

LEGENDARY BEGINNINGS



A Feast of Flavor

BY RACHEL VENTURA



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By Rachel Ventura

CONTENTS

INTRODUCTION	IV
PART I: MAPLE SYRUP AND BACON.....	5
PART II: MUSHROOMS AND ONIONS	9
PART III: CRANBERRIES AND BLUE CHEESE	15
PART IV: STICKY SAP.....	19
PART V: BAKEWELL TART	21
PART VI: FORK FOR THE CHOCOLATE FOUNTAIN	33
CONCLUDING THE ADVENTURE	41

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Welcome to Legendary Beginnings!

A Feast of Flavor is part of the series of family-friendly adventures and supplements from Legendary Games for the *Pathfinder Roleplaying Game*! This adventure can be played with the standard Pathfinder rules or with the special Pathfinder boxed set of simplified rules for beginners. Each one is packed with action, adventure, and danger, with opportunities to work as a team, whether you're straight-up fighting the bad guys or finding more creative solutions to the challenges those villains put in your path. The themes and style of this adventure are suitable for all ages, though they have been crafted with a particular eye toward younger gamers and those who are relatively new to tabletop roleplaying.

Roleplaying is a fantastic hobby, whether the people sitting down at your table are your own kids, neighbors, youth groups, scout troops, or just friends who've never sat down to roll the dice before. This product line gives you the material to create a fun-filled experience that sidesteps the more mature subject matter sometimes found in roleplaying products but without sacrificing the fun and excitement. Anytime you sit down with one of these adventures, you and your group are sure to have a **Legendary Beginning**!

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official **Pathfinder Reference Document** as well as **d20PFSRD**. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson, Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE A FEAST OF FLAVOR

A *Feast of Flavor* takes your heroes into a world of adventure! On the wild borderlands between the Kingdom of Threll and the Faerie Realms, a vital pass through the mountains has been closed by forces unknown. The citizens of Bakewell Tart are frightened and angry, unable to trade their marvelous goods with the fanciful fey beyond and now, with all manner of mischief running loose in and around the town, supplies run low and neighbor turns against neighbor. And now rumors come that a sinister servant of the fallen witch queen may be behind it all, having broken free from her immortal prison and ready to seek her revenge! This is a job for heroes with the strength, wit, and heart to try almost anything to bring peace and prosperity back to the frontier. This adventure is suitable for all ages using the standard *Pathfinder Roleplaying Game* or the boxed set for beginners.

The **Legendary Beginnings** series from Legendary Games is designed to create exciting adventures suitable for all ages, but especially designed for those new to roleplaying and those on the younger side. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

—JASON NELSON



INTRODUCTION

A *Feast of Flavor* is a *Pathfinder Roleplaying Game* adventure designed for newer players and Game Masters (GMs). It is written for a party of four to six 2nd-level characters. This adventure is considered a “sandbox” adventure. This means the player characters (PCs) can move around the area freely, attempting to solve several different mini quests, without being forced to visit the locations in any specific order. Quest Cards are included at the end of the book so the GM and players can keep track of the quests they have completed and those they are working on. By the end of the adventure, if the PCs have attempted most of the quests, they will gain enough experience points to reach 3rd level and will have earned treasure appropriate to that level.

A *Feast of Flavor* is intended to be a kid-friendly adventure that features a straightforward plot and basic themes of “fighting the bad guys,” “doing good,” and “thinking outside the box.” This adventure emphasizes diplomacy and roleplaying over straight combat. While the *Pathfinder Roleplaying Game* rules do provide many options for combat, the adventure also presents encounters, puzzles, and riddles that require social and thinking skills. Additionally, the adventure avoids “adult themes” and story elements that are too scary or gruesome. Ultimately, it is up to the grown-ups in a younger player’s life to determine what parts of a story are too much, but A *Feast of Flavor* should be safe for most kids who are old enough to understand the *Pathfinder Roleplaying Game* rules.

Additionally, the adventure is written with a simplified version of the rules in mind. Stat blocks are slightly modified to present only the most important information and different options are presented for some of the rules.

You can still use the *Pathfinder Roleplaying Game Core Rulebook* and other books in the Core Rules line with this adventure as well, if you and your players are ready for more complexity in your game.

ADVENTURE BACKGROUND

In the kingdom of Threll, **KING AMBROSE I** is still celebrating the recent alliance forged with the nymph **QUEEN PRYOZHA**, an alliance made possible by the Zekerian Order's noble deeds in the Feyweald. A group of heroic knights defended Pryozha's forest from the influence of the evil witch queen **BAYAGA**. To strengthen this alliance, **KING AMBROSE I** directed the establishment of a settlement in the northern part of the kingdom, where citizens would have the opportunity to interact with faerie creatures from **PRYOZHA's** realm.

Heeding the king's call, a group of settlers gathered to build a small town north of Solaerin and east of the Northern Wall Mountains. Unsurprisingly, the folk who chose to live in a town that would frequently host creatures of the faerie realm turned out to be very interesting people, themselves. Honoring the faerie creatures' love of sweets and cakes, the settlers chose to call their town Bakewell Tart. Bakewell Tart's location is a prime spot for trade with the Verdant Court and travel to Solaerin. It also rests on a key road leading through a western mountain pass to some of the mines that provide Threllish crafters with ore and other materials. If King Ambrose I is successful in his goal of eventually making peace with the druids of the Great Northern Wood, Bakewell Tart will be an excellent staging point for those seeking to build new settlements in the North.

Many of the residents in Bakewell Tart moved from the western mining areas through the pass with the promise of peace and prosperity.

At first, this was exactly what they found. However, after a few years in the town, things have started to go awry. Many of the residents blame one another for small mishaps. Wrought with distrust already, the town members only became angrier when a mountain troll took up residence in the mountain pass and cut off residents of the new town from their homelands. The Threllish settlers have had enough and sent messages to King Ambrose I demanding change.

In the meantime, King Ambrose I and the Zekerian Order have been busy attempting to track down **YALDIRA**, Bayaga's servant who caused so much trouble in the Feyweald. Yaldira had gathered corrupted animals and fey creatures to build an army for the Witch Queen. When the Order's knights disrupted her plans, Yaldira managed to escape. The Order believes that she fled into the Fey Realm. In truth, when Bayaga fell, Yaldira lost much of her power and was temporarily trapped in the Fey Realm. Queen Pryozha's guards searched the realm but were unable to find her. They believe she somehow made her way back to the Material Realm. Yaldira is an evil forlarren woman, a corrupted half-fey creature, who was already twisted and spiteful before she contracted Bayaga's unseelie curse. Although she has lost her connection to the witch queen, she still bears the curse and draws on its dark powers to aid her.

After Yaldira returned to Threll, she immediately began looking for a way to exact her revenge against King Ambrose I and the Zekerian Knights who thwarted her. Suspecting this, the Order has made sure all knights, even the greenest amongst them, know of Yaldira's sarcastic tongue, deadly abilities, mischievous ways, and skill at making quick escapes.

King Ambrose I has little time or patience for the small complaints of townsfolk, for there are

10

CHOCOLATE
MOUNTAINS
FOOTHILLS

BERRY
BUSHES

9



1/4 mi.



☆8 Bakewell
Tart



2



7

3

FOREST

MAPLE TREE FOREST



4

1

to Solaerin

FOREST

to Feyweald

more dangerous issues occupying his attention. Even still, he is a compassionate king, and the grievances of Bakewell Tart's citizens demand attention. Therefore, he summons a group of new knights to investigate the town and find the source of the people's frustrations.

ADVENTURE SUMMARY

Reports from unhappy residents of Bakewell Tart have reached the ears of King Ambrose I, and he is not happy. The Zekerian Order, the elite group of heroes loyal to the people of Threll, sends the party to explore the town and surrounding region. The adventurers must determine what is causing the distress of the town members and nearby residents, then resolve the problems to ensure the people are happy and safe.

