

# W A L F I N D E R

*A Pathfinder Fanzine Made By Fans For Fans*



**KORTOS & ESCADAR**

**VOLUME 22 | FINAL ISSUE | NOT FOR SALE**





## Table Of Contents

|                                                                       |    |
|-----------------------------------------------------------------------|----|
| Foreword                                                              | 1  |
| Pearl Market Backgrounds and Feats                                    | 2  |
| Tattoos of the Isle of Kortos                                         | 3  |
| Golarion Gazetteer: Millet of Erastil                                 | 4  |
| Weal or Woe: Outcasts of the Circle of Stones                         | 6  |
| Kahwen's Academy                                                      | 8  |
| The Diobel Pearl Divers Union                                         | 10 |
| Aftermath of the Orbs                                                 | 11 |
| Treasures of the First Siege of Absalom                               | 12 |
| A Quiet Retreat                                                       | 14 |
| Golarion Gazetteer: Bosco - A Quiet Village                           | 16 |
| Weal or Woe: Forestry on the Isle of Kortos                           | 18 |
| The Gangs of Escadar                                                  | 20 |
| Rise of Crookedtoes-Pathfinder Fellowship                             | 22 |
| Vine Witch                                                            | 22 |
| Deverak's Devious Dungeon Delving Devices                             | 23 |
| Character Options for the Starstone Isles                             | 24 |
| Druid Urban Order: Socialites & Swarms                                | 26 |
| The Reefclaw Revelry                                                  | 28 |
| Dinosaurs and Other Prehistoric Beasts of Kortos and Erran            | 30 |
| Golarion Gazetteer: The Fingers of Gods - A Tour of The Kortos Mounts | 32 |
| Kortos Mountaineer: An Archetype                                      | 34 |
| Weal or Woe: Centaur Twins of Kortos                                  | 36 |
| Wirni's Workshop                                                      | 38 |
| Limericks of the Isle of Kortos                                       | 39 |
| Red's Fleet of Feet Service                                           | 40 |
| Monstrous Ancestries: Minotaurs - The Bullmen of Kortos               | 42 |
| Riven Hills Hunter: An Archetype                                      | 44 |
| Relics of the Sieges                                                  | 46 |
| The Order of the Prophecy-Breaker                                     | 48 |
| Side Trek Seeds                                                       | 50 |
| Otari Treasure Hunter's Society                                       | 52 |
| Monstrous Ancestries: Harpy                                           | 54 |
| Weal Or Woe: Rightful Owners                                          | 56 |
| Red Fields: A Side-Trek Adventure                                     | 58 |
| Bestiary                                                              | 63 |

## Contributing Authors

|    |                                                                          |
|----|--------------------------------------------------------------------------|
| 1  | James Abendroth, Adrian Von Almen, James Anderson, Jeffrey Anderson,     |
| 2  | James S. Austin, Tineke Bolleman, Michael Bramnik, Charlie Brooks,       |
| 3  | Mischa Catalan, Brite Cheney, Felix Dritz, Aaron Filipowich, Andrew D.   |
| 4  | Geels, Doug Edwards, Ivis Flanagan, Tommy Gaddy, Adam Jones, Adam        |
| 6  | Kessler, Ryan King, KM Kovalcik, Michael Kuehne, James Long, Jacob W.    |
| 8  | Michaels, Marceline Miller, Robb Miller, Jess Miller-Camp, Daniel Angelo |
| 10 | Monaco, Scott Nolan, Alexander J. Ogilvy, Betty Osthoff, Mark Rivett,    |
| 11 | Corey Roberge, David Schwartz, Sen.H.H.S., Rodney Sloan, Victoria        |
|    | Sullivan, Benjamin Tait, and Nick Volpe.                                 |

## Contributing Artists

|    |                                                                    |
|----|--------------------------------------------------------------------|
| 15 | James Anderson, James S. Austin, John Bunger, Paul Chapman,        |
| 16 | Tyler Clark, Taralee Colton, Jeremy Corff, Catarina Eusébio, Peter |
| 18 | Fairfax, Bob Greyvenstein, Frank Hessefort, Meaghan Ingram,        |
| 20 | Adam Koča, Danny Hedager Krog, Stephen McAndrews, Michael          |
| 22 | McNeill, Frank Michienzi, Dionisis Milonas, Carissa Pedrosa,       |
| 22 | Tanyaporn Sangsnit, Liberty Smart, Ashton Sperry, Victoria         |
| 23 | Sullivan, Todd Westcot, and Moth Yacysen.                          |

## Contributing Cartographers

|    |                                    |
|----|------------------------------------|
| 26 | Nickolas A. Brand and Mark Rivett. |
|----|------------------------------------|

## Special Thanks To

|    |                                                                   |
|----|-------------------------------------------------------------------|
| 34 | <b>Front Cover Art:</b> Bob Greyvenstein                          |
| 36 |                                                                   |
| 38 | <b>Foreword:</b> Tim Nightengale (with art by Adam Koča).         |
| 39 |                                                                   |
| 40 | <b>Fonts:</b> Black Chancery by Doug Miles on dafont.com          |
| 42 | DCC Bomber by dccamin on dafont.com                               |
| 44 | DCC Ash by dccamin on dafont.com                                  |
| 46 | Alegreya on fonts.goggle.com                                      |
| 48 | Alegreya Sans on fonts.goggle.com                                 |
| 50 | Philosopher by Jovanny Lemonad on dafont.com                      |
| 52 | <b>Textures:</b> texture_725 by Sirius-sdz on DeviantArt          |
| 54 |                                                                   |
| 56 | And thanks, as always, to the Paizo staff and the whole Paizo fan |
| 58 | community for their continuing support of this fan project.       |
| 63 |                                                                   |



VOLUME NO. 22 | FINAL ISSUE | NOT FOR SALE

**Editor-in-Chief/Publisher**  
Tim Nightengale

**Layout Design/Production**  
Dain Nielsen

**Art Director**  
Tim Nightengale

**Cover Design and Layout**  
Dain Nielsen  
Tim Nightengale

**Editors:**  
Jason Daugherty  
Ivis K. Flanagan  
Kathryn Kovalcik  
Jeff Lee  
Meagan Maricle  
Jacob W. Michaels  
John Rock  
Nathan Ross  
Allen Snyder  
Mike Welham  
Scott Young

This product makes use of the Pathfinder Core Rulebook (Second Edition), Pathfinder Bestiary (Second Edition), Pathfinder Bestiary 2 (Second Edition), Pathfinder Gamemastery Guide, and the Pathfinder Advanced Player's Guide. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at <https://2e.aonprd.com/>. Open Content: The game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d), found on page 93 of this magazine. Wayfinder uses trademarks and/or copyrights owned by Paizo Inc., used under Paizo's Community Use Policy ([paizo.com/communityuse](http://paizo.com/communityuse)). We are expressly prohibited from charging you to use or access this content. This magazine is not published, endorsed, or specifically approved by Paizo. For more information about Paizo Inc. and Paizo products, visit [paizo.com](http://paizo.com).



# Foreword

When Liz Courts handed over the reins to Wayfinder to me, there was a bit of a discussion about exactly how long that tenure was supposed to be. Liz had helmed the magazine for four issues, so we figured lasting that many was doing well enough. The most important thing to me was that this cool new project was NOT going to go belly-up soon after Liz had started it. The goal was to keep it going as long as we could, and as long as the community wanted it. Well, with this issue #22, that's 18 issues total over the past 11 years. In that time, we've won some ENnie awards, been nominated a few times, and handed out many, many copies at PaizoCon. The only real problem is that I have realized that I never had an exit strategy. My four-issue tenure came and went...four times over! I was entrusted with Wayfinder, so my aim was to keep the magazine going for as long as it was needed by the community. I watched our little fanzine grow into a trusted gateway for fans into the tabletop RPG industry, and it was an honor and a mission I felt we needed to keep providing...until we weren't needed anymore. Honestly, I never really knew when that would happen, or how.

Last year, however, Paizo introduced a new initiative...Pathfinder Infinite. The doors were now open, and the tools were suddenly available, for people to produce their own content for Pathfinder (and Starfinder) AND TO BE ABLE TO SELL THEM. FOR MONEY. This is a whole program that empowers the fans and future freelancers to dive in and do what we'd been fostering since 2009. With the heir apparent clearly in place, this seems like no better time than now to put Wayfinder to rest and entrust the future of fan-created content to the Infinite program.

Lastly, I want to express my pride in this little community project of ours. I've seen fans submitting their very first RPG article ever, and then years later see them as authors on an Adventure Path or see their credits in a rulebook or sourcebook. Heck, I've even seen Wayfinder contributors go on to play major roles at Paizo! I've seen artists who have illustrated for Wayfinder over the years grow and hone their artistic skills, getting better and better each issue. Those same artists have become steady illustrators for Paizo and several other publishers. IT FEELS SO GOOD. I honestly don't keep track of all the success stories, but I know there are enough of them to make me feel like Wayfinder made a difference.

I want to thank everyone who made these 22 issues possible. Each and every author, artist, editor, and sponsor that dedicated their time, talents, and financial support...Wayfinder happened because of YOU. My heartfelt thanks to Dain Nielsen, Paris Crenshaw, Garrett Guillotte, Kalyna Conrad, and Eric Hindley for being the Wayfinder staff I desperately needed to keep it all going. My deep admiration to Hugo Solis and Liz Courts, who started Wayfinder, and my gratitude to them for entrusting it to me. And here, in the final issue, I can sit back and look at all these issues and be proud of what we all did...together. By Pathfinder fans, for Pathfinder fans.



Tim Nightengale





# Pearl Market Backgrounds and Feats

By Victoria Sullivan  
Art by Meaghan Ingram



## BACKGROUNDS

### PEARL MARKET HOPEFUL BACKGROUND

Whether you were born in Diobel or moved there later, you've grown fascinated with the town's time-honored practice of wizard dueling at the Red Bridge Pearl Market. Since you can remember, wizards have been testing their mettle against each other there for money, notoriety, or just for the pleasure of plying their trade against those spellcasters less talented than themselves. Never mind that it's technically illegal—you take that less as a deterrent and more as a challenge. You hope to hone your skills and one day make a name for yourself as a champion of the Pearl Market Dueling Club.

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

You're trained in the Society skill, and Diobel Lore or the Underworld Lore skill. You gain the Recognize Spell skill feat.

### DAUNTLESS GANGBUSTER BACKGROUND

Perhaps someone you cared for was injured or killed in a magical crossfire, your family's livelihood was burned away by a stray fireball, or you're just tired of all the commotion. Regardless, you've grown sick of the Pearl Market Dueling Club and its reckless use of magic. Frustrated by the townspeople's veil of ignorance and Lord Avid Arnsen's reluctance to move against them, you've decided it's up to you to bring this criminal organization down. You might be a member of the town guard, a local detective, or just a free agent looking to make a difference. Whether you're secretive in your methods or you're breaking down doors to get answers, you won't rest until you shutter the Pearl Market Dueling Club forever.

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

You're trained in the Sense Motive skill, and Diobel Lore or the Underworld Lore skill. You gain the Underground Network skill feat.

## DUEL INFILTRATOR

## BACKGROUND

To others, you appear to be a young wizard hoping to make a name for themselves in the Pearl Market Dueling Club, but you've got a secret. You're no duelist, but have wormed your way into the Club's good graces to accomplish your own goal: either to gather information, steal something valuable, or exact revenge. Whatever your reasoning, you've learned how to navigate the Dueling Club's unique social structure and use it to your advantage. You'll have to be careful though—your quick wit and clever tongue might be the only thing standing between you and a fireball to the face.

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

You're trained in the Deception skill, and Diobel Lore or the Theater Lore skill. You gain the Charlatan skill feat.

## FEATS

### SPELL BUCKLER

### FEAT 2

GENERAL MANIPULATE METAMAGIC

**Prerequisites** Ability to cast the *shield* cantrip

You can hone your *shield* into a magical bulwark designed to deflect spells. You can use the *shield* cantrip's Shield Block reaction against damaging spells that target 1 creature, as well as its normal effects. If all of a spell's damage is blocked in this way, any secondary effects of the spell likewise do not affect you.

### MYSTIC SPELL BUCKLER

### FEAT 7

GENERAL MANIPULATE METAMAGIC

**Prerequisites** Spell Buckler

You further enhance your *shield* to absorb even non-damaging spells. Your *shield* grants its circumstance bonus to saves against spells that target 1 creature as well as AC. In addition, if you use the Shield Block reaction against a non-damaging spell that targets 1 creature, you gain a further +1 status bonus per spell proficiency rank, for a +5 status bonus at legendary spell proficiency.

### GREATER SPELL BUCKLER

### FEAT 15

GENERAL CONCENTRATE METAMAGIC

**Prerequisites** Spell Buckler, Mystic Spell Buckler

Your mastery with your Spell Buckler allows you to sling your opponent's spells right back at them. If you use your *shield* cantrip's Shield Block reaction against a spell, you can attempt to Borrow the Spell. This is similar to the Borrow an Arcane Spell action except it occurs immediately and replaces one of your repertoire or prepared spells of that same level with the absorbed spell until your next daily preparations.

While you have the spell available, you may attempt to Learn the Spell if it is of your magical tradition. You must still spend the appropriate amount of time and gold to Learn a Spell. If you fail to Learn a Spell in this way, the spell is lost from your repertoire or list of prepared spells. 🐉





# Tattoos of the Isle of Kortos

By David Schwartz  
Art by Taralee Colton



Tattoos on the Isle of Kortos feature the styles of every culture that has landed at its ports. As with many things, the people here have taken these disparate elements and created new things unique to the Isle. Outside of Absalom, the people tend to be practical folk, and the magical tattoos they employ are tailored to the challenges and dangers of the hinterlands.

Rules for crafting magical tattoos can be found in *Secrets of Magic*.

## AEON TOWER TATTOO ITEM 2

UNCOMMON EVOCATION INVESTED LIGHT MAGICAL TATTOO

Price 25 gp

Usage tattooed on the body; Bulk —

Depicting a ball of light above a featureless tower, this tattoo is modeled after one of the Isle of Kortos's five Aeon Towers.

**Activate** ♦♦ envision; **Effect** You create a single floating light as the spell *dancing lights*. Plant creatures within 20 feet of the floating light gain a +1 circumstance bonus to Fortitude saves. The first time each day a plant creature is within 20 feet of the floating light, it gains temporary Hit Points equal to its level. The temporary Hit Points last as long as the creature remains within 20 feet of the floating light.

## BUOYANT ANCHOR ITEM 3

ABJURATION INVESTED MAGICAL TATTOO

Price 45 gp

Usage tattooed on the body; Bulk —

Popular with sailors, this tattoo depicts an anchor, often accompanied by ropes or sea creatures. Ironically, this tattoo gives the bearer the ability to float.

**Activate** ♫ envision; **Frequency** once per day; **Trigger** You are in water; **Effect** For 1 minute, you do not sink in water (or similar liquids). If you are below the surface, you rise at a rate of 60 feet per round. You gain a +1 item bonus to Athletics checks to Swim.

## DIEZET TATTOO ITEM 1

RARE ALCHEMICAL TATTOO

Price 10 gp

Usage tattooed on the body; Bulk —

Made with ink containing a rare liquid skymetal, these tattoos can take any form but are always red in color. Whenever you are the target of a spell, the tattoo glows for 1 round or the duration of the spell, whichever is longer. The glow is not sufficient to illuminate anything but the tattoo itself.

## KI LINES

ITEM 1

UNCOMMON DIVINATION INVESTED MAGICAL TATTOO

Price 10 gp

Usage tattooed on the body; Bulk —

This tattoo consists of sinuous lines tracing a current of ki through your body. The tattoo's color changes subtly based on your health. When a character attempts a Medicine check on you, reduce the DC by 1.

## LOST SAILOR'S BINDS ITEM 2

UNCOMMON ABJURATION INVESTED MAGICAL TATTOO

Price 25 gp

Usage tattooed on the body; Bulk —

This tattoo appears to be ropes tied around the bearer's arms or waist. Whenever you have the controlled, fascinated (and compelled to move), or fleeing condition(s), you are also slowed 1, as phantom ropes attempt to hold you back.

## MERCHANT'S WHEEL ITEM 4

INVESTED MAGICAL TATTOO TRANSMUTATION

Price 75 gp

Usage tattooed on the body; Bulk —

This tattoo in the shape of a wagon wheel allows itinerant merchants

to more easily travel between villages, or to make a quick escape when a deal goes sour. You gain a +1 item bonus on Nature checks to Command an Animal.

**Activate** ♦♦ command; **Frequency** once per day; **Effect** An animal you are riding, or that is pulling a vehicle you are in, gains either a +30-foot item bonus to its Speed for 1 minute, or a +10-foot item bonus to its Speed for 1 hour.

## MINOTAUR'S MEANDER ITEM 3

UNCOMMON DIVINATION INVESTED MAGICAL TATTOO

Price 45 gp

Usage tattooed on the body; Bulk —

Associated with followers of Nuar Spiritskin, this tattoo consists of a simple repeated pattern encircling the bearer's arm or leg. You gain a +1 item bonus on Survival checks to Sense Direction.

**Activate** ♫ envision; **Frequency** once per day; **Trigger** You succeed at a check to Sense Direction; **Effect** You gain a critical success instead.

## GRAPPLER'S GORGON ITEM 3

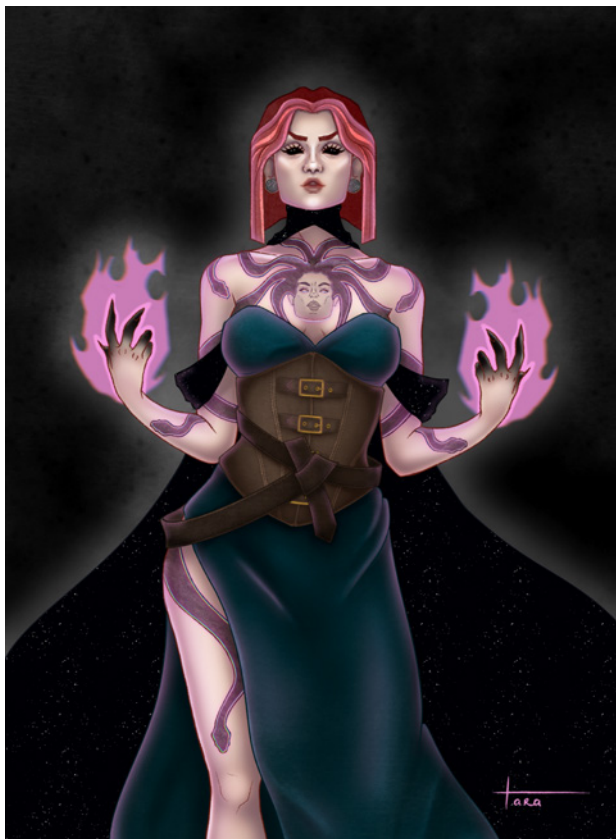
INVESTED MAGICAL TATTOO TRANSMUTATION

Price 60 gp

Usage tattooed on the body; Bulk —

This tattoo of a medusa's head is made with the blood of a creature that causes petrification. You gain a +1 item bonus on saving throws against effects that would give you the slowed condition.

With training you can also channel some of the tattoo's magic into your unarmed strikes. If you have critical specialization with weapons in the brawling group, you gain a +1 item bonus to the DC, and if the target critically fails the saving throw, it is slowed 2. 🐸





# Golarion Gazetteer: Millet of Erastil

By Sen.H.H.S.  
Art by Carissa Pedrosa



## THE FOLK LEGEND

Long ago, Proshae Mayande, a cleric of Erastil shipwrecked at sea, found herself stranded on an uninhabited island, just south of the western peninsula of the Isle of Kortos. Heavily injured and too exhausted to cast even a cantrip, the cleric made a final plea to the Stag God before falling unconscious. When she came to, she found herself in the middle of a field of golden millet. Though she had no strength to cook, the grains were sweet enough to eat raw.

A rescue party mounted by the Erastilians located the cleric a week later. Thanks to bouts of timely rain and the millet, she lived to fully recover. The church declared her survival a miracle, and the grains were hailed a divine gift from the Elk Father. Thus, the island came to be known as the Millet of Erastil after the tale, and the same grain continues to be the main livelihood of those who came to populate the island.

## A GRANARY POWERHOUSE

Today, in addition to growing various grains to export, the Millet of Erastil has a thriving brewing and flour production industry.

Though only 60 square miles in size, what the island lacks in quantity, it makes up for in quality, supplying some of the best millet flour, ale, and wine in the Inner Sea region. Most farmers, brewers, and millers humbly attribute their success to Erastil, however. Visitors can certainly observe the island's deep belief in the Stag God from the rituals performed before various stages of their work.

## ISOLATED YET TIGHT-KNIT

With fewer than 500 inhabitants, it is not unusual for the island's population to increase by half when the merchant ships come to pick up goods. The products from the island are worth a fortune, after all, and most merchants buying the alcohol and flour certainly do not skimp on security details.

Despite having ample wealth to hire additional security, the inhabitants of Millet are keen on doing the job themselves. The island has a dedicated community security team that regularly does the rounds of the fields, granaries, and warehouses. As no bridge directly connects the Millet of Erastil to the Isle of Kortos, keeping unwanted folks out comes a bit easier in comparison to other settlements. All too aware of the temptation of money, the Millet community ensures everyone on the island is well taken care of, to help prevent a local from turning to smuggling.

## LOCATIONS OF NOTE

Players who visit the Millet of Erastil, be it for work or leisure, can find a few locations of interest during their trip.





## Sanctified Millet Fields

A portion of the millet growing on the island is planted on grounds that have been ritualistically purified. The specific species of millet planted there is meant for Erastilian ceremonies, from the likes of weddings to ritualistic offerings for bountiful harvests. Much like the folk legend, this specific millet, called Erastil's Grace, has a golden hue, and reflects light under the sun as if the grains were tiny pellets of gold. Reportedly, the millet wine produced from these grains have the properties of holy water or other purifying potions.

**Sebaf Jakis** (LG female human retired cleric of Erastil) is the overseer of these millet fields and works with a dozen younger clerics to cultivate them. Though her eyes are not what they used to be, Sebaf's keen senses have picked up telltale signs of harpies around the field, and she believes the nearby nest may be up to no good.

## Windmill Hills

Most of the island's windmills are built along the northwestern face of Survivor's Hill, where the winds are steady and strong. Each windmill is usually owned and operated by a single-family business. Though competition is strong, the families have learned to work together to quickly process through heavy harvest seasons without letting anyone get a lion's share of the labor, and therefore the profits.

Every year, starting about a month before the Harvest Feast on autumn equinox, the owners of the windmills decorate the blades with paint or colored cloth. This windmill festival is a beloved event on the island and culminates in a variety of bragging-rights titles awarded at the Harvest Feast, such as "Most Ostentatious," "Almost Museum-Worthy, Had There Not Been a Sheep," or "So Eye-Boggling that It Gave the Judge Motion Sickness."

Since the only smithy on the island concentrates mainly on repairing farm implements, parts maintenance has always been an issue for the windmills' owners. They have put a bulletin out in various towns on the Isle of Kortos looking for a dedicated blacksmith, but no one has answered the call yet.

## Aberlane and Been's Brewery

Grindok "Grin" Aberlane and Scotten "Scowl" Been founded Millet's largest brewery half a decade ago. Today, the A&B Brewery handles sixty percent of the alcohol exported from the island. Their best-selling product since the company's conception has been Old Deadeye's Brew, a high-alcohol-content millet wine popular among scouts and rangers.

While the company is worker-owned, the founders' descendants are still part of its workforce, working as brewmasters. Lately, eldest sibling **Keanne Aberlane-Been** (LN female halfling brewmaster) and the younger **Nashur Aberlane-Been** (CN male halfling brewmaster) have been at odds with one another over the flavor of the historic wine. Keanne intends to stick with the traditional recipe and make small changes here and there to retain the original classic flavor of Old Deadeye's, whereas Nashur believes

each year's brew should work with that year's harvest to produce a flavor unique to the year.

The workforce is divided, though most think the siblings should seek outsider opinions on the matter, since most customers are from off the island and have no loyalty to either sibling.

## Franick's Domestic Feline Sanctuary

On Millet of Erastil, the expression "herding cats" is quite literal. Given the importance of grain, cats are easy pest control for granaries and farm fields. That said, leaving cats loose to their own devices can certainly lead to an ecological collapse, or many missing cats. This is where Franick comes in. **Franick Mayendotte** (NG male half-orc feline veterinarian) originally came to the island as a wizard's apprentice. As part of his teacher's research, Franick carefully documented and kept track of the domestic cats found on the island. Then he started bringing hurt cats he found back home with him, and just never stopped.

Today, Franick runs a volunteer cat shelter for cats who are too old or injured to continue working as mousers, in addition to

acting as the town's "cat doctor" and regularly feeding, healing, and casting fertility suppression spells on roaming strays. It is not unusual to find the half-orc walking through town with a literal herd of cats swarming his ankles (and a couple draped on his shoulders). The island's residents welcome and emulate Franick's approach, and many civilians today have an adopted cat companion who follows them everywhere they go.

Franick has concerns, though, that the cats from the Millet of Erastil may have grown too trusting of people.

Since the most recent merchant ship left, a few of the best free-roaming mousers haven't been seen. Though he has no substantial evidence, Franick suspects some crew members may have taken the cats to serve as mousers aboard the ship, and worries about the cats' well-being.

## The School of Grains

About a decade ago, after a bout of ergot on the year's wheat harvest, the then-mayor of Millet of Erastil realized the island ought to have its own agricultural experts readily available for consultation. Thus, the island founded the School of Grains, inviting various spellcasters to come and collaborate on research related to selective growing, disease prevention, and preservation of grains. While the school attracted a number of knowledgeable individuals, the lack of professional vetting meant many projects were scrapped and replaced with ones that the researchers were more interested in.

In particular, **Elig "Professor" Tange** (N male human clockwork engineer) has diverted nearly all projects under his purview into creating his ultimate clockwork machine for the cultivation of grains. The mayor, **Jess Marketh** (NG female human mayor), has been giving one excuse after another to keep Elig from testing out his creation on an innocent plot of crops, as she suspects this self-claimed "professor" is not who he claims to be. 🐾

## Canz I Adopt?

Millet of Erastil's cats are just as animated in character as the people who live there. Some famous cats include: **Scale-whiskers**, a chonky orange tabby who roams the port for scraps of fish; **Cloud-dash**, a white long-hair cat often seen jumping roof to roof; **Wall-ivy**, a lithe and haughty pointed-grey who likes to loaf on brick half-walls; and **Granny Mixie**, a tortoiseshell whose color simply blends into a bag of mixed grains too easily.

Should the players wish to adopt any of the cats on the island, they best be prepared to be on the receiving end of Franick's scrutinizing gaze. The man has high standards for his fur babies!



# Weal or Woe: Outcasts of the Circle of Stones

By Sen.H.H.S.  
Art by Frank Hessefort



The nature cult known as the Circle of Stones caused quite a bit of havoc in the Swardlands after they removed the *aeon orb* from the nearby *aeon tower* over a decade ago (see *Pathfinder Adventure Path #154: Siege of the Dinosaurs* for more details). Many members of the cult left because of that action. Some went on to atone for their misdeeds, while others were kicked out when they tried to achieve the cult's goals using means that were intolerable.

**Alle Greendocken** (NG nonbinary half-elf cleric of Gozreh) and **Pittand Vittlelin** (NE agender human druid) are two such ex-cultists. The two always argued intensely over personal differences and slights while they were part of the cult. Although both left the Circle of Stones years ago, their conflicting philosophies still lead to them standing on opposite sides of most issues, often without knowing about the other's involvement. While neither are intentionally out to hound the other, Alle and Pittand seem fated to come to blows again and again until one of them is taken out.

Alle and Pittand make excellent NPCs to add to your *Extinction Curse* campaign; you can use them as adventure hooks to further investigate the Circle of Stones or to give players a reason to stay or revisit the Swardlands. If you have wrapped up your *Extinction Curse* campaign, on the other hand, Alle and Pittand can always show up in another agricultural community on the Isle of Kortos, trying to mitigate or undo each other's handiwork.

## WEAL: ALLE GREENDOCKEN

Alle first joined the Circle of Stones as a wide-eyed idealist youngster. Each mission they participated in quickly whittled away their naive sentiment, until soon enough, Alle grew uncomfortable with the way the cult operated. They were disturbed by the cult's disregard for driving farmers to the edge of poverty and forcing whole communities to the edge of starvation for their efforts. Though the cleric wanted to protest, their low station and poor relationship with those in charge made it difficult for Alle to make any lasting influence in the cult.

After the cult's schism over the handling of an *aeon tower*, Alle accepted the invitation from the Empty Stones to join the splinter group (see *Siege of the Dinosaurs* for more about the Empty Stones). For a time, they went undercover in Willowside to observe the effects of the spreading *Welt* as a humble human farmhand named Eldon. After a couple of years of watching the

*Welt's* spread, Alle took to the road suddenly in the middle of the night, claiming it to be a pilgrimage for self-discovery to the Empty Stones. In reality, their guilt and growing hopelessness drove them to leave.

Even after the *aeon orbs* were restored, Alle traveled the countryside, learning from druids and clerics of nature-themed deities who have learned to cooperate with the community.

## Hooks

- Alle left Willowside rather abruptly, leaving some debts unpaid and favors unclaimed. They may ask the players to go in their stead, to gauge what the Willowside residents think about "Eldon's" sudden departure. Depending on if the *Welt* continues to encroach upon the settlement, Willowside's reaction toward Alle coming clean can vary.

- The Empty Stones asked Alle to keep an ear out for other ex-members of the Circle of Stones to recruit.

While Alle has a list, a few members on it are elusive, and they need assistance to find these people.

## Boon

Alle's familiarity with the Swardlands gives players a +2 bonus on any Recall Knowledge checks made in relation to the general region. This check increases to +3 if players are specifically trying to recall something about Willowside. In addition, Alle makes an excellent guide when traveling through the Swardlands. By pointing out the optimal travel paths or leading the party, Alle reduces travel times by 20%.

## ALLE GREENDOCKEN CREATURE 4

NG MEDIUM ELF HALF-ELF HUMAN HUMANOID

**Perception** +10; low-light vision

**Languages** Common, Elven, Halfling, Sylvan

**Skills** Crafting +6, Deception +7, Diplomacy +7, Gozreh Lore +6, Nature +10, Religion +8, Society +6, Survival +8

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

**Items** leather armor, adventurer's pack, religious symbol (wooden), staff, longbow, alarm snare, *wondrous figurine (onyx dog)*, healer's tools

**Round Ears** Alle gains a +4 circumstance bonus to Impersonate checks to pretend they are not a half-elf.

**AC** 13; **Fort** +8, **Ref** +7,

**Will** +10

**HP** 35

**Speed** 25 feet

**Melee** ♦ staff +5 (two-hand





d8), **Damage** 1d4 bludgeoning  
**Ranged** ♦ longbow +7 (deadly d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8 piercing  
**Divine Prepared Spells** DC 18, spell attack +8 **2nd** *create food, darkvision, heal* (x3); **1st** *create water, detect poison, heal*; **Cantrips** *detect magic, guidance, know direction, shield, stabilize*  
**Focus Spells** 1 Focus Point, DC 18 **2nd** *vibrant thorns* (Core Rulebook p.399)

## WOE: PITTAND VITTLELIN

Pittand's rage against the simplest displays of civilization stem from a group of satyrs they befriended in childhood, who proved to be a terrible influence upon the budding druid in the long run. The satyrs warped Pittand's philosophy into a belief in the supremacy of nature over civilization, and the druid looks down upon all those who "succumbed to the laziness of technology and the arcane." When Pittand heard about the Circle of Stones' efforts to take down an aeon tower, they eagerly joined, hoping to learn the method and repeat it on similar structures in the future.

Pittand was several years senior to Alle when the half-elf joined the Circle, treating the young recruit like a younger sibling at first. However, the druid's flashes of anger toward any sign of civilization—even so minor as a run-down outhouse—quickly distanced the young cleric from their one-time mentor. The same friction developed with other cult members, who often complained about Pittand's prickly demeanor. After one conflict too many, the leader of the Circle of Stones ejected Pittand from the group. Thus, the druid never fully participated in, nor even witnessed, the full extent of the Circle's achievements in Willowside.

While in exile, Pittand concentrated on studying the Welt, trying to determine if there was a way to direct it solely towards agriculture, away from what they call the "natural growth of the wilderness." Should the Welt begin to recede, Pittand would, of course, be quite furious. However, the druid would quickly recover and realize that there may be something to learn here.

## Hooks

- Pittand is eager to learn exactly why and how the Welt in Willowside started and ended. To this end, they are willing to pretend to be a concerned, yet nosy, druid questioning what the Empty Stone is, or was, up to. As many of the Empty Stone members have never

heard about them (and the players certainly haven't!), Pittand intends to fully exploit this lack of knowledge to obtain the information they want.

- The sprites of the Swardlands have been whipped up recently by Pittand's speeches about the greatness of nature and the evils of humanoids. While the sprites are currently only performing more of their usual pranks upon local farmsteads, villagers who've noticed the increase are concerned that fey hostilities will escalate unless someone intervenes.

## Drawback

Pittand's experience growing up among the fey means they know exactly how to manipulate the creatures to their side. Fey creatures whom Pittand has converted are automatically unfriendly toward humanoid creatures other than Pittand and checks to improve these fey creatures' attitudes take a -2 penalty. In addition, these fey have a +1 circumstance bonus to attack rolls against all humanoids.

## PITTAND VITTLELIN

## CREATURE 5

NE MEDIUM HUMAN HUMANOID

**Perception** +13

**Languages** Common, Druidic, Elven, Sylvan

**Skills** Athletics +10, Deception +10, Diplomacy +12, Intimidation +10, Lore: Cult +9, Nature +13, Occultism +9, Religion +11, Survival +12

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

**Items** leather armor, holly and mistletoe, javelin (3), animal staff, coyote cloak, snapleaf

**Fey-Adopted** Pittand's upbringing allows them to cast *illusory disguise* as an arcane innate spell. They also gain the ability to toss pixie dust as an unarmed ranged attack.

**Untrained Improvisation** Pittand has a +2 proficiency bonus to any skill checks they are untrained in.

**AC** 18; **Fort** +9 (+1 against poison), **Ref** +9, **Will** +13; bravery

**HP** 48; **Resistances** poison 2

**Attack of Opportunity** ↻

**Shield Block** ↻

**Speed** 25 feet

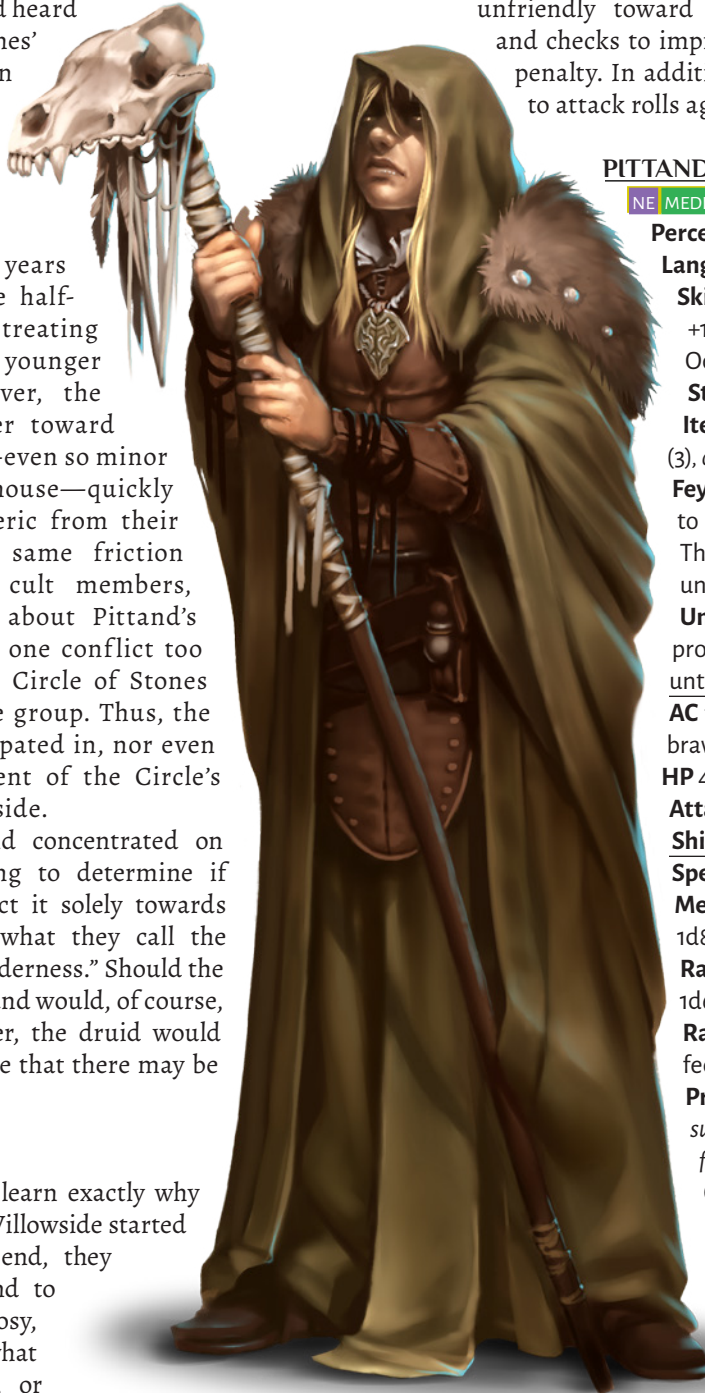
**Melee** ♦ longspear +12 (reach 10 feet), **Damage** 1d8+3 piercing

**Ranged** ♦ javelin +9 (thrown 30 feet), **Damage** 1d6+3 piercing

**Ranged** ♦ pixie dust +9 (sling, range increment 20 feet), **Damage** 1d4 mental

**Primal Prepared Spells** DC 21, spell attack +11 **3rd** *summon fey, wall of thorns*; **2nd** *dispel magic, entangle, faerie fire*; **1st** *gust of wind, magic fang, summon fey*; **Cantrips** *dancing lights, prestidigitation, produce flame, read aura, tanglefoot*

**Arcane Innate Spells** DC 20; **1st** *illusory disguise*  
**Focus Spells** 3 Focus Points, DC 21, **3rd** *animal form, humanoid form, pest form, wild morph, wild shape* 🐾





# Kahwen's Academy

By James Abendroth  
Art by James Anderson



Kahwen let himself relax to the peaceful tune coming out of the old and battered wayfinder in his hand. Given to him by Drandle Dreng when he had taken Kahwen on as a protege, it was one of Kahwen's most favored possessions.

Even to his untrained eye the device was secondhand, but when he'd ask Dreng who it belonged to before, he'd only answered "another model pathfinder agent." Despite the research he'd done afterwards, Kahwen was still not sure of the identity of the previous owner.

Not long after bestowing the wayfinder on him, Dreng had asked Kahwen to look after a newer recruit on their next mission. The tengu was as surprised as anyone when he realized how much he enjoyed the job. As time went on, he had taken on the role of mentor, now teaching groups of students instead of just individuals.

Today was just one of those days. Leading his students, he'd rapidly and easily clambered to the top of the listing wreck of one of the many siege towers that lay on the plains around Absalom. From the top, he'd turned to see none of his students were more than halfway up, and Verage was tumbling back down to the bottom, her armor banging hollowly against the wood of the tower with every bounce.

The fact that she wasn't actually falling was no accident. He'd purposely chosen this tower because the back side of it sloped when the massive front wheels had been destroyed by some powerful magic, causing the structure to list forward with its wall rising at less than 60 degrees. While still too steep to walk up, it meant slipping would result in sliding and bouncing down instead of falling — unless someone went over one of the edges.

"You could help, you know," Billi hissed with a scowl as she clambered up to join Kahwen, who would have been surprised if she were not the first to arrive.

"You don't need it," Kahwen calmly replied to the halfling, watching as she tied off a rope and tossed the other end down to Verage.

Billi glared at him again, as did the human woman when she finally made it to the top, though the two men who had completed the ascent in between had bland expressions. Kahwen looked back at them all placidly.

"I thought it was explore, report, COOPERATE," Verage panted.

"It is and you did."

"But you didn't," Siskiss replied, his scaly brow furrowed.

Kahwen's head feathers ruffled then settled, the tengu equivalent of a shrug. "This is not my Confirmation. It is yours. I am not here to overcome these obstacles for you, rather I am here to give you needed advice and make sure

none of you die."

"Well that's comforting," SAM-2 said. The android's emotions were difficult to read but Kahwen suspected sarcasm.

"My Confirmation occurred long ago, students, and I proved myself worthy of wearing one of these then," he said, holding up his wayfinder.

