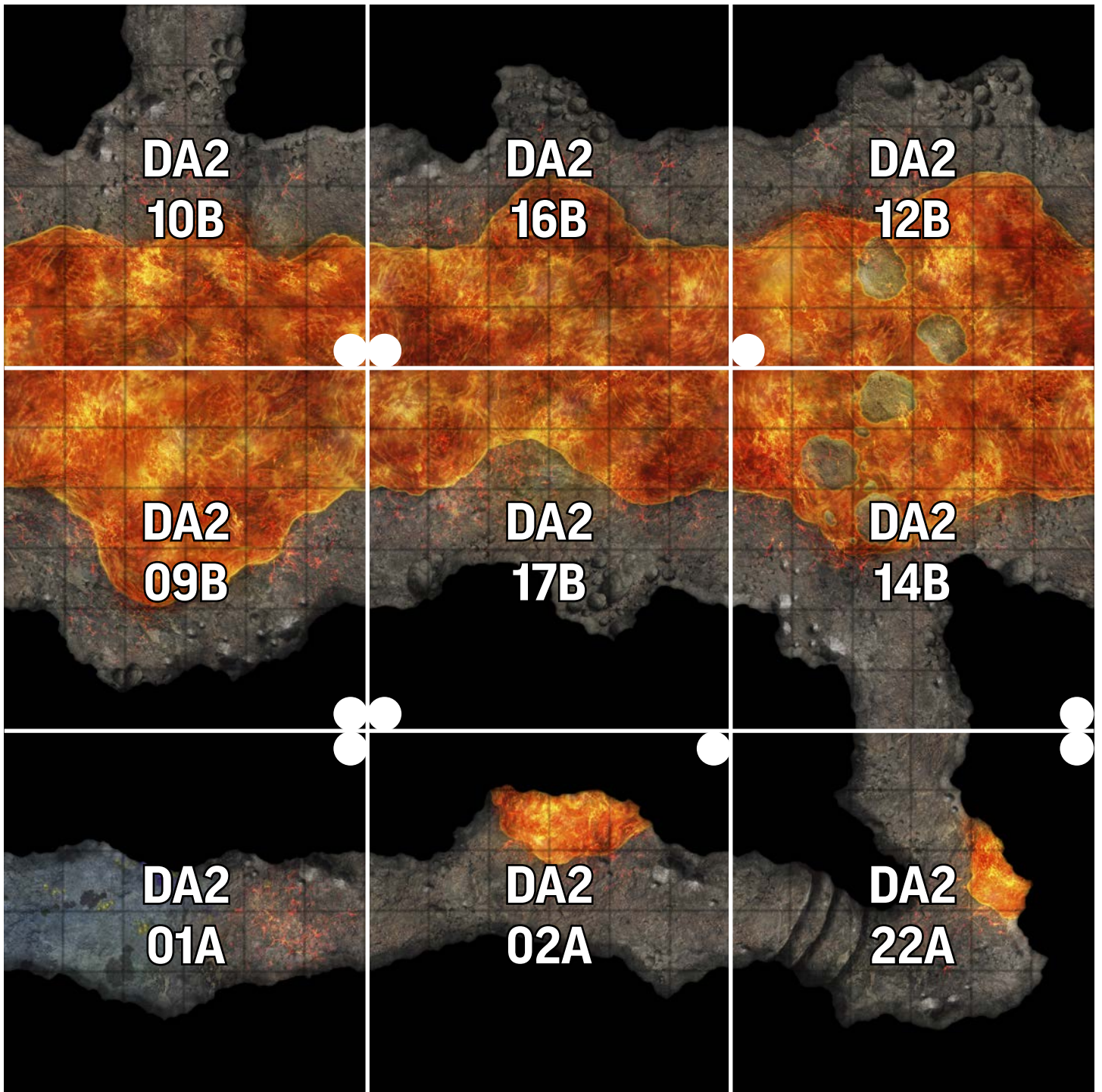


CAVERN TROLL

BREAKING THE STORM: BASTION IN EMBERS



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HANDOUT 1: DOLOK TREES (LEVELS 5-6)

As mindless creatures, Dolok trees use the following tactical routines.

