



PETALS & THORNS

STRANGERS IN RAMSHORN

A PATHFINDER ADVENTURE

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VIRTUAL TABLETOPS DON'T NEED INTRODUCTIONS. You pull open their tabs and pick a starting article to read at semi-random, then look relevant stuff up from there until you've meandered through the whole adventure, kind of like a wiki. A PDF is expected to be more structured, though. The order in which things come is very specific and there is supposed to be a bit at the beginning where the writer or one of the writer's colleagues or associates writes a thing about the book. Unfortunately, I am writing this after having blitzed through the revisions necessary to turn the Virtual Tabletop handouts into a PDF so that I can get them to David Shugars, who does my PDF formatting, in time to hit my December deadline, and I still need to do the Pathfinder conversion after this. Which means if you're reading this same introduction in the Pathfinder version that I was too burned out after that to write a new one. I think Rich Burlew's sentiment from the introduction to *No Cure For The Paladin Blues* sums up my current feelings:

"Tradition dictates that the author of a book write the Introduction (or Preface, or Foreword, or whatever he or she is writing at the front) at the end of the book creation process. I'm not sure why; maybe the theory is that the lack of sleep and general fatigue that results from pushing to get the book finished by the printer's deadline will loosen the author up to write honestly about his or her work."

I don't really have the focus for real segues right now, so we're just gonna let the audible grind of a sudden gear shift be our transition into the success of the Kickstarter and the future. The Kickstarter for this adventure (adventure path? It's longer than most adventures but shorter than most adventure paths—this ambiguity vexed me to no end when trying to find out how to market it) succeeded far beyond my expectations. If you're one of those 197 people who put their trust in me before I'd ever put a product to market, you have my sincerest gratitude, and my apologies for being unable to come up with a less clichéd way of expressing it. While the story contained herein is complete—barring calamity, it ends with the town of Ramshorn saved and the characters having grappled with each of the interlocking conflicts between the major factions and their philosophies—many of the themes and characters introduced in this product aren't even close to being fully explored. The strong positive reception they've received in the Kickstarter has me daring to hope that I'll be able to produce a sequel to explore them in more depth. If that hope holds, I'll see you in the next one.

—Chamomile

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This document uses several PDF features to provide a more convenient at-the-table experience.

The headers on each page link directly to each of the major sections of the book. To create a more print-friendly file, access the "Layers" tab in your preferred PDF viewer and hide the "Background," "Art," "Maps," and "Borders" layers.

PREMISE

THE PLAYER CHARACTERS have been tasked to prevent Ramshorn from falling into anarchy. It's on the west side of the river, and while the hills which surround it are full of ambush points and difficult terrain that make it unpopular for trade and troop movements, wilderness forces like spiders and bandits could spread out from there easily if left unchecked. Who exactly has given the task will vary based a lot on what kind of characters you have. The characters may be mercenaries responding to the call of local merchant Goldblum (like the hirelings who show up later on), a minor order of knights tasked with preventing the chaos of the Eastern Frontier from spilling into the heartlands, or any other group with a vested interest in protecting the town. Regardless of the details, the players will find Ramshorn surrounded by threats and will need to explore the wilderness to find where they're lairing and put a stop to them. While doing so, they will also need to balance the interests of multiple different factions of the Eastern Frontier—or else forsake some of them to side firmly with others in anticipation of the coming civil war. Unbeknownst to anyone at the start, the threats near the town are being coordinated by agents of the Beryl Clan, hoping to soften the kingdom of Vintaria up for invasion. Once the Beryl Clan notices the party thwarting their allies one after another, they will eventually begin plotting their demise.

The adventure begins on the approach to the Ramshorn bridge as described in the notes on the Order of the Bear. After the bridge and the raid on Ramshorn, player characters are largely free to explore the area however they like. The Order of the Bear serve as the obvious initial lead, but players may end up wandering off to engage other threats nearby.

RESTING AND THREATS

This adventure uses a special variant rules for resting: All abilities which refresh on an 8 hour rest instead refresh on a full week. This will sometimes be referred to as a “long rest,” mainly as an artifact of this adventure having been converted from 5e. This means that every rest will give each of the threats arrayed against Ramshorn plenty of time to advance their various schemes (or, in the spiders' case, to expand rapidly outwards devouring everything in their path). Every time the players take a week-long rest, double check which threats are still present and which have been resolved, and update the map or run appropriate Ramshorn encounters for the appropriate week for any that threats that are still kicking.

It's important to note here that clearing a threat doesn't require extermination of every single token in the wilderness and their lair. Any threat that has reached the “Aftermath” stage of its notes, with factions bickering over who (if anyone) gets to loot the bodies for some kind of tactical advantage, has been cleared.

More specifically:

- The Order of the Bear are no longer a threat once Sir Brander is dead or has entered an official alliance with a friendly faction (presumably the Order of the Lion).
- The hobgoblins are no longer a threat once Sir Dagai is dead.
- The sahuagin are no longer a threat once both the sahuagin priestess and the shoggoth have been slain.
- The spiders are no longer a threat once their egg chamber has been captured or destroyed.
- The undead are no longer a threat once all four undead knights have been destroyed.
- The Beryl Clan are no longer a threat once all of them are dead or have fled the Ramshorn region.

Lots of things can happen during a long rest. When characters take a long rest, resolve events in the following order:

- 1) Characters pay for accommodations.
- 2) Characters heal and any Ramshorn threats still active will alter the map, according to the guidelines given below.
- 3) Characters receive invitation to this week's faction event if they've qualified for it (see **Events Overview**), decide whether or not to attend, and participate in the event (or not).
- 4) Roll up a new set of hirelings and run a random vignette (see **Vignettes**) to signal that a new week has begun.

WANDS

Wizards and sorcerers each receive a *wand of magic missile* for free. This is to help alleviate their unusually strong reliance on long rests as compared to other classes.

XP MILESTONES

Players should level up every other threat neutralized. Using XP is strongly discouraged. The adventure is best played with players acting to defend the town from the various threats, rather than attempting to personally exterminate each and every monster in the wilderness.

DIFFICULTY

Boons

When run under default difficulty, **PETALS AND THORNS** can be a harrowing campaign, especially for small parties. The hirelings that show up in the second week allow small parties to beef up their forces and fill in any mechanical gaps. For example, if you're short on healing, hire Diesa Balderk, the Cleric hireling, or maybe Kara Stormwind, who is more focused on mauling people but does still know *cure light wounds*. This is the recommended way of managing difficulty. Even a party doing poorly will usually have access to enough gold to hire two or three hirelings and make things much easier.

However, not all players want to run hirelings. Some of them are new players who are overwhelmed at the concept of learning two new characters at once, some find it makes it harder to get into character, and some just don't want to bother. For groups that dislike the hireling approach to adjusting difficulty, always just start one level higher, but you can also use boons. Boons are a list of minor bonuses that make certain dungeons much easier. Each party member can pick whichever boons they like, but everyone must have the same number of boons. This number can be none if you want to play the game at its originally intended difficulty, or all of them if you don't mind all the fights being foregone conclusions. The recommended amount for toning the difficulty slightly is two or three, enough to take the edge off the pain of some of the adventure's nastiest dungeons but not so many as to totally eliminate the challenge.

Beak's Defense: You have DR 5/bludgeoning or slashing (in other words, you have DR 5 against piercing damage only).

Durn Concern: Characters adjacent to you or with whom you are flanking gain a +2 bonus to AC.

Got Gud: You quickly memorize the attack patterns of creatures who make large attack combos. Whenever a creature makes more than one attack on you in the same round, they take a -3 penalty on every attack after the first.

Jethro Scorns the RNG: You may take the average result of any damage or healing rolls you make rather than rolling for them.

Leki's Revenge: You have a +3 bonus on on ranged attacks when you're higher up than your target.

Martial Advantage Advantage: You are familiar with the ways of goblinoids and are never taken off-guard by their tricks. You cannot be flanked (including by the hobgoblins' Gang Up feat) and you do not take precision damage (including from the bugbears' sneak attacks).

Spiderproof: All ability damage and drain you take is halved, rounded down, to a minimum of zero.

Sword Saint: Every time you successfully hit an undead creature with an attack, the attack is automatically a confirmed critical.

Banes

If you are a crazy person, instead of boons that make the game easier, your party can agree on a certain number of banes that make it even harder. Unlike boons, banes affect the entire party, so the entire party must agree which bane or banes to take.

Elisha's Fate: All characters take double ability damage and drain.

Funhouse Mirror Match: All six members of the Beryl Clan are always present, regardless of how many players there are in the party.

I Want To Get Off Mr. Bones' Wild Ride: Undead in the catacomb regenerate five HP each round. Undead reduced to zero HP will revive and get back up when they recover health in this manner. The party can receive exactly four deanimating sigils from Petre Vlatla that will cause an undead to stay down when defeated. Activating a sigil requires an action and can only be done to a skeleton that has been reduced to zero HP.

H₂O Intolerant: You become fatigued whenever you get wet. The fatigue goes away as soon as you've had an hour or two to dry off, or have taken a short rest with towels.

Jethro Abandoned: You take a -3 penalty to all your spell save DCs.

Ozhi's Laughter: Ranged attacks against you that threaten a critical hit do not have to roll to confirm. They are automatically critical hits.

Gang Up For Everyone: Every enemy gets +3 on attacks if they have two friendly creatures adjacent to the target of their attack.

TIMELINE

WEEK 1

Ramshorn, fearing an inability to feed themselves 'till the next harvest, refuses to pay the Order of the Bear's "tax." The Order of the Bear patrol sent to collect it raid the village. The players, unless they have managed to get very lost very quickly, will walk in on this raid.

If the players visit Goldblum this week after the raid is over, they run into the tiefling Vain, actually Colgru Beryl using *disguise self*. She's buying some alchemical ingredients from Goldblum, and is impatient and agitated (her spell duration is only an hour and she wants to be far outside Ramshorn when it expires). If asked about her, Goldblum will say that she's dropped by now and again the past couple of weeks, but never for very long. He doesn't know where she stays. The Great Forest isn't far, but both it and the area surrounding Ramshorn is dangerous, and it's odd she would make a dangerous trip from some hamlet in the Great Forest to Ramshorn just to buy some alchemical ingredients. She never buys anything that could actually make something by itself, either—all the ingredients are inert when mixed with each other. Just topping off her own supply, Goldblum supposes. Anyway, she's not paying him to pry.

WEEK 2

Immediately after the characters begin their long rest, the Lunatic Fete is held, provided that the characters have turned Sir Brander (or possibly Sir Dagai) over to the Lunatic Court. See the **Events Overview** for details.

If the Order of the Bear are still active, they will make a retaliatory raid on Ramshorn to punish their impudence in the last week. This raid will consist of three waves of attackers. Each one is comprised of 3d6 Bear infantry, 2d6 Bear archers, 1d3-1 ogrillions, and 1d6-4 rogue elementalists (minimum 0). The first wave arrives from the western road. On the Order of the Bear's initiative count for round three, the second wave arrives from the northwestern corner, but have used a dash action to get there and won't act until the next round. The third wave arrives in the fields to the south of the road leading west, led by Sir Mortimer, on the fifth round, having also used their dash action to arrive.

The hirelings have arrived and will help the party defend the town whether they're hired or not (the hirelings have been hired by Goldblum to defend the town). If the Order of the Bear have the town's defenders mostly surrounded and occupied, any newly arrived reinforcements will start spreading into the town to kill the locals and pillage their homes. If any of the Bear units are able to move and attack a party member or hireling, they'll do so (including if a Bear archer can line up a clear shot on one, even from several dozen squares away), but if they can't, they'll instead use their movement and possibly even a dash action to start picking off townspeople.

The Order of the Bear aren't heroes, and if they ever find themselves noticeably outnumbered by the party and their hireling allies in the immediate vicinity, they will disengage and flee. Note that this applies only to the immediate vicinity (maybe within ten squares or so of the Bear unit's location). Because the Bear come in different waves that arrive in different parts of the map and break off to menace the villagers if the party and hirelings seem occupied

(even only for the moment), it's entirely possible that the players and their allies will be able to scare off Bear units on the north side even while still outnumbered by those on the south, or vice-versa. Sir Mortimer will not retreat no matter how badly outnumbered, but will attempt to fall back after being reduced below half his hit points (19 HP or less). Bear units in Sir Mortimer's vicinity will not flee until he does.

If the Order of the Bear are not active, then Caspar and Lidia Vlatla greet the characters as they come to the inn at the end of the day somewhere in the middle of their long rest. If the characters called upon the Lunatic Court to defeat the Order of the Bear, there is a **Lunatic Ringmaster** with them. If they called upon the Order of the Lion, there is a **Lion Knight**. If they dealt with the Order of the Bear on their own, Caspar and Lidia are there alone.

Regardless, Caspar will ask the players to investigate sightings of sahuagin in the area. It sounds like the Deep Empire has sent a scouting patrol. Not only will snuffing this patrol discourage any further probing, they also usually travel with a shoggoth for religious purposes. Caspar would like the characters to retrieve *shoggoth tentacles*, as his order would like to study the shoggoths connection to the Old Ones, a source of power to Warlocks and possibly also Sorcerers and thus of great interest to them. He offers a *wand of web*, a *wand of hold person*, and a *wand of lightning bolt* in exchange for the tentacles. If the players react to being offered the powerful wand of lightning bolt, even if the reactions were out of character, it's a good opportunity to have Caspar say something along the lines of "I thought that might get your attention." The exception, of course, is that the party are specifically playing characters who are all very cagey and guarded, in which case that should trump their OOC reaction.

Caspar's attitude is one of friendly professionalism. He respects that the player characters have unique skills and have taken the lead in clearing the Ramshorn region of potential dangers (if, as is likely, they have in fact done so), and is hoping that they will be willing to put those skills to use in order to help the Order of the Third Eye advance their research, an arrangement which will not only be immediately beneficial to both parties, but will also lead to long run benefits as the Third Eye discovers new and better ways to improve the lives of the people of Vintaria using their magic. He is disappointed, but not angry, if the characters refuse him.

If the **Lunatic Ringmaster** is present, he'll tell the characters that the Order of the Wyrd have a standing policy of exterminating everything from the Deep that comes up from the ocean to the coastal waters or onto land, especially those shoggoth things the Third Eye keeps messing with. Sure, the Third Eye is offering some powerful magic in return, but if the characters deliver those tentacles, the best case scenario is that the Third Eye will get what they want from them and get even more magic to hoard for themselves—that "improve the lives of the people" line is a lie, they don't share anything. Plus, it's as likely as not that they'll end up creating some abomination, getting bored with it, and dumping it into the woods for the Order of the Wyrd to clean up, like they did with the owlbears and the manticores. If the **Lion Knight** is present, he'll tell the characters that while the Third Eye are secretive, they are perfectly honest and trustworthy in their dealings and very cautious wizards who don't treat lightly the possibility of losing control of their magic. Whatever they want the shoggoth tentacles for, the **Lion Knight** asserts that it is at worst eccentric and may end up being a great benefit to the region.

Lidia Vlatla will tell the players that her sire, Petre Vlatla, needs some disposable mortals for a job cleaning up some **rogue skeletons** in the catacomb in exchange for two thousand gold pieces each, drawn from the ancient treasures of the Vlatla's vaults. Lidia carries herself with a flippant sarcasm and acts like she's condescendingly amused by just about anything mortals do (especially if they try to threaten her, in which case her answer is essentially "come at me, bro"), but in truth she's actually very impatient and uncomfortable being surrounded by tons and tons of mortals who might plausibly be able to destroy her if they all ganged up. She'll become incorporeal and invisible and flee if attacked. Similarly, she'll lose patience and walk away if the characters interrogate her for too long or express explicit suspicion of her motives, telling them to come to the catacombs and talk to Petre about it, and warning them that the rogue skeletons will be a much bigger problem for Ramshorn than for the Vlatlas in the end.

If asked where the rogue skeletons came from, Lidia will tell the party to go find the catacomb and bug Petre about the details. If pressed for an explanation immediately, Lidia will reluctantly explain that they've been doing experiments on busting the limits on animate dead by blanketing certain areas with a ton of necrotic energy. It was going great for months, but something messed up the spell recently and now they're all uncontrolled and rampaging. Now Petre's ordered all of the Vlatlas to defend the central crypts and especially the ossuary to make sure the rogue skeletons aren't able to use the inanimate bones resting there to increase their numbers and overwhelm the catacomb, and has sent Lidia to go and recruit some expendable mortals to clean up the outer crypts. If the players go to the catacomb and ask Petre about the situation, he will deliver the same information.

He'll also reassure any characters who express worry about the danger posed by the skeletons that despite what his daughter's impatience might have implied, this is not a suicide mission. Petre will insist that if the skeletons take over the catacomb they will be able to build up their numbers to overwhelm the region, but as they are now, they aren't very dangerous, especially not in the north crypts. He only needs to rely on outside help because he's worried about stray skeletons getting into the central crypt (or worse, the ossuary) while his children are distracted cleansing the outer ones.

If the Lunatic Ringmaster is present, he'll reassure the characters that the Vlatlas are trustworthy. They're assholes, but they're trustworthy. If the Lion Knight is present, he will antagonize Lidia until she leaves and gives her parting comment to find Petre in the catacombs for more information, then ask the players to go ahead and clear the outer crypts, but to bring him along so he can consecrate them, preventing the Vlatla Clan from raising any more undead in the area. This will stop anything like this from ever happening again, whereas leaving the Vlatlas to experiment unchecked will probably just lead to another disaster in a few months—plus, who's to say the Vlatlas aren't building that army with an aim towards conquering the kingdom?

If the Beryl Clan are still active, they blast the dead end tunnel in the southeast catacombs into a connector with the spider caves. Bring the appropriate connector to the front, replacing the former dead end. If the spiders are still active, drop the dead spiders from the GM layer to the token layer, as the spiders' renewed numbers made a brief and failed excursion into the catacombs.

WEEK 3

The Order of the Lion and the Order of the Wyrd host the Ramshorn tournament. If the characters are invited, they may attend. See the **Events Overview** for details.

If at least two of the goblins, spiders, and Order of the Bear are still active, one of Goldblum's caravans are intercepted this week. If the spiders are still active, remove the **brown bear** at LOCATION 1, the **black bear** at LOCATION 5, and northwest wolf pack at LOCATION 6. Replace them with three **wolf spiders** at LOCATION 1, a pair of **tiger spiders** at LOCATION 5, and a pack of three **spitting spiders** at LOCATION 6. Move the four **wolf spiders** who previously fought with the brown bear at LOCATION 1 and the **tiger spiders** from 2C to join the three-way (now four-way) fight between the goblins, sahuagin, and Order of the Bear at II (if the party has already wiped out all three sides, the spiders will just lurk in LOCATION II looking for prey). Don't forget that, as in any week when the spiders are active, they replace half of any spiders killed in the wilderness, keeping things roughly even (i.e. if the players killed both the **funnel weavers** at IIIA and the three **jumping spiders** at IIIB, replace one funnel weaver and one or two jumping spiders, rather than replacing all of one kind and none of the other).

If the Beryl Clan are still active, Vain has been in town twice this week, though never for long, asking about the players. If the players have been using hirelings, she spends a lot of time talking to them. Otherwise, she mostly talks to Goldblum, Bruen, and Ront. Because she's only ever around for twenty or thirty minutes at a time, the players have missed her (unless for some reason they have made arrangements to be notified as soon as she's around so they can talk to her, in which case see the week 4 result for when the players actually talk to her).

If Caspar and Lidia didn't show up at the inn last week, they show up this week instead. If the characters haven't cleared the Order of the Bear or did so with neither the help of the Lunatic Court nor the Order of the Lion, but have subsequently made friends with the Order of the Lion at the tournament, the Lion Knight will show up to the conversation.

WEEK 4

The Order of the Third Eye and the Vlatla Clan host the occult conference. If the characters are invited, they may attend. See the **Events Overview** for details.

If either of the goblins or Order of the Bear are still active, one of Goldblum's caravans are intercepted this week.

If the undead knights are still active, kill the two **Vlatla thralls** stationed with Natalia Vlatla at E1 and move her back to the four niches at E2. Both Nicolae at E3 and Lidia at E4 donate a thrall to help her hold this new position. Add three destroyed **skeleton infantry** in the corridor south of E1 and four destroyed **regular skeletons** in the corridor north of E1, and leave two new **skeleton archers** and a **skeleton infantry** occupying E1. These new forces were drawn from unoccupied tombs in the outer crypts.

If the spiders are still active, add three wolf spider corpses, three funnel weaver corpses, and a tiger spider corpse to the entrance to the catacombs, kill the two archers and regular skeletons closest to the breach, and bring in another two **archers** and **skeletons** from deeper in Dame Callai's tomb to replace them. If the undead knights have been defeated and the Vlatla Clan was not allowed to retain control of them, leave a dead Vlatla thrall there instead. Regardless, replace half of the dead spiders in the wilderness roughly evenly.

If the Beryl Clan is still active, Vain (Colgru Beryl in disguise) is gathering information on the players' capabilities again this week, but for the first time she's in Bruen's tavern at the same time as they are and will gladly engage them in a few minutes of direct conversation. If they ask why she's asking around, she claims she's interested in talent scouting potential allies for trouble in the **GREAT FOREST**. She claims to be sided with no faction in particular and seeking only to protect the forest inhabitants from the war, and is very interested in learning as much as possible about what the characters are capable of and what their immediate plans are. Vain will do everything in her power to avoid staying around so long that her disguise fails, including insisting on leaving immediately, fleeing any attempt to block her exit, and directly recasting the spell in plain view of witnesses to buy more time. Better to let them know only that she's in disguise than to let them know who she is under the mask. If she must recast the spell, she'd rather do it in private, but she doesn't like to spend two of her spells on keeping herself disguised—she works on the same weeklong recharge as the players do.

WEEK 5

The Order of the Lion and the Order of the Third Eye hold their war council this week. If the characters have been invited, they may attend. See the **Events Overview** for details.

If the spiders are still active, remove any remaining Order of the Bear tokens. If the Order of the Bear wasn't already neutralized, it is now. Place three **jumping spiders** and two **spitting spiders** at the crossroads at 8A, three **spitting spiders** at the canyon ambush at 8B, three **wolf spiders**, a **spitting spider**, and a **recluse** in the box canyon at 8C, and a pair of **tiger spiders** to the hill at 8D. Add a pair of **funnel weavers** and a **tiger spider** in the central area of the map where the road forms a loop between 8A and I3. Remove the goblins and sahuagin from the three/four-way battle at II and move the spiders currently positioned there to fight with the **owlbear** at **LOCATION I0**.

If the male huntsman is still alive or if the southeast wolf pack has been killed, remove the entire southeast wolf pack at I2 and place three **wolf spiders** and two **tiger spiders** at the now-vacant **LOCATION II**. If the male huntsman is dead and the southeast wolf pack is not, remove half of the wolves remaining in the pack and do not add any spiders to **LOCATION II**. The wolf pack has taken losses in the process, but without the huntsman to keep them at bay, they have slain these nearby spiders.

Destroy the Vlatla thrall and the three friendly skeleton archers at **LOCATION 3**, and move Tereza Vlatla and one of the thralls stationed at her position to defend the entrance of the catacomb on the catacomb map. Goldblum's caravans are intercepted.

If the goblins or the Order of the Bear are still active, Goldblum's caravans are intercepted.

If both the goblins and the Order of the Bear are active, kill Sir Ornas and his troops at 8A, kill half the goblins and one of the bugbears from I3, and set up the surviving goblinoids to ambush the crossroads at 8A instead of the bend at I3. If the Order of the Bear is inactive, split the goblin ambush in half, with half the goblins and bugbears moving up to 8A while the other half stay in their original location at I3.

If the undead knights are still active, kill one of Natalia Vlatla's thralls at E2 and move her to E3 with Nicolae while her remaining thrall goes to E4 with Lidia. Move the infantry and two archers at E1 to E2 and destroy them. Additionally, add three more destroyed regular skeletons there. Then add six animate skeletons in the crypts and corridors just north of E2 and west of E3 and another five in the crypts and corridors just south of E2 west of Lidia's position at E4.

If the Beryl Clan is still active, Hiski Beryl or, if the party has only three members and Hiski is not here, Saiz Beryl will travel into town openly to recruit some hirelings. These hirelings will then wait in the wilderness to attempt to ambush and kill the players the next time they see them. Hiski/Saiz will recruit hirelings equal in number to the players from amongst whoever of Fodel Dumein, Imsh Starag, Kara Stormwind, Lindal Thorngage, Luther Helder, Milo Hilltopple, and Naivara Homilion would be most effective as counters to the party, to the best of their estimation. If there are fewer of these hirelings left alive than there are players in the party, Hiski/Saiz recruits as many as are left.

WEEK 6

The Lunatic Court and the Order of the Wyrd host the harlequinade this week. The players may attend if they're invited. See the **Events Overview** for details.

If the goblins or the Order of the Bear are still active, Goldblum's caravans are intercepted.

If both the goblins and the Order of the Bear are active, move the **hobgoblin lieutenant** and four of the **hobgoblins** from the sleeping chamber in their caverns to occupy the crossroads at 8A, kill the three **Bear archers** at the canyon ambush at 8B, all the **Bear troops** at the box canyon at 8C, and all the **Bear troops** on the hill at 8D and 8E, and move any surviving **goblins** or **bugbears** from the crossroads at 8A to occupy the canyon at 8C (move only goblins and the bugbears—leave the hobgoblins you just placed there). Move the **goblin scout** patrols at 4A and 4B to the canyon ambush at 8B. Kill half the **goblins** now at 8B and one of the **bugbears** or, if there are no more bugbears, two of the **goblins** at 8C. These are casualties of the goblins' fight with the Bear. The Order of the Bear are now neutralized.

If the spiders are still active, remove all **goblin** and **sahuagin** tokens from the wilderness, along with the **owlbear** at 10 and, if it made it this long, the **werewolf** pack. Leave the **tiger spiders** at the owlbear's former location, and add two new **tiger spiders** where the hobgoblin used to stand guard across the river at the southeast end of the wilderness at 12. The hobgoblins and sahuagin are now neutralized. Goldblum's business implodes as the spiders have totally overrun the wilderness and three randomly selected hirelings are killed in the wilderness (on top of any killed by goblins or the Order of the Bear).

If the undead knights are still active, kill the thralls remaining at E3 and E4 and move Lidia, Nicolae, and Natalia back east to E5. Destroy half of the ordinary skeletons in the corridors north and south of E2 and add another six ordinary **skeletons**, three **skeleton archers**, two **skeleton infantry**, and two **skeleton mages** to the tombs and corridors east of E3 and E4 and west of E5. Any skeletons hiding in niches (i.e. on the GM layer) animate to join this growing horde in the eastern crossroad. If the spiders are also still active, the Vlatla Clan have fled the catacomb entirely and taken up residence in some of the abandoned tavern space at Bruen's left by the dying hirelings. Raise another twenty ordinary **skeletons** and scatter them throughout the ossuary, concentrating them two or three to each bone room, then grab the horde in the various E areas and move them out into the wilderness, killing the Vlatla thrall outside and converting the three friendly skeletons to their horde. If there are spiders nearby, the skeletons remain hostile towards them.

WEEK 7

If the players have repelled the Order of the Bear's follow-up attack in week 2 but still managed to get this far without the Bear being neutralized by either the spiders or the goblins, then congratulate them on successfully metagaming their way to a really weird ending. Have a dog flying a UFO abduct the party or something.

If the goblins are still a threat, then they will mass their forces for a final strike on Ramshorn this week. Goblins who survive from the wilderness will be massed into an infiltrationist unit with bugbears from anywhere in the Ramshorn region (i.e. including the goblin caverns) to strike at the tavern and kill the hirelings inside. Any hirelings not actively in the party's employ will be slain. The goblins will remain in the town and hidden until dawn, when the hobgoblins from the wilderness and caverns will be massed to attack from the west, while the goblins and bugbears strike from ambush from behind after the hobgoblins have started a melee. Sir Dagai and the goblins from the spawning cavern will be held in reserve and attack whenever and wherever the hobgoblins look like they need support.

If the spiders are still a threat but the undead are not, remove any stray non-spider tokens from the wilderness and create a new spider force of three **tarantulas**, eight **wolf spiders**, four **tiger spiders**, six **jumping spiders**, and five **spitting spiders**. Have this force descend upon Ramshorn from the west. Every other round, bring in about four or five assorted spiders from the Ramshorn wilderness to join the fight until the wilderness is empty.

If the undead knights are still a threat but the spiders are not, the Vlatla lines completely collapse and they flee to Ramshorn much the same way they do in week six if the knights and the spiders are both still active (which they may have done already, if the spiders were only neutralized last week). Give the skeletons an additional twelve regular **skeletons**, four **skeleton infantry**, and six **skeleton archers** from the ossuary, and add them to the horde that exits the catacombs when the Vlatlas are completely driven out. This horde attacks Ramshorn.

If the undead knights and the spiders are both still a threat, then good news! The undead horde from the undead knight version of this week spreads out in groups of four or five skeletons a piece to attack spider clusters in the wilderness, and each pack of spiders so preoccupied will not be able to join the spider assault on Ramshorn, nor will the skeletons be able to wade through all the spiders to join in. If players manage to fend off the spiders from Ramshorn (or if they just scarper), they can take advantage of the fighting between the skeletons and spiders to thin the numbers of both sides. The undead knights will also leave the catacomb to direct their minions in battle, the dark aura sustaining them having expanded throughout the entire region. Dame Callai will reinforce herself with a few leftover bones from the crossroad crypts and attack the spiders through the breach in her tomb.

Sir Sylvas joins the skeletons hunting spiders in the wilderness, targeting the huntsman first if it's still alive, otherwise a tarantula if one's available, and failing both of those, any random spider clump out in the wild. Sir Tobias and his skeletons are attacking the spider nest through its main entrance. Sir Bolivar has gathered up all the spare skeletons left in the catacomb to stand guard in the ossuary and kill any stray spiders that come through (or any attempted counterattack by players who've managed to fight their way through this unlikely but totally rad apocalypse scenario).

ONE WEEK AFTER THE SPIDERS HAVE BEEN NEUTRALIZED

Regardless of what state the rest of the map is in, if the sahuagin are still active the week after the spiders have been neutralized, move the patrol guarding at 9B to the Order of the Bear's canyon ambush at 8B. If there are any living tokens there, kill them now and leave the sahuagin patrol there. If the male huntsman is still alive, move the sahuagin patrol at 9A to its location at 2E, kill one sahuagin, and have the others hiding out nearby, looking for a chance to bring it down and mop up the spider problem. If the male huntsman is already dead, leave the sahuagin patrol from 9A on the crossroads at 8A, and kill any other tokens that previously occupied that area.

TWO WEEKS AFTER THE SPIDERS ARE NEUTRALIZED

If it's been two weeks since the spiders were neutralized, the sahuagin start raiding. Goldblum's caravans will be intercepted each week from now until the sahuagin are neutralized, including this week.

WHEN THE BERYL CLAN ARE THE LAST ONES LEFT

If the players have taken a week-long rest since neutralizing the last threat other than the Beryl Clan, Vain comes to find them when they're eating breakfast at Bruen's tavern. She asks them to come to the wilderness with her so she can show them something relevant to a Tiamat infiltration cell operating in the area (this should get the players' attention if they have recovered and deciphered any of the clues as to the Beryl Clan's activities in the region, and even if not it's common knowledge that Tiamat is the bad guys) or, if they insist on finishing breakfast first, to meet her there later. If the players follow Vain immediately, her disguise is still in effect when she leads them into an ambush by the rest of her clan, but she'll drop the act just before they strike. If the players meet her later, then her illusion will have already expired when she and her clan attack. This is a straight mirror match in which the Beryl Clan resorts to direct confrontation to try and kill the party. Their plans may have been foiled for now, but only because the characters intervened, so if the Beryl Clan can kill them now, they can concoct a new scheme to destroy Ramshorn, this time without such fierce opposition.





FACTIONS

THERE ARE FIVE (potentially) friendly factions active in the Eastern Frontier: The Order of the Lion, the Lunatic Court, the Order of the Wyrd, the Third Eye, and the Vlatla Clan. Each of these factions are technically allied to one another at least insofar as having a common cause against the various threats to the Eastern Frontier, but they are not close friends and many of them are on collision course with one another.

FACTION RELATIONS

Each faction can have one of five states with another faction:

- **Military alliance**, in which the two factions see one another as close allies and will defend one another in war.
- **Political alliance**, in which the two factions are generally friendly to one another and tend to coordinate with one another on major decisions in the region, but won't necessarily fight a war on behalf of one another.
- **Neutral**, in which the two factions have no formal relation. An alliance of convenience is maintained against common enemies, they do not tend to reinforce borders with one another and instead focus troops against those common enemies, and troops from one faction are generally friendly to troops from another, but they do not work directly with one another.
- **Closed borders**, in which the two factions have become suspicious of one another and suspect that war is nigh. Members of one faction are barred from the territory of the others, with force, if necessary, and they tend to dedicate as many troops to fortifying any shared borders they have as to fighting the common enemies they are actively at war with.
- **Open war**, in which the two factions are actively trying to destroy one another.

The relations between factions is very much intended to be player facing information. The map page should be the default page on which the campaign is left when not in use, and players who want to refer to it during another scene should be dragged onto it whenever, with the possible exception of the middle of a combat.

The party has a favor score with each faction going from 0 to 5, with 0 representing *no particular familiarity*, 1 representing a *good impression*, 2 representing a *basic and friendly attitude* in which the party's advice is valued, 3 representing a *strong alliance* in which the faction will generally be willing to do small favors ("small" in this case including giving the players a patrol to command if they ever find themselves in over their head facing an enemy), 4 representing the *particular trust and confidence* of the faction leader, such that players have significant input into region-wide faction decisions, and 5 representing the *total trust and confidence* of the faction leader.

In order to advance from 0 to 1, players must make a favorable impression on the faction. There are plentiful opportunities to make a good impression on the five factions in dealing with the threats facing Ramshorn, but just as many opportunities to rub them the wrong way. Each quest has an **Aftermath** section detailing under what circumstances a player can get their first favor point from one of two factions. If players get the favor point for one faction, they lose their first favor point from the other, but only if they haven't got a second one. For example, if the players side with the Order of the Wyrd while storming the spider nest and destroy the egg chamber, they will gain a favor point with the Order of the Wyrd if they don't already have one. The Vlatla Clan wanted the players to capture the egg chamber so the Vlatlas could breed an army of spiders, so if the players had exactly one point of favor with the Vlatlas, they would lose it. If they have no points with the Vlatlas, there's nothing to lose. If they have two or more points with the Vlatlas, they've made close enough friends with the Vlatlas that deciding against them in a quest like this won't change the Vlatlas' opinion significantly.

This adventure does not have explicit opportunities to gain third, fourth, or fifth favor points with the faction. Generally speaking, however, characters with two favor points may find themselves called upon to assist one or two of the faction leaders directly in a side quest, which will get them a third point of favor, while the fourth and fifth points of favor tend to be tied to the character arc of faction leaders (or sometimes their named lieutenants). Advancing these character arcs usually involves completing a side quest, but not just any side quest as with the third point of favor. These side quests see faction leaders forced to choose between their motivations, and the player characters being able to define the future of the faction by convincing the NPC to choose one way or another.

FACTIONS OF THE EASTERN FRONTIER

THE ORDER OF THE LION

Overview

Philosophy: The Order of the Lion believe that upholding law and order will bring prosperity back to the Eastern Frontier. Safety, stability and predictability are the cornerstones of a good life, such that people can grow up, find love, and raise a family in peace. The young and foolish might yearn for adventure, but the wiser know that predictable contentment is a better deal.

Forces and Strongholds: The Order of the Lion have already occupied Karis and have begun a campaign into the Great Forest to quell the goblin and elf rebels. Already they have at least some troops positioned in the major trade hub of Rivermet and have occupied Goblintown in the Great Forest, though they have not yet moved into Mithrallavien, the elven town within the woods, and goblin rebels remain active throughout the forest, striking from hidden camps. Though the Lion have overwhelming power, the rebels both goblin and elven know the terrain better and are able to melt away from unfavorable battles to strike where the Lion is less well defended.

Lion patrols are led by a **lion knight**, a defender of the realm ennobled by either Prince Darius or Duke Willhelm and sworn to uphold the laws of Vintaria, enforce the will of Queen Catherine, and follow their Order's commander wherever he should lead them. Many of them are second or third sons of lords in the Old March, the lands of Duke Willhelm. In the lion knight's entourage are three **lion infantry** and four **lion archers**. These are soldiers hired or, in times of emergency, sometimes levied into service. While a lord like Duke Willhelm is perfectly within his rights to donate his peasants to a knightly order indefinitely, the Order of the Lion has always preferred loyalty and discipline to sheer numbers. Although the Lions have recently swelled their ranks with levies from the Old March to grant them massive numbers, these men and women expect to be discharged within a few years to see home again, and are largely stationed on guard duty in the major cities, while the more committed volunteer soldiers are used for the patrols into the Great Forest.

Darius, the Bastard Prince

Backstory: Prince Darius is the bastard son of Queen Catherine and Duke Willhelm. Prince Darius has a long track record of quelling upstart nobles seeking to break away from the rule of his mother, branded a coward and even a traitor for capitulating to the elven invaders after their forces reached the western heartlands fifteen years ago. The unfavorable peace treaty signed in the aftermath has resulted in massive reparations, which in turn have led the knights of the Eastern Frontier almost entirely unsupplied. The whole region has devolved into near-lawlessness after fifteen years of being patrolled only by undersupplied and often corrupt knights.

In light of his past victories against the rebellious barons of the heartlands, Prince Darius has been assigned command of the Order of the Lion, formerly under the command of his father Duke Willhelm, and tasked with restoring order to the Eastern Frontier. Although Darius' belief in the power of law to bring peace and prosperity to the land is sincere, he has an ulterior motive. His brother, Galais, the half-common prince, is legally the heir to the throne, but many of Vintaria's nobles favor Darius due to his purely noble heritage. The succession crisis is inevitable, and by building up a power base amongst in the Eastern Frontier, Darius hopes to win it—despite the support for Galais amongst the many powerful nobles whose family members Darius imprisoned or even killed while putting down their rebellions.

Identity: Darius sees himself as noble, honorable, and valiant, upholding truth and justice in the Eastern Frontier. He views his half-brother Galais as manipulative, deceptive, and selfish, tricking people into acting against their own interests instead of dealing honestly with them and seeking the throne for himself out of rank power-mongering greed rather than any desire to do right by the people of Vintaria. In Darius' view, Galais, though possessed of a certain force of will, is cowardly and untrustworthy, and would lead a corrupt and indolent nobility that would leave Vintaria's people to be preyed upon by extortion within and invasion without. He considers Galais responsible for the coming war for refusing to cede the throne peacefully.

Motivation: In his heart of hearts Darius knows that he wants the throne simply to prove that his illicit birth does not make him any less noble than any other lord or lady of Vintaria. If he can become king and rule well, it will prove once and for all that he is a noble not just in station, but in the purest sense of the word: a noble man, great in both character and ability, one who has both the power and the compassion to defend the weak and uphold justice. He guards this inferiority complex very well and never makes mention of wanting to prove his virtue and capability in public. Darius' three other motivations all relate directly back to this first one. Darius wants to protect the people of Vintaria both to prove his virtue and out of a sincere compassion for those who cannot defend themselves. He also has great loyalty to those who support him despite his questionable claim to the throne or even to any kind of noble heritage, not just because he pragmatically needs their support, but also because their trust in his nobility—as evidenced by supporting his claim to the throne—reassures him that he is who he envisions himself to be. Finally, Darius must defeat his brother and claim the throne. If he is defeated in the fight for the throne, Darius will always be seen as a lowly bastard child grasping for power above his station. Petty though it may seem next to Darius' ideals of justice and nobility, this desire to shield his self-image as a great man hailing from a mighty bloodline drives much of his royal ambitions.

Lieutenants

Darius' spiritual adviser is **Bishop Cornelius**, who believes the Order of the Lion's greatest mission should be to keep the peace. Seeking to prevent the war from spiraling any further out of control, Cornelius supports making treaties with as many of the belligerents of the Eastern Frontier as possible. Not only is a vengeful attitude towards the people of the Frontier morally objectionable, it's also a waste of valuable military resources that must be carefully husbanded in order to bring Darius victory in the coming war with Galais. Cornelius even dares dream that a sufficiently large coalition in the East might give Darius a big enough military advantage to win quickly and decisively, without subjecting the kingdom to the horrors of prolonged war. Cornelius supports Darius in his desire to protect the weak and in his loyalty to those who believe in him.

It is important not to think of Cornelius as purely Darius' shoulder angel. Although he does generally encourage Darius' nobler impulses even if it comes at the expense of his ambitions, Cornelius does not believe the goblins or elves have valid grievances against the government, even in the face of being left unprotected in the face of pogroms, and in the goblins' case even after knights led pogroms against them. Cornelius seeks peace with them because he believes in forgiveness and, as much as is possible, in pacifism. He extends that forgiveness to anyone who is willing to forsake their rebellion, whether they're terrified goblinoids taking up arms to defend themselves against a government that is sacking their villages or the remorseless murderers of the Order of the Bear.

Dame Leona, the field commander of the Order of the Lion who served under Willhelm before Darius, believes that a message must be sent to the rebels that such insurrection will no longer be tolerated. Allowing the villains who have pillaged, raped, and murdered their way through the Frontier walk away in exchange for nothing but a promise not to do it again would be a hideous miscarriage of justice—and ensures that defeated enemies will rise up again as soon as the Lion's back is turned, perhaps during some sort of kingdom-spanning civil war for the throne, for example. She is particularly hostile towards the goblinoid population of the Great Forest, who are still making trouble even a hundred years after the fall of their kingdom. While Dame Leona does not admit to such an extreme position in public discourse, at this point she is convinced that only total eradication can end the goblin threat.

While Dame Leona believes what she believes out of a (particularly severe) commitment to the concept of justice, her contempt for those who rebel against Vintaria's rightful ruler and for Galais' manipulative ways and aversion to the battlefield fuel Darius' ambitions. To Dame Leona, the people of Vintaria have a duty to put the rightful ruler of the kingdom on the throne, and if some of them need to be sacrificed to that duty, then so be it. She herself risks her life in battle on a near-daily basis for her ideals, and she's happy to demand others do the same. This encourages Darius in his desire to secure the throne at any cost.

THE LUNATIC COURT

Overview

Philosophy: The Lunatic Court don't necessarily disagree with the fundamental bargain at the heart of the feudal contract: protection in exchange for loyalty. Rather, they consider the Kingdom of Vintaria to have thoroughly reneged on that contract. The Eastern Frontier is a war zone and the Orders of the Bear and the Reaper sent to protect the frontier instead preyed on its inhabitants and fueled the conflicts throughout the Great Forest. There has been no protection, only betrayal, and thus no loyalty is owed. The Eastern Frontier stands on its own and will not submit to the Order of the Lion.

Forces and Strongholds: The Lunatic Court has its origins in Rivermet and first became a major power in the Eastern Frontier after delivering a deathblow to the Order of the Reaper stationed there three years ago. Though the Court maintains no permanent seat of government, war orphans seeking to join their number and beleaguered peasants hoping the Court might come to their aid both make the journey to Rivermet to find them.

Lunatic patrols are led by a lunatic ringmaster. They are appointed from the bottom up. Any lunatic courtier who can get at least a half-dozen other lunatics to follow them around and do what they say is a lunatic ringmaster. They don't need the blessing or permission of the leadership apart from having been accepted into the Court at all. A typical patrol is comprised of a lunatic magician, red jester, white jester, and four lunatic acrobats, but a patrol can consist of any number of any type of lunatic courtier. Self-appointed ringmasters leading patrols that consist entirely of newly masked lunatic acrobats are generally looked down on as poseurs, but they exist. Formally speaking, they are as valid as any other ringmaster, but formality doesn't matter as much in the Lunatic Court. Reputation matters, which is why the support of the experienced and respected jesters is seen as a prerequisite to being a "real" ringmaster.

Harlequin, the Lunatic Queen

Backstory: Harlequin was originally Anne Valdaven, one of the scrawnier orphans of Rivermet and known to be easily pushed to tears. She was also sneaky and clever, and while Anne was weak and easily upset even amongst eleven-year old peers, her peers were eleven-year olds, so being even worse at what they were all bad at counted for less than being better at what they were all good at. As Anne grew older, however, rooftops could no longer hold her weight noiselessly and she could no longer fit into spaces not meant for humans. Most of the orphans graduated into the ranks of the organized crime of Rivermet, but Anne didn't have the stomach for violence and especially murder. Considered a weakling by the adult criminals, she stayed with the orphans well into her early teens when her peers had moved on, soaking up the street kids' admiration as the biggest kid by far but also quietly ashamed that all of them would eventually grow old enough to realize that a fourteen-year old slumming it with the street urchins could only be a failure.

Anne changed the night she put on the mask. Goblin raiders, seeking revenge for raids led by the Order of the Briar, snuck into the city and began to pillage. The Order largely left the slums to its own devices, and goblins pushed out of the markets and estates raided there 'till dawn. The thieves' guilds provided protection to their membership, but the orphans were left to fend for themselves—Anne among them. Pushed into a shop selling "magic masks" for

prices too cheap to possibly have any real magic power, Anne donned one of the blank masks out of desperation. In truth, the mask was powerless, but the combination of adrenaline and the mask's effect on her psyche pushed Anne to kill one of the goblins menacing an orphan friend. The blood splatter from the goblin's severed jugular would later be painted onto the mask and serve as her distinguishing mark. Anne went on to pursue the remaining kidnapped orphans into the woods, where the goblin rebels planned on holding them ransom, having drastically overestimated how much the Order of the Briar cared about children just on the principle that they were human.

Anne did not remove her mask except to eat and drink, and then never when anyone was looking, during her pursuit of the goblins, and the sense of anonymity and power it gave her pushed her to become more and more violent and brutal. By the time she found her friends and released them, she had adopted the name Harlequin. After killing their captors, Harlequin learned from her released friends that they had not really been held captive after the first few weeks. The goblins kidnapped them seeking not revenge, but leverage against their enemies in the Briar. After it became clear that the Briar did not care about them one whit, the goblins had become their friends—until Harlequin killed them all. Recoiling from the concept that she had murdered people on nothing but prejudice and misunderstanding, Harlequin drastically revised her personal self-image to one of unpredictable, lunatic bloodlust. She hadn't killed the goblins out of misunderstanding, she convinced herself, but because their raid had caused her an awful lot of inconvenience and she took exception to that.

This bloodthirsty self-image led Harlequin to become vengeful throughout her later teen years, killing those who had rejected her from the thieves' guilds and absorbing the lower ranking members into the Court. Even as she became a rising star amidst the Rivermet underworld and fiercely defended her reputation as a remorseless killer, she never killed or authorized the killing—or even non-lethal assault—of anyone who wasn't already a violent criminal. Though she never disclosed why, she often sought retribution against criminals and, increasingly, guardsmen or even knights who were known to prey on the people of the slums, especially the urchin gangs. This culminated in an alliance with the goblins of the Great Forest and a years-long campaign to wear the Order of the Briar down through attrition, which ultimately successfully resulted in the disintegration of the Briar. This strike against the knights of Vintaria made Harlequin and her Lunatic Court the face of the growing independence movements throughout the Eastern Frontier, and those seeking to fight back against the tyranny of Queen Catherine and her bastard prince came flocking to Rivermet, seeking to join the growing Court.

Identity: Harlequin still thinks of herself as a remorseless and sadistic killer, but as she grows older and the Court is packed more and more with pro-independence enemies of tyranny and others who see the Lunatic Court as a beacon of hope, the coming dawn at the end of the Eastern Frontier's long night, she has come to identify as a hideous retribution against the corruption of Vintaria's nobles, a blade thirsty for the blood of the wicked. She still has not shed the lunatic identity that propelled her to the top of the Rivermet underworld, however, and likes to maintain an aura of unpredictability and capriciousness.

Motivation: Harlequin's helpless childhood on the streets informs both of her primary motivations. She wants to protect

those who are vulnerable and she wants to terrify others to the point that no one will think of her as vulnerable. Something deep down in Harlequin still believes that she won't be safe unless everyone around her is so scared of being the target of her wrath that they wouldn't dare try to attack her. She was a scrawny overgrown street urchin until she found the will to kill, at which point she began a rapid ascent to power and prestige, an ascent that only accelerated the more comfortable she became with killing.

At the same time, she doesn't just want to personally be safe from the ravages of poverty and war that defined her childhood. She has compassion for others and most of her more brutal kills are motivated by that compassion—the people she slaughters with the most sadistic glee are the bullies, the tyrants, the ones who have themselves tormented those who could not fight back.

Harlequin has a third motive to her brutality—she doesn't want to admit she's made horrible mistakes. The Harlequin persona of bloodthirsty caprice may have picked up a homicidal antipathy for bullies and tyrants, but at its core, Harlequin's mask is that of someone who kills whoever she wants and only coincidentally gets easily aggravated by injustice, while the truth hidden underneath is someone who still hasn't dealt with the guilt of having killed—horribly—some mostly innocent people, not because she didn't care if they were innocent, but because she never thought to check.

Lieutenants

Pantaloone is a silver-tongued magician and Harlequin's most trusted adviser. He was the owner of the mask shop Harlequin took her mask from during the goblin raid. After her first kill, he traced the blood splatter that had sprayed across the mask, cleaned off the actual blood, and painted in the traced splatter. He went on to become the mask maker for the Lunatic Court. Pantaloone encouraged Harlequin to leave Rivermet to find her friends, guided Harlequin through her reacquainting herself with the city after she returned with them, and encouraged her most sadistic tendencies. In modern day, he encourages her making the Lunatic Court the face of the Eastern Frontier's independence movement, but also to retain a vicious edge. He wants Harlequin to rule so he can ride her coattails into a position of power, and he wants Harlequin's regime to value loyalty over virtue so he can profit from it.

Though he does respect Harlequin's skill and spirit, he ultimately uses her as a tool to advance his own power. To that end, he wants Harlequin to be as morally flexible as possible. He limits himself to advising her only and does not personally engage in acts of particular cruelty, which is how he survived the Lunatic Civil War when Harlequin purged many of the more violent members of the Court, after they had absorbed most of the thieves guilds' membership but before they'd begun their campaign against the Order of the Briar.

Pierrot is a skilled assassin and cynical to the point of ruthlessness. He does not have a particularly cruel streak, and killing people even tends to make him melancholy, but he will absolutely kill anyone who threatens himself or his friends. He does not believe the Lunatic Court can meaningfully change the situation in the Eastern Frontier, as he considers war and tyranny to be natural products of human frailty. He does not particularly oppose the idea of fighting back against tyrants, but is pessimistic about ever running out of targets. He has a powerful loyalty to Clown in particular, whom he followed into the Court soon before the decapitation strike on the Order of the Briar.

Clown is a gentle giant and one of the first recruits to join the Lunatic Court after their defeat of the Order of the Briar. Clown is an idealistic bruiser who likes to think of himself as a protector of the small and a terror to abusers and exploiters everywhere. In sharp contrast to Pierrot, Clown believes the Lunatic Court will bring justice and peace to the Eastern Frontier. He joined the Court (bringing Pierrot with him) during their campaign against the Order of the Briar, where his bravery and sheer strength in the face of the knights quickly earned him recognition amongst the Court.

Colombina was one of the urchins of Rivermet when Anne Valdaven returned from the Great Forest as Harlequin and began her bloody campaign against the thieves' guilds who had previously rejected her. Harlequin always took a particular interest in defending the urchins, and Colombina was one of those who grew from urchin to street thief under her wing. She was also one of the ones who advocated most strongly against the extortion and kidnapping that the Lunatic Court began engaging in after absorbing the lower ranking thieves' guild members. She did not intend to set Harlequin down the path of violent purges that led to the Lunatic Civil War, but she is remembered amongst the Court's most senior members for doing so, with mixed opinions on whether she's treacherous, a zealot, or just too naive to realize that simply telling people to please stop being violent criminals wouldn't have worked. The latter is closest to the truth. Colombina is a healer, not a fighter, and while she understands that violent horror exists quite plentifully in the Eastern Frontier, she has fairly little understanding of why and mainly just wants it to stop. She lets Harlequin worry about how, and focuses her own efforts on healing the sick and wounded on the way. She is by far the most vocal opponent (though never in public) of Harlequin's violent tendencies, and Pantaloon disapproves of her, calling her naive. Harlequin leans more towards his perspective than Colombina's, but always hears Colombina out anyway when she advocates for mercy and negotiation over terror. Ultimately, Harlequin is fighting for people like Colombina, even if she thinks she would quickly lose that fight if she listened to Colombina too often.



THE ORDER OF THE THIRD EYE

Overview

Philosophy: Knowledge is power. To the Order of the Third Eye this is the ultimate truth and the motivation behind everything they do. Ignorance and laziness are the ultimate roots of suffering in the world, with malice and cruelty only taking root because of decaying social (and sometimes literal) infrastructure as a result of foolish leadership and insufficient capability. With enough understanding of the universe, the Order of the Third Eye will be able to reshape the world into a utopia.

Forces and Strongholds: The Order of the Third Eye has academies in three different cities throughout Vintaria, linked by magic portals that allow for instantaneous travel. Their academy in the Eastern Frontier is located at Valence to the north, past the kingdom's de jure border and in the neutral territory between Vintaria and the Clans of Tiamat. They have a second academy at Sormont, at the southern end of the kingdom and not far from the Ramshorn region. Though the hills between Sormont and Ramshorn are too choked with underbrush and rock to permit the passage of large armies, it is easy enough for a single wizard with a small entourage to pass through, and it is from here that the Third Eye makes their trips into Ramshorn when they have business there.

The Order of the Third Eye command thaumaturgical construct minions created by Grand Magus Balthazar, the Order's leader. His development of these magical automatons is the leading reason why he was appointed Grand Magus upon the death of the Order's former leader and remains the Order's greatest accomplishment. It is near-dogma in the Order that the en masse production of these constructs would change the world drastically and for the better, but unfortunately the steep material costs and difficult construction process have so far prevented their spreading much beyond the teams used by the Third Eye. Even these rarely leave their tower strongholds for fear of losing valuable working automatons to banditry or rebellion out in the Eastern Frontier. The leaders of the Third Eye largely rely on their own considerable magical power to defend themselves and advance their agenda.

Evoker Magus Caspar

Backstory: Caspar was born in the Sormont region, where the Order of the Third Eye assessed Caspar as having magical potential by the time he was eight years old. He was taken from his family as a child in exchange for a generous "dowry" and brought to the Sormont academy. He did not leave again until he was a knight of the Order. His fellow students were his siblings, and his teachers were his parents. He was taught that he was part of the most important organization in the world, in pursuit of the most important goal there could be.

This ideal endured into Caspar's adulthood. Talented in evocation from the start, as a knight it became his specialty. Dedicated as he was to the art, Caspar left his peers behind and became the Order's premier evoker. Due to the obvious combat applications of that particular school, Caspar has been the Order's deadliest field agent for years, sent afeld to secure valuable research materials and specimens in dangerous locations. As such, Caspar is well-traveled in Vintaria and beyond and is no stranger to the planes. His belief in the mission of the Third Eye remains adamant. He and his siblings are striving for a better world, and their opponents are misguided or shortsighted when they are not simply evil. Nevertheless, his years in the field have taught him that even a mighty wizard is not invincible, that he needs friends and allies to accomplish his goals, and that understanding the immediate concerns of others is necessary to forging coalitions with them. Even if those immediate concerns are foolish, they are an opportunity for alliance.

Identity: Caspar sees himself as wise and noble, but also down to earth and friendly. He makes friends and allies with knights of other orders, unenlightened to the knowledge and calling of the Third Eye, by being sympathetic and, when possible, helpful to their concerns. Other knights of the Third Eye might see these concerns as petty and shortsighted compared to the grand reshaping of the world that the Third Eye pursues, and Caspar doesn't disagree in principle, but he doesn't think it matters. What matters to someone is not what's most important in the world, but what's most important to them, and sympathy to that is necessary to winning their friendship. Whether Vintarian peasants or efreeti of the City of Brass, Caspar prides himself on his ability to understand the perspectives of others and make friends of them. He likewise prides himself on his loyalty to his friends and allies, and on the terrible magical power he can bring down on those who would wrong them.

Motivations: Most of Caspar's motivations tie back to the mission ingrained into him as a child: Caspar wants to fix everything. This gives rise to Caspar's most noble and immediate motivation, which is that he wants to help the people around him, especially those who can't help themselves. No matter how much he tries, though, there is always more suffering. His ambition is nothing less than putting an end to all suffering in the entire world. His empathy for others is sincere, and he knows that in the kingdoms across mountains, oceans, and planar boundaries there are more problems than he could ever hope to solve on his own. In order to make more than the most insignificant dent in the suffering of the multiverse, he must help the Third Eye unlock the mysteries of the universe and use them to uplift sapient life to utopia.