The adventure begins as the party approaches the southern edge of Bakewell Tart. They have the opportunity to explore the outer area, as well as the town itself, to determine why the residents are displeased. What they find is a group of irritated inhabitants who are exasperated and cannot carry on their normal way of life for various reasons. Trade has completely stopped in the town and residents are beginning to have stockpiles of supplies they cannot use, while running short on others. The people need to reconcile with one another and begin working together again.

Behind the scenes, however, there are bigger forces at work and even greater foes to face. Can the adventurers find the source of these disruptions and set things right so this corner of Threll can once again be at peace?

THE ZEKERIAN ORDER

This adventure presumes that the characters start as members of the Zekerian Order, also known as the Order of the Shooting Star. You can use this premise to explain why the PCs are initially working together and to encourage the players to focus their choices on doing good things during the adventure.

Founded just over 300 years ago, the Zekerian Order has grown as the kingdom of Threll has developed. The Order's leadership trains and empowers its members, known as Knights even though the members do not gain their status from the king or queen.

The Order's purpose is to protect and aid the people of Threll. Zekerian Knights are loyal to the Crown only as long as the Crown serves the needs of the people. There have been many times in the past centuries when the Crown and the Order have disagreed on how best to serve Threll. Currently, the Order is on good terms with King Ambrose I and his court.

If your players decide not to be members of the Zekerian Order in your game, you can still have the PCs' mission come from the Order via King Ambrose. He grants each of the PCs a *Zekerian amulet* as a sign of how important he and the Order believe this mission to be.

ZEKERIAN AMULET

Aura faint conjuration (healing); **CL** 3rd
Slot neck; **Price** 750 gp; **Weight** —

DESCRIPTION

The image of a shooting star crossing a night sky inscribes a shield shaped silver amulet.

Once per day, as a free action, the amulet's wearer can draw power from the amulet to heal 1d8+1 points of damage, as though she had received a *cure light wounds* spell. As part of her alliance with Threll, Nymph Queen Pryozha has imbued the Order's amulets with living magic, such that their healing power increases over time, granting healing as a *cure* spell cast by a cleric of the PCs' level (2d8+3 points of healing at 3rd level; 3d8+5, at 5th; etc.).

Alternatively, if the wearer is reduced to 0 or fewer hit points and has not yet used the amulet that day, the magic activates automatically as a free action. If the healing is enough to restore the wearer to 1 or more hit points, she remains conscious, does not fall prone, and can otherwise act normally on her next turn.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*; **Cost** 375 gp



Although the encounters of the adventure are presented in a specific order, the sandbox nature of the story means they can easily choose to bypass any of the encounters and go directly to Bakewell Tart. If the PCs decide not to investigate certain locations or speak to NPCs they encounter, let them proceed. There is a decent chance they will have to come back to the encounter to get a piece of information or an item that will help them deal with the town's problems later on.

USEFUL THINGS

Encourage PCs to gather objects they may find useful along the way. If the PCs have played the adventure *Into the Feyweald*, remind them of how the PCs were able to avoid fighting an angry bird monster (a clubnek) by using verbena they had picked up along the way to keep it calm. If they didn't play that adventure, you may wish to tell the story as an example from other heroes.

This is good way to weave the PCs' actions in with the encounters. If the PCs have an empty jug or bottle, they may collect some sap. If they collect pebbles, PCs may use them later to skip rocks across the lake with the goblins. If the PCs gather some of the fallen leaves, they may impress the brownie in the toadstool ring. Even if they do not initially collect any items, use the hints later in the adventure to remind them to come back for these items.

STARTING THE ADVENTURE

Once the players are ready to begin the adventure, read the following:

Headed east from Solaerin, you have reached the northern road that parallels the coast of Northrunner Sound. The Northern Road runs through an open meadow and in the distance you see a thick forest of maple trees. On the journey, you've discussed many things, including how irritated King Ambrose I is with the many complaints from the town of Bakewell Tart. He beseeched you to return only when the town had found peace. Surely a few annoyed merchants and shopkeepers couldn't be that hard to handle, could they?

All the players know one another from the Zekerian Order or by some other means. They have been on other, similar quests before, but it has been some time since they have seen each other. Therefore, as the PCs travel the road from the Zekerian Order headquarters in Solaerin to Bakewell Tart, encourage the players to discuss what their characters have been doing since they last saw one another and describe the relationships they have with one another. Let the players share stories of their past adventures, as if reminiscing. Reward each PC 50 XP for telling a short adventuring tale.

King Ambrose I gave the PCs 100 gold pieces each to buy supplies for their quest, with the promise of 300 more gold pieces each after they complete their investigation. You can also allow the PCs to purchase equipment after they receive the first 100 gp, since they would likely have spent a short period in Solaerin's shopping district preparing for the adventure.

PART I: MAPLE SYRUP AND BACON

1A. THE NORTHERN ROAD

Red maple trees line a sandy path headed north. Gorgeous maple leaves, so beautiful they could be pressed and dried into decorations, have fallen to the ground. Small flat pebbles that would make perfect skipping rocks adorn the path. A cool breeze blows from the west and causes several bright red leaves to float in midair.

Although Fall is in the air, it seems too early in the year for a chill to be setting in. In the distance ahead, you notice there is something strange about the trunks of some of the trees.

PCs investigating the trees find that many of them have severe damage to their trunks, with bark peeled away and the wood splintered nearly all the way around from a few feet off the ground down to the roots. Those succeeding a DC 12 **Knowledge (nature)** or **Knowledge (local)** skill check recognize the damage on the maple tree trunks as boar marks. A successful **Perception** check of DC 10 reveals the marks are recent, indicating the animal may still be nearby. Tree sap, the kind used to make maple syrup, is dripping from one of the trees.

Development: For now, the PCs can explore the area without incident. The boar attacks them the next time they return (see encounter 1B).

1B. BOAR ATTACK (CR 2; XP 600)

If the PCs return to the area, the boar charges out of the trees from the west and attacks the closest PC.

Creatures: If the players know that the boar is in the area, either because of the Brownie's warning or the rumors in town, they are not surprised; otherwise, a successful DC 14

Perception check allows them to hear the boar crashing through the trees before reaching the party. PCs who fail the **Perception** check are unable to act in the surprise round. The boar uses the surprise round to move closer, allowing it to make a charge attack on the first full round (+2 bonus to attack roll and -2 penalty to armor class). The boar fights to the death. If the players flee, the boar does not follow them out of the area.

You hear rustling and crashing sounds among the trees to the west just before a black boar comes bounding out of the brush. Its eyes are bloodshot, its tusks are sharp, and it is charging right toward the party!

BOAR

CR 2

XP 600

Hit Points 18

Initiative +0

Speed 40 ft. (8 squares)

Senses low-light vision, scent; **Perception** +6

DEFENSE

Armor Class 14, touch 10, flat-footed 14

Fortitude Save +6, **Reflex Save** +3, **Will Save** +1

Defensive Abilities ferocity

OFFENSE

Melee (standard action) gore +4 (1d8+4)

STATISTICS

STR +3, **DEX** +0, **CON** +7, **INT** -4, **WIS** +1, **CHA** -3

Skills Perception +6

Treasure: The PCs can sell the boar's body to Kalmar at the Apple Market for 50 gold pieces.

2. GEESE ON THE BANK (CR 2; XP 600)

Continuing up the path, you hear squawking and honking sounds from the east. At the tree line, six geese meander along the edge of a lake. The bank is sandy and shallow. The geese peck at bugs along the water's edge and in the grass just off to the side of the path. Occasionally, a goose honks or hisses at another goose that gets too close.

PCs succeeding **Knowledge (geography)** DC 10 know this lake is called Sapphire Lake.