"Since then, I have helped imprison a god and free another, assisted the Society in procuring the Hao Jin Tapestry and then keeping it from collapsing in on itself, and survived trips to the Gloomspires four times — and I'm not even the best Pathfinder I know.

"Today, it is my job to make sure you have what it takes to join us... and the potential to do even more," he said quietly, while looking from one of them to the next. The looks they returned ranged from idle boredom to determined defiance to wide-eyed wonder.

Letting the silence linger for a few moments, Kahwen leaned over the edge of the wall they were sitting on to look into the stygian depths of the ruined tower. "Now, how are you going to get down?"

The students looked less pleased about the prospect of climbing down than they had climbing up, but they tied off ropes and tossed them down. Just as Billi was about to climb onto one of the ropes Kahwen stopped her.

"If I might make a suggestion," he interjected, as he pulled one of the ropes up and started tying knots in it every few feet.

"Makes it easier to grip," he explained.

"Great. Only now it's too short," Verage pointed out. It was true, the end of the rope now dangled high enough off the floor that dropping from the end would cause a serious injury.

Kahwen only looked at them, waiting patiently for the initiate to come up with a solution to this new problem. Verage stared back for a bit, clearly growing more impatient and annoyed; then turned to have a hurried, whispered conversation.

With a look that was half glare of accusation and half request for confirmation, Siskiss untied one of the ropes then tied it to the end of one of the others.

"But now we can only go down two at a time," Verage pointed out.

"Sometimes you must make the best choice out of bad options," Kahwen answered. He did not mention that he had plenty more rope in his bag.

SAM-2 gave a sigh so deep and heartfelt that anyone who doubted he had a soul would be convinced otherwise, then started to climb down. Billi scrambled to follow and the others only waited a moment for them to get a lead before following.

Kahwen was pleased that they went ahead but tensed as he watched. This was one of the more dangerous parts of the expedition. One slip and the ensuing fall could easily kill one of the students. Knowing that there wasn't much he could do to help if the worst happened, Kahwen watched every foot with dread, especially when Siskiss struggled at one point, getting a foot tangled in the rope and causing it to sway wildly. Kahwen did not have to watch long, for the descent

---

*But, perhaps that was not his destiny,  
anyway. Not everyone could become a  
god and he'd found joy in training new  
Pathfinders, in watching those he taught go  
out in the world and make it a better place,  
in part because of his lessons.*

---





took less than a minute before the potential Pathfinders were far enough down that a fall would only lead to a very painful lesson and not death.

Once his students were relatively safe, Kahwen turned his gaze to the vista before him. Surrounding him were dozens of ruined siege towers and semi-permanent structures, each a testament to some failed scheme to overrun the city he could just make out in the distance. Many of the towers, like the one he was sitting on, had never been fully examined or explored, despite their proximity to the city at the center of the world. While the people who had constructed them had long ago died or abandoned them, that didn't mean there weren't still treasures to find and hazards to face inside many of them.

As he cast his gaze further to the skyline of Absalom, the tower of the Starstone Cathedral dominated his attention with its sheer height and importance. Not for the first time, he envisioned himself crossing the chasm that separated the cathedral from the rest of Absalom and striding through its doors. What happened after that was always a blur in his fantasies since only three people actually knew what actually happened within the cathedral and none of them had deigned to speak to anyone about it. He usually didn't even imagine himself emerging as a god, getting no further in the dream than the cheers of the crowd following him in.

But, perhaps that was not his destiny, anyway. Not everyone could become a god and he'd found joy in training new Pathfinders, in watching those he taught go out in the world and make it a better place, in part because of his lessons. He loved the Pathfinders and believed in their mission. Perhaps the best thing he could do for the world was continue doing what he was doing today, teaching new generations what it meant to be a Pathfinder and how best to do it.

That thought brought Kahwen's attention back to the current group he was teaching. With a start, he realized he couldn't hear them any longer and when he looked down, the ropes were empty. No doubt, they'd finished their descent and wandered deeper into the ruined siege tower.

Quickly, the tengu spoke the command word to stop his wayfinder from playing music and then another that caused it to glow. He stood up and stepped off the ledge he had been resting on, surrendering himself to gravity. Keeping his arms tucked tight against his side, he let himself freefall down the partially sunken tower, the wind whistling in his ears and ruffling his feathers as it whipped past.

Once he had fallen halfway, he spread his arms wide, their flattened shape and long feathers catching the air. He strained for a moment against the sudden jerk of resistance, slowing his descent and allowing him to glide the rest of the way down.

Once his feet gently hit the ground, Kahwen trotted on silently toward the whispering voices of his students, wondering if the zombies and ghouls he'd found in the tower when he'd scouted the day before could hear them just as clearly. 🐉



# The Diobel Pearl Divers Union

By Doug Edwards  
Art by Peter Fairfax



While the Kortos Consortium is a well-known fixture in the operation of Diobel, it is less well-known that the Diobel Pearl Divers Union is one of the most important components of its control. The pearls the union's divers harvest are vital components for spells and magical items, bringing in silver and gold from the Arcanamirium in Absalom and elsewhere throughout the region. These gains are tightly controlled by the Kortos Consortium and form the entire legitimate backbone of Diobel's economy. But the pearl trade also serves as the cover for all the illicit trade in Diobel, hiding it from adjusters from the Church of Abadar and Kalistocrats from Druma who might seek to control the otherwise dubious economic transactions.

The activity of pearl diving also serves as a cover for the real reason the Kortos Consortium funds an otherwise only mildly profitable venture—*aeon stones*. It is a poorly kept secret that, as the site of the impact of the Starstone, the portion of the Inner Sea surrounding Kortos is rich in *aeon stones*. The trade of these ancient stones is usually very tightly controlled, and the Pearl Divers Union is one of the few reliable sources of unregulated *aeon stones*.

In addition, these *aeon stones*, being so close to the Starstone, are often warped by its powers. This results in these *aeon stones* having unique effects not chronicled elsewhere in the more common sorts of these stones. It is said that the Pathfinder Society desires to build a closer relationship with the Pearl Divers Union specifically to have a chance to study these unique, powerful artifacts. But the Kortos Consortium's black-market trade is so incredibly lucrative for the Union that it has had no reason to respond to the Pathfinders' more scholarly overtures to this point.

A pearl diver's life is incredibly physically demanding, with new divers spending as much as 12 hours a day underwater to

meet their pearl quotas. These quotas encourage people to make deep, sometimes dangerously so, dives to pry open the largest possible number of oysters. This hazardous activity claimed the lives of many divers before the Union was able to negotiate with the Kortos Consortium to install better safety measures—given that it forms the legitimate backbone of an incredibly lucrative enterprise, the Pearl Divers Union commands a lot of sway among the Kortos Consortium's merchant lords.

The membership of the Pearl Divers Union is largely ancestry-agnostic but skews young for the divers themselves. Since the work is so physically demanding and dangerous, only a few have the aptitude to last more than a few years in the job. As a result, the typical pearl-diving veteran is still quite young, with many opportunities in front of them. In addition to being strong

swimmers, they are robust and good with their hands from years of practice shucking oysters. These skills naturally come in handy with the Kortos Consortium's other nefarious activities, creating a pipeline of recruitment. Other divers move into the management of the union itself, into instruction of rookie divers, or into other endeavors. In particular, the skills granted by a young adulthood spent diving lend themselves well to circus acts, feeding into the Isle of Kortos' strong carnival tradition.

In 4720, the Pearl Divers went on strike for 3 months and brought the entire economy of Diobel to a grinding halt. The Kortos Consortium resorted to contracting members of the Aspis Consortium as strike-breakers. However, the replacement workers did not have near the stomach needed for the incredibly difficult work. Next the Consortium tried to force the pearl divers to work at swordpoint, which resulted in street-to-street fighting dubbed the Battle of Diobel, which the divers won handily. This ushered

in a new era of prosperity for the pearl divers, but drove wedges between the Pearl Divers Union, the Kortos Consortium, and the Aspis Consortium. This has opened opportunities for other groups to take advantage, a situation all the power brokers on the Isle of Kortos have been keeping close tabs on.

To portray a member of the Diobel Pearl Divers Union, you might take the Diobel Pearl Diver background (from *Lost Omens World Guide*), and select barbarian, fighter, ranger, or rogue as your class. You might select the Underwater Marauder skill feat, and the pirate or scout archetypes (from the *Advanced Player's Guide*). Typical gear could include piercing one-handed weapons like the trident or spear, and swim fins (*Lost Omens World Guide*). 🐙





# Aftermath of the Orbs

By Robb Miller

Art by Meaghan Ingram



## Backgrounds

### MAGICALLY HEALTHY

### BACKGROUND

All residents on the Isle of Kortos were unwittingly raised under the influence of the Aeon Orbs. The aura that promotes healthy growth in the flora and fauna across the island has also affected your body, and, as a result, you have grown strong and sturdy, an ideal picture of health.

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

You're trained in the Athletics skill and the Absalom Lore skill. You gain the Hefty Hauler skill feat.

### TRINKET HOLDER

### BACKGROUND

**RARE**

Wherever magical artifacts exist, objects related to them are coveted by collectors, charlatans, and researchers; the Aeon Orbs are no exception. Whether through innocent or sinister means, you've come into possession of a relic that is closely tied to the Aeon Orbs, and the residual magic has affected you.

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

You're trained in the Arcana skill and the Underworld Lore skill. You gain the Arcane Sense skill feat.

## Sorcerer Bloodline

### Verdant

After the disappearance of Aroden, the Aeon Orbs started to fail and their energy began leaking into the surrounding areas. Over time, residents near the Aeon Towers, especially the Verdant Beacon, found themselves more connected to the land around them. For a rare few, this connection manifested itself as the ability to manipulate the same energies that the Last Azlanti imbued in the orbs themselves.

**Access:** From the region of Absalom

**Spell List** primal

**Bloodline Skills** Nature, Society

**Granted Spells** Cantrip: *forbidding ward*; 1st: *object reading*; 2nd: *status*; 3rd: *circle of protection*; 4th: *creation*; 5th: *chromatic wall*; 6th: *stone tell*; 7th: *visions of anger*; 8th: *divine aura*; 9th: *resplendent mansion*

**Bloodline Spells** initial: *protective growth*; advanced: *twelve guises of Aroden*; greater: *glimpse of the orb*

**Blood Magic:** Your overflowing life energy reinforces you or an

ally within 30 feet, granting a +1 status bonus to saving throws for 1 round.

## Sorcerer Focus Spells

### PROTECTIVE GROWTH

FOCUS 1

UNCOMMON ABJURATION PLANT SORCERER

**Cast** ◆ somatic

**Duration** 1 minute

You can focus the growth-encouraging energy of the orbs to grow vines, bark, and branches to all over your body, creating a buffer to insulate you from harm. You gain temporary Hit Points equal to 1d6 plus your spellcasting modifier.

**Heightened** (+1) The temporary Hit Points increase by 1d6.

### TWELVE GUISES OF ARODEN

FOCUS 3

UNCOMMON ILLUSION VISUAL SORCERER

**Cast** ◆◆ somatic, verbal

**Range** 30 feet (burst only); **Targets** yourself and all allies

**Duration** 10 minutes

The imprint of Aroden allows you to give yourself and any allies within 30 feet one of his twelve guises. The targets gain the effect of Illusory Disguise, except each of you must take the form of a generic person with one of the following professions: artist, beggar, artisan, farmer, fisher, hunter, merchant, scholar, shepherd, soldier, tailor, and thief. Your allies do not have to stay within 30 feet of you for the full duration of the spell. You can halve the remaining duration to change which guise each of you have. This change only affects targets within 30 feet of you.

**Heightened** (+3) The duration increases by 10 minutes.

### GLIMPSE OF THE ORB

FOCUS 5

UNCOMMON NECROMANCY VISUAL SORCERER

**Cast** ◆◆ material, somatic, verbal

**Range** 30-foot emanation **Targets** you, allies, and enemies in the area

**Saving Throw** Fortitude; **Duration** 1 minute

Positive energy is a beautiful thing, the fire of life itself. But like fire, it can turn from helpful to all-consuming. You explode in a burst, filling the area with pure light and energy. You and your allies in the area find your wounds beginning to close as positive energy courses through you. You and your allies gain fast healing 5 for the duration. Enemies in the area see positive energy's harsh side as your form burns their eyes and overloads their bodies. Each enemy in the area takes 5d6 positive damage and must make a Fortitude save. Undead are particularly vulnerable and take double damage from the blast.

**Critical Success** The target is unaffected.

**Success** The target takes half damage and is dazzled for 1 round.

**Failure** The target takes full damage, is blind for 1 round, and is dazzled for 1 minute.

**Critical Failure** The target takes double damage, is blind for 1 round, and is dazzled for 1 minute.

**Heightened** (+1) The fast healing increases by 1, and the damage increases by 1d6. 🌟





# Treasures of the First Siege of Absalom

By Nick Volpe

Art by Frank Michienzi and Victoria Sullivan



Five thousand years ago the minotaur warlord Voradni Voon raised a host of minotaurs, harpies, and centaurs in the distant nation of Iblydos with his sights on Absalom and the Starstone. Driven by dreams of godhood, Voon marched his legions through the immense teleportation device known as the Brazen Gate. Tens of thousands of warriors streamed onto the plains of Kortos toward Absalom. Then Aroden smote the plain and broke Voon's armies in a single act. Today the region known as the Scrape appears to be nothing more than a devastated wasteland. But to treasure hunters, it is a goldmine of buried ancient treasures and magic armaments.

## DOUBLE CROSSBOW

UNCOMMON

Price 10 gp;

Usage held in 2 hands; Bulk 1

Range 120 ft.; Reload 0+; Damage 1d8 P

Category Advanced; Group Bow; Ammunition Bolts

Designed by minotaur artificers, this intricate weapon has two bow assemblies one on top of the other, allowing two bolts to be loaded simultaneously. The crossbow can be fired twice before it needs to be reloaded. Reloading each bolt takes a single action (◆).

## HORN CAPS OF COMMON CAUSE ITEM 3

ENCHANTMENT INVESTED MAGICAL

Price 30 gp

Usage worn; Bulk L

Images of minotaurs, harpies, and centaurs decorate these brass cones. You wear them on the tips of horns, or a chain around the neck. While worn and visible, you can Make an Impression on a centaur, harpy, or minotaur as a single action (◆).

**Activate** ◆ envision; **Frequency** once per day; **Effect** If your next action is to Make an Impression on a centaur, harpy, or minotaur, you can treat the result of your check as one degree of success better.

## RING OF THE FUMING BULL

ITEM 5

EVOCATION INVESTED MAGICAL POISON

Price 160 gp

Usage worn; Bulk L

Minotaur warriors traditionally wear this thick iron ring through the septum of the nose.

**Activate** ◆◆ envision; **Frequency** once per day; **Effect** You exhale a cloud of noxious steam from your nostrils in a 15-foot cone that deals 3d6 poison damage. Each creature must attempt a DC 23 basic Fortitude save. A creature that fails its save is sickened 1.

## DEADFALL AXE

ITEM 6

MAGICAL TRANSMUTATION

Price 250 gp

Usage held in 2 hands; Bulk 1

Minotaur scouts favored this +1 striking fearsome greataxe.

**Activate** ◆◆◆ envision; **Frequency** once per day; **Effect** You gain a climb speed equal to your land speed for 1 hour.

**Activate** ◆ Envision; **Trigger** You fall more than 5 feet and land adjacent to an enemy; **Effect** Make a melee Strike against the enemy. If you hit you deal bonus damage equal to half the damage you would take from the fall. You take the falling damage and fall prone immediately after the Strike.

## MINOTAUR HELM

ITEM 6+

INVESTED MAGICAL TRANSMUTATION

Usage worn headwear; Bulk L

This bronze half helm is adorned with bull horns etched with Jotun runes. Wearing the helm grants a +1 item bonus to Diplomacy checks to Make an Impression with minotaurs, harpies, or centaurs.

**Activate** ◆ interact; **Frequency** once per minute; **Requirements** You moved at least 20 feet this turn and ended your movement adjacent to one or more enemies; **Effect** You lash out with your horns in a savage sweep. Each creature adjacent to you must attempt a DC 22 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The target is flat-footed until the start of its next turn.

**Failure** The target falls prone.

**Critical Failure** As failure, plus the creature takes 3d6 piercing damage.

Type standard; Level 6; Price 230 gp

Type greater; Level 13; Price 2,700 gp

The save DC is 32. The damage inflicted on a critical failure is 6d6 piercing damage.

## SIREN'S CARESS

ITEM 7+

UNCOMMON MAGICAL ENCHANTMENT MENTAL

Usage held in 1 hand; Bulk L

Adorned with harpy feathers, this +1 striking returning javelin sings on the wind as it is thrown.

**Activate** ◆ command **Frequency** once per round; **Trigger** You make a ranged Strike with the javelin against a fascinated target; **Effect** The triggering Strike does not end the fascinated condition.

Type standard; Level 7; Price 350 gp

Type greater; Level 13; Price 3,000 gp





This is a +2 *greater striking returning javelin* and gains the following effect.

**Activate** ♦♦ Interact; **Frequency** Once per day; **Effect** Make a melee Strike with the javelin against a fascinated target. If the Strike hits, it becomes a critical hit.

### PLUMED HELMET

ITEM 8

UNCOMMON DIVINATION INVESTED MAGICAL MENTAL

**Price** 360 gp

**Usage** worn; **Bulk** L

This steel, full-face helmet boasts a colorful feathered plume down its spine. Centaur officers used these helms when leading squadrons into enemy territory.

**Activate** ♦♦ **Frequency** once per hour; **Effect** The helm casts *animal vision* (DC 21), which can only target birds in flight.

**Activate** ♦; **Trigger** An ally within 30 feet makes a ranged Strike against an enemy you can observe through *animal vision*; **Effect** The triggering Strike is less affected by cover. Reduce the circumstance bonus to AC the target of the Strike gains from cover by 1.

### RING OF THE HIDDEN HUNTER

ITEM 8

CONJURATION INVESTED MAGICAL

**Price** 500 gp

**Usage** worn; **Bulk** L

This carved ivory ring is favored by hunters and scouts. Minotaurs traditionally wear them through the nose's septum.

**Activate** ♦♦ **Frequency** Once per day; **Effect** You breathe out a cloud of white smoke in a 15-foot emanation centered one you. The cloud follows you if you move. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it. The effect lasts for 1 minute unless you Dismiss it.

### GREAVES OF BLINDING STRIKE

ITEM 9+

UNCOMMON INVESTED MAGIC NECROMANCY

**Usage** worn; **Bulk** 1

Elite harpy squads attacking from the air wore these polished, gleaming greaves.

**Activate** ↻ Interact; **Frequency** once per day; **Requirements** You are flying **Trigger** A non-flying attacker hits you with an attack but doesn't critically hit; **Effect** You gain a +2 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, the attack misses.

**Activate** ♦♦ **Frequency** once per day; **Requirements** You are outdoors and in daylight; **Effect** You focus the sun's rays into a blinding flash of light, casting a *blindness* spell (DC 27).

**Type** standard; **Level** 9; **Price** 650 gp

**Type** greater; **Level** 15; **Price** 6,500 gp

You can activate the greaves once every 10 minutes and the save DC is 36.

### CYCLOPS TEARS

ITEM 12

RARE CONSUMABLE MAGICAL POTION DIVINATION

**Price** 400 gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

For 1 minute after consuming the tears you are beset by fleeting visions of all possible futures. You are disorientated and become clumsy 1. You also gain the following reaction; once you use the reaction, the effect and clumsy condition end.

**Flash of insight** ↻ (divination, fortune) **Trigger** You fail a saving throw or skill check; **Effect** You reroll the triggering check and can choose the higher result.

### BRAZEN GATE FRAGMENT

ITEM 13

CONJURATION TELEPORTATION MAGICAL

**Price** 2,200 gp

**Usage** held in 1 hand; **Bulk** L

Once part of the legendary Brazen Gate portal, this tiny, stone fragment still retains a flicker of power allowing you to shift your position with a mere thought.

**Activate** ↻ **Frequency** Once per hour; **Trigger** You are targeted with an attack; **Effect** You cast a 6th-level *blink* spell.

### LANCER'S CUIRASS

ITEM 13

UNCOMMON MAGICAL INVESTED TRANSMUTATION

**Price** 900 gp

**Usage** worn armor; **Bulk** 2

This +2 *resilient breastplate* is scratched and dented by the tips of broken spears. It protects the brave who charge into glorious battle. If you move at least 20 feet in a round, you gain resistance 5 to all physical damage (except piercing) until the start of your next turn.

**Activate** ♦♦♦ **Frequency** Once per day; **Requirements** You are mounted or you are Large or larger; **Effect** Stride up to double your speed. You can move through the spaces of Medium or smaller creatures, Trampling each creature whose space you enter. You can attempt to Trample the same creature only once.

### EXECUTIONERS AXE

ITEM 15

UNCOMMON MAGICAL NECROMANCY

**Price** 4,500 gp

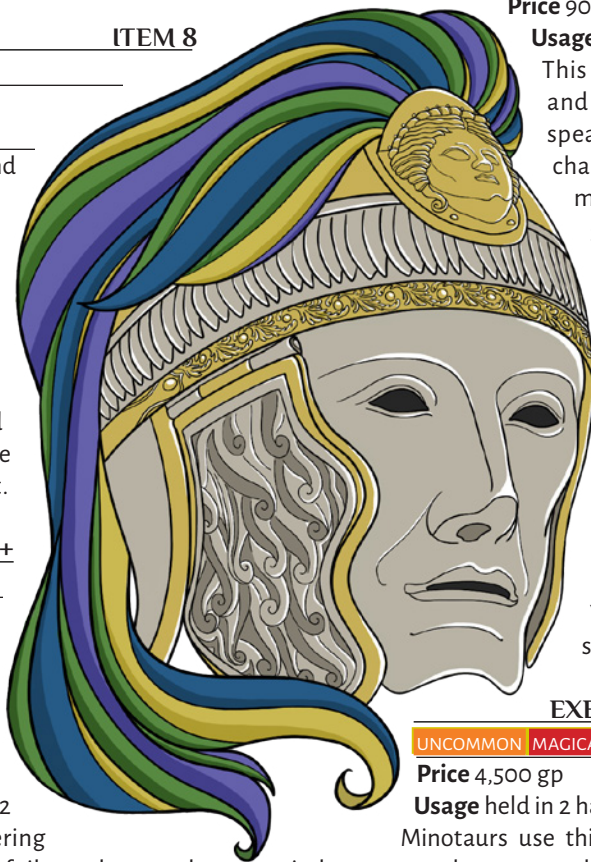
**Usage** held in 2 hands; **Bulk** 2

Minotaurs use this heavy, dull greataxe to dispense judgement and mop up the wounded on the battlefield. It functions as a +2 *greater striking wounding greataxe*.

**Activate** ↻ Interact; **Frequency** once per hour; **Trigger** You kill a living creature with the axe; **Effect** The blade drinks the life force of the executed and you gain temporary HP equal to half the level of the creature. These Hit Points last 1 minute.

**Activate** ♦♦♦ Interact **Requirements** You are holding the *executioner's axe* in two hands and are adjacent to a target that is unconscious, restrained, or prone; **Effect** Make a Strike. If you hit, the target takes damage from the Strike as normal and is affected by a *finger of death* spell (DC 32).

**Trampled** creatures take 3d10+10 bludgeoning damage, DC 30 basic Reflex save. 🐾





# A Quiet Retreat

By Mark Rivett  
Art by James S. Austin



How are we feeling today?" Doctor Noris Sedant's demeanor and tone always fell squarely on the minimally pleasant side of controlled. She wore her blonde hair in a tight bun, and her sharp blue eyes appraised Strathis from behind small round spectacles. Her modest white academic dress conveyed equal parts authority and knowledge. She stepped into the spartan room occupied by a single bed, small nightstand, and a steel dresser upon which sat a lonely candle. She left the door ajar behind her, and through the opening Strathis could see a pair of orderlies in white uniforms standing outside with a cart between them.

"Awful." Strathis sat on the low bed with his feet flat on the floor. "I traveled all the way from Absalom, and after three weeks here I feel worse than when I arrived!"

Noris nodded. "Healing at The Bosco Sanitorium can be a long and difficult process. Some of our guests do report a period of time when they feel as if our treatments are not as effective as they had hoped. However, I can assure you, once you get through this painful phase, you will feel like a new person."

"Can't you just use magic?" Strathis felt a wave of pain rising within him and braced himself. He had always been physically strong, and was no stranger to cuts and scrapes, but this lingering illness was intolerable...and it had only grown worse since his arrival.

Noris shook her head and her stone expression held firm. "If you wanted magical healing, the Dawnflower Library in Otari is much more accommodating. Would you like me to summon a wagon?"

"No!" Strathis glared at Noris. She knew full well that he – as well as all the

other guests at the Bosco Sanitorium – were not welcome at the Dawnflower Library. Even if he were, he doubted he could make the trip. As a wave of pain rose in the pit of his stomach, he wrapped his arms around his midsection and doubled over. "I'm hungry! Damn, I'm hungry."

Noris tapped on the door and one of the orderlies rushed in with a plate of eggs, bacon, and biscuits. Strathis let the pain fade to a tolerable level before shoveling food into his mouth. The orderly scampered back out of the room but remained at the ready. If there was a silver lining to his misery, it was that the food here was delicious. In moments he finished his breakfast.

The doctor carefully observed him as he ate, but she spared a glance to the other orderly who held a second plate of food.

"Ahhh..." Strathis sighed as he stood. "What's next? Vinegar bath? Pickled sheep's eye? Snake's bile? Whatever you got, I can... take... it..." A tidal wave of agony washed over him and

sent him tumbling back upon the bed. A second wave ejected his breakfast from his stomach in a spectacular geyser that just barely missed the doctor.

"I thought we'd try something new today." Noris motioned one orderly to tend to the mess then summoned the second orderly with the tray of covered food.

The cold metal tray bearing a single white porcelain plate was placed on the bed next to Strathis. The orderly pulled away the white napkin covering it to reveal the plate's singular content: a large shank of meat sitting in a red pool of blood. White bone and cartilage poked out from the pink meat. Patches of pale white skin were covered in thin brown hairs. It was a far cry from the impeccably cooked and perfectly seasoned meats that he had previously dined on.

"What..." Strathis stared at the plate in disgust as more heaves wracked through him. "What in the Inner Sea is this?"

"Many of the nutrients you need are destroyed through the cooking process. Your body is so starved for nourishment, you can't even keep prepared food down." Noris stated plainly. "Eat it."

Strathis picked up the shank and expected to be revolted. Instead, his nausea abated, and his stomach growled in anticipation. The smell of the raw meat was shockingly enticing. He wanted to at least feign disgust, but before he could, he tore into the flesh with voracious enthusiasm. He chewed a couple times before swallowing the cold, rubbery pulp and taking another bite. Blood dripped down his chin onto the bed, and he spared an approving glance at Noris.

For the first time, her stone expression cracked, and she wore a subtle smile. "Feeling better?"

Strathis nodded as he took another bite. "What..." he asked as he continued his meal "...is this? I've never seen meat like this."

"Taldan." Noris replied.

"Great." Strathis nodded. "I mean, what type of animal."

Noris returned to her neutral expression. "Taldan, human?" she spared a glance at the orderlies who had remained just outside the room.

They nodded back.

"Of course. We find that same-race cannibalism tends

to offer the best results. Interracial cannibalism can also be effective... with the exception of elf." Noris continued her explanation. "Most anything else though..."

Strathis chuckled as he cleaned the bone and sloughed down the last of the meat. "No, seriously. This is incredible. I feel..." he stood up and rotated his shoulders before leaning back and forth on his hips. "I feel amazing. Whatever this is, it's a miracle. Where can I get more?"

"It's all around. Though you will learn to identify acceptable meals from those suffering from your same affliction like many Bosco Sanitorium patients, orderlies, and myself." Noris expounded with no hint of humor. "But, now that we've found an effective treatment, the world is, as the saying goes, your oyster."

"You're joking." Strathis examined the bone in front of him, and recalled the shape of the meat upon it. He met Noris' gaze as a terrible realization overcame him.

---

*The cold metal tray bearing a single white porcelain plate was placed on the bed next to Strathis. The orderly pulled away the white napkin covering it to reveal the plate's singular content: a large shank of meat sitting in a red pool of blood.*

---



Her brows furrowed. "I find it quite cruel to joke about issues of health."

Strathis fell back upon the bed in a confusion of conflicting emotions. His lack of physical disgust disturbed him greatly. The idea that he was feeling better because he had eaten raw human meat was both liberating and horrifying. After a long stretch he settled on the one emotion he was most familiar with: anger.

"WHAT!?!!" he bellowed as he pushed himself to his feet. He towered over Noris, but she did not wither in the slightest at his presence. "How did you... ? Where did you... ? Why would you do that!?"

"Sit down." Noris did not raise her voice, but within it was some undeniable authority that sent Strathis back to the bed.

"What did you do?" Strathis mustered a meager protest.

Noris shared a silent look with the orderlies as she closed the door. "When you arrived, you had a terribly misguided understanding of your condition. Now that you are in recovery it is easier to explain, and for you to accept, your illness."

Strathis gaped at Noris.

"Illness – all illness – is, at its foundation, a sickness of mortality, which can be remedied by either death or immortality. At the Bosco Sanatorium, we offer both, through gentle and prolonged exposure to ghoulish wellness. I am very pleased to see that your body has responded positively to this therapy, and I hope you will become a strong advocate for its efficacy."

"Ghoulish... wellness?" Strathis searched his mind for the term. He was overwhelmed and confused, but after a moment he

landed upon the term he was looking for. "Ghoul fever! You gave me ghoulish fever?" he bellowed, though remained unable to stand against the indomitable will of Doctor Sedant.

"That is a pejorative that has no place here." Noris replied calmly.

Strathis's mind continued to reel, and he clung to his anger for lack of any alternatives. "You can't do this! I'll... I'll go back to Absalom! I'll tell the First Guard!"

"Go back. Tell them. And what will they do?" Noris maintained her composure as if she had had this conversation many times before. "You were not welcome anywhere that offered divine healing. Why is that? So, you came here. And what do you think will happen to you when you tell them about your treatment? Will the gods open their doors to you, reverse your therapy, and heal your mortal illness because of this one act of 'selflessness'?" She spoke the word in a mocking tone.

Strathis hung his head. "I... I just wanted to get better."

Noris's words shifted from harsh rebuke to gentle consolation. "You were an outcast and in need. Of course, you looked for hope outside the disapproving gods and their oppressive demagogues. And you found it, here, at the Bosco Sanatorium. Tranquil, warm, caring, willing to offer you effective treatment without judgment, and frankly, a badly needed departure from a harsh and noisy world that would sooner see you in agony than as an ally."

"A quiet retreat." Strathis acknowledged begrudgingly, his stomach rumbling once more.

"A Whispering Way." Noris smiled warmly. 🐾





# Golarion Gazetteer: Bosco

A Quiet Village  
By Mark Rivett  
Map by Mark Rivett



The coastal town of Bosco is east of Absalom and southeast of the Tyrant's Grasp. Sitting at the edge of the Cairnlands, this clutch of a few dozen wooden buildings nestles against the rocky shore. Beyond the town proper, numerous farmsteads stand against the backdrop of the Cairnlands. The Tyrant's Grasp is obscured by gentle hills that rise out of the shore. Few outsiders, benevolent or malicious, give the quiet hamlet much concern, save for one feature.

## The Bosco Sanatorium

Sitting up the shoreline from the village, the Bosco Sanatorium quietly markets itself as a wellness retreat that caters to guests who, for whatever reason, eschew divine healing. Run by Doctor Noris Sedant, whom Bosco townsfolk hold in high regard, visitors from all over Golarion come to enjoy quiet isolation, delicious food, and relaxing therapeutics within the extravagant beachfront resort. Towering arborvitaes line a tall steel fence that surrounds the entire property, offering both privacy and security. Orderlies, dressed in white, cater to guests' needs around the clock. Master chefs are on standby to cook anything from favorite comfort foods to doctor-prescribed dietary meals.

All of which bears the taint of ghoulish fever.

Whether it's massage oils, aromatherapy, acupuncture needles, or the lunch buffet, ghoulish fever permeates every aspect of Sanatorium wellness. Doctor Sedant is a ghast, her orderlies are ghouls, and her commitment to healing is guided by The Whispering Way. She has spent a lifetime developing procedures for transmitting ghoulish fever through methods other than a bite, to make the gift of undeath more subtle and pernicious. She has "healed" countless guests by transforming them into ghouls, and those she fails to cure make welcome but discreet additions to the sanatorium menu.

Every few months, the residents within the hospital grow too numerous for available space. When that happens, Noris charts an excursion for her patients to Tyrant's Grasp, Absalom, or some other part of the Isle of Kortos. Those newly "cured" guests are released on their own recognizance so they can advocate for the efficacy of Doctor Sedant's treatments and, of course, The Whispering Way.

## SEDANT WELLNESS THERAPY

## DISEASE 5

### DISEASE VIRULENT

A manufactured form of ghoulish fever, Sedant wellness therapy has few obvious effects on a victim, until one day they simply don't wake. The next midnight, they then rise as a ghoul (or in rare instances, a ghast). Starting during the onset, as long as a creature is being exposed to tainted food or other vectors in the sanitarium, they are drained 1, leaving them feeling the need for more treatment. This condition doesn't decrease with rest unless they avoided any exposure during the previous day.

**Saving Throw** DC 20 Fortitude; **Onset** 1 week; **Stage 2** doomed 1, and doomed value doesn't decrease with a full night's rest (1 day); **Stage 3** the doomed value increases by 1 (1 day)

## Bosco Village

The village of Bosco is blissfully unaware of the true nature of the doctor or her clinic. Astutely mindful of the risk of exposing her activities, Noris strictly forbids her orderlies or newly "cured" patients from preying upon villagers. Furthermore, she prohibits any resident from being treated within the Sanatorium, claiming that any failure on her part could irreparably damage the Sanatorium's relationship with the village.

The townsfolk regularly see Doctor Sedant at town functions and view her as a quirky but important member of the community. Her patients bring wealth to the clinic, and the doctor readily distributes that wealth into the local community through funding town projects, refurbishing run-down buildings, and generously purchasing goods. Noris is so protective of the town she calls home that she happily supports the village defenses on rare occasions when it is required.

Despite her position within the community, the townsfolk would be horrified if they ever realized the truth. If the residents of Bosco did not visit swift destruction upon the sanatorium, authorities from Absalom soon would. Noris employs a number of strategies to keep her true nature hidden. Among the food and supplies constantly moving into the sanatorium is a significant allocation of makeup. Every nurse, orderly, cook, and housekeeper possesses at least moderate skill in disguise. Long sleeves and high collars carry the weight of camouflage, but medical masks and scrub caps provide additional obfuscation. Wigs, glasses, and gloves help to hide—or at least distract—what makeup cannot completely cover. Neither Bosco residents nor Sanatorium guests realize they rarely see the face of an orderly.

In addition to her skills at disguise, Noris is extremely selective when "hiring" employees. None among her staff is a ravenous beast who lurches impulsively towards the taste of living flesh. Any who cannot exercise absolute self-control over their dietary impulses experience fatal consequences at Noris's hand.

As a last line of defense, Noris also possesses aptitude in deception. When a lie or half-truth does not assuage suspicion, a "covenant" distraction serves as a temporary bulwark from those who inspect too closely.

## Noteworthy Village Sites

Noris maintains several information-sharing relationships with townsfolk embedded within town fixtures. The Bosco farmsteads, docks, Bored Lamb Pub, and the Sunset Inn have residents who happily share the day's gossip with the good doctor. These townsfolk do not view themselves as spies, but rather as mavens who keep the village keystones well-supported by its most prominent figure. Noris uses the information to identify potential threats to her work long before they appear on her doorstep.

The true nature of the Bosco Sanatorium hides behind a delicate façade. There are cracks that an observant investigator can pry open. When that happens, there is one final option available to Noris to maintain secrecy: violence.

**Bosco Farmsteads:** Farmsteads often provide the first alert to any concerning activity making its way towards the town from



the Cairnlands. Families are ready to signal one another at the first sign of trouble, and they can quickly retreat into the village. Whatever lurches out of the Cairnlands is often too dangerous to face alone. Fortunately, such encounters are rare, and many attribute that to the efforts of Noris. If a fence needs to be built, or a ditch dug in order to direct hostile traffic elsewhere, she is among the first to open her coin purse.

**Bosco Docks:** As the sun crests the horizon, Bosco fishermen set out for the day's catch. At night, dozens of wooden boats gently pitch and roll against the wooden docks. The pier is often the first location visitors encounter, and the village stands a welcome sight at all hours. New guests often arrive here, and when Noris expects someone, she send a coach and wagon to shuttle the new arrival to the clinic.

**Bored Lamb Pub:** The Bored Lamb Pub is a rather mundane establishment. Townsfolk often patronize the cozy bar to share the day's news. Newcomers are welcome, but no one is shy about asking what business a stranger has in Bosco.

**Sunset Inn:** The Sunset Inn doubles as the town hall when needed. Rooms are available for a modest price, but the innkeeper is wary of trouble, and has an uncomfortable feeling about the Sanatorium, though she can't place why. She does not hesitate to deny rooms to anyone who even seems to have business in the Sanatorium.

**Bosco Graveyard:** Because some patients are too ill to recover, it is prudent that the Bosco graveyard lie within an ungated section of the Sanatorium grounds. Those unfortunate souls who fail to find healing lie in rest next to Bosco townsfolk

whose plots are donated by Noris as a thank you to the town. Generous landscaping and gardening provide abundant privacy for relatives who wish to visit their loved ones. During the day, Sanatorium orderlies maintain the cemetery with almost obsessive care. At night, all newly interred corpses are exhumed and moved to the Sanatorium pantry.

## Visitors to Bosco

Investigators who seek answers as to the whereabouts of one of Doctor Sedant's patients are warmly received—and monitored closely. Persistent sleuths who are not thwarted by kindness are welcomed into the Sanatorium itself to investigate at their leisure. They are given access to all the same food and therapeutics the clinic is renowned for. Those few investigators who do not redirect their investigation or succumb to Noris's wellness treatments experience tragic accidents...and disposal of an incriminating body is never a problem with so many mouths to feed.

Similarly, when a patient arrives in Bosco, they are also closely monitored. Catering to clients who do not have access to divine healing occasionally comes with a separate set of issues. The townsfolk know that many visitors to the Sanatorium can be dangerous, and they give a wide berth—though some offer free accommodations or drinks to those passing through, which later are reimbursed by Noris. The Bosco townsfolk and the orderlies have the same objective: transport the ill from Bosco proper to the Sanatorium grounds as quickly as possible. Once there they receive all the comfort and care they deserve. 🏠





# Weal or Woe: Forestry on the Isle of Kortos

By Adam Kessler  
Art by Ashton Sperry



## WEAL: ONARA

From a young age Onara felt an inexorable pull towards nature. Despite being young when her parents helped found Hanthul, capital of the Hobgoblin nation of Oprak, Onara never enjoyed big city life. Instead, she sought every opportunity to run off into the Mindspin Mountains where she would playfully chase animals, climb trees, and sleep in brambles.

It was when Onara first began to cast spells, without any formal training, that her parents became very worried. Lacking any knowledge of magic, they were beside themselves, fearing their daughter had contracted some curse of arcane 'elf magic.' They had heard rumors that such cursed abilities could be caused by a taint within the bloodline and were worried if word got out not only would she be persecuted, but they would as well.

They did everything they could to stamp the magic out of Onara, pushing the young hobgoblin further away from them and towards her magical gift. Eventually, fed up with her parents' secrets and overbearing natures, Onara ran away from home. Working as a deckhand on a cargo ship, she soon arrived in Absalom, quickly leaving the large city in search of a smaller town among the wilds to call home.

Settling just outside of Otari, Onara has finally found that home. Living in the forest, she has blossomed into a powerful sorceress, and makes a living acting as a magical consultant and guide for the local lumber companies. Because of her family's harsh treatment of her, Onara is surprisingly kind and soft-spoken. In fact, the only way to get on her bad side is to blatantly hurt 'her' forest or its inhabitants, or to commit over-logging.

## Adventure Hooks

- Onara's parents have tracked her to the Isle of Kortos and have come to drag her back to Oprak. She hires the PCs to derail their plans without hurting them.

- Someone is over-logging in the forest, but the local loggers swear they are following Onara's instructions. She needs the PCs to figure out what is happening... and why.

## Boon

If the PCs impress Onara, she agrees to make a unique staff for them (see *Personal Staff*, *Secrets of Magic* 166). The PCs must be present for the four days it takes to make the staff, but they can choose the staff she makes as long as either she or they have the appropriate spells and follow all the proper rules for personal staves. She covers the cost for a staff of appropriate level.