This seemingly-noble goal hides a deadly hubris: Caspar ultimately bends the majority of his efforts towards accruing power and lore for the Order of the Third Eye, because he will not settle

for simply making the world better, but instead insists on solving every problem across every plane of existence within his own lifetime. The grand scale of Caspar's ambitions provide justification for the darker side of the Order of the Third Eye, a darkness that Caspar certainly is not unaware of, as deeply enmeshed in the organization as he is. Recognizing his temperament as ill-suited to abducting experimental subjects, they rely on more morally flexible wizards (like Melchior) for these tasks, but while Caspar is not personally assigned to kidnap test subjects or release a swarm of mephits into a nearby village to see what happens, he is aware that the Order of the Third Eye does this kind of thing at least semi-regularly.

Caspar's justifications that the Order's ends justify their means is derived in part because the Order of the Third Eye are the only real chance he has of ever helping more than just a few hundred people in the Eastern Frontier with their immediate problems, but it is also deeply tied to Caspar's final motivation, the only one not directly tied to his desire to fix everything. Caspar wants to believe the Order of the Third Eye are good people, and will resist the idea that their excuses are just that and the reason that other knights of the Order are assigned to do things that would cause him debilitating psychological trauma is because those other knights are terrible people who do not care about others and simply aren't affected nearly as much by causing suffering. It is not impossible to convince Caspar of the truth of this, because he wants to help the people around him and the simple truth is that many of the Order of the Third Eye's membership abuse the people around them, but his motivation to avoid seeing his siblings in the Order as villains makes the path difficult.

Other Members

Melchior is the primary field agent employed by the Order for things that Caspar would shy away from for moral reasons. Melchior is the one who kidnaps people so that the Third Eye can see if you can make an artificial sorcerer by pumping them full of quiddity (answer: no, it just burns them up from the inside), who takes by force the magically gifted children of Sormont whose parents will not be bribed out of them, who runs experiments on unsuspecting villages and destroys evidence that magical plagues and monstrosities are the result of the Order of the Third Eye. For him, the Third Eye's dreams of utopia are an excuse that permits him to do whatever he wants in pursuit of knowledge.

He believes there is no virtue except curiosity and no sin but willful ignorance, which seems very noble right up until he locks infants in totally isolated cages and uses constructs to feed them to see if humans raised who are physically provided for but raised in total isolation would develop language on their own (answer: they all died in infancy from what was apparently a lack of will to live—they just stopped eating after a while). It's not like there was a direct link between that experiment and the utopia the Third Eye is nominally dedicated towards achieving (such a utopia would obviously not be raising infants in total isolation anyway). He just wanted to know what would happen, so he ran the experiment to find out, with the only justification being that he couldn't know for sure that the experimental results wouldn't be helpful to establishing utopia until he had run the experiment and collected the data.

Melchior is everything wrong with the Order of the Third Eye, and just as Caspar makes excuses for the Third Eye in general whilst keeping his distance from the worst of their crimes, he makes excuses for Melchior in particular as well. Melchior is on friendly

terms with Caspar, and does not bring up the gory details of how he gets his experimental results out of professional courtesy to a fellow knight. Caspar does not want to hear these details because he finds them personally upsetting and is certain that whatever's been done, it was done after proper consideration and for a good reason.

Balthazar is the Grand Magus of the Third Eye. His formal title in the chivalric orders is Commander, although few in the Third Eye use it. As the leader of the Order, he is heavily, but indirectly, involved in the actions taken by knights like Melchior. Although he doesn't personally participate, he is the one who approves of the actions and, when necessary, gives Melchior the resources necessary to carry them out.

Coming from the preceding generation of knights as Caspar and Melchior, he was one of the instructors that Caspar looked up to as a child. That admiration has since been reaffirmed when the magi of the Third Eye, the Order's most esteemed members, elevated Balthazar to the position of Grand Magus after the death of his predecessor (who really, actually died of natural causes—the point of Caspar's arc is not that the Third Eye has been taken over by a maniac, but that its dark side has always been there and his refusal to look too closely has made him complicit), and again when Balthazar subsequently granted Caspar himself the title of magus.

But despite Balthazar's claims and Caspar's affirmations, Balthazar's actions give the lie to his alleged concern for the people of Vintaria, especially in Sormont, which he rules directly. Balthazar is not a blatantly evil tyrant. If his villainy were too obvious and overbearing, Caspar and others like him would be unable to make any justifications and would turn on him. Nevertheless, he approves of what Melchior does and the reasons why he does it, both in the sense of liking Melchior more for doing it and in the sense of giving him official permission to use Third Eye resources to do it. Balthazar's importance to Caspar's arc is that he is the one Caspar trusts to weigh short term sacrifices against long term benefits—and he doesn't. The sacrifices of other people mean nothing to him. He only cares about advancing the mission of the Third Eye, to accumulate greater understanding of the mysteries of the universe, and talk of utopia is just excuses and justifications.

THE ORDER OF THE WYRD

Overview

Philosophy: Balance and harmony must be maintained. This does not mean prolonging destructive conflicts by helping whoever is losing. Nothing is less harmonious than war, and no organization with such a philosophy has ever existed in all of human history. “We must preserve the balance between good and evil” demonstrably fails to motivate people to violent action, and there is nothing about elves or dwarves or halflings that would make them more prone to it. Maintaining balance and harmony does not mean constantly switching sides mid-war in order to help whoever’s losing, it means maintaining the balance of power and influence between different interests such that they do not go to war. The Order of the Wyrd considers it a loss when war breaks out for any reason, and when they take sides in a war (which, once a war has already begun, they often do), they do so with the aim of ending the war quickly and creating a new, more stable balance of power in the aftermath.

The Order of the Wyrd also recognize that they have essentially no hope of achieving the total cessation of conflict. It is an ideal which they strive towards, but do not expect to achieve. Nevertheless, they celebrate what victories they are able to achieve.

For the Order of the Wyrd, the concept of “destiny” or “inherent nature” is vital. They believe that ultimately people cannot control their inherent nature, and that seeking harmony means seeking a world where one person’s fulfilling their nature does not choke someone else off from theirs. One cannot hope to create harmony by changing others, but rather by finding a way everyone can coexist as they are. At the same time, this is often impossible—sometimes a creature’s nature is vicious and predatory, and while hypothetically the Order of the Wyrd would like to find harmony with it anyway, in practice they can’t always do so. This is often phrased as “either the lion will starve or the lamb will be devoured,” and while it is an unpleasant truth, it is truth.

Forces and Strongholds: The Order of the Wyrd maintain nomadic outposts throughout the Eastern Frontier. Due to their long friendship with the elves of the Forest, their most consistent stronghold is Mithrallavien. They do not maintain any kind of permanent garrison there, but it is a popular enough destination that there are often at least a few Wyrd patrols stationed there.

The Wyrd have also traditionally maintained a friendly relationship with the goblins of the Great Forest, but that relationship has always been at odds with those seeking goblin independence from the conquering Vintarians. The Wyrd wish to see the goblins protected and integrated into the realm, but they also support a balance of power whereby the goblins are subject to Vintaria—a balance of power which, goblin independents are quick to point out, benefits the Order of the Wyrd as a knightly order of the victorious kingdom. This strained relationship has been exacerbated as the Wyrd now serve as advance scouts for the Order of the Lion. Although they do not report the mere existence of goblins to the Lion, they do report goblin rebels—and as the situation in the Eastern Frontier worsens, most goblins are friends of friends of friends with rebels. Rebels who often turn up dead when the Wyrd leads the Lion to their hiding spots in the woods. Although Goblin town was once a Wyrd pseudo-stronghold the same way Mithrallavien was, they are now welcome there only because the Order of the Lion are occupying it.

Order of the Wyrd patrols are led by Wyrd knights, ennobled by Sharra to maintain the peace in the Great Forest. Despite what the rank might imply, Wyrd knights are rangers rather than melee focused fighters, and many of them are recruited from amongst the ranks of the Wyrd scouts and Wyrd warriors. These men and women are commoners who joined the Order of the Wyrd, because they believe in the Wyrd philosophy of harmony, because they had a love of the wilderness, exploration, and adventure and joined the Wyrd to pursue it, and some to escape plague or poverty. There is no particular hierarchy between scouts and warriors, but scouts are usually de facto apprenticed to knights and being groomed for knighthood themselves, while warriors tend to be too loud, too headstrong, or sometimes just too new to receive such attention. Most Wyrd patrols consist of two scouts and four warriors in addition to the knight.

Sharra, Grandmother of the Wood

Backstory: Sharra has been watching the wilderness for over fifty years. She was knighted by Sir Sylvas, the Order’s first leader, and spoke with many of the Wyrd’s founders in the twilight years of their lives. When she was first accepted into the Order, Vintaria’s conquest of goblin lands was still in living memory (though it was before her time), and the goblins and elves remained in a state of near constant civil war. It was Sharra’s generation that brought peace, and Sharra herself who spearheaded many of the efforts to do so. Winning praise for her level-headedness, foresight, and empathy, she was elevated to the council of elders in her 30s, and a decade later would be appointed the order’s leader by the same council.

Sharra’s term as commander of the Order of the Wyrd has been a difficult one. Soon after she was appointed, war broke out with the elves, and the Order was called upon to help navigate the mountains in the west. Far from their usual territory, the Wyrd did the best they could, but suffered heavy losses. The Order of the Storm, the Wyrd’s long time ally in the Eastern Frontier, was so utterly shattered by the losses of the war that they completely disintegrated soon afterwards. The Order of the Wyrd, left to contain the chaos alone, soon found itself overstretched and losing control. In response, the Order of the Bear was sent to hold Karis and the Order of the Reaper to hold Rivermet—both of these would ultimately succumb to the chaos of the Frontier.

The Order of the Third Eye, stationed as they were in Valence and Sormont, were not quite in the Eastern Frontier, but they were close enough to help. Unfortunately, their magical experiments have mostly only made things worse. Though the Wyrd have yet to find proof sufficient to convince Queen Catherine to take disciplinary measures against them, the Wyrd have plenty of evidence that the Third Eye are responsible for the proliferation of freakish monstrosities in the Frontier—owlbears, manticores, and the like.

With their allies constantly winnowed down and some nominal friends making the situation worse, the Order of the Wyrd under Sharra’s command has only been able to slow the Eastern Frontier’s descent into violent anarchy. Despite this, she has still earned the title “Grandmother of the Wood” for her consistent dedication to maintaining peace as much as possible, and though many of her successes swiftly erode, she is remembered for the small victories she has won along the way.

Identity: Sharra sees herself as helpful and kind, a friend to those in need—at least as often as she can be. The last two decades have been long and difficult and she is often forced to turn away those who wish her aid because so many people need help and there is only so much time she has to help them. More and more, she feels old and tired.

Motivations: Sharra's perception of herself is more or less accurate, shortcomings and all. Her primary motivation is the same as it has always been: She wants to provide shelter to those who need it. But the peace and harmony she was able to help build as a knight and elder have been undone during her tenure as leader of the Order. She has few regrets, in that there was rarely much more she could do in the face of the odds stacked against her, but she has many promising pupils killed before their time and has spent two decades attempting to preserve what she spent forty years prior building. Sharra is tired and does not want to keep fighting this war, especially now that it appears as though the final years of her life will be consumed by the succession crisis between Darius and Galais. Sharra continues on out of a sense of duty, but has largely given up hope that she and her Order will be able to keep what little peace remains.

Lieutenants

Talon was a werewolf before she was ever a member of the Order of the Wyrd, turned as a child by one of the lycanthropes who stalk the Great Forest far from the roads and villages. Reviled and outcast by her friends and family, the Order of the Wyrd took her in and taught her to control the bestial urges of her new alternate form. According to the Wyrd, this transformation, though clearly capable of harming everyone around her if she was not careful, could only be overcome if it were to be embraced. In keeping with their philosophy of balance, the beast must be fed enough to keep its hunger at bay. Following these teachings, Talon embraces the fury within her, refusing to be controlled by it and yet not seeking control over it either, but instead a symbiosis, in which the instinct is followed in such a way as to benefit the long term goals of her conscious mind. This makes Talon a viciously protective knight of the Wyrd, and the Order's principle field captain. She is quick-tempered, violent, and fiercely loyal. Talon sees the last twenty years as an extended war against the enemies of harmony and balance, those who seek to exacerbate the discord for personal gain. She believes that now, when things are coming to a head, the Order can punch through and establish a new balance of power, restoring peace to the Eastern Frontier. It might be a bloodier road than the Wyrd would like, but that is often true.

Vincent joined the Order of the Wyrd for a love of adventure, and advanced to become one of their premier field captains for a love of his fellows in the Order. Though perfectly willing to resort to violence when necessary, he is gentle and compassionate, preferring to win hearts and minds with his soft-spoken kindness. He is well aware that his soft talking works only because of the big stick he carries, but he nevertheless believes that actually swinging that stick is almost never necessary. For him, the chaos of the Eastern Frontier must be fought with diplomacy. Embracing discord should not be the path to harmony.

Unlike many of the other factions, it is extremely unlikely that the Order of the Wyrd will face internecine conflict over differing interpretations of the faction's philosophy. More likely, Sharra will turn de facto leadership of the Wyrd over to one or the other and the transition is virtually guaranteed to be peaceful (internally—

externally, it is very possible that the new leader will immediately join the Vintarian civil war on one side or another). Despite their disagreements, Vincent and Talon are good friends. Each recognizes that the other may be correct, and that whatever the Order of the Wyrd does when the war finally comes, they must do it together.

THE VLATLA CLAN

Overview

Philosophy: The Vlatla Clan are essentially nihilists. They believe there is no overarching meaning to the universe, no point in having any ideals. They believe that mortals should suffer whenever it would benefit their clan for no better reason than because their clan is powerful enough to compel the obedience of mortals. They know that someone bigger and stronger might happen along and do the same to them, and they'd rather that didn't happen, but being nice to those weaker than them won't actually do anything to stop someone stronger from coming along and abusing them. Idealists can opine all day about how much nicer things would be if only, but in reality, people are self-serving and the only reason the Vlatlas appear to be more so than usual is because they're strong enough to get away with it.

Forces and Strongholds: The Vlatla Clan primarily operate out of the catacombs that span for miles between Ramshorn and the western heartlands. They keep to the eastern edge, but where Ramshorn buries their dead. So long as the corpses keep coming in, the vampires have no reason to go out and make some more. Vampires must feed, but the Vlatlas aren't stupid, and can see the benefit in tapping their victims in Ramshorn without draining them. If they started killing, the townspeople might flee, and the steady influx of dead bodies to work with would cease.

In theory, a Vlatla patrol is led by a **Vlatla thrall**, some unfortunate creature sired as a vampire and enslaved to the will of Petre Vlatla and his childer, and consists of three **skeleton archers**, three **skeleton infantry**, and one **skeleton mage**. In practice, the Vlatla Clan have recently lost control of their skeleton forces, which are now restless and uncontrolled in the catacombs. The Vlatlas hold them at bay from the main ossuary, but if that were to fall, the berserk magics of the catacomb would spread into the ossuary, animate the many, many bones there, and drive the Vlatlas from their stronghold. As alternative to that, the Vlatlas plan to destroy their own army of skeletons and start from scratch—which means that in practice, a Vlatla patrol is one of the five primary clan members with a couple of thralls in tow.

These are especially common as a hunting pack due to the way the Vlatlas siphon blood from Ramshorn up to clan patriarch Petre Vlatla through many intermediaries. Lidia, Natalia, or Nicolae will lead a pack of thralls to drink from the people of Ramshorn, careful to keep them on a tight enough leash that they do not drain any of them dry. Whichever of the three is leading the pack will often feed themselves directly from Ramshorn, but the other two waiting back at the catacomb will then feed from the thralls instead. Tereza Vlatla feeds from the three of them, and Petre feeds from her.

Lidia Vlatla

Backstory: Like her siblings, Lidia hardly cares about who she was before she was sired into the Vlatla Clan. She came from far away, and followed her parents her over a hundred years ago to set up shop in a new kingdom, with a fresh start. Since then, she has preyed on the mortals of Ramshorn while casually desecrating their dead. Progress on breaking the usual limits of control on the undead has been slow, but vampires have nothing but time.

Identity: Lidia sees herself as fun, charming, and witty. She wants to have fun and is apathetic to whether or not other people suffer in the process. She acknowledges her lack of morals, but views herself as more honest and straightforward than most for admitting as much up front. Others may make pretensions of being moral, but no one actually is. Everyone pretends to be morally upright because if they don't then everyone else will ostracize them in order to maintain their pretense of morality because if that pretense fails they'll be ostracized. It's all circular. It's plain to see from people's actions that no one actually cares if poor people live or die, and we'd all have a lot more fun if everyone admitted as much and stopped making a fuss when Lidia eats them.

Motivations: Lidia is decadent and eternal, and those two attributes form the foundation of her two primary motivations. Lidia wants to have fun and Lidia wants to live forever. "Fun" is complicated. Lidia needs peers who can be her friends, underlings who can be her fawning admirers and devoted servants, and victims who can be her playthings and/or prey. For maximum fun, Lidia needs all this and enough power over her immediate surroundings to do whatever she wants. This is why she wants her sire Petre Vlatla dead. Petre holds the Vlatlas in his thrall, and while he rules with a light touch, Lidia has nevertheless long satiated herself on the joys that Petre permits her and longs to get him out of the way so she can pursue those he forbids. She knows that Tereza will stand with Petre. She'd prefer that Nicolae and Natalia take her side, but if she has to stake them and sire new siblings, she can do that. It'd be harder, she'll have to wait longer for opportunity, but it'll come sooner or later.

The other side of the coin is that Lidia wants to live forever. She has nothing else but time and is perfectly willing to wait in order to secure her goals rather than take risks to make them happen sooner. She wants Petre Vlatla dead, but she won't move against him unless she feels like she has good odds of succeeding. She wants to be vampire countess over a terrified and hapless population, and one with a big enough income for her to throw decadent parties on the regular, but she doesn't want it so badly that she'll throw caution to the wind and risk her eternal life getting one out of the current war. If this war looks like too much of a toss-up, eh, she'll wait twenty or thirty years and see if the next one looks better.

Other Members

Petre Vlatla is the patriarch of the clan. He sired all four of the other major members and a decent number of the thralls. He knows that they resent his dominion over them, but also that they do not wish to give up their eternal life. So long as he rules with a light enough touch, Petre thinks, he will never face retribution for keeping his "family" in his thrall for eternity. He believes he is entitled to their loyalty for giving them eternal life, and that his clan as a whole are entitled to the unconditional submission of all mortals for their superior physical and mental capability and their indefinite lifespans.

The distinction between Petre's bride **Tereza Vlatla** and their "children" is purely one of social standing and seniority. Tereza was sired and enthralled by Petre soon after he became a vampire, taking her as his bride so that he would have a companion in the eternal night. Tereza was no one exceptional before and was thrilled beyond words to have been elevated to such power, and unlike their three children, Tereza's loyalty has never since waned. She remains devoted to Petre to the point of co-dependence. It takes a lot of pressure to get her sense of decorum to drop, but when it does, she is desperate for Petre's approval and constantly haunted by how cold and distant he has grown. Deep down inside, she knows that she has been discarded, but she will never admit it to herself.

Natalia Vlatla is the eldest of the three Vlatla children, and the most loyal. She lacks Tereza Vlatla's fanatical loyalty in that ruling the night forever with Petre is not her terminal goal, however she does see her own ambitions as aligned with her sire's, at least for now. She resents the fact that she is kept under Petre's thrall, but eagerly pursues his goal of unlocking the secrets of massively increasing the number of undead a single necromancer can command, and Petre does not make the thrall so unbearable as to provoke her to constant rebellion. It lurks in the back of her mind that once this project is completed, she will have little reason besides the thrall to continue being dragged about by Petre, having a good chunk of the blood she takes from her thralls sucked out her neck by him, but at least for now, being part of his family is worth the cost.

Nicolae Vlatla is the closest thing to an anti-hero amongst the Vlatlas. He loves to play the part of the hero, bringing villains to justice and soaking up the adoration of the helpless townsfolk in the aftermath. He prefers to seduce the blood out of his victims rather than hunting them. Make no mistake, however: Nicolae is a vampire, and preys upon humans just like the rest of his family. If he cannot seduce the blood out of his current beau, he'll hunt someone down instead—and the only thing that keeps him from draining victims dry after these frustrated rebound hunts is the explicit order of Petre, and then only because Nicolae is magically compelled to obey his commands.

Nicolae knows he's only play-acting, and while he has intense antipathy for those who intentionally disturb his fantasies of heroism, he does not have any genuinely heroic inclinations nor any delusions to the contrary. He fights only monsters and villains who pale by comparison to his vampiric puissance, and vanishes into the night with a laugh and a bow when his adoring public is threatened by something that stands any real chance of killing him. Despite his lack of genuine heroism, his pretensions made him the bridge between the Vlatla Clan and the Lunatic Court. The Lunatic Court might not find his facade of heroism so endearing if they knew the only thing keeping him from sucking people dry was the explicit command of his sire, but they don't.



EVENTS

EACH WEEK an event takes place in Ramshorn involving two factions, usually some kind of celebration or council. To be invited to one, the party must have a favor point from at least one of the factions. Once at the event, players can win a first or second (but not third or more) point of favor if they do well socially. The party can get two points of favor with a faction without ever taking their side in a quest by being invited to both of that faction's events through the faction they share the event with, however they are likely to have disadvantage on their social rolls with members of a faction they've sided against. For example, if players side against the Vlatla Clan in both the spider nest and catacomb quests, they can still be invited to both the Lunatic Fete and the Occult Conference by having a favor point from the Lunatic Court and the Third Eye (respectively), and if they muscle through their disadvantage with the Vlatla faction members at both events, they can win a favor point with the Vlatla Clan at each event.

In order to win favor with a faction, the players must win the approval of that faction's leadership. Each event has a certain number of approval opportunities. If players successfully get the faction member(s) to approve of them during that opportunity, they get an approval point. If they get enough approval points from one faction to reach that faction's approval threshold for the event, they gain a first or second (but not third or higher) point of favor with that faction.

Usually an approval opportunity comes in conversation. Each conversant in a conversation represents an approval opportunity, for which the player may roll a skill check, usually Diplomacy, against a DC of 15, with circumstantial bonuses or penalties as appropriate depending on how the conversation went. This means that after a single conversation a player will be rolling a skill check for each NPC in that conversation. If they pass the check, they get an approval point for the faction that NPC is a member of. As many players can attempt the check as were in the conversation, there is no penalty for failing the check, and only one player needs to succeed for the party to get an approval point from the conversant, however there is a maximum of one approval point per conversant per conversation. If three players are in a conversation and all three of them succeed on a Diplomacy check to get an approval point from a conversant, they still only get one approval point from that conversant—it's still useful to have multiple rolls at each conversation, however, so as to maximize the odds of success (and note that the +2 bonus from aid another increases the odds of success less than just rolling the same check with the same bonus twice, so characters who have the same bonus are better off making separate Diplomacy checks).

At the GM's discretion, a conversation may be so thoroughly botched that the approval opportunity is completely forfeited, but this should be reserved for conversations that devolve into shouting matches, erupt into outright violence, or otherwise end in spectacular failure. If a character was generally cantankerous or disagreeable, that's what circumstance penalties are for (and feel free to go as high as -8 or -10 for players who are relentlessly antagonistic, but if someone wants to roleplay an Alcibiades style charmer who can

get people to agree with them with a wink and a smile despite asking them to do something bugnuts insane, muscling through those penalties with some massive Diplomacy score, there's nothing wrong with that character concept). NPCs from factions the player has sided against will be hostile and antagonistic, and if the players respond in kind, this will usually grant them penalties on their roll not only for that NPC, but any others in the same conversation. If the players end up in an argument with the Third Eye, an Order of the Lion member like Dame Leona or Bishop Cornelius will probably be frustrated with both of them rather than side with either.

Also at the GM's discretion, some things a player does might represent a brand new approval opportunity. A player should never get approval points out of the same opportunity, because that's what circumstantial bonuses are for, but if players start a conversation on a subject not already covered by other pre-planned conversations at the event, that might represent a new approval opportunity being created, and likewise if players give some generous gift or do some favor for one of the event's attendees, that might get them an approval point totally independent of the pre-planned like opportunities for that event. Generating new approval opportunities does not affect the approval threshold for the event.

Be wary with gifts—while it's perfectly acceptable for players to pursue a strategy of being approved of because of their generosity, this strategy relies as much on knowing what people want and giving it to them as it does on simply having the resources to give a gift. With the exception of characters who specifically want lots of money, a giant pile of gold will not get an approval point by itself. It's also worth noting that the Order of the Third Eye and the Order of the Wyrd both have little concern for material goods and the leadership of the Order of the Lion and the Vlatla Clan are already wealthy, which means gifts for these would usually have to be more along the lines of unique items that are hard to acquire with any amount of money and personally meaningful to the recipient, although i.e. Lidia Vlatla would be happy with the thought if a character gets her something shiny as a token of affection, and the Lunatic Court is generally poor and would generally like not to be, which means quite a few of their lieutenants can be won over just by buying them something moderately expensive and relevant to their personality and interests.

Similar to being wary with gifts, don't let players get approval points out of promising to complete quests (although doing so might grant bonuses on Diplomacy checks). Acting in the faction's best interests is what got them invited to the event in the first place, and shouldn't be allowed to substitute for actually talking to NPCs. If players take the approach of winning approval by doing favors for faction leaders, those favors should be more personal than promising to rout some goblins. While the events are a great chance to hand out side quests, their actual purpose is to allow the party to establish friendly relationships with the faction leaders beyond receiving briefings on a quest and then later giving reports on how it went.

A final note on new approval opportunities is that while it is fine for players to get an approval point out of getting a large number of generic mooks to like them, but they should not be getting approval points out of getting just one generic mook to approve of them, even if it's a Lion Knight or a Lunatic Ringmaster. If a Bard wants to perform for a crowd of Lion Infantry and turns their exploits in the Great Forest into song, however, that could represent an approval opportunity even if no named lieutenants are around to hear it (they'll still hear about it later on if enough of their underlings are discussing it, after all).

Approval points do not carry over from one event to another, and approval points with one faction do not affect the approval of another. Players must hit the approval threshold before the event is over to get a favor point, and if they fail, all approval points are lost. Approval points also do not carry over from one faction to another. Players who hit the threshold for one faction don't get a point of favor for the other unless they hit that faction's threshold as well.

THE LUNATIC FETE

Lunatic Court approval threshold: 2

Vlatla Clan approval threshold: 2

The Lunatic Fete is the event for the Lunatic Court and the Vlatla Clan. It is held at the start of week 2 (after players have taken their long rest at the end of week 1), and only if the players have captured either Sir Brander or Sir Dagai and turned him over to the Lunatic Court.

Conversation 1 (Colombina, Lidia Vlatla): The Lunatic Court has come to town and has invited their friends from the Vlatla Clan over. As the festivities begin, various Lunatics put on a show for the villagers (including, on the off chance that it's relevant, the goblins rescued from Sir Dagai), juggling, performing magic tricks, and so on. Colombina and Lidia Vlatla are watching and commenting on their favorite, a sword swallowing red jester.

Conversation 2 (Pantaloon, Nicolae Vlatla): Pantaloon and Nicolae Vlatla discuss the situation in Ramshorn. In the (likely) event that the Order of the Bear has recently been defeated, Pantaloon divulges that Harlequin is optimistic that Ramshorn may be in no further need of assistance. Nicolae claims the spiders are going to be a problem in the very near future if something isn't done about them, but is hopeful that the Vlatla Clan may be able to bring them under control and turn a threat into a bulwark.

Conversation 3 (Harlequin, Pierrot, Lidia Vlatla, Natalia Vlatla): Harlequin and Pierrot have finished setting up for a Lunatic Trial. Sir Brander (or, if the players got here by siding with the Lunatic Court in the goblin quest, Sir Dagai) is brought forth to face justice—though nominally the accusation is “crimes against fashion” and Harlequin states that, due to stalling negotiations with the Lawyers' Guild, she is going to be playing the part of prosecution, defense, and judge. The trial very swiftly (and nonsensically) comes to an end, with Harlequin coming to the conclusion that both lawyers were so well-spoken and stunningly beautiful that she isn't sure which to side with, and puts it to a vote of the gathered townspeople. None speak out in defense, and when asked who will speak out in condemnation of the accused, there is plenty of shouting, especially for Sir Brander. Lidia Vlatla also raises her hand. Harlequin shrugs, says it's good enough for her, and tosses the unlucky victim to Lidia and Natalia, who devour him. There is no immediate opportunity for approval points here, it's just a vignette,

however go ahead and let the players be creative if they think of some way to get involved. The trial is a farce, so Harlequin won't mind anyone stepping in so long as they don't try to derail its ultimate conclusion.

Conversation 4 (Nicolae Vlatla, Clown, Pierrot): Nicolae and Clown are sitting at the edge of a bonfire in which the recently condemned's body is burnt while celebratory villagers dance. Pierrot joins them shortly. The three of them discuss the festivities, comparing wine to blood (Pierrot and Clown also have some disagreement on how much sweetening is appropriate, with Clown preferring mead that's basically a spiked mug of honey while Pierrot prefers a sprinkling of local spices), and commenting upon the best dancers in the festivities. A character can join the dance and roll Perform (dance) instead of Diplomacy for their approval points from this conversation. Other Perform skills may also be appropriate, particularly musical ones.

Conversation 5 (Harlequin, Natalia Vlatla): As the festivities wind down, Harlequin confronts Natalia, a full patrol of Lunatics dragging a captive Vlatla thrall behind them. They throw the bound thrall at Natalia's feet and Harlequin claims the thrall was caught feeding on a villager and demands an explanation. Natalia tears the thrall's head off, and it disintegrates into dust. Natalia says she's certain word will get around to the others about how she feels about violating the hospitality of their allies, with a pointed glare at the thrall waiting upon her. The thrall shrinks back in fear, and Harlequin nods in approval, leaving Natalia be.

Curious why the Lunatic Court has an unusually low approval threshold in this event? Player characters might reasonably stay out of the final conversation entirely, since the stakes there are higher than others, so the number of approval points required is decreased by one to compensate. Somewhat similarly, it's difficult to see how players could get involved in the “trial” of Sir Brander/Dagai. These are still counted as approval opportunities for Harlequin, Pierrot, Lidia, and Nicolae, but they do not count towards the threshold because it's not obvious how players would actually get an approval point out of it.

THE TOURNAMENT

Order of the Lion approval threshold: 3

Order of the Wyrd approval threshold: 3

The tournament is the event for the Order of the Wyrd and the Order of the Lion. It is held at the start of week 3 (after players have taken their long rest at the end of week 2). The Order of the Lion have come to Ramshorn to host a tournament and hunt with the Order of the Wyrd.

The tournament has three events: The archery contest, the melee, and the joust. During each event, a character may either speak with someone or participate in the event, but not both. The conversations available are the same regardless of which event they take place during, except when a character in the conversation is in the event (so the Vincent/Darius conversation is available any time but the archery contest, the Talon/Leona conversation is only available during the archery contest, and the Cornelius/Sharra conversation is always available).

Archery Contest

The archery contest begins with a qualifying round, in which participants must make a DC 10 ranged attack with a bow of their choice. The target is only fifty feet away in the qualifying round, putting it within range of most ranged weapons, but later rounds will move the target further away—in the final round as far as 200 feet, making it unavailable.

After qualifying, a preliminary round is played. There are four different preliminaries with four shooters each. Each preliminary round by default contains a **Wyrd Scout**, a **Wyrd Ranger**, and two **Lion Archers**, but one of the **Lion Archers** is replaced by **Vincent** in one of the rounds. Any PCs participating will replace **Lion Archers** in other rounds or, if at least four are participating and made it past the qualifying round, will replace the spare **Lion Archer** in facing **Vincent** (and possibly the spare **Lion Archer** in some other rounds, if more than four are participating). During each preliminary round, a character fires three arrows at a target 80 feet away and scores points equal to the results of their attack roll minus 14 (on a 14 or lower, they have missed the target entirely and score no points), to a maximum of 10 points for an attack roll of 24 or higher (bullseye!). Any roll of a natural 20 automatically scores 10 points for that arrow. The total score for all three arrows is totaled up for each contestant, and whoever has the highest wins the round. If there's a tie, there is a one-arrow tiebreaker round between the tied contestants.

In the final round, the winners of the previous rounds face off against each other. If the PCs weren't involved in some of the rounds, don't bother playing them out in their entirety, just assume **Vincent** wins his and the **Wyrd Rangers** win any others. Likewise, if no players have gotten this far, assume **Vincent** wins the competition. In the final round, six arrows are fired a piece at targets 150 feet away. Anyone not firing a longbow (or similarly long ranged weapon) will be at disadvantage, and now 19 is subtracted from the attack roll to determine score, with a DC 20 required to hit the target at all and a 29 or higher required for a 10-point bullseye. As before, a natural 20 always hits the bullseye. If at least one player gets to the final round with **Vincent**, the party gets an approval point from **Vincent**.

The Melee

During the melee, characters must fight using rebated great swords that deal 1d4 bludgeoning damage. Wearing at least medium armor is encouraged but not required, as an armor grants DR against rebated weapons equal to its AC bonus. When hit by an attack by a rebated weapon, a character must make a CON check opposed by a STR check made by the opponent who has struck them. If their CON check equals or exceeds the STR roll, they're fine (except for damage, if they're under- or unarmored). If they fail their CON check, they are knocked over and eliminated from the round. A character who rolls a natural 1 on an attack roll or STR check has thrown themselves off-balance and takes disadvantage on their CON checks to remain afoot until the start of their next turn. The last man standing is the winner. Two **Lion Knights**, three **Lion Infantry**, a **Wyrd Scout**, a **Wyrd Ranger**, and **Talon** (in human form) participate in the melee in addition to however many PCs wish to get involved. The entire messy melee happens at once, no separate rounds or qualifications. If players join and at least one NPC goes down before they do, they get an approval point from **Talon**.

The Joust

Characters will need a horse of their own to enter the joust. The rebated lances of the joust deal only 1d4 bludgeoning damage, but it's doubled to 2d4 if used as part of a mounted charge, adding the STR bonus of both the mount and the rider—and horses tend to be pretty beefy. Armor grants DR against rebated lances just like other rebated weapons. When two characters joust, each makes an attack roll with the lance against a DC of 15 to strike their opponent's shield. There's no dodging in a joust, nor does it matter how heavy your armor since the goal is not to penetrate it, so the DC is the same regardless of armor bonus or DEX score. If a hit is landed, a damage roll is made (keeping in mind that the mount's STR is added to the attack, as well as the rider's), and if it deals at least 12 points of damage, the lance tip shatters explosively for two points. A rider who is struck must roll a Ride check, and if their result is less than the damage (not attack) roll of the attacker, they are carried off their mount completely, with the attacker scoring three points. The two jousters continue to list at one another until one side or another has scored three points. If both score three points in the same list, the winner is the one who scored more points on that list specifically (i.e. if one jouster scores one point and the second scores two points, bringing both of their totals up to three, then the second jouster is the winner). If both scored the same score in the last list, they will continue to joust until one of them has more points than the other.

There are eight spots in the tournament roster, and other than the players and **Leona**, the roster is filled with **Lion Knights**. Players should be kept as far apart from one another as possible in the lists so that they will only face one another if undefeated in the finals or (if there are three or more of them) semi-finals. Likewise, **Leona** should be placed far away enough from the players that she won't be confronted until the semi-finals if possible (though with four or more players in the joust, someone has to face **Leona** right out the gate), and if only one player has entered, she should be reserved for the final joust. If a player jousts against **Leona**, the party gets an approval point from her (win or lose).

Conversations

Conversation 1 (Talon, Dame Leona): During the archery contest, Talon and Leona are boasting of their victories in previous hunts and promising to outdo one another in the coming one, in which Darius and Sharra hope to slay the male huntsman roaming the Ramshorn wilderness. The boasting between the two begins with what are probably mostly true stories about having hunted a manticore or a hydra, escalating up to barely plausible stories about hunting dragons single-handed, and finally into what is basically a game of Munchausen where they claim to have hunted things like Tiamat or the sun. If the players express incredulity at one of the stories, the other will chime in to mention that they can verify it really happened because they were there, but that's nothing because this one time they hunted two tarrasques.

Conversation 2 (Vincent, Prince Darius): After the archery contest, Vincent and Darius discuss the situation in the Great Forest. Darius is optimistic that the Order of the Lion should be more than enough to deal with the goblin and elven separatists there, while Vincent cautions that the Order of the Bear thought the same thing until they realized how hard it would be to find the bastards, and how vulnerable their overstretched supply train was in the meantime. Darius is confident in his ability to protect his baggage train on account of his superior numbers and in his ability to garrison all important villages while the rebels winnow themselves down one by one. It may take a while, but Darius believes victory is inevitable. He and Vincent both agree that the vermin hive is the greatest concern in the region and should be the immediate focus of their efforts. Darius wonders if perhaps they could seal the entrances to the hive and let them starve, or find a way to divert the river into them, while Vincent is anxious to hear back from scouts sent into the hive to recon as far as they could and hopefully get a troop count.

Conversation 3 (Bishop Cornelius, Sharra): Throughout the tournament, Cornelius and Sharra discuss a wayward disciple of Cornelius'. Cornelius will not mention his name, only that he has grown lazy and though he professes continued faith, his actions indicate he fears no retribution for failing in the oath he swore to the Seven. He and Sharra are brainstorming together means of encouraging him. Both quickly agree that this kind of half-disgruntled acolyte will not be motivated by disciplinary action, but instead discuss the possibility of giving him some kind of nominal promotion or other honor, which might inspire a need to live up to it? A Knowledge (Religion) check can get a point of favor from Cornelius, but not Sharra, while a Knowledge (Nature) check can get a point of favor from Sharra, but not Cornelius (although neither is particularly upset by a character who uses the other knowledge check, just not favorably disposed towards them). Two different characters, one rolling (Religion) and the other rolling (Nature), can still get both points of favor, as can one character who makes the usual Diplomacy check instead.

The Hunt

At the end of the tournament is a hunt. While hunting any wild beast is generally considered commendable (the medieval population of Vintaria isn't nearly large enough to do things like threaten to drive bears extinct, so the Order of the Wyrd is perfectly fine hunting them—humans, elves, and so on are apex predators, and hunting forest animals is entirely in keeping with the natural order), this hunt in particular has a target: The male huntsman roaming the Ramshorn wilderness. Both a huge threat to supply and trade caravans and an abomination against the natural order that's destroying the local ecosystem, the Orders of the Lion and the Wyrd are equally eager to see it slain, and Leona, Vincent, and Talon are all headed out to try and bring back its eight eyes as a trophy (ordinarily, the Order of the Wyrd would also eat the kill, make clothes from the hide, etc. etc. so as not to waste nature's bounty, but this tradition does not apply to abominations against nature).

If the party hunts with Talon, she will wolf out and track the huntsman for them. If the party have encountered the werewolf Greyclaw in the Ramshorn wilderness, they may ask Talon about him. Talon will tell them that he hates the huntsman for killing his mate, but also hates non-lycanthropes. She isn't sure which he hates more, and she's pretty sure the party can take the huntsman as it is, so she recommends against speaking with him. If the party speaks to him anyway, it is a DC 15 Diplomacy check to convince him not to attack, and DC 25 to convince him to help hunt the huntsman.

If the party hunts with Vincent, he will lead them to location 1 on the wilderness map to retrieve an herb from which he can make a potent anti-spider poison. While in the area, the party will stumble across the brown bear fighting the wolf spiders (unless that encounter has been cleared), and Vincent will insist upon saving the bear. After that fight resolves one way or another, Vincent will concoct the spider poison, coating up to 50 arrows with the stuff. He'll take thirty for his own quiver and offer the other twenty to the player characters. It takes a double dose to coat a slashing weapon, and bludgeoning weapons cannot be poisoned properly. Spiders who takes at least one point of piercing or slashing damage from an envenomed weapon must make a DC 18 Fortitude save and take 1d4 STR damage if they fail. Non-spiders need only make a DC 13 Fortitude save, though the damage is the same. Poisoned creatures can make another Fortitude at the end of each of their turns to try and shake the effect, taking another 1d4 STR damage on each failure. After concocting the poison, Vincent will lead the party to the huntsman.

Leona doesn't have any ranger tricks, and will freely admit that she's haphazardly applying her skills in field battle to hunting a giant spider in a forest where she can't even line up a really good lance charge. Unless the players take the lead (and she will gladly concede to the expertise of any Rangers in the party, or just someone with ranks in Survival), she will lead them right past location 2B, 13, and 12 and before finding the huntsman at 2E (some of these encounters may already be cleared from previous weeks' adventures). She is the only Order of the Lion option, though, so if players really need another Lion approval point, she'll have to do. Besides, terrible tracker or not, she is still a mid-level melee blender.

If the players successfully kill the huntsman with an ally, they gain an approval point from the faction of that ally automatically. If the players set out to kill the huntsman alone and succeed, they may make a report of the hunt to Darius and Sharra, which does count as an approval opportunity, although they must make a Diplomacy check like normal. They may also make an appropriate Perform check to spin their tale into a gripping story or song.

The Occult Conference

Vlatla Clan approval threshold: 4

Order of the Third Eye approval threshold: 2

This event is an informal meeting between the Vlatla Clan and the Order of the Third Eye. It is held at the start of week 4 (after players have finished their long rest at the end of week 3). Depending on whether the skeleton situation has been resolved, it takes place either in the large hall near the entrance to the ossuary with Vlatla thralls on hand to serve refreshments or else in the ossuary chamber just down the hall from the central crypts with the Vlatla thralls standing guard against possible attacks by the dead knights and the Vlatlas ready to run off to fend off an attack at a moment's notice. Either way, all five members of the Vlatla Clan are present along with three of the Third Eye magus knights: Balthazar, magus of Transmutation, Caspar, magus of Evocation, and Melchior, magus of Abjuration.

Conversation 1 (Balthazar, Petre Vlatla, Tereza Vlatla): Balthazar, Petre, sire of the Vlatla Clan, and Tereza Vlatla, his dark bride, are discussing the possibilities of magical augmentation of dead flesh to create some kind of servant. Petre believes it is in principle possible to create a sort of "flesh golem" at the intersection of Transmutation and Necromancy. Balthazar agrees it is a fruitful avenue of investigation, but has concerns that the Order of the Lion might not approve. Tereza supports her husband's ambitions in principle, but is sympathetic to the Third Eye's need to avoid antagonizing the Order of the Lion. A player who approaches this conversation from the perspective of discussing the possibilities of flesh golems or similar constructs can make their skill check using Arcana instead of Persuasion.

Conversation 2 (Caspar, Nicolae Vlatla): Caspar and Nicolae Vlatla discuss the ongoing situation in the Eastern Frontier, and in particular the growing spider problem. Both quickly agree that the tiresome Order of the Wyrd are likely to stick their noses into the region, but Caspar wonders if perhaps they're approaching a Godzilla threshold where even having the Wyrd burning everything down to "restore the natural order" might be better than letting the problem go unabated. Nicolae isn't ready to give up a chance to study the creatures just yet. They were created to be controlled, after all. If the players have already cleared the spiders (for example, if that's how they got this invite), a similar conversation is instead had concerning the vermin hive in the Great Forest. A character who approaches the conversation mainly from the angle of how the spiders (or other vermin) might be controlled and how to study or make use of that can roll using Knowledge (Arcana) instead of Diplomacy.

Conversation 3 (Lidia Vlatla, Tereza Vlatla): Lidia Vlatla is wallflowering with her glass of blood and reluctant to get involved. Tereza, her "mother," is displeased, almost contemptuous, of her child's unwillingness to be a part of the function. Lidia insists that she isn't going to mingle with a bunch of stodgy academics. She's already made the requisite two minutes of polite conversation and now finds the tiling on the ceiling utterly fascinating. Tereza won't succeed on getting Lidia to move on by herself, but the players might

convince her, particularly if she gets along with one or more of them. **Conversation 4 (Melchior, Natalia Vlatla, possibly Lidia Vlatla):** Melchior and Natalia Vlatla are having a flirtatious argument about whether Natalia should come back to the Ventrus Academy back west to study. Melchior thinks her study of necromancy could be significantly advanced by exposure to other fields, and that the academy would likewise benefit from her perspective on an underexplored field. Natalia is fairly certain her study of necromancy is best served by studying necromancy, and if Melchior wants to see more of her so badly, he should come to the catacomb. Depending on the outcome of the last conversation, Lidia might show up to make innuendo out of as many statements as she can, and profess innocence, purest, virginal innocence, should anyone bring it up.

The War Council

Order of the Lion approval threshold: 4

Order of the Third Eye approval threshold: 3

This event is a meeting between Order of the Lion and the Order of the Third Eye to discuss the Clans of Tiamat and the possibility of an attack from the north. It is held at the start of week 6 (after players have finished their long rest at the end of week 5). The two orders are meeting in Ramshorn so as to check on the town, as its stability or lack thereof could have serious implications on the campaign for the Great Forest, now that they know it must be conducted rapidly. As a council rather than a celebration, every party member is automatically present for every opportunity, which each happen in turn. Due to the somewhat stiff and formal setting of the war council, checks for approval points are DC 18 rather than DC 15, but characters can get +3 circumstance bonus easily by offering to help with the problem, which should more than offset the increased difficulty. Note that Dame Leona and Bishop Cornelius spend a lot of time arguing with each other and the characters are likely to get a penalty with one and a bonus from the other if they take sides.

Conversation 1 (Prince Darius, Balthazar): Darius and Balthazar receive the characters' report on the current status of the town and the threats presented to it. The roll is made with advantage if the only threat left in the Ramshorn region is the Beryl Clan, or if there are none left at all. It is made with disadvantage if there are at least three threats still active in the Ramshorn region (including the Beryl Clan). Unlike in other conversations in this event, offering to help does not affect things one way or another, because at this point it is well known that the characters are already committed to the defense of Ramshorn.

Conversation 2 (Melchior, Bishop Cornelius, Dame Leona): Melchior delivers his report on the situation in the south. The area around Sormont is mostly secure. There are some rebellious peasant militias that he suspects are the doing of Beryl Clan infiltrators, but they should be easy enough to deal with should war break out. The only reason they haven't already been crushed is because they're still playing with kid gloves on to try and avoid making the peasants indolent through the whole region. Worst case scenario, if war breaks out, the Third Eye will smash them quickly and move on. Cornelius applauds their level-headedness and suggests that he and his clergy may be able to help talk some sense into them. Leona recommends stamping them out now to maintain maximum readiness for an attack to the north. What are indolent peasants going to do, revolt again?

Conversation 3 (Caspar, Dame Leona, Prince Darius):

Caspar has a report from the north. The situation there is more

dire. The Beryl Clan and the Sable Clan have been moving through the region in large numbers. Fair enough, the Beryl Clan are traditionally merchants, but the Sable Clan are assassins. Rumor has it that the Ashen Clan has been mobilized in the north. They're primarily farmers and ranchers, but they're levied for their large numbers in times of war. The academy at Valence is defended by several Third Order knights and their construct guards, but they won't stand a chance against an Azure Clan spearhead. Leona is quick to point out that an effort to hold them at Karis would require leaving their rear open to attack from the Great Forest, if the Beryl Clan and the Sable Clan have been infiltrating behind their lines, and they certainly seem to be doing so.

Darius speaks. Valence cannot possibly be held without mobilizing the Order of the Lion to defend it, which would provoke a war. Going to war now, while the Great Forest is swarming with goblins and the Great Hive could reawaken any day, would leave the rear and supply train open to attack. As such, it must be assumed that Valence will be lost. Give the order to the Third Eye knights stationed there to do what damage they can when the attack comes, but to prioritize a safe retreat through the portal to Sormont. The Third Eye in Sormont must sever the portal between the two when the town falls. Balthazar reluctantly agrees that this will be necessary, although re-establishing the portal in Valence once the town has been recaptured will be costly, possibly prohibitively so. Then the issue is how best to pacify the Great Forest as rapidly as possible. The Order of the Wyrd maintains fairly good relations with the troublesome elves. Taking too harsh measures against them would harm Wyrd morale, while leaving the elves to run amok could tie down the Wyrd in fighting them off or even cause the Wyrd to withdraw from the fight entirely, leaving the Order of the Lion blind in the Great Forest.

Dame Leona is reluctant to give any leeway to rebels and traitors, but Caspar points out that they have a lot of problems right now and can't bring down maximum force on all of them, and Dame Leona is reluctantly forced to concede that it may be necessary to be more lenient with some of the rebels at least for now simply for lack of troops necessary to round all of them up. She maintains that lenience will lead to further trouble down the road, but can see the wisdom in kicking some of their problems down that road to make the ones they have to deal with immediately more manageable.

Conversation 4 (Prince Darius, Bishop Cornelius, Caspar, Dame Leona, Melchior): Measures against the goblins might provoke the Lunatic Court to side with the Clans, and they could plausibly capture Rivermet on their own and open up a second front to the south. Dame Leona supports a rapid strike, and Melchior supports her—the situation in the Great Forest is different from that of Sormont, in that it is both closer to the front lines at Karis (once Valence falls, as seems very likely) and a significantly bloodier conflict already. Cornelius and Caspar prefer a more hands-off approach, believing that the same tactics that are effective in Sormont will be effective in the Great Forest (Dame Leona objects that the tactics used in Sormont are already less effective than just putting the rebellion down). Only Balthazar remains silent.

The Harlequinade

Lunatic Court approval threshold: 3

Order of the Wyrd threshold: 2

This event is a spontaneous celebration by the Lunatic Court and attended by their friends from the Order of the Wyrd. It is held at the start of week 5 (after players have finished their long rest at the end of week 4). The Lunatic Court puts on several events in Ramshorn, and the Order of the Wyrd shows up to provide food freshly hunted from the wild.

Conversation 1 (Pierrot, Vincent): Pierrot and Vincent discuss the devolving situation as the feast begins. Pierrot says that he suspects the Eastern Frontier will soon see total war unless Darius stands down soon. And why would he do that when he has just arrived with his army? There will be fighting all throughout the Great Forest, and then, when the queen dies, Galais and Darius will go to blows as well. Vincent says that he is convinced Sharra will talk sense into Darius before his ambitions destroy the region. Pierrot is skeptical. He's not wholly opposed to knights, who have an actual job to do and a dangerous one at that, but nobles are only in it for themselves. Their alleged "nobility" is just self-righteous delusion.

Conversation 2 (Sharra, Talon): With the entire Harlequinade preparing for their performance towards the end of the feast, Sharra and Talon take in some of the sideshows together. Their conversation soon wanders into philosophical musings on creation and destruction. These festivals are the very best of peace and prosperity. How strange, then, that they are put on by those who seem drawn so inexorably towards slaughter.

Conversation 3 (Colombina, Pantaloon): The Harlequinade is on! Harlequin plays Puss in boots, and Pierrot the seemingly unlucky miller's son who inherits her. Colombina is the princess of the land, and Clown plays the role of the fearsome ogre. After the performance, Colombina and Pantaloon come out to discuss how they set up the show. Pantaloon discusses the show from an artistic perspective, and insists that although it is lighthearted and fun, it's also an exploration of what it means to be noble—the fact that Puss in boots can fabricate a noble from nothing just by threatening townspeople and killing the inhabitant of a castle is a bold subversion of the chivalric conceit of noble bloodlines. The ogre is a villain and the audience is meant to cheer for Puss when she kills him, because that gives the play a happy ending rather than having some poor innocent man slaughtered, but it's also plain to see that she could have killed anyone with a castle, villain or not, in order to raise the miller's son to the nobility. Colombina tends to share more backstage anecdotes, like the time Pantaloon got after Harlequin for speaking so quickly she could barely be understood, so for her next line she spoke with a dramatic pause two or three times a sentence.

Conversation 4 (Clown): As night falls, Clown has gathered a small crowd of children around to tell the story behind Pierrot's mask. It comes from the story of the sea monster Leviathan, mother of all krakens. She was a common village woman, but beautiful beyond compare and the lord of her land demanded that she marry him. She refused, and instead married for love, and was happy for many years, bearing three sons. One day, however, the lord declared that her husband and all of his sons were engaged in a criminal conspiracy as smugglers, and had them all hung, even the youngest, only seven years old. She protested at their hanging that everyone knew them to be innocent, but when the lord asked if any would vouch for them besides her, none of the village dared speak up, so the hangman threw the lever.

Filled with an unholy thirst for revenge, Leviathan began to slaughter entire households as they slept each night. When she was discovered, she fled into the woods, from whence she continued her reign of terror. No one could catch her, not the guards nor the rangers of the lord.

Finally, a mighty wizard was called in, the greatest of the kingdom, and he divined Leviathan's location and cursed her to transform her into an octopus and cast her into the sea. There, she ate and ate until she grew massive and began to pluck the village fishermen off their ships and devour them whole. One day, a particularly faithful fisherman prayed for salvation, and the gods filled Leviathan with venom. As she howled in pain, the fisherman escaped and began swimming to shore, but Leviathan filled the sea around herself with a cloud of venomous ink, and the fisherman choked on the venom and died.

The tentacles on Pierrot's mask, Clown says, are the tentacles of Leviathan, for when she was wronged, no one could stop her vengeance, not the lord and his rangers nor the wizard and his magic nor even the gods themselves. "Best be polite around that one," Clown concludes, "there's a man who takes his revenge seriously."

Conversation 5 (Harlequin, Vincent): As the children go to sleep and the party becomes more racuous, Harlequin looks on from a rooftop. Vincent joins her there, and asks why she's looking from afar. Harlequin doesn't answer directly, just says that once the war comes, there won't be any time for any of this, that every time she puts on a Harlequinade, she wonders if it'll be the last. Vincent tells her there doesn't have to be a war, but Harlequin says she expects the two princes will insist on it. Vincent asks her if she's planning on fighting Darius. "We've got so much killing to do," Harlequin says, "seems best to get it started early and get it over with." "Maybe we could try to avoid killing altogether," Vincent suggests. "A sensible plan, and that's its flaw," Harlequin says, "in a mad world, it's wise to be a lunatic." Despite seeming like advocacy for literal insanity, the phrase has deeper symbolic meaning: The war between Darius and Galais concerns no one but themselves, and no one but those two has any real reason to fight over it. Despite this, entire armies are going to fight a massive war that will likely devastate the country over it.



RAMSHORN

TAVERNS AND INNS

An army marches on its stomach—and so do small mercenary parties. In order to long rest, characters need both food and shelter for a week, which means perhaps the most vital services in Ramshorn are its three competing inns: Bruen's *Majestic Stag*, Dayle Gryphon's *Accidental Gryphon*, and Old Man Ash's *Forgotten Heart*.

Majestic Stag Inn

Bruen is the loud and friendly keeper of the *Majestic Stag Inn*. He claims that it's the best inn in town and doesn't mention that it's also the most expensive. He mainly sells to merchants trading from Karis to Rivermet and small bands of mercenaries who sometimes use the town as a base of operations when they've got jobs in the Great Forest. With the state that the town is in the past few weeks, Bruen is grateful for any customers and gives the players the odd free meal or drink if they stay there over the course of a long rest to thank them for their patronage. Thus, while Bruen's ordinary prices are 1 gold daily (7 gold for a long rest) for a single occupant modest lifestyle room on the bottom floor or 2 silver daily (14 silver for a long rest) for a spot in one of the crowded poor lifestyle rooms upstairs, the actual cost (after including the occasional free drink and such) will come out to 9 silver for the modest room (63 silver for a long rest) and 15 copper for the poor one (105 copper for a long rest). Bruen doesn't advertise this, though—he isn't having an actual sale, he's just glad enough to have customers that he'll give out free drinks, thus bringing down the price of a stay.

Jason Silverain often plays at the *Majestic Stag*, and once she arrives, Trym Tosskobble does, too. Standard tip for the performance is a few coppers, with the dream being that a few dozen different donors will add up to a gold piece per day. Usually it's more in the neighborhood of 4–5 silvers, though.

Accidental Gryphon Inn

Dayle Gryphon is Bruen's strongest competition. He runs the *Accidental Gryphon Inn and Stables* which, as the name suggests, includes a stable. His good rooms—the ones with proper beds—are as crowded as Bruen's top floor rooms, and his bad rooms are little more than fresh hay dumped on the floor, but while rough, they're not unhealthy, and Dayle has more up his sleeve than just the economy option: Anyone who stays at his inn gets a 10% discount on stable services, including horse or donkey purchases. His Gryphon stout is also the best ale in town.

Forgotten Heart Inn

Old Man Ash runs the *Forgotten Heart Inn*, and his main selling point is that neither Durn nor Tin'kan—the two town guards—bother spending much time there, so no one's going to get you in trouble if you start a bar room brawl. His prices are also slightly cheaper than Bruen's, and cheaper than Dayle's if you're looking for an actual bed.