Creatures: These geese are not friendly. If the PCs move within 20 feet of any goose, they all attack. Throwing rocks or pebbles scares the geese to the southeast and allows the PCs one surprise round if the PCs succeed on any of the following checks: **Intimidate** DC 12, **Acrobatics** DC 12, **Survival** DC 10, or a successful ranged attack roll.

GOOSE (6)

CR 1/6

XP 65 each

Hit Points 3

Initiative +2

Speed 10 ft. (2 squares), fly 40 ft. (average), swim 30 ft.

Senses low-light vision; Perception +9

DEFENSE

Armor Class 14, touch 14, flat-footed 12

Fortitude Save +1, Reflex Save +4, Will Save +2

OFFENSE

Melee bite +4 (1d3-4)

STATISTICS

STR -4, DEX +2, CON -1, INT -4, WIS +2, CHA -2

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +3, Swim +2

Treasure: The PCs can collect the primary wing feathers of a slain goose to be used as quills or sold at the hardware store in town for one silver piece each. A single goose produces 20 quill feathers. If the PCs defeat the geese without killing them, they can spend 30 minutes or so and gather up to 100 quill feathers from the ground along the banks of the lake.

Development: If the PCs knock out or kill at least three geese, the rest of them retreat to the southeast in the direction of the toadstools. If the PCs leave the area and return, the geese are back, minus any that the PCs previously killed. The PCs gain no experience for defeating the geese a second time.

3. SAPPHIRE LAKE (CR 2; XP 600)

The lake is still and quiet. Tall grasses grow along the southern edge, as well as cattails, dune grasses, and wildflowers. The water is clear and calm and reflects the sky above as a deep blue. Sunlight reflects off of tiny ripples, sparkling like sapphires. Suddenly, you hear a loud “Ker-plunk,” followed by the same sound a few moments later. The second splash is followed by an angry, growling-crying-whining noise.

Toward the grasses, three short goblins are attempting to skip rocks across the lake. They each have a handful of rocks in one hand. The first one throws a rock and manages to skip it 3 times across the water. The goblin hoots and hollers in excitement and glee. He dances around in circles and then stops dead in his tracks as he notices he has company. A grin filled with needle-sharp teeth spreads wide across his face.

“Giggle, Wiggle, funny strangers. Come to ruin the fun?”

Skip the rocks or face the danger, farthest out to see who’s won!”

By succeeding on a DC 14 **Knowledge (local)** check, the PCs know the goblins’ names are **FLATROCK**, **ROT-TOOTH**, and **SINKY** and that they hang around here eating fish and challenging adventurers to skipping rocks. However, the rock skipping usually ends in bloodshed, because the goblins do not take kindly to those who refuse them or to those who beat them. If they fail the check, the PCs can simply ask what the goblin’s names are and what the goblins are doing.

Explain to the players that the goblins’ behavior shows them to be very bad sports. Flatrock smacks Sinky when he makes a better throw, and Rot-tooth threatens to eat Flatrock’s legs when he laughs at a bad throw from Rot-tooth. It’s clear that the PCs can only avoid a fight with the goblins by letting them win. If



the PCs accept the challenge of skipping rocks and let the goblins win, the goblins rejoice and allow the PCs to pass. If the PCs refuse to play or beat the goblins at the game, then the goblins attack.

Finding the right kinds of rocks in this area is extremely difficult because the goblins have gathered almost all of them to skip. In order to participate, the PCs must supply their own rocks. A successful **Perception** check of DC 16 reveals a few hidden flat stones that are very flat enough among the tall grass. If the PCs retreat to retrieve the pebbles from the path, the goblins follow them, ready to attack if the PCs do not find the pebbles within two minutes.

The PCs must skip three rocks each. For each attempt, have the players roll percentile dice (two d10s, with one die representing the tens place and the second die representing the

ones place). Tally up the total number of skips for each player and compare the number to the total number of skips for each goblin. The goblins cheat, of course, and actually throw four rocks each, so tally four rolls for each of them. All three goblins must beat all of the PCs.

In order to lose at skipping rocks and avoid conflict with the goblins, the PCs can reduce their chances of winning by voluntarily taking penalties to their percentile rolls, but they must not make it too obvious. Each PC can attempt a **Bluff** check before each throw. To reduce their percentile roll by 10%, the PCs must overcome a DC 10. For each additional 10% penalty on their throw, the Bluff check DC increases by +2. If the PC fails a Bluff check, the goblins accuse them of “Not even trying!” and attack.



% TOTAL	# OF SKIPS
<50	0
50–64	1
65–79	2
80–89	3
90–100	4

GOBLIN WARRIORS (3)

CR 1/3

XP 135 each

Hit Points 6

Initiative +6

Speed 30 ft. (6 squares)

Senses darkvision 60 ft.; Perception –1

DEFENSE

Armor Class 16, touch 13, flat-footed 14

Fortitude Save +3, Reflex Save +2, Will Save –1

OFFENSE

Melee (standard action) dogslicer +2 (1d4/19–20)

Ranged shortbow +4 (1d4/x3)

Ranged skipping rock +4 (1d2)

STATISTICS

STR +0, DEX +2, CON +1, INT +0, WIS –1, CHA –2

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4

ITEMS

Equipment leather armor, light wooden shield, dogslicer, short bow with 20 arrows, rocks, 20 gp, 6 cooked fish

Reward the PCs with 600 XP whether they kill the goblins or gamble with them. If the PCs successfully lose when gambling with the goblins, award each PC with 50 additional XP.

Development: The PCs can give the cooked fish the goblins are carrying to the pseudodragon later in the adventure. If the PCs do not take the fish from the goblins or if they eat them all, they may need to return here for more. After the PCs have skipped rocks with the goblins and left the area, the goblins do not return on future visits.

To catch more fish, PCs must succeed on a DC 12 **Survival** check or attempt ranged attacks against them. Fish have AC 13. Ranged attacks suffer a –4 penalty for shooting into water,

but the PC automatically catches the fish on a successful hit. Award 50 XP for each fish a PC catches (up to 4 fish).

If you want to encourage the PCs to visit the willow tree and hardware store, you can require a willow switch to make a fishing pole or net and a hook from the shop. Otherwise, assume the PCs have basic fishing equipment.

PART II: MUSHROOMS AND ONIONS

4. TOADSTOOL RING (CR 1; XP 400)

The air is damp, and the foliage in this part of the forest becomes denser and more vine-like. Heavy carpets of thick moss grow over the trees, in some cases hanging off like drapery. The grass is soft and covered in dew.

Ahead, the greenery opens to reveal a wide ring of mushrooms on the forest floor. A small creature, no more than 2 feet tall, sits crying on a large red and white toadstool in the middle of the ring. By its great sobs and tear-stained cheeks, you can tell the creature is clearly distraught, even though it wears a wide grin on its face. The creature's clothing is made of leaves, palms, and other plants. There are holes and rips in the poor creature's outfit, where the plants have dried out and begun to crumble.

PCs succeeding a DC 10 **Knowledge (nature)** check recognize this creature as a brownie. The brownie's name is **RHUBARB** (Roo-barb). PCs can choose to roleplay the dialogue or roll a **Diplomacy** check (DC 16) to change Rhubarb's attitude from indifferent to friendly and allow the PCs to learn the source of its sorrows.

"It happened the other day as I was collecting leaves for my outfit! It came out of nowhere! A great, black, bristly boar with a giant snout. Oh, and tusks as sharp as knives! It was crazy, I tell you, crazy!

It chased after me and tried to pin me to a tree. I zigged and zagged and barely escaped! Any time I try to return to the grove, it comes crashing out of nowhere and chases me off. My leaves are drying and crumbling. If I do not gather new ones soon I won't have any clothes at all! Only the red leaves will do. You see, I am a southern maple brownie. We only ever dress in red."