## ONARA

## CREATURE 6

UNIQUE NC MEDIUM HUMANOID GOBLIN

Perception +11; darkvision

Languages Common, Goblin

**Skills** Crafting +11, Diplomacy +15, Forest Lore +11, Mountain Lore +11, Medicine +11, Nature +15, Survival +13

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

**Items** +1 staff of healing

**AC** 21; **Fort** +11, **Ref** +14, **Will** +14

**HP** 75

**Speed** 25 feet

**Melee** ♦ staff of healing (two-hand d8) +12, **Damage** 2d4+1 bludgeoning

**Ranged** ♦ sling +12 (propulsive, range 50 feet), **Damage** 2d4+7 bludgeoning

**Primal Spontaneous Spells** DC 24, attack +16; 3rd (4 slots) *animal vision*, *elemental annihilation wave*, *meld into stone*, *safe passage*; 2nd (4 slots) *calm emotions*, *dispel magic*, *guiding star*, *speak with animals*; 1st (4 slots) *charm*, *heal*, *longstrider*, *purify food and drink*; Cantrips (3rd) *detect magic*, *electric arc*, *gouging claw*, *tame*, *tanglefoot*

**Signature Spells** Onara can freely heighten her *heal* and *dispel magic* spells by expending an appropriate level spell slot.

**Bloodline Spells** 1 Focus Point; *nymph's token*

**Bloodline Magic** When Onara casts a bloodline spell, *tanglefoot*, *charm*, *calm emotions*, or *animal vision*, she gains a +1 status bonus to Diplomacy checks for 1 round or imposes a -1 status penalty on one target's Will saves for 1 round.

**Dangerous Sorcery** When Onara casts a Spell from a spell slot, if the spell deals damage and doesn't have a duration, she gains a status bonus to that spell's damage equal to

the spell's level.



AD  
22

## WOE: CASTUS OF ALMAS

Arguably the least-expected villainous organization to plague Avistan in recent years is the Lumber Consortium. Originating in the Andoren holdings of Chelifax before Andoran gained



its independence, this unassuming lumber company stops at nothing to increase their own financial, political, and social capital. They are not above bribery, murder, or blackmail, and Castus of Almas is one of their most successful agents.

Following a series of smaller successes in Andoran, wherein he influenced politicians to cede more power to the Consortium, the young Castus has come up with a bold plan to expand the Consortium's, and by extension his own, reach onto the Isle of Kortos. Castus realized that for the Lumber Consortium to truly hold power, they merely need sway over the city at the center of the world, Absalom. He has devised an intricate, multi-step plan to gain control over the entire lumber industry on the Isle of Kortos. If successful, this would be enough to insinuate the Lumber Consortium into Absalom's politics and earn them a seat on the grand council. After all, what could the city do if the Consortium threatened to cut off their entire lumber supply? Absalom could not get by on expensive imported lumber for long.

While Castus presents himself as a courteous nobleman, he is a cruel, cold, calculating peasant who has lucked into working with the consortium. He moves through the Absalom and Diobel political elite like a wolf in sheep's clothing, taking tea and attending parties, but always probing for weaknesses, cataloging interests, and seeking blackmail material, continuously searching for ways to gain a larger market share of the lumber industry.

### Adventure Hooks

- Castus needs a particular Diobel official to sign off on a deal to gain a foothold in the Kortos lumber business, but the official has thus far refused. Castus hasn't been able to find any dirt on the man, so has instead resorted to forging documents that would ruin the official, presenting them as blackmail. The distraught official has hired the PCs to save him and his family from the destitution this lie would bring.
- Castus has convinced many lumber workers in the Maveron lumber camp to embrace the Lumber Consortium. He plans to cause a civil uprising in the lumber camp and when the dust settles, his well-placed schemes will ensure that the Lumber Consortium takes over the camp. The local camp manager has become aware something is going on and has hired the PCs to get to the bottom of things.

### Drawback

Should Castus become aware of the PCs' meddling, he uses his influence to prevent the PCs from buying anything in any shop he has influence over. Any Gather Information checks attempted by the PCs to find wooden or mostly wooden items (including magical items such as staves or wands) automatically take

the maximum amount of time while in Andoran or on the Isle of Kortos. Purchasing raw wood and lumber takes longer as well; PCs take a minimum of six days (not four) when crafting items with wooden components in those areas.

### CASTUS OF ALMAS

CREATURE 6

UNIQUE LE MEDIUM HUMANOID HUMAN

Perception +17

Languages Common, Dwarven, Elven, Infernal, Orcish

**Skills** Crafting +11, Deception +15, Diplomacy +13, Intimidation +15, Lumber Consortium Lore +15, Mercantile Lore +11, Society +15, Thievery +13

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

**Pointed Question** ♦ (auditory, concentrate, linguistic, mental); Castus asks a question that charms or needles someone in just the right way. Castus can ask a question of a non-allied target that he has been conversing with for at least one minute, attempting a Diplomacy check against the target's Will DC. The creature is then temporarily immune for 1 hour.

**Critical Success** The target must directly answer Castus's question. They don't have to answer truthfully, but Castus gains a +4 circumstance bonus to his Perception DC if the creature attempts to Lie to him.

**Success** As critical success, but the circumstance bonus is +2.

**Failure** The target can refuse to answer Castus as normal.

**Critical Failure** The target can refuse to answer Castus as normal, and their attitude toward him decreases by one step due to his aggravating attention.

**Items** +1 sword cane

**AC** 23; **Fort** +11, **Ref** +14, **Will** +17

**HP** 95

**Speed** 25 feet

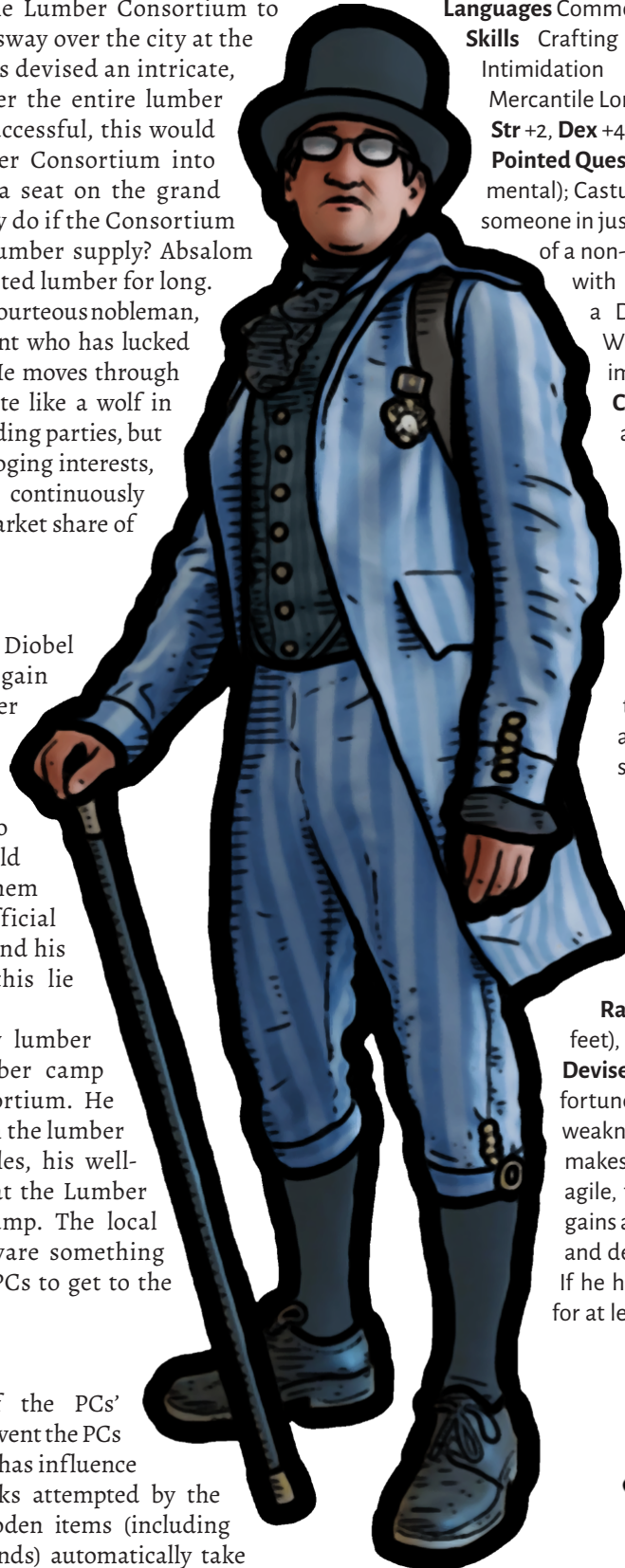
**Melee** ♦ sword cane +12 (agile, concealable, finesse), **Damage** 2d6+5 piercing

**Ranged** ♦ hand crossbow +12 (range 60 feet), **Damage** 2d6+5 piercing

**Devise a Stratagem** ♦ (concentrate, flourish, fortune); Castus studies a specific target for weaknesses to capitalize on. The next time he makes an attack against the target with an agile, finesse or ranged weapon this round, he gains a +3 circumstance bonus on the attack roll and deals an additional 2d6 precision damage. If he has studied the target outside of combat for at least one minute, he may instead Devise a

Stratagem as a free action. He can only have one target

studied at a time. If he studies a new target, he loses the benefits of Devise a Stratagem on the previous target. 🐾



AD  
'22



# The Gangs of Escadar

By Daniel Angelo Monaco

Art by James Anderson



The people of Absalom regard the neighboring city of Escadar as either an important military base or as a place for low-born people to unwind. Meanwhile, Escadar's guards and legal community see a different side to the dirty streets of their northern city. Escadar's back alleys and gambling houses are overflowing with vice, and the men and women who control this town are constantly warring over territory in an endless struggle to see who the ruler of the underworld is.

After a recent gang war that spilled over into the streets of nearby Absalom, a truce was declared, and the largest gangs in the city have risen up to divide the underworld into a set of carefully negotiated territories. Although these aren't the only gangs in Escadar, they are the most prominent and tend to be behind most of the city's criminal mischief.

## The Whispers

At least six times in recent memory, the Absalom Navy has swept through Escadar to clear out the gangs. During those sweeps, kingpins fell, and whole neighborhoods were thrown into prison. But for ten years, one gang and its leader have escaped every possible punishment and every possible act of legal retribution. They call this gang The Whispers, and they remain the only real power in Escadar. Their leader, **The Whisper Prince** (LE male human witch), is a figure of criminal legend who is rarely seen but obeyed without question. When he does appear, he wears dark robes and an intricate, golden face mask that hides his identity. He speaks in a harsh, low-pitched whisper. No one is sure where he comes from. Some people claim he is an agent of the Living God Razmir, others say he is a disgraced member of the Blakros family. Some people even claim he is a member of the Low Council trying to tighten his hold on the city. Whatever the truth is, his word in Escadar's red-light district is absolute law. Joining the Whisper gang is an ordeal that few can achieve. It is by invitation only, and once accepted, you can only leave upon pain of death. To become a Whisper requires a true commitment: the gang's members must drink a toxic substance until it damages their vocal cords, forcing them to speak in the same register as their beloved leader.

## The Whiskey Bay Rovers

Though the Bay of Thorns is a few miles east of Escadar, the small, brackish inlet has earned the nickname "Whiskey Bay" because of the breweries and distilleries that use the waters to cool their product for the market. It is on these remote docks just outside of the city that a group of smugglers and pirates from the Shackles have decided to make their home. All five slips in this little-used harbor now contain a Rover ship, and the presence of pirate flags

so close to the city has scared off any other potential rivals. Now Escadar's lucrative smuggling operations are under the thumb of **Captain Commodore Benelli** (CG male human rogue), a jolly rogue who claims that his pirate-loving mother gave him the first name "Commodore" because she had high hopes for his future. The Rovers are the smallest of Escadar's gangs, but their numbers are growing thanks to the good-hearted Commodore's policy of never closing the door to new talent.

## The Sirens

Some people make a living with their body, and the Sirens are happy to protect those people...for a price. As the gang that has the most control over the fighting pits, brothels, and various other "delights," the Sirens are a key part of the city's criminal economy and thus remain above most of the day-to-day conflicts between the other gangs. Everyone needs the Sirens to continue running the brothels, so no one attacks. Staying above the fray and out of sight is the specialty of **Athemosse** (CN female azarketi sorcerer). Since being exiled from her home waters by the other Azarketi for some unspecified crime, she has carved out a niche for herself in Escadar as a woman who will provide services and refuses to be dragged into someone else's conflicts. This single-minded focus allowed her to rise from a brothel owner's exotic plaything to running her own stable of girls and roster of fighters. She rules this empire from the large glass fish tank that allows her to sleep on dry land in relative comfort while most of her gang's day-to-day leadership is through her husband, a gigantic former gladiator from Tymon named **Bruiser** (CG male half-elf fighter). Bruiser is slavishly loyal to his "fishy girl" but often feels morally conflicted by some of the heads he breaks for her.

## The Tapdancers

Where many overlook bards working on street corners, **"Pearly Joe" Jovian** (NE male human bard) saw an opportunity, one he used to become the leader of a criminal empire that stretches from Absalom to Taldor and back again. While growing up in the streets, Pearly Joe noticed that buskers and street performers are usually ignored by passersby and thus could easily overhear information that other people might find valuable. He quickly created a network of buskers, mimes, jugglers, musicians, and plain old regular bums who could busk for change, send back a portion to the boss, and then drop any useful blackmail information they have into the ear of their superiors. Through this way, the Tapdancers collect information about anything they might want to know, such as business dealings, state secrets, or illicit, clandestine meetings. Last year, two street musicians heard that wheat imports had suffered a serious disruption, and the Tapdancers quickly cornered the market, buying up the remaining supply before anyone else even knew about the rise in price. The Tapdancers became wealthy almost overnight, and they have used that wealth to take over more street corners and steal more secrets. Recently, the gang's rise in money and power has allowed it to start muscling into more traditional criminal activities, such as pickpocketing, which is causing



conflict with other criminal gangs. Joining the Tapdancers is less like gang membership and more like an audition; only the best street performers can join.

## The Ale House Boys

Crime in Escadar is just so complicated these days because all the crooks are obsessed with putting on a show! They wear costumes and have secret symbols and secret causes. The Ale House Boys like to keep it simple: knock someone over the head, take their bloody money. As Escadar's largest and most violent gang, the Ale House Boys have earned a reputation for bloody fights and fast, unrelenting attacks on businesses, city guards, and other gangs. Operating from a run-down tavern known as Bert's Ale and Pies, the Ale House Boys run a thriving protection racket where they demand money from every single merchant, sea captain, and even pedestrian they meet. Refuse to pay up, and the Ale House Boys put your name on a list, and say nothing else about the matter...at first. Once a year, after months of collecting names, the gang celebrates a kind of holiday they call "Tax Season," where every name on the list is brutally beaten, robbed, burned, stabbed, or otherwise violently "taxed." No intricate plan or careful information gathering is needed, just plain old-fashioned brute force. This uncomplicated plan is exactly how the gang's current leader, **Thud** (CN female half-orc barbarian), likes it and

intends to keep things. Joining the gang is also just as simple: ask to join, then win a fight in front of another Ale House Boy.

## The Copper Vipers

The problem with criminals, according to the Aspis Consortium, is that they are not terribly professional. Even the most ruthless criminals give in to their own personal desires or eccentricities. So, when the Aspis Consortium decided to send their representatives into Escadar to take over its street crime, they sent the most single-minded man they could find. **The Copper Viper** (NE male elf monk) is a nameless, pitiless, unyielding assassin who ruthlessly leads a gang of disgraced monks of Irori in their takeover of the city's organized crime. The gang is so focused on its goals that they do not even have an official name. Other criminals simply call them by their leader's name: the Copper Vipers. While a recent addition to the underworld, they have made a strong statement. It was the arrival of this gang into the city that started a gang war that left dozens dead. The Copper Vipers were ultimately defeated by the Whispers and the Whiskey Bay Rovers, but the gang is simply too determined to stay defeated for long. 🐍





# Rise of Crookedtoes- Pathfinder Fellowship

## A Sonnet by Zusgut, King of the

Goblins in Absalom

By Jess Miller-Camp

Art by Frank Michienzi



King Zusgut in his cleverness—so wise!  
Test worth of Pathfinder alliance, yes!  
For goblin kingdom only make strong ties!  
And allies must have goblins to be best!

The monster in the basement—not good guest!  
Big green head, gnashing teeth, not like goblins!  
Pathfinders slay it at Zusgut's behest!  
Oh Crookedtoes rejoice, your smart king wins!

King Zusgut say Pathfinders—put on play!  
'Cause only thespians worth Crookedtoes!  
Pathfinders bravely fight and win the day!  
Make basement safe for practicing more shows!

The play they put on—eh, it was okay  
But Rise of Goblin Heroes is best play so you should come watch  
Crookedtoes perform and bring tribute of words and money to  
King Zusgut 'cause he best king and best hero and best playwright  
with best punctuation ALL HAIL KING ZUSGUT! 🐉



# Vine Witch

By Ryan King



I walk among my lovely vines  
Run hands along their gnarled branches  
Grapes cluster in graceful bunches  
Tendrils reach toward me, greet me as a friend

Under the shady canopy, I spy a shimmering  
A fey to bring bane or boon beneath the leaves  
I hear the tinkling of a silver bell and rest at ease

The sun shines strong on southern slopes green  
Roots run deep, feast and drink upon the earth  
Limestone-rich clay soil, bold grapes of royal red  
Embody earth and sun and toil

I pluck a pair of fruit straight from the vine  
Touch jewel to lips, pierce the flesh, taste juice upon my tongue  
Close my eyes and savor just how sweet it be

Not yet, I say to lonesome fields  
We'll harvest thine bounty with the next full moon  
Barrel-aged, cellar kept, matured by time  
'Twill be a wine for joyful times, this vine of mine 🐉





# Deverak's Devious Dungeon Delving Devices

By Brite Cheney  
Art by Jeremy Corff



The Isle of Kortos is full of ruins just waiting to be explored. Clever inventors have devised equipment to make sure those who answer this call have the appropriate gear for the task.

## DOUBLES CLIMBING HARNESS ITEM 3

UNCOMMON INVESTED TRANSMUTATION MAGICAL

Price 35 gp

Usage worn; Bulk L

This pair of individual climbing harnesses are magically linked, allowing the wearers to share their skill at climbing. It takes 1 minute to don one of these harnesses; this includes the Interact action required to Invest the item.

When two creatures wearing a linked set of *Doubles Climbing Harnesses* are within 50 feet of each other, they both use whichever creature's Athletics bonus is higher when using the Climb action. Each creature must still make their own roll.

## FLOATING LANTERN ITEM 1

EVOCATION INVESTED LIGHT MAGICAL

Price 25 gp

Usage worn; Bulk L

This item functions exactly like a bullseye lantern that still requires 1 pint of oil to function, with the following activation.

**Activate** ♦ command; **Effect** The lantern floats just behind your shoulder pointing anywhere you turn your head. This allows you to have a light that doesn't require the use of your hands.

## EVERBURNING FLOATING LANTERN ITEM 2

EVOCATION INVESTED LIGHT MAGICAL

Price 50 gp

Usage worn; Bulk L

This functions the same as a *floating lantern*, except the light is magical and never goes out. You can close the lantern in order to hide the light, but otherwise nothing can extinguish it similar to an *Everburning Torch*.

## LOCATING WAYFINDER ITEM 6

UNCOMMON DIVINATION INVESTED MAGICAL

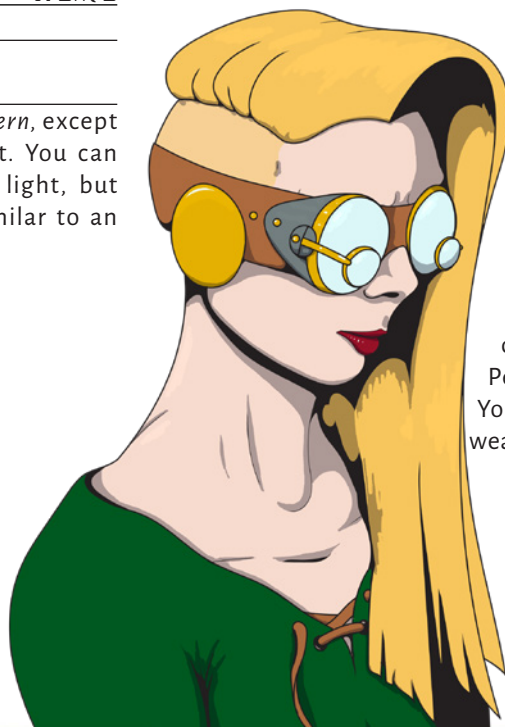
Price 200 gp

Usage worn

This *wayfinder* resembles a normal brass compass, but with the Pathfinder Society logo on the front and an inscription in Common on the inside that reads "The best journeys take you home."

In addition to the effects of a regular *wayfinder*, a *locating wayfinder* can be set so that the compass needle points to a specific location instead of north.

JC



This can be a general area like a city or village or a specific place such as the user's home, but it must be set while the *locating wayfinder* is physically at that location. The location is chosen each day during daily preparations.

It also allows the following activation:

**Activate** ♦♦ command, Interact; **Frequency** once per day; **Effect** The *wayfinder* casts *locate* as per the spell as usual, except the needle now points toward the target of the spell.

## PORTABLE PEEPHOLE ITEM 4+

UNCOMMON CONSUMABLE DIVINATION EXTRADIMENSIONAL MAGICAL

Usage held

This tiny bauble resembles a typical keyhole sculpted from black obsidian. Activating it involves placing it on a door or other opaque surface. The surface must be less than 1 foot thick and made of wood, stone, or metal.

Once activated, the *portable peephole* creates a tiny extradimensional scrying device that allows vision through the object it is attached to. This vision is limited to a cone determined by the type of peephole and grants no additional benefits unless listed. This vision extends in both directions, but the viewer must place their eye against the sensor from either side (light does not pass through from one side to the other). It requires a Perception check to Spot the sensor. No sound, magic, or physical material (whether solid, liquid, or gaseous) can pass through the peephole (even if they would physically fit).

The *portable peephole* lasts for up to 5 rounds and can be noticed by any creature in the room it peers into with a DC 25 perception check before vanishing, leaving no trace of its presence.

Activate ♦♦♦ Interact

**Type** lesser *portable peephole*; **Level** 4; **Price** 16 gp

**Viewing Area** 30-foot cone;

**Effect** Lasts for 2 rounds

**Type** *portable peephole*; **Level** 9; **Price** 135 gp

**Viewing Area** 50-foot cone;

**Effect** Anyone looking through the *peephole* is considered to have Darkvision.

**Type** greater *portable peephole*; **Level** 16; **Price** 1,625 gp

**Viewing Area** 60-foot cone;

**Effect** Looking through *peephole* grants the effects of a 6th level *True Seeing* with a counteract modifier of +20.

## TRAPFINDING GOGGLES ITEM 3+

DIVINATION INVESTED MAGICAL

Usage worn

These black, leather goggles have two sets of adjustable lenses, one in front of the other, that allow for more varying vision distance. While wearing them, you gain a +1 to Perception checks against traps and hazards. You gain the following reaction once per day while wearing the goggles.

➤ Reroll a failed Thievery check made to disarm a trap.

**Type** *trapfinding goggles*; **Level** 3; **Price** 60 gp

**Type** greater *trapfinding goggles*; **Level** 9; **Price** 660 gp

The goggles grant a +2 item bonus. You can use the reaction twice per day. 🐾



# Character Options for the Starstone Isles

By Scott Nolan  
Art by Liberty Smart



## Backgrounds

The Uncommon backgrounds below are all available to any character that grew up on Starstone Isle. The Rare backgrounds are much more...unique and should be discussed with your GM and other players when considering taking one.

### AXEBEAK WRANGLER BACKGROUND

UNCOMMON

As a farmhand, a rodeo rider, or both, you have worked with the large and dangerous axebeaks for most of your life.

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

You're trained in the Athletics skill, and the Avian Lore skill. You gain the Animal Wrangler skill feat and access to a terror bird animal companion.

### CAIRNLANDS SCHOLAR BACKGROUND

UNCOMMON

You studied the remains of many sieges in the Cairnlands at the behest of one of Absalom's great schools and made one of the attackers your particular area of study.

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

You're trained in the Occultism skill, and the History Lore skill. You gain the Additional Lore skill feat related to one of the following cultures that laid siege to Absalom (Minotaurs of Casmaron; Nex; Pirates of the Inner Sea; Numeria; Taldor; Cheliah; Tar-Baphon and the Isle of Terror).

### CAIRNLANDS SCROUNGER BACKGROUND

UNCOMMON

You grew up in Absalom but were so poor or so drawn to the past that you spent your youth scrounging the Cairnlands for useful scraps left behind by the many foreign armies that have lain siege to Absalom over the millennia.

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

You're trained in the Survival skill, and the History Lore skill. You gain the Forager skill feat and access to the Scrounger archetype.

### STARSTONE OFFICER BACKGROUND

UNCOMMON

Whether from a noble lineage or a family of well-placed merchants, you managed to secure an officer's commission and served in the Absalom navy when you were younger.

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

You're trained in the Society skill, and the Sailing Lore skill. You gain the Courtly Graces skill feat.

### STARSTONE SAILOR BACKGROUND

UNCOMMON

You served in Absalom's Navy from a young age, based at Escadar on the Isle of Erran. You learned the ropes protecting your home from the Inner Sea's navies, pirates, and other water-borne enemies.

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

You're trained in the Athletics skill, and the Sailing Lore skill. You gain the Steady Balance skill feat.

### KORTOS CLIMBER BACKGROUND

UNCOMMON

You learned to climb among the forbidding Kortos Peaks on the Starstone Isle.

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

You're trained in the Athletics skill and the Mountain Lore skill. You gain the Terrain Expertise (mountain) skill feat.

### KORTOS MILITIA BACKGROUND

UNCOMMON

You've spent years keeping the roads open between Absalom and the interior, especially along the coast towards Otari and Diobel. You've fought minotaurs, harpies, and centaurs and lived to tell the tale.

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

You're trained in the Athletics skill, and your choice of one of the following lore skills: Kortos Lore, Minotaur Lore, Harpy Lore, or Centaur Lore. You gain the Experienced Professional skill feat.

### DANAETLUGH'S CHOSEN BACKGROUND

RARE

You were raised by the arboreal Danaetlugh at the sacred spring of Cayden Cailean high in the Kortos Peaks. Whether because you are descendant of the drunken god or because Danaetlugh simply saw in you the raw courage and decency of the pre-ascension deity, the mighty arboreal took you in and trained you to be a hero.

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

You're trained in the Athletics skill and the Alcohol Lore skill. Once per day when make an attack roll, saving throw, or skill check; roll the check twice and take the higher result. This has the Divine and Fortune traits.

### FORGEBLESSED BACKGROUND

RARE

You were cared for by the Argent Wardens of the Inheritor's Forge and raised by the angel Qistiel to revere the teachings of Iomedae and a few of the secrets of the holy forge on the slopes of Arazlant Mox. You have now ventured forth from the Forge to make your own legend.

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

You're trained in the Crafting skill and the Iomedae Lore skill. You can cast *guidance* as a divine innate spell.

### RAISED BY MINOTAURS BACKGROUND

RARE

Whether you were abandoned at birth or wandered into a snowstorm, you were taken in and raised by a bloodthirsty tribe of Kortos minotaurs. Their brutal care molded you into the toughest version of yourself. You have won their grudging respect, if not their acceptance.

Choose two ability boosts. One must be to Strength or Constitution,



and one is a free ability boost.

You're trained in the Survival skill and the Minotaur Lore skill. You gain the Terrain Expertise (mountain) skill feat and you are trained in battle axes, greataxes, and mauls.

## REMNANT OF GRACE BACKGROUND

**RARE**

You were one of the rare pilgrims to make the dangerous climb to the very peak of Arazlant Mox and speak to the ghost of Sahba al-Koriab, its last priestess. But something miraculous happened when you did. A tiny remnant of divine energy settled into you, pointing you toward greatness.

**Requirement** Human only (includes half-human heritages, versatile heritages, and azarketi)

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

You're trained in the Aroden Lore skill and gain the Additional Lore skill feat in that skill. Once per day, your foresight and innovation permit you to add a +1 bonus to any attack, saving throw, or skill roll. This bonus improves to +2 at 11th level and +3 at 17th level. You may choose each time whether this is a status bonus or a circumstance bonus.

## SCION OF THE COURT OF BLACK PAPER BACKGROUND

**RARE**

You were raised by the Norgorberite priests of the Court of Black Paper at Black Ink Lake in the Kortos Peaks. They never told you why you received their special training, only that you had an important destiny to fulfill. But was that destiny to achieve greatness or become a sacrifice? Is your fate inevitable or only wishful thinking on the part of the Court?

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

You're trained in the Stealth and Thievery skills. You gain the Pickpocket skill feat.

## FEATS

### QISTELIEL'S BLESSING FEAT 2

**UNCOMMON GENERAL SKILL**

You have been trained by the Argent Wardens of the Inheritor's Forge. You can trace a temporary holy rune on any shield you use that grants that shield a +1 circumstance bonus to Hardness. Tracing the rune onto your shield requires 10 minutes of preparation and lasts for 24 hours. The rune is effective only when you wield the shield.

Should the GM ever determine that you have strayed from the teachings of Iomedae, you will lose the benefits of this feat until you have properly atoned (at the GM's discretion).

### CAIRNLANDS ESOTERICA FEAT 4

**UNCOMMON GENERAL SKILL**

**Trigger** You gain no information from a Recall Knowledge check (usually because you failed the secret check) about one of the following cultures that laid siege to Absalom (Minotaurs of Casmaron; Nex; Pirates of the Inner Sea; Numeria; Taldor; Cheliah; Tar-Baphon and the Isle of Terror).

Your intense study of the Cairnlands permits you to draw on multiple disciplines for your answers. You immediately reattempt the triggering check using the Lore (History) skill.

### ECHOES OF AXIS FEAT 4

**RARE INVENTOR**

**Prerequisites** Human only (including half-human ancestries, versatile heritages, and azarketi)

You were touched by residual divine energies at Aroden's Rest or

some other holy site formerly dedicated to the dead god, Aroden, and absorbed a tiny shred of his portfolio as god of Innovation.

When you attempt an action with the Unstable trait, the DC of the flat check is 16, not 17.

## STEAL SECRETS FEAT 4

**RARE GENERAL SKILL**

**Prerequisites** A member of the Court of Black Paper

You gain a +1 circumstance bonus to Gather Information checks so long as you are at least an Expert in the skill you use to Gather Information and have access to the records of the Court of Black Paper.

This usually means access to a large city or metropolis. This bonus improves to +2 when you become Legendary in that skill.

## THE VOICE OF THE WILD FEAT 4

**UNCOMMON GENERAL SKILL**

You have trained at the feet of the reclusive arboreal Danaetlugh and learned to listen to the unheard voices of rock and stone and wind. You can use the Nature skill to Gather Information about events occurring in a wilderness setting. 🐾





# Druid Urban Order: Socialites & Swarms

By Marceline Miller

Art by John Bunger



Primal spellcasters, especially druids, have a reputation for their affinity with the wild and unsettled parts of the world, and an equal reputation for their unfamiliarity with cities and settlements. However, even these “civilized” locales are brimming with the essence of primal magic. One must merely listen to hear it, and there are druids who do.

These urban druids are most common, of course, in the City at the Center of the World. Though a few join the Lotus Guard in Absalom’s Ivy District, many more are independent practitioners who follow their own goals and motivations throughout the city. There are also numerous “rat kings” who live in the Undercity, cultivating a deep connection to rats and other “vermin” who feed off the scraps left by the rest of the city.

Of course, these druids can be found in almost any large city, and it’s not uncommon for them to appear in small frontier towns to help shepherd their growth.

The different connections urban druids form to power their primal magic affects the way this magic manifests. They learn to call on powers resembling the divine portfolios used by clerics

of gods of cities and civilization, such as Abadar, and even their standard spells may take on different appearances; a *wall of stone* may be made of brickwork and *summon animal* may create a trained warhound instead of a wild wolf, though these changes don’t change the powerful effects of their spells in a notable way.

Finally, even their non-magical skillset often differs from druids of other orders. They may invest their time and training more in social skills than those required for surviving in the wilds, taking skill feats such as Multilingual and Bargain Hunter rather than Forager. Rogue and Investigator multiclass archetypes grant useful features and extra trained skills which are good for the urban sprawl, and the Celebrity, Dandy, and Vigilante archetypes easily expand one’s ability to be a part of the city in interesting ways.

## URBAN ORDER

UNCOMMON

You cultivate a strong connection to urban ecosystems--both with animals that subsist in cities and towns, and the societies of sentient creatures that make them what they are. You are trained in Society. You also gain the Metropolitan Magic druid feat and gain an additional domain (and initial domain spell) from it.

Your anathema are as follows:

- Residing away from civilization.
- Destabilizing urban environments.
- Despoiling natural places.
- Teaching the Druidic language to non-druids.

This replaces the basic druid anathema, although joining an additional order adds to the list as normal.

In addition, you cannot join the wild order, nor can wild order





druids join this order. You can take the Thousand Faces feat even if you don't have Wild Shape. Add the following text to it: If you don't have *wild shape*, you can instead cast *humanoid form* a number of times per day equal to your Charisma modifier (minimum 1), heightened to one level lower than your highest-level druid spell slot.

## METROPOLITAN MAGIC

FEAT 1

DRUID

### Prerequisites urban order

You call upon the thrumming heart of civilization. Select one domain from the following list: cities, creation, family, indulgence, knowledge, swarm, travel, and wealth. At the GM's discretion, you may also be able to choose from among different domains related in some way to civilization.

You gain an initial domain spell for that domain. The domain spells granted by this and other urban order feats are primal spells. Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat multiple times, selecting a different domain each time and gaining its domain spell. Your focus pool only increases the first time you take this feat.

## VERMIN FAMILIAR

FEAT 4

DRUID

### Prerequisites urban order

You form a bond with a small creature common in your locale, enhancing it with your connection to local settlements. You gain a familiar if you don't already have one. You can select one additional familiar ability each day, which must be one of the following vermin familiar abilities. You can't select more than one vermin familiar ability at a time.

**Swarming** Your familiar multiplies, though it retains a single intelligence. It becomes a Medium-sized swarm; this means it is immune to the grappled, prone, and restrained conditions, gains physical resistance and weakness to splash damage equal to half your level, and weakness to damage from area effects equal to your level. It can spread itself out (or compress itself again) as an action, becoming Large. While spread out in this way, it cannot move until it takes an action to return to Medium size.

**Polluted** Your familiar is immune to poison and disease, and can eat spoiled or rotting food and drink with no ill effect. It gains rotsense as an imprecise sense with a range of 15 feet, allowing it to sense poisoned, diseased, and rotting organic matter (such as the decaying corpse of a zombie, but not the relatively clean bones of most skeletons). Your familiar must have the resistance (poison) ability to select this.

**Domesticated** Your familiar is an adorable, well-trained little creature. It gains the Fascinating Performance feat, using your proficiency rank in Nature to determine how many creatures it can target. Your familiar must have the skilled (Performance) ability to select this.

## ADVANCED METROPOLITAN MAGIC

FEAT 8

DRUID

### Prerequisites urban order, Metropolitan Magic

Your connection to the settled world deepens. You gain an advanced domain spell from one of the domains you selected in Metropolitan Magic. Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat multiple times. Each time, you must select a different advanced domain spell from a domain for which you have an initial domain spell.

## SWARM SHAPE

FEAT 8

UNCOMMON DRUID

### Prerequisites urban order or Wild Shape

You can split your form into a crawling swarm of tiny creatures. Add the bird and rat forms listed in *swarm form* to your wild shape list; If you have Insect Shape, you also add the locust form to your *wild shape* list. While polymorphed using wild shape, you can fit into spaces (including by Squeezing) as if you were one size smaller.

If you don't have *wild shape*, you can instead cast *swarm form* once per day, heightened to the same level as your highest-level druid spell slot.

## SWARM FORM

SPELL 4

UNCOMMON POLYMORPH TRANSMUTATION

**Traditions** occult, primal

**Cast** ◆◆ somatic, verbal

**Duration** 1 minute

You break apart, fragmenting yourself into a Large swarm of Tiny creatures. When you cast this spell, choose amoeba, bird, locust, or rat. You can choose the specific type of constituent creatures (such as bats or crows for a bird swarm), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait, or the ooze trait if you chose amoeba. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 12 + your level. Ignore your armor's check penalty and Speed reduction.
- 20 temporary Hit Points.
- You are immune to precision damage, grappled, prone, and restrained, and gain a +1 status bonus to saving throws against mental effects that target only one creature.
- Resistance 7 to slashing and piercing damage, weakness 5 to area and splash damage.
- One or more damaging swarm actions, which deal damage to creatures in your space. Creatures subjected to these actions must make a basic Reflex save (DC 26) against the listed damage. If your unarmed attack DC is higher, you can use it instead.
- Acrobatics modifier of +16 if you chose bird, locust, or rat; Stealth modifier of +16 if you chose amoeba or rat, unless your own modifiers are higher.

You also gain specific abilities based on the constituent creatures:

- **Amoeba** Speed 10 feet, climb 10 feet, swim 15 feet; Amphibious, immune to critical hits and visual, resistance to acid, no vision and motion sense 30 feet; **Melee** ◆ pseudopod 1d6+6 acid, sickened 1 on critical failure.
- **Bird** Speed 10 feet, fly 40 feet; low-light vision; **Melee** ◆ beaks 1d6+9 piercing, blinded for 1 round on critical failure.
- **Locust** Speed 20 feet, climb 20 feet, fly 20 feet; low-light vision, scent (imprecise) 30 feet; **Melee** ◆ bites 1d8+9 piercing.
- **Rat** Speed 30 feet, climb 10 feet; low-light vision, scent (imprecise) 30 feet; **Melee** ◆ bites 1d6+9 piercing, sickened 1 on a failure, sickened 2 on a critical failure.

**Heightened (5th)** You become a Huge swarm. You instead gain 30 temporary hit points; resistance 10 to piercing and slashing and weakness 7 to area and splash damage; swarm action DC 28; damage bonus +9 and double damage dice; Acrobatics and Stealth +20. Forms with special senses double their range, if applicable.

**Heightened (8th)** You become a Gargantuan swarm. You instead gain 40 temporary hit points; resistance 12 to piercing and slashing and weakness 10 to area and splash damage; swarm action DC 38; damage bonus +13 and double damage dice; and Acrobatics and Stealth +29. Forms with special senses double their range, if applicable. 🐜



# The Reefclaw Revelry

By James Long  
Art by Paul Chapman



Iskander awoke in a thick down bed, a rare occurrence for him. The paladin instinctively knew it was about an hour before dawn. He quietly and methodically donned his clothing and then his heavy armor. Descending the stairs of the Thirsty Alpaca tavern, he spotted a young female Goblin with a topknot of black hair.

She noticed him, and quietly said, "You're up early. I'm sorry, but breakfast isn't ready yet".

He smiled at her, "That's fine, I'm off to greet the day now, may the Dawnflower smile upon you." He left the tavern with just enough time to climb a small hill overlooking the Inner Sea before the Sun rose. Striding, his mind went back to the young Goblin. He wondered if Sarenrae herself took a special interest in the Goblin race. He mused that many of the small race had set themselves on a path of selflessness, away from the selfishness and cruelty usually associated with their ancestry. He hoped the Dawnflower shined her blessed light upon their difficult path. He knelt facing the East, grateful to see another sunrise.

After his morning prayers, Iskander returned to the tavern. In the past hour, the Alpaca had gotten busy. The young Goblin and two humans delivered breakfast to a jubilant crowd. While eating his meal, Iskander watched the Goblin. Magda was a bundle of energy, making up in enthusiasm what she lacked in stature.

Iskander was eager to celebrate the first day of the Reefclaw revels. He'd known of the festivities for years, but never got to this part of the island at the right time of year, the last Starday of Rova. The island blazed crimson and gold, and umber and orange, the artisans displayed pottery and poetry, food and finery.

All of Otari hummed with excitement. Reefclaws were cooked in all manner of styles and filled the fall air with alluring, spicy aromas. People from all around the Inner Sea wandered among the carts, tents, and stalls. Iskander saw islander goods, sculptures in local hardwoods, semi-precious stones, clay jugs, and pots, leather belts, pouches, and even jacks, all bearing images of the vicious crustacean.

Wandering among the temporary festive encampment and savoring a pastry filled with fried Reefclaw, butter, and garlic, Iskander noticed Magda. She was devouring a skewer of Reefclaws, cooked with fire spice from Jalmeray, and enjoying it immensely. He greeted her, "Good afternoon. I'm glad you got to enjoy the Revelry."

She looked up, recognizing him after a moment, "Oh, it's the early riser. How did your day greeting go?"

Iskander smiled. "The Dawnflower has blessed us with another day, so I'd say it went well. You look like you could use a

drink. May I buy you a drink? I'm getting rather thirsty myself."