The players might want to skip out on paying room and board to camp out in the wilderness instead. They still need to pay one silver per day for food and basic maintenance of their gear. They can eat from rations for as long as those hold out, but in the long run those are much more expensive than eating in town. Additionally, camping in the Ramshorn wilderness means that one of the wilderness encounters might stumble into their camp at night. Spiders are particularly active at night, and the male huntsman stalks the wilderness not far from the entrance to Ramshorn. If the party is ambushed by random encounters in the night, it will occur before they've healed, during the "characters pay for accommodations" step (see the adventure overview and timeline for more details on resting).

The Majestic Stag Prices

Service	Price
Bottom Floor Room and Board	Nominally 1 gold per day, actually 9 silver—7 gold nominal/63 silver for a long rest
Top Floor Room and Board	Nominally 2 silver per day, actually 15 copper—14 silver nominal/105 copper for a long rest
Ale*	4 copper per mug, 4 silver for round—daily drinks included in room and board
Meal*	3 copper for soup or sandwich—+4 copper for dessert, +3 copper for side dish

*meals included in room and board, including dessert and side dish for bottom floor guests

The Accidental Gryphon Prices

Service	Price
Room and Board—Bed	2 silver per day—14 silver for a long rest
Room and Board—Floor	1 silver per day—7 silver for a long rest
Ale (incl. Gryphon stout)*	4 copper per mug, 4 silver for round
Meal*	3 copper
Stable services	12 copper per day per animal, 1 silver flat for inn guests
Draft horse	50 gold—45 gold for inn guests
Riding horse	75 gold—65 gold for inn guests

*meals and drinks included in room and board

The Forgotten Heart Prices

Service	Price
Room and Board	18 copper per day—126 copper for a long rest, but Ash will gladly round it up to 13 silver if you don't want to bust out the small change
Ale*	3 copper per mug, 3 silver for round
Meal*	2 copper

*meals and drinks included in room and board

HEALING SERVICES

It is of paramount importance that the party take as few long rests as possible while defending Ramshorn, as every rest gives the various threats harassing the town time to grow more deadly. As such, healing services, which can make the difference between taking a long rest or going on a second dungeon run, are perhaps the second most important service the town offers (after the ability to safely take a long rest in the first place). Better still, the two clerics in town offer their healing services free of charge for so long as the characters are defending the town—although on the downside, the town offers significantly fewer healing spells in total because of the constant stream of injuries to farmers in their fields caused by the marauding creatures slowly spilling out of the wilderness.

Once the goblins, sahuagin, Order of the Bear, and spiders have all been neutralized, there are no more active threats to Ramshorn in the wilderness—the skeletons don't menace the roads until they launch their assault on the town, at which point healing services shut down completely with the rest of the town (see the **Adventure Overview and Timeline** for details), and the Beryl Clan are a (direct) threat only to the party themselves, not to the town as a whole. At this point, Pilate and Bryce Tavisham begin charging for their services, but can also offer their full set of spells for healing. Ranya Summers is not an actual professional healer—her services are always free, but are also not advertised. She'll just offer healing if she happens to encounter a visibly wounded party member, and the party might think to seek her out to have more wounds healed in the future.

Pilate

Pilate is ordinarily a calm halfling Cleric who runs a local church of Selemis, goddess of compassion and mercy, converted from one of the market town's many inns. His usually placid demeanor can give way to righteous fury when Ramshorn is threatened. He's a relative newcomer, having shown up just three years ago from across the hills to the west to try and help the people of the Eastern Frontier in their trying times. Pilate offers poor quality rooms for free to those who cannot pay for one of the inns, and a DC 25 Bluff check can convince him that the players are in need. The DC is only 20 if the players aren't carting expensive arms and armor around. In any case, Pilate can't feed that many people, so the PCs are still on their own for food.

Service	Price
<i>Cure Moderate Wounds</i> (2 nd Level)	20 gold, no charge to town defenders (available once per week)
<i>Cure Light Wounds</i> (1 st Level)	5 gold, no charge to town defenders (available once per week)

Pilate can cast one level 2 Cleric spells and three level 1 Cleric spells each week, which he uses to help the town. Except when under attack, he rarely expends all of his spells in any given week, so when the players are trying to avoid taking a long rest, Pilate typically has most of his spells left over (at least one 1st level spell is often used in healing farmers attacked by spiders or starving wolves, something which is beginning to happen several times a week, but what's Ramshorn gonna do, learn to photosynthesize?). Pilate is happy to cast his spells free of charge for anyone who is actively helping Ramshorn.

If the players' quest involves other places (i.e. they've moved on to the Great Forest arc or later, or if you're recycling Ramshorn into a different story arc altogether that doesn't involve direct threat to the village) but they've done significant help to Ramshorn in the past, Pilate will still offer them at least a single *Cure Moderate Wounds* for old times' sake, but won't expend all of his spare Clerical mojo on them the way he will when they are using his help to press on in actively defending Ramshorn from imminent threats. It's usually a DC 15 Diplomacy check to convince Pilate that a threat that doesn't seem like an immediate threat to Ramshorn will threaten the village in the long run (for example, goblin separatists in the Great Forest might not be a threat to Ramshorn today, but if they take over the region, Ramshorn might be next on the menu).

Bryce Tavisham

Bryce Tavisham is a cleric of Rapha, god of the forge and, more generally, of making things into better versions of themselves. Bryce himself has no particular skill with at blacksmithing, but instead embraces the more philosophical end of the god's doctrine, that of self-improvement. He does his best to help the town's inhabitants achieve whatever goals they set for themselves—although in recent years, that is largely limited to “don't die.” Bryce and Pilate get along well—their gods are not especially opposed, the town needs all the help it can get. Bryce has two first level spells each week and spends one of them assisting townsfolk, but will offer the other for free to the party so long as they are defending Ramshorn.

Service	Price
<i>Cure Light Wounds</i> (1 st Level)	5 gold, no charge to town defenders (available once per week)

Ranya Summers

Ranya Summers is not a cleric at all (like most of Ramshorn, she farms for a living), however as a particularly potent aasimar she is able to heal up to twelve points of damage with her healing touch each week. She has six points of this healing to spare for the characters while Ramshorn is still besieged and all twelve once it's safe. Ranya Summers never charges for her services, but also doesn't advertise them. If she sees a visibly wounded party member, she will offer to heal them, including if they seek her out specifically because they are wounded. If the party doesn't tend to frequent the same places Ranya does, they may never even realize she's a source of healing.

MAGIC SHOPS

Inns and clerics allow characters to heal up between battles, but magic shops help them win those battles, selling consumable healing and magic items. While ultimately less important, these shops are usually the ones a mercenary is most excited to hit up after getting their hands on a treasure hoard.

Unfortunately for the party, Ramshorn has just a staggering number of con artists for a town of its size.

Goldblum's Magical Imports

Goldblum is a shrewd halfling businessman who runs the aptly named *Goldblum's Magical Imports*. He's just about impossible to ruffle or faze, reacting to almost any turn of events with a blase, businesslike approach. He mainly sells magic items crafted in the western heartlands, offering them at a modest mark-up to local nobles or, more often in recent years, mercenaries operating in the area. He makes only one sale every week or two, but at even just 15% profit margins that's several dozen gold, enough to keep him well paid.

Goldblum is happy to lend out magic items to anyone who needs them for a specific purpose to the benefit of Ramshorn, but expects to receive the items back in good condition.

Item	Price
Ioun Torch	75 gold
Boots of the Cat	200 gold
Catching Cape	200 gold
Sleeves of Many Garments	200 gold
Ring of Climbing*	250 gold
Ring of Jumping*	250 gold
Ring of Swimming*	250 gold
Ring of Feather Falling	300 gold
Robe of Infinite Twine	300 gold
Belt of Tumbling	400 gold
Ring of Arcane Signets	500 gold
Deathwatch Eyes	500 gold
Aegis of Recovery	1500 gold
Ring of the Grasping Grave	2000 gold
Eyes of the Eagle	2500 gold
Miser's Mask	3000 gold

*Goldblum will sell these as a matched set for only 600 gp.

Goldblum only has one of each of these magical items—and players will likely quickly notice that the stock is pretty limited and doesn't include many of the mainstays like *cloaks of resistance* or bog standard +X weapons and armor. He can special order non-exotic magic weapons, armor, shields, *cloaks of resistance*, *rings of protection*, and headbands or belts boosting various abilities, but this comes with a number of drawbacks. Number one, he can only get items of up to +2. Number two, the party must pay up front (list price), but will not receive the item for another week (it will be

available for pickup after their next rest). Number three, every time Goldblum's caravans are intercepted (see the **Adventure Overview and Timeline**), any items on import are lost. Goldblum will not provide a refund if this happens (he needs the money to cover his own loss) but he will warn anyone hoping to special order up front about the risk.

Goldblum has two additional items that are in theory for sale: *goggles of night* and a *philter of love*. The problem is, these items' most obvious uses are illegal, and in the former case could involve robbing Goldblum's own shop. If Goldblum trusts the party, however, he will offer to sell these items for 250 gold and 350 gold, respectively.

Goldblum will buy gems, art items, and any magic items the party doesn't want and sell them to caravaneers or mercenaries who pass through, but the prices aren't stable the way coins are. The party cannot simply exchange a gem for 50 gold flat, although they can get 50% of the fee with no price if they decline to haggle. In order to sell the items, the players must haggle with Goldblum. If the players have never done this before, roleplaying this scene is a great opportunity to set up the encounter with Vain (see the **Adventure Overview and Timeline**, week 1), but if the players just want to take a stab at renegotiating the rate (or if Goldblum is forcing another negotiation because he didn't like the last result) let the players roll the dice and get on with it if they prefer.

The actual mechanics of haggling is a simple Persuasion check with the following results:

Players Roll...	Goldblum Pays...
1–9	25% of normal value
10–14	50% of normal value
15–19	75% of normal value
20–24	100% of normal value
25–29	125% of normal value
30+	150% of normal value

If Goldblum has been haggled into paying more than 100% of normal value last time the players sold off some gems or art objects, he will insist on a new negotiation the next time they do so (although it's fine to resolve this as a single Persuasion check rather than an entire scene).

Mieke de Graaf

Mieke de Graaf does not have a permanent shop here and does not have any magic items to sell. She's actually one of Goldblum's suppliers, and sold all her magic items to him before attempting to leave. After both her caravan guards bit the dust and the goblins took most of her money on hand, she's fled back to Ramshorn until this all blows over. Or the town gets overrun and she gets stabbed to death. So long as she's stuck in town waiting for the roads to clear up, though, she's happy to buy gems and art items from them. While Mieke does have some legitimate jewelry and such (she does buy the stuff from Goldblum), her main source of income is forgery, and she really only wants to buy valuables from the PCs so that she can mix her fakes in with them. She pays slightly more than Goldblum does (see below table) because she's used to paying the markup Goldblum adds so he can make a profit, but she evaluates every item brought to her as being worth 10 gold (for gems) or 25 gold (for art objects), no matter how valuable they actually are.

Players Roll...	Mieke Pays...
5–9	25% of normal value
10–14	50% of normal value
15–19	100% of normal value
20–24	125% of normal value
25–29	150% of normal value
30+	200% of normal value

Kerandas Potion Shop

Kerandas is a changeling fugitive from the Order of the Third Eye who runs the Kerandas Potion Shop. Almost nobody in Ramshorn knows Kerandas is a changeling—most think he's just a regular human. Kerandas gets a significant number of his magical ingredients from the menagerie of small magical creatures he keeps in the back of his shop, but he relies on Goldblum's imports for a number of them, which means his ability to supply them will slowly be choked off as his stocks dwindle unless the roads are made safe for travel again.

Kerandas can sell any 1st- or 2nd-level potion at list price, but he doesn't keep a large stock of them all the time. Kerandas always has five potions of *cure light wounds* on stock because that's a consistent seller, but he doesn't keep any *potions of grease* lying around because it's not much of a seller. In addition to the five *cure light wounds* potions, he also has three potions of *cure moderate wounds*, one *potion of invisibility*, and one ability enhancement potion of each type. He can brew up to 300 gp of potions per week, so if the party request something he doesn't have in stock but does have on his price list, Kerandas will brew it up and have it available the next week instead. If the party wants a second *potion of invisibility*, it will take Kerandas two weeks to brew it.

At various points in the **Adventure Overview and Timeline**, Goldblum's trade is intercepted. Every time this happens, Kerandas' business is damaged. The first time this happens, Kerandas is no longer able to brew potions costing more than 150 gp. The second time, Kerandas can brew only *cure light wounds*, *enlarge person*, *hide from undead*, *jump*, *mage armor*, *reduce person*, and *remove sickness* potions. The third time this happens, Kerandas is no longer able to brew anything but potions of *cure light wounds*. The fourth time it happens, Kerandas loses the ability to even brew potions of *cure light wounds*. In all cases, Kerandas retains any leftover stock from previous weeks, but will not be able to brew any more until the goblins, sahuagin, spiders, and Order of the Bear have all been neutralized (this clears the roads and allows Goldblum to safely order a large resupply for Kerandas).

Item	Price
Hide From Undead	25 gold
Jump	25 gold
Remove Sickness	25 gold
Cure Light Wounds	50 gold
Enlarge Person	50 gold
Grease	50 gold
Mage Armor	50 gold
Reduce Person	50 gold
Spider Climb	100 gold
Cure Moderate Wounds	150 gold
Ability Enhancement*	300 gold
Blur	300 gold
Protection From Arrows	300 gold
Invisibility	500 gold

*This includes bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, and owl's wisdom.

Sigmund's Wands and Scrolls

Sigmund runs the self-explanatory Sigmund's Wands and Scrolls. Sigmund is not much of an entrepreneur, but he is a good wizard, and uses his magical business to pay the bills while indulging his experimental curiosity. Sigmund can replace most of the items in his shop, but he can only replace one item per week, except for scrolls, which he can replace three of per week in place of replacing one of his wands, staves, or other magical doodads.

Item	Price
Cantrip Scroll*	50 gold
1 st Level Scroll*	100 gold
Wand of Burning Hands	125 gold
Wand of Mage Armor	125 gold
Wand of Magic Missile	500 gold
Wand of Shield	550 gold
Wand of Cure Light Wounds**	750 gold

*Sigmund does not know all spells. He can create and sell scrolls of detect magic, read magic, light, mage hand, message, and arcane mark as cantrips, and alarm, burning hands, color spray, enlarge person, magic missile, mage armor, protection from arrows, reduce person, resist energy, or shield as 1st-level spells.

**Sigmund is not a Cleric and cannot replace this wand. Once someone buys it, it's gone forever.

Others

Hawk Silverthorn, Finneas Rathbone, and Lucan are also wizards of various sorts, and can also make scrolls, however they do not advertise their services. If the party is after a specific cantrip or 1st-level spell from the Evocation, Conjunction, Divination, or Necromancy schools, Sigmund will recommend they seek out Hawk (for Evocation and Conjunction), Finneas (for Divination), or Lucan (for Necromancy). They don't know all spells, however. Hawk Silverthorne knows *burning hands*, *flare*, *grease*, *mage armor*, and *obscuring mist*. Finneas knows *comprehend languages*, *detect magic*, *detect secret doors*, *detect undead*, *identify*, and *read magic*. Lucan knows *bleed*, *cause fear*, *chill touch*, *disrupt undead*, *ray of enfeeblement*, and *touch of fatigue*. These charge 75 gold for cantrip scrolls and 150 gold for 1st-level scrolls.

WEAPONS AND ARMOR

For the most part, the party has enough weapons and armor at start to last them until the end of the battle for Ramshorn. In particular, probably no one cares that Seyra and Edda Jelmjorn can make armor, because the armors they make are so cheap that the party almost certainly already has them. Ront and Andie's smithy might see more use, though, both because they'll buy enemies' weapons and armor as scrap metal and because the half- and full-plate armor they sell is out of reach of starting characters, so the medium and heavy armor users of the party will actually have to buy it.

Ront is the town blacksmith, taciturn but respectful. His silent exterior conceals a nihilistic conviction in the inevitability of a descent into chaos. He is unmoved by appeals for discounts to the impending doom because even only beginning to approach middle age he is already doing little more than marking time until the grave, and is not especially concerned if that time should come sooner or later. He is roused to passion by the actual sight or sound of his fellow townsfolk suffering, but nothing less will convince him to budge.

Andie Lake, Ront's partner, is an aggressively extroverted contrast, and handles most of the actual sales. She's as unwilling to budge on price as Ront is (outside of situations when the town is actually under attack right now).

Ront and Andie sell all weapons and armor at standard prices, but don't keep everything in stock all the time. If the party orders something they don't have in stock, it may be a week or even several before the item is actually available. On the bright side, armor custom forged is significantly lighter than generic armors bought

Item	Availability
Light/medium weapons and shields	Always in stock
Heavy weapons	Ready 1 week after order
Medium armor except half-plate	Ready 1 week after order
Half-plate, heavy armor (except full plate)	Ready 2 weeks after order
Full plate	Ready 3 weeks after order

off the shelf from a mass production operation in a major city. All heavy armors weigh 15 pounds less, scale armor and half-plate weigh 10 pounds less, and chain shirts and breastplates weigh 5 pounds less. The minimum Strength for all armors is also 1 fewer (i.e. 12 for chain, 14 for splint and plate). Disadvantage on Stealth checks is unaffected. If one of Ront or Andie is dead but not the other, add one week to the time of every item that isn't always stocked (if both are dead, then the smithy is of course closed).

Ront and Andie are the only ones in town who will buy spare weapons or armor retrieved from fallen enemies, and they won't pay much. It doesn't matter what shape the metal is in now, they pay one silver per pound for the raw materials. This is a drastic undervaluation and Ront knows it, but listen, outsider, he's not gonna find a buyer for that half-plate armor in town, he's going to melt it down and make horseshoes, hatchets, and arrowheads, so to him it's just forty pounds of metal, and that sells for four gold.

Seyra is the town butcher and tanner. She sells leather, studded leather, and hide armors at standard rates. All of them are ready the same week they're ordered—she does have to kill a cow and tan its hide, but that doesn't take more than a few days, and it doesn't make a big difference whether the party sets out two days later, so long as they don't spend more than half the week loitering in town.

Edda Jelmjorn is the town's tailor. He can make padded armor, if, for some weird reason, the party ever needs that, and can also sell clothes, whether common, traveler's, fine, or costume.

MERCENARIES

The threats besieging the town of Ramshorn are significant and have completely choked off trade. Goldblum has begun hiring mercenaries to guard his caravans, but he can only afford so many at any given time. Those he doesn't hire, the party might, so as to bolster their numbers or fill in party roles that they can't fulfill.

Starting from week 2, Ramshorn is home to a motley collection of a dozen hirelings brought on primarily to help guard caravans and serve as village guard during the nights. The exact defense needs of the town and its merchants varies from one week to the next, which means there are a randomly selected number of leftover hirelings that the characters can employ to help them in their adventures. These are not player characters, which means they do not gain levels nor do they count as PCs for purposes of calibrating encounters (for example, the Beryl Clan does not become more numerous if the players have some hirelings in the party when confronting them).

Roll	Hireling
1	Diesa Balderk
2	Euphemia Greenbottle
3	Fodel Dumein
4	Grunt
5	Imsh Starag
6	Kara Stormwind
7	Lindal Thorngage
8	Luther Helder
9	Milo Hilltopple
10	Naivara Homilion
11	Seipora Bursk
12	Trym Tosscombe

To determine which hirelings are available, roll 4 times on the d12 chart below. If you roll the same result twice, then the roll is wasted. The odds of getting the same result four times in a row are 20,736 to 1, but if that happens, then there's only one hireling available that week. If it happens twice, your players have been cursed by an angry god. Consult your local supernatural expert for advice on how to appease or combat it.

The price of hiring any hireling is 15 gp per week, doubled for each party member who's been killed during the game. So, if one party member has been lost, a hireling costs 30 gp per week, if two have been lost, they cost 60 gp, and so on. It doesn't matter if the lost party member was a PC or another hireling. If the hirelings notice that the party frequently comes back with fewer people than they left with, they'll start charging more (eventually much more) to adventure with them.

Once paid, the hireling will act on the characters' orders up until they complete their next long rest and a new batch of hirelings is rolled up. Hirelings should be assigned to a player's direct control so that a party can freely hire all four of them without resigning themselves to watching NPCs fight each other through 75% of a combat. However, each hireling does have a specific (and hidden!) personality type that determines when they flee from battle. When the conditions are right (i.e. their hit points are low enough, another party member has been downed, etc.), certain hirelings will flee from battle regardless of what the players want them to do. On the other hand, some hirelings will refuse to flee even if the rest of the party is running.

Hirelings working for Goldblum have a chance of being killed in the process. The first time Goldblum's caravan is intercepted, there are no casualties. The second time, one hireling at random is killed in the battle. The third time, the entire guard complement for one of the caravans is wiped out, three random hirelings slain. The fourth time, another three are slain.

Durn and Tin'kan are certainly not mercenaries. They are the local town guard. However, they may be persuaded to join the party while they're acting in the defense of Ramshorn. A DC 15 Persuasion check will convince one of them to leave defense of the town to the other. A DC 20 Persuasion check will convince them both to leave. If one should die, the other will be extremely displeased and will require a DC 25 Persuasion check to be convinced to accompany them. This also counts as losing a party member for purposes of hiring prices.

Xavier Benedict and Rory Bales Jr. have hunted or patrolled the wilderness at times in the past, but haven't been past the outskirts of town in weeks. Any or all of them can be persuaded to accompany the party for a share of the loot by succeeding on a DC 15 Persuasion check. For every party member who's died, whether player character or NPC, the DC increases by 5.

Lycus Andelion is one of the local farmers, but he's also handy with a bow and will offer to join the party if there are any elves among them. This includes if they've hired Naivara Homilion.

Item/Service	Price
Cart	15 gold purchase—15 silver for one day rental
Wagon	50 gold purchase—5 gold for one day rental

TEAMSTERS

Rinn Taylor runs the local teamsters business. He employs Lucan as his wainwright and also sometimes hires town carpenter Bazalel Domine to help when there's too much work for Lucan to handle alone. If the party would like to buy a cart or wagon, Rinn Taylor will sell one to them, but he also rents them out for quick trips, if the party just needs help getting a haul of treasure back to Ramshorn.

SAGE

The town's sage is Ethan De'Nham. There are lots of townsfolk with reasonably good Intelligence based skills who might be paid to make checks on behalf of players, but for Ethan, this is his actual job. Ethan is usually called upon to use his high Investigation to appraise items for town merchants, but he knows all kinds of things. He will answer a single question for two silver, and will offer his services for an entire day for two gold (a better deal if the characters need more than ten questions answered).

OTHERS

Towns have a lot of services which aren't directly relevant to adventurers, but which adventurer-relevant services rely on. Some of these other artisans keep one or more of the town's adventurer-related services going. Others just prop up the economy in general. Either way, these artisans are more important to the town than they would first appear.

Izbaja Slysmile is the town baker, and Seyra is the town butcher. Izbaja is also in exile from his family in the western heartlands of the kingdom, scheming for an eventual return to power. And also baking. While the farmers of Ramshorn are perfectly capable of baking simple bread and stew for themselves, if both of these should die, the more advanced cuisine offered at the taverns will suffer. Starting the week after these two die, Bruen will no longer

be able to offer his superior meals and his bottom floor rooms degrade to the same quality as the top floor (they also degrade in price, since part of the cost of those bottom floor rooms is the assumption that characters will be buying the good meals during the week they're long resting).

Seyra is also the town tanner, which makes her the source of parchment (which, fun fact, is just extremely thin leather). Without Seyra's parchment, neither Sigmund nor any of the other minor wizards in town will be able to craft scrolls. Sigmund's existing stockpile of blank parchment will allow him to craft three scrolls in any given week, but if Seyra is dead, he will not be able to restock.

Jerry Gammidge is the town brewer. If he dies, every tavern in town will feel it. The week after Jerry's death, Bruen's bottom floor rooms degrade to the quality of his top floor rooms, and all other rooms degrade to the quality of Dayle Gryphon's floor.

If all three of Izbaja, Seyra, and Jerry are killed, then the town's inn-keeping industry will implode. All rooms in all inns are reduced to the quality of Dayle Gryphon's floor, and the innkeepers wheedle what money they can out of people who need a bed, since they can no longer afford anything else.

Bazalel Domine is the town carpenter. If he dies, the good news is that the town inns consume beds and floors at a very slow rate, so they won't run out of beds in a week the way they will food or booze. The bad news is, they will eventually break all of their beds and not be able to replace them. If Izbaja, Seyra, Jerry, and Bazalel are all killed, the innkeepers are done. Rather than squeeze extra money out of their establishments while they last, they hold a fire sale on what furniture they've got left and close up shop. Once the roads are clear, they'll leave town. If Bazalel dies but at least one of the other three are alive, the innkeepers suffer no immediate ill effects.

Isaac Greykeep is the town mason. Ramshorn's ability to repair and expand itself depends on his continued survival, but his death will not lead to any immediate damage to local services.

Rory Bales Jr. is still making periodic excursions out into the woods for materials. He'd rather not, what with all the spiders and goblins and such, but it's his job and if he doesn't he makes no money and will starve to death. If Rory dies, he will no longer be bringing herbal ingredients to Keradas, reducing the number of healing potions he can craft per week from five to three.

Terithus is a pretty boy of negotiable virtue. Most of Ramshorn would not consider him an "artisan" and would classify him with the vagabonds, but enough of them pay for his services (and these are not wholly exclusive to the first group) to keep him in business, which means he does contribute to keeping money circulating around town just like the other artisans. His death won't affect town services much at all, though.

Farmers form the backbone of any community. Pinky, Lycus Andelion, Bairrfind Titanoak, Loghain mac Mannanan, Ranya Summers, and Edda Jelmjorn are all farmers, in some cases in addition to providing other services on the side. Every single NPC with no vignettes is also a farmer—a total of over a hundred.

Chalia Liaris is an independently wealthy noblewoman-in-exile. She doesn't actually do anything, she just brought a chest full of coins and gems and pays for her expenses out of that. There's well over a thousand gold (in various denominations) left in there, despite what she's lost to the Order of the Bear.

Grokken and Brokken Frostfeet, Larea Darkeyes, Newt the Hatter, and Tebryn Greycastle are vagabonds, beggars, or scam artists. Their only value is whatever the inherent worth of sapient life is. Your party may or may not measure that value in coppers.

VIGNETTES

WHenever the party finishes a week-long rest in town, or at any other time they're in town and you want to spring a quick scene from the town on them, roll a d20 and a d6. If the d6 is 4–6, add 20 to the d20 result. If the d6 is 1–3, take the d20 result by itself, without adding anything. Then look up the vignette corresponding to the total. Alternatively, just run whichever vignette looks interesting to you.

- 1) Bazalel Domine, the local carpenter, is arguing with Pinky in Dayle Gryphon's tap room by the stables. Pinky is on about the elves again—it's been halfway impossible to get him to shut up about them since the elf rebels brought the spiders here a few months ago, even after they all got eaten by them—and Bazalel is trying to convince him that the local elf farmer Leuthera is a member of the community like anyone else, and that Naivara Homilion is doing her part to keep the town safe, and there's no reason to judge them, and so on. Pinky is not pleased that Bazalel is taking the knife ears' side, and after getting enough drinks in him, does what he does best and starts a bar room fight. Grokken and Brokken Frostfeet join in immediately, just for the Hell of it, and Tin'kan steps in to try and pull the fight apart while declaring that "it is uncivil to assault your fellow citizens like this!" Rando Barstool—and he insists that is his real name—stumbles drunkenly over to try and get everyone to calm down by proclaiming how much he loves you guys and instead winds up dragged into the growing brawl. Dayle wonders aloud why this crowd showed up at his tavern, when Old Man Ash runs a perfectly good dive bar across town.
- 2) Izbaja Slysmile, local baker, is meeting with the beggar Larea Darkeyes, who collects stale and burnt bread from his stock at the end of the day in exchange for any interesting gossip she's heard around town. She cracks open a particularly burnt loaf and notices it rose just fine inside, and asks if he really can't sell it. This causes Izbaja to stare into space for a while, lost in internal monologue. "How fitting, for just as this bread, though I have been burnt, my ambitions shall rise again as surely as yeast in—" "Izbaja?" Larea interrupts. "Oh, right. Go ahead and take the bread." Larea tells Izbaja that Goldblum suspects Mieke's jewelry are fakes. If this vignette occurs in weeks 1–3, Larea says that Goldblum doesn't seem like he's doing anything but grumbling about it, but if it's week 4+, she says that he was trying to convince Bazalel Domine to buy one of her items and bring it to him and Durn for examination.
- 3) Lycus Andelion, who's always had a fascination with elves and elven arrow magic, is shooting arrows with Naivara Homilion. She doesn't know much to do about magic, but she's definitely a good shot. Lycus is saying that Pinky doesn't seem to like having another elf around. Naivara says she doesn't care what Pinky thinks—he's a barroom brawler and she's a sniper. The worst he can do is force her to go to the trouble of cleaning off an arrow.
- 4) Rory Bales Jr. is a local hunter selling a few stray rabbits to Seyra, the butcher, at her shop. If the spiders have not been neutralized, Rory has a funnel weaver's corpse strapped to his back, which causes Seyra more than a little concern. Rory explains he's going to bring it to Sigmund and see if that guy can figure out how to make an anti-venom out of it. That guy seems to know a little of everything. If the players express interest, they can accompany Rory to Sigmund's house, where he can indeed make an anti-venom, which works as a potion of poison resistance which works only against poison damage dealt by spiders. If the spiders have been neutralized, Rory instead comments that game is getting easier to come across now that the spiders are no longer devouring the countryside.
- 5) Mieke de Graaf is selling counterfeit jewelry and small statuettes for 25 gold a piece. Her latest customer is Finneas Rathbone, who's only in this town because it's near the catacomb and he wants to investigate the dead buried there. He's not thrilled with what the Vlatlas are doing to the place, but right now they leave him alone and he doesn't want to rock that boat. He doesn't have any such need for Mieke. She doesn't even live here, she's an itinerant merchant who got stuck here a few weeks ago when the spider population boom hit and made the roads too unsafe for travel. As such, Finneas is perfectly willing to confront Mieke about selling counterfeits, which is what he's doing now. Unfortunately for Finneas, his temperament being equal parts sullen and aloof has not left the rest of the town with a whole lot of confidence in his accusations.
- 6) Bairrfind Titanoak approaches the characters and asks if they know the local mason, Isaac Greykeep. Isaac was a mercenary before he got turned to stone fighting some Third Eye creation. The wizards tried to put him right, but he's still pretty stiff. If the party seeks out Isaac for details, he will explain to them that yes, he was a mercenary, yes, him and his party were contracted to hunt down a medusa for the Order of the Third Eye, yes, it turned him to stone, and yes, the Third Eye's healing wasn't fully effective and he's still pretty stiff. That was all years ago, but Bairrfind still seems to think that every heavily armed stranger who wanders into town must be on a first name basis with him.
- 7) Newt the Hatter has stolen Seyra's colorful hat. She demands he give it back, but Newt insists that it's his. He is a hatter, and he made it. No one else in town has a hat anything like Seyra's, however, and eventually she tackles Newt and wrestles the hat away from him.
- 8) Tebryn Greycastle approaches the party and offers them a special deal, potions of greater healing for just 100 gold pieces while supplies last. He's got three such alleged potions, all of which are actually a tincture of water and dirty water. A DC 15 Knowledge(Arcana) check will reveal the deception if one of the party members thinks to examine the goods. Tebryn knows that most of the town has caught onto his tricks and that he needs to make a sale before someone comes along to warn the party off, so he pushes the party to make a sale as fast as possible, claiming he's got a lot of other interested buyers and just brought it to them first since they seem to have the most immediate need, what with the adventuring and all. If the party does indeed spend more than a minute or two deliberating, Loghain mac Mannanan (it's pronounced "Logan") happens along and Tebryn scampers off immediately (taking whatever gold he's already received with him). Loghain warns the party that anything Tebryn is selling them is fake.

- 9) Old Man Ash, the proprietor of the Forgotten Heart, is arguing with Seyra, the local butcher and tanner. He's claiming that the smell from her business—right next to his—is keeping customers away. Seyra suggests that maybe it's the terrible quality of his inn that's keeping customers away.
- 10) Pilate, Bryce Tavisham, and Ranya Summers are discussing the town's medical supply situation. There's no immediate shortage of materials, however. If the party inquires as to details, the three will be evasive unless someone succeeds on a DC 15 Diplomacy check. Pilate will then confide that they are planning triage in case the town suffers a major attack, but asks them not to spread it around. They don't want people jumping to conclusions and thinking they have any particular reason to believe an attack is coming. They don't, they're just planning for the worst. That kind of context gets lost in the gossip mill, though, and it might start a panic.
- 11) Edda Jelmjorn is speaking to Rinn Taylor, asking him for advice on how to talk to Chalia Liaris. Rinn is busy feeding his pet owl Ozzie and has no idea why Edda would think he would have the first clue how to woo some half-noble bastard from the other side of the mountains. Edda says that since they're both half-elves, he figured Rinn would know...half-elf...things? Rinn stares blankly before explaining that no, he does not know "half-elf things."
- 12) Edda Jelmjorn is trying to convince Sigmund to brew him a potion that will make him stronger. Sigmund asks why he doesn't go to Kerandas, and Edda says that he can't afford it, but he thought maybe Sigmund would be more interested? Like, maybe it could be an experiment? Sigmund says that he's not going to use Edda as a human test subject for potioneering. It's not even his specialty, and he'd probably get Edda sick or killed.
- 13) Edda Jelmjorn is in an alley between two buildings vomiting. If asked why he's sick, he explains that he bought a potion of strength from Tebryn Greycastle, but it doesn't seem to be working quite right. Maybe...maybe it just has to get the bad stuff out first?
- 14) Tin'kan passes by the party, greets them with "hail, citizens!" and asks if they are having any luck tracking down the threats in the wilderness. Regardless of their response, he asserts that he's certain luck is on their side today, and that their next expedition will be a success.
- 15) Andie Lake and Ront forge weaponry in the smithy together. Andie chatters constantly. Andie could be talking about anything—pick something you can go on about at length easily. If you're drawing a blank, she's talking about how they're starting to run out of the really good steel since the roads have been so dangerous. Ront occasionally grunts in response, but does not seem to mind the background noise. Ront is listening, but has little to add, and mostly uses Andie's chatter as something to listen to in order to keep the verbal part of his brain occupied while he works.
- 16) Grokken and Brakken Frostfeet are standing on a roof staring at the sky, looking for signs of the apocalypse. Specifically, they are standing on Chalia Liaris' roof, ignoring her repeated insistence that they get off.
- 17) Xavier Benedict, Chalia Liaris, and Rinn Taylor commiserate over drinks together. Between the extortionate Order of the Bear, marauding goblins, and the ravenous spiders, neither of them have been to the woods in weeks. Alternatively, if the Order of the Bear, goblins, and the spiders have all been neutralized, they celebrate the wilderness being safe enough to roam again.
- 18) Hawk Silverthorn and Sigmund are discussing magical brewery with Seipora Bursk. Her experimentation is significantly more practically focused than their more theoretical work, less "testing hypotheses" and more "I'm going to try every combination of herbs that grows near my house until I find something that'll get this stain out." Sepiora knows all kinds of weird ways to brew potions of various energy resistances. She never did get that stain out, though.
- 19) Larea Darkeyes loiters near Goldblum's shop until he throws some coppers at her to shoo her away.
- 20) In the grey light of early dawn, Larea Darkeyes brings a pile of scrap wood to Bruen, who pays a few coppers and tosses them in his fire place, and then hands off a silver to Hawk Silverthorn to get the fire started.
- 21) Hawk Silverthorn lays a (non-magical) scroll in front of Chalia Liaris, saying he's deciphered that script she brought him. Chalia tells Hawk that she gave him that script two months ago, and she's since figured it out herself. It turns out it was a pretty mundane message anyway—it was pulled from her father's diary, but was just him practicing writing in the cipher so it wouldn't take so long in the future.
- 22) Grokken and Brakken Frostfeet lie passed out in a heap behind Old Man Ash's tavern.
- 23) Ranya Summers is using her celestial powers to repair Tin'kan. If asked the reason for his damage, Tin'kan says that he's been looking for a lost child. He found the little anklebiter—a few hundred yards past the village limits, being chased by spiders. Fortunately, Tin'kan is immune to spider poison! Unfortunately, he is not immune to spider fangs, but still, he was able to get the kid home.
- 24) Ranya Summers is speaking with a solemn-faced Grunt about Grunt's departed friend Khemed. Grunt takes long pauses between each sentence, not because the grief is all that fresh—it's been several months—but just gathering his thoughts. Ranya does not interrupt.
- 25) Kerandas and Goldblum are haggling over Goldblum's ring of swimming. Kerandas is hoping he might bring the price down since he's had it in stock for over a year with no sales, but Goldblum doesn't want to let it go without turning a profit. After all, it's a ring. Rings don't take up much storage space.
- 26) Kerandas is at Ront's forge getting an item examined while Andie Lake is working the forge. Some stray sparks land on Kerandas, and for a brief moment his skin freaks out as he changeling form is revealed. If asked what's up, he claims it's a side effect of some potions he's been testing.

- 27) Terithus, a local pretty boy of negotiable virtue, has come to Kerandas, potioneer and occasional magic item dealer who (unbeknownst to much of the town) is also a changeling, looking for appearance-enhancing potions. Kerandas offers Terithus a "beauty potion" that he demonstrates by shapeshifting himself into a slightly more attractive version of his usual disguised form. The potion is in fact one of Tebryn Greycastle's patent-pending tinctures of water and dirty water.
- 28) An extremely drunk Lucan pesters Ethan De'Nham about how he's going to be a great necromancer some day. Any day now, he'll unlock the secrets of mastery over death and then he'll be powerful enough to save the world all by himself. The Vlatlas will wish they'd taught him what they knew once he makes it big, that's for sure. Ethan just wants to be left to his drink in peace.
- 29) Diesa Balderk is setting a child's arm to mend after breaking from a fall. A worried mother asks if he'll be okay. Diesa asserts that yes, he'll be perfectly fine in a few weeks this time, but the next time one of his friends dares him to try to jump from one rooftop to another, he should reflect on the fact that this "friend" isn't lining up to jump themselves.
- 30) Euphemia Greenbottle and Ront are woken up by a bucket of cold water tossed over them by Dayle Gryphon, having been dragged off to a corner to sleep off a hangover after blacking out during a drinking contest. Euphemia asks who won. Gryphon tells her that he and Jerry Gammidge won (on account of having sold them all those drinks), but she and Ront are welcome to try again that night.
- 31) Fodel Dumein converses with Edda Jelmjorn. Edda says he thinks he's seen Fodel around here before. Has Fodel ever taken on guard work for the caravans before recently? Fodel tells him not to stick his nose in others' business.
- 32) Grunt is in the market, and has accidentally knocked over the better part of a fishmonger's stall while attempting to peruse its wares, and is now doing his level best to put it back together. The fishmonger claims that stall and its contents are worth at least a dozen gold, and now they're ruined. Grunt is apologetic but also somewhat confused. It's not like the fish have gone anywhere. They aren't smashed or charred or anything.
- 33) Imsh Starag is having a bit of a disagreement with Edda Jelmjorn, the local tailor, over the price of a new set of traveling clothes, and subsequently over how many limbs Eddaneeds attached to do his job. When Ront arrives with the crowd, he questions how many Imsh needs to do his, but despite Ront's valor, he is badly outmatched if it should come to violence. Durn arrives shortly thereafter and tries to de-escalate the situation. If violence does ensue, Durn will take Ront's side.
- 34) Kara Stormwind greets the players as they enter the inn and informs them that she has received an omen that today is a good day for battle, yet none of the caravaneers have hired her on. She offers her services at half the usual price and asks in exchange only that the players chase the bloodiest battle they can so as not to shy away from her god's will. Kara's omen is not unfounded. If the players dive into any particularly dire battle, such as with the spiders or the goblin camp, they each receive inspiration.
- 35) Ask the players to make a DC 20 Perception check. Anyone who succeeds notices that Lindal Thorngage is picking a villager's pocket in the inn's common room. If reported, Bruen throws Lindal out and tells him never to return. Lindal will begin lurking in Old Man Ash's tavern instead.
- 36) Luther Helder is confronted by either a Lion Knight or a Red Jester accusing him of killing a towns person (which he has—remove one of the farmers at random). Luther confesses nothing, but offers little in the way of defense and is more perturbed than anything. Left to their own devices, things quickly escalate to violence and Luther may end up captured or killed (if the former, he returns only as one of the Beryl Clan's assassins).
- 37) Milo Hilltopple and Goldblum discuss supply routes to the west and the possibility of pooling resources to import some rare magical ingredients together. Goldblum is interested in some giant parts which Keradas has been hoping to use in some particularly potent potions, and Milo is running out of alchemical salt, with local supply being a poor substitute, as well as sulphur, which is altogether irreplaceable nearby.
- 38) Naivara Homilion just wants to be left alone, but Pinky demands that she answer for the crimes of the elves of the Great Forest. After a few rounds back and forth, Naivara pulls a short sword on him, he backs down, and she finishes her drink and leaves. Pinky grumbles afterwards that this is exactly the kind of violent thuggery that you can expect from an elf.
- 39) Seipora Bursk and Izbaja Slysmlie discuss gardening together. Seipora doesn't seem to distinguish between primroses and six-foot tall, ambulatory, carnivorous plantlife.
- 40) Trym Tosscombe and Jason Silverain are having a musical duel at Bruen's tavern. The two have been fighting over it since Trym showed up with the other hirelings, and have now decided that the only way to settle this is a rock-off.

TERROR

PEOPLE ARE RELUCTANT to leave their homes, but when death starts to seem inevitable, they'll do it. This is represented by Terror. Whenever one of the Ramshorn townspeople dies, write down their name. When the players take a week-long rest, look up the names of every townspeople who's died on the townspeople terror chart and add up their terror score. In general, vagabonds and background characters get +1, farmers get +2, artisans get +3, and merchants get +4, but there are some exceptions. The ugly truth is that the people of Ramshorn don't care nearly as much if vagabonds and outcasts are killed as compared to the prominent citizens of the town, although no death will leave the town completely unaffected.

NPC	Terror Score on Death
Grokken Frostfeet*, Brokken Frostfeet*, Finneas Rathbone, Larea Darkeyes, Newt the Hatter, Tebryn	+1
Greycastle, Xavier Benedict, NPCs tagged "extra"	
Bairrfind Titanoak, Edda Jelmjorn, Hawk Silverthorn, Loghain mac Mannanan, Lucan, Lycus Andelion, Pinkie, Rory Bales Jr.	+2
Andie Lake, Bazalel Domine, Chalia Liaris, Ethan De'Nham, Isaac Greykeep, Izbaja Slysmile, Jerry Gammidge, Old Man Ash, Rinn Taylor, Ront, Seyra, Terithus	+3
Bruen, Bryce Tavisham, Dayle Gryphon, Durn, Goldblum, Keradas, Pilate, Ranya Summers, Sigmund, Tin'kan	+4

**If one of these dies, the other one dies automatically. They look mostly like regular humans, but they're actually dvati and have linked souls. Since they're vagabonds from parts unknown, however, no one in town actually knows this. The Frostfeet twins usually stick together, and if one dies near to the other, the second twin's auto-death will be assumed to have been a result of the same even that killed the first. Sure, no one saw what exactly killed him, but battles are chaotic and it must've been something. On the other hand, in the unlikely (but possible) event that the Frostfeet twins get separated and one of them dies, the sudden and inexplicable death of the other will cause an additional terror point.*

Once you've totaled up the terror score so far, compare it to the total terror chart to find out just how bad a shape Ramshorn is in.

Terror Score	State of Ramshorn
1	A local tragedy, yes, but even in happier times people still sometimes died from accidents or disease. Out of respect for the bereaved, no one's going to say it out loud, but the fact is this is not a big deal.
6	Shaken for sure, but six years back a runaway wagon caused as much damage—it'll take a lot more than that to get Ramshorn headed for the hills.
13	A grim atmosphere pervades the town—Ramshorn hasn't seen this much death in living memory. Nevertheless, the people remained determined to see it through.
26	Fear begins to grip the townspeople as fatalities rise, and there is talk of abandoning the town.
39	People are making preparations to leave town, contacting relatives in other parts of the Frontier or back west in the heartlands, figuring out what things they'll be able to bring with them and what will have to be left behind. Some holdouts refuse to leave, but for the most part, collapse of morale is imminent.
52	Ramshorn evacuates. If he's still alive, Ront stays behind out of stubbornness, and if Andie's still alive, she'll stay behind out of loyalty to Ront. Everyone else departs.

The terror score can be seen as a sort of golf-style high score—how low can you keep it through the end of the adventure? It is worth remembering, though, that the terror scores are a practical representation of how the surviving people of Ramshorn will react to different townspeople dying, not a moral judgement, and a party would be fully justified in measuring their success not in how scared the survivors are, but in how many the survivors are. The narrative effects of Ramshorn's rising terror can greatly enhance the experience as well, but don't get attached to the idea of role playing Ramshorn as it approaches the breaking point. Most parties will be able to see the game through with a terror score of under 13. To help explain a few of the terror scores that might be puzzling:

Why is Finneas Rathbone so low?

No one in Ramshorn particularly dislikes Finneas Rathbone, a wizard investigating the local catacombs for archaeological purposes. That said, he mostly keeps to himself and spends more time with the dead than the living, which means people just don't notice that he's gone.

Why is Xavier Benedict so low?

Xavier makes periodic expeditions to the wilderness. Less so as things get more dangerous, but he hasn't stopped completely, which means people kind of expect him to die eventually and aren't all that shocked when it finally happens. They might be sad because they like him, but they aren't scared because they don't expect the same will happen to people who are more cautious.

Why are Rinn Taylor and Rory Bales Jr. so high, then? They go into the woods, too.

Rinn Taylor and Rory Bales Jr. are proprietors or suppliers (respectively) of important businesses in Ramshorn. People aren't super surprised if they die, but they do have less financial incentive to stick around once they're gone. No one's going to abandon Ramshorn out of pure financial calculation (the five points from Rinn and Rory's deaths alone won't even get the town shaken), but it does make a difference.

Why is Pinkie so high? He gets into fist fights all the time.

He's a farmer, he has a field, and the people of Ramshorn tend to think of him more as "one of us" than con artists like Tebryn Greycastle. They might not like him, but if he dies, their first thought will still be "I might be next" rather than "he might not have deserved to die, but you can hardly be surprised that he did, with the way he lived his life."

Why is Chalia Liaris so high? She doesn't do anything and it's not like she has bodyguards.

The amount of money she pours into the economy gives her a fair amount of prominence, and people assume without thinking about it that prominent people are less likely to be killed by calamity. While it's true that she's actually quite vulnerable—this isn't her kingdom—the town isn't sitting down and doing risk analysis on every individual townspeople to figure out how scared they should be when that townspeople dies. They just have a general intuition that if rich and well-respected people are dying, anyone could be next, and think the same of Chalia—even though most of the protections afforded by being a rich noble do not apply to her when she is so far from home.

Why is Old Man Ash lower than the other innkeepers?

Coincidence. Being an innkeeper gets you to +3 by default, but both Bruen and Dayle Gryphon have something going for them that bumps them up to +4. Bruen runs the fanciest inn the town's got and is one of the most prominent citizens, while Dayle Gryphon runs the stables in addition to his inn.

Why is Terithus so high? Isn't he basically a vagabond?

Terithus might be viewed with the same contempt as the vagabonds by most of the town, but he has clients and those clients will notice when he's gone, and wonder who might be the next to die.

Why are Durn and Tin'kan so high? Doesn't the town have much more capable defenders?

If the party or the hirelings die while defending the town, then they are doing their job. Some residents of Ramshorn might be extremely uncomfortable with the idea of other people dying so they don't have to, but they aren't any more scared unless there's a TPK, at which point the game is over anyway. If Durn or Tin'kan die, however, those are not only neighbors rather than outsiders, they're also the last line of defense. If those two die, people are scared because now there's nothing left standing between them and the town's enemies—except for the party and hirelings, but if Durn and Tin'kan are dead, Ramshorn is going to be questioning how reliable the party is as a defense force.

Why is Ranya Summers so high? Isn't she just a farmer?

Yes, but as can be seen in some of her vignettes, she also puts a lot of effort into consoling the bereaved and helping people through hard times. People wouldn't consider her one of Ramshorn's most prominent citizens if you asked them, but whether people realize it or not, she puts a lot of effort into propping up morale and that effort does pay off.

Why isn't Mieke de Graaf on the chart?

She doesn't live in Ramshorn, she's just stuck here until the roads clear up. There was a time just a few months ago when a traveler being killed near Ramshorn, let alone in Ramshorn, would've alarmed the citizens, but that ship has sailed. By the time the adventure starts, Ramshorn's base level of terror is already at the level where "a caravaneer got killed by goblins just a few miles outside town" is business as usual.

Is this all supposed to be player-facing information?

It's up to you, and there's arguments to be made both ways. Letting players know exactly who is worth how many terror points allows them to make informed decisions about who to protect when the town is raided (especially if the Order of the Bear lasts long enough to make a retaliatory raid in week 2). On the other hand, the player characters are, after all, strangers in Ramshorn, and don't know who the most prominent townspeople are and which deaths would cause the biggest blows to morale. As the long list of questions above indicates, some of the townspeople are worth surprisingly few or many terror points, and letting players be surprised by how much or how little terror is caused by certain deaths is perfectly sensible for how well they know the town. At minimum, players should know that there are seven levels of terror from "completely unfazed" to "heading for the hills" and you should let them know when the town has become more scared. How much of the exact numbers you reveal is up to you. Personally, I would let them know how many terror points have been accrued and where the break points for new terror levels are, but not how many terror points different townspeople are worth.



THREATS

RAMSHORN WILDERNESS

When the party attempts to travel through the Ramshorn wilderness to move from one location to another, roll a random encounter on the table below. Once the encounter has been neutralized, cross it out (you will want to make a copy of the encounter table for these purposes). If the party rolls a crossed out encounter, they slide up or down the chart towards their ultimate destination until they hit an encounter. If they roll an encounter adjacent to their destination on the table (i.e. if their destination is the Catacomb and they roll up the Catacomb Approach encounter), they must clear the encounter to get in, but after clearing the encounter they arrive at their destination automatically, with no further encounter rolls needed.

Sneaking past an encounter does not clear it permanently, but does clear it for the duration of the trip. The party won't have to worry about it again on the way to where they're going, but may run into them when returning or going somewhere else. If the party sneaks past an encounter that is adjacent to their destination on the chart, they arrive at their destination automatically.

Some encounters link to one another, i.e. foes from one encounter will flee to another. If the party pursues them, they end up at the new encounter's position on the chart.

The term "rally" is used frequently to describe the circumstances under which a previously fleeing enemy will turn and fight. This has no further mechanical implications other than that. An enemy who has rallied does not get any extra HP or get to ignore any levels of exhaustion or anything like that.

It is important to note that no encounter has an exact geographic position. If the party is headed towards the hobgoblin caverns at 18 and they first roll 17, then 1, then 18, that does not mean they got most of the way to the camp and encountered the bugbear ambush, then got turned around and walked to the spider/bear confrontation, then turned around again and arrived at the hobgoblin perimeter outside their caverns. It means they traveled in a more or less straight line towards the hobgoblin camp, and along the way they were first ambushed by bugbears and then came across a brown bear fighting several giant wolf spiders before finally arriving at the hobgoblin perimeter.

Roll	Encounter	Destination
1	Brown bear/spider confrontation	Ramshorn
2	Spider hunters (funnel weavers)	Spider Nest
3	Spider hunters (jumping spider ambush)	
4	Spider hunters (tiger spiders)	
5	Vlatla skeletons	Vlatla Catacombs
6	Black bear	
7	Spider hunters (wolf spiders)	
8	Wolf pack	
9	Spider/Bear infantry confrontation	
10	Order of the Bear (Sir Ornas)	
11	Order of the Bear—Canyon Ambush	
12	Order of the Bear—Box Canyon	
13	Order of the Bear—Hilltop	Order of the Bear Camp
14	Threeway confrontation	
15	Sahuagin patrol	Sahuagin Temple
16	Owlbear	
17	Bugbear ambush	
18	Hobgoblin perimeter	Hobgoblin caverns
19	Werewolf pack	
20	Spider hunters (hunterman)	

Brown Bear/Spider Confrontation

The battle between one **brown bear** and four **wolf spiders** is ongoing when the players arrive, and a lot of which side wins is going to come down to luck if the players let it play out without interference. Every swipe of the brown bear's claws or bite is very likely to do enough damage to a wolf spider to send it fleeing, but it only takes three, maybe four hits from the spiders to paralyze the bear. If the spiders win initiative, they might down the bear in a single round, before she can even retaliate.

The brown bear is smart enough to distinguish between spiders and humanoids and will not attack the party if they engage the spiders, however the spiders are not smart enough to tell the difference between humanoids and a bear and will blindly attack the party even if they're focusing their fire on the brown bear. If the brown bear survives the battle, she'll turn towards the party, stand up on her hind legs, and growl a warning. If that warning is ignored, she will charge the party to get them out of her territory. Bear of brown, just lay down: The brown bear will not give up her attack unless the party either appears to be incapacitated (she will make no effort to finish them off if they just collapse for seemingly no reason) or she has been reduced to one quarter of her hit points (8 HP or less), at which point she will attempt to flee, but will rally for a desperate last stand if the party pursues.

Spider Hunters

The various spiders in the forest all have fundamentally the same behavior: They will engage anything that moves, but will flee back towards their nest if they drop below half health (regardless of how other spiders are doing). If chased and unable to escape (for example, most spiders can be run down by medium size creatures), the spider will turn to make a last stand. Other spiders will make no effort to assist a spider making a last stand except by coincidence (i.e. if a healthy spider happens to stumble across a spider making a last stand, the healthy spider will attack just to try and get prey). The exact number of spiders for each encounter are:

- **Funnel weavers:** Two funnel weavers.
- **Jumping spider ambush:** Three jumping spiders. As the name suggests, this encounter begins when the spiders launch themselves from maximum range at the party.
- **Tiger spiders:** Two tiger spiders and one tarantula.
- **Wolf spiders:** Three wolf spiders.
- **Huntsman:** One huntsman. This spider hunts differently from the others. Rather than just attacking on sight and hoping for the best, the huntsman will grapple a single creature in its jaws and then flee with them (regardless of its health) to finish them off alone. After one such character is immobilized, the huntsman will return to grab another and bring them to the same spot. If the rest of the party follows the huntsman to where it's stashing its paralyzed prey, it will fight like normal to avoid being driven off from its catch. Once the huntsman is reduced to half its health or less, it will return to wherever it's stashed its paralyzed prey (if not there already), grab one, and attempt to cart them back to the nest to feed. If the party is not where the huntsman left them when it dragged one of them off, it will not make any attempt to track them (it has no idea how) and will instead just start carting the already paralyzed prey back to the nest one at a time.

While the egg chamber in the spider nest is still intact, half of all dead spiders in the wilderness will be replaced each week (meaning, whenever the party takes a long rest). Destroying or capturing the spider nest won't cause the spiders in the wilderness to stop hunting or flee the area, but it will stop new ones from spawning. They'll still flee back towards the nest, even if it's full of Vlatla spiders who will kill the rogues on sight. Likewise, capturing the nest will cause all new spiders to spawn as Vlatla spiders, but existing spiders will still be regular, uncontrolled spiders, and therefore hostile.

Vlatla Skeletons

Three **skeleton archers** are posted on the road to the catacombs. As they were outside the catacomb when the trouble with the dead knights began, they are Vlatla controlled even after the skeletons in the catacomb go rogue. They're under orders to kill any spiders they see coming down the road, but not to move more than thirty feet from their initial positions, and to return to those positions if a spider retreats out of range. If attacked by a non-spider, the skeletons will sit and do nothing while they're destroyed.

The one Tereza **thrall** nearby is under orders not to attack any non-spiders, but isn't mindless and will act to defend herself if the players ignore her attempts at explanation. If it's daylight, she's camping out in the shade of a tree. If reduced below half health, she'll retreat to the catacombs to inform her masters that she's been attacked. If asked about the spiders in the first week, the Vlatla thrall enthuses about how good she is at killing them. From the second week on, she remains happy to talk about killing them (out of boredom if nothing else), but she will also mention with a bit of bitter disappointment that her masters have reprimanded her for letting some spiders into the catacombs, but she's positive none of them have gotten past her. The whole subject causes her mood swings as she's caught between her supernatural compulsion to adore her masters and having been blamed for a failure that she's certain isn't her own.