If the PCs have already collected leaves from the maple grove and offer them to the brownie, he is impressed and very grateful. However, regardless of how many leaves the PCs initially give the brownie, he still needs more, claiming he must set aside leaves to get him through the seasons when the leaves are no longer red. He asks the PCs to gather them for him in exchange for a special gift.

Rhubarb will not leave the mushroom ring, because its fey magic keeps him safe from the boar. Rhubarb does not believe the boar is gone, no matter what they do, so the PCs must gather the leaves and come back to him. If the PCs return with more leaves, the brownie gives each one of them a magical vest called a *toadstool vest*, and a large basket of edible mushrooms.

Development: Award the PCs 400 XP for helping the brownie and making a friend. If the PCs choose to attack the brownie, instead, they receive the usual XP but word of their deed eventually reaches King Ambrose I and causes problems for him. The king needs to prove his ability to work with Queen Pryozha and her people before she will help him build an alliance with the druids in the Great Northern Wood. Neither the King nor the Zekerian Order would be happy to hear that the PCs are ignoring peaceful options and attacking creatures who seek their help. Keep this in mind for all the encounters in this adventure.



TOADSTOOL VEST

Aura faint abjuration; **CL** 5th
Slot chest; **Price** 500 gp; **Weight** 3 lbs.

DESCRIPTION

Fleshy mushroom caps and inverted fungus gills are woven together to create an extraordinarily thick, warm vest which is smooth and velvety to the touch. When the vest is compressed, it recoils immediately, granting the wearer a damage resistance of 5 from bludgeoning weapons. Magic preserves the toadstools from decay and damage.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *defending glyph*^{Deep Magic}; **Cost** 250 gp

SLIGHTLY ADVANCED SPELLCASTING

You can use this adventure with either the simplified rules in the boxed set for beginners or the normal *Pathfinder Roleplaying Game* rules. Some of the creatures in this adventure can use spell-like abilities, which work just like the spell of the same name, but can be used a certain number of times per day. Each use requires a standard action.

If you are playing with simplified rules, you may not have access to the rules for some of these spell effects. You can choose to ignore these spells and just use spells available to you, or you can use the rules below for some of the more advanced spells, instead. The effects are described as though they are cast by the monsters in this adventure against 1st- or 2nd-level PCs. The DCs for any required saves are given in the creature's stat block.

Alter Self: You can assume the form of any Small or Medium-sized humanoid. If the form you assume grants any of the following abilities, you gain those abilities, too: darkvision 60 ft., low-light vision, scent, and swim 30 ft.

Color Spray: This spell affects all targets in a 15-foot cone that fail a Will save. Targeted characters are knocked unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 more rounds, then stunned for 1 round.

Dancing Lights: You create one faintly glowing, humanoid shape or up to four glowing lights that look like torchlight or glowing spheres and radiate light as a torch. The lights have to stay within 10 feet of each other and within 100 feet of you, but can move at your mental command up to 100 feet per round.

Dimension Door: You can instantly move up to 400 feet away. After using this spell, you can't take any actions until your next turn.

Ghost Sound: You can create an illusion of sound. You decide what sound to create when you cast the spell and can't change it afterward. The sound lasts for one round per caster level, but cannot be louder than the noise of 4 humans shouting per caster level (up to 40 humans). You can use *ghost sound* to enhance the effectiveness of *silent image*. Those who hear the sounds and have reason to suspect that they are an illusion can make a Will save to disbelieve them.

Hideous Laughter: This spell affects a single target that fails a Will save. The character laughs uncontrollably, falls prone, and can take no actions other than laughing for 1 round per caster level. The affected character is not considered helpless.

Lesser Confusion: This spell lasts one round and affects one target that fails a Will save. Roll a 1d4. On a 1, the character acts normally. On a 2, he does nothing but babble incoherently. On a 3, he attacks himself with whatever he is holding for 1d8 points of damage plus STR. On a 4, he attacks the nearest creature (even an ally) with whatever weapon or spell he has at hand.

Magic Mouth: You can use this illusion to cause an object or creature to suddenly form a mouth and speak a message up to 25 words long when creatures or events within a radius of 15 feet per caster level meet the visible or audible conditions you set when casting the spell. The message cannot last longer than 10 minutes, but the spell remains in effect until it has been triggered.

Mending: If you have all the pieces of a broken object, you can repair 1d4 points of damage done to it. This spell does not work on constructs.

Mirror Image: You create a number of illusory images of yourself, which attackers may aim at instead of you. If an attack hits you, roll randomly to determine if the attack struck you, or one of your illusions. An image disappears when struck by an attack.

Plane Shift: You can move yourself to another plane of existence, though you appear 5 to 500 miles away from your intended location.

Prestidigitation: You can create a variety of simple magical effects, like slowly lifting a 1-pound or lighter object, cleaning or dirtying or changing the color a 1-foot cube of material, heat up or cool down or flavor 1 pound of food, or create small, fragile objects from thin air. The spell cannot harm or distract anyone and nothing created by it can be used as a tool for anything else. The effects of the spell last for 1 hour.

Silent Image: You can create a visual illusion. The illusion can only be seen, not felt or heard. The illusion, including any movements it makes, must fit within a volume of four 10-ft. cubes plus one 10-ft. cube per caster level. The image lasts as long as you concentrate on it. You can use *ghost sound* to enhance the effectiveness of *silent image*. Those who see or otherwise interact with the illusion and have another reason to suspect that it isn't real can make a Will save to disbelieve them. If they succeed, the illusion becomes translucent and can be ignored.

Ventriloquism: You can make your voice (or any vocal sound you can make) seem to come from somewhere else within 30 feet. Those who hear the sound can make a Will save to recognize that it is an illusion.

RHUBARB THE BROWNIE

CR 1

XP 400 (*Pathfinder Roleplaying Game Bestiary 2*)

Hit Points 4

Initiative +8

Speed 20 ft.

Senses low-light vision; Perception +8

DEFENSE

Armor Class 17, touch 17, flat-footed 12

Fortitude Save +1, Reflex Save +6, Will Save +4; +2 vs. illusions

Defensive Abilities spell resistance 12

DR 5/cold iron

OFFENSE

Melee short sword +6 (1d2–2/19–20)

Spell-Like Abilities (CL 7th; concentration +10)

At will—*dancing lights*, *mending*, *prestidigitation*

1/day—*dimension door* (self only), *lesser confusion* (DC 14), *mirror image* (1d4+2 images), *ventriloquism* (DC 14)

STATISTICS

STR –2, DEX +4, CON +1, INT +2, WIS +2, CHA +3

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 jump), Bluff +7, Craft (any one) +6, Escape Artist +8, Handle Animal +4, Perception +8, Sense Motive +6, Stealth +16 (+20 in forest)

Languages Common, Elven, Gnome, Sylvan

SPECIAL ABILITIES

Spell Resistance Whenever a spell is cast on a brownie, the caster must succeed at a DC 12 caster level check (d20 + caster level). If the check fails, the spell does not affect the brownie.

ITEMS

Treasure toadstool vest, mushrooms

5. ONIONS, GARLIC, AND LEEKS (CR 3; XP 1,000)

You've stumbled across what seems to be a disorganized garden. Four-foot tall green stalks grow in shambolic rows with giant white flowers growing on top like snowballs. Onions! Leeks surround the outer rows of the garden alternating with garlic and green onions, and beautiful yellow and orange marigolds adorn the garden's edges. A tiny dragon quietly tends the garden, and you can hear it sobbing softly.

If the players are young in age, you may eliminate the dice mechanics in “ONIONS, GARLIC, AND LEEKS” and instead use the cut out the cards in the back of this book as a normal memory matching game. Each player takes a turn turning over two cards. If they are a match, they keep the cards and add the items to their equipment. When a player matches the gopher cards, combat begins, and the player who matched the gopher cards gets a surprise round to attack.