Magda cocked her head, looking at him sideways. No one had ever offered to buy her a drink. She wondered if he was making a jest at her expense. After a moment, Magda decided he didn't seem the mocking kind. "Um, there's a pretty good Dwarven ale sold at the brown and red tent over there," quickly adding, "Are you allowed to drink ale?"

Iskander chuckled, "Yes, we're allowed spirits, we just try not to overdo it. It's been much too long since I've had a good Dwarven nut brown. Join me, won't you?"

Approaching the bar, Iskander pulled his battered old horn from his back, and Magda loosened a fine leather drinking jack with an embossed flower motif off her belt. The barman returned the drinking vessels with wisps of caramel-colored foam running down the sides. Iskander took a long pull, wiped foam from his mustache, and sighed. "Yes, it's been far too long since I've had ale this good."

Magda looked at him, and thought, "Maybe this human isn't too bad." She hoped she wasn't going to have to bite this morning greeter.

They strolled together, inspecting the festival wares and chatting. Magda wasn't forthcoming about her past, but mentioned that she was born on the island and left her tribe to escape violence and cruelty and to look for something better. Iskander spoke of his childhood in Katapesh. He tried to speak of his dedication to Sarenrae without being preachy. He sought to show his devotion through his actions, rather than through words.

As dusk approached, Iskander said "I have enjoyed our time together, but I must be on my way. I have a long way to travel before my next day greeting."

Magda looked at him and cocked her head in thought. After a brief pause, she said, "I did, too.

I guess you're alright for a tall folk."

Iskander considered responding but thought anything he said would probably change her opinion. He found that he cared about her opinion.

"Are you walking in all of that armor?" Magda asked.

Iskander responded, "I've worn armor like this most of my life and I'm used to the weight, but I ride a horse. I didn't mention her because I know some of your people aren't comfortable around them."

"Horses are scary. They're big and have big teeth, and they step on us," Magda mused.

"I agree, they are big and have big teeth, but they usually don't step on people, on purpose."

"Is she your shackled companion?", she asked.

Iskander was confused--what did she mean? Then he understood and chuckled. "No, no, you mean "bonded" companion. Some Paladins have a divine bond with their mounts, but my bond is with my sword. Asteri is the smartest horse I've ridden, but we don't have a special bond. I would introduce her to you, but that would take you away from the Revelry. So, I will bid you farewell, Magda, and be on my way."

He had just ridden to the edge of town, when he heard panicked shouting. He wheeled Asteri, charged back to the

---

*He had just ridden to the edge of town, when he heard panicked shouting. He wheeled Asteri, charged back to the Revelry, ignited the flaming rune on his sword, and said a prayer to Sarenrae.*

---



Revelry, ignited the flaming rune on his sword, and said a prayer to Sarenrae.

Reaching the festival grounds, he saw panicked people fleeing the shoreline. A moment later he saw sahuagin, shark-mouthed fishmen, in pursuit. The sahuagin attacked everyone near them, raking deadly claws against flesh, and biting anything that would fit their mouths. Iskander charged one, swinging his large, curved sword down on the monster's shoulder and nearly cleaving off its arm. Blood sprayed as he heaved the heavy blade free. He charged ahead, between two more of the foul fishmen, and Asteri veered left as she was trained. Her armored breastplate smashed into one sahuagin's face, while Iskander slashed the other fishman. Asteri trampled her foe, her steel-shod hooves making a ruin of its body.

Through the chaos, Iskander spotted Magda. She was running as fast as her small legs would move, chased by a monster he had never seen before. It was a sahuagin, but at least eight feet tall, with four arms and four huge, webbed hands ending in long, vicious claws—and it was focused on the shrieking goblin.

Iskander steered Asteri to the right and gripped his curved two-hander with his left hand, yelling Magda's name. He leaned down as far as his armor allowed, hoping Magda would raise a hand he could grab. In her panic, she didn't see him. He reached for her topknot as she fled in terror, but missed and grabbed a long Goblin ear instead. Over louder screams, he laid her across his saddle and sped away from the four-armed monstrosity

that roared in frustration. Then, Iskander dismounted and told Asteri to get the traumatized Goblin to safety.

The Paladin gripped his holy sword, shouted Sarenrae's name, and charged the beast. The beast shouted "Lamashtu!" and charged the Paladin. Iskander was shocked, he didn't know the creature could talk, let alone worship the Mother of Monsters. His training and experience taking over, he ducked under large, clawed hands, and slashed upward as he went past. The opponents whirled back to face each other.

The sahuagin was faster, two of its large, webbed hands sweeping out and sending the Paladin reeling. Iskander spun and barely blocked the next taloned swipes. The abomination seemed unfazed by the flaming blade and continued its flurry of attacks. Iskander circled and backed away from the onslaught of claws, parrying blows, but unable to land any of his own. He was backed against a cart, when the sahuagin suddenly howled in pain and whirled. Iskander drove his sword in a powerful slice that cut through the fishman's collarbone, ribs, and heart. As the monster fell, Iskander saw Magda and the dog slicer she had plunged through the creature's leg.

Breathing hard, Iskander said, "I put you on Asteri, you shouldn't be here, you should be somewhere safe."

Magda replied, "I couldn't let you face that thing by yourself. Besides, I fell off your horse."

The Paladin looked about. The sahuagin were retreating, their raid a failure. Iskander slumped to the ground and said, "Magda, I think I owe you another ale." 🍷





# Dinosaurs and Other Prehistoric Beasts of Kortos and Erran

By Jess Miller-Camp and Michael Bramnik  
Art by James Anderson



Though they are often mistakenly grouped with dinosaurs, there are a vast array of other primeval reptiles who share many of the same traits, including pterosaurs, plesiosaurs, and more. During incursions by xulgath onto the Isle of Erran and into the western regions of Kortos in 4720 AR, these raiders brought dinosaurs and other reptiles from the Darklands with them in droves. Some of the more massive types were used as beasts of burden or livestock, but many more were deployed as war beasts against their enemies. After the xulgath assaults upon the Aeon Towers were finally repulsed, many of these animals remained behind.

Left to their own devices, the wayward dinosaurs and pterosaurs were forced to find lands they could adapt to and thrive within. Although their numbers started small, more of their kin have been able to reach the surface of Golarion via passages from the Darklands that remained open in many places following the xulgath invasion.

Adventurers often describe harrowing encounters from faraway lands fighting against carnivorous dinosaurs whose mighty footfalls can shake the heart of the most stalwart champion. Like any other animal, however, relatively few of these beasts are naturally aggressive without provocation. While many things might already be known about more “classically” popular dinosaurs such as stegosaurus or tyrannosaurus, they are far from the only types of megafauna that can be encountered near the City at the Center of the World.

## Ecology of Select Dinosaurs

### Brontosaurus

Most surface dwellers outside the Realm of the Mammoth Lords had only fossils of these gigantic creatures to study before. Many elsewhere thought they were the same creature as apatosaurus, a dinosaur more commonly seen in the Mwangi Expanse. When naturalists flocked to the Isle of Kortos to study the new explosion of reptilian biodiversity, it quickly became clear that some of the xulgaths’ largest beasts of burden matched those fossils and were distinct from apatosaurus after all!

The presence of brontosauruses in the hills and plains of western Kortos has taken some getting used to. People living near their habitats have discovered the need to install lips on shelves and other methods of securing fragile things, to avoid breakage every time these otherwise peaceful behemoths pass nearby. Brontosauruses eat an impressive amount, so their herds have established regular migratory paths throughout the Inland Hills to avoid stripping all the vegetation in a single area.

### Therizinosaurus

These gentle giants have unnervingly long claws on their forelimbs, making them a strange sight. They are found alone or in small bands around the Deluge River within the Immenwood. Though loosely related to predators like raptors, these potbellied dinosaurs are entirely herbivorous as adults (although as chicks they eat a more omnivorous diet, including insects and small vertebrates). They use their claws to hold tree branches in place while they eat the tender leaves. Their large size and the threat of such enormous natural weaponry is usually enough to convince predators to steer clear, but they will slash at threats if they feel they are in danger.

Between their long claws, complex vocalizations, and the beautifully patterned feathers extending down their forelimbs, therizinosaurus mating displays are quite a sight. Females travel to established sites to bury their eggs, leaving the young to fend for themselves once they hatch en-masse. Those that escape predation scatter into the deep forest.

### Heterodontosaurus

Heterodontosaurus are among the smallest of the livestock the xulgath brought to the surface. Their keepers extracted or blunted their tusks to decrease bite injuries, much like surface-dwelling farmers do with pigs. In the wild, these dinosaurs sport short, pointed tusks which they use for processing hard food like roots, for defense against predators, and in spats with each other. Heterodontosauruses predominantly eat plants but will on occasion consume small animals and eggs.

These small dinosaurs have been spotted in both forests and plains across the Isle of Erran. They have also appeared in greater numbers on the Isle of Kortos in the Swardlands and the Verdant Passage around Willowside. Though small, these animals are fierce. When threatened, heterodontosauruses extend the feathery ridge down their backs and raise their tails to appear larger. An enemy that continues to close deals with the creature’s beak and tusks.

## Notable Figures

**Archie Pearlman:** A champion trophy hunter originally from Alkenstar, Archie wears custom scale mail armor made out of the osteoderms (bony plates) of a typothorax. Since hearing about the recent xulgath incursions, this mustachioed collector has become obsessed with “bagging” one of each type of dinosaur and pterosaur on Erran and Kortos. Though he may look like a stereotypical trophy hunter on the surface, Archie has an eye for sustainability. He carefully curates when, which, and how many of each creature he and his lodge-visitors bag. He funds his numerous ventures with profits gleaned from the hunting lodge he’s established on the shores of Potter Lake in the center of the Swardlands, where all his trophies are displayed in stunning taxidermied dioramas highlighting dramatic behavior. His acquisitions thus far cover a wide array of animals, from spinosaurus to smilosuchus. His current target is a strange, buck-toothed reptile the scholars of the Arcanamirium are calling hyperodapedon.

**Laanma:** This extremely old Essari iruxi shaman wanders about the western Swardlands, making her home somewhere in the gap between the town of Brume and the Garnok River. After decades of servitude, Laanma has spent the time since her emancipation (during the Fiendflesh Siege of Absalom in 4717 A.R.) seeking to bolster her spirit by bringing balance to the natural world. The advent of dinosaurs and pterosaurs onto the Isle of Kortos has given her such an opportunity. She now spends her days tending



to lone, weak, and wounded dinosaurs, sometimes helping those who cannot adapt to life on the surface find passage back to the Darklands or helping end their lives in peace and with dignity. To help pay for medicinal herbs and assistance, she has begun to craft magical tools from the remains of some of her former charges, but only when their spirits are willing to empower such items. Rarely this even includes weapons, such as the *grandstanding thagomizer*.

**“Pronto” Pettriososi:** Want an experience like no other? A close encounter of the dino-kind? Look no further than “Pronto” Pettriososi and their traveling petting zoo! Touring from Diobel to Pier’s End and Kerrick to Bosco, this brightly clad feychild gnome has assembled a team of mahouts and drovers in order to bring up-close and personal dinosaur experiences to people of all ages across the Isle of Kortos. In addition to basking in the secondhand thrill of seeing children ride tame hadrosauruses around a clearing or their parents feeding a juvenile diplodocus...just think about how much money they’re making!

## Adventure Hooks

**Ptroublesome Pterosaur:** A distinctively scarred quetzalcoatlus has been eating livestock in the Swardlands. The PCs are asked to take care of the pterosaur the Swardfolk have dubbed “Ol’ Baxter.” They trek into the Sulwen Hills, where it’s been seen flying to and from. Will they kill it, tame it, relocate it, or come up with a way for the Swardfolk to coexist?

**This One’s Personal:** A burgeoning ecotourism industry based on the newly-arrived dinosaurs has been set up somewhere in the Verdant Passage. Recently, tyrannosaur corpses have been found on excursions, and people are worried about the danger posed by

whatever seems to be targeting them. The culprit is a powerful druid enraged at the destruction of his euthecodon animal companion’s egg mound, blaming it on the tourists! Will the party stop him, help him, or temper his thirst for vengeance?

**The Hand that Feeds:** The Hermitage of the Blessed Lightning has recently fallen out of favor with the people of Abberton. To repair their image, the priests have been attempting to domesticate wayward velociraptors that roam the Isle of Erran. When a massive pack of raptors breaks loose in and around the temple, can the priests and/or dinosaurs be saved?

## New Magic Item

### GRANDSTANDING THAGOMIZER

ITEM 9

UNCOMMON EARTH EVOCATION MAGICAL

Price 700 gp

Usage held in 2 hands; Bulk 2

This four-headed +1 striking fearsome greatpick is crafted from the reinforced tail of a stegosaurus, the spikes of the pick coming directly from the dinosaur’s deadly thagomizer.

**Activate** ♦♦ Envision, Interact; **Frequency** once per day; **Effect** You slam the greatpick into the ground, unleashing the effects of a 4th-level *shockwave*<sup>GM</sup> spell from a corner of your space (DC 25 Reflex save).

**Activate** ♦ Interact; **Frequency** four times per day; **Effect** You launch one of the four spikes from the *thagomizer*, making a ranged Strike as if you were attacking your target with a +1 striking fearsome javelin. Once all four spikes have been fired, the *grandstanding thagomizer* functions as a nonmagical greatclub. Missing spikes can be restored by burying the *grandstanding thagomizer* in the ground for 8 hours. 🐲





# Golarion Gazetteer: The Fingers of Gods

## A Tour of The Kortos Mounts

By Daniel Angelo Monaco

Art by Carissa Pedrosa



The mountains at the center of the Isle of Kortos are considered more dangerous and unfriendly than even the Cairnlands, and with good reason. Once the original home of the Starstone, these mountains were the first parts of the islands that emerged from the oceans by Aroden, and since his death the hills have become haunted and infested with all manner of dangers. With three named peaks and three thousand square miles of territory, the Kortos Mounts are practically a country unto themselves despite being claimed as the territory of Absalom. Humans live here, but also dozens of other races who wander the ancient forests and peaks as freely as they please.

Most of the people around the Kortos Mounts are non-human, with the human population restricted to a band of mining towns and farming communities near the base of the mountains. The minotaurs, centaurs, and harpies roam free. While the region is by no means unexplored,

here are some lesser-known locations travelers may not know about.

### Thul's Maze

There have been several infamous warlords on Kortos, but one of the stranger self-styled "rulers" of the island was the minotaur "prince" Kaven Thul. An aspiring leader of the various non-human tribes, Thul had an ingenious method of punishing his foes: he made captives run through a maze that he'd carved inside a natural cavern in Mount Ganog. Helpless travelers who ran this maze of traps were rewarded... by running the maze again and again until they died. Thul was killed by some heroic adventurers many years ago but his maze remains where he left it, traps and all.

### Bender's Rest

The Inner Sea is no stranger to the dead things, — there is an entire country ruled by a necromancer after all — but Bender's Rest is unique because it may be the most haunted place in the entire world. Once a bustling mining town of four thousand, the emergence of ghosts in the town's streets and the wailing terrors that ebb and flow through the city have cut the population down to just four hundred, with more people leaving every day. The stories of what caused this event are long and hard to follow. Some say a curse, some say a mine caved in, some say it's just some sort of external, unknown phenomenon. Whatever the case, the local tavern keeper has started keeping a running





tally of how many ghosts wander in to buy drinks with undead money and the town magistrate has made it illegal to speak to such beings for longer than a few moments.

## Halls of the Patient

When Karamoss tried to attack the city the great walls of Absalom rebuffed him, and he was forced to lay siege. To resupply his machine army, he sent thousands of his machine men into the hills to find more metals. One such operation is known as the Halls of the Patient, a natural cave that was converted into an iron mine/smelting facility where machines dug up ore, turned it into steel, then used it to make more robots for the invasion. In the years since the disappearance of Karamoss, the Halls of the Patient have sat silent...but not lifeless. The hundreds of automata that had been tasked with digging the ore stand in perfect, evenly spaced rows, waiting to receive their next command. They don't attack unless attacked first, and they don't move unless pushed, and even then, they simply return to their original place in line. Hundreds of perfect, patient soldiers... waiting.

## The Mamuthone Pastures

On Kortos, humans tend to stick to the cities, unable to survive without the use of high walls and soft beds. The Mamuthones put a lie to this by not only surviving but thriving. Claiming the land between Hollowfrost Pass and the mining town of Kurn, the Mamuthones work as nomadic herdsmen in the grasslands and forests of Mount Ganog. Part of their survival is through strategy. The Mamuthone people often wear frightening black wooden masks and shaggy black coats to confuse the marauding harpies into thinking they are orcs or some more fearsome humanoid. They also hang large brass cowbells on their backs to annoy and frighten the sharp-eared centaurs and minotaurs.

The Mamuthones are also fearsome warriors, carrying weighted shepherd's crooks and long-handled axes into battle against their foes. They are kind-hearted people and have a reputation for defending travelers that wander into their territory. Mamuthones are rarely seen without their beloved sheepdogs, which are considered the best in the world and the tribe protects them zealously. There is no faster way to earn the ire of the Mamuthones than to steal one of their beloved dogs. The current leader of the tribes is **Gonorius the Peddler** (NG male human fighter) who is treated like a folk hero by the mining towns along the base of Mount Ganog. Gonorius has recently scored a great victory over the Foulhorn Minotaurs and hopes to finally put an end to the war that has existed between the two tribes for nearly a century.

## Bao's Forge

One of the best-kept secrets on Kortos is in a tiny, unnamed mining town near the base of the Weeping Grandfather where **Xi Ling Bao** (N male dwarf monk) makes the greatest weapons in the world. Arriving from Tian Xia decades ago, Bao was once the personal blacksmith for the King of Quain. He has settled into retirement in the tiny, nameless village so that he could make "honest blades for

good folk." Technically, he no longer makes anything more deadly than a pickaxe but he might be persuaded to exit retirement for a good cause or the right person. Note: he has never met the right person.

## The Cut Loaf

Taking its name from its resemblance to a loaf of fresh-cut bread, the Cut Loaf is a quarter-mile of sheer, ugly stone just beneath the Weeping Grandfather peak that climbs into the clouds. Said to have been carved by the Starstone's fall to earth, this pitiless rock face is home to nothing but small rodents, a few birds, some insects, and the Daggerclaw tribe of Harpies that live in the caves near the top of the Cut Loaf, just inside of the cloud cover. Led by **Nixa Shrikefist** (CN female harpy), the Daggerclaws are one of the few "friendly" harpy tribes on the island of Kortos who do not attack or harass travelers on sight. This is due to the security of their hunting grounds: none of the other harpy tribes or other occupants of Kortos would dare try to survive so high in the sky, and many of the other Harpies regard the Daggerclaws as insane for daring to live in such a barren place. But instead of starving, their tribe has flourished into one of the larger, more stable tribes on the island. This isolation has left the Daggerclaws a bit bored and willing to entertain visitors, up to a point. Nixa and her tribe might decide that "teaching" someone to fly would be a fun game.

## Steeleye's Bank

Less a location and more an idea, the legends of Steeleye's Bank are numerous. It is said that when Maejerex Steeleye, the dragon warlord who once ruled these peaks, was killed her assassins didn't find her dragon hoard. Somewhere in the mountains of Kortos is said to be a cave where Maejerex deposited her vast wealth and the bones of her humanoid foes. Most people dismiss it as a legend, but more than a few adventurers have gone off looking for the hoard. Many have never returned.

## The High Hold

Absalom is one of the most well-defended cities in the world, with impenetrable walls and a highly professional navy. But one overlooked part of the city's defense is its watchtowers: a ring of a dozen isolated towers around the island. The oldest of these towers is the High Hold, located below the peak of Arazlant Mox, near Aroden's Rest. According to the city, this single watchtower is a key part of the city's outer defenses because it gives the observers a good view of the waters around the island. Unofficially, the High Hold is a sparsely defended nightmare post where few men last more than a week. It's freezing cold with harsh winds and unnamed, terrible things in the dark. Men who have been stationed in the Hold complain of animals that seem smarter than usual and visions of dead relatives beckoning the men to come outside to freeze to death. There are strange lights and odd noises at all hours. High Hold was designed to hold fifty men comfortably, but the city can only seem to get five watchmen to live in the Hold for a month at a time. The things those men have seen often leads them to early retirement, says the Watch. 🐺



# Kortos Mountaineer:

## An Archetype

By Jacob W. Michaels  
Art by Stephen McAndrews



The Kortos Mounts rise over the Isle of Kortos, a counterpoint to the city of Absalom. The allure of this untamed mountainous wilderness is matched only by the dangers explorers must face. Those who know how to navigate the immense peaks are a special breed who are forever changed by their journeys. (For more information on the Kortos Mounts, see *Adventure Path 156: The Apocalypse Prophet*.)

**Additional Feats:** **2nd** Acclimatization (*Advanced Player's Guide*), Favored Terrain (mountains only) (*Core Rulebook*), Sure Foot (*Advanced Player's Guide*); **6th** Mature Animal Companion (*Core Rulebook*); **10th** Incredible Companion (*Core Rulebook*); **12th** Warden's Step (*Core Rulebook*)

### KORTOS MOUNTAINEER DEDICATION FEAT 2

#### ARCHETYPE DEDICATION

**Prerequisites** trained in Athletics and Survival

The Kortos Mounts can be an intimidating obstacle for others, but for you, they're like an old friend. You know their ups and downs, inhabitants, and hazards as well as you know your backyard. You become an expert in Athletics and Survival. In addition, you gain a +1 circumstance bonus to Athletics checks to Climb and Survival checks to Subsist in the Kortos Mounts.

**Special** You can't select another dedication feat until you have gained two other feats from the Kortos Mountaineer archetype.

### MINOTAUR'S LESSON FEAT 4

#### ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

The Earthsong drove that calls Grandfather's Arms home is one of the more peaceful bands of minotaurs in the Kortos Mounts, and they have taught you some of its secrets. You do not take a penalty to Survival checks to Sense Direction if you don't have a compass. In addition, whenever you must attempt a skill or Perception check to determine the right way to proceed, such as to escape a maze (including those caused by spells such as *maze*) or perhaps to avoid an obstacle during a chase, at the GM's discretion, you gain a +1 status bonus to that check.

### PRECARIOUS PERCH FEAT 4

#### ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

You know a wrong step in the mountains could be the end, and you're prepared for disaster. You gain a +1 circumstance bonus to your check to Grab an Edge. If you're in the Kortos Mounts, whenever you roll a critical failure when you Grab an Edge, you get a failure instead.

### SADDLEBARK PUP FEAT 4

#### ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

You've spent some time at Saddlebark Ranch, perhaps helping dogherder Kai Baublebrand or finding the perfect pup. Either way, you

have formed a close connection with one of the faerie mounts. You gain a young Saddlebark dog animal companion.

## SADDLEBARK DOG

Your animal mount is one of the short-legged, large-eared riding dogs bred at Saddlebark Ranch.

**Size** Small

**Melee** ♦ jaws (finesse); **Damage** 1d8 piercing

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

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 25 feet

**Special Mount**

**Support Benefit** Your Saddlebark dog gets underfoot, upsetting a foe's balance. Until the start of your next turn, your Strikes that deal damage to a creature that your Saddlebark dog threatens make the target flat-footed until the end of your next turn.

**Advanced Maneuver** Away to Me

### AWAY TO ME ♦♦

#### FEAR EMOTION MENTAL

The Saddlebark pup Steps or Strides up to its speed to a foe it can sense and makes a jaws Strike against the target's Will DC. The Strike deals no damage, but on a success, the creature moves 5 feet in a direction you choose. On a critical success, it moves 10 feet.

This is forced movement.

### CERTAIN PATH FEAT 8

#### ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

Your experience with the mountains has made you extra aware of the hazards that lurk in the high reaches. You gain a +1 circumstance bonus to AC and saves against harmful effects of mountain terrain and environment, including environmental damage, hazardous terrain, and hazards in the area. You also gain resistance to all damage from such effects equal to half your level.

### GLASS FORTRESS RESEARCHER FEAT 8

#### UNCOMMON ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

**Access** You have gone to the Glass Fortress.

The Vitric Queen's research into elementals and constructs offers much to learn. Select a summoner<sup>SOM</sup> feat with the evolution trait. The feat must be a level equal to half your level or less. When you cast *summon construct* or *summon elemental*, the creature you summon gains the benefit of that feat, as if it were an eidolon.

**Special** You can select this feat more than once. You can only apply a single evolution to a summoned creature, but you can change the applied evolution by spending an additional action when you Sustain the Spell.

### MOUNTAINSIGHT FEAT 8

#### ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

You're accustomed to dealing with the Kortos Mounts' ash rains, blizzards, and mirages. You can see well enough through ash, fog, mist, and clouds that would normally cause creatures to be concealed that you don't need to succeed at a flat check to target creatures benefiting from such concealment.



In addition, when you encounter a non-magical mirage in the Kortos Mounts, you can attempt a free Perception check to disbelieve it.

## BLOOD-SOAKED COUNSEL FEAT 10

UNCOMMON ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

**Access** You have gone to the Wall of Faces.

You have heard whispers spoken by the strange Wall of Faces north of the Weeping Grandfather volcano. Despite their strange origin, you find insight in these words at key moments. You can cast *augury* as an innate occult spell once per day. In addition, regardless of the result of your flat check, the GM tells you one skill that is likely to be particularly useful in that course of action. You gain a +2 status bonus to that skill for the next half hour as long as you're pursuing the course of action.

## FORGE FAVORED FEAT 12

UNCOMMON ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

**Trigger** You succeed at a Will save against a fear effect.

**Access** You have gone to the Inheritor's Forge.

Your time in this small mountain keep—where, legends say, Iomedae forged at least one of her divine blades—has imbued you with a touch of power when you show sufficient courage. A single sword you are carrying or wielding does an additional 1d6 good damage until the end of your next turn; on a critical success on the triggering save, it does an additional 2d6 good damage.

## SIP OF DANAETLUGH'S SPRING FEAT 12

UNCOMMON ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

**Frequency** once per day

**Requirements** You are holding a container of water or alcohol.

**Access** You have gone to Danaetlugh's Spring.

You've sipped from the mountain spring blessed by Cayden Cailean's touch as he tried to clear his head after succeeding at the Test of the Starstone. You drink the water or alcohol you're holding and draw on the spring's power. When you do, you immediately become drunk, as if you failed your saving throw vs. alcohol (*Gamemastery Guide*), choosing what stage of the affliction you progress to, from stage 2 to stage 5. You immediately gain 1d10+4 temporary Hit Points per stage. You cannot reduce the effects of the alcohol by any means. The stage reduces by 1 at the end of each interval, as if you'd succeeded at your saving throw. When you reach stage 1, you lose any remaining temporary Hit Points.

## BLACK INK BATHER FEAT 14

UNCOMMON ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

You have immersed yourself in the waters of Black Ink Lake, where Norgorber supposedly cast all evidence of his physical life after his ascension. Whenever you would be affected by a detection, revelation, or scrying divination, the source of the divination must attempt a Will save against your class DC or spell DC, whichever is higher. On a failure, the source immediately forgets anything they learned about you from the divination. They can recall other aspects, such as one side of a conversation you were having, but your role in the conversation is immediately forgotten. On a critical failure, you gain a glimpse of the scrying creature and learn its approximate distance and direction.

## ARODEN'S REST PILGRIM FEAT 18

UNCOMMON ARCHETYPE

**Prerequisites** Kortos Mountaineer Dedication

**Frequency** once per hour

**Trigger** A creature targets you with an ability that requires a skill check (such as Demoralize or Treat Wounds).

**Access** You have gone to Aroden's Rest.

You are one of the few people who have made their way to the former shrine to Aroden at the pinnacle of Arazlant Mox, and it left a profound impact on you. Perhaps due to the lingering effects of the *Starstone*—which supposedly sat there for 5,000 years—or just to the incredible effort it took you to reach the 26,000-foot-high peak, others struggle to make their mark on you without permission. The creature must roll twice on the triggering check. You determine if it takes the higher or lower result. If it takes the higher result, this feat gains the fortune trait; if it takes the lower result, this feat gains the misfortune trait. 🍀





# Weal or Woe: Centaur Twins of Kortos

By Charlie Brooks  
Art by Michael McNeill



## WEAL: THASSA ULDAGON

A proud centaur who has spent her life traveling the island of Kortos, Thassa has coppery hair and amber-colored skin. She travels lightly, relying on her ability to live off the land. Thassa approaches strangers with an air of suspicion bordering on hostility when she first encounters them, but this is largely her business demeanor at work. Once she determines the strangers are neither enemies nor wanted criminals, she becomes cordial, if not friendly.

A constant wanderer, Thassa prides herself on knowing every league of the Kortos wilds. She sees Absalom as a blight upon an otherwise beautiful land, but she enters the city once or twice a year to do trade and seek out news of recent bounties.

Thassa came of age alongside her brother Matayes, but the two grew apart as time passed. While Thassa found comfort and structure in the laws of the land, Matayes enjoyed the exhilaration of scheming and crimes. The two parted ways when they reached adulthood, and it was shortly after this time that Matayes became more seriously involved in a life of crime. Thassa initially thought nothing of the reports of a centaur aiding criminals in dramatic escapes, but she eventually pieced together her brother's identity from descriptions given by eyewitnesses. She believes he has gone too far into a life of crime due to his thrill-seeking nature. She feels certain she can talk him out of this path and rejects reports that Matayes has killed innocents.

In combat, Thassa attempts to fight at range unless her opponents can match her mobility. She uses Trample to deal damage while keeping herself out of easy melee reach and relies on the surrounding terrain for added protection. Thassa realizes that numbers often determine the victor in battle and is not afraid to hire mercenaries or seek

other allies to even the odds against a group of foes if she has time to prepare. Even if pressed into melee combat, Thassa trusts her strength and skill. She is no fool, however, and attempts to escape or surrender if reduced to fewer than 30 hit points.

## Adventure Hooks

- The PCs seek Matayes, who has been hiding in the wilds of Kortos after he aided in a daring escape and killed two guards. Thassa provides the PCs with information about their quarry in exchange for anything they know about Matayes. However, she becomes defensive if they suggest that Matayes had a hand in the murders and secretly trails them, planning to attack them if they pursue their "vendetta" against her brother.
- Somebody places a bounty on the PCs, and Thassa intends to collect. She studies them from afar to learn more about them. If she becomes convinced that the bounty was wrongly placed, she gives the PCs warning and aid in clearing their names.
- The PCs have had a run-in with Matayes, and he either escaped or the adventurers let him go. Thassa seeks them for information about her brother. She wants to speak with him and offers them a reward if they help her track him down.

## Boon

After a PC improves Thassa's attitude to friendly, they can ask her about an outlaw or an unusual geographic feature that is native to Kortos but not the city of Absalom. They can either attempt to Gather Information or Recall Knowledge using Thassa's Kortos Lore in place of their own skill modifier. If the PC has a higher skill modifier, Thassa instead uses Kortos Lore to Aid in the check.



## THASSA ULDAGON CREATURE 5

LN LARGE BEAST

**Perception** +12; darkvision

**Languages** Common, Elven, Sylvan

**Skills** Athletics +13, Diplomacy +10, Intimidation +12, Kortos Lore +12, Medicine +12, Nature +12, Stealth +12, Survival +13

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

**Items** average manacles (4), bola, +1 composite longbow (20 arrows), greatsword, leather armor, lesser cheetah's elixir (2)

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

**HP** 95

**Speed** 40 feet

**Melee** ♦ hoof +15 (agile), **Damage** 1d10+8 bludgeoning

**Melee** ♦ greatsword +15 (versatile P), **Damage** 1d12+8 slashing

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

**Ranged** ♦ bola +15 (nonlethal, ranged trip, thrown 20 feet), **Damage** 1d6+8 bludgeoning



**Trample** ♦♦♦ Medium or smaller, hoof, DC 20

**Lay of the Land** ♦♦ **Requirement** Thassa is in the wilds of Kortos.

**Effect** Thassa Strides and may attempt a melee Strike at any point during her movement. If she ends her movement in standard or greater cover, she can Take Cover as a free action.

## WOE: MATAYES ULDAAGON

A thrill seeker from birth, Matayes always has a spring in his step and delights in showing off his superior speed, especially if it gives him a chance to show up the “two legs.” His long black hair is tangled and windswept, and he prefers loose-fitting tunics, which allow him to enjoy the feeling of the fabric trailing behind him as he reaches top speed.

Growing up on the plains of Kortos, Matayes loved open landscapes that allowed him the chance to gallop. Unfortunately, he also found much of the open country boring and longed to see what the streets of Absalom held.

He got that opportunity when he grew into adulthood, but found that reality did not live up to his dreams. Rather than enjoying the hustle and bustle of city life, Matayes found the streets and alleyways claustrophobic. He ultimately left the city behind, but not before falling in with a group of thieves that needed help in getting away from a high-profile heist. Jokingly dubbing himself the “getaway vehicle,” Matayes allowed the thieves to ride him out of the city. He avoided most of the watch, but a wrong turn down an alleyway led to him killing a guardsman to complete the escape.

Matayes lost some sleep over his first murder, but he ultimately talked himself out of any blame. Although he has not returned to Absalom, he still aids criminals who need to escape from the city and disappear into the surrounding countryside for a while. The guard he stabbed was not the last person Matayes killed to make a getaway, and each subsequent murder has weighed less and less on his mind.

## Adventure Hooks

- The PCs seem to have an enemy of theirs cornered, only for Matayes to appear and give the foe an unexpected ride to safety. The enemy has bought the centaur's loyalty, leaving the PCs to either deal with Matayes as well or make him a better offer.
- Thassa has been closing in on Matayes as of late, and he has grown nervous about

the presence of his sister. He attempts to hire the PCs to deal with her, assigning tales of his own misdeeds to the other Uldagon.

- The PCs need to execute a heist, and Matayes offers his services to help them escape when the deed is done. He requests a significant cut of treasure for his aid, and intends to betray the adventurers if they don't meet his demands.

## Boon

PCs who gain Matayes' favor likely do so by piquing his interest in a job or quest that requires his particular skills. In doing so, they gain his assistance during the matter at hand. As long as the quest takes place on Kortos, each PC who earns a boon from Matayes may reroll a failure or critical failure on an exploration activity using the higher of their skill modifier or Matayes' Deception modifier as the centaur provides a timely distraction. This is a fortune effect.

## MATAYES ULDAAGON

CREATURE 6

CE LARGE BEAST

**Perception** +17; darkvision

**Languages** Common, Elven, Sylvan

**Skills** Acrobatics +15, Athletics +13, Deception +15, Nature +13, Society +15, Stealth +15, Thievery +15, Underworld Lore +13

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

**Items** juggling balls, marked cards, padded armor, +1 rapier, +1 sling (20 bullets), thieves' tools

**AC** 24; **Fort** +14, **Ref** +17, **Will** +11

**HP** 99

**Speed** 50 feet

**Melee** ♦ hoof +17 (agile), **Damage** 1d10+8 bludgeoning

**Melee** ♦ rapier +17 (deadly d8, disarm, finesse, magical), **Damage** 1d6+8 piercing

**Ranged** ♦ sling +17 (magical, propulsive, range increment 50 feet, reload 1), **Damage** 1d6+4 bludgeoning

**Trample** ♦♦♦ Medium or smaller, hoof, DC 21

**Deceptive Dash** ♦♦ Matayes feints, then dashes away while taking a parting shot at his opponent. He makes a Deception check to Feint against an opponent within reach, then makes a melee Strike against that opponent. Matayes then Strides up to half his speed. If he succeeded at his Feint, he gains a +4 circumstance bonus to his AC against any attacks his opponent makes as part of a reaction to his movement.

**Sneak Attack** Matayes deals an extra 1d6 precision damage to flat-footed creatures.

**Surprise Attacker** On the first round of combat, if Matayes used Deception or Stealth for initiative, creatures that haven't acted are flat-footed to him.





# Wirni's Workshop

By James Anderson  
Art by James Anderson



Near the Clockwork Cathedral is a large studio with the sign "Wirni's Workshop" over the door. Stepping inside, patrons are typically met by Nira (N female soulbound doll familiar), a wooden lady just under 2 feet tall. From her platform at the desk, she walks them through the three branches of services offered by her partner Wirni (NG female ratfolk witch) and sets up an appointment to discuss their needs. This appointment typically takes place just behind the office in a comfortable lounge with accommodations for the tiniest creatures to the largest.

The first branch of services offered is artisanal crafting. In the large warehouse portion of the studio, Wirni crafts sculptures for private homes and civic works throughout the city. Towering over the workspace is a 20-foot statue of a troll, bearing the scars of many battles, and draped with leather armor. Stone is where she excels the most, though she'll try her hand at other materials and has a small forge for incidental metalwork.



The second branch is tattooing. Several everburning torches provide increased light for the tattoo bed where Wirni creates incredible work, both mundane and enchanted. Though her artistry isn't as colorful as Arhan's in the Coins district, she maintains a friendly debate with him about the merits of her Varisian rune tattoo style vs his New-Thassilonian style. While inking spells to be activated by the bearer is the most common service in this branch, her favorite designs magically convert objects into tattoos that can later be peeled off to recreate the item.

The final branch is magical rituals. Years of study in their homeland of Nex and then traveling the world have given Wirni and Nira a powerful command of possession, protection, and animation magic. With the blessings of Brigh and Nethys they pioneered research into rituals allowing them to extend the duration of these spells from minutes to typically a full day, and in some cases a few weeks. Many adventurers seek them out simply to secure standard spells with these extended durations before they leave town.

The most powerful spells Wirni offers are a variety of possession spells. Some of these place Wirni's spirit within the client, while others allow the client to try different bodies for themselves – sometimes even an animated construct. Before any such spell is cast a visit is paid to the notary of Abadar across the street ensuring the clients wishes are documented and respected. Negotiations for variations on these spells tune who has more control over the body.

Some clients just want to try something new, others want a 'second set of eyes' to witness what they're doing, while some seek to show off "their" skills while Wirni puppets them around.

Less powerful but more impressive is Wirni's body sculpting regimen. A casting of flesh-to-stone, some work in the masonry workshop, then a stone-to-flesh reversal can give someone chiseled abs or the more delicate nose they've always wanted. For those who believe themselves to already be perfect, she'll instead offer to use their petrified body to make a plaster mold before reverting them, then use it to cast a perfect likeness. As either of these can be a bit rough on the skin, she'll recommend clients follow it up with a spa day with her fellow witch Clavela in the Grand Bazaar.

As Wirni works with clients to establish their needs, Nira assists by fetching reference materials, supplies, and refreshments for Wirni and their patrons. Clients who win the trust of the couple hear the tale of how Nira, formerly a human cleric, cast her soul into the doll when she died. Wirni helped her recover from the ordeal before taking her as a familiar and then a wife. When she gets a bit of time away from the shop, Nira maintains a strong friendship with the poppet Yanelle at Merrygleam toyshop. The two are very close, bonding over splurging on fashion and their similar experiences as semi-living creatures, despite their very different backgrounds.

The rest of the workshop contains their living quarters, magical workshop, and their shrines – Wirni's to Brigh and Nira's to Nethys. There are also large guest quarters, big enough for a whole party to stay in while they wait for Wirni to prepare their selected spells and rituals. Additionally, there's a sizeable upstairs patio between the guest room and Wirni's quarters where guests can meet to discuss plans or Wirni and Nira can meet with old Pathfinder friends and take in the city sights. 🐭



# Limericks of the Isle of Kortos

By KM Kovalcik  
Art by Moth Yacyshen



Aside from the occasional skirmish between minotaurs, harpies, and centaurs, the sentients of the Isle of Kortos try to get along. Even so, they all enjoy a good jab at each other, exchanging limericks over drinks until an awkward silence or a bar brawl breaks out. When not making fun of each other, goblins are a common punchline. Goblins themselves repeat the limericks, never thinking of themselves as such. If someone is foolish enough to point to an actual goblin when delivering the limerick, they can expect a fight.

The best of the Isle of Kortos have been compiled here in their most common tellings.

\* \* \* \*

A halfling, a centaur, and a gnome  
Had walked 50 miles from home.  
"Let me ride on your back,"  
Said the gnome with a smack  
So the centaur, he kicked him back home



\* \* \* \*

There once was a dog from Ol' Loomy  
Whose master's brain was quite puny.  
He stood on two legs  
At the table, he begs  
The master, so tricked, called him shoony

\* \* \* \*

There once was a halfling of Kerrick  
On Pharasma he played a cruel trick.  
Somehow his luck did hold  
And she laughed, so I'm told,  
But when plague came he was her first pick

\* \* \* \*

A shoony lost far from his dear home  
Assumed it was quite safe to roam  
When a harpy he met  
He wished her well but yet  
His corpse she took back to her home.

\* \* \* \*

A shoony and goblin went walking  
When a minotaur caught them both talking.  
The shoony gave stew  
The goblin yelled "moo"  
So he sent that goblin a-hobbling.