Lurking nearby are three **goblins**. They're hidden, so roll their Stealth against players' passive Perception when they approach. These goblins have been sent to keep track of the growing spider problem and the Vlatla Clan. They've figured out that the skeletons neither report their presence to the Vlatlas nor behave with hostility towards anything but spiders, and thus tend to lurk near the skeletons for help against any spiders who discover them, retreating only when non-spider, non-skeleton creatures come near. The goblins don't stand a chance against nearly any threat and they know it, and will flee in random directions from anyone who finds and attacks them, using their Nimble Escape trait to attempt to hide after every round. A detected goblin will fire an arrow at range before moving and hiding, while one detected in melee will use their action to withdraw instead.

The goblins only speak Gultari, but are very open to negotiating for their lives with anyone who spots them, especially if they're cornered or the enemy has demonstrated some capability for ranged attacks. They will reveal the location of the goblin caverns if interrogated, even without any rolls (they're hoping that the heavy defenses there will kill the party, though they do not voice this out loud).

Black Bear

This one **black bear** is relying more and more on what berries and honey he can get his hands on now that the spiders are hunting all the game to extinction. He's hungry, but not hungry enough to fight the party to the death in hopes of eating them. He's also sick to Hell of fighting these goddamn spiders and his short temper may well lead him to run after and possibly take a swipe at anyone he sees in his neck of the woods, running them down to eat them if they flee. Bear of black, fight back: As soon as he takes any damage at all (or even gets his snout booped) he'll retreat. If pursued, he'll rally and fight to the death in an effort to defend himself, but will not pursue anyone who flees from him after he's been injured.

Northwest Wolf Pack

This is a pack of five **wolves**. They ordinarily roam most of the territory between the roads leading to the catacomb and the old watch tower, but have been pushed into a corner by the explosive growth of the spiders in recent years. As the territory the wolves can safely hunt in shrinks, they're growing more and more hungry, and will chance an attack on humanoids when ordinarily they would not. The wolves will attempt an attack from stealth, however if the rest of the "herd" (in this case, most likely the party) does not flee and break off leaving them to finish off the injured prey, the wolves will flee rather than engage the entire herd at once. If one of the wolves is injured and cannot escape, the rest of the wolves will rally to defend their own, and the wolves will make a last stand if somehow cornered, but otherwise they will run away and stay away. Wolves aren't stupid, and will remember being nearly killed by the party (and possibly losing some of their number to them) and will not engage if they see the party again.

Bear Infantry/Spider Confrontation

Two **Bear infantry** are being attacked by two **wolf spiders**. The Bears (not to be confused with any of the actual bears) will fight to the death, but will not pursue the spiders if they flee, which means the Bears are reasonably likely to come out on top. If the party engage the spiders but not the **Bear infantry**, the infantry will thank them for their help and will be generally friendly, but not so much as to risk their lives for them. Particularly, while the infantry won't help the party in any battles, they'll introduce the party to the rest of the Order of the Bear as friends. If the party hasn't attacked any of the Order of the Bear—or if they haven't left any survivors to report who was responsible—the party can take advantage of this to get all the way to Sir Brander at the old watchtower without a fight.

Order of the Bear

The **Bear infantry** and **archers** will demand a toll from anyone passing through so long as they have them outnumbered or they appear to be unarmed or lightly armed (a party comprised mostly of casters and lightly armored classes like Bards may find themselves mistaken for easy pickings). Their usual toll is five silver pieces per head. If the party is intercepted by multiple **Bear** patrols, they will be asked to pay multiple times.

Sir Ornas

Sir Ornas, at the crossroads at 8A, is the only **Bear** on this map who makes any attempt at maintaining a sense of professionalism, although the three **Bear infantry** and two **Bear archers** in his immediate entourage play along so long as he's in earshot. When the party passes through, Ornas will stop and demand to know their business in the area. This is mostly a formality, and **Sir Ornas** will only feel obligated to further interrogate them if they are either overtly hostile towards the people of Vintaria (for example, if the players explicitly state they are going to kill everyone in Ramshorn) or if they let slip something that implies the Order of the Bear isn't safe. The two most obvious ways they might do the latter are by declaring association to the Order of the Lion, which will alarm **Sir Ornas** as the Lions might seek to take his head for dereliction of duty and/or banditry, or if the players declare open antagonism to the Order of the Bear.

Regardless, once **Sir Ornas** is satisfied that they aren't a threat, he will tell them that there is a state of emergency in the area of Ramshorn due to severe casualties incurred at the hands of goblin and elven separatists and an awakened hive of vermin in the Great Forest, and as such he demands a toll of five silver pieces per head. If the players protest that they've already paid, Ornas asks for proof of payment from the bridge. Although **Sir Ornas** has given the **Bear** soldiers at the bridge tokens to hand out to those who pay the toll, they don't bother to actually do so unless asked to directly, and **Sir Ornas** has no sympathy for those who claim they received no tokens. If the players can give **Sir Ornas** neither the **bear** tokens distributed at the bridge nor five silver pieces per head in the party, he will threaten them explicitly, and if that fails (or if the players ever attempt to threaten him or flee), he will attack with his troops.

The group at the crossroads with **Sir Ornas** will flee if they lose half their number or if **Sir Ornas** falls. **Sir Ornas** himself will second wind and then immediately flee if he drops to one quarter health (11 HP) or lower, and Ornas' men will flee with him if he runs. Fleeing Bears will head towards the ravine encounter, where they will rally. If defeated there, they will flee to the box canyon encounter and rally again.

Ravine

Three **Bear archers** are posted at the top of a ravine. They won't bother demanding a toll from anyone passing through, because they'd have to clamber down to collect it, but if they recognize the party as enemies (for example, if the party have attacked the **Bear** camp in the past or are pursuing fleeing **Bear** soldiers from another encounter), they will open fire. If at least half the Bears in this encounter (including any who arrived in it by fleeing from another) are killed, the survivors will flee towards the box canyon.

Box canyon

Three **Bear infantry**, one **Bear archer**, and one **rogue elemental** have a small camp in this box canyon. If the party stumble across them, they will demand their toll of five silver per head. If other Bears are fleeing here, then this is where they make their last stand. They're trapped in here and must fight to the death.

Hilltop

This hilltop marks the beginning of the rockier terrain where the Order of the Bear are encamped (see the section on the Order of the Bear for details). It is guarded by three **Bear archers** with one **Bear infantry** to intercept anyone who attempts to charge up the switchbacks to attack them. The route around the hill is patrolled by two **Bear infantry** and three **Bear archers**. If at least half their number are slain, the rest will flee.

This hilltop guard post is just outside the main Order of the Bear camps throughout the hills to the north. Survivors of this encounter who notify the camp will return after 10–15 minutes with 3d6 **Bear infantry**, 2d6 **Bear archers**, 1d3–1 **ogrillons**, and 1d6–4 **rogue elementals** (minimum zero). These troops are pulled from **Sir Daniel's** cohort, and if three such waves are all destroyed, he will have no more troops to send (he will also have no more troops to send if the Order of the Bear has been neutralized, meaning remnant Bears from the hilltop guard post will not be able to summon reinforcements). They will not pursue the party far unless the party has killed **Sir Ornas** and subsequently taken a long rest. At this point, **Sir Brander** will order more aggressive pursuit.

Three Way Confrontation

The party bumps into an ongoing confrontation at the riverbank between three **Bear infantry** and two **Bear archers**, six **hobgoblin rebels**, and four **sahuagin**. Neither willing to cede territory to the others, the fight devolves into a three-way (four-way, if the party gets involved) fight for control of the territory. There shall be no touching of the hair or face.

Sahuagin Patrol

These three **sahuagin** are scouts for the Empire of the Deep, patrolling the river for anyone who gets too close to their outpost. The sahuagin do not speak any local languages and aren't interested in any kind of diplomacy, but nor are they particularly aggressive. They will kill on sight any land dweller who enters their territory, but will not pursue any who flee from it and have no long term ambitions in the area except to monitor the growth of the vermin hive and maybe get a bit of raiding in on the hated surface dwellers if the opportunity arises. If at least half of a sahuagin patrol is killed before they draw blood, the remainder will flee, however if driven to a blood frenzy by the smell of blood, the sahuagin will fight to the death.

Owlbear

A single **owlbear** roams the wilderness here. The Knights of the Wyrd are still sore about these things. A Third Eye experiment from decades ago that proved a failure and was subsequently turned loose in the wild, owlbeats have proven tenacious survivors despite a dedicated campaign by the Wyrd to exterminate these unnatural creatures. Fortunately for the Wyrd, owlbeats occupy much the same ecological niche as native wolf packs (both being similarly good at finding prey, which is the bottleneck on the owlbear's success as a hunter—it's far better at actually killing prey once it's tracked some down) and haven't devastated the ecosystem by being overly competent hunters the way that, for example, the rapidly growing spider nest has.

Owlbeats are aggressive predators and more than happy to chew on humanoids, but do not preferentially target creatures that large who travel in such large groups. Far from the spiders, prey in the owlbear's neck of the woods is abundant enough that it does not have to resort to any desperate gambles for food. Upon spotting the party, the owlbear will make several garbled roaring noises and, if the party does not back down, will then attack. If reduced to a quarter of its HP (14 or less), the owlbear will flee. If pursued, it will rally for a desperate last stand.

Bugbear Ambush

The three **bugbears** and seven **goblins** along the road will ambush any party they outnumber walking along it unless that party contains one or more goblins (and the goblins do not appear to be prisoners). The bugbears will attack from ambush with their javelins from one side, taking advantage of their surprise attack if possible. The goblins, positioned on the opposite side of the road from the bugbears, will spend one round waiting, and once any front line fighters have run to engage the bugbears, they will spring their own trap, firing a fusillade of arrows into the backs of unprotected casters. They will focus their fire on anyone who isn't visibly armored on the back line—they're probably a wizard, sorcerer, or warlock. The goblins will use their nimble escape

ability to attempt to hide after they reveal themselves by making an attack, and afterwards will move a few squares around, making it difficult to retaliate against them and relatively easy for them to sneak around the sides to get a clear shot at the back line. If the bugbears are slain, the goblins will flee towards the hobgoblin perimeter encounter.

The goal of the goblin ambush is to bleed Ramshorn and the Order of the Bear white by picking off their caravans and patrols one by one (bonus for killing any spiders in the area). So far as the goblins are concerned, Ramshorn and the Order of the Bear are a single faction, albeit one prone to sporadic internecine warfare. The bugbears will hesitate if there is at least one goblinoid present in the party, and if the players move quickly down the path, that hesitation will cost the goblins their opportunity to ambush and they will not reveal themselves. If the players hesitate in the area for whatever reason, however, the bugbears will eventually get over their ambivalence and attack, though they will avoid attacking the goblin for as long as possible.

If the goblins are detected and attacked before the bugbears engage, they will flee back towards the river where the hobgoblins have their perimeter. Once the hobgoblins there begin their volley, the goblins will rally, giving the hobs their bonus for attacking enemies who are adjacent to their allies, however if half or more of the goblins are killed, they will attempt to flee across the river to cower behind the hobgoblins. If the ambush is sprung successfully but the bugbears are killed in the first round before the goblins spring their ambush, the goblins will remain hidden rather than attacking the victorious party.

Hobgoblin Perimeter Guard

There are two squads of **hobgoblins** stationed across a river to guard the approach to the goblin caverns to the south. One squad contains four **hobgoblin rebels** and a **goblin scout** on their own, while the other has four **hobgoblin rebels**, the one **goblin** as scout, plus one **hobgoblin lieutenant**. There are also two **goblins** nearby hidden and used as a picket to warn of incoming danger. The hobgoblins will attack any non-goblin who attempts to cross the river, all eight using their bows until the enemy has made it to their side of the river, at which point one squad will move to melee range to activate their martial advantage ability. The hobgoblin lieutenant's first action, regardless of range, is always to activate his leadership ability. If the forward squad falls, or if the enemy breaks through and begins attacking the back squad in melee, the goblin stationed with the back squad will flee towards the goblin caverns to alert them.

The goblin pickets will yell a warning should any enemies approach from the side, and the hobgoblins will reorient themselves to deal with the attack from the new flank. Both squads are armed with both long swords and longbows, so if an attack comes from one direction the back squad will draw swords and become the front squad, engaging in melee while what was the front squad pulls out their bows to support from afar. If attacked on two or more sides, the hobgoblins will retreat back to their lair for reinforcements.

Werewolf Pack

This is not a pack entirely of werewolves. It's one **werewolf** leading a pack of seven **wolves**. His mate was abducted and carried off by the huntsman to feed on. Their neck of the woods hasn't been depopulated for food, so they're a lot more reluctant to attack humans. If attacked, the werewolf will lead the pack to defend their territory to the death, but if the werewolf dies, the rest of the pack will flee, rallying only to help one of their own escape if they've been cornered. As the wolves aren't particularly hungry, they will only pursue prey that has failed to do any damage to any of them.

The werewolf leading the pack has sworn revenge on the huntsman who killed its mate, and if one is led to the other, the werewolf will direct is wolves in an all out attack on the huntsman, regardless of the odds. The werewolf also despises spiders to a lesser extent, and will attack any spider pack it has at least even numbers on. The wolves will flee like normal if the werewolf is slain or otherwise incapacitated.

The werewolf doesn't much like to talk, but he is perfectly capable of both speaking and understanding Vintari. He and his pack will growl and snap at any trespassers on their territory, but it'll take several minutes of this stalemate before he'll attack, preferring instead to deliver the message that this is his pack's territory and they're willing to fight for it rather than actually start a fight with every single potential rival who sets foot on it. If the initial growling and snapping doesn't work, he'll switch to verbal threats in Vintari. He can be negotiated with, especially if it involves an alliance targeting the spiders, but his only interests are keeping his pack safe and well-fed, his territory secure, and revenge on the spiders for his mate. He's still mourning her passing and isn't currently interested in a new mate (not that it's clear how the party would go about providing one), and as such the only thing he wants that he doesn't already have is dead spiders. He would much rather fight, even against overwhelming odds, than yield to threats to his pack or territory. His concern for them is strong, but his pride is stronger. As such, about the only thing that players can use to bargain with him is the promise to help him kill spiders, especially the huntsman. The werewolf also has a pre-existing relationship with the Order of the Wyrd and will treat the party as friends—at least so far as allowing them to pass through territory unscathed—if one of their knights vouches for their trustworthiness.

ORDER OF THE BEAR

THE FALL OF THE BEAR

A collection of over four score knights and several hundred men at arms primarily responsible for the defense of the Eastern Frontier, the Order of the Bear were already stretched thin by the goblins ever-chafing against the occupying forces of Vintaria, and as time wore on found themselves regularly in contact with the Great Forest's elven minority as well. Once welcomed as the best friend a human or halfling could ask for in strange woods, ever since the war with the elven kingdom across the mountains the Vintarian elves have been the target of growing prejudice, blamed for the war that led to the growing lawlessness of the Eastern Frontier. As the violence

against them grew worse, many of the elves began to take up arms, hoping to overthrow the rule of Vintaria over the Great Forest and declare themselves independent or even seek vassalage under the elven kingdom in the west. When the Clans of Tiamat noticed the constant low-grade war caused by these twin rebellions, they, too, began to send raiding parties to test the strength of the northern defenses—though these are officially denounced as bandits by the Five Mothers.

In addition to the growing military threats, the Knights of the Bear found themselves cut off from food supplies as Vintaria struggled to pay war reparations to the elves as their end of the treaty. Able to do only two of feeding her heartlands, placating the elven kingdom, and feeding her troops in the east, Queen Catherine had elected not to feed her troops in the east. The Eastern Frontier was relatively laxly taxed as part of a plan to quiet the rebellions of the region, the underdeveloped area being relatively poor in any case, and the plan even worked for a time, but the undersupplied Knights of the Bear eventually took it upon themselves to begin implementing a tax of their own on the locals. The Eastern Frontier is far more dangerous than it is profitable, and it is not able to supply an army as large as the Bear on its own. The avarice of the Bears thus never ended, which further stoked the fires of rebellion as peasants faced with starvation began to turn to the rebels for food, rebels who knew how to secrete their stashes of food where the Bears did not know to look.

Already stretched thin, the breaking point for the Order of the Bear came when elven rebels discovered the slumbering vermin hive in the Great Forest and successfully awakened and seized control of the spiders there. The elves fled from the hive to the Ramshorn wilderness, and the Bear ignored them for the time and concentrated on the vast tide of vermin spilling forth from the hive to consume the Great Forest. In a bloody stand, the Bears successfully killed the attacking vermin, every one of which fought to the death. Scouts into the hive confirmed that it was still moderately populated. The Bears had taken such massive casualties in the fight, however, that there could be no hope of storming it to finish them off. The Bear remnants moved into the Ramshorn wilderness to pursue the elves, but soon gave up the chase (the elf situation sorted itself out when they lost control of their spiders and were devoured) and instead settled into the wilderness to recover their strength. Having lost all their most courageous knights in the battle against the Hive (if not in the years of grinding attrition before), the Knights of the Bear adopted a policy of "taxation" that amounted more than ever to outright banditry, with only a handful of their members maintaining even the thinnest veneer of upholding any kind of law.

WHAT REMAINS OF THE BEAR

The Order of the Bear is now led by Sir Brander, with only three other remaining knights: Sir Ornas, Sir Mortimer, and Sir Daniel. Sir Daniel is in charge of defending the camp, Sir Mortimer with extracting wealth from Ramshorn, and Sir Ornas with patrolling the wilds and guard the bridge for any caravaneers attempting to dodge the tolls. Neither Sir Daniel nor Sir Ornas are particularly interested in squeezing any more gold out of Ramshorn, but they have nowhere else to go. The Great Forest is full of rebels eager for a chance for revenge against the hated Bear, and most of the major towns like Karis and Rivermet are full of Lunatics who make a hobby out of killing corrupt knights and their soldiers. Daniel and Ornas just want to walk out of this alive.

Sir Mortimer and Sir Brander, on the other hand, are more aggressive and more greedy, respectively. Seeing so many of his comrades dead and having only survived by cowardice, Sir Mortimer is desperate to prove his worth as a knight by solving any problem that presents itself or anything that sounds like it might be a challenge to his honor or authority with violence. Sir Brander is convinced this whole “knight” thing is a suicide mission and is trying to squeeze out enough money from this place to build up a retirement nest egg and flee to another kingdom.

Each of the four remaining knights commands a cohort of about sixty soldiers. Sir Daniel’s and Sir Brander’s troops are kept at the camp and take the form of a total of five waves of troops that fling themselves at the players if they should attempt a direct assault (see section on the Old Watchtower below). Note that while there are at least five waves of troops at the Bear camp, only three of these waves will actually engage a party attempting a direct assault. The rest will flee after the first three waves are defeated (though this is no easy feat!).

Sir Ornas commands the patrols in the wilderness and at the bridge, as well as the troops who extort money from Ramshorn—and thus the ones who are first attacking the village when the players arrive. He has one wave of troops at the camp in addition to these, and he will call on that wave to reinforce himself if his troops in the wilderness are thinned out too much (see the **Wilderness Encounters** handout for details).

Sir Mortimer commands three more waves usually kept at the camp, but his entire cohort will be deployed in the retaliatory raid on Ramshorn in week 2 if the characters do not neutralize the Order of the Bear before then.

THE RAMSHORN BRIDGE

The Order of the Bear will be the very first people the players encounter in the Ramshorn region, unless for some reason they contrive to avoid the bridge. The Order of the Bear are collecting a toll on every caravan that passes from Ramshorn to Karis, and will demand five silver per head to anyone trying to pass through either way. These remnants of the Bear have had all respect for law eroded and will not make exceptions regardless of what legal authority the party was granted by the government in the west. Fortunately, they aren’t exactly fanatics, either. Of those on the east side of the bridge, once any two have died, the others will flee to the far side of the bridge and rally there. Of those on the far side of the bridge, if any of them are killed (including any who have fled from the near side), they will all flee. Those on the far side will flee if one of them is killed via ranged attacks or mobility shenanigans even if the ones on the near side are still holding firm, and if this happens, when the Bears on the near side flee, they will not rally when they reach the far side of the bridge. Survivors from the bridge flee to Ramshorn and rally with the Bears sacking the town.

It’s also possible for players to talk their way past the guards. It’s a DC 30 Diplomacy check to convince them to waive the fee, but only a DC 15 to convince them to lower it to two silver. The party can also make a DC 20 Intimidate check. If the party succeeds, the Bear will claim he mispoke and the toll is only five copper. If the intimidating character demands they pass for free, the Bear will acquiesce.

The Bears here have a bag full of tokens they’re supposed to give people who’ve paid the toll so that the Bears in the wilderness will know not to charge them extra, but the Bears at the bridge won’t bother actually giving a token to anyone who pays unless the party specifically asks them about such a thing.

THE RAID ON RAMSHORN

When the players first approach Ramshorn (unless they for some reason dallied for an hour or more on the way), it is being raided by the Order of the Bear. Having finally grown sick of their “temporary” increased taxes, the town finally refused, protesting they would risk starvation if the Bears took any more, and the Bears are now sacking the town outright. All Bears in this battle will fight until at least one of their cluster has died (including anyone who joined their cluster after fleeing from another) and they have two or fewer Bears left in their cluster. Once they have both lost at least one member of their cluster and there are two or fewer Bears left in their cluster, any survivors will flee to the next cluster.

With the exception of the first, the Bear clusters are each threatening or outright attacking a villager, which usually provides players with incentive to continue following the fight from one cluster to the next. After all, players presumably joined this game because they were on board with the premise: Defending a town besieged on all sides and caught in the jaws of a brewing civil war. Now here is the town, under attack. In the event the players do wander away, the Lunatic Court will actually fend off this attack on their own—but not without casualties. Every villager in an encounter prior to the Court’s appearance in cluster X will most likely be killed before the Court can finish clearing the Bears out on their own (though you might pick one or two villagers to pull through if you particularly like them).

Unless they are, for some reason, completely ignoring the road, the players will approach the town from the east and the first group of Bears they will encounter will be three **Bear infantry** and one

Bear archer loitering around near the entrance to town. Villagers cower in nearby houses, but these Bears do not pillage or plunder, being lazier than they are greedy. When the party approaches, the Bear soldiers will tell them to depart immediately, without giving a reason as to why (they have no specific instructions in that regard and these grunts don't really wrangle with legal justifications, not even paper-thin ones, the way their leaders do). If the party refuses to depart, the Bears will attack.

West of the first encounter, just down the road, one **Bear archer** is firing arrows into a blacksmith, where one **Bear infantry** at half health is fighting against Ront, also at half health. Andie Lake lies on the ground bleeding out, with one failed death save and no successes yet. If Ront survives at above one-quarter HP and Andie has stabilized or died, he will join the party to help fend off the Bears from Ramshorn until he is below one-quarter HP, but will return to his blacksmith after the battle is over (meaning, he will not accompany them into the wilderness). If Andie is still bleeding out, Ront will stay with her to try and help her pull through.

Just west of the smithy is the Forgotten Heart Inn. Inside, Old Man Ash, Brokken and Grokken Frostfeet, and Pinky are fighting with four **Bear infantry** and two **Bear archers**. The archers are at full health, but everyone else is at half health. Ash and Pinky will stay behind no matter what, but if both the Frostfeet brothers are above one quarter health or if one of them is dead, they will join the party for the rest of the raid. If one of them is below one quarter health, both stay behind. Just across the street is the brewer Jerry Gammidge, who's getting two **Bear infantry** drunk in hopes that they'll pass out and he can wait for this to blow over. From here, sounds of fighting can be heard in three directions: The carpenter shop to the south (encounter 4), the tanner and teamsters' post to the west (encounter 5), and up north in the marketplace (encounter 6).

In the alley next to the carpenter's shop one **Bear infantry** is beating Bazalel Domine, the town carpenter. Despite Bazalel's efforts, he got caught unarmed and isn't a trained warrior—he loses two HP each round while the Bear beats him to a pulp demanding more money until the party intervenes to distract him.

The butcher and tanner shop is right across the street from the teamsters' post here. In the tanning yard, Seyra is fighting off two **Bear infantry**, all three of them at half health, while a **Bear archer** at full health fires on her from afar. Rinn Taylor, also at half-health, is using the entrance to his teamsters' post as cover while two **Bear archers**, themselves at half-health, fire on him from a distance. Lucan cowers inside the teamsters' post. Seyra and Rinn Taylor will join the party in their fight against the Bear so long as they are above one-quarter health.

The open square surrounding the well in this marketplace is now the scene of a melee between the Lunatic Court and the Order of the Bear. A frontline of four **Bear infantry** fights with **Harlequin**, one **red jester**, and two **Lunatic acrobats**. **Harlequin** is at three-quarters health, the other seven at half. Two more **Lunatic acrobats** stand on nearby rooftops providing ranged support with their throwing knives, while a **Lunatic magician** and a **white jester** stand behind the Lunatic frontline providing magic support. Three **Bear archers** provide ranged support to the Bears. The round after the players arrive, four **Bear infantry** and two **Bear archers** arrive as reinforcements for the Order of the Bear. Mieke de Graaf, Sigmund, and Keradas all hide in nearby shops, but are happy to let the Lunatic Court (and, once they arrive, the party) handle the fighting

so long as they and their shops aren't being directly targeted. Once the melee is resolved, surviving Lunatics (regardless of their health) move north towards encounter 7 at the Majestic Stag Inn, but if the party came here before investigating encounters 4 and 5, it is worth reminding them that those fights are still ongoing. If the party ignores them, Bazalel will die for sure, and some or all of Rinn Taylor, Seyra, and Lucan may end up dead as well.

The door on the Majestic Stag Inn has been smashed in, and inside two **Bear infantry** are slowly beating Bruen to death, demanding he give them money they're sure he's hidden away somewhere (he does have a 10 gp emergency fund hidden under a floorboard). Further conflict is audible to the north at encounter 8.

The door of the local Church of Selemis, barricaded against intruders, is holding firm against two **Bear infantry** and one **Bear archer**, while Pilate shouts warnings/threats about the wrath of the Heavens upon them and entreats them to turn back before it is too late. Across the road, Goldblum is speaking to a single **Bear infantry** who's broken into his shop, attempting to haggle the very confused raider down on how much his shop will be raided for ("twenty gold and one magic item of your choice," "you can't haggle with me, I'm robbing you!" "alright, fine, two magic items, but I can't do any more than that," "I'm going to stab you!").

Aftermath

After the Bears are dead, **Harlequin** will greet the players with acerbic sarcasm, never directly accusing them of being bandits in the making like the Bears were, but making extremely transparent implications and feigning shock if accused of doing so. The players are either knights or mercenaries, and **Harlequin** has a bad history with and prejudicial distrust for both.

It is important to take note of two things during **Harlequin's** first interaction with the players: Number one, do they fight the Order of the Bear where she can see? **Harlequin** is plenty perceptive and will notice the players attacking any Bears in the marketplace, including the archers at the northern entrance. She's also smart enough to realize that someone killed all the Bears who are lying dead in the northern section of town and it probably wasn't all Ront and Pilate, but she will be significantly more willing to believe that the players might be trustworthy further down the line if the first thing she sees of them is their stepping into the fray to defend Ramshorn.

Second, are the players polite to **Harlequin** or express gratitude for her assistance in defending the town, or do they take umbrage to her acerbic attitude? **Harlequin** is unkind to the players by default, but she isn't so deep in her cynicism that she won't notice she's being pointlessly cruel if the players have not only clearly demonstrated a willingness to protect the town, but also responded to her verbal attacks with grace, and will be more than a little embarrassed in that situation. She's too composed to stumble over her words or express surprise, but she will stop throwing barely-concealed barbs at them, and if the players pursue good relations with the Lunatic Court going forward, she will eventually apologize (this might happen as early as the Lunatic Fete event, especially since the players will have brought a corrupt knight to justice if that event is occurring at all, see the **Events** section for details).

Once **Harlequin** has stopped talking to the party, Goldblum will find them and ask what brings them to Ramshorn. Upon

learning that they intend to defend the town (and especially if they're specifically responding to his summons for help), he'll offer 200 gold in store credit if they can put a permanent stop to the Order of the Bear's raids on his caravans. The Order of the Bear is massive, over 200 soldiers total, but Goldblum will also tell the party that both the Lunatic Court and the Order of the Lion are looking to find the Order of the Bear's hidden camp, but neither has had the spare troops to track it down. If the players could find it, they wouldn't have to storm it alone. If the players object to being paid in store credit, he'll offer to pay them in cash, but he can only do so once the caravans start moving again. He can give them money, but only if they neutralize the Order of the Bear and then take a long rest to give his caravans time to get flowing again.

INTERLUDE: TO THE WILDS

Unlike most of the Ramshorn quests, the Order of the Bear encounters in the Ramshorn wilderness aren't just hints of what's to come and possibly threshold guardians, but actually form the middle encounters of the subplot. See the notes on the **Ramshorn Wilderness** for details.

THE OLD WATCHTOWER

Upon approaching the Old Watchtower off the north end of the Ramshorn Wilds, the players can immediately see the vast number of Bears in the region. A half-dozen different camps each capable of holding at least twenty or thirty men are spread out across the north end of the wilderness, nestled against the hills. The central camp is built around an old watchtower at the edge of the hills, now fallen into ruin. This is where the de facto commander of the Knights of the Bear, Sir Brander, leads the remnants. Players are perfectly free to attempt a direct assault, a guerilla campaign to slowly whittle down the Bear numbers by themselves, or a stealth assassination of their leadership, but now is a good time to remind them that both the most powerful factions in the Eastern Frontier have a bone to pick with the Order of the Bear and are happy to storm the camp if someone were to tell them where it was located.

If the players attempt a frontal assault alone, they must fight through three waves of Bear troops to reach Brander. Each wave contains 3d6 Bear infantry, 2d6 Bear archers, 1d3-1 Bear ogrillons, and 1d6-4 rogue elementalists (to a minimum of zero). The final wave is led by Sir Daniel, a Bear Knight. When one wave has been reduced to six or fewer survivors, the next wave shows up to reinforce them, until finally if the third wave is reduced to six or fewer survivors (counting leftovers from previous waves), they flee and the path to Brander stands open. That's an average of ten infantry, seven archers, and one ogrillon per wave, with an elemental likely showing up in at least one wave. Although not impossible, it is unlikely players will be able to hack through this many. The first wave is a deadly encounter by itself, when the second arrives, that should give any players who haven't picked up on it yet that it's time to grab fallen comrades and run. The victorious Bears will pursue players through the Ramshorn Wilds, but the good news is that they ate all their horses a long time ago and won't be following very far.

If the players do punch through the Bear waves, then they still haven't killed more than maybe a quarter of the Bears' total number, it's just that after watching 50-60 people die including probably several ogrillons and possibly one of their few remaining knights, the surviving Bears are reconsidering whether they want

to be the next ones into that breach. Even if an eventual Bear victory is inevitable just by weight of numbers, it seems equally inevitable at that point that the first guys to charge in chasing it are going to die, and no individual Bear wants to be those first guys, even if they'd win overall.

The players might attempt to sneak in instead. If so, they can sneak through the hills between camps with no trouble and only need to begin making Stealth checks when they reach Brander's camp at the old watchtower. However, if the enemy raises an alarm, it will only be two rounds before reinforcements show up from other camps in the form of the same waves of Bear troops as if they attempted the frontal assault. In this case, however, mark which troops are reinforcements and which are Brander's guard and part of the original encounter—a new wave arrives when the reinforcements are cut down to six or fewer survivors, regardless of how many of Brander's personal guard have been killed. Three reinforcement waves will arrive just like in the frontal assault, regardless of what happens to Brander and his personal guard, but unlike in the frontal assault Brander is already on the map, and players might be able to quickly kill him and flee. Though the Bear troops won't immediately panic upon the loss of their leader, they will lose coordination and break into smaller warbands that will be easier for Ramshorn to fight off and even mop up.

Probably the easiest way to deal with the Order of the Bear is to enlist the aid of either the Lunatic Court or the Order of the Lion. The Third Eye and the Knights of the Wyrd could hypothetically be convinced to make the attack, but both still consider themselves allies of the Bear, so unless the players have put off dealing with Brander for long enough to win three points of favor of one of the two, they will refuse to take direct military action against the Bear (though they won't mind if someone else does—they can see as well as anyone that the Order of the Bear is falling apart, they just don't want to be the one to drop the executioner's axe on their former allies). The Vlatla Clan lacks the forces unless the players have put off attacking the Bear long enough to re-establish their control over the catacombs and get their skeleton cohorts back, or alternatively given them command over the spider swarms. Any of these options will likely require a long rest at some point, unless the players are able to power through multiple quests without one, and see the quest overview for the consequences of taking a long rest before dealing with Brander.

Both the Lunatic Court and the Order of the Lion are willing and able to immediately commit troops to an attack on Brander's camp if the players can tell them where it is. If the players attack Brander as part of an overall assault, then they face only one wave of reinforcements and get an appropriate squad of backup NPCs depending on which ally they chose: One Lion knight, three Lion infantry, and four Lion archers for the Order of the Lion, or one Lunatic ringmaster, one Lunatic magician, a jester of each color, and four Lunatic acrobats for the Lunatic Court. Divvy up control of the NPCs between the players as they prefer so you don't spend too much time knocking your own tokens against each other, however warn them in advance that you'll take control back if the NPCs' morale breaks. The Lion archers and Lunatic magician will flee if the Lion knight or Lunatic ringmaster (respectively) is dead and they are attacked in melee, the Lion infantry and Lunatic acrobats will flee if at least half the players as well as the Lion knight or Lunatic ringmaster (still respectively) are incapacitated, and the Lion knight, Lunatic ringmaster, and Lunatic jesters are all either too bold or too crazy to flee under any circumstances.

Note that although Sir Brander has three abilities based closely on superiority dice abilities, they do not use superiority dice. Instead, each one can be used once before Sir Brander finishes a short or long rest. Sir Brander will always use Commander's Strike on the first round he makes an attack while one of his ogrillons are in melee to benefit from it, will use Riposte the first time any melee attack misses him, and will use Evasive Footwork as soon as enemies close to melee, backing out of melee and trusting his buffed AC to prevent him from being hit by any reaction attacks and then firing on the enemy from a distance. Both Sir Brander and the Bear archers will concentrate their fire on lightly armored enemies on the backline (likely wizards, sorcerers, or warlocks) and let the infantry and ogrillons focus on the front.

TREASURE

The Order of the Bear's individual members only carry small amounts of spare change on them. Even the nobles like Sir Ornas have been cut off from proper supply long enough that they carry only a few silvers on their person. If players want to loot each and every dead bandit, each one carries 5d6 copper and 3d6 silver, enough for a few days' minor purchases.

The main hoard held at the old watchtower is where they keep most of their ill-gotten gains. Though they've past the point of diminishing returns in raiding villages, their stored wealth is still sizable. The watchtower's hoard includes 6500 copper pieces, 2400 silver pieces, 1500 gold pieces, 500 platinum pieces, as well as two carnelians, a star rose quartz, a zircon, two bloodstones, and a jasper—known in the business as “50 gp gems,” though the exact value of the gems can vary by quite a bit. ikewise, the Bear camp contains 50 square yards of silk (500 gp), 75 square yards of wool (450 gp), 150 square yards of canvas (15 gp), 30 pounds of honey (30 gp), 50 pounds of pepper (100 gp), 5 pounds of saffron (75 gp), 100 pounds of salt (500 gp), 20 lbs. of cold iron ingots (1,000 gp), 200 lbs. of regular iron ingots (20 gp), and 500 lbs. of lumber (25 gp). See the section on Goldblum's store (et al) in the notes on Ramshorn for how to determine exactly how much he'll pay for them. There are five other major Bear camps scattered throughout the hills, all within a few hundred yards of the old watchtower. Each one contains 2d6×1000 copper, 6d6×100 silver, 4d6×100 gold, and 2d6×100 platinum. If the players captured the area with the help of the Lions or Lunatics, they'll lay claim to the riches in these outlying camps while letting the players take the riches of the watchtower, although the players might be able to convince them to part with the treasure of one of the outlying camps if they can make a DC 15 Diplomacy check. The check is made with a +5 bonus if none of the allied NPCs died in the assault, and with a -5 penalty if all of the allied NPCs died or fled. If the PCs managed to take on the entire Order of the Bear by themselves, there's no one to stop them from looting all five of these additional camps.

Bear in mind that it's fifty coins to a pound, which means the loot of just the main camp (not counting gems) is nearly 200 pounds, and each additional camp will have similar weight. A full party of six can probably cram a good portion of that in their packs, but a skeleton crew of three may not have the spare carrying capacity. The Order of the Bear knows where all of that loot is and will want to return to their abandoned camps to reclaim it before running off for good if at all possible, so the players will likely have to split the party to send some back to Ramshorn to commission a wagon or hire some grunts to schlep the coins into town or else accept that they're going to lose half or more of their potential loot while going back to get the wagon.

AFTERMATH

Like players, NPCs don't necessarily die when they fall, although also like players, they do tend to die when they're caught in a TPK, and unlike players that happens to them an awful lot. There are exceptions to that tendency, however, and Brander is one of them. Injured and incapacitated, he is still alive after a major battle, leaving the party to decide what to do with him. This does not happen if they assassinate him, however. In that case, Brander is dead as soon as the party reduces his hit points to zero—it's an assassination, after all.

If the party do capture the camp and Brander with it, this raises the question of what to do with him. If the players came here on their own, they can do whatever they want. If they brought the Lion along, the surviving knight or, failing that, one of his men will inform the player that they were given orders by Prince Darius to take Sir Brander alive if possible in order to negotiate a potential alliance between the Bear and the Lion. There are still lots of Bear troops heading for the hills, unless the party was very thorough in wiping out each and every cohort of them and only brought the Lions in at the last second. If brought before Darius, Brander will accept the offer to take his men and help guard Karis, freeing up more Lion troops to patrol the Great Forest for rebels. The Order of the Bear will no longer menace Ramshorn, though they will not face justice either. In this case, remove every single Bear token from the wilderness.

If the party brought the Lunatics, then the Lunatics will patch up Brander's wounds at least enough that he can walk, tie his hands behind his back and loop a rope leash around his neck, and start dragging him back to Ramshorn. If the players ask what they're doing, the Lunatics will explain that criminals like Brander must be tried by the Lunatic Court in full view of their victims (in this case, the people of Ramshorn). The “trial” is an intentional farce in which the alleged crimes are either trivial misdemeanors like “disturbing the peace with noisome racket after sunset” or total nonsense like “wearing too much orange” or “brazen affiliation with creatures known to steal the honest labor of innocent bees.” The sentence is always death. In this case, remnant Bear patrols remain scattered around the wilderness until the party kills them, but will no longer restock.

Both the Lion and the Lunatics are very insistent that the party turn Brander over to them, although the Lunatics will not mind if the players kill Brander on the spot. They might pout a bit about stealing their fun, but so long as the bastard ate it in the end, that's what counts. If Brander is killed (even if the Lunatics weren't present), the party gains their first point of favor with the Lunatic Court. If the Order of the Bear makes an alliance with the Order of the Lion, the party gains their first point of favor with the Order of the Lion.

If the party called upon the assistance of either the Lions or the Lunatics in defeating the Order of the Bear, any survivors from the patrol they brought with them will take up residence in Ramshorn (the other troops, who occupied the greater Bear forces, withdraw to reinforce other fronts after the battle is over). The patrol can be persuaded to help the party with specific missions in the wilderness (like “find the goblins' lair and clear it out”) on a successful DC 20 Diplomacy check. The check is made with a +2 bonus if none of the patrol have died, and with a -5 penalty if over half the patrol has died. If the players have three or more points of favor with the respective faction, no check is needed, regardless of casualties.

VLATLA CATACOMB

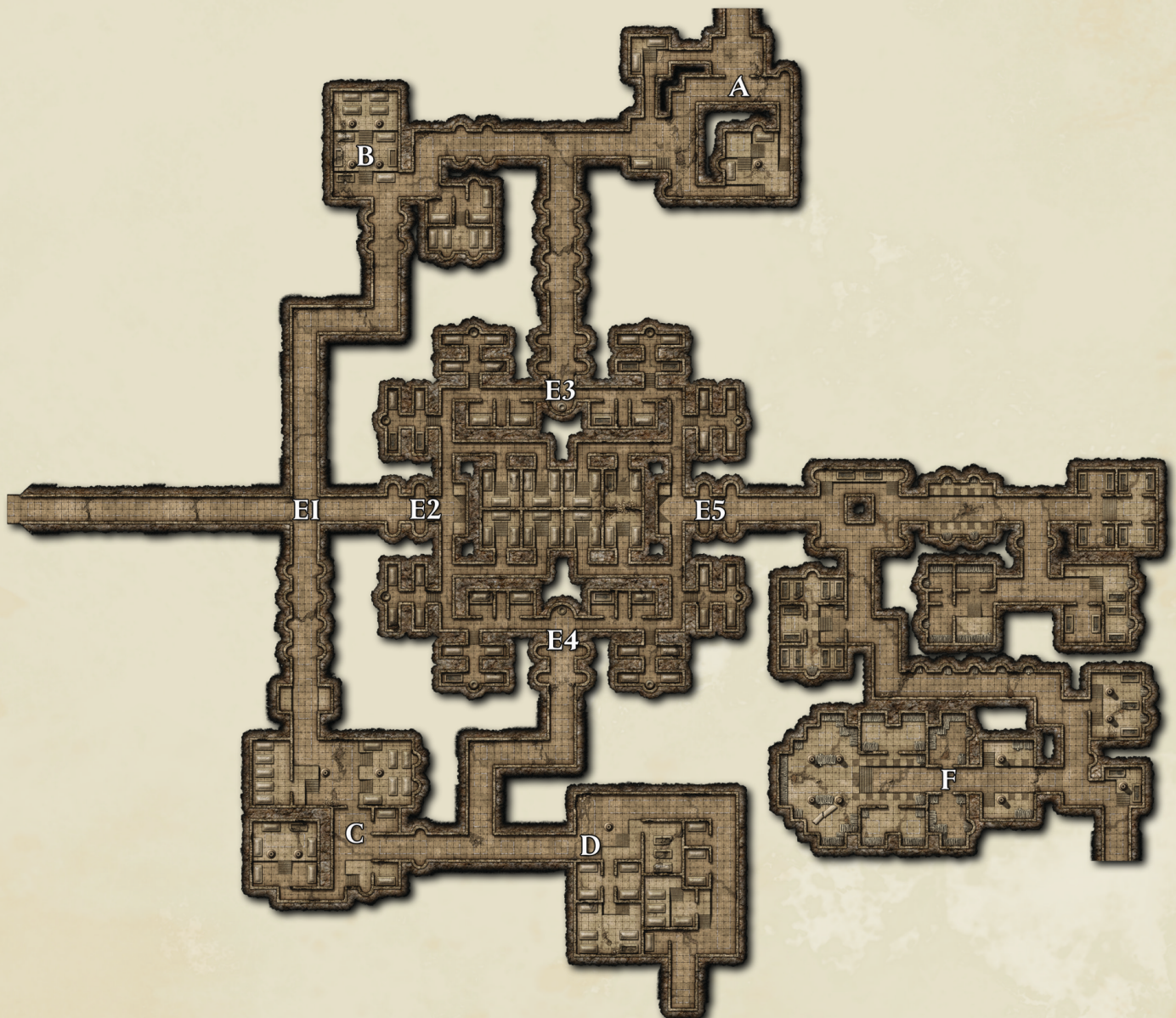
FERAL BONES

The Vlatla Clan have been conducting experiments on how to expand the pool of undead they can command for some time. They've long known how to keep large amounts of undead animated in an area of concentrated necromantic power like the catacomb, but these undead go feral almost immediately after leaving these locuses of power behind, limiting the Vlatla Clan's ability to project force. Their experiments have recently born fruit, as they're able to use the power of the catacomb to drastically enhance their control limit by passing it through undead lieutenants. Early experiments even suggest that they can stack this trick at least twice, maybe even three times, with lieutenants answers to captains answering to commanders answering to an actual Vlatla. Unfortunately, if one of the lieutenants is destroyed, all the undead under their command immediately go feral, but nothing's perfect.

Worse than that manageable drawback, however, is that as of the second week of the game, the Vlatlas have lost control of their lieutenants and they don't know why. The problem originated in the southeast chamber of the catacomb, and they suspect it's due to spider infiltration. They posted a thrall with a few skeleton minions to keep the spiders out of the catacomb, but apparently one of them has slipped through and disturbed the resting place of Dame Callai, and her undead rage has spread throughout the catacomb.

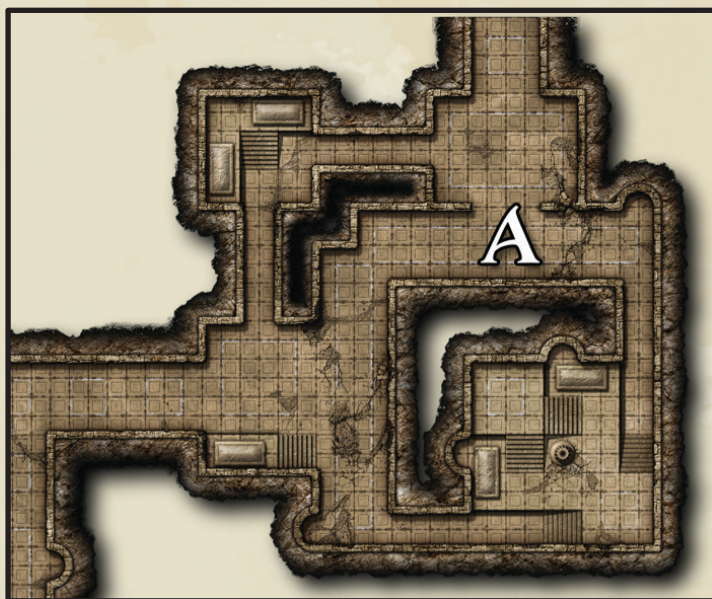
The Vlatla Clan have deanimated most of their minions and placed thralls under the command of various Vlatlas to prevent the restless dead from spreading any further, but if they make a push, they fear the skeletons might slip past and spread their post-mortem fury to the densely packed dead of the central chamber or the ossuary. The Vlatlas would risk losing control of the entire catacomb. Plus, they don't want to jeopardize any of their actually important childer when there's mortal mercenary schmucks who can be paid off to do the job instead.

When the party arrives at the Vlatla catacomb, however, a knight of the Lion arrives just behind and asks them to allow him to help them storm the catacomb—and then consecrate the crypts so that the Vlatlas will be unable to desecrate any more remains in their mad pursuit of power.

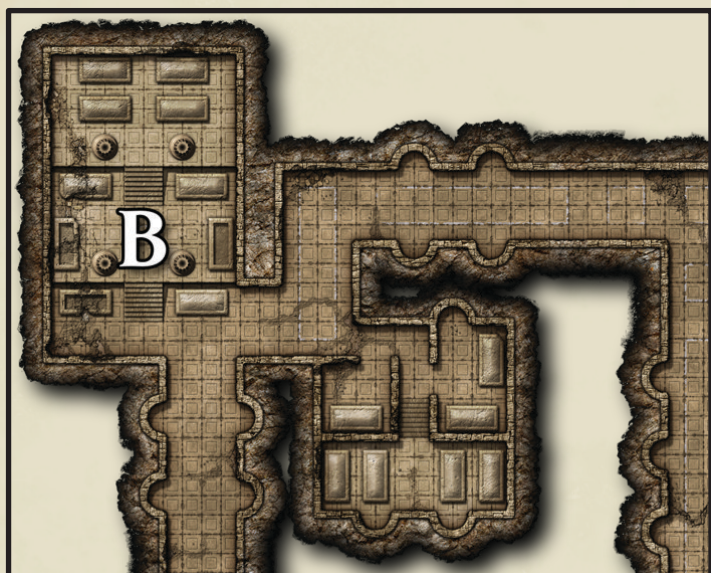


THE CATACOMB

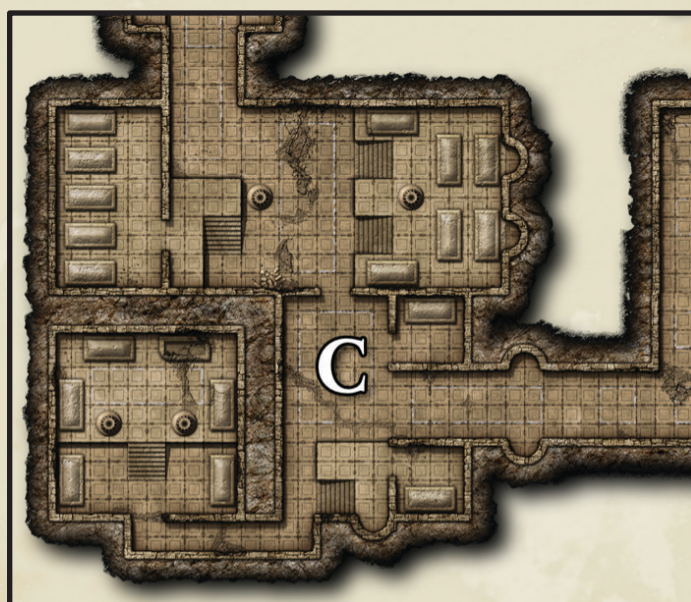
A) The undead minions of Sir Bolivar in the northeast lack any ranged attacks, so they swarm any living creature that approaches the northeast chamber. Bolivar himself is usually the first one into combat, but once Bolivar engages, the other skeletons will move to support him (even if they have no line of sight). Once fighting has begun in the northeast chamber, the four skeletons on the GM layer interred in niches in the nearby hallway will rise and join the battle from behind. It's worth noting that each niche along the hallway contains a skeleton on the way up, including the other four apparently empty ones (the skeletons from these four niches will not animate under any circumstances—the necromantic power happens to ebb a bit in this stretch of corridor). If the players attempt to smash them all, nothing happens when they attack the southern four niches, but when they attack the northern four (i.e. the ones that actually contain skeleton tokens on the GM layer) the four skeletons will animate and attack.



B) The undead of Sir Sylvas in the northwest will hold their position until the players have engaged the three ordinary skeletons on the lower platforms. At this point, the two skeleton archers hiding in the tombs will emerge to fire on the players from behind while the two skeletons in the niche to the south will animate to attack as well. Sir Sylvas himself and the two skeleton archers on the platform with him will pepper the players with arrowfire for as long as they have line of sight, but neither they nor the three skeletons on the lower platforms will abandon their positions to pursue the players if they flee or retreat. The bottommost skeleton will even sit and do nothing while players make ranged attacks from around the corner to the east rather than leaving the line of sight of Sir Sylvas and his two archers.



C) Sir Tobias, in the southwest, is guarded by skeletons hiding in niches much like Sir Sylvas and Sir Bolivar, but unlike those two his guards are clearly animate, not so much hiding as just standing in the niches. If the players ignore the infantry from whatever approach they don't take (i.e. if they approach from the east and ignore the infantry in the north or vice-versa), then those infantry will move in behind them when they begin fighting with Sir Tobias. If the players have ignored the northern archers, they, too, will take up positions to hit the players from behind as best they can, although getting clear lanes of fire isn't exactly easy in Tobias' section of the catacomb and the archers might not be able to get a clear shot on the players until after they emerge from Tobias' tomb, presumably having already re-killed its inhabitants.

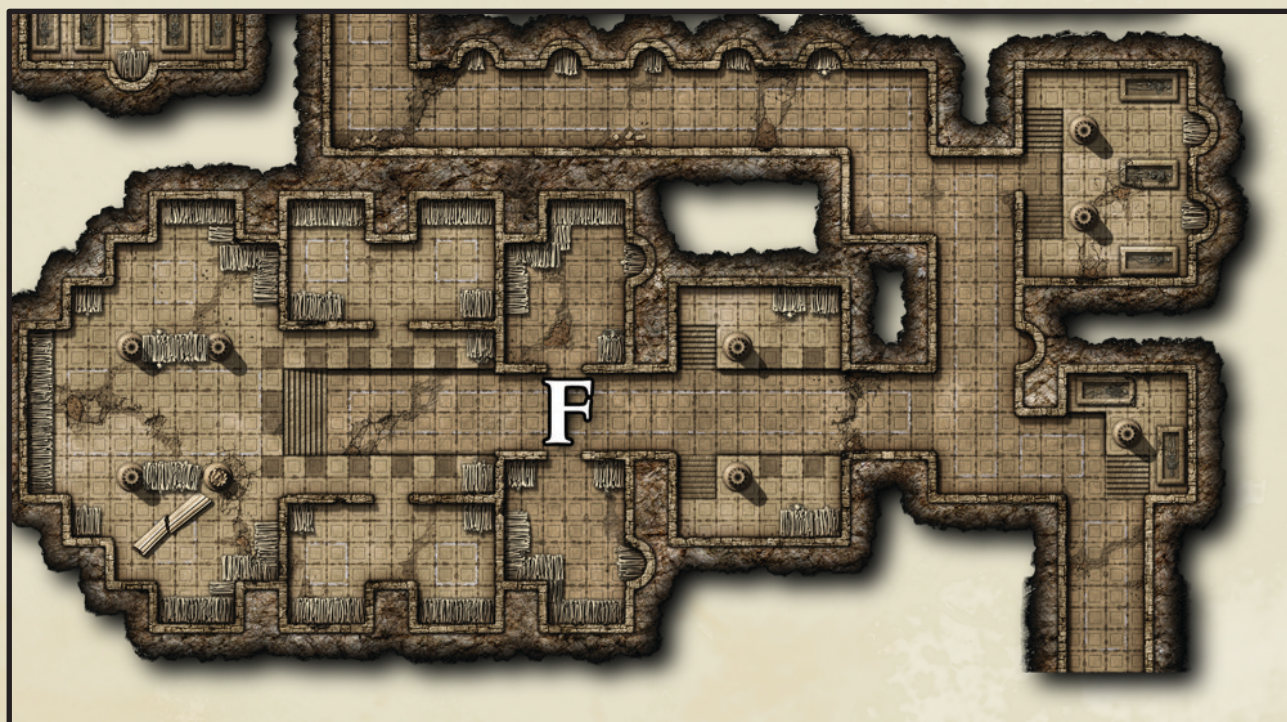
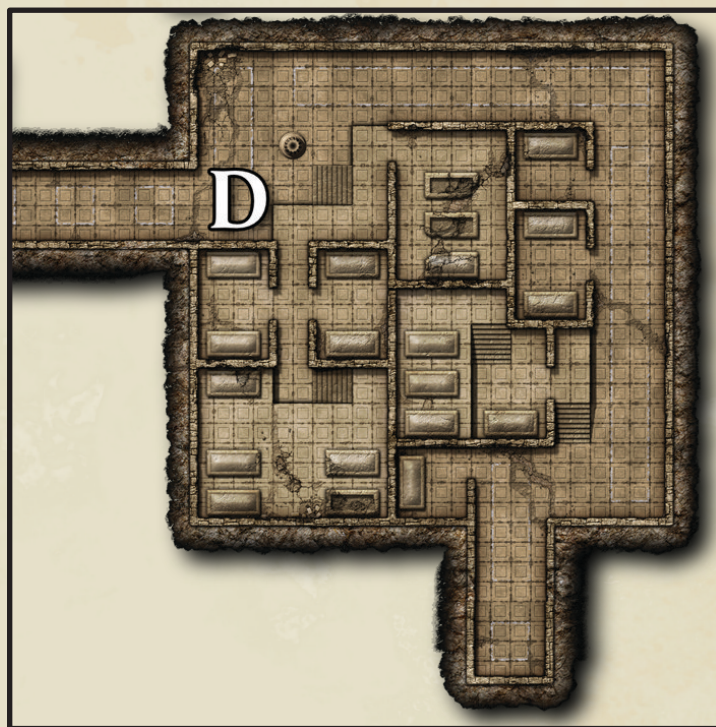


D) Dame Callai, in the southeast, is perfectly happy to sacrifice her skeleton minions to a casting of *burning hands* from herself or one of her skeleton mages if it'll catch the party in the crossfire. Her skeletons will move to engage the players as they approach from the west and try to catch them while they're still in the hallway so that her skeleton mages can move in behind and cast *burning hands*, hopefully both getting most or all of the party in the cone. When the first pair of skeletons have fallen (due to friendly fire as like as not), both Dame Callai and her two remaining skeletons will begin moving towards the party to join the fight. The Dame herself will cast *scorching ray* on her way in, while the mages (if they're still alive) will switch to *scorching ray* to avoid damaging their mistress. Once she's joined the melee, Dame Callai will switch from spells to attacking with her greatsword. The three archers on the east will not leave their position, as they're prepared for a spider attack at any moment.

None of the undead will lose morale or flee under any circumstances, and they do not deanimate when their leader is slain—the berserk magic of the catacomb will sustain them for as long as they're in its halls.

E) These are various chokepoints that the Vlatlas hold against the skeleton hordes at various points in the game, and are mainly relevant to the progression of the undead crisis as laid out in the **Adventure Overview and Timeline**.

F) Tereza and Petre Vlatla wait here with a pair of thralls, ready to hold court. The main entrance to the catacomb is just to the east.