When they see the tiny dragon, have any characters with ranks in **Knowledge (arcana)** attempt a DC 10 check to reveal that this tiny creature is a pseudodragon. Surpassing a DC 12 on the check also reveals that pseudodragons will sometimes share information in exchange for food. If the PCs offer the pseudodragon fish, cheese, or eggs she befriends the party and tells them telepathically of her troubles.

If the PCs attack the tiny dragon, she flees. If they approach her calmly, she initially growls or hides behind the plants in the garden.

A successful **Sense Motive** check (DC 12) allows the PCs to determine that the creature's behavior means she is hungry. Additionally, PCs may succeed on a DC 12 **Perception** check to notice minor damage to the garden. If they notice the damage, a DC 14 **Knowledge (nature)** check is required to determine that a gopher has recently attacked the garden.

“I tend this garden and deliver onions to the pub in town in exchange for meat. But a gopher is vexing me. He will not leave my garden alone. He keeps pulling my onions underground or eating the roots of my beautiful marigolds. I've tried catching him but he just keeps using his tunnels to escape.”

The PCs must first catch the gopher by playing a simple matching game, using the grid of onions, leeks, garlic, flowers, and gophers shown here. You may also use the cut out cards



in the back of this book and lay the pictures face down in a 4 by 4 grid.

In the first round, each player starts their turn by rolling two d4s to determine which image they reveal (or which card they turn over). The first d4 roll is the number of columns across and the second d4 is the number of rows down. Then, the player rolls again using the same method for the second image. If they have a match, they receive that item (red onion, yellow onion, green onion, wild leek, garlic, yellow marigold, and orange marigold) and both of the matched images are removed from the

board. If the matched item is the gopher, the PCs must fight the gopher at the end of the round. Make sure each player has at least one turn (one complete round).

In the second and later rounds (only played if the gopher is not found in the first), each player first rolls two d4s for their first card and then chooses to either roll for the match or select a card from a known location from the previous round.

If the players each have 3 turns (3 complete rounds) and do not catch the gopher, combat

immediately begins and the gopher gets one surprise round.

Treasure: If the PCs beat the gopher, the pseudodragon is extremely grateful and offers each PC an armload of onions and two stones from her collection (semi-precious stones worth 100 gp each).

PSEUDODRAGON

CR 1

XP 400

Hit Points 15

Initiative +2

Speed 15 ft., fly 60 ft. (good)

Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

Armor Class 16, touch 14, flat-footed 14

Fortitude Save +4, Reflex Save +5, Will Save +4

Immune paralysis, sleep; SR 12

OFFENSE

Melee sting +6 (1d3–2 plus poison), bite +6 (1d2–2)

STATISTICS

STR –2, DEX +2, CON +13, INT +0, WIS +1, CHA +0

Feats Weapon Finesse

Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6;

Languages Draconic; telepathy (60 ft.)

SPECIAL ABILITIES

Poison A creature stung by a pseudodragon must succeed on a DC 14 Fortitude save or fall asleep for 1 minute. Each minute thereafter, he must attempt a new Fortitude save at the same DC or remain sleeping for another minute. The poison's effects end after the first successful Fortitude save or after the 10 minutes, whichever comes first.

DIRE GOPHER

CR 2

XP 600

Hit Points 21

Initiative +1

Speed 30 ft., burrow 10 ft.

Senses low-light vision, scent; tremorsense 20 ft.;

Perception +6

DEFENSE

Armor Class 16, touch 14, flat-footed 13

Fortitude Save +6, Reflex Save +6, Will Save +1

OFFENSE

Melee bite +4 (1d3+1), 2 claws +4 (1d2+1)

STATISTICS

STR 12, DEX 17, CON 16, INT 2, WIS 10, CHA 6

Feats Agile Maneuvers, Improved Sunder

Skills Escape Artist +7, Perception +6

SPECIAL ABILITIES

Tremorsense If they are in contact with the ground, dire gophers can pinpoint the location of any creature also in contact with the ground within 20 feet.

ITEMS

Treasure Onions



Cranberry Caves



5ft



6a

6b

6c

PART III: CRANBERRIES AND BLUE CHEESE

The party's trail takes them near the entrance to a small mine, which the main inhabitant calls Cranberry Cave, because of the rubies he found there. The mine is occupied by a svirfneblin (a creature also known as a deep gnome) and a few other residents. As with other places the PCs visit, there are troubles within these caverns.

6A. CRANBERRY CAVE (CR VARIES; XP 1,600)

This area boasts rocky terrain. Few plants grow here other than patches of rock grasses and small bushes. There is a natural cave opening at the base of a nearby hill.

PCs succeeding on a **Perception** check (DC 12) hear cats meowing in the mine.

The cave is dark and musty. A damp, fungus smell lingers in the air. Dripping sounds echo toward you from further in the cave. The stalagmites and stalactites sparkle in the darkness. Moving deeper into the cave, it is easy to find evidence of inhabitants in the cave. Wood planks cover sections of flooding cave floor while wooden beams hold up small tunnels that diverge from the main passageway. A trio of cats meanders out of one side tunnel and into another. Two stone pillars divide the next section of the cavern. Just past the pillars is a large gathering of cats, all of them rolling on the ground among sprigs of a leafy, green herb.

Trap: If the PCs move slowly into the back section of the cave, they have a chance to observe that the pillars are loaded with arrows by succeeding on a DC 20 **Perception** check. Recklessly charging in sets off the trap. Whether

they avoid the trap or not, surviving PCs earn XP from the trap.

PILLAR OF 1,000 ARROWS

CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 10 rounds; **Reset** manual
Effect Atk +10 ranged (x1d4) (1d8 nonlethal/x3); multiple targets (all targets in the chamber)

When the trap is sprung, the pillar begins to rotate.

One round later, the pillar fires blunt arrows at every character in the room. The trap runs for 10 full rounds, after which it is exhausted and must be manually reloaded. Each round, the pillar fires 1d4 blunt arrows at each character in the chamber. A character holding a tower shield can gain total cover as a standard action, avoiding all of these attacks. A character standing behind the character holding the tower shield gains a +4 cover bonus; any other characters lined up in this fashion only gain a +2 cover bonus to AC.

Once they get past the trap, the PCs can get a better look at what the cats are doing. PCs can attempt a DC 10 **Knowledge (nature)** check to recognize that the cats are rubbing on catnip. Before they get deeper into the cave, they encounter the mine's current inhabitant.

Creatures: **Guy**, the svirfneblin who gathers rubies from the mine, easily detects the PCs unless they each succeed on a **Stealth** check. (Compare the PC's d20 roll + Stealth bonus to Guy's d20 roll + Perception bonus. If they wish to remain unseen, the PCs must match or exceed Guy's perception check). Guy automatically detects the PCs if they set off the trap. When he first sees them, he boldly challenges them.

"Stop where you are or suffer more than a few arrows!"

The PCs can calm the gnome down by succeeding on a DC 19 **Diplomacy** check. If they fail, Guy demands that they leave the mines and attacks them, if they don't. Guy does not fight

to the death and gives up when it looks like the PCs are going to win. Even if they manage to calm him down, he works himself into a frenzy every few moments, yelling at the cats who simply ignore him. If the PCs defeat him, or after a few moments of conversation, he begins to cry large, sad tears.

If the PCs question him, he explains that this mine is full of rubies, but the tunnel he needs to pass through to continue gathering them is very narrow and swarming with rats. Guy cannot stand the little rodents.

If they ask him if he is the one who has stolen the town's cats, he admits to luring them away from town with catnip. He had hoped the cats would get rid of the rats. He first tried to get rid of the rats with poison but the hardware store didn't have enough to do the job. When he saw all the cats roaming the town, he knew what he had to do.