\* \* \* \*

A halfling once thought he was clever  
Embarking upon an endeavor  
His luck he thought would hold  
Till he made lots of gold  
But his wits? I'd seen them never! 🐉



# Red's Fleet of Feet Service

By James S. Austin  
Art by James S. Austin



“Boy, be about yourself and get away from there!” Red yelled as he exited the dilapidated old barn. With a yelp of surprise and a stuttering start, the well-dressed and long-locked young merchant boy grabbed his hat off his head and dashed away from the clutter of axe beaks penned in the main corral. The last thing Red needed was explaining to the mayor how some unwatched kid of a perfumy peddler lost his arm. Gods forbid the boy lost his life as there’d be no way Red could afford that.

Red sighed and wiped a threadbare rag over his sweaty brow. Go-gugi was late with the fish-and-trimmings delivery, and his herd of hungry axe beaks were getting snappy and impatient.

One of the beaks spotted Red and trotted over to the fence line, pushing its rather large head through the heavy wooden beams as it tried to reach Red for a nuzzle. The axe beak resembled a predatory ostrich—flightless but with massive and muscular legs that gave the bird its towering height. Each powerful leg ended in a three-toed foot, where each toe was tipped with a sharp talon more than able to rend and tear flesh. The axe beak’s sturdy body was covered in large, grey feathers, and its two stubby wings folded tight against its body, clearly unable to support such a large bird in flight. The axe beak’s long, feathered neck stretched between the wooden beams as Red approached, with its relatively large bald head, similar to that of a vulture, bobbing from side to side. The head was dominated by the massive and exceptionally sharp beak for which the creature is named. True to the breed, this axe beak stood seven feet tall and weighted nearly five hundred pounds. Contrary to its size, this bird had plenty of speed.

“Pootsie, good morning... again,” Red stopped as he walked over to the fence, reaching out to pat her neck and rub her deep orange beak. Pootsie’s generally tranquil demeanor helped to instill that same calmness to those around her. Red knew much of his business success was inherently tied to this singular gentle beast within his herd. Red chuckled at the thought of calling an axe beak gentle, but it was true.

Red, a burly Ulfen with a bright red mane of hair and beard, has managed his ‘Red’s Fleet of Feet Service’ for ten years now, making coin renting and selling axe beaks to those in need of transportation out of Pier’s End. Travelers and hopeful adventurers have been arriving more frequently these years, making his small business venture surprisingly profitable.

More times than not, Red found the company of the axe beaks significantly more enjoyable than the clutter of people surrounding him. Even when he was breaking the surliest

of the beasts he felt more at ease and happier, despite the very real risks the birds could pose. Red felt that he better understood their wild nature than the unpredictability of people, and he appreciated the simplicity of it all. He found most people to be filled with deceit and hidden, but compulsive, desires, traits unworthy of so-called civilized species. His birds were honest and forthright in a way that could never be matched. Red lingered a while longer, petting and stroking his favorite bird, Pootsie leaning into it and nuzzling his hand with her neck. He pulled away as he heard the creaking and rattling of a wooden wagon approaching.

The stable was a short walk from the village’s, or now more aptly, small town’s market. This provided ample exposure to possible hires and for Go-gugi to deliver his shipment of fresh fish. The ‘feathered herd’, as Red liked to call them, was getting restless waiting on their morning meal. He had been expecting the approaching delivery yesterday, but Go-gugi stopped by last night to explain that the seas had been extremely rough the past few days, so no fishing boats had left the safety of the harbor and so no fish had come in. Luckily, the weather broke early this morning, and the little fishing town had sent out its fleet to ply the waters.

Red looked up just as Go-gugi’s wagon pulled around the small copse of silverpine trees that partially separated the stable from the village. The sound of clanking steel and protesting wood was more announcement than the hailing voice accompanying it. A short, rotund halfling sat tall on in the wagon’s seat, a large straw hat blocking the sun, a smile breaking across his face as he spotted Red looking on. Red could see the gap in his front teeth, and he was wearing his best linens, all dyed in bright but conflicting colors.

“Mornin’ Red. Sorry about the tardiness. The swells kept the fishermen from going out ta sea for the night.” Go-gugi quickly spoke as he pulled up.

Go-gugi was a decent fellow by Red’s standards: born in Escadar, honest, hard-working and carried himself well. Red still wondered what brought Go-gugi to Pier’s End, but he never had gotten around to asking as it felt like prying.

“It’s fine, but they need to feed soon,” Red responded.

He directed Go-gugi to take the wagon around the corral and over to the stable bays so they could feed the feathered herd directly. Grabbing a steel bucket, Red hopped up and pulled from the open slop vats to pour into the feed ramps. The fish and viscera ran directly into the awaiting troughs, with the beaks crowding around to get their fill. Their trills and squawks creating a cacophony of noise as they lined up.

“I hate this part,” Go-gugi complained as he swatted at the swarm of flies swirling in the air.

Soon everyone was enjoying their fish innards and small catches. Red spent a few minutes pumping the well to begin rinsing the buckets and tubs when a slender gentleman on an axe beak rode up.

Looking up from the chore, Red recognized the rider. The pompous and soft-spoken man had rented Clipper three days ago, and was not due back for another day.

“I am returning your beast for the evening. I need to



head back out at sunrise,” his flat tone carried to Red over the still squawking beaks. The man’s wealthy clothes were disheveled and torn, small clutches of brambles sticking to his wool cloak.

Red wanted to laugh at the angular-faced blowhard, but he then noticed Clipper. The clawed feet were caked in dirt, which is not unusual for this area. However, small nicks here and there along the sleek legs concerned him. Worse still, patches of feathers were missing from Clipper’s head and neck.

A fire began building in Red’s belly. “What did you do to Clipper?” he growled. Go-gugi quickly waved at Red and hastily sped away on his wagon.

The man slid down from the leather saddle and tied the reigns to a post. “Nothing. Just hard travel.”

Having been around axe beaks for years, this was more than hard travel. Clipper also showed signs of being infected with mites and was severely dehydrated based on the yellowed discoloration around his eyes.

The man never spared a glance for Red as he made his way towards town.

“Sir, there will be no riding tomorrow from you,” Red spoke in a barely-controlled tone.

The man laughed softly, “Don’t be ridiculous, have it ready.”

\* \* \* \*

Red woke the next morning, still stewing over the

condition of Clipper. He had spent most the day cleaning and caring for the beak, putting Clipper in a separate stall used for the wounded and sick. Red could even tell Pootsie seemed distraught over Clipper’s injuries.

Red first checked on Clipper, refilling the trough with fresh water. Clipper had nearly emptied the water trough during the night, and devoured the extra feed Red had provided. He chirped and gurgled as if the past days were behind him.

“The mite treatment will take a couple days, Clipper. But you will be fine.”

Happy that Clipper was recovering quickly, Red began his typical routine. However, in the low morning light, Red saw a dark, spreading puddle, coming from under the door to Pootsie’s pen. A saddle sat on the ground nearby. Rushing over, Red found Pootsie standing in the middle of her stall. With a happy squawk, she pranced up to the gate wanting the usual affection. She only just got close enough to rest her beak on the gate; something blocked her from moving further forward.

Red gave the waving sign to back up, which Pootsie did without complaint. Red opened the gate, and the body that was slumped against it fell at his feet. It was the man from the day before. Well, most of him. The head sat in a corner and his arms were missing.

“Damn,” Red sighed and wiped his brow with his rag, “the mayor will not be happy.” 🦜





# Monstrous Ancestries: Minotaurs

## The Bullmen of Kortos

By Jeffrey Anderson

Art by Danny Hedager Krog



**M**ighty bull-headed figures, minotaurs blend humanoid brilliance with bestial savagery. Historically shunned by human society, they have become the subject of horrifying tales of what might lay beyond the safety of civilization.

In the Age of Legend, the first minotaurs were born to humans as a blessing and a curse from Lamashtu. Their parents, shocked and horrified, locked them away in a vast labyrinth. This act of cruelty has colored the minotaurs' view of civilization ever since.

Hunters and gatherers, they most value the ability to protect and provide for their tribes. Those with the might or skill to keep their kin safe and well-supplied rise to the top.

### You Might...

- Go out of your way to provide for your friends and family.
- Be distrustful of humans and other common ancestries.
- Find the keeping of any domesticated animals distasteful.

### Others Probably...

- Are initially intimidated by you, perhaps with good reason.
- Assume that you never become lost.
- Underestimate your cunning, assuming you little better than a dumb beast.

### Physical Description

Towering humanoid bodies topped with the heads of monstrous bulls, minotaurs are imposing and terrifying figures. Short fur, commonly black, brown, or reddish in color, covers their bodies. Most minotaurs stand between 8 and 9 feet tall. They age at the same rate as humans but are more likely to meet a violent end than die of old age.

### Society

Minotaurs disdain agriculture, seeing the use of beasts of burden as a form of slavery, and likening their own labors in the fields to that same sort of abuse. They are hunters and gatherers, but also raiders, taking what they need to survive from the lands and people around them. Those who can best provide for their communities become leaders.

Among traditional tribes, the historic wrongs of humankind upon minotaurs make such communities prized targets of attacks. These raids focus on theft of goods, releasing animals from human custody, and taking humanoid flesh for their larders.

However, some minotaurs found other

ways to live. Some trade goods they collect in the deep wilderness and inhospitable peaks they call home. Others have humbly taken up the yoke of the farmer in the most literal sense, plowing fields with their own strength and primal magics, without the aid of domesticated animals.

### Alignment and Religion

Minotaurs have not forgotten that Lamashtu brought them into being and sheltered them when their own parents cast them out. She remains a favored deity to this day. Likewise, the first great leader among them, the cunning Baphomet, is now a demon lord in his own right. Those who follow these traditional ways seek to crush those who have wronged them, which in their mind is most of the world's civilized peoples. These minotaurs are often chaotic evil.

Others seek a new path, but cannot quite forgive the wrongs perpetuated upon their people in the past. Rather than turn to deities, they place their faith in the green and the powers of nature. They are rarely good aligned, instead possessing a neutral alignment, living in harmony with the natural world.

### Adventurers

Minotaurs leave their tribes for a variety of reasons. Many look for new ways to supply their tribes with needed resources, or gain the power they might need to protect their tribes. Some faced exile and were forced to find new ways to live, or they found they didn't agree with their tribes' ethos.

Common backgrounds for minotaurs living in traditional tribes are Bandit, Herbalist, Hunter, Martial Disciple, Scout, and Warrior. Those who have worked more within cities and other communities may have the Farmhand, Gladiator, Laborer, or Miner backgrounds.

Drawn to both savagery and cunning, minotaurs make natural barbarians, fighters, rangers, and ruffian rogues. Those drawn to spiritual matters are most often druids, or earth elemental-blooded sorcerers.

### Names

Minotaur names often reflect honored family members or heroes of either past or present.

### Sample Names

Aetos, Astreon, Daikos, Iacin, Icomos, Janas, Kirilo, Nasios, Niko, Nuar, Padonis, Sarkis, Voradni

### Minotaur Heritages

Minotaurs differ widely in appearance, from hide to horn. Choose one of the following minotaur heritages at 1st level.

#### Curse-Born Minotaur

You were not born to other minotaurs, but rather the result of a curse upon human parents. Though not human yourself, you have their adaptability and persistence. You may select human ancestry feats as well as minotaur ancestry feats.

#### Dread Minotaur

When you attempt to demoralize a target, you don't take a penalty for not

#### Hit Points 10

**Size** Large

**Speed** 25 feet

**Ability Boosts** Str, Wis, Free

**Ability Flaw** Dex

**Languages** Common, Jotun

Additional languages equal to your intelligence modifier (if positive). Choose from Draconic, Dwarven, Sylvan, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

**Traits** Uncommon, Humanoid, Minotaur

**Low-Light Vision** You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

**Horns** You have a horns melee unarmed attack that deals 1d6 piercing damage, has the shove trait, and is in the brawling weapon group.



sharing a language, and if the target can hear you but not see you, you gain a +1 circumstance bonus to this check.

## Ghost Bull

You are a rare albino minotaur with inborn divinatory powers and strange insights. You can cast the *know direction* and *guidance* cantrips as innate occult spells.

## Great Horn Minotaur

Your horns allow you to entangle foes. Your horns attack gains the grapple trait.

## Shaggy Minotaur

You have thick fur that makes you inured to the cold. You gain cold resistance equal to half your level (minimum 1) and treat cold environmental effects as if they were one step less extreme.

## Minotaur Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a minotaur, you select from among the following ancestry feats.

### NATURAL CUNNING FEAT 1

MINOTAUR

Whenever you make a Survival check to Sense Direction, avoid becoming lost, or escape a maze spell you improve your degree of success by one.

### MAZE SENSES FEAT 1

MINOTAUR

You gain either darkvision or scent (imprecise) 30 feet.

**Special** You can select this feat multiple times, choosing a different sense each time.

### MAZE STRIDE FEAT 1

MINOTAUR MOVEMENT

**Frequency** Once per round

**Maze Stride** Step 5 feet or Stride up to your speed. You can move through 5 foot wide halls and other spaces meant for medium sized creatures at no penalty during this movement.

### MINOTAUR LORE FEAT 1

MINOTAUR

You become trained in Survival and Intimidate. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Minotaur Lore.

### MINOTAUR WEAPON TRAINING FEAT 1

MINOTAUR

Weapons both cunning and savage appeal to your civilized and monstrous sides. You are trained with crossbows and the greataxe.

### IMPALING HORNS FEAT 5

MINOTAUR

**Prerequisite** Great Horn Minotaur heritage

Your horns unarmed attack deals 1d8 piercing damage instead of 1d6. You gain the critical specialization effect for your horns.

### MINOTAUR WEAPON BRUTALITY FEAT 5

MINOTAUR

**Prerequisite** Minotaur Weapon Training

You get the most power out of telling blows with your ancestral weapons. Whenever you critically hit using a crossbow or greataxe, you apply the weapon's critical specialization effect.

### POWERFUL CHARGE FEAT 5

MINOTAUR MOVEMENT

Stride twice, then make a Strike with your horns. If you moved at least 20 feet add an extra die of damage to the attack.

### DIVINER'S SIGHT FEAT 9

MINOTAUR

**Prerequisite:** Ghost Bull heritage

You can cast *see invisibility* and *status* each once per day as 2nd-level occult innate spells.

### HORN THROW FEAT 9

MINOTAUR

**Prerequisite** Expert in Athletics

When you roll a critical failure on an attempt to Shove a target you get a failure instead. When you roll a success on an attempt to Shove a creature you get a critical success instead.

### TERRIFYING PRESENCE FEAT 9

MINOTAUR

If you are adjacent to a foe with the frightened condition, that condition cannot be reduced below 1. Additionally you gain the Terrifying Pursuit reaction.

**Terrifying Pursuit** (minotaur) **Trigger** An adjacent foe with the frightened condition moves away from you. You Stride, but you must end your movement adjacent to the triggering enemy. Your move does not trigger reactions from the triggering enemy. You can use Terrifying Pursuit to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

### MINOTAUR WEAPON EXPERTISE FEAT 13

MINOTAUR

**Prerequisite** Minotaur Weapon Training

You've learned to apply your training to your natural cunning, gaining greater skill with minotaur weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in crossbows and greataxes in which you are trained.

### LUNGING STRIKES FEAT 13

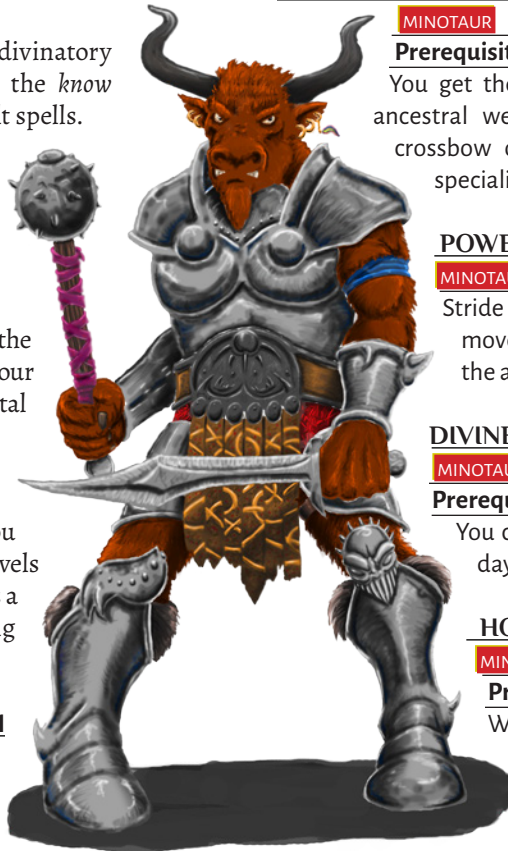
MINOTAUR

You can use your superior size to full advantage, increasing your reach to 10 feet.

### PERSONAL LABYRINTH FEAT 17

MINOTAUR

Wherever you go, you bring the labyrinth with you. You may cast either *magnificent mansion* or *maze* once per day as an 8th-level occult innate spell.





# Riven Hills Hunter: An Archetype

By Nick Volpe  
Art by Tanyaporn Sangsrit



No peoples across the Isle of Kortos are more feared and reviled than the minotaurs of the Riven Hills. The broken remnants of an ancient minotaur army once led by Voradni Voon, they lick their wounds to this day and plot violence against Absalom. From their settlement of Hazrak, these proud warriors raid and terrorize across the island. They hold the legends of Voradni Voon and his Brazen Gate, that immense portal that brought the minotaurs to Kortos so many centuries ago, in deific regard and fanatically seek out lost lore and treasures from that ancient time. While almost all contact with outsiders begins and ends in bloodshed, some few manage to impress the minotaurs through battle prowess or feats of courage and earn initiation into their ancestral ways.

**Additional feats:** **4th** Sudden Charge (*Core Rulebook* 88), **6th** Barreling Charge (*APG* 108), **10th** Deadly Aim (*Core Rulebook* 174), Tactical Entry (*APG* 136), **12th** Fearsome Brute (*Core Rulebook* 151), Overpowering Charge (*APG* 110), **20th** Shadow Hunter (*Core Rulebook* 177)

## RIVEN HILLS HUNTER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** Trained in Survival; bested a Riven Hills minotaur in combat or a trial of courage

**Access** You are from the Isle of Kortos.

Your time spent among the minotaur tribes has sharpened your predatory instincts and made you a fearsome stalker of the wilds. You gain the Hunt Prey action. You can use Hunt Prey only when in natural wilderness, caves, or mazes. If you already have Hunt Prey, you become an expert in Survival instead. You also become trained in Minotaur Lore and gain a +1 circumstance bonus on Survival checks to avoid becoming lost. If you are a master in Survival, this bonus increases to +2, and +3 if legendary.

**Special** You can't select another dedication feat until you have gained two other feats from the Riven Hills Hunter archetype.

## MINOTAUR WEAPON TRAINING FEAT 4

ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication

You are trained with the greataxe and double crossbow. You gain access to double crossbows. Whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with these weapons.

In addition, you can wield a greataxe in one hand. When wielded in this manner the greataxe deals 1d8 slashing damage and gains the thrown 10-foot trait.

## NATURAL CUNNING FEAT 4

ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication

You have learned to prowl with bestial skill and speed. You gain a +2 circumstance bonus to initiative rolls when in natural wilderness, caves, or mazes.

## FEARED HUNTER FEAT 6

ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication

You have made fear into an ally and use it to confound your prey. While tracking your hunted prey, you gain a +2 circumstance bonus to Stealth checks and DCs to Sneak, Hide, or Avoid Notice from your hunted prey. Additionally, if you roll Stealth for initiative you can immediately attempt to Demoralize your prey as a free action. You don't take a penalty if the creature doesn't understand your language.

## DOUBLE BOLT FEAT 6

ARCHETYPE FLOURISH

**Prerequisites** Riven Hills Hunter Dedication

**Requirements** You are wielding a double crossbow loaded with two bolts.

You fire both bolts in one devastating attack. Make two ranged Strikes, both against the same target and with a –2 penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

## BRAZEN MYSTERIES INITIATE FEAT 6

ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication

You are initiated into the mysterious cult of the ancient minotaur shamans who served under Voradni Voon. You become an expert in Minotaur Lore. You can cast *longstrider* (1st level), *lose the path*<sup>SOM</sup>, and *pass without trace* (1st level) as primal innate spells, each once per day. You become trained in primal spell attack rolls and spell DCs.

## BRAY AND STOMP FEAT 8

ARCHETYPE EMOTION FEAR MENTAL

**Prerequisites** Riven Hills Hunter Dedication

**Frequency** once per minute

You roar and beat the ground with your feet, terrifying your enemies. Enemies within a 15-foot emanation must succeed at a Will save against your Intimidation DC or be frightened 1 (frightened 2 on a critical failure). When a creature frightened by this effect begins its turn adjacent to you, it can't reduce its frightened value below 1 on that turn. Your first attack that hits a frightened creature after you use Bray and Stomp and before the end of your next turn gains a +4 circumstance bonus to damage.

After you use Bray and Stomp, you can't use it again for 1d4 rounds. Regardless of the result, each creature that observed your display is then temporarily immune to Bray and Stomp for 1 minute.

## MINOTAUR WEAPON CUNNING FEAT 8

ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication

You've further honed your mastery of minotaur weapons. Whenever you critically hit using a greataxe or double crossbow, you apply the weapon's critical specialization effect.

## POWERFUL CHARGE FEAT 8

ARCHETYPE FLOURISH

**Prerequisites** Riven Hills Hunter Dedication, Sudden Charge

You charge with the savagery of an enraged bull. Stride twice, then make a melee Strike. If you moved at least 20 feet from your starting position, the Strike deals one extra weapon damage die. It deals two extra weapon damage dice if you're at least 12th level or three extra weapon damage dice if you're at least 20th level.



## BRAZEN MYSTERIES ADEPT

FEAT 12

### ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication, Brazen Mysteries Initiate  
You have delved deeper into the lost, magical traditions of the ancient minotaurs. You become a master in Minotaur Lore, and you can cast *enlarge* (2nd level), *meld into stone*, and *obscuring mist* as primal innate spells, each once per day. Your innate spells from Brazen Mysteries Initiate heighten to 2nd level. Your proficiency rank in spell attack rolls and spell DCs for primal spells increases to expert.

## UNCANNY CUNNING

FEAT 14

### ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication  
Your instincts for guile are almost unmatched. Whenever you become flat-footed, you only take a –1 circumstance penalty to AC, instead of the normal –2 penalty.

## SLOW PUNCTURE

FEAT 14

### ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication  
**Trigger** You hit your hunted prey with a Strike during the first round of combat.

You relish the drawn-out hunt, weakening and terrorizing your prey until the end. The Strike deals 3d6 additional persistent bleed damage, and the target takes a –10-foot circumstance penalty to its Speeds until the end of your next turn. At 19th level, the additional bleed damage increases to 4d6.

## IMPALING CHARGE

FEAT 16

### ARCHETYPE FLOURISH

**Prerequisites** Riven Hills Hunter Dedication, Sudden Charge  
**Requirements** You are wielding a greataxe or a melee weapon that deals piercing damage.

You charge your foe, impaling them on your weapon. Stride twice, then make a melee Strike with the required weapon. If the Strike hits and deals damage, your target is grabbed until they successfully Escape, you attack with the impaling weapon, or you Release the impaling weapon, whichever comes first. When the grabbed condition ends, they take persistent bleed damage equal to the number of weapon damage dice of the weapon.

## AXE STORM

FEAT 16

### ARCHETYPE FLOURISH

**Prerequisites** Riven Hills Hunter Dedication  
**Requirements** You are wielding two axes, one in each hand.  
You attack all nearby enemies. Make a melee Strike against each enemy within your melee reach. All attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made all of them.

## BRAZEN MYSTERIES MASTER

FEAT 18

### ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication, Brazen Mysteries Initiate, Brazen Mysteries Adept  
You are a revered and feared priest of the ancient ways. You become legendary in Minotaur Lore, and you can cast *hallucinatory terrain*, *maze*, and *mislead* as primal innate spells, each once per day. Your innate spells from Brazen Mysteries Initiate and Brazen Mysteries Adept heighten to 4th level. Your proficiency rank in spell attack rolls and spell DCs for primal spells increases to master.

## MINOTAUR FORM

FEAT 18

### ARCHETYPE

**Prerequisites** Riven Hills Hunter Dedication  
The spirits of the long dead champions of Voon echo through you. Once per day, you can cast *monstrosity form* as an innate primal spell. The spell functions as normal, except the only battle form you can assume is that of a Huge bestial Minotaur. While in this form, you gain the humanoid trait, and you ignore difficult terrain and greater difficult terrain. You also gain the following abilities:

**Speed** 40 feet; **Melee** ♦ horn (reach 15 feet), **Damage** 2d12+20 piercing; **Melee** ♦ hoof (reach 10 feet), **Damage** 2d8+20 bludgeoning;

**Unstoppable Charge** ♦♦♦ You lower your head and charge. Stride twice, then make a horn Strike. The Strike's damage increases to 4d12+20. A Medium or smaller creature struck by this attack must succeed at a Reflex save or be knocked back 5 feet and knocked prone. Use your class DC or spell DC, whichever is higher. 🐃





# Relics of the Sieges

By Andrew D. Geels

Art by Victoria Sullivan



Numerous sieges over the centuries have targeted Absalom. From Karamoss the Machine Mage's automaton assault to the Taldan Silent Tide invasion by sea, the City at the Center of the World has seen many failed conquests. With immense tools of destruction brought to Absalom's gates throughout history, fragments of their power pop up from time to time.

Generally, the items below have ties to notable locations and events. As such, most are not available for purchase. Finding them around Kortos, especially within Absalom, is much easier than other locations, but actually obtaining such items requires a connection to someone in the right organization - or a confrontation with such a person.

## BRAZEN PENDANT ITEM 14

**RARE** **CONJURATION** **CONSUMABLE** **MAGICAL** **TALISMAN**

**Price** 800 gp

**Usage** affixed to armor

**Activation** envision; **Trigger** You cast a spell with the teleportation trait.

Labyrinthine runes cover this chunk of brass originally from the Brazen Arch, the gateway used by Voradni Voon in the very first siege on Absalom. The minotaur warlord brought an entire army through the Arch before ultimately falling to Aroden's forces.

When you activate the pendant, the runes shift as the pendant slowly disappears. The area or range of the triggering spell increases by 50%. If the targets have a chance to appear a distance away from the intended location, this amount is reduced to 10% of that amount.

## FANG OF THE WARHOUND ITEM 6+

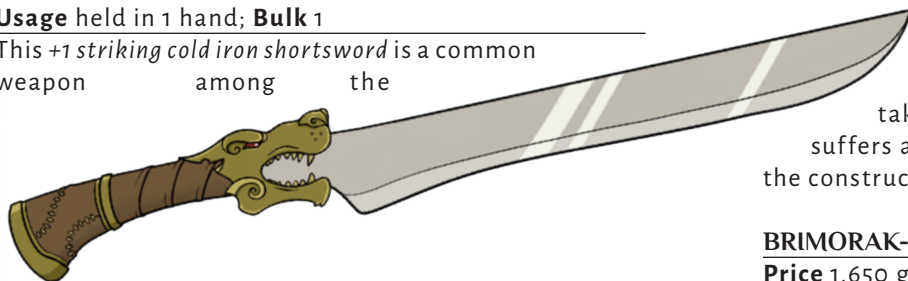
**UNCOMMON** **CONJURATION** **MAGICAL**

**Price** 210 gp

**Access** Member of the War Hounders.

**Usage** held in 1 hand; **Bulk** 1

This +1 striking cold iron shortsword is a common weapon among the



War Hounders, a gang of bandits that has taken over an ancient ruined siege engine now known as the Pyramid of the Dog. The blade resembles a dog's fang, and its hilt is shaped like a snarling maw.

**Activate** command (a loud dog whistle), Interact; **Frequency** once per day; **Effect** The sword's hilt morphs into a vicious hound, the blade becoming its razor sharp teeth.

The sword transforms into a riding dog with the minion trait for 1 minute. Its jaws gain a +1 item bonus to attack, deal an extra 1d6 piercing damage, and are treated as cold iron and magical. It can understand your language and it obeys you to the best of its ability when you use an action to command it. If reduced to 0 Hit Points or the duration expires, the dog disappears and the blade reappears at your feet.

## GREATER FANG OF THE WARHOUND LEVEL 11

**Price** 1,500 gp

This is a +2 striking cold iron shortsword. When you activate the blade, it transforms into a hell hound instead of a riding dog. Its jaws gain a +2 item bonus to attack, deal an extra 1d8 piercing damage, and are treated as cold iron.

## MAJOR FANG OF THE WARHOUND LEVEL 15

**Price** 6,600 gp

This is a +2 greater striking cold iron shortsword. When you activate the blade, it transforms into a nessian warhound instead of a riding dog. Its jaws gain a +2 item bonus to attack, deal an extra 2d8 piercing damage, and are treated as cold iron.

## FIENDFLESH WAND ITEM 11+

**UNCOMMON** **CONJURATION** **EVIL** **MAGICAL** **WAND**

**Usage** held in 1 hand; **Bulk** L

In recent times, the Pathfinder Society battled in the Fiendflesh Siege against monstrosities led by traitorous Venture Captain Thurl. The dwarf conducted horrific experiments, vivisectioning agents who got too close to his schemes, combining them with fiends to handcraft abominations under his command. This wand made of a demon's bone is a product of his research.

**Activate** Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast summon construct to summon a creature with the golem trait. The construct's body is made up of inanimate matter infused with demonic flesh and abyssal essence. The construct gains any weaknesses to cold iron and good damage the demon linked to the wand has, as well as one or more attacks and abilities from that demon. Attacks and abilities gained in this way use the demon's bonuses and DCs.

The summoned creature gains the following vulnerability:

**Demon Vulnerability** Spells and effects with the good trait, that deal good damage, or that specifically affect its sin vulnerability affect the construct normally. The creature takes good damage even if it isn't evil. The creature suffers all effects from its sin vulnerability which bypass the construct's normal immunities and resistances.

## BRIMORAK-FLESH WAND (5TH-LEVEL SPELL) ITEM 11

**Price** 1,650 gp

The construct gains a brimorak's hoof attack and its boiling blood, extinguishing aversion, and flaming weapon abilities (*Pathfinder Second Edition Bestiary* 3, 62).

## BABAU-FLESH WAND (6TH-LEVEL SPELL) ITEM 13

**Price** 3,300 gp

The construct gains a babau's jaws attack and its grievous strike, mercy vulnerability, and reactive slime abilities



(Pathfinder Second Edition Bestiary 2, 64).

## VROCK-FLESH WAND (7TH-LEVEL SPELL) ITEM 15

**Price** 7,150 gp

The construct gains a vrock's beak attack and its peace vulnerability and spore cloud abilities (Pathfinder Second Edition Bestiary, 78).

## HEZROU-FLESH WAND (8TH-LEVEL SPELL) ITEM 17

**Price** 16,500 gp

The construct gains a hezrou's jaws attack and its poisonous pustules, purity vulnerability, and stench abilities (Pathfinder Second Edition Bestiary 2, 67).

## GALBREZU-FLESH WAND (9TH-LEVEL SPELL) ITEM 19

**Price** 44,000 gp

The construct gains a glabrezu's claw and pincer attacks and its captive rake and truth vulnerability abilities (Pathfinder Second Edition Bestiary 79).

## LANTERN OF TIDES ITEM 5+

UNCOMMON INVESTED ILLUSION MAGICAL

**Price** 155 gp

**Usage** held or worn; **Bulk** 1

This ancient, rusty bull's-eye lantern and others like it were confiscated from an elderly Absalom historian researching the Silent Tide. Despite its clunky appearance, it emits no sound whatsoever. While holding the lantern, you can cast the *dancing lights* cantrip as an innate occult spell.

**Activate** ♦♦ Interact; **Frequency** once per day; **Effect** The lantern casts *silence* (level 2) on you.

## GREATER LANTERN OF TIDES LEVEL 9

**Price** 600 gp

The lantern can cast *silence* at level two or heightened to level four at the holder's option.

## POST GUARD SHIELD ITEM 9

UNCOMMON ABJURATION MAGICAL

**Access** Member of Absalom's District Guard.

**Price** 625 gp

**Usage** held in 1 hand; **Bulk** 1

"And No Further" is etched into this otherwise unadorned steel shield (Hardness 8, HP 32, BT 16). Such is the motto of the Post Guard, commemorating the defenders of the Siege of Prophets over 3,000 years ago where they made their stand.

**Activate** ⇨ command (shout "And no further!"); **Frequency** once per hour; **Trigger** A creature leaves a square within your reach; **Effect** Make a melee Strike with the shield against the triggering creature. If the attack is a critical hit, you disrupt the triggering creature's movement. It remains in place and loses any remaining movement from that action.

## RED REDOUBT WARD

ITEM 8

UNCOMMON ABJURATION CONSUMABLE MAGICAL TALISMAN

**Price** 95 gp

**Usage** affixed to armor

Faint runes cover this amulet's shiny face, which is made of the same djezeteel starmetal alloy the Red Redoubt of Karamoss is constructed of. When you activate the amulet attempt a DC 15 flat check. If you succeed, your action is not interrupted. Special If you have Steady Spellcasting feat, the DC of the flat check is reduced to 13.

**Activate** ♦ envision; **Trigger** A reaction would disrupt your spellcasting action; **Requirements** Expert in spell attack rolls and spell DCs for the triggering spell

## SPIRE DUST

ITEM 3

UNCOMMON CONJURATION CONSUMABLE MAGICAL TALISMAN

**Access** Member of the Arcanamirium.

**Price** 11 gp

**Usage** affixed to armor or staff

The dust in this pouch is crushed bits of rubble taken from the Spire of Nex, a mile-high structure placed in the Cairnlands by the archmage Nex. During his siege on Absalom, Nex called countless minions from the many dimensions inside his spire. When activated, the dust sparks and smokes. The creature you summon gains an extra action to Step, Stride, or Strike this turn and a +10-foot status bonus to its Speed until the beginning of your next turn.

**Activation** ♦ envision; **Trigger** You cast a spell that conjures a creature with the summoned trait.

## TYRANT'S PALM

ITEM 7

UNCOMMON INVESTED MAGICAL NECROMANCY

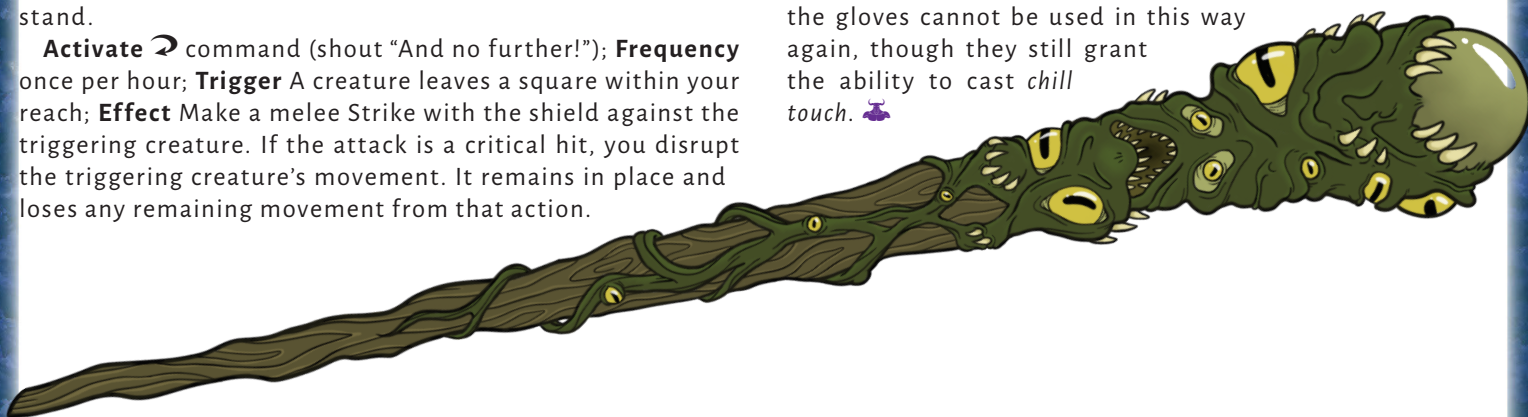
**Access** Member of the Whispering Way.

**Price** 333 gp

**Usage** worn gloves; **Bulk** L

These dark gloves have images of bones along their digits and leave a cold and slightly numb sensation when worn. Cultists of the Whispering Way fashion these by stitching in bone shards found in the Tyrant's Grasp. While wearing these gloves, you can cast the *chill touch* cantrip at will as an innate divine spell.

**Activate** ♦ - ♦♦♦ Interact; **Effect** You raise a hand to cover your mouth as if to quiet yourself. You cast a 3rd-level *harm* spell with the same number of actions used to activate this effect. Each time you activate the gloves in this way, one of the boney digits fades away. Once all ten disappear, the gloves cannot be used in this way again, though they still grant the ability to cast *chill touch*. 🐛





# The Order of the Prophecy-Breaker

By Adam Kessler  
Art by Liberty Smart



Aroden's death left many people alone, lost, struggling for answers and Gurngrest Cogswrench was chief among them. A gnome worshiper of Aroden, he was distraught when his god did not return to Golarion, and utterly devastated when it was discovered that the god of humanity might be dead. Like many followers shortly after the last Azlanti seemingly died, Gurngrest spent years trying to decipher what happened. Unlike most others, however, he never gave up. Not in the hundred years since.

Desperate for an answer, Gurngrest studied at every major library of theology he could, spending untold hours poring through theological texts on the musings of not only his god, but also thoughts of Aroden from many different perspectives, including Iomedae's, Abadar's, and Shelyn's. Eventually, after decades of thought and research, Gurngrest had an epiphany. He believed he had solved the conundrum of the century.

It was, and still is, Gurngrest's true belief that Aroden has simply "removed himself from cosmic politics." He refuses

to answer prayers or grant spells, or let any mortal into his realm, effectively becoming a deific hermit. Gurngrest believes that he has made this grand sacrifice as a way of giving mortals "true free will," and allowing them to choose their own destinies.

Aroden, as the god of fulfillment of destiny, must have known the future, goes Gurngrest's reasoning. And because he knew the future, he also knew that the future was set in stone and could not change, thus all mortals could never do anything other than fill the roles the gods had laid out for them. It is for this reason that Gurngrest believes Aroden intentionally broke the biggest prophecy he could. Gurngrest theorizes that by not only failing to return, but by faking his death, he has broken a prophecy so badly that it has broken all prophecy across Golarion. This thus broke the "deific plan" for all mortals and so allowed mortals to finally have "true free will."

In recent years Gurngrest has found more "evidence" that this is true and that mortals are increasingly straying away from their "god-designated natures." He points to good-aligned orc tribes coming to prominence after untold millennia of orc-human warfare, such as the Burning Sun tribe, a group that venerates Sarenrae. Or the relatively recent development that some goblins, thought to be spawned by demigod-level barghests, are becoming more "civilized," such as the Crookedtoes tribe that now is allowed to settle in Absalom. Or how there is now a somewhat-peaceful nation of hobgoblins that exists among the nations of men.

Other bits of evidence are that, with greater frequency,





mortals are challenging the cosmological status quo. From mortals able to best demon lords in what was the Worldwound, to groups of adventurers upsetting the plans of fey lords in the Stolen Lands, to Chelaxians able to outfox some of the most powerful servants of Asmodeus. Increasingly it seems like mortals are able to go up against cosmic beings beyond their ken and somehow win. Gurngrest argues that this was not nearly so common before Aroden broke prophecy, and that it is a sign of mortals settling into a new status quo.

Gurngrest's beliefs have not gone unnoticed. Many former Aroden worshipers, along with some philosophers and theologians, have decided to join him in his studies. They have collectively called themselves The Order of the Prophecy-Breaker in honor of what they believe to be Aroden's final act before going into hiding.

However, many others also view Gurngrest and his followers as naive at best and dangerously unstable at worst. Many traditional scholars simply dismiss them out of hand and refuse to entertain their beliefs, while others believe their ideas to be dangerous lunacy, and that to expose students to their views would be the worst form of scholastic endangerment. It is because of these people fervently opposed to anything Gurngrest has to offer that The Order of the Prophecy-Breaker has not found good traction in academic circles.

Still, Gurngrest and his followers are not deterred. They have recently relocated to what they believe to be the site that will grant them the best insight into Aroden: the Starstone Isle. As it is the site of not only the island that Aroden rose from the sea, but also the location of the Starstone, they reason this is the best place to study the effects of the prophecy-breaker. It is also a boon that this site is the location of a group of "civilized" goblins they can interview (the Crookedtoes tribe) and also the site where mortals stood up to a lich of demigod-levels of power, another example of mortals besting something they should not have been able to.