INSCRIPTIONS

Each of the four undead knights has an inscription upon their tomb briefly recounting the circumstances of their heroic lives and, when appropriate, deaths. Copy/paste each inscription into chat upon encountering the appropriate knight—they're brief enough as to not disrupt the flow much. Players can attempt a DC 15 Knowledge (History) check for more information afterwards if they like, in which case copy/paste or read the paragraph of additional information below the inscription. Such an attempt requires no action should players attempt it during a combat, but do not slow things down for players to read—let them read it when it's not their turn and otherwise keep the fight moving.

Attempts to use the knights' past lives to reason with them are made with disadvantage against the unholy hatred for the living that now fills them, but while their personalities have been warped by their unliving state, it is not beyond recognition—they can possibly be talked down.

Sir Bolivar

358–435

*"When starving folk left at death's door,
Came to his hearth, his food implored,
Good health, his charity ensured,
Though poverty he did endure,
His noble place is—be assured—
Through all of time safely secured."*

Sir Bolivar was a mercenary and tradesman who plied the river before the conquest of the goblins to the east. Having a reputation for shady dealings in his youth, he was considered a disgrace to his family, amassing wealth at the cost of his honor. When famine struck, however, Vintaria was unable to keep Ramshorn supplied through the treacherous hills infested with goblin raiders, and the trade route preferred today, which cuts across the river at Karis and then back across from the Great Forest, was deep in goblin hands. Sir Bolivar used his amassed wealth to buy enough food to feed Ramshorn, often from his contacts in goblin territory, and used his smuggling skills to get the food into Ramshorn past goblin pirates and raiders. Between burning his bridges with the goblins and spending much of his wealth feeding an entire town for a full year, Sir Bolivar's wealth was shattered, and he was by now too old to rebuild with mercenary work as he had in his reckless youth. He lived the rest of his days mostly on the gratitude of Ramshorn. Though Sir Bolivar is not thought particularly well of in the west, when he is remembered at all, in Ramshorn he became a local hero.

Sir Sylvas

433–491

*"When lightning flashed and thunder boomed,
Not from storm but wing'd beast instead,
The hero now herein entombed,
Took up his bow and shot it dead."*

Sir Sylvas was a founding member of the Knights of the Wyrd in the immediate aftermath of the goblin conquest. Though his service against the goblins was largely unexceptional, he made his name when the Clans of Tiamat, who had declared war on Vintaria in support of their goblin allies, made one final push to try and liberate the conquered territory. The effort was spearheaded by the Cobalt Clan and led by an adult blue dragon, one of the most powerful

leaders of the Clans. Sylvas' patrol was caught alone by the monster and all but Sylvas killed. Sylvas tracked the monster on its approach to the Eastern Frontier, living off the land behind enemy lines until the dragon was detached from its cohort long enough for him to bring the beast down to the earth with a pair of well-placed shots to its wing joints, and there, making use of camouflage and disorientation to avoid its deadly lightning breath, killed it before it could ever wreak havoc on the Vintarian knights. With their leader and juggernaut slain, the Tiamat attack was repulsed.

Sir Tobias

512–545

*"When an ancient evil provoked to rouse,
To kill all life before its splintered eyes,
The Bear rallied distant from home and spouse,
Stemmed the chitinous horde, and there he died."*

Sir Tobias was grandmaster of the Order of the Bear, dispatched to safeguard the Eastern Frontier after the conclusion of the war with the elves. Already stretched thin across a wide and restless territory and undersupplied, the Bear were in no condition to fight the vermin hive awakened by rebellious elves seeking to seize control of the giant spiders within. With no one else to fight the swarm, the Order of the Bear took up arms and successfully killed every last bug that issued forth from the hive, but only at drastic losses to their own side, including Sir Tobias.

Dame Callai

392–466

*"With sharpened blade and silvered speech,
She turned legions to wagon trains,
Through sorce'rous might she held the breach,
'Till foes would much rather restrain,
Their bloodied claws from all the east,
Commands Callai—let there be peace."*

Grandmaster of the Knights of the Storm, a small order of a dozen or so knights assigned to help guard the Eastern Frontier after the conquest of the goblins in 449. Following their defeat, the Clans of Tiamat constantly harassed and raided the Eastern Frontier, and Callai and her Knights of the Storm worked tirelessly to secure the northern border against their predations. Dame Callai was a warrior polymath who had mastered both steel and magic, as well as a competent stateswoman and diplomat. After establishing herself as a force to be reckoned with in early skirmishes between with the Clans, she was able to negotiate a long term peace in 457, establishing the limits of both Vintarian and Tiamat territory at their current positions and leaving a large stretch of no man's land—largely infertile but valuable to trade—as belonging to the merchants of both nations and administered by the crown of neither. This compromise left the borders far from one another and helped diffuse tensions along the northern border for generations—though in the past fifteen years the Clans have been giving less and less heed to Callai's treaty.

TREASURE

Each of the four tombs has some burial gifts for looting. Sir Bolivar was buried in cloth of gold vestments, a final gift of gratitude from the people of Ramshorn to honor his passing. Sir Sylvas is buried in a black velvet mask stitched with silver thread, an ornate recreation of the simple mask he wore while ranging through the wilderness north of the Frontier, and a potion of animal friendship that he's not going to be using unless the spiders make some real in-roads into the catacombs. Sir Tobias still wears his wedding ring, a simple gold band. These three are worth a default of 25 gold by default, though the price players get out of Goldblum will vary. Dame Callai was buried in a silk robe with gold embroidery, the ceremonial robe she wore (along with her armor) in most public appearances during and after her peace negotiations with the Clans of Tiamat. This is worth 250 gold by default. She also carries a *scroll of scorching ray*. She will most likely end up in melee before she has a chance to use it.

Aftermath

The Vlatla Clan is perfectly happy to let the players keep whatever loot they've stumbled across in the catacombs for themselves in addition to the 1,000 gold pieces they offer as reward if the party came here after being offered a job by Lidia (most likely). The Vlatlas do not begrudge the loss of treasure, as they mainly see it as a means of getting mortals to do what they want. So long as the party is doing what the Vlatlas want, they can have as much treasure as they can find. The Vlatlas will be significantly more displeased by the party helping the Lions consecrate the tomb to prevent them from raising any minions. In fact, if the party has helped the Vlatla Clan secure the egg chamber in the spider nest, the Vlatlas will instruct their spiders to consider the party hostile if they helped consecrate the catacombs (though they will not admit to it). Consecrating the catacomb will give the players their first point of favor with the Order of the Lion, while destroying the four undead knights without consecrating their crypts will give the players their first point of favor with the Vlatla Clan.

SAHUAGIN

WHAT ARE THEY DOING HERE?

The sahuagin have come to the river splitting Ramshorn from the Great Forest in order to keep an eye on both the primary vermin hive in the Forest and the spider offshoots that have taken root in the Ramshorn wilderness, taking up residence in a temple flooded along with its outbuildings when the river changed course. Vermin (giant ants and spiders and the like) were created in the primordial age of the world, before the time of the elves, used to prosecute ancient wars that now only the most ancient creatures can remember. The sahuagin are one of the few civilizations to remember their original purpose and that they can rapidly adapt themselves to new environments—like underwater, for example—if they run out of food in a biome.

BEHAVIOR

The sahuagin have a hatred for those who do not live in the deeps of the ocean (including even aquatic creatures who live closer to the surface). Sahuagin attack any surface dwellers on sight and will not back down until dead unless they lose at least half their number and have not been driven to frenzy by the smell of non-sahuagin blood. As any nick or wound on any of the players would be enough to incite such a frenzy, this is unlikely, but not altogether impossible, particularly if the players strike hard before the sahuagin's first turn. Other foes rely on unit synergies to threaten the party, but the sahuagin are more straightforward: They have high HP, many attacks, and do lots of damage. The **sea drake** lurking in the pond outside the entrance to the sahuagin lair is an intelligent (though not very) ally of the sahuagin, but isn't terribly loyal to their cause. If reduced to below half its health (36 HP), he will flee towards the river and from there out towards the ocean, leaving the sahuagin to fend for themselves.

A) Three **sahuagin guard** the entrance to the sunken temple here.

B) In a cell with less than a foot of water stagnating at the bottom, the sahuagin have strung up a mermaid. When the merfolk noticed the sahuagin passing through their waters towards the river, they pursued to investigate what they were up to, but were captured. Most were killed, but for this captive in particular the sahuagin reserved a crueler fate, dragging her back to their lair and chaining her up just above the water. Though she can breathe air, she needs water to survive, and without it she slowly dehydrates over the course of twelve hours. The sahuagin dunk her back in for just a few moments every few hours to keep her alive, prolonging her torment. She is in a near-constant state of delirium, but if freed from her chains and lowered (or even allowed to collapse) into the water below, she will recover her senses after ten or fifteen minutes, and from there be able to drag herself back to the pool near the entrance, and subsequently up the stairs and out into the stream. She does not know the sahuagin's purpose here, but does know that this small group was the only one to pass through merfolk territory on the coasts when last she heard from them (which may be several weeks ago if the party has delayed coming here). She also knows there's an underwater tunnel connecting this sunken shrine to the caves the goblins have taken up residence in hidden in the shoggoth chamber.

C) The **giant octopus** the sahuagin keep in the southeast is a pet and trained attack cephalopod. It will attack any non-sahuagin it sees. After losing half its health it will retreat...provided it has been moved to a location it can retreat from. Without the assistance of its more intelligent owners, the octopus can't leave the water without leaving itself a sitting duck for any pursuers, and it knows it, and will thus fight to the death rather than make a doomed effort to flee across land. For the same reason, it will make no effort to pursue anyone who leaves. The octopus is a mascot for the whole patrol, but the one **sahuagin** in the chamber containing it has a particular affection for it. A party making a stealthy approach will see the sahuagin feeding clams to the octopus, and when the sahuagin is engaged, the octopus will leap to his defense with a fury born of affection.

D) The sahuagin have a fanatical devotion to the priestess caste of their society and will not retreat from battle under any circumstances while the **priestess** in this chamber is in danger. For her part, the priestess is hardly even capable of retreat, boxed in as she is in a corner of the flooded temple, and will not retreat from battle until slain even if she is lured into doing battle in a more open area.



E) Two **sahuagin** lurk in some of the ruined chambers here, resting between patrols.

F) The large ruined chamber here is home to two **sahuagin** and a **merrow** they've recruited to help guard the final chamber.

G) The **sahuagin shoggoth** is brought for religious purposes. It is an avatar of their abyssal god and will consume everything that enters its chamber, even other sahuagin, unless placated by the sahuagin priestess. The sahuagin do not enter its chamber without her.

TREASURE

The sahuagin have no intention of conducting any kind of trade with the surface dwellers nor with one another during their journey. Each sahuagin carries 2d6 gold pieces as wages to spend once they get back to civilization, but there is no treasure hoard waiting at the end as in many of the other dungeons. The sahuagin priestess does wear a *ring of x-ray vision* (of little use to her during the storming of the dungeon, as while she could use it to see through walls, the only reason she'll know to do so is if she has already heard a commotion and been alerted to intruders) and carries 4d6 gold instead. The merrow is likewise overpaid with 3d6 gold.

The sahuagin also haven't bothered looting the temple, however, and there is an ancient cache of treasure in the shoggoth's chamber hidden in a secret compartment. The treasure can be found with a DC 20 Perception check (including if they make DC 20 while searching for the underwater tunnel), and consists of 400 platinum,

2,000 gold, and a pouch of 1d12 each of bloodstones, jaspers, moonstones, onyxes, peridots, assorted colors of pearls, 1d4-1 of which are black, with the rest being a roughly even split of white, silver, gold, and pink. The bloodstones, jaspers, moonstones, onyxes, and peridots are all worth 50 gp by default, the non-black pearls are worth 100 gp by default, and the black pearls are worth 500 gp by default.

AFTERMATH

The main body of the shoggoth's corpse dissolves into a bubbling pile of black ooze in its final spasms, but various sliced off appendages remain. These might be valuable to Goldblum, however if the party attempts to sell them to him, he'll tell them that the Orders of the Wyrld and Third Eye tend to take an interest in these, an interest as keen as any dagger, and Goldblum would prefer not to try and start a bidding war between them that might turn into an actual, real war. He suggests the party turn it over to one of them.

The shoggoth tentacles can be used in powerful magic rituals, and the Third Eye is keenly interested in recovering them. The Order of the Wyrld is equally keenly interested in making sure the Third Eye don't get the materials they need to make another chimeric abomination to unleash on the wilds. They're still not sure the owlbeats won't wreck everything, and while the Third Eye has promised to exterminate rather than release their failed experiments in the future, their successful experiments are still going to be bred

in large numbers and sent to war, and some of those are inevitably going to escape. More than that, the Wyrd want the shoggoth totally obliterated on principle—if this thing has any place in the natural order, it is deep, deep below the sea, not up here on the surface, and crossing it with surface creatures would create a creature that cannot help but upset the balance of nature wherever it goes, belonging in neither the woods of the Eastern Frontier nor the abyssal depths of the sahuagin.

The Third Eye counterargue that the beasts created from the shoggoth's dismembered bits could be effective beasts of war and vital to holding the kingdom together in a tumultuous time, and whatever strays do escape the Wyrd can hunt down, since that is their job. Without wizards and sorcerers to clean up after, what do the Wyrd even do, hang out in the woods and make an exhaustive catalog of which plants can be fermented? The party will gain their first point of favor with whichever faction they turn the tentacles over to. The Order of the Wyrd will also grant the party their first favor point if they destroy the tentacles on their own initiative.

Once the sahuagin priestess and the shoggoth have been slain, surviving sahuagin will retreat to report back to the deeps. This won't happen immediately, but once the players have taken a long rest, all remaining sahuagin tokens in the wilderness as well as any hiding out in parts of their lair map the players didn't visit should be removed.

Underneath the shoggoth den is an underwater passage leading to an underground river, which can be found with a DC 15 Perception check while searching the area. This river goes on through pitch darkness for several hundred feet, but if the party follows it long enough, they'll come up in **LOCATION 9** in the goblinoid cave. See the **Hobgoblins** handout for details.



HOBGOBLINS

MOTIVATION

The goblins at Ramshorn are refugees from the Great Forest who fled here with Sir Dagai. Sir Dagai, a rogue wizard of the Third Eye, has promised to grant the goblins strength enough to stand up to the knights of Vintaria and reclaim their homeland east of the river. Sir Dagai has used his enchanting powers to retain the goblins' loyalty despite the...unfortunate results of some of his earlier experiments. Sir Dagai is a clever manipulator and has used the goblins' own desire to believe in their independence and self-determination against them. When his charm effects wear off, he convinces them that they were never charmed at all, but followed

him because they believe in his vision of a better, stronger goblin-kind. When the goblins decide not to immediately flee or rebel, as much because it is easier not to as because they are convinced, it is easier for them to convince themselves that they remain because they really do believe in Sir Dagai's vision, and not because they were too scared to fight or flee in the moment.

The second phase of Sir Dagai's indoctrination was more sinister still, asking his goblins to participate directly in his brutal experiments as he sought the perfect formula. They've come this far, haven't they, having fled their homes and taken up arms against Vintaria, are they really going to throw it all away just because Sir Dagai has begun to take desperate measures for these desperate times? Once the goblins have participated in his more horrific experiments, Sir Dagai can hold this over their head as well. All the terrible things they've done to one another, it has to be worth something in the end, doesn't it? Those who did try to flee or resist were accused of collaborating with the Vintarians and hunted down. With the most rebellious dead and those left behind complicit in their deaths, Sir Dagai's control was cemented.

The control Sir Dagai now exercises over his goblinoid minions is no longer founded on charm magic nor even on the promise of a better future for goblin-kind, though the success of his experiments have certainly made the latter far more compelling than when he was just a transmuter with a silver tongue. The goblins are loyal to Sir Dagai because they have already done horrible things for him, and because he supplies to them the lies they tell themselves about why they did so. It was for the future of goblin-kind, or out of spite for the traitors who tried to sell them out to Vintaria. Ultimately, the goblinoids know that whether or not this is true isn't really what matters. What matters is justifying what they've done.

Sir Dagai has successfully recreated the ritual that can transform goblins into hobgoblins and bugbears, lost since the Empire of Culora fell centuries ago, but he is only making some headway on improving the formula. The hobgoblins are disciplined and focused soldiers, and the bugbears cunning and powerful ambush predators. Each was once a goblin, and have been selected from amongst the most loyal of Sir Dagai's followers for promotion. Sir Dagai has additionally been able to transform Galdul, the leader of an attempted desertion, into a fire hobgoblin. He does not intend to let Galdul live for long, but for now Sir Dagai holds him prisoner to make sure the transformation is stable. If nothing terrible happens after a few months, Dagai plans to kill him and begin using the procedure on his most loyal hobgoblin minions.

IN THE CAVERN

Most of the cavern areas are guard posts or ambush sites. The goblinoids stationed there chat, play cards, and otherwise pass the time until they hear signs of trouble, whereupon they prepare for a fight. The goblinoids are positioned as though ready for a fight at all times, but if the party has snuck in, they will be much more casually positioned. While hobgoblins will stand guard at all times, bugbears and goblins will leave their hiding spots to talk to other goblinoids in the chamber if the cavern isn't under attack.



1) The goblins and bugbear will attempt to remain hidden here, rolling their Stealth against the party's passive Perception. If they remain hidden (or if the party ignores them anyway), they'll wait until the party has engaged the hobgoblins in melee and then attack from hiding.

The hobgoblins will demand anyone who approaches halt, and then tell them that these caverns belong to the goblins now, and non-goblinoids aren't welcome. If any party member moves to an adjacent position, the hobgoblins will ready their weapons, demand they leave immediately, and attack if the party does not immediately retreat. They will also attack if the party keeps their distance but repeatedly refuses to leave the entrance area of the caverns.

If a fight breaks out, the bugbears and hobgoblins will fight to the death, but the goblins will flee as soon as their bigger allies are killed or they are cut off from them (for example, the two goblins to the northeast will flee if the bugbear is killed and at least one party member starts to advance towards them—sure, the hobgoblins might still be alive, but that's no help to those two).

2) This main hub is a common area where the goblinoids gather for rallies and religious services. Between such services (like now) a handful of goblinoids hang about, and will take up ambush positions if they hear trouble coming from location 1. The goblinoids will try to wait until the party is near the center (just about under the giant 2 on the map, in fact) to spring their ambush. Bugbears will engage in melee will goblins fire from a distance and then attempt to hide again. The goblins in the southwest corner will run onto the bridge at the south side and open fire, but once at least one of them has died to return fire, they will flee towards 3 to alert the hobgoblins sleeping there. Once the bugbears are all dead, any remaining goblins will flee down the nearest corridor for help, which probably means heading towards 6. The cliff walls here can be climbed in combat as a move action with a DC 15 Climb check. If a character fails, they take no damage, but their move action is wasted. Outside of combat, one character can boost another up the wall, and then the character up top can give the one below a hand getting up. This requires no checks, although it does require ten or fifteen seconds—more than enough time for hobgoblin reinforcements incoming from location 3 to arrive if they've been alerted.



3) These are the sleeping chambers, with a sparring niche just to the south marked with a circle of black soot from a half-burnt log taken from a campfire. The hobgoblins in the sleeping niches and main sleeping cavern are all asleep, and will require an action to arm themselves and half their movement to rise from prone if a fight breaks out. The hobgoblins will not retreat until they've lost half their number, including both their lieutenants. If they do retreat, they will attempt to retreat towards 8 if possible, but as the party is likely threatening (if not completely blocking) that exit, they may instead retreat towards 4.



4) This is the main wolf pen of the camp. The two goblins here are trainers, and will sic their pets on the party when they see them approach.



5) Sir Dagai's quarters are here, guarded by a single **hobgoblin rebel**. Backed into a corner, the hobgoblin has little choice but to fight to the death. If the party demands surrender, they may roll Intimidate against the guard's Wisdom save, and they get advantage on the check for the guard being backed into a corner by a significantly larger enemy force.

Sir Dagai's living space in the sleeping cavern contains unfinished correspondence with an unknown ally written in Gultari. This ally has been supplying Sir Dagai with vital ingredients for his ongoing experiments as well as intelligence on the movement of forces throughout the kingdom. Recent letters inform Sir Dagai of the approach of the Order of the Lion, older ones broach the possibility of an alliance between Dagai's goblin rebels and the elven rebels who have moved into the nearby caverns with their spider minions, unceremoniously brought to an end when the elven rebels were devoured. The letter is not signed, but whatever individual or organization has been sending them has thorough enough knowledge of the military and political situation throughout Vintaria as to suggest they are well-traveled on both sides of the river.

Any player who speaks Gultari and reads the letters should be asked to make an Linguistics check. If they hit a DC of 10, they can identify that the writer of the letters isn't a native speaker, and if they also speak Draconic, they can tell that the writer of the letters speaks Draconic as their native language. If they hit a DC of 20, they can tell that the writer of the letter speaks Draconic even if they don't speak Draconic themselves.



6) Hobgoblins here guard a pit where a pair of half-starved **wolves** are kept for feeding uppity goblins to. The two **goblins** nearby are the trainers. If a fight breaks out and the goblins are at all threatened, they will retreat to the nearby crevice and there fight to the death, having nowhere else to run. The hobgoblins will also fight to the death. The niche containing the wolves is blocked with wooden bars, but it's not hard to cut through them with steel weapons, nor to shoot the wolves to death from the safety of the bars. They won't really do anything if left alive, however.



7) Each of these locations holds a bugbear ambush. The **bugbears** positioned here will fight to the death, however any goblin allies nearby will flee as soon as the bugbear(s) is dead. The **goblins** flee towards the next bugbear ambush, hoping to chain them together, and if all the ambushes are thwarted, will finally flee to 9 and join the goblins there.





8) The **hobgoblins** at the northern entrance to this stepped quarry will retreat down the switchbacks if they take even a single casualty, retreating to the lieutenant's group below to rally there. Once they have the party engaged at that position, the **goblins** and **bugbear** will emerge from hiding to attack the flank. The goblins will flee—given their position, possibly towards location 2—if the bugbear is killed, and the hobgoblins will flee towards 10 if their lieutenant and at least half their number have been slain.



9) Characters following the underground river from the **sahuagin** lair emerge here (see the **Sahuagin** handout for details). The **hobgoblins** guarding the northwest entrance to this chamber will fall back quickly to rally with the **lieutenant** on the other side of the bridge, attempting to use the bridge as a chokepoint against any intruders while the **goblins** in the center fire on them. The hobgoblins here will fight to the death, but the goblins will flee as soon as the hobgoblins are cleared out or party members have broken through to attack any of the goblins in melee. The goblins will flee across the bridge to join the pair of goblins at the southern end of the chamber, and fire arrows at anyone who engages the two hobgoblins in the southwest corner. If the southwest hobgoblins are slain, the goblins will retreat still further towards 10. If all the other hobgoblins in the chamber have been slain, the hobgoblins at the southeast exit will flee towards 10 with the goblins.

If this chamber is approached from the other side, it runs in reverse. The **hobgoblins** still attempt to bottle up characters by using the bridges as chokepoints and **goblins** still shoot arrows at them from across the river and flee as soon as they're at risk of being attacked in melee, but it's the **hobgoblins** at the northwest corner who finally give up and flee, rallying at the ambush at 7C to fight with the **bugbears**.



10) Here in the southernmost cavern are the **geysers** where Dagai performs his **transmutation** experiments. Geysers are prepared with various **alchemical** ingredients and **ritual spells**, and then **goblins** are dipped inside and pulled out. Over the next several days, they usually develop **unsustainable**, **cancerous** mutations and die, although some of them are just turned into **hobgoblins** or **bugbears** to help maintain Dagai's stock of these more powerful minions (this is the ultimate origin of the **hobgoblins** and **bugbears**, although these transformed **goblinoids** are perfectly capable of normal reproduction and this is where most **hobgoblins** and **bugbears** come from). Dagai has what seems to be a working formula for **fire** **hobgoblins**, however—a second stage transformation built atop the already transformed **hobgoblin**. So far, his only success has been with Galdul, the deserter he captured and used as a **guinea pig**. The transformation is initially successful, although Sir Dagai is keeping Galdul prisoner a few months to make sure there aren't delayed side effects before he dunks any of his loyal **hobgoblin** minions into the **fire geyser**.

The **bugbears** will wait until the party has engaged the **hobgoblins** to attack from behind, prioritizing lightly armored backline characters (these are probably **sorcerers** or **wizards**, whom the **bugbears** will want to kill before they can cast any deadly spells). The **hobgoblins** and **goblins** behave the same as in earlier encounters. Sir Dagai himself is the major difference between this fight and earlier battles. On the first two rounds he will cast *bull's strength* and *enlarge person* on a **hobgoblin** lieutenant, a **bugbear**, or a **hobgoblin rebel** (in order of preference). With his buff spells exhausted, he switches to casting *hold person*, *hideous laughter*, and then *sleep*.

Sir Dagai carries a *scroll of sleep* which he will use if he manages to live long enough to burn through all his first level spell slots. He also carries two *potions of cure moderate wounds*. If he is reduced to under half health (12 HP or less) while not threatened by any foes, he will move to cover from any ranged enemies he can see and drink one of the potions. If he is in melee range of an enemy when reduced under half health, he will continue casting spells as normal in an effort to either directly incapacitate the melee enemy or buff up a minion to take out the enemy for him.

The **red jester** in the geyser cavern has been sent by the Lunatic Court to retrieve Galdul, the hobgoblin who attempted to desert with several other goblinoids back to the main goblin force in the Great Forest, abandoning Sir Dagai's position in the experimental geyser cavern. Galdul was caught and most of his conspirators used in experiments which failed. Galdul has the fortune of having survived, and is kept half-starved to see if there are any lingering side effects of the transformation before Sir Dagai starts popping more hobgoblins into the geysers to turn them fiery. Some of Galdul's allies escaped and informed the Lunatic Court, who've come to kill Sir Dagai and spring Galdul from prison. The red jester claims to be here to coordinate an assault on the Order of the Lion with the goblin rebels in the Great Forest, but he's actually here for an assassination and a rescue. When the party attacks, the red jester will wait until any nearby hobgoblins have engaged them and then seize the moment to try and kill Sir Dagai. Once Dagai is dead, the jester will flee to the prison niche where Galdul is held and hole up there, killing anyone who attempts to attack him but otherwise staying out of the fight.

TREASURE

Though the goblin ambushes are intended to weaken Ramshorn and Order of the Bear forces until the goblins can overrun them, they nevertheless result in a lot of looting and the goblins have amassed a fairly large cache of treasure. They have a total of 2700 copper, 1300 silver, 350 gold, and 60 platinum, a silver ewer, a small gold bracelet, a small mirror set in a painted wooden frame, an embroidered silk handkerchief, and a matched set of gold locket with painted portraits inside that presumably belonged to a pair of lovers before the hobs stuck 'em. There are additionally 70 lbs. of cinnamon (70 gp), 50 pounds of cumin (100 gp), 50 lbs. of ginger (100 gp), 80 lbs. of mustard (40 gp), 20 lbs. of saffron (300 gp), 50 lbs. of salt (250 gp), 20 lbs. of vanilla (40 gp), 200 square yards of linen (800 gp), and 80 lbs. of iron ingots (40 gp). Presuming players have done the sensible thing and taken care of Sir Brander before wandering off into goblin territory, they presumably already have an exchange rate for these kinds of non-coin goods set up with Goldblum already, although if they don't they'll need to haggle over exactly how much of the standard 25 gp per item they're going to get out of this—players may also wish to renegotiate.

If Sir Dagai was killed before he could use his *sleep scroll* or one or both of his healing potions, the players can take them for themselves.

AFTERMATH

Galdul is held captive in a small alcove used as a prison. He is half-starved and suffering from four levels of exhaustion. If the red jester survives—including if he fell in combat but made his death saves or was stabilized/revived by the party—he will go to Galdul, help him to his feet, and begin escorting him out of the cavern. The red jester won't immediately explain himself, but being outnumbered at least three to one by the party (unless they took serious casualties in the fight), he'll explain why he was sent here if they try to stop him. If the party allows the red jester to escape with Galdul, they gain their first point of favor with the Lunatic Court. The red jester will fight to the death to defend Galdul, but stands little chance of surviving a confrontation with any party strong enough to defeat Sir Dagai and his minions. His death can easily be passed off as being at the hands of the goblins if the players don't want to give the Lunatics *cassus belli*.

The Order of the Third Eye may have contacted the party about bringing Galdul to them. If the party promised to do so, then Melchior will be waiting in Ramshorn to collect Galdul. Once the party turns Galdul over to them, they will gain their first point of favor with the Third Eye.

If Galdul is killed, no one is happy, although neither the Lunatic Court nor the Order of the Third Eye will treat it as an act of war.

SPIDERS

ECOLOGY

The Ramshorn spiders are parasocial creatures, meaning they recognize one another as friendly and will stick together for strength in numbers but do not directly communicate or coordinate with one another (apparently the main definition of “parasocial interaction” involves people responding to television celebrities as though there were real interaction between them—we’re not talking about that).

The bulk of the nest is taken up by various hunting spiders. These are wolf spiders, tiger spiders, jumping spiders, tarantulas, and spitter spiders, who leave the nest and find food. Tarantulas and tiger spiders are the most critical to the nest ecology, because they tend to kill large animals which they can only consume part of in one sitting. When the tarantula or tiger spider leaves, the nest spiders will descend upon the remains.

Most nest spiders are funnel weavers, well attuned to the vibrations of the webs that they coat the walls of the nest in so that they can feel whenever one of the hunters brings back prey. Funnel weavers are the nest’s defense force, following the same vibrations to intercept any intruders who’ve stumbled into the nest. A likewise critical component to nest defense are the recluse spiders. Hiding deeper in the nest and feeding almost exclusively on tarantula leftovers, recluse spiders would prefer to run when confronted until chased deep in the nest. Here, in the nest’s heart, with nowhere else to run, recluse spiders rally and make a frenzied attack on any intruders, providing a lethal last line of defense near the egg chamber.

Critical to nest construction are the trapdoor spiders, some of the smallest and weakest spiders. They burrow new tunnels for themselves, and when the old ones fill out, other spiders move in to take the trapdoor burrows, pushing them out to make new burrows and so expand the nest. Eventually, tarantulas will lumber along, widening the burrows to make a larger nest, making them both nest spiders (important to nest construction) and hunting spiders (important to feeding nest occupants).

The largest of all the spiders is the huntsman, technically also a hunting spider but deserving a category of its own for how massive it is. The huntsman spider is highly mobile and aggressive, giving it a punishing metabolism that makes it difficult for it to sustain itself. It does not tend to bring much food in, because most of its prey is much smaller than the huntsman, even full grown bucks, which means the huntsman usually eats them entirely in one sitting. The primary contribution of the huntsman is egg defense. A huntsman female will claim the largest tarantula nest for itself and its eggs. The other spiders will lay their eggs in the same chamber to benefit from the huntsman female’s protection. When giant spider nests self-destruct, it is often because a huntsman has run out of food and begun devouring the smaller spiders instead.

AT THE ENTRANCE

Just inside the nest, a knight of the Order of the Wyrd and a Vlatla thrall are in a stand-off. Upon seeing the players approach, the Vlatla thrall immediately approaches and asks them help her secure the egg chamber for her masters. The spiders are vermin, a type of ancient, organic war machine from a primordial age. Being designed creatures, the Vlatlas believe that surely they must have been designed to occupy territory, not destroy it, and that they could seize control of the spider swarm with access to the nest chamber. The elves managed to control the spiders at least for a while, and the Vlatlas are far more capable arcanists than a bunch of ragtag rebels fleeing destruction. The thrall asks the party to clear the nest chamber out but leave the eggs intact for the Vlatlas to experiment upon. This would indebt the Vlatla Clan to the players while at the same time making them powerful allies.

The knight of the Wyrd demands the spiders be destroyed. As the Vlatla thrall says, they are designed creatures, a perversion of the natural order, who devour ecosystems and drive out all other life. Nature exists in a harmony that sustains all who are a part of it, including the humanoids of Vintaria. If the spiders destroy that harmony, everyone who isn’t devoured will starve. The Vlatlas might think they can control the spiders, but they have no guarantee they won’t end up exactly the same as the elf rebels did, and then the spiders will run rampant and unrestrained once again. The eggs in the heart of the nest must be destroyed.

The players can choose to side with the Vlatla thrall or the Wyrd knight immediately, in which case the snubbed quest giver will withdraw without a fight (though promising the party will regret throwing their lot in with the other). If the party insists on having a fight anyway, the one they’ve allied with will help them, but insist they keep quiet about it afterwards, for fear of starting an all-out war. The party’s new ally will not accompany them outside of the nest, but will help them clear the nest, and after the egg chamber is secured or destroyed, will report back to their leaders, giving the party their first point of favor with the respective faction. If the party does not accept the aid of either the thrall or the Wyrd knight, then they can still gain a point of favor with the Wyrd if they destroy the nest and then take a long rest. They do not get a point of favor, nor is the spider threat ended, if they clean out the nest chamber without ever informing the Vlatla Clan that it’s empty and ready to be claimed.



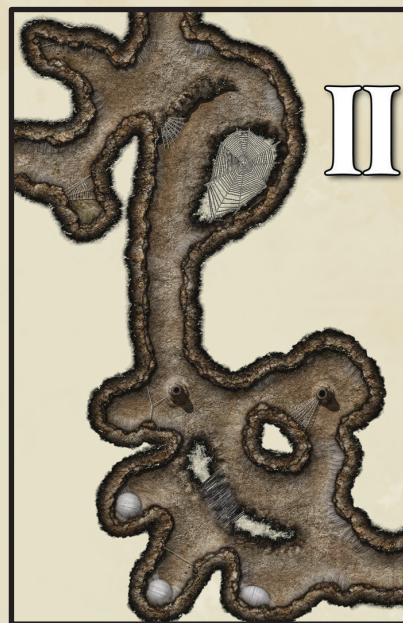


IN THE NEST

I) The entrance cavern here contains three **trapdoor spiders** and two webbed corpses. The trapdoor spiders don't swarm, just pop out to grab whatever's stepping near their burrow, which means one will pop out, and while fighting it, the party will likely find the others. In addition to these three, the tokens for a half-dozen more are barely visible in the same area. It is not recommended that you run these when playing out of the PDF. In the virtual tabletop version, each bit of the map revealed feels like progress, which prevents the large number of trivial encounters in this region from becoming grating. Without the map, the players have no idea how close they are to the end of the nest, which means repeated battles with easy foes quickly become dull.

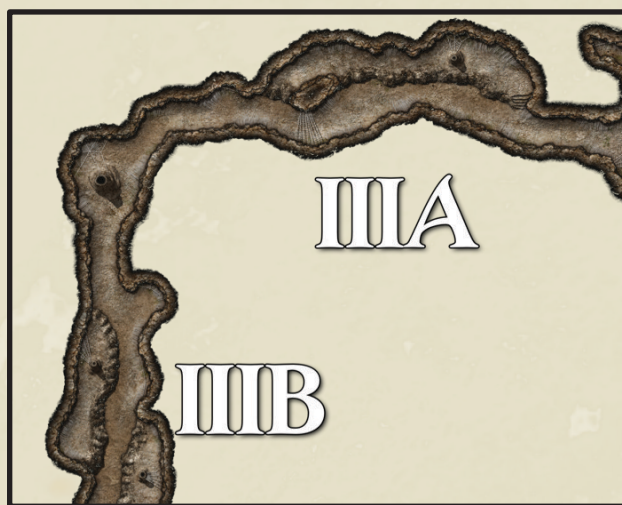
Past the trapdoor spiders' outer burrows, the path splits to the north and south. Down the south corridor, players will encounter two **jumping spiders** and a **funnel weaver**. The jumping spiders will leap out of the darkness, aiming to jump straight over the front line to land on unarmored back line party members, while the funnel weaver will immediately attack whatever disturbs its web head-on. Like the trapdoors, a few more jumping spider ambush spots can be seen in the area, but it is better to skip them when playing out of the PDF. Following the southern path will take the party underground to **LOCATION X**.

Down the north corridor, a small nest of nine **wolf spiders** and a single **funnel weaver** lurk, and will swarm on any party that approaches. The corridors here are tall enough for the spiders to crawl overhead and drop down at the back of the party if the front lines run out of room, but not tall enough to avoid taking reaction attacks as they do so. This chamber also contains a webbed corpse.



II) Two **funnel weavers** lurk in a web near the southern entrance (towards I). One more **funnel weaver** lurks to the west. If one is attacked, the other will come running. This area also contains a total of seven **trapdoor spiders**, with one or two popping up each round of combat. If the combat ends with some of the trapdoor spiders still hiding, let them stay hidden. Without other, moderately threatening spiders, the trapdoors are no longer interesting to fight. If it is week 2 or later, in addition to the obvious routes south to I and west to IIIA, there is a northern route that leads to Dame Callai's tomb at location at **LOCATION D** of the Catacomb (see the section on the **Vlatla Catacomb**). This chamber also contains a webbed corpse.

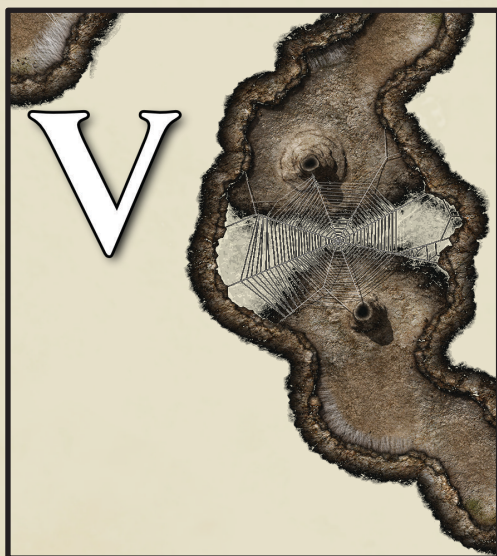
III) Both of these locations are home to two **funnel weavers** who will attack the party as they come down the corridor. They both additionally contain a webbed corpse. IIIB splits into two corridors, the north route looping around through IV and the southern through the much more direct route in V.



IV) This section is a long, winding corridor. It contains three recluses, encountered one after another, but each one flees immediately upon being spotted. After the third recluse flees, the corridor splits—the northern route contains one **spitting spider** and a webbed corpse while the southern route comes direct to a nest of two more recluses and three **spitting spiders**. Finally, past the spitting spider nest is a tiger spider nest containing six **tiger spiders** and one stray **spitting spider**. At this point, the corridor splits again, the northwest route heading up to the far more direct route of V while the southern corridor heads towards VI.



V) Two recluses lair here near the web of a single funnel weaver. The funnel weaver's web crosses a chasm which can be jumped with a DC 10 Athletics check. If the check is failed, the party member who failed falls into the web at LOCATION IX. If they fail a DC 15 Reflex save, another ten feet down through the second web and into the pit. See LOCATION IX for details. Characters who fell 10 feet to LOCATION IX take 1d6 falling damage, and characters who fell twenty feet into the pit take 2d6 falling damage.



VI) Nine funnel weavers have spun a massive web across the large chasm in this room, the edges of which serve as the nest for three **tarantulas**. All the spiders will swarm on anyone who enters the room. The tarantula lair contains a regular webbed corpse and the two Third Eye apprentices' webbed corpses. In addition to the usual treasure, one carries a *silver raven of wondrous power* and a *headband of intelligence +2* and the other a *wand of color spray*. Crossing the vast pit without descending downwards is nigh impossible. Characters can climb down, which will take them to the corridor between locations VIII and IX, with a DC 15 Climb check or else just take the 1d6 falling damage on the way down. Characters can also attempt to climb back up with the same DC 15 Climb check, taking 1d6 falling damage if they fail by 5 or more, and successfully climbing up to whichever side of the pit they wish if they succeed.



VII) This is the egg chamber for the nest. It contains three **funnel weavers**, four **wolf spiders**, and three **tiger spiders** who will swarm to form the front line against the party when they enter. The four jumping spiders will leap over the party's heads to attack the back line, while the three spitting spiders will web the front line in place to prevent them from reorganizing themselves. The single tarantula will also lumber towards the front line, but will probably arrive a round after the wolf and tiger spiders have created

a front line for themselves, and will plug itself into the first gap that appears. Finally, the huntsman will wait from a safe distance until a gap opens up in the front lines. When this happens, it will move forward, grapple a party member from the front lines, and then move back to its position in the center of the nest to finish the party member off alone. If, after incapacitating a lone party member in this manner, there remains a gap in the front lines, the huntsman will repeat, until the party is dead or the spider front lines are broken open and the entire party comes through to fight. The southern corridor here goes down towards LOCATION VIII on the second floor map.

The spiders have placed their eggs directly atop the hoard of the brass dragon they killed in the egg chamber. That hoard consists of 640 copper, 6400 silver, 1680 gold, 88 platinum, two chrysoprases, a citrine, a moonstone, an onyx, a quartz, and a zircon, all of which are worth 50 gold by default but which Goldblum might pay more or less for back in Ramshorn, two ambers, a red garnet, and a tourmaline, each worth 100 gold by default, an aquamarine and a violet garnet each worth 500 gold by default, and an emerald, worth 1,000 gold by default.



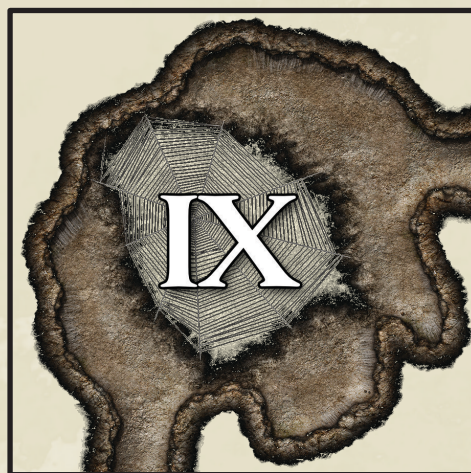
VIII) A massive swarm of nineteen funnel weavers lurks in this chamber, swarming any party member who disturbs their web. A single webbed corpse can also be found in the nest proper, as well as a second webbed corpse, containing not only the usual loot but the note in elvish (see below) in the corridor leading towards LOCATION VII. Like LOCATION VI, it's practically impossible to cross the chasm without descending into the pit, where an impromptu cemetery of discarded bones awaits. Any character who wishes to search for treasure may roll Perception. If they get at least a 15, they roll once on the treasure table in the **Treasure** section below and additionally find a *cloak of resistance +1*. For every five points higher, they get another roll on the treasure table, to a maximum of 35 for five rolls, if for some reason they come here with a +15 to Perception. Stranger things have happened.

Up top, there are two webbed corpses, both elven. One carries a message. The message is written in Mithrallar, the language of the elves, and it is apparent that it is the second page of a longer message, because it gives only the final disembodied few lines of instructions on how to get inside the vermin hive in the Great Forest before discussing how to control the spiders using

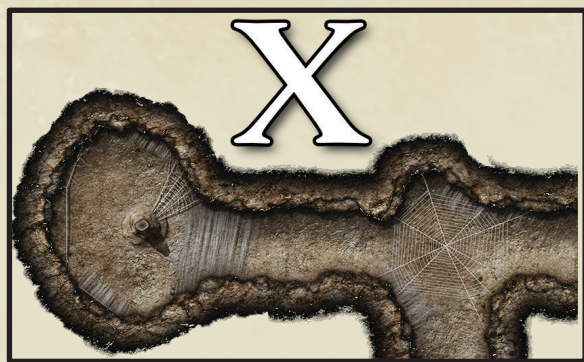
pheromone glands harvested from them. The instructions in the note can attempt to be replicated by anyone with access to a dead spider, so long as they can make a DC 15 Heal check to harvest the glands without damaging them and then a DC 15 Knowledge (Nature) check to use them properly. The person harvesting the glands and the person doing the controlling doesn't necessarily have to be the same person. When properly used, the pheromones can be used to give any of the following commands to a spider for 1d4 days, at which point the pheromones wear off and must be reapplied:

- **Follow.** The spider will follow the user, attacking only if it is attacked.
- **Attack.** The spider will attack a specific target marked by pheromones. To mark the target, the user must throw the pheromone sac as a weapon with an increment of 20 feet. If it misses, the spider will move to the marked area but will not attack unless it is attacked.
- **Occupy.** The spider will nest in the nearest suitable location (digging out new burrows if they are a trapdoor spider or a tarantula) and begin hunting in the area.
- **Destroy.** The spider will begin moving in a spiral search pattern and kill everything it finds that is not another spider, stopping only to feed or sleep when necessary, and not finding a proper nest when sleeping, instead just settling in to sleep wherever it happens to be in the pattern.
- **Self-Destruct.** The spider will begin moving in a spiral search pattern and kill every spider it can find, without food or sleep, until it dies.

Any player who speaks Mithrallar and reads the letter should be asked to make a Linguistics check. If they hit a DC of 10, they can identify that the writer of the letter isn't a native speaker, and if they also speak Draconic, they can also tell that the writer of the letter speaks Draconic as their native language. If they hit a DC of 20, they can tell that the writer of the letter speaks Draconic even if they don't speak Draconic themselves.



IX) The web over this pit is home to three funnel weavers. The pit below does not lead anywhere, it's just a hole. Characters take 1d6 damage for each ten feet fallen. The pit contains lots of bones dropped from the webs above, some coins from a single roll on the treasure table in the **Treasure** section below, as well as a *potion of cure light wounds* and a *pearl of power*. Characters can also climb up from IX to V with a DC 15 Climb check. Failing by 5 or more results in a character falling down the hole for another d6 of falling damage.



X) A single **trapdoor spider** nests here. The corridor to the east leads up towards the southern route of **LOCATION I**.

BEHAVIOR

Giant spiders aren't heroes. When dropped below half health, they immediately retreat back to the nest, or deeper inside it if they're already there. When confronted again after having already fled, spiders will make a desperate last stand, but would prefer to wedge themselves in a crevice and hope the predator goes away. They also don't directly cooperate with one another. While spiders will often hunt in what appear to be packs, they don't actually care about the wellbeing of other spiders (even of the same species). They will not flee just because other spiders are running away, and they will make no attempt to save a spider in danger.

Most spiders throughout the wilds and the nest are found in largely monotype groups. This gives the party a chance to observe how they act in isolation before having to confront them as a group in the egg chamber.

- Jumping spiders will leap over the front line to attack the back.
- Spitting spiders will web up the front line and then skitter around behind them.
- Tarantulas, wolf spiders, and tiger spiders are straightforward hunters: They will move directly to engage the nearest living non-spider that they can see.
- Funnel weavers wait to feel the vibrations in the web that indicate something other than a spider has just stepped (or been dropped) in the nest. Once the party disturbs one of the many webbed sections of the dungeon, any funnel weavers in the chamber will immediately descend upon them, crawling on the ceiling and walls to surround the party.
- Trapdoor spiders remain burrowed and hidden, but will pop out to grab anything that comes nearby and attempt to bring it back into their trapdoor. This works out great for them when the thing they've grabbed is a stoat or a rabbit. It's not so great when it's an adventurer's boot.
- Recluse spiders would rather flee than fight, usually retreating towards a corner or dead-end crevice nearby, but will turn and fight if cornered or reinforced by a large number of other spiders—recluses running from intruders will often mix themselves in with funnel weaver swarms to turn the tide.
- Huntsman spiders will attack a single enemy, grapple them, and then speed off with them to finish them off in isolation before returning to grab another prey and flee with them. They take all abducted prey to the same spot, and if tracked to that spot, will stand and fight the entire group to defend whatever prey it's already immobilized there.

With the exception of recluse and huntsman spiders, none of these are particularly difficult on their own and are threatening only in their overwhelming numbers, which may threaten to wear the party down if they attempt to storm the nest at low level. The spider's eggs are hatching at a steady pace and will constantly replace lost numbers with each long rest. Whenever the party takes a long rest, half the dead spiders in the nest are replaced, to a maximum of ten. As such, the party can chew through the nest bit by bit if they have the time, but the fewer rests they take, the fewer total spiders they will kill. If spiders in the wilderness have been slain, hunting spiders (that is, wolf spiders, tiger spiders, tarantulas, jumping spiders, and spitting spiders) can be drawn from anywhere in the nest but the egg chamber to replace them. Additionally, jumping spiders might be replaced by spitting spiders instead. The funnel weaver and trapdoor spiders in the wilderness are those pushed out of the nest by overcrowding and limited food, and will not be replaced should they be killed. In fact, if space is made back in the nest for them, they'll move in, abandoning their homes in the Ramshorn wilderness. Spiders from the egg chamber will never leave it to populate another area, which means that if the huntsman outside is killed, it will not be replaced.

Inside the egg chamber the spiders will fight together and show just how terrifying they can be when coordinating. The tiger spiders, wolf spiders, and tarantula will immediately run to engage anyone who enters the egg chamber, forming a powerful front line.

Spitting spiders will immobilize that front line with webs, then skitter around behind with the funnel weavers to attack the back line. Even if the party have wisely taken up position at one of the chokepoint entrances to the egg chamber, the huntsman size tunnels provide more than enough room for spitting spiders to crawl overhead to the back line, able to be targeted only by reach weapons. If the spitting spiders can't get a clear shot on the front line through their own eight-legged meat shields, they'll climb directly above them and spit from there. Funnel weavers will likewise climb around or overhead to reach the back line, and jumping spiders will leap straight over the front line.

The huntsman will let the lesser spiders deal with the intruders at first, but if a hole opens up in the eight-legged front line allowing a clear path between the huntsman and one of the party members, the huntsman will dart out to grab whichever creature is exposed by the hole in the lines and bring them back to its egg sac atop the drained dragon, where it will finish them off one-on-one.

All spiders in the egg chamber will fight to the death (including those who have fled there from other parts of the nest due to having their health reduced).

TREASURE

The spiders do not hoard treasure in one location, but their victims have plenty of it. Since spiders suck the juices out of their prey, the items carried on their person have been damaged only by, at worst, a year or two of decay—some of them are much fresher. For each of the webbed up corpses that players decide to loot, roll a d6 on the following table to determine what they find:

Roll	Treasure
1	2d6×10 copper
2	2d6×10 copper, 2d6×10 silver
3	1d6×10 silver, 1d6 gold
4	2d6×10 silver, 3d6 gold
5	2d6 gold, 1d6 platinum
6	2d6 platinum

Each corpse also carries some means of defending themselves in life—a sword, an axe, a bow—but these are all mundane weapons.

AFTERMATH

If the players think to investigate the tunnel where the spiders broke into the catacomb (probably because the Vlatla Clan have asserted that this should be impossible), a DC 15 Perception check reveals that the shape of the hole into the catacombs suggests that someone blew the catacomb wall apart with some kind of explosive. A DC 20 reveals blast marks that suggest it was an alchemical explosive rather than any kind of spell. As the local potioneer, Goldblum might have sold ingredients to the culprit.

If the party follows this lead, Goldblum will confirm that a tiefling named Vain has been buying alchemical ingredients that could be used to make explosives, although there are several key ingredients that she hasn't been getting from Goldblum. Perhaps she has a personal stash of these more rare and dangerous alchemical ingredients, or another, less scrupulous source supplying them. Goldblum has no idea why anyone would want to blast a hole in the catacomb and wake the restless dead, but suggests that maybe waking up the skeletons was an accident while attempting to create a backdoor to the catacomb for other reasons.

In truth, Vain actually is trying to wake the restless dead, because she is Colgru Beryl under a disguise self spell trying to soften up Ramshorn (and the rest of Vintaria) for a coming Tiamat invasion. In fairness to Goldblum, it's pretty hard to get from "a tiefling blew up a wall" to "the Clans of Tiamat are preparing to attack" without any further evidence.

If the party turns the egg chamber over to the Vlatla Clan, after the next long rest the spiders will be under Vlatla control. They will be friendly to the party so long as they retain at least one point of favor. If the party falls out of favor with the Vlatlas, the spiders will become hostile to the party, but the Vlatlas will claim this is just a kink in the control they're still ironing out. If neither the Lunatics nor the Lions have taken residence in Ramshorn, the Vlatla spiders will occupy the town. The townspeople at first treat it as an attack, but after seeing that the spiders aren't hostile, they slowly grow used to their presence. The spiders only patrol the streets and never enter any buildings, making it easy for townspeople to keep their distance long enough to determine they

aren't here to eat anyone, and in the meantime nobody wants to be the one to try and fight the damn things. If the party attempts to attack a spider upon seeing one ambling through the town, remind them that 1) the Vlatla Clan was planning on taking control of these things and 2) the spider isn't chasing anyone down or anything, it's just walking through the streets. If the party still wants to attack it, go ahead and let them.

This is a new command the Vlatlas have developed for the spiders, and which they can teach the party if the party wants. They call it "patrol," and it causes the spiders to meander about aimlessly within a few hundred feet of the spot marked by the pheromones, attacking only if attacked. The Vlatlas have not yet figured out how to teach a spider to differentiate friend from foe without either marking targets with the attack command or just telling them to kill everything in a certain area and hope no friendlies are in the target region, but they're working on it.

BERYL CLAN

The Beryl Clan have been acting as agents provocateur throughout the Ramshorn region, conspiring with both Sir Dagai and his goblins and the elves who first unleashed the giant spiders, as well as arranging in week two for the spiders to disrupt the Vlatla skeletons and throw the catacombs into chaos, and then spending time scoping out the players' specific capabilities in weeks three and four before attempting to have them killed in week five. Finally, after every other potential threat to Ramshorn has been defused, the Beryl Clan will take a shot at assassinating the players directly, as at that point they can at least say that they've identified and killed a fairly serious threat to ongoing subversion operations.

The Beryl Clan do have a base of operation, but they have no presence on the wilderness map and are not especially likely to be tracked back to it. However, if the players end up suspicious of Vain or find some way to successfully canvas the region for dragonborn after learning that there's some kind Draconic-speaking agent provocateur in the area, they will end up at the Beryl Clan camp and may be able to ambush them before they ambush the players.

The number of the Beryl Clan infiltrators operating in the Ramshorn region is equal to the number of player characters, and Beryl Clan members are added in this order:

- 1) Corgru Beryl
- 2) Saiz Beryl
- 3) Dalnetto Beryl
- 4) Hiski Beryl
- 5) Fainsithe Beryl
- 6) Echokreth Beryl

So, if there are four player characters in the party, then Corgru, Saiz, Dalnetto, and Hiski Beryl are in Ramshorn and the other two are not. Note that this is the number of player characters, so NPCs are not counted. If the players bring a hireling (or twelve) along to a confrontation with the Beryl Clan, that does not affect the number of Beryl Clan infiltrators in the region.

BESTIARY

ASPECT POWERS

Many of the faction leaders for PETALS AND THORNS use aspect classes, special classes designed to have a wide array of powers while also being relatively simple and easy to run. These classes are comparable to PC classes (in fact, you can have a mixed party of aspect classes and core classes as PCs if you want), but are significantly easier for a GM to learn in a short amount of time, making it easier to run several NPCs with these classes in rapid succession (or even in the same encounter). Because not everyone buys every single book I ever release, the aspect powers necessary to running the NPCs in this adventure have been reprinted here.

ASPECT BEGUILER

Universal

Join The Circus (Ex): The beguiler is always capable of hitching a ride with someone. And we do mean always. Beguilers can find or, if necessary, start circuses, carnivals, freak shows, or just friendly merchant caravans with room to spare in their wagon train in exchange for someone with a good singing voice who'll help with the unloading, no matter how unlikely the situation. Beguilers have been able to talk their way into traveling performing acts while deep behind enemy lines, on other planes filled with soulless outsiders devoid of any capacity to actually enjoy such an act, in places where performing acts were banned and had not been heard from in a century, and in desolate wastelands which no one had visited in all of recorded history. The question of how they actually do this is an unsolved mystery that the beguilers themselves do not appear to have the answer to. And they can get anywhere if they stick with the circus long enough.

As bizarrely effective as the ability is, it does have limitations. The major caveat there is "if they stick with the circus long enough." The speed a beguiler can get from one place to another depends on their ranks (and only their ranks, not other bonuses) in the Perform skill (use their highest if they have several), and trips of great length tend to take enormous amounts of time for beguilers who aren't master entertainers. They also have to live long enough to get off the plane with their new traveling companions. A beguiler

with no fire protection teleported to the Elemental Plane of Fire is going to burn to death long before they can complete even a one-day journey back to the Prime.

Similarly, while beguilers have a preternatural ability to find or found traveling performing acts no matter how unlikely, their ability to reach specific destinations is much more limited. A beguiler can find their way from hostile prison planes to safety on the prime material just by joining the circus, but not usually the other way around. They also need some degree of free movement in order to find and join a circus. If they are locked in a specific prison cell or under some kind of guard, they'll have to escape for that before they can scrounge around for a carnival to hitchhike with.

Whether planes are "related" or not is not always clear. Elemental planes are clearly related to one another. Likewise, lower planes are related to one another, as are upper planes. On the other hand, upper and lower planes are not usually related to one another. Planes that specifically make themselves hard to access—prison planes, for example—are not related to any other planes, except for the Prime Material Plane, because the Prime Material Plane is always related to any other plane.