Blue Trees: Blue trees activate their Fire Ward ability, then attack the nearest opponent with their water blast ranged Strike. If there are no visible opponents within range, they attempt to Seek a hidden foe.

Brown Trees: Brown trees use Ensnaring Roots every round.

Red Trees: Red trees use both actions to Strike the nearest opponent with their branches and use their Lash Out reaction on the first creature that triggers it each round.

Violet Trees: Violet trees cast *heal* on the most injured ally (PC or tree) within range. If there are no injured allies within range, they don't act.

DOLOK TREE

CREATURE 3

RARE N MEDIUM MINDLESS PLANT

Perception +8, low-light vision

Skills Athletics +9

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

AC 19; **Fort** +12, **Ref** +8, **Will** +6

HP 50; **Resistances** bludgeoning 5, piercing 5; **Weaknesses** axe vulnerability

Axe Vulnerability A Dolok tree takes 5 additional damage from axes.

Speed 0 ft. (can't move)

Color Boughs Dolok trees have additional abilities based on the color of their leaves.

Blue Leaves:

- **Ranged** ♦ water blast +10 (magical, range increment 60 feet), **Damage** 3d6 cold
- **Fire Ward** ♦ Blue trees grant all allied creatures within 20 feet fire resistance 5 for one round.

Brown Leaves:

- **Ensnaring Roots** ♦♦ An array of ensnaring roots emerges from the tree in a 20-foot-cone. All creatures standing on the ground in the area must attempt a DC 20 Reflex save.
 - Critical Success** The creature is unaffected.
 - Success** The creature is flat-footed until the start of its next turn.
 - Failure** The creature falls prone.
 - Critical Failure** As failure, plus the creature takes 1d6 bludgeoning damage.

Red Leaves:

- **Lash Out** ↻ **Trigger** A creature within the tree's reach leaves a square during a move action; **Effect** The tree attempts a melee branch Strike (see below). As a mindless creature, the tree uses this reaction the first time an opponent triggers it each round.
- **Melee** ♦ branch +12 (reach 20 feet), **Damage** 1d10+6 bludgeoning plus Grab

Violet Leaves:

- **Primal Innate Spells** DC 17; **1st** *heal* (at will)
- **Lightbringer** Violet trees passively exude bright, magical sunlight in a 20-foot radius.

BREAKING THE STORM: BASTION IN EMBERS

HANDOUT 2: DOLOK TREES (LEVELS 7-8)

As mindless creatures, Dolok trees use the following tactical routines.

Blue Trees: Blue trees activate their Fire Ward ability, then attack the nearest opponent with their water blast ranged Strike. If there are no visible opponents within range, they attempt to Seek a hidden foe.

Brown Trees: Brown trees use Ensnaring Roots every round.

Red Trees: Red trees use both actions to Strike the nearest opponent with their branches and use their Lash Out reaction on the first creature that triggers it each round.

Violet Trees: Violet trees cast *heal* on the most injured ally (PC or tree) within range. If there are no injured allies within range, they don't act.

DOLOK TREE

CREATURE 5

RARE **N** **MEDIUM** **MINDLESS** **PLANT**

Perception +11, low-light vision

Skills Athletics +14

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

AC 22; **Fort** +15, **Ref** +13, **Will** +11

HP 80; **Resistances** bludgeoning 5, piercing 5; **Weaknesses** axe vulnerability

Axe Vulnerability A Dolok tree takes 5 additional damage from axes.

Speed 0 ft. (cannot move)

Color Boughs Dolok trees have additional abilities based on the color of their leaves.

Blue Leaves:

- **Ranged** ♦ water blast +13 (magical, range increment 60 feet), **Damage** 4d6 cold
- **Fire Ward** ♦ Blue trees grant all allied creatures within 20 feet fire resistance 5 for one round.

Brown Leaves:

- **Ensnaring Roots** ♦♦ An array of ensnaring roots emerges from the tree in a 20-foot-cone. All creatures standing on the ground in the area must attempt a DC 22 Reflex save.
 - Critical Success** The creature is unaffected.
 - Success** The creature is flat-footed until the start of its next turn.
 - Failure** The creature falls prone.
 - Critical Failure** As failure, plus the creature takes 2d6 bludgeoning damage.