Having been driven out of Absalom by the old guard of the Arcanamirium and other scholarly institutions, The Order of the Prophecy-Breaker has set up in Diobel for the time being. Secretly bankrolled by some nobles who subscribe to their ideas (if not publicly), the order has recently gotten to work studying in their new home and recruiting members. It is from this location that the Order continues to compile new "evidence" of its theories, as well as finding ways to account for any contradictions scholars find, all in an attempt to become accepted by mainstream academia.

## THE ORDER OF THE PROPHECY-BREAKER

LN SMALL ACADEMIC RELIGIOUS

Group of theologians who do not believe Aroden is dead.

**Scope and Influence** Several people in the city of Diobel, some nobles in Absalom, though they keep their membership quiet for fear of persecution.

**Goals** Spread the theory that Aroden is alive, but gave up interfering in the mortal realm in order to give all mortals "true free will."

**Headquarters** A rented and converted tenement building in Diobel where some of their most dedicated members eat, sleep, and work.

**Key Figures** Gurngrest Cogswrench (founder), Taveris Purple-

Eyes, Thanna "Two-Quills"

Allies New-Age thinkers, former Aroden worshippers, unorthodox theologians.

**Enemies** Traditionalist scholars, Rahadoumi, The Thrune family

**Assets** Contacts, financing, training

**Membership Requirements** Must believe that Aroden is not dead, and be willing to work on theological theories.

**Accepted Alignments** The group allows any alignment to join them

**Values** Creative thinking, knowledgeable about theology and Aroden in particular, persuasiveness

**Anathema** Say or imply that Aroden is dead, casting a spell that gives knowledge of the future, casting a divine spell that takes away the free will of another sentient being.

## Notable Figures

**Gurngrest Cogswrench** (LN male gnome scholar) This 300-year-old purple-haired male gnome was once one of the rare non-human clerics of Aroden. Now he is a scholar and theologian, founder, and de facto leader of the Order. He spends most of his time in the Order headquarters in Diobel, discussing philosophy with other members and hoping to refine his theories to the point that the wider academic community will accept them.

**Taveris Purple-Eyes** (NE male half-elf oracle) A young half-elf spellcaster with the purple eyes of an Azlanti, and a mysterious curse that occasionally leaves him light as a feather, Taveris firmly believes that Aroden has given him his spellcasting ability. Taveris believes that his nature as an oracle, as well as the fact that no one can prove which god has gifted him with his abilities, is a loophole that Aroden is using to gently start exerting his influence on the mortal realm once again. Not all members of the Order believe him, but they are glad for his extreme persuasiveness and ability to bring in new recruits.

**Thanna "Two-Quills"** (LG female halfling scribe) This black-haired young halfling girl was a former Chelaxian servant who was rescued by Gurngrest before he moved the Order to Diobel. Thanna is an excellent scribe and archivist and uses her talents to help the order to the best of her ability. It is said she can write so fast it is like she is writing with two quills at once.

## Adventure Seeds

**A Noble Retrieval** One particular noble has become infatuated with the order and abandoned his estate in Absalom to join full time. He also stole a sizable sum of money from his family to donate to the cause. His mother is furious and wishes to hire the PCs to drag her son back...along with the money he stole.

**"...but I'll fight for your right to say it!"** A very traditionalist member of the Arcanamirium has declared that the Order is an extremist organization that corrupts the minds of the youth. He has hired a band of evil mercenaries to hunt down and kill the order. Gurngrest begs the PCs for help, asserting that just because someone doesn't believe in a cause, that doesn't give them the right to kill them.

**Theological Theft** Recently, valuable texts and papers from the Order have gone missing. It seems someone is slowly trying to destroy the order by getting rid of its most precious documents! Thanna "Two-Quills" hires the PCs to get to the bottom of these thefts. 🐼



# Side Trek Seeds

Art by Meaghan Ingram



## A Delicate Matter

By Alexander J. Ogilvy

### Plot Hook

Mira Ironbrand is a dwarven noblewoman from the Five Kings Mountains offering adventurers a hefty reward to resolve a “delicate” matter. Once promised their discretion, Mira informs the PCs that bandits attacked her on the road between Diobel and Absalom and stole her mithral clan dagger. Her guards were able to track the brigands to the Cairnlands but have been unsuccessful at locating their hideout.

### Backstory

The theft of Mira’s clan dagger is no accident and is an intentional ploy by her younger brother, Gelvar Ironbrand, to embarrass her in the eyes of their father, Kharst, and persuade the aging patriarch to entrust him with the family’s affairs instead of her. Traveling with her to Absalom under false pretenses of tending to his own business matters, Gelvar hired a gang of scavengers from the Puddles to attack Mira on the road and steal her dagger. He left the fate of the dagger in the hands of the thieves, and they decided to sell it.

### Possible Resolutions

It is a simple matter to retrace Mira’s steps to the site of the attack, where the PCs can then attempt to Track the bandits back to their lair. Alternatively, a successful Diplomacy check to Gather Information unearths rumors of a local gang trying to sell a rare dagger. The PCs can pose as buyers and purchase the item back from the bandits or follow them back to their hideout after arranging the deal. The bandit hideout is a ruined siege tower in the Cairnlands protected by traps. Once confronted, the bandits fight to defend their treasure, but can be convinced to surrender. Although they do not know Gelvar’s name, they can furnish the PCs with a description of their employer, possibly allowing Mira to recognize the reason for the theft.

## Impressing the Locals

By Brite Cheney

### Plot Hook

Exploring the Island of Kortos is dangerous even for a well-equipped party. The Velnas centaur tribe recently mentioned they are willing to parlay, offer travelers safe passage in the Kortos Mounts, and even help travelers access the wonders beyond.

### Backstory

The Velnas tribe range along the southwestern edge of the lower Kortos Mounts, an area that has been generally unexplored. It is said that access to an undiscovered area of the Pilgrim’s Caves lies just beyond Velnas territory and, with it, treasure of significance to anyone interested in Aroden or relics that can be traded for great wealth.

Folks traveling from Diobel to the western parts of the island occasionally travel close to the tribe’s territory, and, for years, the centaurs have been unwilling to deal with the travelers. Until recently. The Velnas tribe has made it clear they are having trouble in the region. Their numbers are dwindling, and it is becoming harder for them to remain reclusive. They are willing to open negotiations with a group that impresses them and is willing to help with their problems. They offer safe passage through their area, which includes a new access point to the system of tunnels to the rumored riches-filled area. Whoever negotiates this deal will effectively control who moves through this region.

### Possible Resolutions

The Velnas tribe has two main concerns: that the area be treated well and that the people they are dealing with be worthy of their association. The former has obvious resolutions, while the PCs can accomplish the latter in a variety of ways. They can lead a hunt that feeds the tribe without taking more than is necessary. The tribe respects catches that are impressive but not overindulgent. The PCs can defeat one of the minotaurs plaguing the Velnas to slow the decline of the tribe’s numbers. The PCs can proceed diplomatically, bringing supplies the Velnas need to survive and defend themselves, thus showing the value of trading with others.

## The Buried Mines of Shatterbone

By James S. Austin

### Plot Hook

Word has spread that someone opened one of the Shatterbone mineshafts and is looking to capitalize on the rumored buried sapphires. Twice now, a table was set up in Meravon to make some quick hires, signing them on to spend a month working the mine. Though the dark history of the Shatterbone Mines is known to most, the incentive of shares being offered for any sapphires collected from their efforts quickly filled the rosters. Three days ago, five miners returned to Meravon, one a father bringing back the charred corpse of his son. After many ales, the miners claimed they found *something* deep in one of the natural caverns, an entity sealed behind an enormous iron door that should not exist. With hushed and worried words, they went further to say how fiery creatures were spilling out of the small cracks in the metal edifice.

### Backstory

The Shatterbone Mines were a set of three exploratory shafts dropped into one of the lower peaks of the Kortos Mounts abutting the Immenwood. A contingent of the dwarven Shatterbone Clan began this operation over 200 years ago and was surprised to find the rock filled with sapphires. As they delved deeper to determine the possibilities of the mine, they broke through to a collection of natural caverns in the mountain’s roots, with tunnels leading ever deeper. It was then they discovered an immense door cut directly into a rock wall. Shadowy creatures crept forth from the faintest cracks that had formed on the door’s surface. Those of the Shatterbone Clan who survived decided it best to collapse the tunnels, taking what they had accumulated and considering the operation a bust.

Drow scouts who found their way here centuries before the dwarves created the door. After learning of the riches in the mountains and the proximity to Absalom, they decided to open a portal to one of their cities, providing direct access for any future



military endeavors. Unfortunately for them, the drow explorers were unaware of the planar instability surrounding the Isle of Kortos. When the gate opened, they found they had inadvertently opened a portal to the Hells. After a pitched battle with ravenous devils and a minor lord, Xiver-ithus of the Iron Hills of Dis, they managed to temporarily close the portal. They had just enough time to construct a bonded iron door to prevent further incursions. It was their hope to prevent Xiver-ithus from returning, as he had proclaimed, "I now have a taste for your elven flesh." Once completing the elaborate ritual, the drow moved on from the location, never to return.

The disruption of the dwarves 200 years ago and the more recent excursions into the Shatterbone Mines have further destabilized the door and its magical seal, which is apt to break any week now.

## Potential Resolutions

The shaft leading to the door remains open. The PCs learn of this tragedy while in Meravon or in a tavern in Absalom. The main resolution is to find a way dispel the portal, closing it forever. Although repairing the door renews the seal, this is only a temporary fix. If the PCs find interest in investigating further, they can hire a tracker out of Meravon who is familiar with the region or talk with one of the surviving miners.

## Worked to Death

By Aaron Filipowich

### Plot Hook

A small rural town and the surrounding area in the Swardlands have begun suffering undead attacks. The attacks were minor at first, but recent reports tell of travelers going missing. The locals are worried the Whispering Way has come to their home. A group of landowners are offering a bounty to anyone who can find the source of the attacks and put them to an end.

### Backstory

Not long ago, the Whispering Tyrant besieged the city of Absalom with an army of undead. After experiencing the Whispering Tyrant's undead hordes, a Swardlands landowner decided necromancy could make cheaper workers. After purchasing a necromancer's spellbook on Absalom's black market, he began raising the dead to work his fields nonstop. So far, his plan has worked, except every so often a worker gets loose. He typically doesn't care about the escapees, as he sends his guards to "recruit" new workers from the road. However, he heard the rumors and knows the other landowners are getting worried. He has started creating stronger undead to protect himself for the inevitable day the truth about his "workers" is discovered.

### Potential Resolution

After the PCs hear about the landowners' bounty, they can retrace the tracks of the latest undead attack or the latest missing traveler. The tracks lead the PCs to a freshly harvested wheat field, where they are quickly lost among the multitude of prints left by the landowner's "workers." If the PCs ask neighbors about the field, they discover the location of the owner's homestead. The landowner has closed off his property and hired guards to protect him and his "workers." The PCs can discover the landowner's zombie workforce, confront the living guards directly, or sneak into the landowner's compound. Once inside, they find his

undead guardians and more hired guards. If the PCs discover the landowner's secret and stop him, his land is forfeited to the PCs by the local magistrate, and he is arrested, if he survives. 🐉





# Otari Treasure Hunter's Society

By Adam Kessler  
Art by Catarina Eusébio



With practiced ease, Larn skipped across the rickety bridge and deftly avoided the nettles lurking in wait ahead of him. He easily squeezed into the small hole in the tree that served as the entrance to the clubhouse. Despite being the oldest member of the group at twenty, he was still the smallest – the curse of being a half-elf, he supposed. Gragg was the exact opposite, the half-orc by far the biggest while also being the youngest. The humans, Rose and Linious, were both sixteen and somewhere in the middle, though Rose had some elf blood in her lineage due to being Larn's cousin.

This manifested in the form of slightly pointed ears but little else.

When Larn arrived, the rest were already there. "Sorry I'm late," he apologized before Gragg could get on his case. "Loads of chores today."

"Yes, well, happens sometimes," Gragg replied, letting the slight go, much to Larn's relief. Gragg wasn't a stereotypical half-orc. Sure, he was on the large side, but his skin was kind of pale, not bright green or anything. He didn't even have tusks like most half-orcs do, and he wasn't particularly well-muscled.

"I hereby call this meeting of the Otari Treasure Hunter Society to order," Gragg confidently proclaimed. "Before we get to new business, let's do a status report on our training." The response from everyone else was a collective groan. While they knew Gragg was never happy with how their training was going, his constant reminders about being better prepared for diving into the many ruins surrounding Otari were frustrating to say the least.

"Look, I'm sorry," Gragg said by way of apology, a rare bit of empathy from him, "but if we want to become a real adventuring party, we have to have the right skills." He looked at Rose. "We need to fight monsters." His gaze shifted to Linious. "We need to heal our injuries." Turning towards Larn, he added, "We need to break traps and open ancient locks." Finally, he straightened himself up as he finished, "and we need to decipher ancient arcane writings. We all need these skills in order to succeed. So, Rose, how is your training going?"

"Well..." Rose hemmed and hawed, nervously twisting the high, but practical, ponytail she always seemed to have in her sandy-blond hair. "The city watch keeps saying I'm too young to join, but my dad trains me in his spare time, mostly on his days off from guard duty, and that seems to be going well." She wasn't exactly a bodybuilder, but she wasn't a waif either.

"What weapons are you using?" Gragg prompted. Continuing to fidget, Rose paused for a second as if she knew Gragg wouldn't like the answer.

"Well, my dad wants me to start with the basics. So far, it's just fisticuffs and training sticks." Seeing the disappointment cross Gragg's face, Rose cut him off before he could say anything, adding, "–but I'm getting pretty good. I'm learning how to block arrows with the end of my staff."

"Rose, we need a monster-fighter, not someone with a stick." Gragg chided.

"Hey, leave her alone." Linious spoke up, in one of the rare bouts where they could overcome their timidity. "Last week, Iosis tried to bully her, and Rose hit him so hard with her stick that my mom needed two healing spells to fix his broken arm." Larn blinked at that. Iosis was a loudmouth and a bully, always trying to steal money from anyone he could intimidate. His parents were rich enough that they could afford to bribe people to ignore his behavior when it got bad enough to warrant serious attention, so he tended to get away with whatever he wanted. They could even pay for the local apprentice of Sarenrae, who just happened to be Linious's mom, to heal any injuries he caused or sustained through tormenting others.

Rose nodded slightly in agreement, obviously not very proud of breaking someone's arm.

Taken aback, Gragg quickly composed himself. "Well, looks like the training is paying off then. How about armor? Does he have you training in armor yet?"

"Well..." she hedged again. "He did have me wear a gambeson –y'know, padded armor, last week but... I dunno, I dodge better without that stuff. It's just too bulky, like trying to fight in a winter coat. I like fighting without it more."

Gragg looked unimpressed, but evidently thought better of criticizing someone who can break arms, and moved on.

"Linious, how is studying with your mom going? Have you learned to ask Sarenrae for healing spells yet?"

Fiddling with his stained and tattered robes, rubbing one of the few white spots left that hadn't taken on the muted brown of the rest, it took a second for Linious to gather his thoughts. "Well, I've been learning some stuff about spells...just not from my mom." This caused a look of concern from everyone, Larn included. Not waiting for anyone to ask, he continued. "I mean, my mom took me out to a clearing and said that I had to feel the sun or something to commune with Sarenrae. I was out there for hours, only communing with a sunburn, when old man Jenkins came by."

"The crazy old farmer?" exclaimed Gragg. Linious nodded.

"But, he's not crazy. He's really nice. Gave me some ointment to soothe the sunburn, and we got to talking. He told me how magic and plants and life and sun were all related, even having their own language where you can talk to them. Now I'm going there a couple times a week for him to teach me more of it, and he gives me magic lessons."

Everyone looked at Linious as if he was crazy. Linious pulled his knees in close to his chest and looked down at his shoes.

Gragg spoke first, "Your mom's okay with this?"

"I mean, Jenkins told her that he hired me to help on the farm. And- I do. But all the stuff about pulling weeds and getting fruit to ripen also relates to magic so..."



As if he couldn't bear it anymore, he closed his eyes and started chanting. His fingers danced around in the air like tracing some sort of invisible pattern only he could see. Slowly, a small tree branch began to rise off the floor of its own accord. The others exclaimed out loud all at once:

"Holy..."

"Wow!"

"What the-!?"

Linious's face turned beet red even as he smiled and let the branch fall with a gentle clatter.

Even Gragg looked impressed. "And this magic that he's teaching you, can it heal people?"

"I mean, I'm not there yet, but Jenkins says I will eventually."

Gragg nodded at this and moved on. "Luckily, Toady and I have been hard at work, and I'm starting to get the hang of things." Larn tried very hard not to roll his eyes. For months, Gragg had been bragging about a magic toad that only he could hear teaching him how to become a wizard.

"Listen, Gragg," Larn heard himself say without meaning to. "Aren't wizards supposed to learn spells from books? Not toads?"

"Spell books are expensive, and I can't afford them. It's okay though, Toady says that he's more than happy to remind me the details of the spells. Just watch."

Withdrawing a piece of paper with some weird runes on it from his pocket, Gragg set it on the floor of the clubhouse. Starting to chant, similar to how Linious had done, the piece of paper soon began glowing bright as a torch.

"Wow," escaped the lips of Rose, with Larn thinking the same thing. Larn had assumed Toady was just some toad Gragg had caught and was pulling their leg about, but maybe not.

Gragg ended his demonstration and turned to Larn. "Last one. Did you get in contact with the Osprey Club?" An open secret in Otari, the Osprey Club was the local thieves' guild.

"I did. They wanted me to start stealing stuff from people around here. Friends, neighbors... my mom found out what I was doing and was furious!" Gragg's face fell, showing his displeasure.

"I get that stealing is wrong, but we need a trap-breaker..." Gragg started as Larn held up his hand.

"I know. But my mom has other ideas. She's forcing me to apprentice with the town guard."

"We don't need another fighter," Gragg lamented as Larn continued, undeterred.

"So, my mom has me working with Old Reg. He works for the guard, but he's their detective. He's teaching me to look for traps set by criminals and how to open locks to get into a perpetrator's house."

Gragg lifted an eyebrow, and Larn smiled a bit despite himself.

"It's a lot more psychological than working with the Ospreys, but less lifting purses and more thinking about how, where, and why things are. I think I can make it work."

Gragg's frown lifted into an actual smile. "Good enough for me. Let's move on to new business, shall we?" 🦎





# Monstrous Ancestries:

## Harpy

By David Schwartz  
Art by Dionisis Milonas



The warlord Voradni Voon first brought harpies (along with centaurs and minotaurs) from Iblydos to the island of Kortos five millennia ago in the First Siege of Absalom. When Aroden destroyed the Brazen Gate, the harpies were unable to return to their homeland, and instead fled to the island's central mountains.

Combining elements of both humans and predatory birds, harpies are hunters and scavengers by nature, and their predilection for sapient flesh has given them a fearsome reputation. Living primarily in the wilderness, they lure their prey to them with their bewitching songs. These wild harpies care little for hygiene, and their lairs often reek of gore and guano.

A few rare harpies—usually from a flock living close to other humanoids—manage to overcome their cruel upbringing to see other creatures as more than food. These harpy exiles still face the mistrust of humanoids who have previously dealt with their violent kin, and so are often scrupulously clean and unfailingly polite. However, even the most civilized harpy still enjoys the thrill of the hunt.

If you want to play a character that is a paradoxical mix of the monstrous and the sublime, you should play a harpy.

### You Might...

- Attempt to prove that you are not like your sadistic relatives.
- Follow your passions, rather than cold logic.
- Have a desire to learn about the different kinds of people in the world.

### Others Probably...

- Assume you are dirty, cruel, or manipulative.
- Are attracted to your singing voice, or fear its magical effects.
- Respect your natural talent for hunting.

### Physical Description

Harpies are humanoids with hands and feet that resemble the talons of birds. Large, feathered wings sprout from their shoulders, and patchy feathers cover the rest of their body. Harpies stand about 5 feet tall, yet weigh only around 90 pounds, owing to their hollow bones.

Harpies reach physical maturity at around 12 years old and can live to around 100 years, though wild harpies rarely do so.

### Society

Harpies gather in small flocks, rarely more than a dozen individuals. Wild flocks are ruled by the strongest harpy, regardless of gender. Harpy exiles are typically loners, treating friends of other ancestries as their adopted flock. In places where harpies are more common, such as Iblydos and the Isle of Kortos, these exiles may form enclaves in the lands of other humanoids.

### Alignment and Religion

Most harpies are chaotic and evil, but those who reject the cruelty of their kin tend toward neutral. Lamashtu is patron of harpies, though many exiles find redemption through the worship of Desna or Sarenrae. Harpies whose sadism has merely been tempered often find a kindred spirit in Calistria.

### Names

Harpy names are often boastful epithets in Common or the language of Iblydos

### Sample Names

Aellona, Blackwind, Celaenus, Ocypera, Rainclaw, Stormsong

### Harpy Heritages

A harpy's natural talents often match those of the bird they resemble. Choose one of the following harpy heritages at 1st level.

#### Coast-Watcher

Your plumage is edged with gray. You gain electricity resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

#### Food-Thief

Your feathers are black or have patches of black. You gain a +1 circumstance bonus on Athletics checks to Disarm; if you are a master in Athletics, you gain a +2 circumstance bonus instead. You gain a +1 circumstance bonus on Thievery checks to Steal; if you are a master in Thievery, you gain a +2 circumstance bonus instead.

**Hit Points** 8  
**Size** Medium  
**Speed** 20 feet  
**Ability Boosts** Dexterity, Charisma, Free  
**Ability Flaw** Intelligence  
**Languages** Common  
**Additional languages** equal to 1 + your Intelligence modifier (if positive). Choose from Abyssal, Auran, Draconic, Jotun, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).  
**Traits** Humanoid, Harpy  
**Wings** All harpies possess powerful wings. While not all harpies focus on honing their flying skills, a strong flap of their wings allows harpies to travel longer distances when jumping. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed.  
**Darkvision** You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

### Scavenger

You may be bald or have a feathered ruff around your neck. You gain the benefits of the iron gut goblin heritage (*Pathfinder Core Rulebook* p.47).

### Snake-Eater

You have tufts of golden feathers in your plumage. You gain poison resistance equal to half your level (minimum 1). You treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).





## Songbird

Your feathers include patches of either white or bright colors. You become trained in Performance, and you gain the Virtuoso Performer skill feat. You must choose singing as your specialty.

## Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a harpy, you select from among the following ancestry feats.

You can also select from the following additional feats: **1st** Nestling Fall<sup>LOAG</sup>; **5th** Cloud Gazer<sup>LOAG</sup>, Feathered Cloak<sup>LOAG</sup>, Fledgling Flight<sup>LOAG</sup>; **9th** Juvenile Flight<sup>LOAG</sup>, Wing Step<sup>LOAG</sup>; **13th** Fully Flighted<sup>LOAG</sup>. These feats lose their original ancestry trait and gain the harpy trait.

### HARPY WEAPON FAMILIARITY

FEAT 1

HARPY

Some harpies take pride in mastering tools of war. You are trained with longbows, composite longbows, shortbows, composite shortbows, shortswords, and tridents. In addition, you gain access to all uncommon harpy weapons. For the purpose of determining your proficiency, martial harpy weapons are simple weapons and advanced harpy weapons are martial weapons.

### HARPY LORE

FEAT 1

You were raised in or studied the degenerate culture of your forebears. You gain the trained proficiency rank in Acrobatics and Deception. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Harpy Lore.

### INFUSE VOICE

FEAT 1

AUDITORY ENCHANTMENT HARPY MENTAL PRIMAL

**Frequency** once per day

**Trigger** You are about to roll a Deception, Diplomacy, or Intimidation check. Your supernatural charm affects even your speaking voice. If you roll a critical failure, you get a failure instead. If you roll a success, you get a critical success instead.

### RAPTOR'S TALONS

FEAT 1

HARPY

You've honed your talons to razor sharpness. You gain a talon unarmed attack that deals 1d6 slashing damage. Your talons are in the brawling group and have the agile, finesse, and unarmed traits.

### SPEAK WITH BIRDS

FEAT 1

HARPY

You can ask questions of, receive answers from, and use the Diplomacy skill with birds.

### CAPTIVATING SONG

FEAT 5

AUDITORY CONCENTRATE ENCHANTMENT HARPY INCAPACITATION MENTAL PRIMAL

**Frequency** once per day

You sing a captivating song (*Pathfinder Bestiary* p.204). This ability uses your class DC

or spell DC, whichever is higher.

### HARPY WEAPON PRODIGY

FEAT 5

HARPY

**Prerequisites** Harpy Weapon Familiarity

You are particularly skilled with the weapons favored by harpies. Whenever you critically hit using a longbow, composite longbow, shortbow, composite shortbow, shortsword, trident, or harpy weapon, you apply the weapon's critical specialization effect.

### VERSATILE TALONS

FEAT 5

HARPY

**Prerequisites** Raptor's Talons

Your talon attack gains the versatile P trait. Whenever you critically hit using your talon attack, you apply the weapon's critical specialization effect.

### FILTHY TALONS

FEAT 9

HARPY

**Prerequisites** Raptor's Talons

Your talons often bear the remnants of previous meals. Your talon Strikes deal an additional 1d4 persistent poison damage on a critical hit.

### CAPTIVATING VIRTUOSO

FEAT 13

HARPY

**Prerequisites** Captivating Song

You can use Captivating Song a number of times per day equal to your Charisma modifier (minimum once).

### HARPY WEAPON EXPERTISE

FEAT 13

HARPY

**Prerequisites** Harpy Weapon Familiarity

Your skill with weapons is a boon to your flock. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in longbows, composite longbows, shortbows, composite shortbows, shortswords, tridents, and all harpy weapons in which you are trained.

### FAST FLIGHT

FEAT 17

HARPY

**Prerequisites** Juvenile Flight

Your fly Speed from Juvenile Flight is equal to twice your land Speed. If you have Fledgling Flight, you gain a +20-foot status bonus to your fly Speed with Juvenile Flight. As normal, since your fly Speed is derived from your land Speed, this status bonus isn't cumulative with a status bonus to your land Speed, if you have one. 🐉



# Weal Or Woe: Rightful Owners

By Michael Bramnik and Ivis K. Flanagan

Art by Tanyaporn Sangsrit



## WEAL: AKILAY

"Respect the earth and treat it with reverence. It is through the earth that our ancestors pass to us that which we need to live." This lesson from her mother, the tribe's former shaman, reverberates through Akilay's mind with every choice that she makes, always keeping their land and its needs at the forefront of her decisions.

Akilay stands slightly apart from her sandy-colored brethren in more than just vocation. Her dapple-grey body ripples with the power all of her tribe shares, but her piercing eyes look deep into others as if she can see right through them into the very soul of their intentions. She often wears her hair in braids, held in place with a circlet of braided twigs that come to a teardrop point on her brow with a ruby as its focal point. This matches the cluster of rubies woven into a leather thong her mother gave her on the eve of their final parting.

Her clothing is made of magically woven twigs and leaves, showcasing both natural colors and the reds of the tribe's sacred grove. On her back, she carries an ornate shortbow, comprised of wood from the grove's fallen trees, though she rarely draws it, preferring to draw on the magic that her mother taught her to use. Additionally, she carries a ruby red staff, which she uses to channel the energy of her ancestors to provide healing for the tribe. Her leshy familiar, Viney, is a constant companion, always wrapped around her arm or the staff. During the assault of the Whispering Tyrant on the Isle of Kortos in 4719 AR, many of the Ariserphia tribe were killed, including Akilay's mother, forcing her into the role of the tribe's shaman. Despite being the youngest to ever hold the position, her tribe's belief that the shaman's powers to commune with the ancestors are passed from mother to daughter guaranteed her ascension. Since taking on the mantle of shaman, Akilay has tried to teach her dwindling tribe that solving problems with words is preferable to violence. However, her more hot-headed peers have trouble accepting this, which

sometimes leads to them taking matters into their own hands. To date, these incidents have been manageable, but Akilay is concerned that a major crisis could cause them to rebel against her leadership.

## Adventure Hooks

- Akilay is devoted to her people and their sacred lands. While she would always prefer to find mutual understanding, she will fight to protect her people if necessary. Because her tribe is shrinking in size, she is willing to seek the aid of outsiders in their defense.
- Akilay is a known healer, and PCs who are welcome in her tribe's lands can seek her out for medicinal training or succor.

## Boon & Drawback

While focused on diplomatic solutions, Akilay is not one to back down from a righteous cause. If her attitude toward PCs is friendly or better, she gives each a single *goodberry*, a boon normally reserved for her honor guard. Additionally, she counts those characters among those she protects in battle, placing a protector tree near any casters or ranged combatants. When fighting against enemies, she focuses on spellcasters, especially those using fire or other magic that could threaten her forest, and melee combatants who aggressively wield axes or other slashing weapons.

### AKILAY

### CREATURE 6

NC LARGE BEAST

**Perception** +17; darkvision

**Languages** Common, Draconic, Druidic, Elven, Sylvan

**Skills** Athletics +11, Crafting +9, Diplomacy +15, Forest Lore +15, Medicine +11, Nature +15, Survival +13

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

**Items** +1 hide armor, hunter's bane talisman (affixed to armor), +1 striking shortbow (20 arrows), staff of healing

**AC** 21; **Fort** +17, **Ref** +11, **Will** +17

**HP** 90

**Speed** 40 ft.

**Melee** ♦ hoof +12 (agile) **Damage** 2d10 bludgeoning

**Melee** ♦ staff +12 (two-hand d8) **Damage** 1d4 bludgeoning

**Ranged** ♦ +1 striking shortbow +12 (deadly d10, range increment 60 feet, reload 0)

**Damage** 2d6 piercing

**Primal Prepared Spells** DC 25, attack +17;

**3rd** shattering gem<sup>H</sup>, sudden bolt<sup>H</sup>, wall of thorns; **2nd** heat metal, quench, sudden bolt;

**1st** gust of wind, protector tree, shocking grasp; **Cantrips (3rd)** electric arc, gale blast, guidance, healing plaster, ray of frost

**Druid Order Spells** 2 Focus Points, DC 25; **3rd** goodberry (Pathfinder Core Rulebook 399)

**Steady Spellcasting** If a reaction would





disrupt Akilay's spellcasting action, she can attempt a DC 15 flat check. If she succeeds, the action is not disrupted.

**Woodland Stride** Akilay ignores any difficult terrain caused by plants, such as bushes and undergrowth, even those manipulated by magic.

## WOE: ENERIKA ELENSDOTTIR

The first thing most notice about this fit and rugged woman of Ulfen descent is that she is missing her left arm just below the elbow, replaced by a weaponized prosthetic, a crossbow. Though only in her late 20s, her hard eyes and the scars that peek out from beneath her short hair speak volumes about the kind of life she's been forced to lead in trying to stop the inexorable decline of her hometown, Dianne.

Enerika grew up in relative happiness alongside her lifelong friends, Gidget Gadgetree and Rose Verlane. Her father, Dianne's town arborist, taught conservation and tree husbandry, while her mother made sure their daughter was sharp enough to bring down any tree or game animal. Nobody was going to get rich living and working in Dianne, but the townsfolk were content with what they had, including Enerika and her family.

All of that changed in 4717 AR. When the Fiendflesh Siege threatened nearby Absalom, demonic creatures rampaged deep into the Immenwood. The decision was made to evacuate the town, with foresters like Enerika guarding those unable to defend themselves.

Even so, several perished. The remaining townsfolk returned afterwards to find their homes razed. The task of rebuilding was extremely taxing, leading to many accidents. Enerika was nearly a casualty herself, losing an arm and nearly her life when an errant tree was felled in the wrong direction. Determined to keep fighting for her community, she built a special prosthetic arm-crossbow (with Gidget's help) that allows her to act as a guide to other loggers as she swings between the trees.

When danger drew near with the arrival of Tar-Baphon's armies in 4719 AR, the people of Dianne decided to stand their ground. This would be a grave decision, leading to the deaths of over a third of Dianne's population, including Enerika's whole family.

With necromantic energies still warping the eastern edge of the Immenwood, Dianne's roots are slowly but surely dying. The people of the town being the only family she has left, Enerika is determined to do anything she has to in order to save the only home she's ever known.

## Adventure Hooks

- Enerika is willing to risk herself and her life savings to hire adventurers who can protect Dianne's people from outside threats.
- Following two ruinous clashes over the last five years, Enerika is now the town arborist. She has extensive knowledge of trees and logging and could provide useful terrain-related advice to PCs traveling in the region.

## Boon & Drawback

When fighting alongside allies, Enerika provides ranged fire-support. She has a soft spot for gnomes and halflings and will go out of her way to protect them if on her side. If her attitude is friendly or better, the first time each day a Small or Tiny character rolls a success on a skill check against her, they get a critical success instead. When fighting enemies, Enerika focuses her attacks on those with an unnatural appearance, because they remind her of the fiends and undead responsible for causing so much pain to her people.



### ENERIKA ELENSDOTTIR

CREATURE 6

LN MEDIUM HUMAN HUMANOID

**Perception** +17

**Languages** Common, Gnomish, Halfling, Skald, Sylvan

**Skills** Acrobatics +15, Athletics +13, Crafting +15, Intimidation +9, Forest Lore +15, Nature +13, Stealth +11, Survival +13

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

**Items** *blazons of shared power*<sup>G&G</sup>, +1 striking bolt-thrasher innovation (40 bolts), *bracers of missile deflection*, +1 striking gauntlet, *jade cat talisman* (affixed to armor), +1 leather armor

**AC** 27; **Fort** +17, **Ref** +14, **Will** +14

**HP** 100

**Speed** 25 ft.

**Melee** ♦ +1 striking gauntlet +15 (agile, free-hand)

**Damage** 2d4+7 bludgeoning

**Ranged** ♦ +1 striking bolt-thrasher (range increment 120, reload 1, versatile S) +17 **Damage** 2d10+9 piercing

**Bolting Alacrity** ♦ **Frequency** once per combat. **Effect** Enerika

is quickened for this turn, but can only use the extra action to Strike or reload her bolt-thrasher.

**Grapple-Bolt** ♦♦♦ (Interact, move) Enerika loads a special bolt into her innovation that is tethered to her belt, then fires it at any tree within 100 feet. This pulls her through the air to land at the base of that tree with her weapon already loaded. This movement does not trigger reactions.

**Megaton Strike** ♦♦ Enerika makes a powerful Strike with her bolt-thrasher, dealing one extra die of weapon damage.

**Searing Restoration** ♦ (manipulate) **Frequency** once per combat.

**Effect** Enerika presses her overheated prosthetic to her wounds, regaining 3d10 Hit Points 🐾



# Red Fields

## A Side-Trek Adventure

By Michael Bramnik & Iris K. Flanagan

Art by Dionisis Milonas

Cartography by Nickolas A. Brand



### ADVENTURE BACKGROUND

The logging town of Dianne sits within the dense forests of the Immenwood, just east of where two mountain streams merge to form the Deluge River. The town has suffered since the Whispering Tyrant's recent assault on Absalom, which left the blasted territory known as the Tyrant's Grasp in its wake. The settlement of Allsolas, home of the Ariserphia centaur tribe, is located northwest of Dianne in the foothills of the Kortos Mounts and is far more verdant than the woods surrounding the town.

As the natural resources the loggers depend upon steadily decay due to ever-encroaching necromantic energies, town arborist Enerika Elensdottir has ranged farther and farther west from town and discovered a wondrous clearing filled with rubies. Beyond the exposed ruby deposit just sitting on the surface, some of the leaves and grasses there even seem to be made of the precious gems! She returned home with several samples, hoping this find could change her town's fortunes forever.

Unfortunately, this place is sacred ground to the neighboring centaurs. They believe it is inhabited by the souls of those who have passed before them, spirits radiating outward from the grove to protect the tribe's lands. Ariserphia shaman Akilay discovered that someone had upset the balance in the clearing and sent a warning to the town via an *animal messenger* spell: A warning that Enerika received but misunderstood. Conflict now brews between these two groups, and something must be done to prevent a full-blown war.

### ADVENTURE SUMMARY

Violent clashes have recently broken out between the Ariserphia centaurs and the people of Dianne, spurred by Enerika's continued expeditions to the sacred grove despite Akilay's warning. Answering the town's call for help, the PCs arrive just in time to defend it from a centaur attack. After repelling the raid, they must find the centaur settlement of Allsolas and discover the truth of the situation. The PCs must then decide if they wish to side with the town or the centaurs, or if they want to try and find a solution that avoids further bloodshed.

If the PCs choose a side, they are tasked with killing the opposing leader, which would break the morale of their followers. If the party instead seeks to forge an accord, they must bring Akilay and Enerika to a summit at the grove before mediating a difficult negotiation. But if those talks fail, one side will cry out for blood, forcing the PCs to make a stand.

### GETTING STARTED

The characters, independently or together, find urgently-written notes posted in several places around northwestern Absalom:

#### The logging town of Dianne needs your help!

Centaurs are attacking our people and we don't know why — we've lived near them for generations without any problems until a month ago! We're a peaceful town and don't even have constables! We've pulled together 280 gold to be split as a reward for those who come to our aid.

Lu'din Astor at the Hero's Rest tavern in Westerhold will get you to us. Go to where the Deluge River forks north of Absalom then follow the wagon trail east. Find town arborist Enerika or apothecary Gidget when you arrive.

#### ~ Mayor Rose Verlane

After making last-minute purchases, the PCs can speak to the half-elven owner of the Hero's Rest tavern. He arranges for them to join a supply caravan headed for an Eagle Garrison outpost near the wasteland known as the Tyrant's Grasp. The wagons will drop them off an hour's walk from Dianne early the next morning, allowing the party a full

day to introduce themselves to each other if not already acquainted and to make preparations while en route to the Immenwood. Someone with the caravan mentions seeing Dianne's mayor, the halfling Rose Verlane, trying without success to get the attention of military officers at Azlanti Keep in Absalom just the day before.

### Diplomacy (Gather Information) or Society (Recall Knowledge)

A PC who succeeds at a DC 20 Diplomacy or Society check can learn something about the current situation from members of the caravan, or they might remember something themselves. Remember that this check should be rolled secretly.

**Critical Success** The PCs also learn that the town's arborist, Enerika Elensdottir, has been using alchemical enhancements in order to reduce her need for sleep, but with side-effects that make her aggressive and unapproachable. They also learn that the Ariserphia centaurs follow a shaman who practices animism — the belief that all objects, places, and things possess spiritual essence.

**Success** Residual necromantic energy from the Whispering Tyrant's siege of Absalom is causing trees to wither on the eastern edge of the Immenwood, forcing the already-suffering town of Dianne to hunt for resources closer to the Ariserphia centaur tribe's territory. Absalom's military cannot intervene in these kinds of troubles without orders from their commander militant, especially while they keep watch for cultists of the Whispering Way.

**Critical Failure** Having heard that the townsfolk of Dianne are in dire straits, the Ariserphia centaurs are becoming more aggressive in hopes of territorial gains.

### Hero Points

As the PCs enter the Immenwood, remind them that they each have 1 Hero Point available.

### A. TOWNER DEFENSE (MODERATE)

After traveling on foot for the last leg of their journey, the PCs arrive in the logging town of Dianne. At first glance, the town seems



deserted, save for glimpses of a few hidden figures peeking out from doors and windows. A minute or two later, some of the braver townsfolk—a mix of humans, gnomes, and halflings—emerge to greet the PCs. This is quickly cut short as a cry of alarm comes from the northern edge of town—a group of centaurs is attacking!

This encounter can take place on any map depicting rural homes near woods, such as *Pathfinder Flip-Mat Classics: Hamlet*. The centaurs begin combat by throwing spears before closing to engage in melee. They flee once they are reduced to one-quarter of their total hit points or if two centaurs have been knocked out of the fight.

#### CENTAURS (4)

#### CREATURE 3

*Pathfinder Bestiary* 60

**Development:** Immediately after the battle, Enerika runs into town, having heard the commotion while on patrol. About the same time, the town's apothecary, Gidget Gadgetree, emerges from her nearby shop. She and Enerika share a hug before thanking the PCs for their aid in fending off the attack. Picking up a discarded spear, Gidget insists that everybody come into her shop so she can tend them while talking. Once inside, she brings her medicinal skills to bear on any injuries, restoring the PCs to full health.

Gidget and Enerika share the town's history. It began as a simple logging camp until a selfless herbalist named Dianne set up a free medical clinic and soup kitchen in 4320 AR, on the very spot they now sit. Those acts of kindness influenced the types of people who settled the area. They explain that the centaurs moved to the area in 4592 AR following the death of the dragon Maejex Steeleye. The pair can also reveal information contained in Enerika's background (*Weal or Woe: Rightful Owners*, Page 57). While their friend Rose tries fruitlessly to get Absalom's military involved, Enerika suspects that only removing the tribe's leader will stop the attacks on her people. She charges the PCs with tracking down and killing that centaur, whoever they are.