Entertainer: A 2nd level beguiler automatically gains two ranks in any one Perform skill.

Beguiling Voice: A 4th level beguiler has a +2 competence bonus to Bluff and Diplomacy made with creatures of the same type (i.e. humanoids, giants, etc.).

Fight Choreography: A 5th level beguiler is considered proficient in all improvised weapons. They additionally gain bonuses below for any Perform skill they have at least 5 ranks in.

- **Act:** The beguiler may take a full round action to make a Perform check to enhance their Domination aspect. They may use any Domination aspect power they have unlocked, and while doing so they make a DC 15 Perform check. If they succeed on the Perform check, they gain +1 caster level to the Domination power, and an additional +1 for every 10 points they exceed the DC.
- **Comedy:** The beguiler can take a pratfall whenever they're struck in melee, reducing the damage by up to one point per beguiler level and flying backwards five feet for every five points of damage reduced, rounded down. The beguiler may fly straight through walls or other solid objects with HP less than the amount the beguiler took (before reduction from this ability) without incurring any additional damage. Leaving a hole shaped like their own silhouette is optional.
- **Oratory:** The beguiler may add their CHA bonus to attack and damage with melee attacks if they speak a pun or witty one-liner while making the attack.

Going to	1 rank	4 ranks	8 ranks	12 ranks	16 ranks	20 ranks
The next town	1 week	3 days	1 day	1 day	1 day	1 day
The next region	1 month	1 week	3 days	1 day	1 day	1 day
The next kingdom	3 months	1 month	1 week	3 days	1 day	1 day
Several kingdoms over	1 year	3 months	1 month	1 week	3 days	1 day
The next continent	5 years	1 year	3 months	1 month	1 week	3 days
A related plane	10 years	5 years	1 year	3 months	1 month	1 week
An unrelated plane	50 years	10 years	5 years	1 year	3 months	3 weeks

Aspect of Domination

Charm (Sp): As a standard action, the beguiler causes one creature within Close range (25 ft. +5 ft. per two Domination caster levels) to think of them as a friend. The target makes a Will save, and if they fail, their attitude becomes friendly towards the beguiler.

Friendly is not helpful, and charmed creatures will not typically fight for the beguiler, and certainly not against their allies, but they'll be extremely reluctant to attack the beguiler and will usually share freely any helpful information they have. The target remains charmed for one hour per Domination caster level, but gets a new save every time they are asked to do something risky or suspicious.

Empathy (Sp): As a standard action, the beguiler may create an empathic link between any two creatures within Close range (25 ft. +5 ft. per two Domination caster levels). One creature is the empath, the other the subject. The empath gains an enhancement bonus to Bluff and Sense Motive checks against the subject equal to half the beguiler's Domination caster level, rounded down, but the empath must make a Will save in order to take hostile action against the subject.

Sleep (Sp): As a standard action, the beguiler may attempt to put a single creature within Close range (25 ft. +5 ft. for every two Domination caster levels) to sleep. The target creature makes a Will save, and if they fail, they are put to sleep for one minute per Domination caster level. The target will awaken if damaged or if another creature spends a full round action shaking them awake.

Command (Sp): As a standard action, the beguiler causes one creature within Close range (25 ft. +5 ft. per two Domination caster levels) to follow a one-word command. The target makes a Will save, and if they fail, they must use their next action to follow the command, and will obey any command that isn't suicidal, even if it's completely contrary to their motivation and identity.

Telepathy (Sp): As a standard action, the beguiler can establish a telepathic link to another creature within Medium range (100 ft. +10 ft. per Domination caster level). Once linked, the beguiler can read surface thoughts and send messages to the target for as long as they remain within range. When first targeted by this spell, the target may immediately attempt to resist the connection, and may attempt again as a swift action on their turn. This requires a Will save, and a successful save breaks the connection. If the target of telepathy are themselves a telepath and succeed on their Will save to resist this power, they may instead reverse the connection, allowing them to read the beguiler's mind. Telepathy is mostly covert. Although the target feels some mental agitation when the link is being established, that by itself is not distinguishable from a brief moment of mundane irritability.

Detonate Mana (Sp): As a standard action, the beguiler infiltrates another caster's mind to hijack an ongoing spell and pump extra energy into it until it explodes. The target creature must be within Close range (25 ft. +5 ft. per two Domination caster levels), and they must be maintaining at least one spell or spell-like ability. The target creature may either immediately end all spells they are maintaining in order to keep them away from the beguiler or else try to maintain control over them. If the latter, the target makes a Will save, and if they fail, the beguiler may end as many of the target's spells as they like violently. Each spell so ended deals 1d4 damage for every three Domination caster levels of the beguiler, rounded down, plus an additional 1d4 damage for every three caster levels of the targeted caster, rounded down. This force damage is dealt to the target of the spell ended.

For example, if a level 4 caster is maintaining Cat's Grace on a rogue and a level 5 beguiler targets that caster with Detonate Mana, it is the caster who makes the Will save, but it is the rogue who takes the damage if the caster fails the Will save. The target caster and the beguiler would each contribute 1d4 damage, so the rogue would take 2d4 damage. This example uses only one spell, but Detonate Mana can end any number of ongoing spells, and deals damage separately for each spell ended.

If an ongoing spell targets an area instead of a specific creature, its detonation deals damage to all creatures within that area.

Mind Static (Sp): Whenever a creature within Medium range (100 ft. +10 ft. per two Domination caster levels) attempts to cast a spell or use a spell-like ability, the beguiler can attempt to break their concentration with a sudden burst of mental static as an attack of opportunity. The target creature must make a Will save, and if they fail, their spell or ability fizzles. As a standard action, the beguiler may attempt to fill a target's mind with static such that they are too overwhelmed to act at all. If the target fails a Will save, they are stunned for one round for every three Domination caster levels.

Suggestion (Sp): As a standard action, the beguiler speaks a suggestion no longer than a sentence or two and one creature within Close range (25 ft. +5 ft. per two Domination caster levels) is compelled to obey unless they succeed on a Will save. The effect lasts for one hour per Domination caster level, but ends early if the target successfully completes the suggested action. If affected, the target will forget hearing the suggestion and act on the idea as if it were their own, but others within earshot will hear the suggestion, and if the target makes their Will save, they will hear it as well. The target acts on the suggestion as if it were their own, which means suggestions that violate their motivations will be automatically discarded, however the target must still make a Will save or be shaken by the very thought that the suggestion was able to gain such purchase in their mind, even if they didn't ultimately follow it.

This ability is covert—although others can hear the suggestion, there is no indication that it is magical (although that doesn't mean there won't be repercussions for suggesting the king abdicate the throne). Most creatures have a fairly powerful and automatic ability to rationalize, so a creature affected by a suggestion is unlikely to come to realize they have been magically influenced unless they can make a Spellcraft roll to identify the magic or they know in advance that enchantment magic is at play.

Mana Overload (Sp): The beguiler can infiltrate the mind of a caster as they cast a spell or spell-like ability—and pour a bunch of extra power into it, in hopes of blowing it up in the caster's face. Whenever a creature attempts to cast a spell or use a spell-like ability within Close range (25 ft. +5 ft. per Domination caster level) of the beguiler, the beguiler can use mana overload as an attack of opportunity to pour extra power into the spell being cast. Before making the Will save against this power, the target caster must choose whether to attempt to cast the spell anyway and risk losing control or letting the spell fizzle. If they risk it, they may make their Will save. If they succeed, the spell is maximized, as per the metamagic feat. If it dealt energy damage of a type other than force damage, it is now force damage. If they fail, the spell is still maximized and any energy damage is still converted to force damage—and the target is the caster. AoE spells center on the caster and cone and line spells begin from the square the caster is on instead of the one in front of them. Note that while this can be

used as a risky attack, it can also be used as a guaranteed buff to self-targeting spells. The beguiler cannot target themselves with this power, even if they have levels in an INT caster class.

Paranoid Energy (Sp): As a standard action, the beguiler fills a creature with a deep mistrust of their allies that poisons their ability to channel positive energy. The target creature must be within Close range (25 ft. +5 ft. per Domination caster level), and while affected they must make a Will save every time they attempt to heal using positive energy. If they fail the save, they instead inflict damage using negative energy (i.e. when attempting to cast *cure light wounds*, their positive energy is poisoned and becomes negative energy, causing them to cast *inflict light wounds* instead, even if they don't have that spell prepared or don't even have it on their class list). The target creature remains affected for one round for every three Domination caster levels.

Arcane Reversal (Sp): As a standard action, the beguiler infiltrates another caster's mind to hijack a spell and use it to fuel their inspiration powers. The target must be a creature within Close range (25 ft. +5 ft. for every two Domination caster levels), and must be maintaining at least one ongoing spell or spell-like ability. The caster targeted can either end their ongoing spells immediately to keep them away from the beguiler or else risk losing control by making a Will save. If they attempt the Will save and fail, the beguiler may end as many of the caster's ongoing spells as they like.

Any creatures who were targeted by the ongoing spells ended by this power instead gain the benefit of the beguiler's Inspire Heroism ability for the remainder of the ongoing spell's duration. This use of the Inspire Heroism ability uses either the beguiler's Inspiration caster level or the caster level of the target of Arcane Reversal, whichever is higher. Regardless of the caster level used for the Inspire Heroism effect, it lasts for as long as the spell ended by Arcane Reversal would've lasted, to a maximum number of rounds equal to the beguiler's Domination caster level. If more than one spell affecting the same creature is ended by Arcane Reversal, the Inspire Heroism effect lasts as long as the longest lasting spell ended by it (or a number of rounds equal to the beguiler's Domination caster level, whichever is shorter). Creatures affected by more than one spell ended by Arcane Reversal can technically have the Inspire Heroism power used on them multiple times, but as the bonus granted is a typed morale bonus, the multiple castings do not stack.

Alternatively, if the ongoing spell was inflicting a specific status effect, the beguiler may cause a special buff, provided they have that buff unlocked in the Inspiration aspect:

- If an ongoing spell caused blindness or deafness, the beguiler grants the target of that spell true seeing for the remainder of the spell's duration. Unlike other effects, this requires the Illusion power true sight, not an Inspiration power.
- If an ongoing spell caused the dazed, entangled, stunned, or petrified condition, the beguiler grants the target of that spell the benefit of the Inspire Haste power for the remainder of the spell's duration.
- If an ongoing spell caused the shaken, frightened, or panicked condition, the beguiler grants the target of that spell the benefit of the Inspire Courage power for the remainder of the spell's duration.
- If an ongoing spell caused the fatigued or exhausted condition, the beguiler grants the target of that spell the benefit of the Inspire Greatness power for the remainder of the spell's duration.

If multiple spells affecting the same creatures are reversed by Arcane Reversal, the beguiler may grant a different effect for each spell. For example, if an ally is affected by both *blindness/deafness* and *cause fear* cast by the same enemy caster, a beguiler may use Arcane Reversal on the enemy caster and, if the enemy caster fails the save, convert the *blindness/deafness* to *truesight* and the *cause fear* to *inspire courage*. If an ongoing spell targets an area instead of a specific creature, the buff granted by Arcane Reversal applies to all creatures within the affected area.

Dominate (Sp): As a standard action, the beguiler seizes total control of one creature within Close range (25 ft. +5 ft. per two Domination caster levels). The creature must make a Will save. If they succeed, they are immune to future domination attempts for the next 24 hours. If they fail, the beguiler may give mental commands which must be followed exactly. The effect lasts for one round per Domination caster level and ends early if the target leaves Close range. Dominated creatures will follow any order they are given, regardless of whether it violates their motivations. While dominated they are glassy-eyed and monotone, making not only the initial domination overt, but also every action of the dominated creature overt. A beguiler can only dominate one creature at a time.

Confusion (Sp): The beguiler can blanket a small area in a psychic maelstrom that warps the perceptions of everyone unfortunate enough to be caught within it. They may cast *confusion* at-will as a spell-like ability.

Fast Casting: The beguiler may use their spell-like abilities as an attack of opportunity a number of times per turn equal to their CHA bonus in addition to their regular attack of opportunity. Anyone within range of one of the beguiler's spell-likes is considered to be in the beguiler's threatened squares, but only for spell-like abilities.

Aspect of Illusions

Color Spray (Sp): The beguiler can cause a blinding spray of brightly colored light to flash from their hands. All creatures who can see within a 15-foot cone must make a Will save, and if they fail, they become stunned for one round. Creatures with a CR lower than the beguiler's Illusion caster level are additionally blinded for 1d4 rounds. Creatures with a CR 3 or more lower than the beguiler's Illusion caster level are additionally unconscious for 1d4 rounds. Using color spray requires a figment, however the burst is over in an instant, so the beguiler will get the figment back almost immediately. In other words, color spray doesn't use up any figments, but the beguiler can't cast color spray if all of their figments are already being used for other illusions.

Disguise Self (Sp): The beguiler can create an illusion that clings to their skin as a standard action by using a figment, or to another creature within Close range (25 ft. +5 ft. per two Illusion caster levels) for two figments. This illusion is placed directly on top of the beguiler's form, which gives it significantly more durability than most, but also limits how significantly the beguiler can alter their appearance. The beguiler can alter the color and texture of their body and clothes at will and can make their build seem slimmer than normal, but if they make themselves seem larger than normal, the illusion will be hanging over empty space. It will still look like they're taller, bulkier, have an extra arm, or whatever, and even the texture of non-existent body parts will feel appropriate to the disguise, but if anyone tries to grab, shove, or otherwise interact with a part of the beguiler's body that is completely illusory (like knocking them on a forehead that's

several inches taller than their actual forehead or grabbing a wing they don't actually have), the illusion will shatter and reveal the beguiler for who they are.

Wearing special clothes can limit this to a degree. A beguiler wearing shoulder pads can use disguise self to look like someone with broad shoulders, and since the shoulder pads are physically real, the illusion won't shatter when someone grabs them by the shoulder, and will even feel like a real shoulder and not a pad. No matter how many weird wardrobe changes they make, however, the beguiler cannot make themselves appear to be of a different size category than they are, nor can they actually use whatever radically different anatomy they try to give themselves. A beguiler might give themselves illusory wings, but that doesn't mean they can fly. **Figments:** The beguiler has one figment per Illusion caster level. These figments can be used to sustain various illusions. A figment remains in use by an illusion for so long as that illusion is maintained, and cannot be used for another illusion until the first is dismissed, however a beguiler gets their figments back immediately whenever one of their illusions is dismissed. All illusions sustained with figments are immediately dismissed if the beguiler sustaining them falls unconscious or dies.

Illusory Object (Sp): The beguiler can use one figment and a standard action to create an illusory object of up to medium size, plus one extra figment for each size larger, within Close range (25 ft. +5 ft. per two Illusion caster levels). The illusion looks, sounds, and smells exactly like whatever it is an illusion of, and will even feel like it at the very surface, but if any pressure is applied, the illusion shatters. Someone can run their fingers across an illusory chair and it will feel real, but if they try to sit on it, the illusion will shatter and they'll fall through.

Illusory objects cannot react to anything on their own, but the beguiler can use a swift action to mentally send a command to have the object behave in whatever manner they wish (for example, to make a flag start blowing the breeze) and may use an attack of opportunity to cause an illusion to act in a certain way in reaction to another creature's actions (for example, having the handle on a door turn under a creature's hand and then swing open, rather than the illusion shattering as the creature's hand passes straight through it).

Mirror Image (Sp): The beguiler uses any number of figments to create the same number of illusory duplicates of creatures within Close range (25 ft. +5 ft. for every two Illusion caster levels) as a standard action. Each figment used creates one and only one mirror image, whether they're all stacked on one target or if many targets each get one or any distribution in between. The illusory figures walk out of the target's current form and are indistinguishable from the real target, behaving exactly the way they do, casting spells, dodging blows, levitating, and so on whenever the target does so. Whenever an enemy attacks the target, they randomly have a random chance of hitting one of the mirror images instead, with both the real target and the mirror images having the same odds of being hit (i.e. if the target has one mirror image, their odds of being hit are 1 in 2, if they have two images, their odds are 1 in 3, etc.). If a mirror image is struck, it instantly shatters.

Enemies who can see through illusions (i.e. with true seeing) have no chance of hitting a mirror image. Enemies who hit the target's touch AC have a random chance of hitting and shattering a mirror image, even if their attack does not ordinarily work against touch AC (if they randomly hit the real target, the attack is still ineffective unless it actually works against touch AC).

Blinding Illusion (Sp): Illusions are pretty fragile, but you still have to put a solid object clean through them to get them to break. Eyes are also pretty fragile, and people with an illusion of pure darkness placed directly over their eyeballs do not generally want that illusion to be broken by force even if it's consistently effective. For a standard action and a figment, the beguiler can blind one creature within Close range (25 ft. +5 ft. per two Illusion caster levels). The target makes a Reflex save (to avert their eyes before the illusion can get on top of them; if the illusion is stuck on the eyelids, it's trivially easy to shatter the illusion without damaging the eyeballs), and if they fail, they are blinded until they leave range, the beguiler dismisses the illusion, or they decide to go ahead and smash their own eyeballs in to shatter the illusion.

Illusory Creature (Sp): The beguiler can use two figments and a standard action to create an illusory creature, plus one extra figment for each size larger than medium, which must remain within Close range (25 ft. +5 ft. per two Illusion caster levels) of the beguiler. This creature looks, sounds, smells, and even feels like a regular creature, so long as the touch is light enough to avoid shattering the illusion.

The illusion can act on its own according to simple commands and can follow pre-set instructions indefinitely. It cannot hold conversations on its own, but it can repeat certain phrases in reaction to certain triggers, for example, saying "the archmage is in the foyer, please, go right this way" if anyone from an approved guest list enters the room, and instead saying "I'm terribly sorry, but the archmage is not in today" if a creature who is not an approved guest enters. An illusory creature can provoke flinch reactions whether or not the target knows it's fake, which means it can be used to flank, however it shatters on hard contact with physical objects, which means anything that strikes the illusion (it has AC equal to the beguiler's Illusion DC, plus any size bonus from its apparent size) will immediately destroy it and it cannot pass through squares occupied by enemies nor through solid walls or other objects (being illusory, however, it is perfectly capable of flying right over an enemy front line to flank them from behind).

Enemies in combat who do not know the illusion is fake will treat it as a regular foe, which may lead to their avoiding a certain area for fear of reach attacks from a larger opponent, clustering up on a certain area to try and bring down what appears to be a dangerous enemy, or if you're lucky, maybe reconsidering the fight altogether and fleeing. Unfortunately, there's no way to predict in advance how enemy tactics will change in response to an illusion.

The illusory creature continues following its initial commands until the beguiler issues new ones using a swift action. This is done mentally and is thus inaudible (although telepaths will hear the new commands). A beguiler who has a swift action to spare each round can direct a single illusory creature however they like by giving them specific commands (i.e. "go here, swing your sword at that guy, miss on purpose but make it close"). A beguiler can also have an illusion react to an event as an attack of opportunity, for example, if an illusory creature is shoved, the beguiler can use an attack of opportunity to have the illusion fall back and onto the floor rather than shatter as the shoving creature's hands go straight through the illusion's chest.

Invisibility (Sp): The beguiler can use three figments and a standard action to turn a single creature within Close range (25 ft. +5 ft. for every two Illusion caster levels) completely invisible. All items worn or wielded by this creature when the spell is cast on them turn invisible with them, and can only be seen through

magical means, but both the creature and their gear remains as audible as ever, and any items picked up after the creature becomes invisible are not made invisible. They can be placed inside of an invisible container, however, in which case the invisible exterior will occlude the object (light does not pass through invisible objects, which is why invisible creatures are not blinded, rather, invisibility is a perfect illusion of empty space that coats the affected creature and their gear—carry an object in your hand and it will be plainly visible, but put it in your backpack and the illusion of empty space on the backpack will cover the object).

The beguiler can turn as many creatures within range invisible as they have figments to sustain, but turning each one invisible requires a separate standard action. Likewise, a beguiler can take a standard action to reuse the same three figments on a creature that is already invisible, in order to turn any new objects they've picked up or put on invisible.

There are four ways the invisibility can be disrupted (in addition to the magic being dispelled completely):

- As mentioned, any invisible creature or object that gets further than Close range (25 ft. +5 ft. per Illusion caster level) from the beguiler becomes visible.
- Making hard contact with a solid object dispels the invisibility, including making any melee attacks, jumping, or even running (normal move actions, even a double move at maximum speed, does not cause the invisibility to fail: you can hustle while being careful not to hit the ground too hard with your feet: but running as a full round action will).
- Any spell, spell-like ability, or supernatural ability that breaches the invisibility from the inside will cause it to fail. Self-targeting abilities work fine, but spells that target other creatures or objects which are not themselves invisible will tear the invisibility spell apart on their way out.
- The invisibility spell will tear if it tries to stretch too far, too fast. Firing invisible arrows or other projectiles to other squares always does this, as does throwing objects, but an object left behind rather than launched away will simply become visible as the spell has enough time to safely retract from the object without tearing. Visible objects (i.e. those picked up by an invisible creature after the spell was cast) may be thrown normally, as the spell does not cover them.

Fascinating Illusion (Sp): The beguiler creates a pulsing, hypnotic pattern of light, often in rainbow colors. The pattern can be created in any area within Medium range (100 ft. +10 ft. per Illusion caster level), and affects four squares per figment spent to sustain it, all of which must be contiguous with one another. Each creature within the affected area must make a Will save or else become fascinated by the illusion. As a swift action, a beguiler sustaining the fascinating illusion can move it up to 30 ft. Any creatures fascinated by the illusion must spend as much movement as they have available to get back within range of it, however if they are forced to end their turn outside the illusion's area of effect, they cease to be affected by the illusion. Like all illusions, the fascinating illusion is fragile and easily shattered by hard impact with a solid object. It has an AC equal to the beguiler's Illusion DC.

Illusory Crowd (Sp): The beguiler can use a standard action and any number of figments to create an illusory crowd. This works the same as creating an illusory creature (including range limits, how the limited ways in which the crowd can react to external stimuli, using a swift action or attack of opportunity to give new

commands, etc.), however a new illusory creature of mostly the same appearance (i.e. same basic clothes, height, build, and so forth) may be created for each extra figment spent after the amount required to create the original illusory creature. For example, it costs two figments to create an illusory creature of medium size, so three figments could create two such creatures, four would create three, and so forth. It costs three figments to create an illusory creature of large size, so it would take four figments to create a crowd of two, three to create a crowd of five, and so forth. The crowd is all the same illusion, which means each apparently separate creature in the crowd must remain contiguous with the others or else the illusion will tear apart and shatter, and likewise if any member of the crowd is dismissed for any reason (leaves range, shattered on impact with something solid, etc. etc.) the entire illusory crowd goes with it.

Displacement (Sp): The beguiler can spend a standard action to create a shifting, blurring image of as many creatures as they like within Close range (25 ft. +5 ft. per two Illusion caster levels) for one figment per creature affected. Each creature gets a 5% miss chance per Illusion caster level, to a maximum of 50%. The beguiler may spend a second figment on a creature to give them a 50% miss chance regardless of their Illusion caster level. The displaced images are constantly flickering in and out of existence, and while they can be shattered on hard contact with a solid object like most other illusions, it doesn't actually matter, because they're designed to constantly dissipate and be replaced. This means the displacement effect is not ended if an enemy attack hits the displaced image due to the miss chance.

Aspect of Inspiration

Death Note (Su): The beguiler plays or sings a deadly note. One creature within Close range (25 ft. +5 ft. for every two Inspiration caster levels) who can hear the beguiler takes 1d6 sonic damage per Inspiration caster level with a Will save for half.

Duelist: The beguiler gains the Combat Expertise, Power Attack, and Weapon Finesse feats for free. Additionally, when wielding weapons they are proficient in, they take no penalty for making an off-hand attack so long as the off-hand is wielding a light weapon.

Inspiration Proficiencies: The beguiler gains proficiency with light armor, light martial weapons, and any other martial weapons usable as finesse weapons.

Inspire Competence (Su): The beguiler inspires one ally within Close range (25 ft. +5 ft. for every two Inspiration caster levels) to perform to their best at mundane tasks. This grants the ally a morale bonus to any skill check equal to the beguiler's Inspiration caster level. Beginning the inspiration requires a standard action, and sustaining it requires a swift action.

Inspire Greatness (Su): The beguiler inspires one ally within Close range (25 ft. +5 ft. for every two Inspiration caster levels) to never give in to their enemies. This grants the ally 1 temporary HP per Inspiration caster level and +1 morale bonus to attack, damage, and Fortitude saves for every three Inspiration caster levels, rounded down. The temporary HP is refilled to maximum each round the beguiler continues their inspiration, but cannot be stockpiled past its maximum of 1 per Inspiration caster level. Beginning the inspiration requires a standard action, and sustaining it requires a swift action.

Called Shots (Ex): The beguiler can make precision attacks when wielding a light weapon or finesse weapon. These take the place of a normal attack and can be made on their own as a standard action or as part of a full attack. The beguiler takes a ± 2 penalty to the attack, but if they hit, they get a special effect picked from the list below, which lasts until they receive at least one point of healing:

- Ankle shot. The target's movement speed is reduced by half.
- Wrist shot. The target takes a ± 2 penalty to attack and damage for all attacks made with the targeted hand (including those made with two-handed weapons).

Distraction (Ex): As a standard action, the beguiler may make a Bluff check against an adjacent creature, opposed by Sense Motive. If the beguiler wins the opposed check, every ally of the beguiler's adjacent to the target may make an attack of opportunity on the target, including the beguiler themselves.

Mantra of Resistance (Su): The beguiler chants a mantra that interferes with a certain type of energy. One ally within Close range (25 ft. +5 ft. for every two Inspiration caster levels) gains energy resistance against any one of fire, cold, acid, electricity, or sonic damage equal to the beguiler's Inspiration caster level. Beginning the mantra requires a standard action, and sustaining it requires a swift action. The energy type of the mantra may be switched as part of the swift action to sustain the mantra.

Superior Flank: When flanking an enemy, the beguiler and any allies they're flanking with gain a +4 flanking bonus, rather than a +2.

Inspire Courage (Su): The beguiler inspires one ally within Close range (25 ft. +5 ft. for every two Inspiration caster levels) to hold firm against fear and domination. This grants the ally a +1 morale bonus for every three Inspiration caster levels, rounded down, to all Will saves. Beginning the inspiration requires a standard action, and sustaining it requires a swift action.

ASPECT ELEMENTALIST

Universal

Conjure Elements (Su): An elemental can conjure up small amounts of elemental substances in their hands, creating a small flame on their thumb with a snap of the finger, or covering their palm with a thin layer of water, and very importantly creating a thin layer of air even when underwater or in a vacuum, that can be used to breathe by pressing their hand to their mouth. The elemental material dissipates to nothing when out of contact with the elemental's hands, even if, like water or especially earth, it would otherwise have ontological inertia on its own.

Elemental Study: At 2nd level, the elemental's study has given them a general knowledge of extraplanar affairs. They gain a +2 competence bonus to Knowledge (the planes) as well as a +2 competence bonus to any Survival check made in one of the elemental planes.

Elemental Weapon (Su): At 4th level, the elemental may wreath an appropriate weapon or their hands in an element of their choice as a swift action, and dismiss the element as another swift action. While the elemental power is activated, all of the elemental's attacks with the weapon deal +1d6 damage of the appropriate type \pm either fire, electricity, cold, or acid. The weapon affected must remain within Close range (25 ft. +5 ft. per elemental level) of the elemental to remain affected, but doesn't have to be wielded by the elemental.

Elemental Summons (Sp): At 6th level, the elemental may summon allies from the Elemental Planes. As a full round action, the elemental may summon up an elemental ally whose CR is two less than the caster level of the appropriate aspect (i.e. Fire caster level for [fire] elementals, Storm caster level for [air] elementals, etc.). Only elementals with the [extraplanar] sub-type may be summoned, although that is hardly likely to be a problem. The elemental may only have one elemental ally summoned at a time, may dismiss a summoned ally with a swift action, and there is no limit to the number of times they may summon an elemental, provided they never have more than one elemental summoned at once.

Aspect of Fire

Burning Hands (Sp): A jet of fire sprays out in a 15 ft. cone from the elemental's hands. This deals 1d6 Fire damage per Fire caster level with a Reflex save for half.

Fire Bolt (Sp): The elemental shoots out a bolt of fire from their fingertips as a standard action. This is a ranged touch attack with a 30 ft. range increment that deals 1d6 fire damage, plus an additional 1d6 for every two Fire caster levels, rounded down.

Fire Resistance (Ex): Spend enough time with fire and eventually you'll hardly even notice the burns. Elementals have fire resistance equal to double their Fire caster level.

Rocket Jump (Su): The elemental creates a blast of fire at their feet to propel themselves upwards. This gives them a bonus to a Jump check equal to their Fire caster level.

Friend of Flames: An elemental has a competence bonus equal to half their Fire caster level, rounded down, to any rolls made for Bluff, Diplomacy, Handle Animal, Intimidate, or Sense Motive checks to [Fire] creatures.

Heat Metal (Su): The elemental superheats a metal object as a standard action, dealing 1d6 fire damage for every two Fire caster levels, rounded down, each round that a creature continues wearing or wielding that object. The heat lasts for one round per two Fire caster levels, rounded down. Creatures wielding a heated object may drop it as a free action before taking damage.

Ignite (Su): As a standard action, the elemental can cause any creature within Medium range (100 ft. +10 ft. per Fire caster level) to suddenly burst into flame. The creature takes 1d6 fire damage at the end of each of the elemental's turns (including this one) until they take a full round action to make a DC 15 Reflex save to put themselves out. If they drop prone during this action, they get a +2 bonus to the save.

Blinding Light (Su): As a standard action, the elemental can create a searing light in a square within Medium range (100 ft. +10 ft. per Fire caster level). Any creature within 10 ft. of the light must make a Fortitude save or else be blinded.

Continual Flame (Sp): The elemental may cast Continual Flame at-will as a spell-like ability.

Smoke Plume (Su): As a standard action, the elemental produces a plume of smoke that covers a 10' radius centered on a square within Medium range (100 ft. +10 ft. per Fire caster level). Anyone caught in the area covered by the smoke must make a Fortitude save or be nauseated for that turn. A creature who starts their turn in the smoke and succeeds on the Fortitude save to resist being nauseated does not have to make a second Fortitude save in order to move through the smoke on the same turn. The smoke also provides concealment for anyone standing in it or on the other side of it. The smoke lasts for one round per Fire caster level.

Fire Immunity (Su): The elementalists's understanding of fire magic is advanced enough to make them completely immune to all fire damage. They can still be set on fire, but no longer have any reason to care.

Fireball (Sp): The elementalists shoots a tiny bead of flame out to Medium range (100 ft. +10 ft. per Fire caster level) as a full-round action, which then detonates into a conflagration dealing 1d6 damage per Fire caster level to every creature within a 20 ft. radius of the target square, with a Reflex save for half.

Wall of Smoke (Su): As a standard action, the elementalists creates a wall of smoke that is 5 ft. thick and 10 ft. wide for every four Fire caster levels. Anyone who starts their turn in or attempts to move through a square covered by the smoke must make a Fortitude save or be nauseated for that turn. A creature who starts their turn in the smoke and succeeds on the Fortitude save to resist being nauseated does not have to make a second Fortitude save in order to move through the smoke on the same turn. The smoke also provides concealment for anyone standing in it or on the other side of it. The smoke lasts for one round per Fire caster level.

Choleric Imbalance (Sp): As a standard action, the elementalists can excite the choleric passions of a target, casting either rage or confusion as a spell-like ability, depending on whether the imbalance caused is mild or debilitatingly severe. The save against confusion is Fortitude instead of Will.

Aspect of Stone

Acid Resistance (Ex): Elementalists soon develop thick, tough skin, resistant to acid. They have 2 acid resistance per Stone caster level.

Spiked Earth (Sp): The elementalists causes jagged spikes of stone to shoot out from the ground. This affects one 5-foot square per Stone caster level, all of which must be within Medium range (100 ft. +10 ft. per Stone caster level). The spikes deal 1d6 piercing damage to anyone standing in the affected squares when they're created. Creatures can move at half-speed through the field of spikes, but must make a Tumble check against DC 10 + the elementalists's full Stone caster level + the elementalists's INT bonus when passing through the area at normal speed, and if they fail they take 1d6 piercing damage for each square moved through and must move at half speed anyway.

Stone Projectile (Sp): As a standard action, the elementalists can pull stone from the earth and hurl it at an enemy. The elementalists makes a ranged attack and on a hit deals 1d6 bludgeoning damage per Stone caster level.

Iron Body (Sp): The elementalists's body is suffused with the essence of earth. They gain a natural armor bonus equal to half their Stone caster level, rounded down.

Stone Daggers (Sp): As a standard action, the elementalists conjures jagged stone into their hand and hurls it at enemies within Close range (25 ft. +5 ft. for every two Stone caster levels). The elementalists may create one dagger for every two Stone caster levels, rounded down, making a ranged attack for each one, and dealing 1d6 piercing damage on a hit. Each dagger may target a different creature.

Stone Prison (Sp): As a standard action, the elementalists can cause stone to shoot up from the ground to encase a creature within Medium range (100 ft. +10 ft. per Stone caster level). The creature must be medium size or smaller at Stone caster level 3, and may be one size category larger for every three Stone caster levels higher (large size at caster level 6, huge at caster level 9, up to colossal at caster level 15). The prison may instead affect multiple creatures of smaller size, with each size category smaller allowing twice as many targets (i.e. two small creatures, four tiny creatures, etc., or at caster level 6, two medium creatures, four small creatures, eight tiny creatures, etc.). The target creatures may make a Reflex save to evade the encasing rocks, and if they fail, they are completely unable to move or act. The elementalists may leave their head open, in which case the target creatures will be able to use any spells or abilities that rely only on voice or verbal components. If the target creature's head is not left exposed, they begin to suffocate.

Stoneskin (Sp): As a standard action, the elementalists can convert a touched creature's body to living stone. The armor provides 1 DR/adamantine per Stone caster level and is destroyed after it absorbs damage equal to ten times Stone caster level. The elementalists can maintain this effect on one creature for every three Stone caster levels, rounded down, who must remain within Close range (25 ft. +5 ft. per two Stone caster levels) of the elementalists. Any creature who leaves range loses the effect immediately.

Acid Arrow (Sp): The elementalists can shoot a bolt of acid out to Medium range (100 ft. +10 ft. per Stone caster level) as a standard action. This is a ranged touch attack, and if it hits, the acid deals 2d4 acid damage on contact, and then another 2d4 acid damage every round for a number of rounds equal to half the elementalists's Stone caster level, rounded down. The target can scrape the acid off as a full round action.

Acid Immunity (Su): The elementalists is immune to all acid damage.

Shape Earth (Sp): As a standard action, the elementalists may reshape up to 5 cubic feet per Stone caster level of earth, including any kind of dirt, sand, or wood, but not (yet) including pure stone or metal. The affected earth may take on any shape the elementalists desires, including packing sand or dirt or flash-baking mud into clay to hold their shape, and will retain that shape so long as the elementalists maintains concentration and is within Medium range (100 ft. +10 ft. per Stone caster level). Crude doorways, chests, and other hinged objects are possible, but fine detail (such as for locks) is not, and creations unable to maintain their shape on their own will collapse when the elementalists ceases concentration (though creations capable of supporting their own weight will continue to do so until they are destroyed).

Tremor (Sp): With a mighty stomp of their foot, the elementalists sends a shockwave through the earth. This effect may either be a spread originating from the elementalists's location of range 5 ft. per two Stone caster levels or else a cone of 5 ft. per Stone caster level. All creatures within range of the tremor must succeed on a Reflex save or fall prone.

Aspect of Storm

Conjure Fog (Sp): The elementalist can summon up a cloud of fog to obscure vision as a standard action. The fog covers one square for per Storm caster level, each square must form part of the same continuous cloud, and every square within the cloud must be within Medium range (100 ft. +10 ft. per Storm caster level) of the elementalist.

Creatures standing in the fog have concealment (20% miss chance) from attackers they are adjacent to and vice-versa (i.e. adjacent creatures, one in the fog and one out, both have a 20% miss chance to attacks made against one another). Creatures separated by at least one five foot square of fog have total concealment (50% miss chance) from one another.

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) such as from the wind blast power, immediately disperses the fog within its area of effect. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

The elementalist may move the cloud as a swift action, moving it up to 60 ft. and reshaping it if desired. For irregularly shaped clouds, pick a shape near-ish to the center as the starting point of its movement, and make sure the ending point of the movement is near-ish to the center of the new cloud. The elementalist may only have one cloud of fog at a time.

Electricity Resistance (Ex): Elementalists get zapped so often they build up a resistance. They have electricity resistance equal to twice their Storm caster level.

Lightning Bolt (Sp): The elementalist fires a bolt of lightning from their hands in a line 10 ft. long per Storm caster level. Every creature hit by the line takes 1d6 electricity damage per Storm caster level, with a Reflex save for half.

Shocking Grasp (Sp): The elementalist channels lightning through their hands, electrocuting anyone they touch. As a standard action, the elementalist may make a touch attack against an adjacent creature, and if they hit, deal 1d6 electricity damage per Storm caster level.

Storm Affinity: While outdoors in a thunderstorm, the elementalist's Shocking Grasp, Lightning Bolt, Paralyzing Bolt, and Chain Lightning powers deal d10s instead of d6s for damage.

Paralyzing Bolt (Sp): The elementalist fires a bolt of electricity precisely targeted to paralyze the target upon contact. As a standard action, they may make a touch attack on a creature within Close range (25 ft. +5 ft. for every two Storm caster levels), dealing 1d6 damage for every two Storm caster levels. If they hit, the target must make a Fortitude save or be paralyzed for one round for every three Storm caster levels.

Sanguine Imbalance (Su): As a standard action, the elementalist may fill a target within Medium range (100 ft. +10 ft. per Storm caster level) with courage and optimism, granting them a +2 morale bonus on saves, attack rolls, and skill checks. This lasts one round per Storm caster level.

Wind Blast (Sp): As a standard action, the elementalist may shoot out a blast of wind. Any creature in a line 10 ft. long per Storm caster level must make a Fortitude save, with a -4 size penalty for each size below medium and a +4 size bonus for each size larger, and a +5 circumstance bonus if they're prone. If they fail, they are knocked prone if they weren't already and pushed back 5 ft., plus an additional 5 ft. for every 5 points they failed the save. Flying creatures are pushed back twice as far.

Energy Surge: The elementalist can call up a massive amount of energy into a single attack. Whenever the elementalist deals electricity damage, they may double the damage dealt, but must make a Fortitude save against their own Storm aspect save DC. If they fail, they are fatigued. If they were already fatigued, they become exhausted, and if they were already exhausted, they are knocked unconscious for 2d6-CON bonus minutes, to a minimum of 1.

Electricity Immunity (Su): Immured in their element, the elementalist is completely immune to electricity damage.

Fly (Sp): By summoning up the wind around them, the elementalist can lift themselves into the air. They gain a fly speed of 5 ft. per Storm caster level. Their maneuverability is clumsy, but one step higher for every three Storm caster levels, rounded down (i.e. poor at Storm caster level 3, average at Storm caster level 6, up to perfect at Storm caster level 12).

Gaseous Form (Sp): The elementalist may cast gaseous form at will as a spell-like ability.

Lightning Haste (Sp): The elementalist can fill themselves or another with incredible speed as a standard action. The target creature gains a +1 bonus to attack rolls, a +1 dodge bonus to AC and Reflex saves, and an extra move and swift action. The elementalist may cast lightning haste on one creature for every three Storm caster levels, rounded down, and all creatures must remain within Close range (25 ft. +5 ft. for every two Storm caster levels, rounded down) or else lose the effect. Each creature enchanted with lightning haste requires a separate standard action.

Aspect of Ice

Cold Resistance (Ex): The elementalist has grown used to the cold. They have cold resistance equal to double their Ice caster level.

Polar Ray (Sp): The elementalist shoots a beam of deadly cold energy from their hands. As a standard action, they make a ranged touch attack against one enemy within Medium range (100 ft. +10 ft. per Ice caster level). If the enemy is hit, they take 1d6 cold damage per Ice caster level and must make a Fortitude save. If they fail the save, their movement speed is halved for one round per Ice caster level.

Water Breathing (Su): The elementalist can breathe both air and water.

Aquatic (Ex): Comfortable and well-adapted to the water, the elementalist gains a swim speed equal to their movement speed.

Floor Slippery When Wet (Sp): As a standard action, the elementalist covers a 10'x10' space of ground within Medium range (100 ft. +10 ft. for every Ice caster level) in water. Most surfaces, including dirt, wood, and carpet, absorb the water fairly quickly, and many others, like natural cavern floors or stone floors left to crumble in ancient ruins, are full of small channels that fairly quickly carry the water away. In both cases, the affected area remains wet for only one round per Ice caster level. Hard surfaces with neither slope nor cracks or crevices will retain the water for much longer, and remain wet for one minute per Ice caster level. Any creature that starts their turn in or attempts to move through the wet area must make a Reflex save or else fall prone.

Ice Daggers (Sp): As a standard action, the elementalist conjures jagged ice into their hand and hurls it at enemies within Close range (25 ft. +5 ft. for every two Ice caster levels). The elementalist may create one dagger for every two Ice caster levels, rounded down, making a ranged attack for each one, and dealing 1d3 cold and 1d3 piercing damage on a hit. Each dagger may target a different creature.

Drown (Sp): As a standard action, the elementalist surrounds a foe within Close range (25 ft. +5 ft. per two Ice caster levels) in an orb of water, lifting them off their feet and suspending them helpless in the air until they drown. The target creature makes a Reflex save, and if they fail, they are trapped in the orb of water, unable to take any action except a full round action to attempt a Swim check against DC of 10 + the elementalist's Ice caster level + their INT bonus to escape the water orb. When attempting to escape, the creature may thrash in a specific direction, and the water orb must move 5 ft. in that direction (carrying the trapped creature with them) to continue containing them, even if they fail. If they succeed, they escape the orb altogether. Creatures with a swim speed of at least 10 ft. may escape the orb automatically. Unless the elementalist specifically excludes their head from the orb, creatures who cannot breathe water will drown as per the normal rules if trapped in the orb for long enough. The elementalist may use a swift action to move the orb 10 ft., and the orb collapses immediately if the elementalist is ever further than Close range from it.

Freeze (Sp): As a standard action, the elementalist blankets an area within 20 ft. of a target square with terrible cold. The targeted square must be within Medium range (100 ft. +10 ft. per Ice caster level). Any creature within that area which is not immune to cold damage must make a Fortitude save. If they fail, they shake and shiver with the cold, a thin layer of frost making it difficult to move. They are entangled for one round for every three Ice caster levels.

Phlegmatic Imbalance (Sp): By imbalancing the target's humours in favor of phlegm, the elementalist can make them calm and apathetic. This requires a standard action and affects all creatures with a CON score within 20 ft. of a target square within Medium range (100 ft. +10 ft. per Ice caster level). If a target creature fails a Fortitude save, they lose all morale bonuses, Barbarian rage effects, Bard inspiration effects, and any equivalents immediately end, any fear or confusion effects are removed, and the target may not take any aggressive or destructive actions. The effect lasts one round per Ice caster level, and ends early if an affected creature is targeted by an attack or other aggressive action.

Snowblind (Sp): The elementalist conjures ice over the eyes of a creature within Medium range (100 ft. +10 ft. per Ice caster level) as a standard action. The target creature takes 1d6 cold damage for every two Ice caster levels, with a Reflex save for half to shut their eyes and claw the ice out before too much damage is done. Targets which fail the Reflex save are blinded for one round for every three Ice caster levels.

ASPECT NECROMANCER

Universal

Tomb Vision (Ex): A 2nd level necromancer's eyesight has become better adapted to the flickering light of distantly spaced torches. They have low-light vision out to 60 ft. If they already had low-light vision, it extends by 60 ft.

Tomb Dweller (Ex): A 4th level necromancer is more at home with the dead than the living, and underground than above it. They have darkvision out to 60 ft., and if they already had darkvision, it extends by 60 ft. They also gain a +2 competence bonus to Knowledge (Dungeoneering) as well as a +2 competence bonus to any Survival check made underground.

Tomb Raiser (Su): At 6th level, the necromancer's mastery of undeath is strong enough to allow them to infuse a location with dark energies and make it more welcoming to the undead. With a 1-hour ritual, the necromancer may designate an enclosed area never touched by sunlight and no more than 10'x10' as a necromantic tomb. The tomb can be dispelled in 10'x10' blocks by the consecrate spell, however if only part of a tomb is consecrated, the remaining tomb will expand to reclaim it by 1 foot in all directions every 24 hours until it has reached its previous boundaries.

Undead in a tomb gain Fast Healing 1, cannot be turned, and do not need to feed on the living to sustain themselves, sustained instead by the ambient dark magic. If a necromancer's Ghoul caster level is at least 5, any undead raised in the tomb get an extra HD which does not count against control limits nor the maximum HD of an undead that a necromancer can control. If a necromancer's Vampire caster level is at least 5, they may convert temporary HP up to half their HP maximum to blood points while in a tomb. Blood points may be spent in place of temporary HP to fuel Vampire aspect powers, but do not decrease over time. If a necromancer's Wraith caster level is at least 5, they may transition to the Ethereal, Shadow, or Negative Energy planes from a tomb.

A necromancer knows how many living creatures (i.e. those with CON scores) are in a tomb they have created at any time, as well as how many undead creatures (i.e. those with the undead creature type), but notably not how many constructs there are. A necromancer also knows when a consecrate spell or daylight has been used to reduce or eliminate the tomb. There is no limit to the amount or size of tombs a necromancer can create, and taking a weekend to desecrate a small underground complex as a tomb is not uncommon.

Tomb Sense (Su): At 8th level, the necromancer's ability to locate living creatures within their tombs has grown more precise. When in a tomb of their own creation, a necromancer gains the Lifesense ability with a range out to the limit of the tomb. They know the location of any living creature within the tomb as though they had blindsight, as well as exactly how living (or unliving) they are as though they had a continuous deathwatch spell active.

Tomb Network (Sp): At 10th level, the necromancer has mastered each of the aspects of negative energy and developed a powerful connection to undeath. As a standard action, the necromancer can teleport from any tomb to any other tomb they've visited before, even if it's on another plane. Alternatively, a necromancer may attempt to teleport to a tomb they have not visited before, or from a location that is not itself a tomb, in which case this ability works like the teleport spell except that its destination must be a tomb, complete with chance of mis-teleportation and being unable to reach other planes.

Aspect of the Ghoul

Animate Skeleton (Sp): The necromancer can animate corpses as skeletons. A few minutes may be required to scrape the flesh off, lest they instead be animated as zombies. Animating any one skeleton requires a standard action.

A creature animated as a skeleton becomes an undead type. It loses any hit dice from class levels, its remaining hit dice are converted to d12s, and its saves and BAB converted to the undead progression (good Fortitude saves, poor Will and Reflexes, $\frac{3}{4}$ s BAB). It loses all class features and abilities (with exceptions as GM

permits for certain racial abilities), gains natural armor and a claw attack (unless it already had a claw attack) appropriate to its size, DR 5/bludgeoning or slashing, has no Constitution or Intelligence score, its Charisma is reduced to 1, and it gains +2 DEX.

Animate Zombie (Sp): The necromancer can animate corpses as zombies. Every 2 HD of zombies reanimated counts as only 1 HD for purposes of total control, but not for purposes of determining the maximum HD of an individual zombie. Animating any one zombie requires a standard action.

A creature animated as a zombie becomes an undead type. It loses any hit dice from class levels, its remaining hit dice are converted to d12s, and its saves and BAB converted to the undead progression (good Fortitude saves, poor Will and Reflexes, $\frac{3}{4}$ s BAB). It loses all class features and abilities (with exceptions as GM permits for certain racial abilities), it gains natural armor and a slam attack (unless it already had a slam attack) appropriate to its size, has no Constitution or Intelligence score, its Charisma is reduced to 1, and it gains +2 STR.

Ghoul Body (Ex): The necromancer has DR/magic equal to their Ghoul caster level.

Undead Minions (Su): The necromancer can command undead with a total HD equal to four times their Ghoul caster level. Individual undead may have HD no higher than the necromancer's Ghoul caster level. A necromancer may still raise undead that are either past their total control limit or their limit for individual HD, but these undead are uncontrolled. If unintelligent, they begin mindlessly exterminating all nearby life or, if nothing living is within sight, begin wandering randomly until they find something to kill. If intelligent, they will act of their own volition, but will find themselves twisted by new hungers and obsessions. Generally speaking, an uncontrolled undead is bad news for the necromancer.

Pestilent Explosion (Su): As a standard action, the necromancer can cause a corpse (including any mindless undead) to swell with sudden putrescence and explode, coating those nearby in acidic bile. If the corpse is a mindless undead or flesh construct, it takes 1d6 acid damage per Ghoul caster level, and may make a Fortitude save for half damage, while each adjacent creature takes the same damage, but makes a Reflex save instead. If the target corpse is undead and manages to avoid taking even one point of damage from the explosion, then the pestilence is unable to actually breach the walls of the corpse's stomach, there is never actually an explosion, just some pestilence, and adjacent creatures take no damage.

Plaguebearer (Su): The necromancer is immune to the effects of many non-magical plagues (see below chart for a complete list), provided those plagues' infection DC is equal to or lower than the DC for their own Ghoul aspect powers. The necromancer can freely choose whether or not to spread any plague this power makes them immune to.

Disease	Infection	Incubation	Damage
Cackle Fever	Inhaled (DC 16)	1 day	1d6 WIS
Filth Fever	Injury (DC 12)	1d3 days	1d3 DEX, 1d3 CON
Mindfire	Inhaled (DC 12)	1 day	1d4 INT
Red Ache	Injury (DC 15)	1d3 days	1d6 STR
Shakes	Contact (DC 13)	1 day	1d8 DEX
Slimy Doom	Contact (DC 14)	1 day	1d4 CON

The necromancer can make the diseases they carry significantly more potent, but in so doing they must unleash them in their entirety, and can no longer selectively infect anyone. Instead, every disease they carry will be fully contagious to everyone who comes into contact with it. Activating or deactivating this enhanced potency is a free action. While this power is active, for as long as an affected victim is within close range (25 ft. +5 ft. for every two Ghoul caster levels, rounded down), the incubation period for any disease carried by the necromancer is one round and the victim must make a new save against damage each round rather than each day. The disease's DC is also raised to the necromancer's Ghoul aspect DC.

Note that the actual diseases are not magical. Although necromancers cultivate many of the plagues from the below table and most necromancers with the Plaguebearer ability have at least a few of them, this is because getting infected with a plague is not very hard, not because the plagues themselves are supernatural. That is to say: If a necromancer is caught in an anti-magic field, they lose the benefit of this supernatural ability, but they are still carrying any of the below plagues they've cultivated within themselves. They're just no longer immune to their effects or able to prevent contagion to others and no longer enhance the infection DC or incubation rate. The good news is that the standard incubation rate is slow enough that the necromancer is usually able to get out of the anti-magic field long before it matters. The bad news is that any party members infected will remain so even outside the anti-magic field.

Necromancers with this ability have no special power to infect creatures with plague (though they do have the special power to not infect creatures), however creatures who start their turn next to a necromancer must save against inhaled diseases and can spread contact diseases with a touch attack (though this will usually provoke an attack of opportunity: it's basically a grapple where the actual results of the grapple check don't matter). A disease spread by injury requires either inflicting injury with a natural weapon which deals piercing or slashing damage (not bludgeoning—zombie slams are out) or else spitting or vomiting into the wound. Likewise, ingested diseases are unlikely to affect anyone unless they attempt to eat the necromancer.

As undead, a necromancer's zombie minions are naturally immune to disease, so the necromancer can induce vomiting and slather the resulting mess all over their minions. This gives them the ability to spread contact and inhalation diseases. If they have natural weapons that deal piercing or slashing damage, they can spread diseases through injury as well.

Bolstered Flesh (Su): The necromancer can bolster their nearby minions with dark magic. When undead allies are within close range of the necromancer (25 ft. +5 ft. for every two Ghoul caster levels, rounded down), their natural weapons count as magic and have a +1 enhancement bonus to attack and damage for every three Ghoul caster levels, rounded down.

Undead Body (Ex): The necromancer has become completely undead. They are immune to all poison and disease (even magical disease), and death effects, no longer need to breathe, and are healed by negative energy and harmed by positive energy.

Unholy Feast (Su): The necromancer may consume a corpse for healing. As a full round action, the necromancer may pull out some suitable organ, like a brain or heart, and devour it, healing 1 HP for each HD of the corpse. A corpse eaten in this manner has had all residual life force sucked out of it to facilitate the healing, and can be neither animated nor used as spare parts for an animate minion. Sure, you can sew the limbs onto a zombie, but the minion won't be able to actually move the limbs. Eating the rest of the body does not provide additional healing, but does taste delicious.

Body Colony (Su): The necromancer is host to a swarm of insects and maggots that live underneath their skin, in blood vessels or vital organs or other places that become less and less necessary as the necromancer's body becomes more and more undead. When the necromancer gains this ability, they must choose whether to play host to a swarm of spiders, locusts, or centipedes.

The swarm's HD is equal to their host's Ghoulish caster level, and the DC for their Distraction ability and their poisons—magically enhanced by their host—uses the necromancer's DC for aspect powers. All other implications of reduced or increased HD apply, adjusting BAB and saves as normal for vermin ($\frac{3}{4}$ HD for BAB, $\frac{1}{2}$ HD+2 for Fort, $\frac{1}{3}$ HD Reflex and Will). Locusts do not have poison, but instead deal 1d6 swarm damage for every three HD, rounded up, rather than every five.

While nesting within the necromancer, the swarm drastically increases their host's awareness. The necromancer gains the Alertness feat, at Ghoulish caster level 2 they gain a +2 bonus to Reflex saves, and at Ghoulish caster level 4 they become immune to flanking. The necromancer loses all of these benefits when the swarm uses its move action to leave their host's body and regains them when the swarm uses its move action to re-enter their host's body. The swarm regenerates to full health whenever the necromancer takes an 8-hour rest, even if it had been destroyed.

In addition to the swarm responding to the necromancer's mental commands in general, the necromancer may possess an individual bug from the swarm, primarily for purposes of scouting. The necromancer can see and hear what the bug does, and their own body goes inert for so long as they have the bug possessed. If the bug dies while possessed, the necromancer possessing it snaps back to their own body and is stunned for one round by the feedback.

Animate Ghoul (Sp): The necromancer can animate a corpse into an intelligent ghoul. Ghouls are driven by a ravenous hunger for the flesh of the sapient living and prefer to devour their victims alive. Some ghouls resist this drive and become emaciated (though no less deadly), while others try to hunt down victims they think deserve to die, but most simply become murderers. Animating a ghoul requires a standard action.

A creature animated as a ghoul becomes an undead type. It loses any hit dice from class levels, its remaining hit dice are converted to d12s and it gets one extra racial hit die and +1 HP per hit die, and its saves and BAB converted to the undead progression (good Fortitude saves, poor Will and Reflexes, $\frac{3}{4}$ s BAB). It loses all class features and abilities (with exceptions as GM permits for certain racial abilities), but it can take levels in a new class after being reanimated, although its maximum HD is still equal to the necromancer's and any new HD gained through a class does affect the control limit. It gains natural armor and a claw attack (unless it already had a claw attack) appropriate to its size, has no Constitution

score, and it gains +2 STR, +2 DEX, and ± 4 CHA. Unlike most undead, ghouls are subject to critical hits (specifically, the head \neq all other body parts are non-essential). If a ghoul's claw attack hits an enemy, that enemy must make a Fortitude save against 10 + $\frac{1}{2}$ the ghoul's HD + the ghoul's CHA bonus, and if it fails, the target creature is paralyzed for one minute.

Animate Mummy (Sp): The necromancer can animate intelligent mummies. Animating a mummy requires fifteen minutes and a DC 20 Heal check, although a necromancer can usually take 10, so a +10 Heal check will allow them to animate mummies without rolling. A necromancer with even a single rank can take 20, although this requires five hours per mummy animated. Animating the mummy also requires four canopic jars, proper wrappings and embalming fluids, and magic charms, the material cost for which is usually 500 gp. This material ingredient is required even though spell-like abilities do not normally require the material components of their equivalent spell.

Mummies within a magically glyphed tomb can be sustained by ambient magic and enjoy immortality (dry and dusty though it may be) without hurting anyone. Mummies who wish to spend more than 24 hours from their tomb must suck out the soul of at least one humanoid each day by killing them with their mummy rot, reducing their corpse to dust. A mummy who sucks a spirit out in this manner revitalizes their flesh. Every 24 hours a mummy does not do this, it suffers 1d6 CHA damage, becoming more and more withered and emaciated. When still over half their CHA but less than their maximum, they appear living, but thin and ill. Between one quarter and half their CHA, their skin is stretched so thin under their bones as to make them clearly dead. Under one quarter of their CHA, they are truly a walking mummy, skin turned to parchment and tearing in places to reveal the bone underneath. Killing any humanoid with mummy rot will instantly restore the mummy to full CHA.