Red Leaves:

- **Lash Out** ↻ **Trigger** A creature within the tree's reach leaves a square during a move action; **Effect** The tree attempts a melee branch Strike (see below). As a mindless creature, the tree uses this reaction the first time an opponent triggers it each round.
- **Melee** ♦ branch +15 (reach 20 feet), **Damage** 2d8+7 bludgeoning plus Grab

Violet Leaves:

- **Primal Innate Spells** DC 19; **2nd** *heal* (at will)
- **Lightbringer** Violet trees passively exude bright, magical sunlight in a 20-foot radius.

BREAKING THE STORM: BASTION IN EMBERS

ORGANIZED PLAY

TREASURE TABLE

| LEVEL | TREASURE BUNDLE |
|-------|-----------------|
| 5 | 10 gp |
| 6 | 15 gp |
| 7 | 22 gp |
| 8 | 30 gp |

TREASURE BUNDLES

- ☐ ☐ **Event 1**, page 8: 2 Treasure Bundles for stopping the first wave of attackers.
- ☐ ☐ **Event 2**, page 9: 2 Treasure Bundles for stopping the second wave of attackers.
- ☐ ☐ ☐ **A Moment's Rest**, page 10: 3 Treasure Bundles for successfully interacting with at least 3 Farheaven leaders.
- ☐ ☐ ☐ **Event 3**, page 13: 3 Treasure Bundles for defeating Clouded Quartz.

BREAKING THE STORM: BASTION IN EMBERS



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

| Character Name: | | Faction: | |
|-----------------|----|----------|---|
| Org Play #: | -2 | Level | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <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 <input type="checkbox"/> |

| Character Name: | | Faction: | |
|-----------------|----|----------|---|
| Org Play #: | -2 | Level | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <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 <input type="checkbox"/> |

| Character Name: | | Faction: | |
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| Org Play #: | -2 | Level | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <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 <input type="checkbox"/> |

| Character Name: | | Faction: | |
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| Org Play #: | -2 | Level | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <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 <input type="checkbox"/> |

| Character Name: | | Faction: | |
|-----------------|----|----------|---|
| Org Play #: | -2 | Level | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <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 <input type="checkbox"/> |

| Character Name: | | Faction: | |
|-----------------|----|----------|---|
| Org Play #: | -2 | Level | <input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track <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 <input type="checkbox"/> |

BREAKING THE STORM: BASTION IN EMBERS

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Scenario #2-20: Breaking the Storm: Bastion in Embers

| | | | |
|--|--|--|---------------------|
| | | 2 | |
| Character Name | | Organized Play # | Character # |
| Adventure Summary | | | |
| Tasked by the Decemvirate, you magically travelled to the distant lands of Sarkoris to enlist the assistance of Nelket the god caller and Dolok Darkfur of the Farheaven Clan. When you arrived, you found that Dolok was in the midst of enacting a powerful ritual to cleanse a nearby forest. Using feathers granted by the eidolon that summoned magical trees, you held off two assaults by waves of demonic attackers. Following this, you met with several prominent members of the Farheaven Clan and their allies. Finally, a worshipper of the demon lord Urxehl dispatched a subterranean force to attack the ritual site from below. You and your allies managed to stop the attackers and secure Dolok and Nelket's aid in future missions. | | | |
| Boons | | Rewards | |
| Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions. | | XP Gained | |
| | | | |
| | | GP Gained | |
| | | | |
| Reputation Gained | | | |
| | | | |
| | | | |
| | | | |
| Items | | Purchases | |
| | | Items Sold / Conditions Gained | |
| | | | |
| | | | |
| | | | |
| | | TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box | |
| | | | |
| | | Items Bought / Conditions Cleared | |
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| | | TOTAL COST OF ITEMS BOUGHT | |
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| Notes | | Downtime | |
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| FOR GM ONLY | | | |
| EVENT | | EVENT CODE | DATE |
| | | | GM Organized Play # |