#### HOOFING ALONG

Upon leaving the town, the PCs can try to track the centaurs down. Finding their way will require the PCs to identify signs of passage and then follow them. This will not be easy, as the forest grows thick and dense as they leave Dianne behind.

Before they can set off, the PCs will need to get their bearings by using the tracks of the town's recent attackers. If the PCs interrogate captured centaurs, the party get general directions to their home of Allsolas. This grants a +1 circumstance bonus to all checks in this section. To continue following the trail, one PC must attempt a DC 18 Scouting Lore, or a DC 20 Perception or Survival check:

**Critical Success** As success, and the PCs find a *moderate healing potion* dropped by a centaur patrol along the way.

**Success** The PCs are easily able to follow the hoofprints through the underbrush, meaning that it takes about two hours to trek through the forest.

**Failure** The PCs are able to find their way through the Immenwood, but the trail is difficult to follow. It takes four long hours to trudge through the forest.

**Critical Failure** As failure, but the PCs also get repeatedly tangled up in thorny undergrowth. As a result, they become worn out, giving them the fatigued condition.

After tracking the centaurs through the woods, the trail appears to dead-end at a rocky wall that goes nearly straight up. Any PC trained in Nature recognizes that creatures with four hooves would not be able to traverse this surface. In order for the PCs to ascertain

where the centaurs have gone, they can each investigate the area by attempting a DC 22 Nature, Perception, or Survival check:

**Success** The PC finds the hidden switchback path that the centaurs use to access Allsolas.

**Failure** The PC is unable to find a path up to the village and may have to scale the vertical slope to reach the village.

If at least one PC finds the path, the whole group is able to approach the settlement openly without needing to climb. While the centaurs are wary, they do not see this approach as threatening. Otherwise, each PC must attempt a DC 22 Athletics check to climb the steep slope between them and Allsolas. The party uses the lowest individual result to determine the group's degree of success:

**Success** The PCs climb up and approach the settlement without causing undo alarm.

**Failure** The PCs scale the wall. However, they reach the top of the escarpment right next to the centaurs' nursery for their foals. They immediately find themselves being taken into custody by a group of six centaur guards. The centaurs are firm but peaceful, insisting that the PCs come with them to see their leader. This will allow them to go directly to Akilay, bypassing the need to make Diplomacy checks, but Akilay will start as Unfriendly to the group.

**Critical Failure** As failure, but due to the party's difficulty in helping each other scale the cliff face, the PCs gain the fatigued condition.

**Creatures** If taken into custody, the PCs' weapons are confiscated while they speak with Akilay. If the PCs choose to fight back, they face the six centaurs at the top of the cliff. If the PCs are victorious, a second wave of six centaurs accompanied by Akilay arrive and attack. The centaurs use non-lethal attacks while demanding that the PCs surrender, only switching to lethal combat if the PCs kill one of them. If the PCs initiate violence here, use the statistics from the final encounter. If Akilay is defeated, proceed to the conclusion.

#### ALLSOLAS

Nestled where the Kortos Mounts meet the Immenwood, the settlement of Allsolas overlooks the forest from atop an escarpment that seems to have no entrances from below. It is perhaps because of its hidden location that this is a thriving community; with a small market, nursery school, apothecary, farrier, and blacksmith. The buildings are arranged in concentric circles, with the center hosting the vine-covered roundhouse belonging to the tribe's shaman, Akilay, surrounded by family homes and community service buildings. All of these are encircled by well-worn paths that the town's guardians follow on their safety patrols.

If the PCs were successful in approaching the village peacefully, they find that all eyes are on them as they arrive. In order to get the centaurs to guide them to their leader, the PCs must attempt a DC 22 Diplomacy check to Gather Information. This DC is increased by 2 if any of the PCs are visibly carrying weapons recovered from the centaurs who attacked Dianne, but is decreased by 2 if the PCs have no weapons in-hand or have peace-bound or hidden their weapons from view.

**Critical Success** As success, plus the PCs learn that Akilay abhors violence and is incredibly disappointed in the young warriors who attacked Dianne. She is uncomfortable speaking with those who carry weapons. If the PCs follow this advice, Akilay's starting attitude will improve to Friendly.

**Success** As failure, but the PCs approaching Allsolas openly means that Akilay will start their conversation as Indifferent.

**Failure** Akilay can be found at the roundhouse in the center of the village. Akilay will start their conversation as Unfriendly.

**Critical Failure** Akilay is in the roundhouse at the center of town.



The centaurs mislead the PCs, telling them Akilay respects people brave enough to openly show the power they wield when meeting for the first time. If the PCs follow this advice and brandish weapons or act aggressively towards her, Akilay will start out their conversation as Hostile.

Read or paraphrase the following when the PCs approach the roundhouse.

Beyond the vines covering the entrance to the building is a large, round room, dominated by a large, ivy-covered, central pillar. A dapplegray centaur steps into view. She turns piercing eyes upon you and says, "Not one of my people can recall the last time an outsider entered our village. What brings you to this place?"

Now that the PCs have a chance to speak with Akilay, they can attempt a DC 25 Diplomacy check to Make an Impression. Akilay's responses are based on her initial attitude toward them and the result of this check. GMs should reward good roleplay with a +1 circumstance bonus.

**Helpful** As friendly, but Akilay will also share the information from her background (*Weal or Woe: Rightful Owners*, Page 56). PCs seeking a peaceful solution during the final encounter begin with 1 Mediation Point with Akilay.

**Friendly** As indifferent, and Akilay shares that she tried sending a message to the town, but it was not heeded. She fears that she may not have communicated her warning clearly enough to those not educated in spiritual matters. Akilay is ashamed that centaurs were the ones to draw first blood in this conflict.

**Indifferent** As unfriendly, and Akilay tells the PCs that the

grove is sacred to her people, and while they do not visit every day, it is always close to their hearts. They believe the spirits of their ancestors call that place home.

**Unfriendly** "The townspeople trespass in the grove. They transgress against our mothers and our mothers' mothers. They do not respect the living or the dead."

**Hostile** "The townspeople trespass on our land. Our warriors decided how to handle it."

## THE CROSSROADS

Based on everything they've learned, the PCs must now decide whether to attack Akilay in her sacred grove (where she'll have fewer defenders), change sides and wait in the grove in order to attack Enerika, or somehow bring the two sides together. GMs should allow their players time to roleplay through this pivotal choice, as it directly impacts the outcome of the adventure.

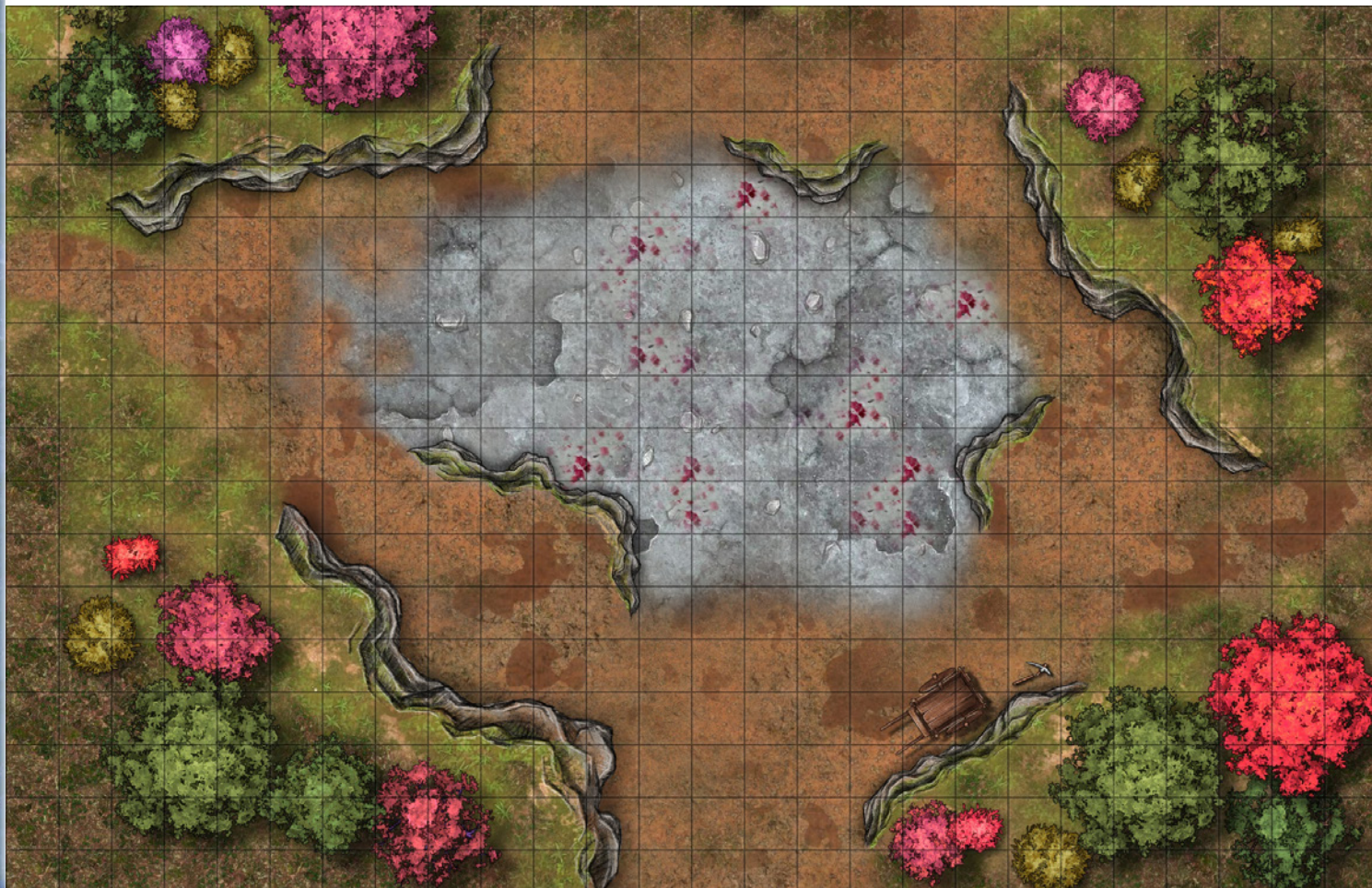
Should the PCs decide to arrange a parlay, they must send word to Akilay and Enerika to attend a meeting at the grove while assuring them that this isn't a trap. Regardless of if the leaders honestly trust the PCs or are just desperate for a way out of their current predicament, both agree to do so.

## B. RED FIELDS (SEVERE)

Regardless of what decisions the PCs have made to this point, the only way forward for them is to travel to the centaurs' sacred grove: The Red Fields.

Read or paraphrase the following when the PCs arrive at the grove.

This clearing has an air of otherworldliness to it. An exposed formation of light-gray marble rests at its center, bearing gem-





quality rubies, ranging from the size of a pinhead to that of a small housecat, all shining in the late afternoon sun. At first glance, some of the trees bordering the clearing seem to have rubicund-colored leaves out of season, but a closer inspection reveals that the fronds are actually made of rubies themselves! Even the ground reflects similar influences: The ruddy soil bears small gemstone needles that poke out here and there among the grass. The normal sounds of the Immenwood fade away, replaced by something reminiscent of wind-chimes swaying in a gentle breeze.

If the PCs are meeting with both groups, the centaurs arrive on the western edge of the grove where they have ample room to move around. The townsfolk cautiously approach from the east, staying close to the trees north of the path, led by an armored mercenary hired just hours ago. Enerika tries to avoid drawing attention to the broken pick and cart she left here during her last expedition, even as the PCs arrive just beside them moments later.

Both leaders look to the PCs to begin the talks, giving each character a chance to make opening statements if they wish. Afterwards, one PC may attempt a DC 22 Deception, Diplomacy, or Intimidate check. A success on this check reduces the DCs of all skill checks during the mediation by 1. A critical success decreases the DCs by 2. A critical failure instead increases these DCs by 1.

Following this, the community leaders bring up their most pressing concerns. After each issue is stated, it is up to the PCs to guide the discussion. Attempting to broker peace means that each PC must attempt a check for each item. A PC may choose to address Akilay, Enerika, or can attempt to influence both of them at the same time with a higher DC. GMs should reward good roleplay with +1 or +2 circumstance bonuses. Each PC's success earns one Mediation Point (MP). A critical success earns two points. A critical failure removes one previously-earned point. The PCs must achieve at least 8 MP with each leader in order to win them over, and they will be able to tell when this has been accomplished.

The DCs for the listed checks are 20 when addressing one leader or 25 if attempting to address both at the same time. Diplomacy may be used in lieu of these skills. Attempts by the PCs to determine the truth of any claims (particularly regarding spiritual energies) will not affect the proceedings, as each side arrives with fervent, preconceived beliefs. It should be obvious to the PCs that a single wrong move, such as trying to steal rubies, could trigger immediate violence. The issues are as follows:

- **Akilay begins**, "You desecrated the spirits of our ancestors in this sacred grove, which is why our people attacked yours!" **Enerika replies**, "We never wanted violence — we just want to continue our way of life!" **Skills:** Intimidation, Religion, Society, Warfare Lore.

- **Enerika states**, "Why can't we take rubies from here? You're not doing anything with them. When I first discovered this place, I camped out for days waiting to see if anyone claimed it. There weren't any signs you cared!" **Akilay responds**, "Our ways are not your ways. We do not use maps or sign-posts. Our absence does not mean this place is abandoned." **Skills:** Crafting, Legal Lore, Nature, Survival.

- **Akilay declares**, "The blight of necromancy comes this way from the east, and the spirits act as a bastion against this. Any damage will accelerate the death of the Immenwood. You must stop coming here lest you cause irrevocable harm!" **Enerika replies**, "Spirits are all well and good, but the center of this grove is just a naturally-formed ruby-bearing marble deposit. There's

nothing mystical about it!" **Skills:** Mining Lore, Nature, Occultism, Religion.

- **Enerika posits**, "In the past, we've avoided logging in places we know your people travel and hunt, but for our town to survive, we need to start operating closer to here." **Akilay responds**, "How do we know that your industry will not damage that which we hold sacred?" **Skills:** Crafting, Deception, Forest Lore, Society.

Allow the PCs to continue moderation of the dispute until they fail three skill checks in a row. At this point, both parties feel there is no further use in discussion, as nothing is being accomplished. In this case, combat will ensue.

Should the PCs successfully fulfill their roles as mediators by winning over both sides, everybody visibly relaxes with the realization that détente is truly possible. However, if the PCs have at least 8 MP with one side but not the other, that leader's frustration boils over, and they decide to settle the matter through strength-of-arms along with three of their allies. In this case, the leader who the PCs won over stands alongside the PCs to honor the effort they tried to make here, although their three allies withdraw to secure the perimeter.

If the PCs fail to achieve 5 MP with either leader, the side the PCs had the least success with will initiate combat. If the number of rolled successes are equal, the GM should decide based on which side the PCs seemed to favor during the adventure. In this instance, the more friendly side does not enter the battle.

Should the PCs decide that they do not want a diplomatic solution to begin with, they must choose a side. If following through on Enerika's original request, the PCs arrive at the eastern edge of the map and begin combat with Akilay and her honor guard of three centaurs who now regularly guard the site. If the PCs have come around to the Ariserphia tribe's way of thinking, they instead begin at the western edge of the map when Enerika and her people arrive to plunder the sacred grove.

While fighting, the centaurs move directly into melee to shield their shaman. Akilay prioritizes protecting the grove against damaging effects, especially fire, but otherwise uses her spells to target the most aggressive combatant. Before arriving, she gave two *goodberries* to each member of her honor guard, who can use an Interact action to pull them out and another to consume them, healing 2d6+8 Hit Points. The trackers begin combat by using the trees as cover for ranged Strikes, though they'll draw melee weapons if forced, always using Hunt Prey on the most advantageous target. The watch officer engages in melee to keep enemies away from Enerika. Enerika uses ranged Strikes, staying mobile and avoiding melee with her Grapple-Bolt ability if necessary. Should one of her allies become seriously wounded, she'll try to bring their attacker down with a Megaton Strike. Note that areas beneath the trees are filled with underbrush and count as difficult terrain. Both leaders fight to the death to defend their beliefs, but if they fall, their allies flee home with the news.

|                                              |            |
|----------------------------------------------|------------|
| AKILAY                                       | CREATURE 6 |
| <i>Weal or Woe: Rightful Owners, Page 56</i> |            |

|                               |            |
|-------------------------------|------------|
| CENTAURS (0 OR 3)             | CREATURE 3 |
| <i>Pathfinder Bestiary 60</i> |            |

|                                              |            |
|----------------------------------------------|------------|
| ENERIKA ELENSDOTTIR                          | CREATURE 6 |
| <i>Weal or Woe: Rightful Owners, Page 57</i> |            |



## TRACKERS (0 OR 2)

Gamemastery Guide 219

## CREATURE 3

## WATCH OFFICER (0 OR 1)

Gamemastery Guide 234

## CREATURE 3

**Development:** The aftermath depends entirely on what has transpired. If combat ensued, word quickly reaches both Allsolas and Dianne, whose inhabitants react based on the outcome. Should cooler heads win the day, each side breathes a little easier, even though neither is willing to forget everything. Enerika gives a heartfelt apology for her actions that upset the grove's spiritual balance, and Akilay apologizes in turn for not stopping centaur hotspurs from instigating the bloodshed. The two agree to meet here again in a few days' time to continue the healing process.

The PCs are invited to the settlement of the side that won the day for a celebratory meal. Should peace prevail, the only immediate disagreement between Akilay and Enerika is which group gets to host and honor the characters first!

**Treasure:** If an accord is reached, both sides reward the PCs in their own way. Enerika pays each character 70 pieces of gold, and Akilay bestows each PC with ruby shards not infused with spiritual essence (thus not damaging the grove) worth 7 pieces of platinum. If the PCs side with the centaurs, they receive the same amounts, with the gold taken from fallen townsfolk. Should they choose the town, they are each paid with rubies mined from the grove worth 14 platinum.

## CONCLUSION

The fate of the region rests on how well the PCs comported themselves. If Akilay is defeated or killed, the centaurs cede the

grove, though the occasional centaur raiding party harasses people who venture deep into the woods. The townsfolk quickly set up mining operations for both the rubies and the marble that contains it, increasing Dianne's wealth and prominence as word of these new resources makes its way to Absalom. Even as industry and prosperity become the order of the day, many of Dianne's inhabitants find this outcome bittersweet, saddened by a lost connection to the natural world that surrounds them.

Enerika being vanquished is the final straw that breaks the will of Dianne's people. With dwindling lumber prospects and no other options, the inhabitants abandon the town for the final time. Many move downriver to Meravon or other logging settlements, though some make their way to Absalom. Under Akilay's guidance, the centaurs not only cease their aggression, but they also begin leaving food baskets along forest trails when travelers come through this part of the Immenwood. The Ariserphia tribe are saddened that another community had to be destroyed to safeguard their way of life, and they attempt to become better stewards of the natural world around them.

The best outcome results from a peaceful conclusion to the meeting in the sacred grove, giving each group a renewed sense of hope for the future. The centaurs begin to provide Dianne with rubies that do not diminish the energies of the grove and share their knowledge to bolster the Immenwood against the encroaching Tyrant's Grasp. The townsfolk in turn provide Allsolas with manufactured goods, inroads with other regional communities, and new acolytes to Akilay's teachings. Dianne adopts the PCs as honorary members of the community, and the Ariserphia centaurs invite the PCs to visit the Red Fields whenever they wish to meditate or simply take in its beauty. 🌿





# Bestiary

Written by **Andrew D. Geels, Aaron Filipowich, Daniel Aznavorian, Matt Duval, Joseph Blomquist, Matt Cavanaugh, Mischa Catalan, Jaster Catalan, Corey Roberge, James Abendroth, Jesse Lehto, Kim Frandsen, and Tineke Bolleman**

Art by **Adam Koça, Jeremy Corff, Andrew Burch, Peter Fairfax, Michael McNeill, Andrew DeFelice, Chris L. Kimball, Clay Lewis, Tyler Clark, James S. Austin, Michael Jaecks, and Tanyaporn Sangsnit**

## ALBINA, BEEFOLK OF THE SWARDLANDS

The albina are bee-like fey with four sinewy legs and a pair of clawed hands. These slender fey stand almost seven feet tall, though an albina queen can reach ten feet. Bristly fur covers their bodies in alternating bands of black and yellow and their long faces feature large, black, compound eyes and lengthy antennae. Much like bees, albina have translucent wings sprouting from their backs.

Albina are expert crafters of honey, able to isolate different types of pollen to create unique and exquisite flavors. Typically, albina pollinate and create honey from First World flowers. A notable exception is the young albina queen Ileana, who decided to relocate her colony to Golarion to extract pollen from the “exotic” flowers there. She settled her colony on the Isle of Kortos, its long and prolific growing seasons supporting the hive’s production. Ileana’s hive is rumored to reside somewhere in the Sulwin Hills in the Swardlands, an area supposedly populated with dangerous creatures. These rumors have suited the hive well, keeping away the prying eyes of greedy humans who might try to encroach and steal their honey.

At first, Queen Ileana’s colony sent the honey exclusively to the First World as an exotic sweetener for the fey. However, when the Aeon Orbs’ strength waned and available plant life diminished, the normally secluded albina formed closer relationships with the Swardlands’ farmers. This led to new, specialized honeys, and the development of trade relations between the albina and the Swardlands. While the albina do sell a small portion of their honey to trusted allies and trading partners, the bulk still returns to the First World. As a result, albina honey rarely makes it beyond the Isle of Kortos, making it a coveted delicacy.

Vassals are the backbone of an albina hive and can live up to 135 years. They provide menial labor such as gathering pollen, maintaining the hive, and producing honey. Those tasked with collecting pollen use their control over mundane bees to harvest pollen only from specific flowers and ensure precise control over the honey’s flavor.

Some vassals leave behind their physical labor and seek other means to support the colony. Many become merchants, philosophers, and artists. Some elite vassals serve as the Queen’s council—known as the Vassal Court—to act as a voice of the people and assist in the Queen’s duties.

Soldiers account for a quarter of a hive’s population and live up to 700 years. These fierce warriors are the first line of defense for the hive and its queen. Trained to respond to danger, they treat outsiders with suspicion and hostility. Soldiers rarely leave the hive,

except in small droves to escort honey caravans or to rescue vassals. The queen promotes soldiers who prove themselves through loyalty and combat prowess to her personal guard. They stay on constant alert, awaiting their queen’s orders, and appear at her side in an instant when summoned.

Albina soldiers prefer aerial combat, maintaining distance while firing upon flightless creatures from above or outmaneuvering other winged foes. If forced to fight on the ground, they coordinate their attacks to outwit their foes. When faced with a particularly dangerous foe they will engage in melee, using their agility and enfeebling poison to sap their opponent’s strength. Albina soldiers fight to the death to protect their hive.

The queen is larger than all other albina and rules over the hive. She typically lives about 2,000 years. When a queen becomes frail due to age or injury, a princess develops from a larval vassal fed royal honey. Though born to rule, she routinely seeks advice from her Vassal Court before making decisions. She also engages in her own personal growth and power as she ages. While this is always to maintain and expand her hive, every queen’s power manifests in a different form. Some are excellent spellcasters, while others prefer to study mathematics or warfare.

A queen always desires to expand her colony, whether through territorial acquisition or trade. Albina are highly imperialistic but unconcerned with establishing political dominance over non-albina societies. In the First World, albina colonies often conflict with other fey and attempt to establish new territories for future queens or expand their own territory for a better harvest. When a hive grows too large, a princess spawns to lead a small group of albina to establish a new colony in a previously acquired territory.

A small percentage of albina born in the colony are males and are kept separate from the female vassals and soldiers. Once mature, if they have proven themselves in some way, the queen may select them to add to her many consorts. Those not selected typically become vassals or soldiers. Some males, having been separated from the rest of the colony for so long, choose to leave the hive. While free to do so, they are not allowed to return to the colony.

### ALBINA VASSAL

### CREATURE 2

LN MEDIUM FEY

**Perception** +8; low-light vision, Hivemind

**Languages** Common, Sylvan, speak with animals (bees only)

**Skills** Acrobatics +11, Athletics +6, Crafting +8, Herbalism Lore +6, Stealth +9, Survival +6

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

**Hivemind** An albina is in constant communication with their queen, so long as they are within 25 miles of her. Additionally, an albina isn’t flat-footed to flanking creatures so long as they are within 30 feet of another albina who can see them.

**AC** 21; **Fort** +7, **Ref** +11, **Will** +6

**HP** 32; **Immunities** swarm mind; **Weaknesses** cold iron 4

**Speed** 20 feet, fly 20 feet

**Melee** ♦ claw +11 (agile, finesse); **Damage** 1d6+4 slashing

**Melee** ♦ stinger +11 (finesse); **Damage** 1d8+4 piercing plus albina venom

**Albina Venom** (poison); **Saving Throw** Fortitude DC 17; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** enfeebled 2 (1 round)

**Drone** ♦♦ (auditory, evocation, primal, sonic) **Frequency** once per minute; **Effect** The albina vassal beats its wings to create a droning buzz that deals 2d10 sonic damage in a 15-foot emanation (DC 17 basic Fortitude save).



## ALBINA SOLDIER

## CREATURE 6

LN MEDIUM FEY

**Perception** +13; low-light vision, Hivemind

**Languages** Common, Sylvan, speak with animals (bees only)

**Skills** Acrobatics +18, Athletics +14, Stealth +13, Survival +11, Warfare Lore +12

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

**Hivemind** An albina is in constant communication with their queen, so long as they are within 25 miles of her. Additionally, an albina isn't flat-footed to flanking creatures so long as they are within 30 feet of another albina who can see them.

**Items** +1 ranseur, +1 composite shortbow, 20 arrows

**AC** 25; **Fort** +14, **Ref** +15, **Will** +11

**HP** 106; **Immunities** swarm mind; **Weaknesses** cold iron 5

**Speed** 20 feet, fly 25 feet

**Melee** ♦ claw +16 (agile, finesse); **Damage** 2d6+8 slashing

**Melee** ♦ ranseur +16 (disarm, magical, reach); **Damage** 1d10+8 slashing

**Melee** ♦ stinger +16 (finesse); **Damage** 2d8+8 piercing plus albina venom

**Ranged** ♦ shortbow +17 (deadly d10, magical, range 60 ft.); **Damage** 1d6+8 piercing

**Albina Venom** (poison); **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** enfeebled 2 (1 round)

**Drone** ♦♦ (auditory, evocation, primal, sonic) **Frequency** once per minute; **Effect** The albina soldier beats its wings to create a droning buzz that deals 4d10 sonic damage in a 15-foot emanation (DC 23 basic Fortitude save).

## ALBINA QUEEN

## CREATURE 12

LN LARGE FEY

**Perception** +21; low-light vision, Hivemind

**Languages** Common, Sylvan, speak with animals (bees only)



**Skills** Acrobatics +25, Athletics +19, Diplomacy +23, Herbalism Lore +19, Intimidation +23, Stealth +21, Survival +21

**Str** +3, **Dex** +7, **Con** +4, **Int** +3, **Wis** +5, **Cha** +7

**Hivemind** An albina is in constant communication with their queen, so long as they are within 25 miles of her. Additionally, an albina isn't flat-footed to flanking creatures so long as they are within 30 feet of another albina who can see them.

**AC** 31; **Fort** +22, **Ref** +27, **Will** +25

**HP** 204; **Immunities** swarm mind; **Weaknesses** cold iron 15

**Speed** 20 feet, fly 40 feet

**Melee** ♦ claw +24 (agile, finesse); **Damage** 3d8+6 slashing

**Melee** ♦ stinger +24 (finesse); **Damage** 3d10+6 piercing plus albina queen venom

**Primal Innate Spells** DC 35; **7th** plane shift (First World only); **5th** animal allies (x2); **4th** pest form (bee only), petal storm; **3rd** neutralize poison, soothing blossoms; **2nd** animal messenger, glitterdust; **1st** negate aroma; **Cantrips** (5th) dancing lights, stabilize, tame

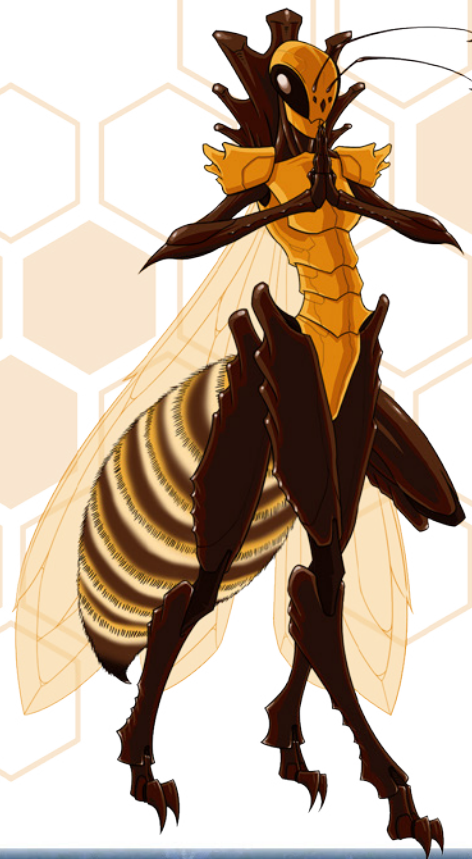
**Albina Queen Venom** (poison); **Saving Throw** Fortitude DC 33; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** enfeebled 2 (1 round); **Stage 3** enfeebled 3 (1 round)

**Call Soldiers** ♦♦ **Frequency** once per hour; The queen summons 2d4 elite albina soldiers from the First-World to aid her in combat.

**Drone** ♦♦ (auditory, evocation, primal, sonic) **Frequency** once per minute; **Effect** The albina queen beats its wings to create a droning buzz that deals 8d10 sonic damage in a 20-foot emanation (DC 33 basic Fortitude save).

## ARCANE COALESCENCE

The Isle of Kortos has been home to many wayward wizards seeking privacy to conduct their experiments. Not all of these spellcasters have survived to put a proper end to their operations. Occasionally, spells and projects continue with no one to maintain them. Creatures of arcane energy can coalesce into sentient beings from the magical energies of experiments and arcane processes left unchecked.



SMA  
c



Arcane coalescences are forms of pure arcane energy that have achieved life and sentience from arcane processes. Most are white in color, but some take on hues based on the type of magic from which they arise. For example, a fire-based coalescence might have a reddish hue, while one born of necromantic magic could show up as dark energy.

## ARCANE MOTE

Arcane motes are tiny spheres of magical energy, created from sites with a small amount of existing magical energy, or sites where multiple coalescences arose from a single source of magical energy.

### ARCANE MOTE

### CREATURE 3

RARE N TINY CONSTRUCT

**Perception** +10; darkvision

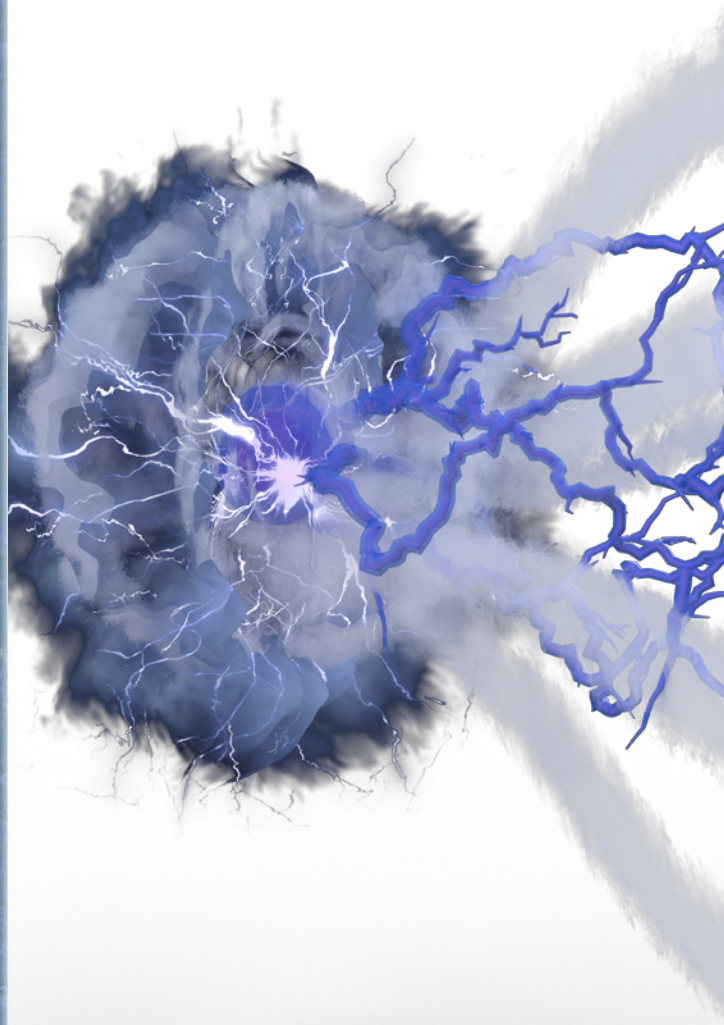
**Languages** envisioning

**Skills** Acrobatics +13, Stealth +8

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

**Envisioning** Arcane motes rarely communicate with other creatures, but when they do convey information, they do so wordlessly through a series of psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language.

**AC** 20; **Fort** +6, **Ref** +12, **Will** +9



**HP** 45; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, sleep, unconscious

**Speed** fly 50 feet

**Arcane Innate Spells** 1st *magic missile* (at will)

**Arcane Burst** ♦♦ (arcane, evocation) The mote sends out an arcane pulse that deals 4d6 force damage in a 10-foot radius (DC 18 basic Fortitude save). It can't use Arcane Burst again for 1d4 rounds.

## MANA STRAND

Mana strands are typically formed from magical experiments intended to siphon or create more energy. They are hungry, amorphous forms, with multiple limbs that reach out to grab and siphon more energy into themselves, regardless of its source.

### MANA STRANDS

### CREATURE 10

RARE N LARGE CONSTRUCT

**Perception** +20; darkvision

**Languages** envisioning

**Skills** Acrobatics +19, Arcana +22, Athletics +19, Stealth +15

**Str** +7, **Dex** +7, **Con** +4, **Int** +4, **Wis** +0, **Cha** +0

**Envisioning** Mana strands rarely communicate with other creatures, but when they do convey information, they do so wordlessly through a series of psychic projections. This acts as telepathy with a range of 100 feet but is understandable to all creatures regardless of whether they have a language.

**AC** 30; **Fort** +16, **Ref** +24, **Will** +16

**HP** 175; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, sleep, unconscious

**Absorb Magic** ⤵ **Trigger** The mana strand is the target of a level 5 or lower spell; **Effect** The mana strand makes a counteract check against the spell using Arcana. If successful, it gains quickened 1 for a number of rounds equal to the spell level.

**Speed** fly 75 feet, swiftness

**Melee** ♦ lash +21 (agile) **Damage** 2d10+11 force plus Grab

**Arcane Innate Spells** 3rd *magic missile* (two missiles per action spent casting)

**Arcane Burst** ♦♦ (arcane, evocation) The strand sends out an arcane pulse that deals 11d6 force damage (DC 26 basic Fortitude save). It can't use Arcane Burst again for 1d4 rounds.

**Drain Energy** ♦ (arcane, necromancy) **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within reach; **Effect** The mana strand drains the victim's life energy through its touch. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes drained 1 and the mana strand regains HP equal to 10% of its maximum HP, gaining any excess HP as temporary Hit Points. Draining energy from a creature that's already drained doesn't restore any HP but increases the victim's drained condition value by 1.

**Swiftness** The mana strand's movement doesn't trigger reactions.

## BURIRICE

Buririce are white-furred mammalian predators that bury themselves in snow mounds, leaping out to attack passing prey. They have short, squat bodies, with long, wide tails. They resemble crocodiles but possess an upturned head located on the top of their backs. Buririce have numerous tiny eyes that crown their head; while these only serve to help the creature see movement nearby, they possess an organ that allows them to identify the heat signatures of their prey. Their strong back legs make them excellent jumpers, and they can hold their tails rigid to blend in with the jagged rocks in snowy, mountainous regions.



Buririce live on snow-capped mountains, including the tallest peaks of the Kortos Mounts, where they ambush harpies, mountain goats, eagles, and other wildlife. They avoid the more powerful predators of the region, including drakes, wyverns, and dragons, by hiding beneath the snow. Outside the Starstone Isle, buririce also inhabit the Kodar Mountains of New Thassilon, the Tusk Mountains of the Realm of the Mammoth Lords, the Stormspear Mountains of the Linnorm Kingdoms, the Crown of the World, and both Zi Ha and the Wall of Heaven within Tian Xia.

Adult buririce live and hunt alone, coming together only to mate in the spring. They typically birth two to four live young, who are capable of locomotion at birth. Buririce young, called burries, are reliant on their mother for milk for 4 months. During this time, they also learn to hunt. By the time they are nine months old, burries are full grown and leave their mother for a life of independence and solitude. Very rarely, in regions where buririce have few natural predators, burries remain with their siblings, forming small packs called kips, which separate during mating season in the spring, and come back together by summer. Although the buririce in a kip live together, share food and resources, and help tend one another's burries, each adult member of a kip hunts alone.

## BURIRICE

## CREATURE 4

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

**Perception** +11; **heatsight** 60 feet

**Skills** Athletics +12, Stealth +8 (+12 in ice or snow), Survival +10

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

**Heatsight** (divination, primal); Heatsight is a precise sense that sees heat signatures.



**AC** 18; **Fort** +12, **Ref** +8, **Will** +12; +2 vs. cold

**HP** 76

**Cold Adaptation** The buririce treats environmental cold effects as if they were one step less extreme.

**Speed** 25 feet, burrow 30 feet (ice and snow only); ice stride

**Melee** **◆** jaws +14, **Damage** 2d6+5 piercing plus Grab

**Melee** **◆** claws +14 (agile), **Damage** 2d4+5 slashing

**Ice Stride** A buririce isn't impeded by difficult terrain caused by snow or ice, nor does it need to attempt Acrobatics checks to keep from falling on slippery ice.

**Sneak Attack** The buririce deals 1d6 extra precision damage to flat-footed creatures.

**Snowy Assault** **◆** The buririce Burrows and makes a Strike at the end of that movement. If the buririce began this action hidden, it remains hidden until after this ability's Strike.

## DUNMIRE DWELLER

Lying in bogs or marshes, such as the Dunmire after which it is named, the Dunmire dweller springs on unsuspecting travelers who stop to admire the surprisingly beautiful reflection of themselves in the still water. Dunmire dwellers create these flattering reflections as an illusory mask to hide their own grotesque features. Their greatest love is being admired by others, and they will modify their illusion in subtle ways to entice their victims into wiling away the hours staring at their reflections before attacking.

Dunmire dwellers have a bulbous head perched atop a spindly neck that protrudes from their lanky bodies. Their gills are close to their neck, well hidden behind their round heads. They have webbed hands and feet with sharp claws, and their skin varies from grey to dull green, depending on the waters they live in. They are patient ambush hunters, and often have algae growing on their smooth skin.

## DUNMIRE DWELLER

## CREATURE 5

**CE** **MEDIUM** **ABERRATION** **AQUATIC**

**Perception** +11; darkvision, scent (imprecise) 60 feet

**Languages** Common, Kelish

**Skills** Acrobatics +14, Athletics +13, Deception +9, Stealth +14 (+16 to Hide in aquatic environments)

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

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

**HP** 75; **Weaknesses** reflective dissonance; **Resistances** cold 5

**Reflective Dissonance** (visual) If a Dunmire dweller sees its own reflection, it must attempt a DC 19 Fortitude save. It is then temporarily immune to its own reflection for 10 minutes.

**Critical Success** The Dunmire dweller is unaffected.

**Success** The Dunmire dweller is stunned 1.

**Failure** The Dunmire dweller is stunned 2.

**Critical Failure** The Dunmire dweller is stunned 4.

**Speed** 35 feet, swim 35 feet

**Melee** **◆** claw +13 (agile), **Damage** 2d6+7 slashing

**Fascinating Reflection** **↻** (illusion, mental, primal, visual) **Trigger** A creature looks at the Dunmire dweller. **Effect** The Dunmire dweller appears to the triggering creature as if it was the creature's reflection. This doesn't change the Dunmire dweller's appearance to other creatures. It has an automatic result of 29 on Deception checks and DCs to pass as the creature's reflection. The triggering creature must attempt a DC 22 Will save.

**Critical Success** The creature is unaffected and is immune to this ability for 1 hour.

**Success** The creature is unaffected.

**Failure** The creature is fascinated by the Dunmire dweller.



**Critical Failure** The creature is fascinated by the Dunmire dweller and stunned 2.

**Lunging Grab** **◆◆◆** The Dunmire dweller Leaps, Steps, or Strides. It then makes two claw attacks that deal piercing instead of slashing damage. If the Dunmire dweller hits with one or more of these attacks, the target is grabbed.