A creature animated as a mummy becomes an undead type. Its hit dice are all converted to d12s, but its saves and BAB are unaltered and it does not lose any class features. It gains +10 natural armor and a slam attack (unless it already had a slam attack) appropriate to its size, has no Constitution score, and it gains +2 STR, +2 WIS, and +2 CHA. Unlike most undead, mummies are subject to critical hits, specifically the heart, which additionally means that its chest cavity cannot be hollowed out for bone projectiles (it can otherwise be sculpted like normal). If a mummy's slam attack hits an enemy, that enemy must make a Fortitude save against 10 + $\frac{1}{2}$ the mummy's HD + the mummy's CHA bonus, and if it fails, the target creature is infected with mummy rot with an incubation period of 1 minute. If a mummy successfully inflicts a creature with mummy rot after they've already been infected with it, the character takes 1d6 CON and CHA damage, as though from the disease's daily damage.

Aspect of the Vampire

Blood Healing (Su): The necromancer may convert any amount of temporary HP to normal HP as a free action.

Duelist: The necromancer gains the Combat Expertise, Power Attack, and Weapon Finesse feats for free. Additionally, when wielding weapons they are proficient in, they take no penalty for making an off-hand attack so long as the off-hand is wielding a light weapon.

Vampire Bite (Ex): When the necromancer is grappling a living or very recently dead (but not undead, no matter how fresh) creature, they may make a touch attack against them as a standard action to drain blood from them. This attack deals 1d4 CON damage and grants the necromancer 1 temporary HP per Vampire caster level for each point of CON drained. If the enemy is pinned, the damage is automatic, no attack roll is necessary. At the end of each of their turns, the necromancer loses all temporary HP above their regular HP maximum, and then an additional 10%, rounded down, of however much temporary HP they have (regardless of whether or not they had more than their HP maximum beforehand).

Vampire Proficiencies: Necromancers with the vampire aspect are proficient with longbows, light martial weapons, and any other martial weapons usable as finesse weapons.

Awaken the Blood (Su): The necromancer may spend from their own health to empower themselves with blood magic. Any of the effects below can be activated for 1 HP per HD of the target as a swift action. Just as with regular damage, temporary HP is lost before regular HP, although unlike with regular damage, DR does not apply. The damage must be taken for the effect to activate. Once activated, each boost lasts until the necromancer ends the effect with a free action or falls unconscious, however maintaining each effect requires 1 HP each round. If the necromancer has no temporary HP left at the end of their turn but maintains one or more of these effects, they lose 10% of their remaining health in addition to the amount paid to keep the effects going.

- **Auspex.** The necromancer gains a +1 enhancement bonus to WIS per Vampire caster level, and truesight out to close range (25 ft. +5 ft. for every two Vampire caster levels, rounded down).
- **Celerity.** The necromancer gains a +1 enhancement bonus to DEX and +5 ft. of movement speed per Vampire caster level.
- **Fortitude.** The necromancer gains a +1 enhancement bonus to CON per Vampire caster level and +1 Regeneration per two Vampire caster levels, rounded down.
- **Potence.** The necromancer gains a +1 enhancement bonus to STR per Vampire caster level and their crit range is expanded by 1.
- **Presence.** The necromancer gains a +1 enhancement bonus to CHA per Vampire caster level and may cast Charm Person at-will as a spell-like ability.
- **Thaumaturgy.** The necromancer gains a +1 enhancement bonus to INT per Vampire caster level and their caster level is considered one higher for purposes of determining potency of effects (including this one), but not for unlocking new abilities.

Bat Form (Su): The necromancer may transform into an ordinary bat. This works as the alternate form supernatural ability, with the allowed form being that of a bat.

Blood Boil (Su): The necromancer can superheat blood, which allows for two modes of attack. By boiling and immediately expelling their own blood, the necromancer spends HP (including temporary HP) to create a jet of boiling blood to sear through foes at range. This is a ranged touch attack dealing 1d6 fire damage per three Vampire caster levels, rounded down (at Vampire caster level 2, it is 1d4 instead of 1d6), plus the amount of HP sacrificed. The range increment on this attack is 30 ft.

The necromancer can also boil the blood within the veins of an enemy within close range (25 ft. +5 ft. per every two Vampire caster levels, rounded down), provided they have a CON score. In this case, the target must make a Fortitude save, taking 1d6 fire damage per two Vampire caster levels or half that on a successful save.

Two Weapon Predator: The necromancer takes no penalties when attacking with both their main hand and off-hand, so long as the weapon wielded in their off-hand is light. They also get one extra attack of opportunity per round, made with their off-hand weapon.

Blood Sympathy (Su): When the necromancer drinks the blood of a creature, they may immediately sacrifice one of the temporary HP gained to become sympathetically linked to that creature. This allows them to grant any of their buffs from their Awaken the Blood ability to that creature for the same cost so long as that creature is within close range (25 ft. +5 ft. for every two Vampire caster levels, rounded down). The necromancer can have blood sympathy for as many creatures simultaneously as they like. The necromancer automatically has blood sympathy with undead under their command, even though they cannot feed from creatures without a CON score.

Theft of Vitae (Su): The necromancer magically causes the blood to burst from the target creature's veins and fly through the air to their mouth. The target must make a Fortitude save against the necromancer's Vampire aspect DC. If they fail, they take 1d6 piercing damage for every two Vampire caster levels, rounded down, and if the target creature takes at least one point of damage (after DR and etc.), they take 1d4 CON damage and the necromancer gains 1 temporary HP for every two Vampire Caster levels, rounded down, for each point of CON damage.

Wolf Form (Su): The necromancer may transform into an ordinary wolf. This works as the alternate form supernatural ability, with the allowed form being that of a wolf.

Theft of Magic (Su): Whenever a creature within close range (25 ft. +5 ft. for every two Vampire caster levels, rounded down) of the necromancer casts a spell from the Healing sub-domain, the necromancer may redirect the healing spell to themselves as an attack of opportunity. The caster rolls a Will save against the necromancer's Vampire aspect DC, and if they fail the necromancer gains temporary HP equal to half the amount the spell would normally have healed. The rest is wasted.

Dire Wolf Form (Su): The necromancer may transform into a dire wolf. This works as the alternate form supernatural ability, with the allowed form being that of a dire wolf.

Blood Mist (Su): The necromancer may transform into a cloud of bloody red mist. This acts as the gaseous form spell, except for the aforementioned red tint and an inability to target creatures other than the necromancer themselves.

Blood Ritual (Sp): When adjacent to a creature of at least medium size which died in the past minute, the necromancer may use a full round action to conduct a blood ritual. The creature's entire blood supply erupts from its corpse and is either consumed by the necromancer, flies in a cloud to be absorbed through the pores of their allies, or both. The slain creature's Constitution score is multiplied by the necromancer's Vampire caster level and converted into temporary HP. This temporary HP can be spent on blood buffs from *Awaken the Blood* or used to heal using *Blood Healing* for any creature in close range (25 ft. +5 ft. for every two Vampire caster levels, rounded down), whether or not the necromancer is linked to them through blood sympathy. The necromancer still loses all temporary HP above their HP maximum at the end of the turn, so unless the creature they've consumed had very low CON, use it or lose it.

True Form (Su): The necromancer may transform into a massive bat monster as a full round action, increasing their size category once, gaining a +4 to STR and CON, blindsight to 60 ft., +4 to natural armor, two claw and one bite natural weapons appropriate to size, and the ability to cast *scorching ray at-will* as a spell-like ability. Enough talk, have at you!

Vampire Thrall (Su): Humanoids killed by the necromancer's Vampire Bite power (but not by *Theft of Vitae* and especially not *Blood Ritual*) will rise the next night as a vampire. If the new vampire's HD is no higher than the necromancer's Vampire caster level and they have enough room in their undead control pool as determined by their Ghoul caster level, the vampire becomes their undead minion, bound to serve them. Vampires must drink at least five CON points' worth of blood per day or else they become consumed by ravenous hunger. Some vampires limit themselves to just five points and are perpetually thirsty, but many find themselves unable to control the thirst and drink at least one victim completely dry each night.

A creature animated as a vampire becomes an undead type. Its hit dice are all converted to d12s, but its saves and BAB are unaltered and it does not lose any class features. It gains +2 STR, +2 DEX, +2 CHA, and the Vampire Bite and Blood Healing abilities (if it did not already have it), which works exactly as the necromancer ability does. Unlike most undead, vampires are subject to critical hits, specifically the heart, which additionally means that its chest cavity cannot be hollowed out for bone projectiles (it can otherwise be sculpted like normal).

Aspect of the Wraith

Enervating Curse (Su): The necromancer saps the energy from a target creature as a standard action. The target must make a Fortitude save, and if they fail, they are fatigued. A creature already fatigued stacks to exhausted. A creature already exhausted stacks to death.

Freezing Curse (Su): The necromancer reaches out an ethereal hand to grip at the heart of a foe within close range (25 ft. +5 ft. for every two Wraith caster levels, rounded down) as a standard action. This attack deals 1d6 cold damage per Wraith caster level, with a Fortitude save for half.

Ghost Touch (Su): The necromancer's connection to the ethereal world allows them to strike incorporeal foes.

Wraith Proficiencies: The necromancer gains proficiency with the scythe.

Fear the Reaper (Su): The necromancer strikes supernatural fear into the heart of one creature within close range (25 ft. +5 ft. for every two Wraith caster levels, rounded down) as a standard action. They must make a Will save or else be shaken for one round per Wraith caster level. If shaken, this stacks to frightened, and if frightened, to panicked.

Mocking Curse (Su): The necromancer may curse a creature to be haunted by a mocking spirit as a standard action. The target must be within close range (25 ft. +5 ft. per two Wraith caster levels, rounded down) and may make a Will save. If they fail, every time they miss an attack the curse strikes them for 1d6 cold damage. The effect lasts for as many rounds as the necromancer's Wraith caster level.

Curse of Failure (Su): As a standard action, the necromancer may curse a foe with a spirit of misfortune. A creature within close range (25 ft. +5 ft. for every two Wraith caster levels, rounded down) takes a -1 penalty to all attacks and saves for every three Wraith caster levels the necromancer has, which lasts for a number of rounds equal to the necromancer's Wraith caster level.

Frigid Enchantments (Su): Hijacking the target's own enhancement magic, the necromancer channels the freezing grip of the grave into them as a standard action. This ability deals 1d4 cold damage for every two Wraith caster levels, multiplied by the number of beneficial magical effects the target has. The target can reduce the incoming damage by dropping any items they are holding or wielding by dropping them as a free action. At the GM's discretion, they may also be able to remove a hat or helmet in time to avoid taking the damage. Note that if a target has no beneficial magical effects at all, then the damage is multiplied by zero and therefore totals zero, no matter how high the necromancer's Wraith caster level is.

Levitation (Ex): Becoming barely corporeal, the necromancer is so light that they may lift up off the ground at-will. Although only just, the necromancer is still solid and can be affected by attacks like normal. The necromancer gains a 20 ft. fly speed with good maneuverability.

Relentless Dead (Su): The dead never tire in their monomaniacal pursuit of vengeance or other obsessions, and the necromancer has learned to channel that. They no longer need to sleep and are immune to sleep and exhaustion effects.

Paralyzing Touch (Su): The necromancer fills the target with the paralyzing rigidity of the dead as a standard action. The necromancer makes a touch attack against an adjacent creature, and if successful, the target creature must make a Fortitude save. If they fail, they are paralyzed for one round for every three Wraith caster levels, rounded down.

Frozen Skin (Su): As a standard action, the necromancer curses the target with frigid skin, fragile and hyper-sensitive to rapid temperature changes. The target must be within close range (25 ft. +5 ft. for every two Wraith caster levels, rounded down) and makes a Fortitude save. If they fail, they take an extra 1 damage per Wraith caster level from all physical attacks and become vulnerable to both cold and fire damage. Energy resistance still works and is applied before the vulnerability, and if they are immune to cold or fire damage, they remain immune. Note that the bonus damage from physical attacks is bonus damage, and thus matches the type of the physical attack it's being added to, and is therefore not affected by any cold or fire resistance or immunity.

Deathly Pursuit (Sp): The pursuit of a vengeful ghost is never-ending. The necromancer may cast scrying at-will, but only against creatures they have sworn to kill. Upon coming within close range (25 ft. +5 ft. for every two Wraith caster levels, rounded down) of a creature who has ever been the target of its scrying, the necromancer must make a Will save against their own Wraith spell DC or else immediately attempt to kill that creature.

Double, Double, Toil and Trouble (Su): The necromancer's Wraith curses strike twice. Frozen Skin, Freezing Curse, Paralyzing Touch, Mocking Curse, and Curse of Failure all require two saves instead of one, although the effects do not stack. The curse simply has its normal effect if either or both saves are failed, with no additional effect if it's both. Enervating Curse and Fear the Reaper require two saves, and the status effects inflicted do stack if they both succeed. Curse of Confusion and Curse of Insanity are both affected by Double, Double, Toil and Trouble once they are unlocked, and their effects do not stack. Phantasmal Killer and Phantasmal Massacre are not affected by Double, Double, Toil and Trouble.

Speak With Dead (Sp): The necromancer can communicate with the dead as the spell Speak With Dead at-will. The casting time is reduced to a full round action (although this does not include the time taken to actually ask questions and receive answers).

Curse of Confusion (Sp): The necromancer may fill a target victim's mind with hallucinations, paranoia, and terror. They may cast the confusion spell at-will as a spell-like ability.

Phantasmal Killer (Sp): The necromancer may summon up a ghost of a living creature's greatest fears, casting phantasmal killer at-will as a spell-like ability.

Summon Wraith (Sp): The necromancer can summon up an angry spirit and bind it to their will. Summoning a wraith requires a standard action. These wraiths count as undead minions for purposes of HD limits just like zombies and skeletons.

A creature animated as a wraith becomes an undead type and incorporeal. It loses any hit dice from class levels, its remaining hit dice are converted to d12s and it gets four extra racial hit dice, and its saves and BAB converted to the undead progression (good Fortitude saves, poor Will and Reflexes, $\frac{3}{4}$ s BAB). It loses all class features, all abilities, and all natural attacks, becomes incorporeal, gains an incorporeal touch attack appropriate to its size, and has no Constitution score. If a wraith's incorporeal touch hits an enemy, that enemy must make a Fortitude save against $10 + \frac{1}{2}$ the wraith's HD + the wraith's CHA bonus, and if it fails, they take 1d6 Constitution drain.

Wraith Body (Ex): The necromancer is infused with such ghostly energy as to become wholly incorporeal. They may switch between corporeal, incorporeal but visible, and completely incorporeal as a move action, or as part of a move action. Anything the necromancer is wearing or wielding becomes corporeal or incorporeal with them, unless it is independently incorporeal. The necromancer cannot walk while incorporeal, but may still move using their ability to fly. The necromancer's fly speed increases to 30 ft. while incorporeal. The necromancer cannot manipulate corporeal objects while incorporeal, but any magic powers that don't require dealing any physical damage (i.e. damage resisted by DR) may still be used. Attacking a creature in any way makes the necromancer visible, but not corporeal.

RAMSHORN

RAMSHORN ACOLYTE

ADEPT 1

Medium humanoid

Init -1; Perception +2

AC 10; touch 9; flat-footed 10 (-1 DEX, +1 padded armor)

HP 7 (1d6+4)

Saves 1/-1/4

Speed 30 ft.

Melee Mace +1 (1d6)

Adept Spells Prepared (CL 1st): 1st—cure light wounds×2

STR 10 INT 12

DEX 8 WIS 15

CON 13 CHA 14

BAB +1; CMB +1; CMD 10

Feats Toughness

Skills Heal +6, Knowledge (local) +5, Knowledge (religion) +5

Languages Vintari, one other language (usually Untari)

RAMSHORN BRUISER

WARRIOR 3

Medium humanoid

Init +1; Perception +1

AC 11; touch 11; flat-footed 10 (+1 DEX)

HP 25 (3d12+6)

Saves 5/2/2

Speed 30 ft.

Melee Handaxe +6 (1d6/×3)

STR 14 INT 10

DEX 13 WIS 12

CON 15 CHA 8

BAB +3; CMB +5; CMD 16

Feats Power Attack, Weapon Focus (Handaxe)

Skills Intimidate +3, Profession (any) +5

Languages Vintari, one other language (usually Untari)

RAMSHORN COMMONER

COMMONER 1

Medium humanoid

Init +0; Perception +4

AC 10; touch 10; flat-footed 10

HP 6 (1d6+3)

Saves 0/0/0

Speed 30 ft.

Melee Club +0 (1d6)

STR 10 INT 10

DEX 10 WIS 10

CON 10 CHA 10

BAB +0; CMB +0; CMD 10

Feats Toughness

Skills Perception +4, Profession (any) +4

Languages Vintari, one other language (usually Untari)

RAMSHORN CON ARTIST**EXPERT 1***Medium humanoid*

Init +2; Perception +0

AC 12; touch 12; flat-footed 10 (+2 DEX)

HP 5 (1d8+1)

Saves 1/2/2

Speed 30 ft.

Melee Dagger -1 (1d4-1)

STR 8 INT 13

DEX 14 WIS 10

CON 12 CHA 15

BAB +0; CMB -1; CMD 11

Feats Skill Focus (Bluff)

Skills Appraise +5, Bluff +9, Diplomacy +6, Disguise +6, Perception +4, Sense Motive +4, Sleight of Hand +6

Languages Vintari, one other language (usually Untari)

RAMSHORN FORESTER**WARRIOR 2***Medium humanoid*

AC 13; touch 12; flat-footed 11 (+2 DEX, +1 padded armor)

HP 15 (2d10+4)

Saves 5/2/1

Speed 30 ft.

Melee Short sword +1 (1d6-1/19-20)

Ranged Shortbow +5 (1d6/x3)

STR 8 INT 10

DEX 15 WIS 13

CON 14 CHA 12

BAB +2; CMB +1; CMD 13

Feats Weapon Focus (Shortbow)

Skills Stealth +3, Survival +2

Languages Vintari, one other language (usually Untari)

RAMSHORN GUARD**WARRIOR 5***Medium Humanoid*

Init +5; Perception +6

AC 17; touch 11; flat-footed 16 (+1 DEX, +6 banded mail)

HP 47 (5d10+20)

Saves 6/2/2

Speed 20 ft.

Melee Greatsword +9 (2d6+4/19-20)

Ranged Longbow +6 (1d8+3/x3)

STR 16 INT 10

DEX 13 WIS 12

CON 14 CHA 8

BAB +5; CMB +8; CMD 19

Feats Improved Initiative, Weapon Focus (Greatsword), Toughness

Skills Intimidate +7, Perception +6

Languages Vintari, one other language (usually untari)

RAMSHORN HEAVY**WARRIOR 5***Medium Humanoid*

Init +6; Perception +6

AC 16; touch 12; flat-footed 14 (+2 DEX, +4 chain shirt)

HP 52 (5d12+20)

Saves 6/3/2

Speed 30 ft.

Melee Longsword +8 (1d8+2/19-20)

Ranged Longbow +7 (1d8+2/x3)

STR 15 INT 10

DEX 14 WIS 12

CON 14 CHA 8

BAB +5; CMB +7; CMD 19

Feats Improved Initiative, Weapon Focus (Longsword), Toughness

Skills Intimidate +7, Perception +6

Languages Vintari, one other language (usually Untari)

RAMSHORN MAGE**ADEPT 4***Medium humanoid*

Init -1; Perception +5 (+7 with toad familiar)

AC 9; touch 9; flat-footed 9 (-1 DEX)

HP 25 (4d6+11)

Saves 2/0/7

Speed 30 ft.

Melee Dagger +2 (1d4/19-20)

Ranged Sling +1 (1d4)

Adept Spells Prepared (CL 4th; concentration +7, +11 cast defensively):
2nd—scorching ray

1st—burning hands, command, sleep

0 (at will)—detect magic, light, read magic

STR 10 INT 14

DEX 8 WIS 16

CON 13 CHA 12

BAB +2; CMB +2; CMD 11

Feats Combat Casting, Scribe Scroll

Skills Knowledge (arcana) +9, Perception +7*, Sense Motive +3*, Spellcraft +9

Languages Vintari, one other language (usually Untari)

Note: The spells given in this statblock are generic. Specific named mages usually have different spell lists. In Strangers in Ramshorn specifically, Hawk Silverthorne knows burning hands, flare, grease, mage armor, and obscuring mist. Finneas knows comprehend languages, detect magic, detect secret doors, detect undead, identify, and read magic.

RAMSHORN MILITIA**WARRIOR 2***Medium Humanoid*

Init +1; Perception +3

AC 19; touch 11; flat-footed 18 (+1 DEX, +6 banded mail, +2 heavy wooden shield)

HP 17 (2d10+6)

Saves 5/1/1

Speed 20 ft.

Melee Longsword +5 (1d8+2/19–20)

Ranged Javelin +3 (1d6+1)

STR 15 INT 10

DEX 13 WIS 12

CON 14 CHA 8

BAB +2; CMB +4; CMD 15

Feats Weapon Focus (Longsword)

Skills Intimidate +4, Perception +3

Languages Vintari, one other language (usually Untari)

RAMSHORN MINSTREL**EXPERT 5***Medium humanoid*

Init +2

AC 14; touch 12; flat-footed 12 (+2 DEX, +2 leather)

HP 32 (5d8+10)

Saves 2/3/4

Speed 30 ft.

Melee Dagger +2 (1d4–1)

STR 8 INT 13

DEX 14 WIS 10

CON 12 CHA 15

BAB +3; CMB +2; CMD 14

Feats Combat Expertise, Improved Feint, Skill Focus (Perform [string])

Skills Acrobatics +9, Bluff +10, Diplomacy +10, Knowledge (local, nobility) +7, Perform (sing) +10, Perform (string) +13, Sense Motive +8

Languages Vintari, one other language (usually Untari)

RAMSHORN PRIEST**ADEPT 4***Medium humanoid*

Init –1; Perception +7 (+10 in shadows with owl familiar)

AC 9; touch 9; flat-footed 9 (–1 DEX)

HP 22 (4d6+8)

Saves 2/0/7

Speed 30 ft.

Melee Staff +2 (1d6)

Ranged Dart +1 (1d4)

Adept Spells Prepared (CL 4th; concentration +7):

2nd—*delay poison*1st—*bless, cure light wounds*×20 (at will)—*guidance, mending, stabilize*

STR 10 INT 12

DEX 8 WIS 16

CON 13 CHA 14

BAB +2; CMB +2; CMD 11

Feats Brew Potion, Skill Focus (Heal)

Skills Heal +11, Knowledge (Religion) +8, Perception +5*,

Profession (Priest) +8, Sense Motive +5*

Languages Vintari, one other language (usually Untari)

RAMSHORN SNEAK**EXPERT 3***Medium Humanoid*

Init +2; Perception +5

AC 15; touch 13; flat-footed 12 (+2 DEX, +1 dodge, +2 leather)

HP 19 (3d8+6)

Saves 2/3/2

Speed 30 ft.

Melee Dagger +3 (1d4+1/19–20)

Ranged Dart +4 (1d4+1)

STR 12 INT 10

DEX 15 WIS 8

CON 13 CHA 14

BAB +2; CMB +3; CMD 15

Feats Dodge, Stealthy

Skills Bluff +8, Disguise +8, Escape Artist +9, Perception +5,

Sleight of Hand +8, Stealth +10

Languages Vintari, one other language (usually Untari)

RAMSHORN SCOUT

EXPERT 5

Medium Humanoid

Init +3; Perception +13

AC 17; touch 14; flat-footed 13 (+3 DEX, +1 dodge, +3 studded leather)

HP 33 (5d8+10)

Saves 2/4/6

Speed 30 ft.

Melee Dagger +4 (1d4+1/19–20)

Ranged Sling +6 (1d4+1)

STR 12 INT 10

DEX 16 WIS 14

CON 13 CHA 8

BAB +3; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception), Skill Focus (Stealth)

Skills Acrobatics +10, Climb +8, Knowledge (Nature) +8,

Perception +13, Stealth +13, Survival +10

Languages Vintari, one other language (usually Untari)

RAMSHORN SAGE

ADEPT 2

Medium humanoid

Init –1; Perception +2 (+4 with raven familiar)

AC 9; touch 9; flat-footed 9 (–1 DEX)

HP 11 (2d6+4)

Saves 1/–1/5

Speed 30 ft.

Melee Staff +1 (1d6)

Adept Spells Prepared (CL 2nd; concentration +4):

1st—*comprehend languages*, *obscuring mist*

0 (at will)—*guidance*, *mending*, *read magic*

STR 10 INT 15

DEX 8 WIS 14

CON 13 CHA 12

BAB +1; CMB +1; CMD 10

Feats Skill Focus (Knowledge [history])

Skills Appraise +6*, Knowledge (history) +10, Knowledge (local, nature) +7, Linguistics +3, Perception +2*, Sense Motive +2*

Languages Dwarven, Vintari, one other language (usually Untari)

THE ORDER OF THE LION

LION ARCHER

HUMAN WARRIOR 2

Medium humanoid

Init +1; Perception +5

AC 14; touch 11; flat-footed 13 (+1 DEX, +3 studded leather)

HP 13 (2d10+2)

Saves 3/1/0

Speed 30 ft.

Melee Shortsword +2 (1d6/19–20)

Ranged Longbow +3 (1d8/×3)

STR 10 INT 10

DEX 13 WIS 11

CON 12 CHA 10

BAB +2; CMB +2; CMD 13

Feats Point-Blank Shot, Precise Shot

Skills Climb +4, Perception +5

Languages Vintari, Untari

LION INFANTRY

HUMAN WARRIOR 3

Medium humanoid

Init +0; Perception +6

AC 18; touch 10; flat-footed 18 (+8 half-plate)

HP 25 (3d10+9)

Saves 5/1/1

Speed 20 ft.

Melee Halberd +4 (1d10+1/×3)

STR 12 INT 10

DEX 11 WIS 11

CON 14 CHA 10

BAB +3; CMB +4; CMD 14

Feats Lightning Reflexes, Toughness, Weapon Focus (Halberd)

Skills Climb +0, Perception +6

Languages Vintari, Untari

LION KNIGHT**HUMAN FIGHTER 5***Medium humanoid*

Init +0; Perception +8

AC 23; touch 11; flat-footed 23 (+10 full plate +1, +2 heavy steel shield, +1 deflection)

HP 42 (5d10+15)

Saves 7/4/4

Defensive Abilities Bravery +1**Speed** 20 ft.**Melee** Longsword +8 (1d8+3/19–20)**Melee** Lance +1 +11 (1d8+7/×3)**Ranged** Longbow +5 (1d8/×3)**Reach** 5 ft. (10 ft. with lance)**Offensive Abilities** Weapon training (spears)

STR 16 INT 12

DEX 11 WIS 11

CON 14 CHA 15

BAB +5; CMB +8; CMD 18

Feats Iron Will, Lightning Reflexes, Mounted Combat, Toughness, Weapon Focus (lance), Weapon Specialization (lance)**Skills** Climb +1, Knowledge (nobility) +6, Perception +8, Ride +3**Languages** Vintari, Untari**Notable Equipment** (bonuses already factored into stat block):*cloak of resistance +1, lance +1, full plate +1, ring of protection +1***DAME LEONA****HUMAN FIGHTER 7***Medium humanoid*

Init +1; Perception +4

AC 31; touch 13; flat-footed 30 (+1 DEX, +12 full plate +3, +4 heavy steel shield +2, +2 natural armor, +2 deflection)

HP 79 (7d10+42)

Saves 13/8/8

Defensive Abilities Bravery +2**Speed** 30 ft.**Melee** Longsword +2 +14/+9 (1d8+7/19–20)**Melee** Lance +3 +17/+12 (1d8+11/19–20)**Ranged** Longbow +8/+3 (1d8/×3)**Reach** 5 ft. (10 ft. with lance)**Offensive Abilities** Weapon training (spears)

STR 22 INT 10

DEX 13 WIS 12

CON 20 CHA 8

BAB +7; CMB +12; CMD 23

Feats Cleave, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Toughness, Weapon Focus (lance), Weapon Specialization (lance)**Skills** Knowledge (nobility) +7, Perception +4, Ride +7**Languages** Vintari, Untari, Ogtari**Notable Equipment** (bonuses already factored into stat block):*cloak of resistance +3, plate armor +3, lance +3, longsword +2, heavy steel shield +2, ring of protection +2, belt of physical might +2, amulet of natural armor +2, horseshoes of a zephyr, war saddle***BISHOP CORNELIUS****HUMAN CLERIC 7***Medium humanoid*

Init –1; Perception +7

AC 30; touch 12; flat-footed 30 (–1 DEX, +11 plate armor +2, +4 heavy steel shield +2, +3 natural armor, +3 deflection)

HP 45 (7d8+14)

Saves 11/6/17

Defensive Powers Rebuke Death (Healing domain), Healer's Blessing (Healing domain)**Speed** 20 ft.**Melee** Heavy mace +1 +6 (1d8+1)**Offensive Abilities** Channel positive energy (4d6, 8/8)**Cleric Spells Prepared** (CL 7th):1st—*blessex2, doom* (DC 18)*×2, shield of faith×2, cure light wounds* (domain)2nd—*bear's endurance, hold person×3, owl's wisdom, cure moderate wounds* (domain)3rd—*searing light×2, stone shape, wind wall, cure serious wounds* (domain)4th—*summon monster IV, tongues, cure critical wounds* (domain)

STR 10 INT 12

DEX 8 WIS 24

CON 13 CHA 16

BAB +5; CMB +5; CMD 14

Feats Extra Channel, Great Fortitude, Iron Will, Lightning Reflexes, Toughness**Skills** Diplomacy +13, Knowledge (history) +3, Knowledge (nobility) +3, Knowledge (religion) +9, Sense Motive +15**Languages** Vintari, Untari, Ogtari, Gultari**Notable Equipment** (bonuses already factored into stat block):*headband of inspired wisdom +4, cloak of resistance +3, ring of protection +3, amulet of natural armor +3, plate armor +2, heavy steel shield +2, heavy mace +1*

PRINCE DARIUS

HUMAN PALADIN 9

Medium humanoid

Init +1; Perception +6

AC 36; touch 14; flat-footed 35 (+1 DEX, +13 champion full plate +4, +6 bolstering heavy steel shield +4, +3 natural armor, +3 deflection)

HP 85 (9d10+36)

Saves 14/9/11

Defensive Abilities Aura of Courage, Aura of Resolve, Divine Health, Lay on Hands (8/8, heals dazed and shaken conditions, grants Fast Healing 3 for 4 rounds)

Speed 20 ft.

Melee Keen flameburst longsword of speed +5 +22/+22/+17 (d8+7 +1d6 fire (1d10 on crit)/17–20)

Ranged Composite bow +10/+5 (d8+5/×3)

Offensive Abilities Channel Positive Energy (5d6), Smite (3/3) Paladin spells prepared (CL 6th):

1st—*cure light wounds* ×2, *divine favor*

2nd—*bear's endurance*, *cure moderate wounds*

STR 24 **INT** 14

DEX 12 **WIS** 10

CON 20 **CHA** 22

BAB +9; **CMB** +16; **CMD** 27

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (longsword)

Skills Diplomacy +14, Knowledge (nobility) +14, Perception +6, Ride +5, Sense Motive +12

Languages Vintari, Untari, Ogtari, Gultari

Notable Equipment (bonuses already factored into stat block): *keen flameburst longsword of speed +5*, *champion plate armor +4*, *bolstering heavy steel shield +4*, *belt of physical might +4*, *headband of alluring charisma +4*, *cloak of resistance +3*, *amulet of natural armor +3*, *ring of deflection +3*

THE ORDER OF THE THIRD EYE

CASPAR

HUMAN ASPECT ELEMENTALIST 7

Medium humanoid

Init +1; Perception +16

AC 14; touch 14; flat-footed 13 (+1 DEX, +3 deflection)

HP 31 (7d6+7)

Saves 7/8/13

Defensive Abilities Fire immunity, Electricity Immunity, Cold Resistance 3

Speed 30 ft.

Melee Dagger +2 (1d4–1)

Aspect Powers (at will)

Primary Aspect Storm CL7 (DC: 20)

1st (CL7)—*conjure fog*, *electricity resistance*, *lightning bolt*, *shocking grasp*, *storm affinity*

2nd (CL7)—*paralyzing bolt*

3rd (CL7)—*sanguine imbalance*, *wind blast*

4th (CL7)—*electricity immunity*, *energy surge*

5th (CL7)—*fly*, *gaseous form*, *lightning haste*

7th (CL7)—*thunderclap*

Secondary Aspect Fire CL5 (DC: 19)

1st (CL5)—*burning hands*, *fire bolt*, *fire resistance*, *rocket jump*

2nd (CL5)—*friend of flames*, *heat metal*, *ignite*

3rd (CL5)—*blinding light*, *continual flame*, *smoke plume*

4th (CL5)—*fire immunity*

5th (CL5)—*fireball*, *wall of smoke*

Tertiary Aspect Ice CL3 (DC: 18)

1st (CL3)—*cold resistance*, *polar ray*, *water breathing*

2nd (CL3)—*aquatic*, *floor slippery when wet*, *ice daggers*

3rd (CL3)—*drown*, *freeze*, *phlegmatic imbalance*, *snowblind*

STR 8 **INT** 24

DEX 12 **WIS** 16

CON 10 **CHA** 13

BAB +3; **CMB** +2; **CMD** 13

Feats Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Acrobatics +6, Climb +5, Diplomacy +17, Heal +9, Knowledge (Arcana) +18, Knowledge (Local) +18, Knowledge (Nobility) +18, Perception +16, Ride +8, Sense Motive +16, Spellcraft +18, Swim +5

Languages Vintari, Gultari, Mithrallar, Draconic

Notable Equipment (bonuses already factored into stat block): *headband of intelligence +4*, *cloak of resistance +3*, *ring of protection +3*

MELCHIOR**HUMAN ASPECT BEGUILER 7***Medium humanoid*

Init +6; Perception +14

AC 22; touch 13; flat-footed 19 (+2 DEX, +1 dodge, +2 shield, +7 armor)

HP 45 (7d6+21)

Saves 7/10/7

Defensive Abilities Join the Circus, Fight Choreography (Comedy, reduce melee damage by 7 and thrown back 5 ft. if 5+ damage is negated this way), Figment Healing, Ringmaster**Speed** 30 ft.**Melee** Rapier +7 (1d6/18–20)**Offensive Abilities** Fight Choreography (Oratory, +5 attack and damage in melee with pun or witty one-liner), Fight Choreography (Act, Full-round action, Perform DC 15, +1 CL to Domination power +1 for every 10 points past the DC)**Aspect Powers** (at will)**Primary Aspect** Domination CL7 (DC: 18, Concentration +16)

1st (CL7)—charm, empathy, sleep

2nd (CL7)—command, telepathy

3rd (CL7)—detonate mana, mind static

4th (CL7)—mana overload, paranoid energy, suggestion

5th (CL7)—arcane reversal, dominate (DC 20)

7th (CL7)—confusion, fast casting

Secondary Aspect Illusion CL5 (DC: 17, Concentration +14)

1st (CL5)—color spray, disguise self, figments

2nd (CL5)—illusory object, mirror image

3rd (CL5)—blinding illusion, illusory creature, invisibility

4th (CL5)—fascinating illusion, illusory crowd

5th (CL5)—displacement

Tertiary Aspect Inspiration CL3 (DC: 16, Concentration +12)

1st (CL3)—death note, duelist, inspiration proficiencies, inspire competence, inspire greatness

2nd (CL3)—mantra of resistance, superior flank

3rd (CL3)—called shots, distraction, inspire courage

STR 10 INT 14

DEX 15 WIS 8

CON 14 CHA 20

BAB +5; CMB +5; CMD 17

Feats Ability Focus (Dominate), Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Finesse**Skills** Bluff +15 (+17 with humanoids), Diplomacy +15 (+17 with humanoids), Intimidate +15, Perception +14, Perform (Act) +15, Perform (Comedy) +13, Perform (Oratory) +13, Sense Motive +9, Stealth +12, Survival +8**Languages** Vintari, Gultari, Mithrallar**Notable Equipment** (Bonuses already factored into stat block): masterwork manacles, chain, belt of physical might (CON, DEX) +2, cloak of resistance +3, chain shirt +3, eyes of the eagle, headband of alluring charisma +2, wand of web (CL3, 50 charges)**BALTHAZAR****HUMAN TRANSMUTER WIZARD 9***Medium humanoid*

Init +6; Perception +9

AC 26; touch 15; flat-footed 21 (+2 DEX, +3 deflect, +4 shield, +3 natural, +4 mage armor)

HP 76 (9d6+45)

Saves 9/8/9

Defensive Abilities Physical Enhancement (+2 DEX), Change Shape (9 rounds/day, beast shape I or elemental body I)**Speed** 30 ft.**Melee** Quarterstaff +3 (1d6–1)**Offensive Abilities** Telekinetic Fist (7/day, 30 ft range, +6 ranged touch attack, 1d4+4 bludgeoning)**Wizard Spells Prepared** (CL 9th, evocation & enchantment opposed, Concentration +15)

0th (4/∞)—detect magic, mage hand, mending, prestidigitation

1st (7)—enlarge person, feather fall, expeditious retreat, mage armor, ray of enfeeblement, silent image (DC 17), unseen servant

2nd (7)—blindness/deafness (DC 18), mirror image, resist energy

(2), see invisibility, web (DC 18), whispering wind

3rd (5)—haste, nondetection, phantom steed, sleet storm, slow (DC 20)

4th (4)—black tentacles, mass enlarge person, scrying (DC 20), stonewall

5th (3)—baleful polymorph (DC 22), fabricate, wall of stone

STR 8 INT 22

DEX 14 WIS 10

CON 16 CHA 14

BAB +4; CMB +3; CMD 15

Feats Craft Magic Arms & Armor, Craft Construct, Craft Wand, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (Transmutation), Toughness**Skills** Fly +14, Intimidate +11, Knowledge: Arcana +18, Knowledge: Engineering +18, Craft: Alchemy +18, Craft: Sculptures +18, Craft: Armor +18, Perception +9, Spellcraft +18**Languages** Vintari, Gultari, Mithrallar, Ogtari, Draconic**Notable Equipment** (bonuses already factored into stat block):

quarterstaff, headband of vast intelligence +4, ring of deflection +3 (arcane bond), cloak of resistance +3, mithril buckler +3, belt of mighty constitution +2, amulet of natural armor +3, gloves of arrow snaring, wand of magic missile (CL9), wand of fireball (CL5)

THE ORDER OF THE WYRD

WYRD WARRIOR

Medium humanoid

Init +1; Perception +0

AC 15; touch 11; flat-footed 14 (+1 DEX, +4 hide armor)

HP 14 (2d8+5)

Saves 4/1/0

Speed 20 ft.

Melee Longspear +5 (1d8+3/×3)

Ranged Throwing axe +3 (1d6)

STR 14 INT 8

DEX 13 WIS 11

CON 12 CHA 10

BAB +2; CMB +4; CMD 15

Feats Toughness, Weapon Focus (longspear)

Skills Climb +4, Survival +4, Swim +4

Languages Vintari, Mithrallar

WYRD SCOUT

Medium humanoid

Init +2; Perception +6

AC 14; touch 12; flat-footed 12 (+2 DEX, +2 leather armor)

HP 19 (3d8+6)

Saves 4/5/4

Speed 30 ft.

Melee Shortsword +2 (1d6/19–20)

Ranged Longbow +2/+2 (1d8/×3)

STR 11 INT 8

DEX 14 WIS 13

CON 12 CHA 12

BAB +2; CMB +2; CMD 14

Feats Iron Will, Point Blank Shot, Toughness, Rapid Shot

Skills Climb +5, Knowledge (nature) +2, Perception +6, Ride +4,

Stealth +7, Survival +6, Swim +5

Languages Vintari, Mithrallar

WYRD KNIGHT

HUMAN RANGER 5

Medium humanoid

Init +4; Perception +6

AC 19; touch 14; flat-footed 15 (+4 DEX, +5 chain shirt +1)

HP 47 (5d10+20)

Saves 7/8/4

Defensive Abilities Favored terrain (forests)

Speed 30 ft.

Melee Shortsword +6 (d6/19–20)

Ranged Longbow +1 +8/+8 (d8+1/×3)

Offensive Abilities Favored enemy (goblinoids, humans), hunter's bond, track, wild empathy

Ranger Spells Prepared (CL 2nd):

1st—*entangle* (DC 12)

STR 12 INT 8

DEX 18 WIS 13

CON 16 CHA 10

BAB +5; CMB +6; CMD 20

Feats Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Acrobatics +9, Climb +5, Knowledge (nature) +4, Perception +6, Ride +4, Stealth +12, Survival +8, Swim +5

Languages Vintari, Mithrallar

Notable Equipment (bonuses already factored into stat block):

boots of elvenkind, cloak of elvenkind, chain shirt +1, longbow +1

VINCENT

HUMAN RANGER 7

Medium humanoid

Init +6; Perception +9

AC 22; touch 16; flat-footed 17 (+5 DEX, +5 studded leather +2, natural armor +1, deflection +1)

HP 61 (7d10+28)

Saves 10/10/5

Defensive Abilities Favored terrain (forests), woodland stride

Speed 30 ft.

Melee Shortsword +8/+3 (1d6+1/19–20)

Ranged Longbow +2 +13/+13/+8 (1d8+2/×3)

Offensive Abilities Favored enemy (goblinoids, humans), hunter's bond, track, wild empathy

Ranger Spells Prepared (CL 4th):

1st—*entangle* (DC 13), *longstrider*

2nd—*cure light wounds*

STR 12 INT 8

DEX 22 WIS 15

CON 16 CHA 10

BAB +7; CMB +8; CMD 23

Feats Endurance, great fortitude, iron will, manyshot, point-blank shot, precise shot, toughness

Skills Acrobatics +13, Climb +8, Knowledge (nature) +6, Perception +9, Ride +8, Stealth +16, Survival +11, Swim +7

Languages Vintari, Mithrallar

Notable Equipment (bonuses already factored into stat block):

longbow +2, studded leather +2, belt of incredible dexterity +2, headband of inspired wisdom +2, amulet of natural armor +1, ring of protection +1, boots of elvenkind, cloak of elvenkind

TALON (HUMAN)**HUMAN BARBARIAN 7***Medium humanoid shapechanger*

Init +1; Perception +11

Speed 20 ft.**AC** 20; touch 13; flat-footed 19 (+1 DEX, +7 breastplate +1, deflection +2)**HP** 81 (7d12+35)**Saves** 11/7/7**Defensive Abilities** DR 1/silver, Guarded Stance (while raging), Improved Uncanny Dodge, Renewed Vigor (2d8+4, 1/1) (while raging), Trap Sense +2**Speed** 30 ft.**Melee** Greatsword +2 +16/+11 (2d6+11/19-20)**Offensive Powers** Powerful Blow (while raging), Rage (20/20), Change Shape, Lycanthropic Empathy**STR** 22 **INT** 10**DEX** 12 **WIS** 13**CON** 18 **CHA** 8**BAB** +7; **CMB** +13; **CMD** 24**Feats** Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Greatsword)**Skills** Climb +3, Handle Animal +10, Knowledge (nature) +10, Perception +11, Survival +10, Swim +3**Languages** Vintari, Mithrallar**Notable Equipment** (bonuses already factored into stat block): greatsword +2, cloak of resistance +2, ring of protection +2, breastplate +1**TALON (WEREWOLF)****HUMAN BARBARIAN 7***Medium humanoid shapechanger*

Init +1; Perception +11

Speed 20 ft.**AC** 22; touch 13; flat-footed 20 (+1 DEX, +7 breastplate +1, natural armor +2, deflection +2)**HP** 89 (7d12+42)**Saves** 11/7/7**Defensive Abilities** DR 10/silver, Guarded Stance (while raging), Improved Uncanny Dodge, Renewed Vigor (2d8+4, 1/1) (while raging), Trap Sense +2**Speed** 30 ft.**Melee** Greatsword +2 +17/+12 (2d6+12/19-20) and bite +14 (1d6+7)**Offensive Powers** Powerful Blow (while raging), Rage (21/21), Change Shape, Lycanthropic Empathy, Curse of Lycanthropy**STR** 24 **INT** 10**DEX** 12 **WIS** 13**CON** 20 **CHA** 8**BAB** +7; **CMB** +14; **CMD** 25**Feats** Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Greatsword)**Skills** Climb +4, Handle Animal +10, Knowledge (nature) +10, Perception +11, Survival +10, Swim +4**Languages** Vintari, Mithrallar**Notable Equipment** (bonuses already factored into stat block): greatsword +2, cloak of resistance +2, ring of protection +2, breastplate +1**SHARRA****HUMAN DRUID 9***Medium humanoid*

Init +3; Perception +17

AC 25; touch 16; flat-footed 22 (+3 DEX, +6 hide armor +2, natural armor +3, deflection +3)**HP** 40 (9d8+9)**Saves** 11/11/16**Defensive Abilities** Wild Empathy, Trackless Step, Woodland Stride, Resist Nature's Lure, Venom Immunity**Speed** 30 ft.**Melee** Quarterstaff +5/+0 (1d6-1)**Offensive Abilities** Wildshape (3/3)**Druid Spells Prepared** (CL 9th):1st—*cure light wounds*×4, *obscuring mist*, *produce flame*, *entangle* (domain)2nd—*animal messenger*, *bear's endurance*, *bull's strength*, *cat's grace*, *owl's wisdom*, *tree shape*, *barkskin* (domain)3rd—*call lightning*, *cure moderate wounds*×2, *spike growth*, *wind wall*, *plant growth* (domain)4th—*control weather*, *cure serious wounds*, *spike stones*, *command plants* (domain)5th—*cure critical wounds*, *wall of fire*, *wall of thorns* (domain)**STR** 8 **INT** 12**DEX** 16 **WIS** 24**CON** 10 **CHA** 13**BAB** +6; **CMB** +5; **CMD** 18**Feats** Combat Casting, Great Fortitude, Lightning Reflexes, Natural Spell, Toughness**Skills** Diplomacy +10, Handle Animal +15, Heal +10, Knowledge (nature) +15, Perception +16, Sense Motive +14, Survival +10**Languages** Vintari, Mithrallar, Gultari**Notable Equipment** (bonuses already factored into stat block): headband of inspired wisdom +4, cloak of resistance +3, amulet of natural armor +3, ring of deflection +3, hide armor +2

THE LUNATIC COURT

LUNATIC ACROBAT

HUMAN ROGUE 2

Medium humanoid

Init +3; Perception +4

AC 16; touch 13; flat-footed 13 (+3 DEX, +3 studded leather)

HP 10 (2d8+2)

Saves 1/6/-1

Defensive Abilities Evasion, trapfinding, Stand Up

Speed 30 ft.

Melee Dagger +3 (1d4+2/19-20)

Ranged Thrown Dagger +4 (1d4+2/19-20)

Offensive Abilities Sneak Attack 1d6

STR 14 INT 12

DEX 17 WIS 8

CON 13 CHA 10

BAB +1; CMB +3; CMD 16

Feats Point Blank Shot, Precise Shot

Skills Acrobatics +7, Bluff +5, Disable Device +5, Disguise +5,

Escape Artist +7, Intimidate +5, Perception +4, Perform

(Gymnastics) +5, Sleight of Hand +7, Stealth +7

Languages Common, Goblin

RED JESTER

HUMAN BARD 3

Medium humanoid

Init +3; Perception +5

AC 18; touch 13; flat-footed 15 (+2 DEX, +4 chain shirt, +1 buckler, +1 Dodge)

HP 15 (3d8+3)

Saves 2/3/2 (+4 vs Sonic or Language Dependant)

Defensive Powers Bardic performance (17 Rounds) (Countersong, Distraction, Fascinate, Inspire Courage (+1), Inspire Competence (+2)), Lore Master, Versatile Performance (Sing—Bluff/Sense Motive), Well-Versed

Speed 30 ft.

Melee Short Sword +3 (1d6+1/19-20-2)

Bard Spells Known (CL 3rd):

oth (∞/∞)—Dancing Lights, Detect Magic, Ghost Sound, Flare, Lullaby, Mage Hand, Message, Prestidigitation, Read Magic, Summon Instrument 1st (4/Day)—cause fear (DC 14), charm person (DC 14), feather fall, sleep (DC 14)

STR 12 INT 10

DEX 14 WIS 8

CON 13 CHA 17

BAB +2; CMB +3; CMD 15

Feats Extra Music, Dodge, Mobility

Skills Acrobatics +6, Bluff +9, Escape Artist +6, Intimidate +9,

Perception +5, Perform Sing +9, Stealth +6, Use Magic Device +9

Languages Common, Goblin

WHITE JESTER

HUMAN BARD 3

Medium humanoid

Init +3; Perception +5

AC 18; touch 12; flat-footed 16 (+2 DEX, +4 chain shirt, +2 Heavy Steel Shield)

HP 15 (3d8+3)

Saves 4/3/2 (+4 vs Sonic or Language Dependant)

Defensive Powers Bardic performance (17 Rounds)

(Countersong, Distraction, Fascinate, Inspire Courage (+1), Inspire Competence (+2)), Lore Master, Versatile Performance (Sing—Bluff/Sense Motive), Well-Versed

Speed 30 ft.

Melee Short Sword +3 (1d6+1/19-20×2)

Bard Spells Known (CL 3rd):

oth (∞/∞)—dancing lights, detect magic, ghost sound, flare, lullaby, mage hand, message, prestidigitation, read magic, summon instrument 1st (4/Day)—cure light wounds×2, expeditious retreat, grease (DC 14)

STR 12 INT 10

DEX 14 WIS 8

CON 13 CHA 17

BAB +2; CMB +3; CMD 15

Feats Extra Music, Combat Casting, Great Fortitude

Skills Acrobatics +6, Bluff +9, Escape Artist +6, Intimidate +9,

Perception +5, Perform Sing +9, Stealth +6, Use Magic Device +9

Languages Common, Goblin

LUNATIC MAGICIAN

HUMAN SORCERER 4 (FEY BLOODLINE)

Medium humanoid

Init +6; Perception +1

AC 12; touch 12; flat-footed 10 (+2 DEX)

HP 16 (4d6+4)

Saves 4/3/5

Defensive Abilities Woodland Stride

Speed 30 ft.

Melee Dagger +1 (1d4-1/19-20)

Laughing Touch +1 to hit. 7/Day

Sorcerer Spells Prepared (CL 4th):

oth (∞/∞)—acid splash, daze, ghost sound, light, touch of fatigue, mage hand 1st (7/7)—entangle (DC 15), magic missile, grease (DC 15), ray of enfeeblement

2nd (4/4)—hypnotic pattern (DC 18)

STR 8 INT 10

DEX 14 WIS 12

CON 13 CHA 18

BAB +2; CMB +3; CMD 15

Feats Combat Casting, Improved Initiative, Great Fortitude, Eschew Materials

Skills Bluff +11, Spellcraft +7, Use Magic Device +11

Languages Common

LUNATIC RINGMASTER

HUMAN BARD 5

Medium humanoid

Init +3; Perception +7

AC 21; touch 13; flat-footed 18 (+2 DEX, +5 chain shirt +1, +2 Heavy Steel Shield, +1 Natural, +1 Deflection)

HP 26 (5d8+5)

Saves 4/4/3 (+4 vs Sonic or Language Dependant)

Defensive Powers Bardic Performance (23 Rounds) (Countersong, Distraction, Fascinate, Inspire Courage (+2), Inspire Competence (+2)), Lore Master, Versatile Performance (Comedy—Bluff/Intimidate), Well-Versed, Lore Master 1/day

Speed 30 ft.

Melee Short Sword +4 (1d6+1/19–20×2)

Bard Spells Known (CL 5th):

0th (∞/∞)—*dancing lights, detect magic, ghost sound, flare, lullaby, mage hand, message, prestidigitation, read magic, summon instrument, resistance*

1st (6/Day) — *cure light wounds, expeditious retreat, grease* (DC 16), *sleep* (DC 16), *cause fear* (DC 16)

2nd (2/Day) — *blindness/deafness* (DC 17), *cure moderate wounds, mirror image*

STR 12 INT 10

DEX 14 WIS 8

CON 13 CHA 20

BAB +3; CMB +4; CMD 16

Feats Extra Music, Combat Casting, Great Fortitude

Skills Acrobatics +8, Bluff +13, Escape Artist +8, Intimidate +13, Perception +7, Perform Comedy+13, Stealth +8, Use Magic Device +13

Languages Common, Goblin

Notable Equipment (bonuses already factored into stat block):

+1 chain shirt, cloak of charisma +2, ring protection +1, amulet of natural armor +1

CLOWN

HUMAN BARBARIAN 7

Medium humanoid

Init +1; Perception +1

AC 25; touch 14; flat-footed 19 (+1 DEX, +7 chainmail +1, deflection +2, Natural +2, +1 dodge)

HP 56 (7d12+14)

Saves 8/4/4

Defensive Abilities DR 1/2, Improved Uncanny Dodge, Trap Sense +2, Renewed Vigor, Swift Foot

Speed 30 ft.

Melee +1 Flaming Scythe +13/8 (2d4+8+1d6 Fire /×4)

Ranged Longbow +8 (1d8 ×3)

Offensive Abilities Rage (26/26), No Escape (rage power)

STR 20 INT 10

DEX 13 WIS 12

CON 14 CHA 8

BAB +7; CMB +11; CMD 22

Feats Power Attack, Dodge, Mobility, Spring Attack

Skills Acrobatics +7, Climb +11, Intimidate +9, Survival +11, Swim +7

Languages Vintari

Notable Equipment (bonuses already factored into stat block):

+1 chainmail, +1 flaming scythe, +2 ring of protection, gauntlets of ogre strength, amulet of natural armor +2, cloak of resistance +1

COLOMBINA

HUMAN ORACLE 8

Medium humanoid

Init +1; Perception +3

AC 28; touch 12; flat-footed 26 (+1 DEX, +10 full plate +2, +4 heavy steel shield +1, +2 natural armor, +1 deflection)

HP 48 (8d8+16)

Saves 4/3/10

Defensive Powers Haunted Curse, Occult Mystery, Revelation—Automatic Writing, Revelation — Shroud of Retribution 1/Day

Speed 30 ft.

Melee Heavy Mace +5 (1d8–1)

Offensive Abilities Revelation—Brain Dead 2/Day 8d4

Oracle Spells Prepared (CL 8th):

0th (∞/∞)—*mage hand, ghost sound, bleed, create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, stabilize, virtue*

1st (8/8)—*bless*×2, *comprehend languages, cure light wounds*×3,

obscuring mist, sanctuary (DC 16)

2nd (7/7)—*aid, calm emotions, cure moderate wounds*×2, *hold*

person×2 (DC 17), *resist energy*

3rd (6/6)—*bestow curse*×2 (DC 18), *cure serious wounds*×2, *dispel magic*×2

4th (4/4)—*spectral hand, summon monster IV*×3

STR 8 INT 10

DEX 12 WIS 14

CON 14 CHA 20

BAB +6; CMB +5; CMD 17

Feats Combat Casting, Armor Prof Heavy, Shield Focus, Iron Will

Skills Heal +13, Knowledge History +11, Knowledge Religion +11, Sense Motive +13, Spellcraft +11

Languages Vintari, Gultari

Notable Equipment (bonuses already factored into stat block):

+2 full plate, +1 heavy steel shield, ring protection +1, amulet of natural armor +2, cloak of charisma +2

HARLEQUIN**HUMAN ROGUE 9***Medium humanoid*

Init +5; Perception +11

AC 24; touch 18; flat-footed 16 (+5 DEX, +5 chain shirt +1, +2 deflection, +1 dodge, +1 natural)

HP 54 (9d8+18)

Saves 6/12/3

Defensive Abilities Evasion, Trapfinding, Trap Sense (+3), Uncanny Dodge, Ledge Walker, Stand Up, Fast Stealth

Speed 30 ft.

Melee +1 Keen Rapier +12/6 (1d6+3/15–20)**Ranged** Dagger +11 (1d4+2/19–20) 10ft**Offensive Abilities** Sneak Attack (5d6), Powerful Sneak, Surprise Attack

STR 14 INT 10

DEX 20 WIS 8

CON 14 CHA 12

BAB +6; CMB +8; CMD 23

Feats Combat Reflexes, Weapon Finesse, Dodge, Mobility, Spring Attack**Skills** Acrobatics +16, Bluff +13, Disable Device +11, Disguise +17, Escape Artist +16, Intimidate +13, Perception +11, Sleight of Hand +16, Stealth +16,**Languages** Vintari, Gultari**Notable Equipment** (bonuses already factored into stat block):

+1 keen rapier, +1 chain shirt, ring of protection +2, amulet of natural armor +1, gloves of dexterity +2, cloak of resistance +1

PIERROT**HUMAN ROGUE 7***Medium humanoid*

Init +5; Perception +9

AC 22; touch 17; flat-footed 15 (+5 DEX, +4 Studded Leather +1, +2 deflection, +1 Natural)

HP 42 (7d8+14)

Saves 5/12/5

Defensive Abilities Evasion, Trapfinding, Trap Sense (+2), Uncanny Dodge

Speed 30 ft.