Unfortunately, the cats are only interested in playing in the catnip. They won't go down the tunnel where the rats are. Guy believes the tunnels are cursed, but admits he might have inhaled too much catnip, himself. He tells the PCs that he didn't mean to cause trouble and that they can have the cats back.

If the PCs try to take the gnome to Jelly Jail Jake for stealing the cats, he offers them a deal instead.

"Say, instead of taking me in, I'll make you a deal. You take the cats back and tell ol' Jake no harm, no foul. You all seem smart enough. You might even convince him to pay you a reward for just returning the cats."

In the meantime, if you stay here a bit longer and help me clear the rats out of the tunnel, I'll give you a beautiful ruby worth any price Jake is willing to pay to bring me in. You'll double your money!"

If the PCs have not visited the town yet and don't ask Guy where he got all the cats, he doesn't admit to stealing them. He just says that they aren't helping him, and asks the PCs to clear out the rats, instead. If they succeed, Guy turns the cats over to the PCs and asks them to take them to town.

If the PCs agree to help him, Guy leads them to the narrow tunnels. A swarm of rats covers the floors.

Treasure: If the PCs kill the rats, Guy is true to his word and gives the PCs a large ruby worth 500 gold pieces.

Development: If the PCs decide to take Guy in to Jelly Jail Jake, he resists and the PCs have to knock him out. The PCs gain no XP for killing the gnome.

Guy also informs the PCs before they leave that if they explore the next tunnel entrance down, they might find some more valuable gems in what he calls the "Blue Cheese Cavern." He explains that the molds in there make him sneeze too much so he no longer mines that part of the cavern. He promises there are some good finds in there though. He is telling the truth about the cave and the reason he stays away from it.

When they are ready to take the cats back to town, have the players brainstorm ways they can herd the cats together so they can return them to the town. They can use the catnip to lure them, but this will still require multiple DC 15 ability checks (most likely using Charisma to encourage the cats to go in the right direction or Dexterity to herd them.). Reward each PC who gives a credible idea for capturing or rounding up the cats with 25 XP. Have the party decide on one plan and implement it.

GUY THE SVIRFNEBLIN

CR 1

XP 400

Hit Points 15

Initiative +2

Speed 20 ft. (4 squares)

Senses darkvision 120 ft., Low-light Vision; **Perception** +6

DEFENSE

Armor Class 15, touch 15, flat-footed 11

Fortitude Save +6, **Reflex Save** +6, **Will Save** +2

Defensive Abilities spell resistance 12

OFFENSE

Melee (standard action) warhammer +3 (1d6+1/x3)

Ranged (standard action) light crossbow +4 (1d6/19–20)

Special Attacks dwarven and reptilian hatred

Spells (caster level 1st)

2nd—*blindness/deafness*, *blur*

1st—*disguise self*

STATISTICS

STR +1, **DEX** +2, **CON** +2, **INT** +0, **WIS** +0, **CHA** –1

Skills Heal +4, Knowledge (dungeoneering) +4, Perception +8, Stealth +14

ITEMS

Equipment light crossbow with 10 bolts, warhammer

SPECIAL ABILITIES

Dwarven and Reptilian Hatred The svirfneblin gets a +1 on its attack rolls against dwarven and reptilian humanoids.

Spell Resistance Whenever a spell is cast on the svirfneblin, the caster must succeed at a DC 12 caster level check (d20 + caster level). If the check fails, the spell does not affect the svirfneblin.

6B. RAT TUNNELS (CR 2; XP 600)

This tunnel is very narrow, forcing you to move single file, and making you even more aware of the weight of stone and earth pressing in around you from all sides. Ahead, at the edge of your vision, the floor seems to be covered in a thick gray carpet that moves. You quickly realize that the “carpet” is actually a mass of rats, many of which turn their beady eyes on you.

Creatures: This area is inhabited by a large colony of rats, which mass together to attack intruders. The narrowness of the passages makes fighting the rats even more challenging.

The swarm can form itself into a string of four 5-foot squares or group together into one 10-foot square. The PCs may come up with clever solutions, such as using smoke, fire, or other means to drive the rats out of the tunnels, but will need to make sure that the creatures don't simply move through the network of passages and come back to surround them. If that happens, the heroes may be able to make a stand in the partially-mined area in the northwest part of the tunnels.

RAT SWARM

CR 2

XP 600

Hit Points 16 (3d8+3)

Initiative +6

Speed 15 ft., climb 15 ft., swim 15 ft.

Senses low-light vision, scent; **Perception** +8

DEFENSE

Armor Class 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

Fortitude Save +4, **Reflex Save** +5, **Will Save** +2

Defensive Abilities swarm traits

OFFENSE

Melee swarm (1d6 plus sickness)

Special Attacks sickness, distraction (DC 12)

STATISTICS

STR –4, **DEX** +2, **CON** +1, **INT** –4, **WIS** +1, **CHA** –4

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10

SPECIAL ABILITY

Distraction When a rat swarm deals damage to a living creature, that creature must succeed on a DC 13 Fortitude save or become nauseated for 1 round.

Sickness Sickness Whenever a creature takes damage from a rat swarm, that creature must make a DC 11 Fortitude save or become sickened. Each day after the first, the creature can attempt another DC 11 Fortitude save to remove this condition. Sickened creatures take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Swarm A rat swarm is made up of thousands of very small rodents. Swarms are immune to critical hits and take only half damage from slashing and piercing weapons. Reducing a swarm to 0 hit points or less causes it to break up; a swarm can never be staggered or dying. Swarms are immune to

spells that target one or more specific individuals, but take half again as much damage (+50%) from spells or effects that affect an area, like the *burning hands* spell. Swarms deal automatic damage to any creature whose space they occupy at the end of their move with no attack roll needed.

6C. BLUE CHEESE CAVERNS (CR 5; XP 1,600)

A mutated patch of dangerous mold has taken over this cave, but braving the danger could yield great rewards.

The air becomes heavier with moisture as the tunnel slopes down toward another section of the cave. The cave walls in this area are white and very wet. Large patches of blue and green mold grow in the clearing on the white cave floor, reminding you of a large piece of blue cheese. You see several gems in a variety of



types high along the walls, as if someone has placed them there.

Hazard: The blue and green mold is harmless, but PCs succeeding on a DC 14 **Perception** check notice smaller sections of brown and orange mold growing around or very near each gem. A successful **Knowledge (dungeoneering)** DC 12 check reveals that the mold is russet mold. Russet mold can be very dangerous, but fortunately this strain is weaker than the typical mold. PCs that recognize the threat can place wet rags over their mouths, granting them a +2 circumstance bonus on any Fortitude saves against the mold.

WEAKENED RUSSET MOLD

CR 4

XP 1,200

When a creature approaches within 5 feet of a patch of this mold, the fungus releases a cloud of spores in a 5-foot radius burst. Everyone in the area must make a DC 12 Fortitude save or the spores quickly take root in their victims, inflicting 1 point of Constitution damage per round and causing a bright, red rash on any exposed skin. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by a *remove disease* spell or similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

Vegepygmies are not created from those who die from this weakened mold's effects.

A patch of russet mold is unharmed by all effects save for acid, alcohol, or *remove disease* (or a similar magical effect, such as *heal*), all of which can kill a single patch of russet mold on contact. Sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists.

Creatures: Two thin, three-foot tall creatures appear to be guarding the area with longswords. They are gangly and covered in the orange mold, which they wear like mossy coats. A successful DC 12 **Knowledge (dungeoneering)** check reveals that these are vegepygmies, creatures related to the russet mold that grows here. The

vegepygmies attack the PCs to defend the mold and the gems.

Treasure: If the PCs destroy the vegepygmies and resist the mold, they can safely remove about 500 gold pieces' worth of gems, including amethyst, peridot, and garnet.