## FLOTSAM GOLEM

A flotsam golem is constructed using the wreckage of sunken ships. While similar in construction to wood golems, the provenance of the building materials used to create



## BOG AMBUSHERS

Dunmire dwellers dig up the mud under duck boards, bridges, and piers to make shallow hiding holes where they lie in ambush, sometimes for weeks at a time, covered by silt and pond slime. Some will take up residence in a village well or duck pond, or at popular fishing spots along gentle rivers or river estuaries. In winter, Dunmire dwellers have been known to wait under thin ice, which they smash through to grab unsuspecting prey.

these servitors makes each one unique in appearance and hides dangerous features. Built entirely from shattered hull and deck boards, as well as pieces of mast, a flotsam golem sometimes even incorporates a ship's maidenhead into its design as the construct's own head. The wood that makes up the construct is broken and jagged, often with barnacles or even coral growing upon it. Rigging lines bind together many of the golem's joints, and these salt-encrusted ropes can also be used as weapons. Most curiously, these constructs cut swiftly through the water, a by-product of their construction materials.

Most flotsam golems are found guarding harbors and ports with

hazardous coastlines or hostile sea creatures, where there's an abundance of building material. They are a common sight around the coast of the Sudden Lands, the Shackles and in the Flotsam Graveyard off the Isle of Kortos and are a popular guardian of choice to defend the bustling harbor.

## FLOTSAM GOLEM

CREATURE 6

**N** **LARGE** **CONSTRUCT** **GOLEM** **MINDLESS**

**Perception** +14; darkvision

**Skills** Athletics +15

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

**AC** 24; **Fort** +15, **Ref** +16, **Will** +12

**HP** 92; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

**Golem Antimagic** A flotsam golem is harmed by earth (4d8, 2d6 from areas or persistent damage); healed by plant (area 2d6 HP); and slowed by electric.

**Vulnerable to Shape Wood** A flotsam golem targeted by shape wood takes 2d8 damage per spell level, with a basic Fortitude save against the caster's spell DC. On a critical failure, the golem is also immobilized for 1d4 rounds.

**Jagged Edges** **☞** (arcane, transmutation) **Trigger** The flotsam golem takes physical damage from a creature within its reach; **Effect** the golem moves to intercept attacks with its jagged edges, barnacles and coral growth. The golem makes a jagged fist Strike against the attacking creature. On a hit, the attacking creature takes 1d6 piercing damage.





**Speed** 25 feet, swim 30 feet

**Melee** 🗡️ jagged fist +17 (magical, reach 10 feet, versatile S), **Damage** 2d8+9 bludgeoning

**Melee** 🗡️ rope lash +15 (disarm, finesse, magical, nonlethal, reach 15 feet, trip), **Damage** 2d4+7 slashing.

## GHOST PIPE LESHY

The ghost pipe leshy is a remarkable example of its kind, with their origins not based in primal magic, but from occult magic. These leshy rise when a lost soul comes to inhabit the plants of dark, wild places. They are particularly common in areas where will-o'-wisp and the servants of the Horsemen and Nhimbaloth reside. Their numbers have risen in the Immenwood, especially near the port of Otari, though they remain a rare sight due to their reclusive natures. Other leshy find their otherworldly energies to be unsettling and avoid them when possible.

Ghost pipe leshy retain few of their memories, but all know how they died and lament their fate. Whether due to this sense of loss or the intervention of Ashava, many of these leshy act as guides to the lost. When they are seen it is often guiding a lost traveler out of the wood or returning with word of a lost friend to bring a wandering spirit peace. Younger ghost pipe leshy often do this in the hope it will restore their memories, but those who have remained for decades understand what was lost cannot be restored and teach that it is best to focus on preventing others from repeating their fate.

All ghost pipe leshy share an instinctive hatred of will-o'-wisps and their kin, leading some to suspect the aberrations are directly responsible for their deaths. A small number of ghost pipe leshy have embraced their fates by turning to serve deities like Zyphus and dreaded Nhimbaloth, the former out of spite for the living, the latter in hopes that their devotion will inspire the Empty Death to grant them what they so desperately crave, oblivion.

### GHOST PIPE LESHY

CREATURE 5

RARE CG SMALL LESHY PLANT

**Perception** +9; darkvision; spirit sense

**Languages** Common, Necril; spirit speaker

**Skills** Acrobatics +12, Haunt Lore +11, Spirit Lore +11, Performance +13, Survival +11

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

**Items** blowgun, 10 blowgun darts

**Spirit Speaker** The ghost pipe leshy always understands and is always understood by spirits, even if they don't share a language.

**AC** 21; **Fort** +9 **Ref** +12 **Will** +15

**HP** 68

**Ectoluminescence** (aura, light) 20 feet. The ghost pipe leshy glows with silvery white light, casting light as a torch. The leshy can extinguish this light as a single action with the concentrate trait.

**Final Light** (evocation, light) One minute after a ghost pipe leshy dies, a floating light appears in the leshy's space, functioning as a single *dancing light* that sustains itself and moves on its own, attempting to lead a living humanoid to civilization. Once the light leads a humanoid to a road, to the edge of a wild space or to the edge of a settlement, the light vanishes.

**Speed** 25 feet

**Melee** 🗡️ tendril +10 (agile, finesse) **Damage** 2d6+5 bludgeoning

**Ranged** 🗡️ blowgun +10 (agile, non-lethal, range 20 feet) **Damage** 1d6 piercing

**Occult Spontaneous Spells** DC 23, attack +15; 3rd (2 slots) *ghostly weapon*, *wanderers guide*; 2nd (3 slots) *faerie fire*, *gentle repose*; 1st (3 slots) *sanctuary*, *soothe*; **Cantrips** (3rd) *dancing lights*, *forbidding ward*,

*guidance*, *know direction*; **Constant** (3rd) *spirit sense*

**Trackless Step** The ghost pipe leshy always gains the benefits of the Cover Tracks action in forests and swamps.

## MYRMICIDAE

Often confused with formians who share similar biological properties, myrmicidae are native to Golarion, residing in the Darklands. Rarely bigger than a tiger and just as colorful, they walk on four legs. When not carrying anything, they use their front two legs as a second pair of arms.

Attracted to the surface where the Starstone fell to Golarion in -5293 AR, the myrmicidae have cultivated areas of habitat beneath the Isle of Kortos. While not expansionist, these intelligent creatures are mostly evil and seek power on the surface of Golarion. When they breach the surface, myrmicidae create towering columns of mud for shelter and food storage.

Composed of three castes, myrmicidae culture focuses on propagation and the defense of their queen. Warriors protect the colony, while drones care for the young and maintain the colony when not searching for food. Instead of raising thousands of babies, the queen picks and chooses only the strongest of pupae to be raised by the drones, consuming the rest.

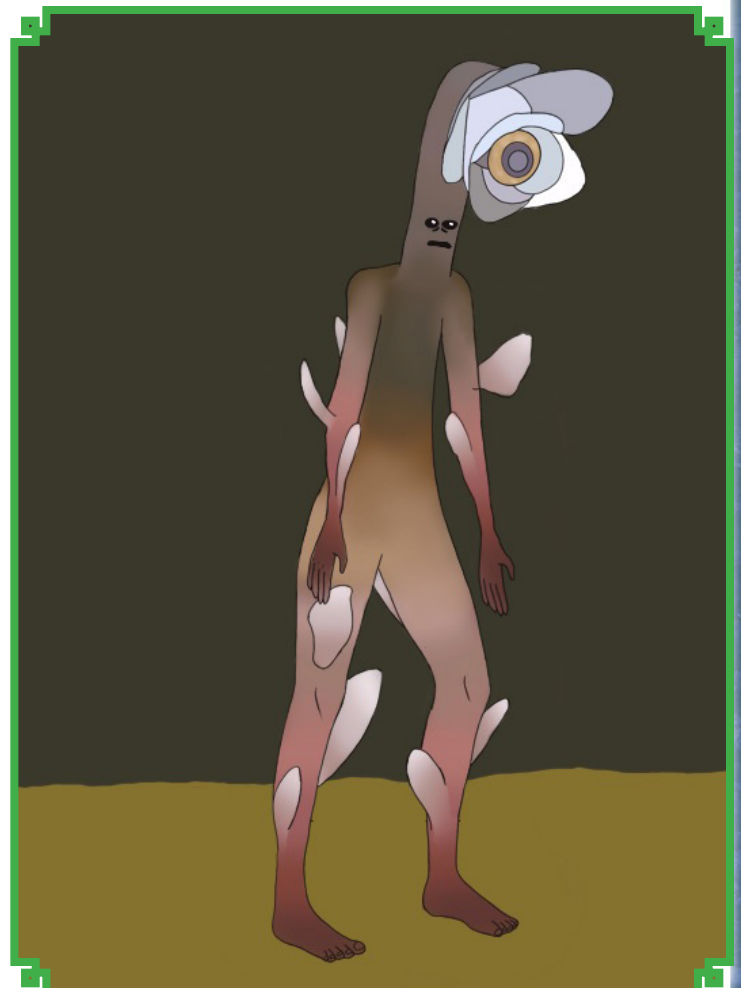
Omnivorous, myrmicidae will hunt sentient creatures only if other food sources are scarce. If myrmicidae scouting parties encounter aggressive or violent creatures, they will seek to destroy those creatures rather than flee, to ensure the safety of the hive.

### MYRMICIDAE DRONE

CREATURE 8

LE MEDIUM BEAST

**Perception** +15; darkvision, scent (imprecise) 30 feet





**Languages** Terran, Undercommon

**Skills** Athletics +18, Survival +16

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

**AC** 27; **Fort** +18, **Ref** +14, **Will** +11

**HP** 135

**Speed** 40 feet, climb 20 feet

**Melee** ✦ mandibles +20, **Damage** 2d8+9 slashing plus Grab

**Melee** ✦ stinger +20 (agile), **Damage** 2d6+8 piercing plus myrmicidae venom

**Haul Away** ✦ **Requirements** If the myrmicidae drone has a Large or smaller creature grabbed; **Effect** The drone Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

**Myrmicidae Venom** (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)

**Nutrite Spittle** ✦✦ The myrmicidae drone spits a sticky, nutrient-rich gelatin. All creatures in a 15-foot cone must attempt a DC 21 Reflex save.

**Success** The creature is unaffected.

**Failure** The creature is slowed 1 for 1 round.

**Critical Failure** The creature is slowed 2 for 1 round.

## MYRMICIDAE WARRIOR

CREATURE 9

LE MEDIUM BEAST

**Perception** +18; darkvision, scent (imprecise) 30 feet

**Languages** Terran, Undercommon

**Skills** Athletics +21, Survival +18

**Str** +7, **Dex** +4, **Con** +6, **Int** +1, **Wis** +2, **Cha** +0

**AC** 29; **Fort** +19, **Ref** +16, **Will** +12

**HP** 155

**Speed** 40 feet, climb 20 feet

**Melee** ✦ mandibles +22, **Damage** 2d8+11 slashing plus Grab

**Melee** ✦ stinger +22 (agile), **Damage** 2d6+9 piercing plus myrmicidae venom

**Haul Away** ✦ **Requirements** The myrmicidae warrior has a Large or smaller creature grabbed; **Effect** The

warrior Strides up to full Speed, carrying the grabbed creature. The warrior is encumbered if the grabbed creature is Medium or larger.

**Myrmicidae Venom** (poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)

**Rend** ✦ mandibles

## MYRMICIDAE QUEEN CREATURE 10

LE LARGE BEAST

**Perception** +18; darkvision, scent (imprecise) 30 feet

**Languages** Terran, Undercommon

**Skills** Athletics +15, Diplomacy +19, Intimidation +19, Survival +19

**Str** +3, **Dex** +3, **Con** +5, **Int** +5, **Wis** +7, **Cha** +7

**AC** 27; **Fort** +16, **Ref** +14, **Will** +19

**HP** 175

**Speed** 40 feet, climb 20 feet

**Melee** ✦ mandibles +17, **Damage** 2d6+10 slashing plus Grab

**Melee** ✦ stinger +17 (agile), **Damage** 2d6+9 piercing plus myrmicidae venom

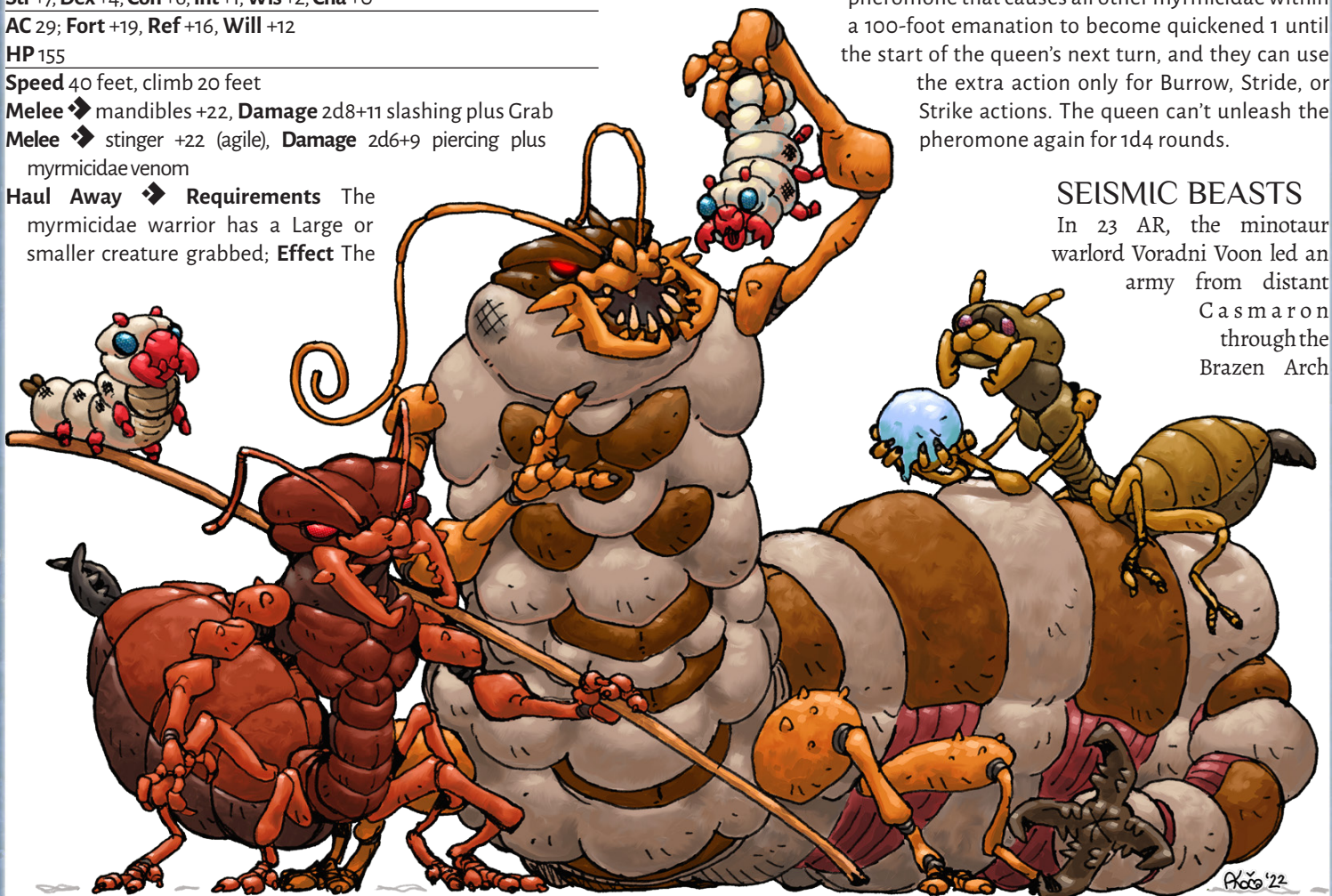
**Haul Away** ✦ **Requirements** The myrmicidae queen has a huge or smaller creature grabbed; **Effect** The queen Strides up to full Speed, carrying the grabbed creature. The queen is encumbered if the grabbed creature is Large or larger.

**Myrmicidae Venom** (poison) **Saving Throw** DC 31 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison and enfeebled 1 (1 round); **Stage 2** 1d10 poison and enfeebled 2 (1 round); **Stage 3** 1d12 poison and enfeebled 3 (1 round)

**Frenzy Pheromone** ✦✦ The myrmicidae queen unleashes a pheromone that causes all other myrmicidae within a 100-foot emanation to become quickened 1 until the start of the queen's next turn, and they can use the extra action only for Burrow, Stride, or Strike actions. The queen can't unleash the pheromone again for 1d4 rounds.

## SEISMIC BEASTS

In 23 AR, the minotaur warlord Voradni Voon led an army from distant Casmaron through the Brazen Arch





to lay siege to Absalom. In addition to his armies, Voon also brought mighty beasts, enhanced to amplify the seismic magic the warlord intended to use while assulting the City at the Center of the World. Leading the defense of the city himself, Aroden repelled this army, driving it to the eastern plateau of the Isle of Kortos. Aroden turned the army's own earth magic back upon itself, causing devastating earthquakes that shattered the invaders' siege engines and scattered their war-beasts. The beasts that survived sought refuge in isolated areas across the Isle of Kortos.

## KORTOSAURS

Not actually dinosaurs, kortosaurs are aggressive leathery-skinned hoofed beasts with long necks and short tails. Their snouts are vaguely bovine in appearance, as are a pair of wickedly sharp horns that curve down from the top of their skulls. When the siege of Absalom failed, so few of these creatures remained that nobody expected them to survive more than a generation or two. Four thousand years later, thanks to careful breeding programs and conservation efforts among the minotaurs of Hazrak, the kortosaur population is stable enough that they are used as beasts of war once more. The appearance of dinosaurs on the Isle of Kortos has led travelers passing near The Scrape to confuse kortosaurs with those prehistoric reptiles.

### KORTOSAUR

### CREATURE 6

N HUGE ANIMAL EARTH

**Perception** +11; low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +15, Survival +13

**Str** +7, **Dex** +0, **Con** +5, **Int** -4, **Wis** +2, **Cha** -1

**AC** 24; **Fort** +17, **Ref** +9, **Will** +12

**HP** 120; **Resistances** sonic 9

**Speed** 30 feet

**Melee** ♦ horns +17 (reach 15 feet), **Damage** 2d8+7 piercing

**Melee** ♦ hoof +17 (reach 10 feet), **Damage** 2d6+7 bludgeoning

**Refraction** ◡ (primal, evocation, earth) **Trigger** The kortosaur takes bludgeoning damage or damage from an effect with the earth trait; **Requirements** The kortosaur is adjacent to a creature; **Effect** The kortosaur subconsciously refracts the energy of the attack, redirecting some of it into a single adjacent creature. The target of the kortosaur's refraction ability takes half (round down) of the original damage (DC 22 basic Fortitude save).

**Seismic Stomp** ♦♦ (primal, evocation, earth) A kortosaur can rear into the air and come crashing down on the ground, unleashing a seismic wave that deals 6d6 sonic damage to all creatures in a 30-foot emanation (DC 22 basic Reflex save). A kortosaur cannot use seismic stomp again for 1d6 rounds.

**Trample** ♦♦♦ Large or smaller, hoof, DC 24

## TEMBLARN

Temblarns are another of Voon's creations. These burrowing beasts have long necks and a reinforced triangular skull that helps them excel at tunneling and digging. Their front legs have thick claws that can crack steel. Curiously, however, their hind legs are hoofed. Temblarns were thought to be extinct until the cataclysm that brought the Tyrant's Grasp occurred. This event drove the temblarns to the surface and they are now seen often in The Scrape.

### TEMBLARN

### CREATURE 3

N LARGE ANIMAL EARTH

**Perception** +9; low-light vision, tremorsense (imprecise) 60 feet

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

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

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

**HP** 55; **Resistances** sonic 5

**Speed** 30 feet, burrow 30 feet

**Melee** ♦ headbutt +11 (forceful, reach 10 feet), **Damage** 1d10+6 piercing plus indentation

**Melee** ♦ claw +11 (agile), **Damage** 1d8+4 slashing plus indentation

**Indentation** (earth) A temblarn's attacks treat any object they hit as if it had 3 less Hardness than usual.

**Refraction** ◡ (primal, evocation, earth) **Trigger** The temblarn takes bludgeoning damage or damage from an effect with the earth trait; **Requirements** The temblarn is adjacent to a creature; **Effect** The temblarn subconsciously refracts the energy of the attack, redirecting some of it into a single adjacent creature. The target of the temblarn's refraction ability takes half (round up) of the original damage (DC 17 basic Fortitude save).

**Rubble Stride** (earth) The temblarn ignores difficult terrain and treats greater difficult terrain as difficult terrain.

**Thrust Fault Charge** ♦♦♦ (attack) **Requirements** The temblarn is less than 30 feet underground; **Effect** The temblarn swiftly Burrows straight up, bursting out of the ground and landing on the surface. This eruption of earth and energy deals 2d6 bludgeoning damage and 2d6 sonic damage to all creatures in a 20-foot burst (DC 17 basic Reflex save), and a creature that fails is also knocked prone.

## SHADOW BUNNY

The Spire of Nex juts out of the Cairnlands like an accusatory finger. When Nex sought to subjugate Absalom, terrible energies seeped from the spire into its surroundings, causing strange mutations in the plant and animal life. Some of these mutations were short lived, while others had unusual effects when afflicted animals crossbred with the other strange creatures that roamed the Cairnlands. Many of these





creatures were hunted in times of peace to make sure they caused no damage to the city or the nearby trade routes, but some animals were either too good at hiding or looked too innocent to be threatening. A few were both.

For decades, stories have circulated of strange nighttime attacks in the vicinity of the spire. Whether against well-guarded caravans, lonely travelers, or savvy treasure hunters, the attacks seem indiscriminate, and the only thing they have in common is the general area and the time. Those who survive to tell of the attacks are dismissed as too traumatized, or perhaps addled by the residual energies surrounding the spire. Many are assumed to be tall tales created to garner attention, because who would believe in an attack by killer bunnies?

However, shadow bunnies are real. Influenced by energy from the Plane of Shadows, they have mutated to become stronger and developed some decidedly non-bunny appetites. Living in a huge burrow in the shadow of the Spire of Nex, they venture out at night to hunt. They can survive on plants and roughage but have gained a taste for blood. While not particularly strong on their own, shadow bunnies hunt in packs that can easily overwhelm a lone person. The people of Absalom treat them as a myth, which has caused a large population to develop. If left unchecked, they could threaten the safety of the Cairnlands. It is speculated that future generations may continue to grow stronger in the shadow of the Spire of Nex and develop strange new powers.



**Shadowcloak** ♦ (divine, illusion, shadow) The shadow bunny shrouds itself in shadows and becomes concealed. As the nature of this effect leaves the bunny's location obvious, it can't use this concealment to Hide or Sneak. This effect lasts for 1 minute or until it is exposed to direct sunlight, whichever comes first.

**Shadowdrain** (divine, necromancy, shadow) When a shadow bunny hits with a melee Strike, the target must succeed at a DC 16 Fortitude save or become drained 1 and take a -2 status penalty to Perception checks involving sight as long as they remain drained.

## S K E L E T A L

### GRENADIER

The Cairnlands territory around Absalom contains broken relics of wars long past, tombs dedicated to the fallen, and makeshift graves of those who couldn't be remembered.

Enterprising necromancers often seek out such tombs and graves as a plentiful source of corpses for their dark rituals. While many of the walking dead resemble those found elsewhere in Golarion, due to the

siege-focused nature of the forces interred here some dead possess alchemical

skill and prowess: skeletal grenadiers. A single skeletal grenadier does not pose a great threat, but once supported by a troop of undead combatants, it serves as a devastating combatant.

Rumors from passing adventurers say that in the distant reaches of the Cairnlands entire troops of grenadiers

repair and rebuild some of the siege equipment thought completely lost. While these rumors have yet to be substantiated by reliable sources, history has taught that the Cairnlands are a perfect home to those who seek a quick route to power through might and conquest.

Skeletal grenadiers are equipped with a variety of alchemical bombs, which they lob at foes with deadly accuracy. They are rarely alone and typically act as the commanders of small groups of skeletal combatants, using their alchemical creations to bring destruction and terror to their foes. Should they be forced into melee combat, skeletal grenadiers often fight relentlessly until the very end, including detonating bombs at point-blank range if necessary.



#### SHADOW BUNNY CREATURE 1

**N TINY ANIMAL**

**Perception** +7; darkvision, scent (imprecise) 30 feet

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

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

**AC** 16; **Fort** +8, **Ref** +6, **Will** +6

**HP** 20

**Speed** 30 feet

**Melee** ♦ jaws +7, **Damage** 1d6+2 piercing plus shadowdrain

**Melee** ♦ claws +7 (agile), **Damage** 1d4+2 piercing plus shadowdrain

**Hopping Charge** ♦♦ The shadow bunny Strides twice in a straight line and then makes a jaws Strike. If the bunny moved at least 20 feet away from its starting position, it gains a +2 circumstance bonus to this attack roll.

#### SKELETAL GRENADIER CREATURE 4

**NE MEDIUM SKELETON UNDEAD**

**Perception** +12; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +10, Athletics +10, Crafting



## Vodnik Origin

Following Earthfall, the Starstone lay at the bottom of the Inner Sea for over 5,000 years. During this time, a school of catfish became very interested in the artifact. These fish began to gain sentience after prolonged proximity to its power, and over the years they began to learn of Acavna's sacrifice in defense of Golarion. Scholars theorize that some of Acavna's essence remained tied to the Starstone, and it was this remnant that taught the fish. Others believe that the vodnik were taught by an animus shade remnant of Acavna's companion, Rezallian. The rapid evolution of these fish over thousands of years gave rise to a new humanoid creature, the vodnik. They began to build an underwater settlement near the sunken Starstone and developed a theocracy that honored Acavna and the moon. The vodnik priest-king spoke with supreme authority. Rebellion against the priestly decrees was sacrilege and was severely punished, even by death. The vodnik developed their own calendar based on the lunar cycle, and designated certain locations and practices as sacred.

When Aroden raised the Starstone from the depths of the Inner Sea, not only was the vodniks' most valued artifact stolen, but their underwater structures were destroyed. Many vodnik grew hostile toward the surface dwellers and fought back, attacking ships, destroying dams and water mills, and drowning countless sailors. As the city of Absalom grew, the vodnik were quickly outnumbered and had no choice but to withdraw beneath the waves.

Today the hostility of the vodnik has mostly subsided, but their distrust of surface dwellers remains. They still hold firmly to their religious beliefs and see violations as serious threats to their way of life. Unfortunately, many surface dwellers do not know of the vodnik practices and unintentionally perform taboo acts, leading to conflict between the vodnik and land dwellers. A fisherman in the wrong part of the sea may find his nets cut. A person bathing during a moonless night may drown at the hands of a zealous vodnik.

+12, Intimidation +8

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

**Infused Items** A skeletal grenadier carries 2 acid flasks (Moderate), 2 alchemist's fires (Moderate), and 2 bottled lightnings (Moderate) These items last for 24 hours, or until the next time they make their daily preparations.

**Items** alchemist's tools, shortsword, studded leather armor

**AC** 22 **Fort** +10, **Ref** +14, **Will** +8

**HP** 65 (negative healing) **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 30 feet

**Melee** ♦ shortsword +12 (agile, finesse, versatile S), **Damage** 1d6+5 piercing

**Melee** ♦ claw +12 (agile), **Damage** 1d6+2 slashing

**Ranged** ♦ alchemical bomb +13 (range increment 20 feet, splash), **Effect** varies by bomb

**Quick Bomber** ♦ The skeleton grenadier can interact to draw a bomb, then Strike with it.

### VODNIK

Vodnik appear somewhat humanoid with similarities to an elderly man (regardless of the vodnik's own gender) with a wide face that resembles a frog or catfish, a greenish beard, and long hair. They often cover themselves in water-soaked rags or patchwork clothing and can be mistaken for the male counterpart of a hag. When walking on land, they are often hunched over and use the support of a staff or piece of driftwood. Their muscular arms with long webbed fingers make them excellent swimmers but give them a top-heavy appearance outside of the water.

Vodnik tend to distrust surface dwelling ancestries and often seclude themselves to remote areas. They enjoy

eating honey, smoking pipes, playing cards, and singing sea shanties, which are difficult to do under the waves. Vodnik sometimes gather in small groups at night on remote beaches to enjoy these activities.

Vodnik zealously defend what they deem as sacred, which can lead to violent acts that they see as justified. A surface dweller may gain a faithful ally if they befriend a vodnik, which typically involves a gift of honey or tobacco. However, the tides can quickly turn if the surface dweller does anything contrary to the vodnik's unusual faith.

### VODNIK

CREATURE 3

UNCOMMON LN MEDIUM AMPHIBIOUS HUMANOID

**Perception** +9; darkvision

**Languages** Aklo, Aquan, Common, *speak with animals* (catfish only)

**Skills** Acrobatics +10, Nature +10, Religion +13

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

**Items** pipe, porcelain cup, staff

**AC** 18; **Fort** +8, **Ref** +9, **Will** +12

**HP** 45; **Resistance** cold 3

**Speed** 15 feet, 30 feet swim

**Melee** ♦ claw +12 (agile), **Damage** 1d8+6 slashing plus Grab

**Melee** ♦ staff +12 (two-hand d8), **Damage** 1d4+4 bludgeoning

**Primal Innate Spells** DC 20, attack +12; **1st** *air bubble*, *hydraulic push*, *shillelagh*; **Cantrips** (2nd) *detect magic*, *electric arc*, *know direction*, *ray of frost*, *stabilize*

**Soul Bubble** ☞ (death, divine, necromancy) When a creature that the vodnik has grabbed dies by drowning, the vodnik can capture the bubbles created by the victim's last breath in a porcelain cup. This traps the dead creature's soul in the cup, preventing it from being returned to life.

Destroying the cup or removing the lid from the cup releases the soul but does not return the deceased creature to life. 🐟





This magazine uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This magazine was not published, endorsed, or specifically approved by Paizo. For more information about Paizo's Community Use Policy, please visit [paizo.com/community-use](http://paizo.com/community-use). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](http://paizo.com).

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or

Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**Pathfinder Advanced Player's Guide** © 2020, Paizo Inc.; Authors: Amirali Attar Olyae, Alexander Augunas, Kate Baker, Brian Bauman, Logan Bonner, Carlos Cabrera, James Case, Jessica Catalan, John Compton, Paris Crenshaw, Jesse Decker, Fabby Garza Marroquin, Steven Hammond, Sasha Laranoa Harving, Joan Hong, Nicolas Hornyak, Vanessa Hoskins, James Jacobs, Erik Keith, Lyz Liddell, Luis Loza, Ron Lundeen, Patchen Mortimer, Dennis Muldoon, Stephen Radney-MacFarland, Jessica Redekop, Mikhail Rekun, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Kendra Leigh Speedling, Jason Tondro, Clark Valentine, and Andrew White.

**Pathfinder Bestiary (Second Edition)** © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

**Pathfinder Lost Omens World Guide (Second Edition)** © 2019, Paizo Inc.; Authors: Tanya DePass, James Jacobs, Lyz Liddell, Ron Lundeen, Liane Merciel, Erik Mona, Mark Seifter, James L. Sutter.

**Pathfinder Lost Omens Character Guide (Second Edition)** © 2019, Paizo Inc.; Authors: John Compton, Sasha Lindley Hall, Amanda Hamon, Mike Kimmel, Luis Loza, Ron Lundeen, Matt Morris, Patchen Mortimer, Andrew Mullen, Mikhail Rekun, Micheal Sayre, Owen K.C. Stephens, Isabelle Thorne, and Linda Zayas-Palmer.

**Pathfinder Bestiary 2 (Second Edition)** © 2020, Paizo Inc.; Authors: Alexander Augunas, Dennis Baker, Jesse Benner, Joseph Blomquist, Logan Bonner, Paris Crenshaw, Adam Daigle, Jesse Decker, Darrin Drader, Brian Duckwitz, Robert N. Emerson, Scott Fernandez, Keith Garrett, Scott Gladstein, Matthew Goodall, T.H. Gulliver, BJ Hensley, Tim Hitchcock, Vanessa Hoskins, James Jacobs, Brian R. James, Jason Keeley, John Laffan, Lyz Liddell, Colm Lundberg, Ron Lundeen, Jason Nelson, Randy Price, Jessica Redekop, Patrick Renie, Alistair Rigg, Alex Riggs, David N. Ross,



David Schwartz, Mark Seifter, Amber Stewart, Jeffrey Swank, Russ Taylor, and Jason Tondro.

**Pathfinder Gamemastery Guide** © 2020, Paizo Inc.; Authors: Alexander Augunas, Jesse Benner, John Bennett, Logan Bonner, Clinton J. Boomer, Jason Bulmahn, James Case, Paris Crenshaw, Jesse Decker, Robert N. Emerson, Eleanor Ferron, Jaym Gates, Matthew Goetz, T.H. Gulliver, Kev Hamilton, Sasha Laranoa Harving, BJ Hensley, Vanessa Hoskins, Brian R. James, Jason LeMaitre, Lyz Liddell, Luis Loza, Colm Lundberg, Ron Lundeen, Stephen Radney-MacFarland, Jessica Redekop, Alistair Rigg, Mark Seifter, Owen K.C. Stephens, Amber Stewart, Christina Stiles, Landon Winkler, and Linda Zayas-Palmer.

**Pathfinder Lost Omens Legends** © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Jason Bulmahn, Alexandria Bustion, Carlos Cabrera, Calder CaDavid, Jessica Catalan, Natalie Collazo, Ryan Costello, Greg Diaz, Fabby Garza Marroquín, Jaym Gates, Alice Grizzle, Steven Hammond, Nicolas Hornyak, James Jacobs, Michelle Jones, Kristina Sisto Kindel, Aaron Lascano, Ron Lundeen, Stephanie Lundeen, Sydney Meeker, Liane Merciel, Matt Morris, Patchen Mortimer, Hilary Moon Murphy, Dennis Muldoon, Andrew Mullen, Amiral Attar Olyae, Mikhail Rekun, Michael Sayre, Mark Seifter, Ashton Sperry, Owen K.C. Stephens, and Isabelle Thorne.

**Pathfinder Lost Omens Ancestry Guide (Second Edition)** © 2021, Paizo Inc.; Authors: Calder CaDavid, James Case, Jessica Catalan, Eleanor Ferron, Lyz Liddell, Luis Loza, Ron Lundeen, Patchen Mortimer, Andrew Mullen, Samantha Phelan, Jessica Redekop, Mikhail Rekun, David N. Ross, Mark Seifter, Owen K.C. Stephens, Isabelle Thorne, and Linda Zayas-Palmer.

**Pathfinder Bestiary 3 (Second Edition)** © 2021, Paizo Inc.; Authors: Logan Bonner, James Case, Jessica Catalan, John Compton, Paris Crenshaw, Adam Daigle, Katina Davis, Erik Scott de Bie, Jesse Decker, Brian Duckwitz, Hexe Fey, Keith Garrett, Matthew Goodall, Violet Gray, Alice Grizzle, Steven Hammond, Sasha Laranoa Harving, Joan Hong, James Jacobs, Michelle Jones, Virginia Jordan, TJ Kahn, Mikko Kallio, Jason Keeley, Joshua Kim, Avi Kool, Jeff Lee, Lyz Liddell, Luis Loza, Ron Lundeen, Philippe-Antoine Menard, Patchen Mortimer, Dennis Muldoon, Andrew Mullen, Quinn Murphy, Dave Nelson, Jason Nelson, Samantha Phelan, Stephen Radney-MacFarland, Danita Rambo, Shiv Ramdas, BJ Recio, Jessica Redekop, Mikhail Rekun, Patrick Renie, Alex Riggs, David N. Ross, Simone D. Sallé, Michael Sayre, Mark Seifter, Sen.H.H.S, Abigail Slater, Rodney Sloan, Shay Snow, Pidj Sorensen, Kendra Leigh Speedling, Tan Shao Han, William Thompson, Jason Tondro, Clark Valentine, Ruvaidd Virk, Skylar Wall, Andrew White, and Landon Winkler.

**Pathfinder Adventure Path #151: The Show Must Go On** © 2020, Paizo Inc.; Authors: Jason Tondro, with Andrew Mullen, Patrick Renie, David N. Ross, and Michael Sayre.

**Pathfinder Adventure: Troubles in Otari** © 2020, Paizo Inc.; Authors: Jason Keeley, Lyz Liddell, and Ron Lundeen.

**Pathfinder Adventure Path #153: Life's Long Shadows** © 2020, Paizo Inc.; Authors: Greg A. Vaughan, with Anthony Bono, Jacob W. Michaels, Andrew Mullen, Patrick Renie, Alex Riggs, Timothy Snow, and Amber Stewart.

**Pathfinder Adventure Path #154: Siege of the Dinosaurs** © 2020, Paizo Inc.; Authors: Kate Baker, with Luis Loza, Andrew Mullen, Jason Nelson, Jennifer Povey, David Schwartz, and Amber Stewart.

**Pathfinder Adventure Path #156: The Apocalypse Prophet** © 2020, Paizo Inc.; Authors: Lyz Liddell, with Kevin Bryan, Steven Hammond, Andrew Mullen, Mikhail Rekun, Patrick Renie, and David N. Ross.

**Pathfinder Secrets of Magic** © 2021, Paizo Inc.; Authors: Amiral Attar Olyae, Kate Baker, Minty Belmont, Logan Bonner, James Case, Jessica Catalan, John Compton, Katina Davis, Jesse Decker, Chris Eng, Eleanor Ferron, Leo Glass, Joan Hong, Vanessa Hoskins, Jason Keeley, Joshua Kim, Luis Loza, Ron Lundeen, Liane Merciel, David N. Ross, Ianara Natividad, Chesley Oxendine, Stephen Radney-MacFarland, Shiv Ramdas, Mikhail Rekun, Simone D. Sallé, Michael Sayre, Mark Seifter, Sen H.H.S., Shay Snow, Kendra Leigh Speedling, Tan Shao Han, Calliope Lee Taylor, Mari Tokuda, Jason Tondro, Clark Valentine, Ruvaidd Virk, Andrew White, Landon Winkler, Tonya Woldridge, and Isis Wozniakowska.

**Pathfinder Adventure Path #154: Siege of the Dinosaurs** © 2020, Paizo Inc.; Authors: Kate Baker, with Luis Loza, Andrew Mullen, Jason Nelson, Jennifer Povey, David Schwartz, and Amber Stewart.

**Wayfinder #22** © 2024, Paizo Fans United; Authors: James Abendroth, Adrian Von Almen, James Anderson, Jeffrey Anderson, James S. Austin, Tineke Bolleman, Michael Bramnik, Charlie Brooks, Mischa Catalan, Brite Cheney, Felix Dritz, Aaron Filipowich, Andrew D. Geels, Doug Edwards, Ivis Flanagan, Tommy Gaddy, Adam Jones, Adam Kessler, Ryan King, KM Kovalcik, Michael Kuehne, James Long, Jacob W. Michaels, Marceline Miller, Robb Miller, Jess Miller-Camp, Daniel Angelo Monaco, Scott Nolan, Alexander J. Ogilvy, Betty Osthoff, Mark Rivett, Corey Roberge, David Schwartz, Sen.H.H.S., Rodney Sloan, Victoria Sullivan, Benjamin Tait, and Nick Volpe.



# Looking for somewhere to continue publishing Pathfinder and Starfinder fan content?



## The Possibilities Are Infinite!

In partnership with Paizo, Pathfinder Infinite and Starfinder Infinite content creators can sell adventures, fiction, setting supplements, rules expansions, maps, art packs, and more using Paizo's intellectual property. Here you can, for the first time, write an RPG supplement set in the official Pathfinder or Starfinder settings and reference canon locations, organizations, characters, deities, and more—then sell it to your fellow players and GMs!

Get started today at **PathfinderInfinite.com** and **StarfinderInfinite.com**.



© 2023, Paizo Inc. Paizo, Pathfinder, Starfinder, and associated logos are registered trademarks of Paizo Inc. Pathfinder Infinite and Starfinder Infinite are trademarks of Paizo Inc. DriveThruRPG is a registered trademark of OneBookShelf, Inc. Cover images © their respective publishers. All Rights Reserved.



# Thank You!

Thank you to the Wayfinder team and everyone who contributed their time and passion to seeing the fanzine through 22 amazing issues.

The dedication and passion the fans have shown for both Pathfinder and Starfinder over the years are a continual revitalizing force for the staff and freelancers at Paizo, and our games wouldn't be what they are without you.

Whatever path you find yourself in the future, may Wayfinder always serve as a steadfast reminder of what incredible things you can achieve when you inspire, create, and cooperate.

With endless appreciation,  
Your Friends at Paizo