Melee +1 Frost Rapier +11 (1d6+3+1d6 cold/18–20)**Ranged** Sling +10 (1d3+2/×2) 50 ft**Offensive Abilities** Sneak Attack (4d6)

STR 14 INT 12

DEX 20 WIS 8

CON 13 CHA 10

BAB +5; CMB 7; CMD 21

Feats Combat Reflexes, Iron Will, Weapon Finesse, Toughness
Skills Acrobatics +15, Appraise +11, Climb +12, Disable Device +11, Escape Artist +15, Perception +9, Sleight of Hand +15, Stealth +15, Swim +12, Use Magic Device +10**Languages** Vintari, Gultari**Notable Equipment** (bonuses already factored into stat block):

gloves of dexterity +2, +1 frost rapier, +1 studded leather, ring of protection +2, amulet of natural armor +1, cloak of resistance +2

PANTALOON**HUMAN SORCERER 7***Medium humanoid*

Init +2; Perception +0

AC 16; touch 14; flat-footed 12 (+2 DEX, +2 natural armor, +2 deflection)

HP 28 (7d6+7)

Saves 3/6/7

Defensive Abilities Elemental Bloodline

Speed 30 ft.

Melee Dagger +2 (1d4–1/19–20)**Sorcerer Spells Prepared** (CL 7th):

0th (∞/∞)—acid splash, arcane mark, mage hand, light, message, prestidigitation, ray of frost

1st (8/8)—burning hands (DC 17), mage armor, obscuring mist, true strike, charm person (DC 16), magic missile

2nd (7/7)—scorching ray, acid arrow, web (DC 17), invisibility

3rd (5/5)—protection from energy, summon monster III, fireball (DC 19)

STR 8 INT 12

DEX 14 WIS 10

CON 13 CHA 20

BAB +3; CMB +2; CMD 14

Feats Spell Focus Evocation, Combat Casting, Iron Will, Lightning Reflexes, Eschew Materials**Skills** Bluff +15, Intimidate +15, Spellcraft +11, Use Magic Device +15**Languages** Vintari, Mithrallar, Gultari**Notable Equipment** (bonuses already factored into stat block):

cloak of charisma +2, ring of protection +2, amulet of natural armor +2, wand of magic missile (50/50)

THE VLATLA CLAN

LIDIA VLATLA

WRAITH ASPECT NECROMANCER 8

Medium human (Undead)

Init +5; Perception +4

Senses Low Light vision 60 ft; Dark vision 60 ft

AC 26 (+5 DEX, +5 Light Fortification Mithral Shirt, +3 Mantel, +3 Ring) touch 18; flat-footed 21

HP 56 (8d8 +24)

Saves 9/7/9

DR 4/magic; Immune plague DC 12, poison, disease (all), death effects)

Speed 30 ft.

Melee: Rapier +12/+7 (1d6+3/18–20)

Offensive Abilities When wielding weapons they are proficient in, they take no penalty for making an off-hand attack.

Aspect Powers (at will)

Primary Aspect Wraith CL8 (DC: 16)

1st (CL8)—*enervating curse, freezing curse*

2nd (CL8)—*fear the reaper, mocking curse*

3rd (CL8)—*curse of failure, frigid enchantments*

4th (CL8)—*paralyzing touch, frozen skin*

5th (CL8)—*deathly pursuit, double double toil and trouble, speak with dead*

7th (CL8)—*curse of confusion, phantasmal killer, summon wraith, wraith body*

Secondary Aspect Vampire CL6 (DC: 15)

1st (CL6)—*blood healing, vampire bite*

2nd (CL6)—*awaken the blood, bat form, blood boil*

3rd (CL6)—*blood sympathy, theft of vitae, wolf form*

4th (CL6)—*dire wolf form, theft of magic*

5th (CL6)—*blood mist, blood ritual*

Tertiary Aspect Ghoul CL4 (DC: 14)

1st (CL4)—*animate skeleton, animate zombie, undead minions*

2nd (CL4)—*pestilent explosion, plaguebearer*

3rd (CL4)—*bolstered flesh*

4th (CL4)—*body colony, unholy feast*

STR 16 (+3) **INT** 14 (+2)

DEX 20 (+5) **WIS** 10 (+0)

CON 16 (+3) **CHA** 15 (+2)

BAB +6/1; **CMB** +9; **CMD** 27

Feats Combat Casting, Escape Route, Bonded Mind, Lightning Reflexes

Skills Acrobatics +15, Bluff +12, Sense Motive +10, Stealth +15

Languages Tvalti, Vintari

Notable Equipment (bonuses already factored into stat block):

dueling rapier +1, light fortification mithral shirt +1, amulet of natural armor +3, ring of protection +3, armband of dexterity +3, cloak of resistance +3

NATALIA VLATLA

GHOUL ASPECT NECROMANCER 9

Medium human (Undead)

Init +3; Perception +4

Senses Low Light vision 60 ft; Dark vision 60 ft

AC 24; touch 16; flat-footed 21 (+3 DEX, +5 Light Fortification

Mithral Shirt +3 Amulet, +3 Ring)

HP 63 (9d8+27)

Saves 9/8/9

Speed 30 ft.

Melee Rapier +10/+5 (1d6+3/18–20)

Offensive Abilities When wielding weapons they are proficient in, they take no penalty for making an off-hand attack.

Aspect Powers (at will)

Primary Aspect Ghoul CL9 (DC: 18)

1st (CL9)—*animate skeleton, animate zombie, undead minions*

2nd (CL9)—*pestilent explosion, plaguebearer*

3rd (CL9)—*bolstered flesh*

4th (CL9)—*body colony, unholy feast*

5th (CL9)—*sculpt horror*

7th (CL9)—*animate ghoul*

9th (CL9)—*animate mummy*

Secondary Aspect Vampire CL7 (DC: 17)

1st (CL7)—*blood healing, vampire bite*

2nd (CL7)—*awaken the blood, bat form, blood foil*

3rd (CL7)—*blood sympathy, theft of vitae, wolf form*

4th (CL7)—*dire wolf form, theft of magic*

5th (CL7)—*blood mist, blood ritual*

7th (CL7)—*true form, vampire thrall*

Tertiary Aspect Wraith CL4 (DC: 16)

1st (CL4)—*enervating curse, freezing curse*

2nd (CL4)—*fear the reaper, mocking curse*

3rd (CL4)—*curse of failure, frigid enchantments*

4th (CL4)—*paralyzing touch, frozen skin*

STR 16 (+3) **INT** 18 (+4)

DEX 16 (+3) **WIS** 10 (+0)

CON 16 (+3) **CHA** 13 (+1)

BAB +6/1; **CMB** +9; **CMD** 25

Feats Combat Casting, Escape Route, Bonded Mind, Lightning Reflexes, Vital Strike

Skills

Languages Tvalti, Vintari

Notable Equipment (bonuses already factored into stat block):

dueling rapier +1, light fortification mithral shirt +1, amulet of natural armor +3, ring of deflection +3, headband of intelligence +3, cloak of resistance +3

NICOLAE VLATLA**VAMPIRE ASPECT NECROMANCER 8***Medium human (Undead)*

Init +4; Perception +4

Senses Low Light vision 60 ft; Dark vision 60 ft

AC 25 (+4 DEX, +5 Light Fortification Mithral Shirt +3 Amulet, +3 Ring) touch 17; flat-footed 21

HP 64 (8d8 +32)

Saves 9/7/9

Speed 30 ft.

Melee Dueling Rapier +11/+6 (1d6+4/18–20)**Offensive Abilities** When wielding weapons they are proficient in, they take no penalty for making an off-hand attack.**Aspect Powers** (at will)**Primary Aspect** Vampire CL8 (DC: 14)1st (CL8)—*blood healing, vampire bite*2nd (CL8)—*awaken the blood, bat form, blood boil*3rd (CL8)—*blood sympathy, theft of vitae, wolf form*4th (CL8)—*dire wolf form, theft of magic*5th (CL8)—*blood mist, blood ritual*7th (CL8)—*true form, vampire thrall***Secondary Aspect** Wraith CL6 (DC: 13)1st (CL6)—*enervating curse, freezing curse*2nd (CL6)—*fear the reaper, mocking curse*3rd (CL6)—*curse of failure, frigid enchantments*4th (CL6)—*paralyzing touch, frozen skin*5th (CL6)—*deathly pursuit, double double toil and trouble, speak with dead***Tertiary Aspect** Ghoul CL4 (DC: 12)1st (CL4)—*animate skeleton, animate zombie, undead minions*2nd (CL4)—*pestilent explosion, plaguebearer*3rd (CL4)—*bolstered flesh*4th (CL4)—*body colony, unholy feast*

STR 18 (+4) INT 11 (+0)

DEX 18 (+4) WIS 10 (+0)

CON 18 (+4) CHA 15 (+2)

BAB +6/1; CMB +10; CMD 27

Feats Combat Casting, Lightning Reflexes, Weapon Finesse**Skills****Languages** Tvalti, Vintari**Notable Equipment** (bonuses already factored into stat block):

dueling rapier +1, light fortification mithral shirt +1, mantel of natural armor +3, ring of deflection +3, bracers of strength +3, cloak of resistance +3

TEREZA VLATLA**VAMPIRE ASPECT NECROMANCER 8***Medium Human (Undead)*

Init +3; Perception +4

Senses Low Light vision 60 ft; Dark vision 60 ft

AC 24 (+3 DEX, +5 Light Fortification Mithral Shirt +3 Amulet, +3 Ring) touch 16; flat-footed 21

HP 56 (8d8 +24)

Saves 9/7/9

Speed 30 ft.

Melee Dueling Rapier +10/+5 (1d6/18–20)**Offensive Abilities** When wielding weapons they are proficient in, they take no penalty for making an off-hand attack.**Aspect Powers** (at will)**Primary Aspect** Vampire CL8 (DC: 14)1st (CL8)—*blood healing, vampire bite*2nd (CL8)—*awaken the blood, bat form, blood boil*3rd (CL8)—*blood sympathy, theft of vitae, wolf form*4th (CL8)—*dire wolf form, theft of magic*5th (CL8)—*blood mist, blood ritual*7th (CL8)—*true form, vampire thrall***Secondary Aspect** Ghoul CL6 (DC: 13)1st (CL6)—*animate skeleton, animate zombie, undead minions*2nd (CL6)—*pestilent explosion, plaguebearer*3rd (CL6)—*bolstered flesh*4th (CL6)—*body colony, unholy feast*5th (CL6)—*sculpt horror***Tertiary Aspect** Wraith CL4 (DC: 12)1st (CL4)—*enervating curse, freezing curse*2nd (CL4)—*fear the reaper, mocking curse*3rd (CL4)—*curse of failure, frigid enchantments*4th (CL4)—*paralyzing touch, frozen skin*

STR 16 (+3) INT 11 (+0)

DEX 16 (+3) WIS 10 (+0)

CON 16 (+3) CHA 13 (+1)

BAB +6/1; CMB +9; CMD 25

Feats Combat Casting, Lightning Reflexes**Skills****Languages** Tvalti, Vintari**Notable Equipment** (bonuses already factored into stat block):

dueling rapier +1, light fortification mithral shirt +1, mantel of natural armor +3, ring of deflection +3, bracers of strength +4, cloak of resistance +3

PETRE VLATLA

GHOUL ASPECT NECROMANCER 11

Medium human (Undead)

Init +4; Perception +4

Senses Low Light vision 60 ft; Dark vision 60 ft

AC 26 (+4 DEX, +6 Light Fortification Mithral Shirt +3 Amulet, +3 Ring) touch 17; flat-footed 22

HP 77 (11d8 +33)

Saves 10/8/10

Speed 30 ft.

Melee Disarming Blade +13/+8 (1d6/18–20)

Offensive Abilities When wielding weapons they are proficient in, they take no penalty for making an off-hand attack.

Aspect Powers (at will)

Primary Aspect Ghoul CL11 (DC: 18)

1st (CL11)—animate skeleton, animate zombie, undead minions

2nd (CL11)—pestilent explosion, plaguebearer

3rd (CL11)—bolstered flesh

4th (CL11)—body colony, unholy feast

5th (CL11)—sculpt horror

7th (CL11)—animate ghoul

9th (CL11)—animate mummy

Secondary Aspect Vampire CL9 (DC: 17)

1st (CL9)—blood healing, vampire bite

2nd (CL9)—awaken the blood, bat form, blood boil

3rd (CL9)—blood sympathy, theft of vitae, wolf form

4th (CL9)—dire wolf form, theft of magic

5th (CL9)—blood mist, blood ritual

7th (CL9)—true form, vampire thrall

Tertiary Aspect Wraith CL5 (DC: 15)

1st (CL5)—enervating curse, freezing curse

2nd (CL5)—fear the reaper, mocking curse

3rd (CL5)—curse of failure, frigid enchantments

4th (CL5)—paralyzing touch, frozen skin

5th (CL5)—deathly pursuit, double double toil and trouble, speak with dead

STR 16 (+3) **INT** 16 (+3)

DEX 18 (+4) **WIS** 10 (+0)

CON 16 (+3) **CHA** 14 (+2)

BAB +8/3; **CMB** +11; **CMD** 28

Feats Combat Casting, Lightning Reflexes, Vital Strike, Step Up

Skills

Languages Tvalti, Vintari

Notable Equipment (bonuses already factored into stat block):

disarming blade +1, light fortification mithral shirt +2, mantel of natural armor +3, ring of deflection +3, armband of dexterity +4, cloak of resistance +3

VLATLA THRALL

VAMPIRE ASPECT NECROMANCER 5

Medium human (Undead)

Init +3; Perception +4

Senses Low Light vision 60 ft; Dark vision 60 ft

AC 20 (+3 DEX, +5 Light Fortification Mithral Shirt +1 Amulet, +1 Ring) touch 14; flat-footed 17

HP 35 (5d8 +15)

Saves 4/4/4

Speed 30 ft.

Melee Longsword +7 (1d8+4/19–20)

Offensive Abilities When wielding weapons they are proficient in, they take no penalty for making an off-hand attack.

Aspect Powers (at will)

Primary Aspect Vampire CL5 (DC: 12)

1st (CL5)—blood healing, vampire bite

2nd (CL5)—awaken the blood, bat form, blood boil

3rd (CL5)—blood sympathy, theft of vitae, wolf form

4th (CL5)—dire wolf form, theft of magic

5th (CL5)—blood mist, blood ritual

Secondary Aspect Wraith CL3 (DC: 11)

1st (CL3)—enervating curse, freezing curse

2nd (CL3)—fear the reaper, mocking curse

3rd (CL3)—curse of failure, frigid enchantments

STR 16 **INT** 11

DEX 16 **WIS** 10

CON 16 **CHA** 12

BAB +3; **CMB** +6; **CMD** 19

Feats Combat Casting, Weapon Finesse

Skills

Languages Vintari

Notable Equipment (bonuses already factored into stat block):

rapier +1, light fortification mithral shirt +1, mantel of natural armor +1, ring of deflection +1, cloak of resistance +1

THE BERYL CLAN

CORGRU BERYL

DRAGONBORN ROGUE 6

Medium humanoid

Init +3; Perception +10

AC 17; touch 14; flat-footed 14 (+3 DEX, +3 studded leather, +1 deflection)

HP 27 (6d8)

Saves 5/8/6

Defensive Abilities Evasion, Trapfinding, Trap Sense (+2), Uncanny Dodge

Speed 30 ft.

Melee Shortsword +4 (1d6/19–20)

Ranged Longbow +7 (1d8/×3)

Offensive Abilities Bleeding sneak attack (3d6+3 bleed)

Special Attacks Breath weapon (15 ft. cone, DC 13, 2d6 acid, usable every 10 minutes)

Sorcerer Spells Prepared (CL 6th):

1st—*disguise self* ×2

STR 10 **INT** 12

DEX 17 **WIS** 13

CON 10 **CHA** 16

BAB +4; **CMB** +4; **CMD** 17

Feats Great Fortitude, Iron Will, Skill Focus (Bluff)

Skills Acrobatics +16, Bluff +15, Diplomacy +12, Disguise +12, Escape Artist +11, Perception +10, Sense Motive +10, Sleight of Hand +11, Stealth +11

Languages Draconic, Vintari, Gultari

Notable Equipment (bonuses already factored into stat block): *cloak of resistance* +1, *boots of elvenkind*, *ring of protection* +1

DALNETTO BERYL

DRAGONBORN SORCERER 6

Medium humanoid

Init +2; Perception –1

AC 14; touch 13; flat-footed 12 (+2 DEX, +1 natural armor, +1 deflection)

HP 27 (6d6+6)

Saves 5/4/4

Defensive Abilities Acid resistance 5

Speed 30 ft.

Melee Dagger +3 (1d4/19–20)

Claws +3 (1d4, counts as magic)

Sorcerer Spells Prepared (CL 6th):

0th (∞/∞)—*acid splash*, *arcane mark*, *mage hand*, *light*, *message*, *prestidigitation*, *ray of frost*

1st (6/6)—*burning hands* (DC 17), *color spray* (DC 16), *mage armor*, *shield*, *sleep* (DC 17)

2nd (5/5)—*resist energy*, *scorching ray*, *web* (DC 17)

3rd (3/3)—*lightning bolt* (DC 19)

STR 11 **INT** 13

DEX 14 **WIS** 8

CON 12 **CHA** 21

BAB +3; **CMB** +3; **CMD** 15

Feats Great Fortitude, Spell Focus (Enchantment), Spell Focus (Evocation)

Skills Bluff +14, Spellcraft +10, Use Magic Device +14

Languages Draconic, Vintari, Gultari

Notable Equipment (bonuses already factored into stat block): *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1

SAIZ BERYL

DRAGONBORN PALADIN 6

Medium humanoid

Init +0; Perception +1

AC 23; touch 10; flat-footed 23 (+10 full plate +1, +3 heavy steel shield +1)

HP 45 (6d10+12)

Saves 10/7/9

Defensive Abilities Aura of Courage, Divine Health, Lay on Hands (5/5, heals dazed and shaken conditions)

Speed 20 ft.

Melee Greatsword +10/+5 (2d6+6/19–20)

Divine Bond greatsword +11/+6 (2d6+7/19–20)

Offensive Abilities Channel Negative Energy (3d6), Smite (2/2)

Paladin Spells Prepared (CL 3rd):

1st—*cure light wounds* ×2

STR 19 **INT** 8

DEX 10 **WIS** 13

CON 14 **CHA** 14

BAB +6; **CMB** +10; **CMD** 20

Feats Cleave, Lightning Reflexes, Power Attack

Skills Heal +10

Languages Draconic, Vintari

Notable Equipment (bonuses already factored into stat block): *plate armor* +1, *heavy steel shield* +1, *cloak of resistance* +1

HISKI BERYL**DRAGONBORN CLERIC 6***Medium humanoid*

Init -1; Perception +4

AC 17; touch 9; flat-footed 17 (-1 DEX, +6 breastplate, +2 heavy steel shield)

HP 51 (6d8+24)

Saves 9/4/13

Speed 20 ft.

Melee Heavy mace +6 (1d8+2)**Offensive Abilities** Channel Negative Energy (3d6)**Cleric Spells Prepared** (CL 6th):1st—*cause fear*×2 (DC 16), *cure light wounds*×2, *disguise self*2nd—*cure moderate wounds*×3, *hold person* (DC 17), *invisibility*3rd—*blindness/deafness* (DC 18), *cure serious wounds*×2, *fly*

STR 14 INT 10

DEX 8 WIS 20

CON 16 CHA 13

BAB +4; CMB +6; CMD 15

Feats Iron Will, Lightning Reflexes, Toughness**Skills** Heal +14, Knowledge (religion) +9**Languages** Draconic, Vintari**Notable Equipment** (bonuses already factored into stat block):*cloak of resistance* +1, *headband of inspired wisdom* +2**FAINSITHE BERYL****DRAGONBORN BARBARIAN 6***Medium humanoid*

Init +2; Perception +10

AC 18; touch 12; flat-footed 16 (+2 DEX, +6 breastplate), when raging 20; touch 14; flat-footed 16 (+2 DEX, +2 Dodge, +6 breastplate)

HP 63 (6d12+24)

Saves 10/5/6

Defensive Powers Guarded Stance (while raging), Improved Uncanny Dodge, Renewed Vigor (2d8+4, 1/1) (while raging), Trap Sense +2

Speed 30 ft.

Melee Greatsword +1 +11/+6 (2d6+7/19-20)**Offensive Powers** Powerful Blow (while raging), Rage (18/18)

STR 18 INT 8

DEX 14 WIS 13

CON 18 CHA 10

BAB +6; CMB +10; CMD 22 (24 while raging)

Feats Cleave, Iron Will, Power Attack**Skills** Climb +9, Perception +10, Survival +10**Languages** Draconic, Vintari**Notable Equipment** (bonuses already factored into stat block):*greatsword* +1, *cloak of resistance* +1, *belt of mighty constitution* +2**ECHOKRETH BERYL****DRAGONBORN BARD 6***Medium humanoid*

Init +3; Perception +11

AC 19; touch 14; flat-footed 17 (+3 DEX, +5 chain shirt +1, deflection +1)

HP 33 (6d8+6)

Saves 6/9/8

Defensive Powers Bardic Performance (Countersong,

Distraction, Fascinate, Inspire Courage (+2), Inspire Competence

(+2), Suggestion), Lore Master, Versatile Performance (Comedy,

Oratory), Well-Versed

Speed 30 ft.

Melee Rapier +1 +8 (1d8/18-20)**Bard Spells Prepared** (CL 6th):1st—*cause fear* (DC 15), *cure light wounds*×2, *hideous laughter* (DC 15)2nd—*cure moderate wounds*×2, *heroism*, *hypnotic pattern* (DC 16)

STR 8 INT 12

DEX 16 WIS 14

CON 13 CHA 18

BAB +4; CMB +3; CMD 16

Feats Great Fortitude, Weapon Finesse**Skills** Acrobatics +10, Escape Artist +10, Perception +11, Perform

(Comedy) +13, Perform (Oratory) +13, Sleight of Hand +10, Stealth +10

Languages Draconic, Vintari, Gultari**Notable Equipment** (bonuses already factored into stat block):*cloak of resistance* +1, *ring of protection* +1, *rapier* +1, *chain shirt* +1

THE DEAD KNIGHTS

Why aren't the dead knights statted like normal skeletons?

The dead knights—and to a lesser extent, their minions—don't work like normal Pathfinder skeletons. They have INT scores, for example. This is a side effect of the non-standard way in which the Vlatla Clan animated them. The entire point of their research is to try and break the usual rules and limits on necromancy in order to unlock the secrets of a pure undead army, and the products of that research get to ignore a few of the usual rules for the skeleton template. Specifically, Vlatla skeletons get to keep their WIS and CHA scores from life, have their class HD converted to d8s rather than dropped, and the named skeleton lieutenants additionally get to keep their INT score and any skills or class features they had in life.

DAME CALLAI*Medium undead*

Init +4; Senses darkvision 60 ft.; Perception +0

AC 18; touch 10; flat-footed 18 (breastplate +6, natural armor +2)

HP 37 (5d8+15)

Saves 3/3/4

Defensive Abilities DR 5/bludgeoning, immune to cold, undead immunities**Speed** 20 ft.**Melee** Greatsword +8 (2d6+8/19–20)**Offensive Abilities** Arcane Accuracy, Arcane Pool +2, Spell Recall, Spellstrike**Magus Spells Prepared** (CL 5th):1st—*chill touch* (DC 14 Fortitude or Will), *color spray* (DC 14 Will), *corrosive touch*, *enlarge person*, *ray of enfeeblement* (DC 14 Fortitude)2nd—*scorching ray*, *web* (DC 15 Reflex)

STR 18 INT 16

DEX 10 WIS 11

CON — CHA 14

BAB +3; CMB +5; CMD 15

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)**Skills** Ride +5, Spellcraft +11**Languages** Understands Vintari, Gultari, and Draconic but cannot speak**SIR BOLIVAR***Medium undead*

Init +6; Senses darkvision 60 ft.; Perception +8

AC 18; touch 12; flat-footed 16 (DEX +2, chain shirt +4, natural armor +2)

HP 16 (3d8+3)

Saves 4/5/5

Defensive Abilities DR 5/bludgeoning, Immune to Cold, Undead Immunities**Speed** 30 ft.**Melee** Shortsword +1 (1d6–1/19–20)

STR 8 INT 10

DEX 14 WIS 14

CON — CHA 13

BAB +2; CMB +1; CMD 13

Feats Great Fortitude, Improved Initiative, Lightning Reflexes**Skills** Acrobatics +8, Bluff +7, Diplomacy +7, Escape Artist +8, Perception +8, Sense Motive +8, Sleight of Hand +8, Stealth +8**Languages** Understands Vintari and Untari but cannot speak**SIR SYLVAS***Medium undead*

Init: +8; Senses darkvision 60 ft., Perception +10

AC 20; touch 14; flat-footed 16 (DEX +4, chain shirt +4, natural armor +2)

HP 22 (5d8)

Saves 3/5/6

Defensive Abilities DR 5/bludgeoning, Immune to Cold, Undead Immunities**Speed** 30 ft.**Melee** Shortsword +4 (1d6+1/19–20)**Ranged** Longbow +7 (1d8/×3)

STR 12 INT 10

DEX 18 WIS 14

CON — CHA 10

BAB +3; CMB +4; CMD 18

Feats Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot**Skills** Climb +7, Knowledge (geography) +8, Perception +10, Stealth +10, Survival +10, Swim +7**Languages** Understands Vintari and Gultari but cannot speak**SIR TOBIAS***Medium undead*

Init +5; Senses darkvision 60 ft., Perception +1

AC 26; touch 11; flat-footed 24 (DEX +1, plate armor +1 +10, heavy shield +1 +3, natural armor +2)

HP 42 (5d8+20)

Saves 6/4/5

Defensive Abilities Bravery +1, DR 5/bludgeoning, Immune to Cold, Undead Immunities**Speed** 20 ft.**Melee** Longsword +1 +9 (1d8+7/19–20)**Offensive Abilities** Weapon Training (heavy blades +1)

STR 18 INT 10

DEX 12 WIS 8

CON — CHA 16

BAB +3; CMB +7; CMD 18

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)**Skills** Climb +7, Ride +4**Languages** Understands Vintari but cannot speak**Notable Equipment** (bonuses already factored into stat block): *longsword +1*, *plate armor +1*, *heavy shield +1***SKELETON ARCHER**

As the “medium skeleton” in the Pathfinder Roleplaying Game Bestiary, but armed and proficient with a longbow.

SKELETON FODDER

As the “medium skeleton” in the Pathfinder Roleplaying Game Bestiary.

SKELETON HEAVY INFANTRY*Medium undead*

Init +4; Senses darkvision 60 ft.; Perception +0

AC 20; touch 10; flat-footed 20 (half-plate +8, natural armor +2)

HP 22 (3d8+9)

Saves 5/5/4

Defensive Abilities DR 5/bludgeoning, Immune to Cold,

Undead Immunities

Speed 20 ft.**Melee** Halberd +6 (1d10+3/×3)

STR 15 INT —

DEX 15 WIS 12

CON — CHA 14

BAB +3; CMB +5; CMD 17

Feats Improved Initiative, Toughness, Weapon Focus (Halberd)**Skills** —**Languages** Understands Vintari but cannot speak**SKELETON MAGE***Medium undead*

Init +4; Perception +0

AC 12

HP 16 (3d8+3)

Saves 2/4/4

Defensive Abilities DR 5/bludgeoning, Immune to Cold,

Undead Immunities

Speed 30 ft.**Melee** Claws -1 (1d4-1)**Wizard Spells Prepared** (CL 3rd):1st—*burning hands*×2, *magic missile*2nd—*flaming sphere* (DC 16 Reflex), *scorching ray*

STR 8 INT 16

DEX 12 WIS 14

CON — CHA 13

BAB +1; CMB +1; CMD 11

Feats Improved Initiative, Lightning Reflexes, Spell Focus (Evocation)**Skills** Knowledge (Arcana) +12, Spellcraft +12**Languages** Understands Vintari but cannot speak**GOBLIN REBELS****BUGBEAR**

As in the Pathfinder Roleplaying Game Bestiary, but with an added 1d6 sneak attack

HOBGOBLIN REBEL*Medium humanoid (goblinoid)*

Init +2; Senses darkvision 60 ft.; Perception +2

AC 16; touch 11; flat-footed 15 (DEX +1, studded leather +3, shield +2)

HP 10 (1d8+6)

Saves 5/2/1

Speed 30 ft.**Melee** Longsword +3 (1d8+2/19-20)**Ranged** Longbow +2 (1d8/×3)

STR 15 INT 10

DEX 13 WIS 12

CON 14 CHA 8

BAB +1; CMB +3; CMD 14

Feats Toughness, Gang Up**Skills** Perception +2, Stealth +3**Languages** Vintari, Gultari**HOBGOBLIN REBEL LIEUTENANT****HOBGOBLIN SKALD 3***Medium humanoid (goblinoid)*

Init +2; Senses darkvision 60 ft.; Perception +8

AC 16; touch 11; flat-footed 15 (DEX +1, studded leather +3, shield +2)

HP 33 (5d8+11)

Saves 8/3/4

Speed 30 ft.**Melee** Longsword +6 (1d8+3/19-20)**Ranged** Longbow +4 (1d8/×3)**Skald Spells Known** (CL 3rd):1st—*cause fear* (DC 13), *charm person* (DC 13), *cure light wounds* (1d8+3)

STR 15 INT 10

DEX 13 WIS 12

CON 14 CHA 14

BAB +3; CMB +5; CMD 16

Feats Toughness, Gang Up, Weapon Focus (Longsword)**Skills** Perception +8, Perform +9, Sense Motive +7 Stealth +3**Languages** Vintari, Gultari**GOBLIN**

As in the Pathfinder Roleplaying Game Bestiary.

SIR DAGAI

HUMAN WIZARD 5

Medium human

Init +0; Perception +3

AC 10

HP 25 (5d6+8)

Saves 2/3/7

Speed 30 ft.

Melee Quarterstaff +2 (1d6)

Wizard Spells Prepared (CL 5th):

1st—*charm person* (DC 16 Will), *enlarge person*, *sleep* (DC 16 Will)2nd—*hideous laughter* (DC 17 Will), *bull's strength*3rd—*hold person* (DC 18 Will)

STR 8 INT 18

DEX 10 WIS 16

CON 13 CHA 14

BAB +2; CMB +1; CMD 11

Feats Brew Potion, Lightning Reflexes, Scribe Scroll, Spell Focus (Enchantment)

Skills Knowledge (Arcana) +12, Spellcraft +12

Languages Vintari, Untari, Gultari, Khalag

ORDER OF THE BEAR

BEAR ARCHER

HUMAN WARRIOR 3

Medium human

Init +1; Perception +0

AC 15; touch 12; flat-footed 13 (DEX +2, studded leather +3)

HP 16 (3d8+3)

Saves 4/3/1

Speed 30 ft.

Melee Short sword +4 (1d6+1/19–20)

Ranged Longbow +5 (1d8/×3)

Longbow +3/+3 (1d8/×3)

STR 13 INT 10

DEX 14 WIS 11

CON 12 CHA 8

BAB +3; CMB +5; CMD 16

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +6, Swim +6

Languages Vintari

BEAR INFANTRY

HUMAN WARRIOR 2

Medium human

Init +2; Perception +1

AC: 15; touch 12; flat-footed 13 (DEX +2, studded leather +3)

HP: 13 (2d10+2)

Saves: 4/2/1

Speed: 30 ft.

Melee: Heavy mace +3 (1d8+1)

STR: 12 INT: 10

DEX: 14 WIS: 8

CON: 13 CHA: 11

BAB: +2; CMB +4; CMD 15

Feats: Combat reflexes, stand still

Skills: Climb +5, Intimidate +5

Languages: Vintari

BEAR KNIGHT

HUMAN FIGHTER 5

Medium human

Init +2; Perception +1

AC 24; touch 12; flat-footed 22 (DEX +2, plate armor +1 +10, heavy steel shield +2)

HP 38 (5d10+11)

Saves 9/5/4

Defensive Abilities Bravery +1

Speed 30 ft.

Melee Longsword +10 (1d8+6/19–20)

Offensive Abilities Weapon Training (heavy blades +1)

STR 17 INT 12

DEX 14 WIS 8

CON 15 CHA 10

BAB +5; CMB +8; CMD 20

Feats Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Intimidate +8, Ride +3

Languages Vintari, Untari, Ogtari

Notable Equipment (bonuses already factored into stat block):

plate armor +1

OGRE

As in the Pathfinder Roleplaying Game Bestiary.

ROGUE ELEMENTALIST

HUMAN SORCERER 2

Medium human

Init +2; Perception +0

AC 12; touch 12; flat-footed 10 (+2 DEX)

HP 12 (2d6+5)

Saves 1/4/3

Speed 30 ft.

Melee Short sword +0 (1d6-1/19-20)

Sorcerer Spells Known (CL 2nd):

1st (4/4)—*burning hands* (DC 13), *magic missile*

STR 8 INT 10

DEX 14 WIS 11

CON 12 CHA 15

BAB +1; CMB +0; CMD 12

Feats Lightning Reflexes, Toughness

Skills Bluff +7, Use Magic Device +7

Languages Vintari, Untari

SIR BRANDER

HUMAN RANGER 6

Medium human

Init +4; Perception +13

AC 19; touch 14; flat-footed 15 (+4 DEX, +5 chain shirt +1)

HP 45 (6d8+18)

Saves 8/9/5

Defensive Abilities Favored Terrain (Forests)

Speed 30 ft.

Melee Short sword +8/+2 (1d6+2/19-20)

Ranged Composite longbow (+2) +1 +10/+10/+5 (1d8+2/19-20, ×3)

Offensive Abilities Favored Enemy (Elves, Goblinoids),

Hunter's Bond, Track, Wild Empathy

Ranger Spells Prepared (CL 3rd):

1st—*entangle* (DC 12), *longstrider*

STR 14 INT 10

DEX 19 WIS 12

CON 15 CHA 8

BAB +6; CMB +8; CMD 22

Feats Endurance, Great Fortitude, Iron Will, Manyshot, Point-

Blank Shot, Precise Shot, Toughness

Skills Climb +9, Intimidate +8, Perception +13, Stealth +11,

Survival +10, Swim +9

Languages Vintari, Ogtari

Notable Equipment (bonuses already factored into stat block):

bracers of falcon's aim, *chain shirt* +1, *composite longbow* (+2) +1,

potion of cure light wounds ×2

SAHUAGIN

MERROW

As the "freshwater merrow" in the Pathfinder Roleplaying Game Bestiary 2.

SAHUAGIN

As in the Pathfinder Roleplaying Game Bestiary.

SAHUAGIN PRIESTESS

As the "sahuagin underpriestess" in the Pathfinder Roleplaying Game Monster Codex.

SEA DRAKE

As in the Pathfinder Roleplaying Game Bestiary 2.

SHOGGOTH

Large aberration

Init -1; tremorsense 30 ft., Perception -1

AC 17; touch 7; flat-footed 17 (-1 DEX, -2 size, +10 natural armor)

HP 84 (8d8+48); fast healing 5

Saves 7/3/3

Defensive Abilities Immune to Mind-Affecting Effects, Blindness, Flanking, Critical Hits, and Precision Damage.

Speed 20 ft., swim 40 ft.

Melee Tentacles +11/+11/+11/+11 (1d6+7 and automatic grapple check) and Bite +13 (2d8+7)

Space 10 ft.; reach 10 ft. (5 ft. with bite)

STR 24 INT 3

DEX 8 WIS 1

CON 20 CHA 8

BAB +6; CMB +17; CMD 26

Feats Iron Will, Lightning Reflexes, Power Attack, Toughness

Languages Understands nothing, but gibbers word salad in many languages

SPIDERS

GIANT FUNNEL WEAVER

Medium vermin

Init +3; darkvision 60 ft., Perception +1

AC 13; touch 13; flat-footed 10 (+3 DEX)

HP 11 (2d8+2)

Saves 4/3/1

Speed 30 ft., 30 ft. climb speed

Melee Bite +1 (1d6 plus poison)

STR 10 INT —

DEX 16 WIS 12

CON 12 CHA 4

BAB +1; CMB +1; CMD 14

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d2 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 14 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Web Sense (Ex) When in contact with a web, the giant funnel weaver has tremorsense that extends as far as the web does.

Web Sprinter (Ex) The giant funnel weaver not only ignores all movement penalties for webbing, it moves an extra ten feet when taking a move action that starts on webbing.

GIANT HUNTSMAN

Huge vermin

Init +2; darkvision 60 ft.; Perception +1

AC 18; touch 16; flat-footed 10 (+2 DEX, +8 natural armor, -2 size)

HP 52 (7d8+21)

Saves 10/4/3

Speed 60 ft., 60 ft. climb speed

Melee Bite +10 (2d6+5 plus poison and grab) and Slam +8/+8 (1d8+5)

STR 21 INT —

DEX 15 WIS 12

CON 16 CHA 4

BAB +5; CMB +10; CMD 22

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d6 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 18 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

GIANT JUMPING SPIDER

Small vermin

Init +4; Perception +1

AC 15; touch 15; flat-footed 11 (+4 DEX, +1 size)

HP 4 (1d8)

Saves 2/4/1

Speed 25 ft., 25 ft. climb speed

Melee Bite -1 (1d4-1 plus poison)

STR 8 INT —

DEX 18 WIS 12

CON 10 CHA 4

BAB +0; CMB -1; CMD 13

Skills Acrobatics +11

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d2 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 12 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Jumping Ambush (Ex) The jumping spider may leap at least 10 ft. and up to 20 ft. in a straight line to an occupied square and make a bite attack at +4 against a creature in that square. The spider may move over squares occupied by enemies as it does so, so long as the target square does not have total cover. If successful and the spider deals at least one damage, it may attach itself to the target. The creature the spider has attached to may roll their CMB against the spider's CMD to try and detach it as a standard action on their turn. Each turn the jumping spider remains attached, it automatically inflicts poison (though the target still gets a save).

GIANT RECLUSE

Small vermin

Init +3; darkvision 60 ft., Perception +1

AC 14; touch 14; flat-footed 11 (+3 DEX, +1 size)

HP 9 (2d8)

Saves 4/3/1

Speed 25 ft., 25 ft. climb speed

Melee Bite +1 (1d4 plus poison)

STR 10 INT —

DEX 16 WIS 12

CON 10 CHA 4

BAB +1; CMB +1; CMD 14

Poison (Ex) When the recluse hits a creature with its bite attack, the creature is poisoned and takes 2d4 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 15 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Web Walker (Ex) The spider ignores any movement penalties or difficult terrain effects from web.

GIANT SPITTING SPIDER*Small vermin*

Init +4; darkvision 60 ft.; Perception +1

AC 15; touch 15; flat-footed 11 (+4 DEX, +1 size)

HP 4 (1d8)

Saves 2/4/1

Speed 25 ft., 25 ft. climb speed

Melee Bite -1 (1d4-1 plus poison)

Special Attacks Web (+4 ranged, DC 18, 5 hp)

STR 8 INT —

DEX 18 WIS 12

CON 10 CHA 4

BAB +0; CMB -1; CMD 13

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d2 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 12 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Spitting Web (Ex) The spider's webbing is much stronger than would be expected for a creature of its size. Its web DC gains a +8 bonus (included in the stat block).

Web Walker (Ex) The spider ignores any movement penalties or difficult terrain effects from web.

GIANT TARANTULA*Large vermin*

Init +2; darkvision 60 ft.; Perception +1

AC 18; touch 10; flat-footed 16 (+2 DEX, -2 size, +8 natural)

HP 37 (5d8+15)

Saves 7/3/2

Speed 40 ft., 40 ft. climb speed

Melee Bite +7 (1d8+4 plus poison) and Slam +5/+5 (1d6+4)

STR 19 INT —

DEX 15 WIS 12

CON 16 CHA 4

BAB +3; CMB +7; CMD 19

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d3 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 17 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Web Walker (Ex) The spider ignores any movement penalties or difficult terrain effects from web.

GIANT TIGER SPIDER*Medium vermin*

Init +4; darkvision 60 ft.; Perception +1

AC 15; touch 14; flat-footed 11 (+4 DEX, +1 natural armor)

HP 16 (3d8+3)

Saves 4/5/2

Speed 40 ft., 40 ft. climb speed

Melee Bite +3 (1d6+1 plus poison)

STR 12 INT —

DEX 18 WIS 12

CON 12 CHA 4

BAB +2; CMB +3; CMD 17

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d4 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 16 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Web Walker (Ex) The spider ignores any movement penalties or difficult terrain effects from web.

GIANT TRAPDOOR SPIDER*Small vermin*

Init +2; darkvision 60 ft.; Perception +1

AC 13; touch 13; flat-footed 11 (+2 DEX, +1 size)

HP 4 (1d8)

Saves 1/2/1

Speed 25 ft.

Melee Bite +0 (1d4-1 plus poison)

STR 8 INT —

DEX 14 WIS 12

CON 8 CHA 4

BAB +0; CMB -1; CMD 11

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d2 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 11 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Spider Tunneling (Ex) Trapdoor spiders cannot dig fast enough for a proper burrow speed, but for each full minute they spend tunneling, they carve a tunnel suitable for a small size creature 5 ft. in length.

Trapdoor (Ex) Trapdoor spiders have a +4 stealth bonus (+6 total) when hiding underneath a trapdoor burrow they've created with their spider tunneling ability.

GIANT WOLF SPIDER

Medium vermin

Init +3; darkvision 60 ft.; Perception +1

AC 15; touch 13; flat-footed 12 (+3 DEX, +2 natural armor)

HP 16 (3d8+3)

Saves 3/1/1

Speed 30 ft., 30 ft. climb speed

Melee Bite +4 (1d6+2 plus poison)

STR 14 INT —

DEX 17 WIS 12

CON 12 CHA 4

BAB +2; CMB +4; CMD 17

Poison (Ex) When the spider hits a creature with its bite attack, the creature is poisoned and takes 1d2 Strength damage each round for four rounds. Before taking the Strength damage each round, including the first, the creature may attempt a DC 14 Fortitude save. If successful, the poison effect ends early. The save is Constitution based.

Web Walker (Ex) The spider ignores any movement penalties or difficult terrain effects from web.

EUPHEMIA GREENBOTTLE

HALFLING FIGHTER 3

Small humanoid

Init +3; Perception +3

AC 22; touch 19; flat-footed 14 (+3 DEX, +5 chain shirt +1, +3 heavy steel shield, +1 Size)

HP 18 (3d10+3)

Saves 5/5/3 (+3 vs fear)

Defensive Abilities Armor Training +1

Speed 20 ft.

Melee +1 Shortsword: +8 (1d4+2/19–20×2)

Ranged Sling +7 (1d3+1/×2) 50 ft.

Offensive Abilities Combat Reflexes (3)

STR 12 INT 10

DEX 17 WIS 12

CON 13 CHA 10

BAB +3; CMB +6; CMD 16 (+3 to resist trip or grapple)

Feats Combat Reflexes, Weapon Finesse, Agile Maneuvers, Shield Focus

Skills Acrobatics +4, Climb +5, Perception +3, Ride +7, Stealth +6

Languages Untari, Vintari

Notable Equipment (bonuses already factored into stat block):

+1 shortsword, +1 chain shirt

HIRELINGS

DIESA BALDERK

DWARVEN CLERIC 3

Medium humanoid

Init -1; Perception +9, Darkvision 60 ft.

AC 18; touch 9; flat-footed 18 (-1 DEX, +6 breastplate, +3 magic heavy wood shield); +4 dodge vs giants

HP 25 (3d8+12)

Saves 7/1/7 (+2 vs poison, spells, & spell-like)

Speed 25 ft.

Melee Heavy mace +3 (1d8+1)

Offensive Abilities Hatred (+1 attack vs orcs & goblins)

Special Attacks Channel Positive Energy 5/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day—rebuke death (1d4+1 healing, must be at negative HP)

6/day—resistant touch (lose +1 resist, grant target +1 resist for 1 minute)

Cleric Spells Prepared (CL 3rd; concentration +6):

0 (at will)—bleed, detect poison, guidance, mending, stabilize

1st—bless×2, bless water, obscuring mist, sanctuaryD, shield of faith

2nd—find traps, lesser restoration, resist energy, shield otherD

D domain; Domains—healing, protection

STR 12 INT 10

DEX 8 WIS 17

CON 16 CHA 11

BAB +2; CMB +3; CMD 12 (+4 vs bull rush or trip)

Feats Extra Channel, Fleet

Skills Heal +9, Perception +9

Languages Khalag, Vintari

Notable Equipment (bonuses already factored into stat block):

wand of cure light wounds

FODEL DUMEIN

HUMAN FIGHTER 3

Medium humanoid

Init +2; Perception +0

AC 18; touch 12; flat-footed 16 (+2 DEX, +6 breastplate)

HP 22 (3d10+6)

Saves 4/3/2 (+1 vs fear)

Speed 20 ft.

Melee +1 Glaive +8 (2d4+5/×3, reach)

STR 17 INT 8

DEX 14 WIS 12

CON 13 CHA 10

BAB +3; CMB +6; CMD 18

Feats Combat Reflexes, Power Attack, Quick Draw, Stand Still, Weapon Focus (Greataxe)

Skills Handle Animal +5, Ride +6, Survival +5

Languages Vintari

GRUNT

As the Ogre in the Pathfinder Roleplaying Game Bestiary.

IMSH STARAG**HALF-ORC BARBARIAN 3***Medium humanoid*

Init +1; Perception +6, Darkvision 60 ft.

AC 18; touch 11; flat-footed 17 (+1 DEX, +7 chainmail +1)

HP 24 (3d12+6)

Saves 5/2/2

Defensive Abilities Uncanny Dodge, Trap Sense +1

Speed 30 ft.

Melee +1 Falchion +8 (2d4+5/18-20×2)**Ranged** Longbow +4 (1d8/×3) 100 ft.**Offensive Abilities** Rage: 19/20, No Escape

STR 17 INT 8

DEX 13 WIS 12

CON 14 CHA 10

BAB +3; CMB +6; CMD 16

Feats Power Attack, Extra Rage**Skills** Acrobatics +2, Climb +4, Intimidate +8, Perception +6, Survival +6**Languages** Vokkalag, Vintari**Notable Equipment** (bonuses already factored into stat block):
+1 falchion, +1 chainmail**KARA STORMWIND****HUMAN CLERIC 3***Medium humanoid*

Init +6; Perception +6

AC 18; touch 10; flat-footed 18 (+6 breastplate, +2 heavy wood shield)

HP 19 (3d8+6)

Saves 4/1/5

Speed 30 ft.

Melee Heavy mace +6 (1d8+3)**Ranged** Javelin +3 (1d6+3)**Special Defense** Can always act in the surprise round**Special Attacks** Channel Negative Energy 4/day (DC 12, 2d6)**Domain Spell-Like Abilities** (CL 3rd; concentration +5):

Battle Rage (6/day)—standard action, grant +1 melee damage for 1 round to creature touched

Cleric Spells (CL 3rd; concentration +5):o (at will)—*bleed, light, resistance*1st—*divine favor, magic stone, magic weaponD, protection from law, shield of faith*2nd—*aid, bull's strength, spiritual weaponD*

D domains; Domains: Feather, War

STR 16 INT 8

DEX 10 WIS 15

CON 13 CHA 12

BAB +2; CMB +5; CMD 15

Feats Improved Initiative, Power Attack, Weapon Focus (heavy mace)**Skills** Knowledge (religion) +6, Perception +6**Languages** Vintari, Ogtari, Untari**LINDAL THORNGAGE****HALFLING ROGUE 3***Small humanoid*

Init +7; Perception +7

AC 19; touch 14; flat-footed 16 (+3 DEX, +5 chain shirt, +1 Size)

HP 12 (3d8)

Saves 2/7/1 (+2 vs fear)

Defensive Abilities Evasion, trapfinding, trap sense (+1)

Speed 20 ft.

Melee Rapier +4 (1d4/18-20)**Ranged** Hand Crossbow (+1) +7 (1d3+1/19-20) 30 ft.**Offensive Abilities** Sneak Attack 2d6**Special Abilities** Trapfinding, Minor Magic: Prestidigitation ×3
Day as an SLA.

STR 10 INT 13

DEX 17 WIS 8

CON 10 CHA 16

BAB +2; CMB +1; CMD 12

Feats Improved Initiative, Persuasive**Skills** Acrobatics +7, Bluff +6, Diplomacy +8, Escape Artist +6, Intimidate +8, Perception +7 Sense Motive +6, Sleight of Hand +6, Stealth +10**Languages** Vintari, Untari**Notable Equipment** (bonuses already factored into stat block):
+1 chain shirt, +1 hand crossbow**LUTHER HELDER****HUMAN ROGUE 3 (STEALTH)***Medium humanoid*

Init +3; Perception +6

AC 15; touch 13; flat-footed 12 (+3 DEX, +2 leather)

HP 15 (3d8+3)

Saves 2/6/1

Defensive Abilities Evasion, trapfinding, trap sense (+1), trapfinding, fast stealth

Speed 35 ft.

Melee Dagger (+1) +6 (1d4+3/19-20) 10 ft.

Dual Dagger (+1) +4/4 (1d4+3/19-20)

Ranged Hand Crossbow +6 (1d4/19-20) 30 ft.**Offensive Abilities** Sneak Attack: 2d6

STR 14 INT 13

DEX 17 WIS 10

CON 12 CHA 8

BAB +2; CMB +4; CMD 17

Feats Fleet, Two Weapon Fighting, Weapon Finesse**Skills** Acrobatics +9, Bluff +5, Climb +8, Disable Device +9, Escape Artist +9, Knowledge Dungeoneering +7, Perception +6, Sleight of Hand +9, Stealth +9, Use Magic Device +5**Languages** Vintari, Draconic**Notable Equipment** (bonuses already factored into stat block):
+1 dagger×2, leather

MILO HILLTOPPLE**HALFLING WIZARD 1/ROGUE 2***Small humanoid*

Init +3; Perception +6

AC 16; touch 15; flat-footed 12 (+3 DEX, +1 Size, +1 Dodge, +1 bracers of armor)

HP 14 (1d6+2d8+3)

Saves 2/6/4 (+2 vs fear)

Defensive Abilities Evasion, Resilience (2 Temp HP), Trapfinding
Speed 20 ft.**Melee** Dagger +0 (1d3-2/19-20)**Ranged** Sling +5 (1d3-2) 50 ft.**Offensive Abilities** Sneak Attack: 1d6, Arcane Bond: Amulet (used for a grease)**Wizard Spells Prepared** (CL 1st; concentration +7)0th (∞/∞)—acid splash, open close, ghost sound

1st—burning hands, mage armor

STR 6 INT 15

DEX 16 WIS 12

CON 13 CHA 12

BAB +1; CMB -1; CMD 10

Feats Combat Casting, Dodge, Scribe Scroll**Skills** Acrobatics +10, Bluff +6, Climb +0, Disable Device +7, Escape Artist +8, Knowledge Arcane +6, Knowledge The Planes +6, Knowledge Dungeoneering +8, Perception +6, Sense Motive +6, Sleight of Hand +8 Spellcraft +6, Stealth +12, Use Magic Device +6**Languages** Untari, Vintari, Ogtari, Draconic**Notable Equipment** (bonuses already factored into stat block):
*bracers of armor +1, pearl of power I***TRYM TOSSCOBBLE****HALFLING BARD 3***Small humanoid*

Init +3; Perception +8

AC 22; touch 14; flat-footed 19 (+3 DEX, +5 chain shirt +1, +3 heavy steel shield +1, +1 Size)

HP 15 (3d8+3)

Saves 3/7/4 (+2 vs fear, +4 vs sonic)

Defensive Powers Bardic Performance (Countersong, Distraction, Fascinate, Inspire Courage (+1), Inspire Competence (+2), Suggestion), Lore Master, Versatile Performance (String), Perform: 17 rounds/Day**Speed** 20 ft.**Melee** Rapier +2 (1d4/18-20)Whip +2 (1d2/ $\times 2$) 15 ft reach**Ranged** Sling +5 (1d3/ $\times 2$) 50 ft.**Bard Spells Known** (CL 3rd):0th (∞/∞)—detect magic, ghost sound, know direction, light, mage hand, mending

1st (4/Day)—charm person (DC 14), comprehend languages, cure light wounds, identify

STR 10 INT 12

DEX 16 WIS 10

CON 13 CHA 17

BAB +2; CMB +1; CMD 14

Feats Combat Casting, Extra Performance**Skills** Acrobatics +11, Climb +2, Escape Artist +9, Perception +8, Perform String +9, Perform Oratory +9, Stealth +13, Use Magic Device +9, *1 to bluff to pass secret messages, diplomacy checks to gather info, and disguise checks to appear as an elven, half-elven, or human child. *+3 to knowledge checks, and can use untrained.**Languages** Untari, Vintari**Notable Equipment** (bonuses already factored into stat block):
+1 chain shirt, rapier, whip, +1 heavy steel shield, lute

NAIVARA HOMILION

ELF RANGER 3

Medium humanoid

Init +3; Perception +9, Low Light Vision

AC 18; touch 13; flat-footed 15 (+3 DEX, +5 chain shirt +1)

HP 15 (3d10)

Saves 3/6/2 (+2 vs Enchantment)

Defensive Abilities Immune to Sleep, Favored Terrain (Forests)

Speed 30 ft.

Melee Greatsword +5 (2d6+3/19–20)

Ranged +1 composite (+2) Longbow +7(1d8+3/×3) 100 ft.

Offensive Abilities Favored Enemy (Goblinoids), Archery Combat Style

STR 14 INT 12

DEX 17 WIS 12

CON 11 CHA 8

BAB +3; CMB +5; CMD 18

Feats Point Blank Shot, Rapid Shot, Precise Shot, Endurance

Skills Climb +7, Handle Animal +5, Knowledge Geography +7,

Knowledge Nature +7, Perception +9, Stealth +8, Survival +8

Languages Mithrallar, Vintari

Notable Equipment (bonuses already factored into stat block):

+1 composite (+2) longbow, +1 chain shirt

SEIPORA BURSK

HUMAN WIZARD 3

Medium human

Init +6; Perception +1

AC 13; touch 12; flat-footed 11 (+2 DEX, +1 Bracers of Armor)

HP 16 (3d6+6)

Saves 2/3/4

Speed 30 ft.

Melee Quarterstaff +0 (1d6–1)

Special Abilities Arcane Bond Quarterstaff

Wizard Spells Prepared (CL 3rd):

0th (∞/∞)—*detect magic, light, ray of frost, mage hand*

1st—*mage armor, obscuring mist, burning hands* (DC 15)

2nd—*web* (DC 15), *flaming sphere* (DC 16)

STR 8 INT 17

DEX 14 WIS 12

CON 13 CHA 10

BAB +1; CMB +0; CMD 12

Feats Improved Initiative, Spell Focus Evocation, Toughness, Scribe Scroll

Skills Appraise +9, Knowledge Arcane +9, Knowledge The

Planes +9, Knowledge History +9, Spellcraft +9

Languages Vintari, Mithrallar

Notable Equipment (bonuses already factored into stat block):

bracers of armor +1, *pearl of power* I

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A FRONTIER IN CHAOS, TORN BETWEEN FIVE DIFFERENT FACTIONS.

Prince Darius and his Order of the Lion have come to restore peace to the Eastern Frontier. Harlequin, like just about everyone in the Lunatic Court, is a war orphan who's been making her own way since she was a child. Caspar has been studying under the Order of the Third Eye since childhood. Lidia Vlatla isn't even close to the most vicious vampire in the Vlatla Clan, but she's definitely the most honest. Sharra is the keeper of the Order of the Wyrd's dirtiest secret: There's nothing natural about harmony at all.

PETALS AND THORNS: STRANGERS IN RAMSHORN is a Pathfinder adventure that will take your party from level 3 to level 6 across approximately 40–50 hours of play, with plenty of both hack and slash and roleplay.

- Choose which faction to support in each situation, and grapple with the limitations of mortal power.
- Explore the town of Ramshorn and its surrounding dangers.
- Delve into the stygian depths of the Vlatla Catacombs, Sahuagin Lair, Hobgoblin Hideout, and Spider Pit.
- Choose when and with whom to compromise, or risk losing everything.