VEGEPYGMY (2)

CR 1/2

XP 200 each

Hit Points 5 (1d8+1) each

Initiative +2

Speed 30 ft.

Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

Armor Class 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

Fortitude Save +3, Reflex Save +2, Will Save +0

Immune electricity, paralysis, poison, polymorph, sleep, and stun

DR 5/slashing or bludgeoning

OFFENSE

Melee 2 claws +1 (1d4) or longspear +1 (1d6)

STATISTICS

STR +0, DEX +2, CON +1, INT -1, WIS +0, CHA +0

Feats Skill Focus (Perception)

Skills Perception +7, Stealth +10 (+18 in vegetation);

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

ITEMS

Equipment longspear

Development: The presence of vegepygmies in the tunnels is a mystery. Guy never encountered them before. He suspects they were either spawned by the mold, somehow, or found their way here via hidden tunnels known only to them. A thorough search reveals no such tunnels at this time, but curious heroes may wish to explore the caves further after the problems in Bakewell Tart have been resolved. They may be able to find a previously unknown entrance to Kimmeros, the dark underworld that lies far beneath the surface world.

PART IV: STICKY SAP

7. THE WILLOW—THE MONKEY CHASED THE WEASEL (CR 2; XP 600)

A giant willow tree stands near a marshy area with large cattails and tall grass at the edge of Sapphire Lake. The ground is soggy and swampy near the tree, but its roots provide some dry patches and stability. A field extends north from the tall grasses to the bushes along the path east. Flowers in the meadow attract bees and butterflies, as do the flowers of the late-blooming willow, itself. The willow tree hangs gingerly over the lake. Many branches with their long trills sweep across the water's surface. A sleek, furry animal is running in circles around the tree.

There are some valuable materials the PCs can get from the willow tree. The tree can provide willow switches, bark, and roots. It also holds a beehive that can provide honey. Unfortunately, the small animal in residence presents an obstacle.

Creature: A young dire weasel guards this tree and harasses anyone who comes into the area. As soon as the PCs try to defend themselves or fight the weasel, it turns and takes off running around the willow tree, through the field, along the water's edge, and into the lake. When the PCs turn back toward the tree, he harasses them again. The PCs must chase the weasel and catch him to get him to stop his troublesome play.

Use the **PURSUIT DECK** (see the back of this book) to create a chase scene. Have each PC use a miniature or other unique marker to show what card their character is on and use one for the weasel. Shuffle the cards and randomly choose six cards to place in a circle. Next, place all the PC markers on one card; this is the start. The weasel has a head start so place him 3 cards in

NEW WEAPON

LIGHT MELEE WEAPONS	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
willow switch	—	1	1d2	x2	—	1/2 lb.	S	nonlethal

front of the PCs (the chase goes clockwise). Roll for initiative then play in order. Each PC and the weasel must choose one of the skill checks or spell on each card in the **PURSUIT DECK**. They must succeed the check or cast the spell in order to move their marker to the next card. If they fail the check, they stay on the current card. It is possible that the weasel runs so fast that he laps the PCs and thus gets himself caught. If the PCs catch up to the card the weasel is on, they also capture him. Once captured, the PCs do not need to attack him. If the PCs succeed on an **Intimidate** check DC 16, they can scare him away from the area permanently. If they succeed on a **Handle Animal** or **Diplomacy** check (DC 20), they can befriend him. He will

follow the group and help out for a while, until he gets a bit older and has to return to the wild. How long he stays with the party is up to the GM.

YOUNG DIRE WEASEL

CR 2

XP 400 (*Pathfinder Roleplaying Game Bestiary 4*)

Hit Points 22

Initiative +5

Speed 40 ft. (8 squares)

Senses low-light vision, scent; Perception +11

DEFENSE

Armor Class 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

Fortitude Save +4, Reflex Save +9, Will Save +2

OFFENSE

Melee bite +7 (1d6+4 plus grab)

Special Attacks blood rage, grab

ALL AROUND THE BIG WILLOW TREE, THE MONKEY CHASED THE WEASEL.
THE MONKEY SAID T'WAS ALL IN FUN. POP, GOES THE WEASEL!



STATISTICS

STR +3, **DEX** +5, **CON** +0, **INT** -4, **WIS** +1, **CHA** +0

Feats Combat Reflexes, Skill Focus (Perception),
Weapon Focus (bite)

Skills Climb +7, Perception +11, Stealth +16, Swim +9

SPECIAL ABILITIES

Blood Rage When the weasel takes damage in combat, on its next turn it can fly into a rage as a free action. When raging it gains 5 hit points and a +1 bonus to attack and damage rolls, Fortitude saves, and Strength-based skill checks, but it takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Grab A target struck by the weasel's bite attack is grappled (or grabbed). The target can't move from its current square on its next turn, loses its DEX mod to AC, and takes a -2 penalty on attack rolls. The weasel cannot grab more than one creature at a time. When it grabs a creature, it can only make attacks against that creature.

Development: Once the weasel is no longer a threat, the PCs can collect willow switches, bark, roots, and willow sap. The PCs may also collect honey from the beehive after succeeding on a DC 20 **Survival** check.



PART V: BAKEWELL TART

At long last, the PCs arrive in the town of Bakewell Tart. It is possible the PCs have bypassed some of the encounters along the way to town, and even if they encountered all of the challenges along the way, they probably won't know the full extent of the town's troubles until they get there.

The road opens into the main square. A crossroads running east and west divides the town into four sections with a building at each end of the crossroad. Small wooden signs hang outside each location, identifying the business within. Each local business has either a small house in back or a loft above for the owners and workers. Small gardens accompany almost all the buildings in the back. Hearty vegetables such as cabbage, carrots, broccoli, cauliflower, rutabaga, and parsnips are most prevalent. The air smells of wondrous meats and stews, smoke and wood, candied nuts and spices. Just entering the town makes your stomach rumble and your taste buds water.

Bakewell Tart presents plenty of opportunities to gather information about what troubles the townsfolk. Each of those troubles presents the opportunity for a small quest. The players should take the opportunity to roleplay each conversation, but those who wish to move along quickly can attempt a **Diplomacy** check (DC 10) for each NPC.

If the text of an encounter does not specify what the townsfolk know, then default to the following information:

- The Chocolate Mountain pass road is too treacherous to use, lately, even for adventurers.
- The cats have all vanished without a trace. Many of the townsfolk are saddened by the disappearance of a beloved pet.



Bakewell Tart

- **DIRA** is new in town. She took over running the Chocolate Fountain Eatery, but no one thinks she will stay long. She's not very friendly, serves horrible food, and doesn't even take care of her place.
- Times are hard and everyone is having some sort of problem, sadly.

8A. BLUEBERRY BLACKSMITHING AND WEAPONS

A slanted structure with wide openings in three walls rests near the main intersection in town. A large iron hammer, used for pounding swords and other weapons, rests across the doorway leading into the shop. The building boasts two large furnaces, one of

which blazes with red heat. A dwarf with a black apron stands before it, heating a chunk of metal in the embers.

The dwarf has a full beard that is chestnut in color. His bushy eyebrows, sideburns, and beard cover most of his face leaving only the small tip of his nose and his twinkling eyes exposed.

He calls over his shoulder without turning. "What has the cat dragged in?"

This is the dwarf smith, **MELN BRIGHTHAND** (male dwarf expert 4). If the PCs question him or succeed on their **Diplomacy** check, they learn the following:

"A few nights past, a strange sound was coming from the school house. It sounded as if hundreds of cats

were purring and meowing. A few of the younglings in town went to check it out but found nothing at the schoolhouse. No cats, nothing. However, since then neither a single cat nor cat hair has been found in town. The jailer is furious as his favorite feline was among the missing. He'll pay a pretty penny for capturing the thief. Meanwhile, everyone in town is at each other's throats. No one trusts anyone."

Meln informs the PCs that the townspeople poked around the town for days and could find no trace of cats nor the culprit responsible for taking them. If asked, he says the schoolhouse might provide more clues or suggests that the PCs talk to the town sheriff, Jake, at the jail.

PCs may purchase or sell weapons at the smithy using the prices from the *Pathfinder Roleplaying Game Core Rulebook*. Meln has no master work items for sale, currently, but can make one, given time.

8B. JELLY JAIL (XP 400)

Jelly Jail Jake sits out front on a wooden porch swing, chewing on a long piece of wheat. A bright gold star shines on his leather vest with a crossbow on his hip. The wooden porch is placed in front of a squarish building with a few, small windows with iron bars. The jail has saloon-style swinging doors, leading into a small front office.

"You must be the backup I requested from Solaerin. Good thing you are here, too. We have all types of troubles from folks who won't stop crying, to thievery, to missing cats. Come on in, and I'll give you the details." Jelly Jail Jake rises from his seat and goes inside.

Inside, you see that the building has a small, inner courtyard paved with red brick, surrounded by ten cells, each fitted with a heavy, iron-bound door. The doors are all open, indicating that every cell is currently empty.

Jelly Jail Jake ruffles through the few scraps on his desks and then hands you several pieces of parchment. "Here are the reports I've collected about the townsfolks' problems."

Sheriff Jake, also known as **JELLY JAIL JAKE** (male human warrior 3) is a slightly rotund, jolly-looking figure. He takes his duties as town sheriff seriously, but he didn't expect to have to do anything like investigative work and has only managed to take a few notes about the strange occurrences. The parchment pieces he gives the PCs provide only the briefest indication of what's going on. The PCs will have to explore the town and talk to the locals to learn more.

- **LAYNA** at the pub. Someone's stealing her onions.
- **CAIN** the carpenter. Can't get willow root.
- **JAVA** the cobbler. Missing a shipment of berries.
- **BROTHER BUCK** at church. Parishioners can't get through the pass to attend services.
- School children claim there are goblins at the lake bothering people.
- **BREE** the baker. Can't make maple syrup.
- **SMOKE** at the potions shop. Needs something from the old willow tree.

Development: If the PCs bring the cats back to town, but do not turn the thief over to the sheriff, he offers them only half of the original reward. The PCs must succeed on a **Diplomacy** (DC 18) check in order receive the full amount of the gold. Reward the PCs with 400 XP if they at least bring back the cats.

8C. CHILI CHURCH (XP 50 PER PC)

At the eastern end of town, an impressive red brick church looms above the city. At daybreak, the church's shadow engulfs the entire town. In the back lies a quiet, fenced graveyard.

Inside the church, wooden pews face a raised stage with expensive candlesticks positioned on either side of a small altar. The building's beautiful stained glass windows depict some of the great stories of the land and include fairies, dragons, merfolk, fauns, and unicorns.

A tall slender elf with pale skin and dressed in purple robes stands at the altar, quietly reading a giant book. When he hears you enter, he looks up from his reading, "Please come in travelers, and tell me of your journey. It is a slow day for our parish and my feet are tired."

The local minister, **BROTHER BUCK** (male human cleric 2), walks down to the first row of pews and motions for the PCs to join him. Brother Buck is a follower of Jozen, Aeva's god of home and hearth. He is a kind and patient individual. He listens intently to any stories the PCs choose to tell.

Encourage each of the players to actually tell a short story of their choice. Each PC who tells a story receives 50 XP. Once the PCs have regaled him with their stories of adventuring, he asks a favor of them.

"You sound like mighty adventures. Your skills are varied and fierce. That is just the sort of thing we need! Might I ask of you a favor? It is indeed a momentous one, and thus the church will reward you well. I have permission to offer one thousand gold pieces to the heroes who can deal with this problem!"

"You see, there is a mountain troll blocking the mountain pass. Many of our patrons live on the other side of the mountain. They have not been able to attend services in at least a fortnight. The troll is much too powerful for them to fight head on. A few folk have managed to sneak past him, however. Those who have say he has a wizard or demon that has convinced him to block the pass."

I know a way to sneak past him so that you can investigate the Chocolate Mountains and perhaps

find the demon who commands him. If you can find the source then perhaps you can convince him to leave and clear our pass once more. If you are interested in such a task, I will tell you more. Nevertheless, I caution you to decide carefully, for this is a dangerous task."

If the PCs accept the quest, Brother Buck explains that the potion shop will provide each PC with one *potion of invisibility* if they tell Smoke they are working for Brother Buck. The troll will still be able to smell and hear them, but at least he won't be able to see them. Brother Buck suggests that the PCs might gather the berries that grow along the road through the pass. Smearing the berries onto their clothes and bodies might hide their smell. The PCs must still remain as quiet as possible when sneaking past or spying on the troll, but the precautions can certainly help.

Lastly, Brother Buck informs the PCs that the troll has forged an alliance with two companions, a mountain aurochs (cattle) and a mountain lion. They roam the mountains and try to drive out any who manage to sneak past the troll. Those animals must also be dealt with. They are not very intelligent, but very powerful in their own right.

Brother Buck also says that those who managed to sneak up there and back say the troll meets at sunset each day with a demon or wizard just past the mouth of the pass. He has no way to tell if the reports are true, but he does know that the PCs need to get past the troll and up into the mountains to dispose of the lion and cow.

Development: Encourage the PCs to visit all the other areas of the town and to finish the other quests before going to the troll.

Treasure: Once the PCs finish this task they may return here to receive their 1,000 gold pieces.

8D. THE SPICE AND POTIONS SHOP (XP 200)

The hand-carved, wooden sign outside this small shop is slightly charred as though it has been burned. The dome-shaped building has a round door that is only about four feet tall, with a small glass peephole in the top middle. Round glass windows adorn the dome's walls. The top of the dome has several small chimney pipes poking upwards. Strange, colored smoke billows from each of them. Some of the pipes dispense puffy, purple and pink smoke while another pipe has blue and green thin, swirly, wispy smoke. A small bear statue next to the door holds a sign that reads "Welcome. Please Enter."

Inside the shop, the curved walls are lined with thin shelves that rise to just beneath the glass windows, which bring in very little light. Small oil lamps set very dimly are scattered around the shop. The shelves hold hundreds of vials, bottles, bags, jars, bowls, and other small containers, many of which are labeled with names of spices. The scents of cloves, pepper, fenugreek, oregano, cinnamon, and nutmeg fill the air. Many bowls and jars contain other strange, unidentified objects. At the back of the shop sits a locked glass cabinet with glowing vials and flasks of all colors.

A gnome, obviously the town alchemist, stands mixing liquids at a round table in the middle of the room. She has bright, lime green hair and wears a fuchsia robe and enormously thick spectacles. She looks up through a glass beaker over an open flame.

"Oh, new travelers, huh? I hope you aren't like the last customers whose sticky fingers managed to lift some of my shop contents without paying. Now that you've been warned, how may I help you?"

The shopkeep named **SMOKE** (female gnome alchemist 4) is a bit odd, but can sell all manner of potions to customers able to afford them. She informs the PCs who succeed on a DC 10 **Diplomacy** check or roleplay that there has



recently been an increase in the number of villagers coming in with skin issues. Smoke suspects some kind of underground fungus or mold is to blame. She suggests checking out the nearby caves, as they are the most likely place for locals to be going underground.

Smoke expands on her comment about someone stealing from her, as well. She thinks it is ironic that the recently stolen items from

her shop were all items that she cannot get now because strange happenings prevent her from collecting the items she needs. She is willing to pay the PCs to help her find the items:

- The bark and sap from a willow tree: 175 gold pieces for five pounds of each. (See the **THE WILLOW—THE MONKEY CHASED THE WEASEL** encounter on page 19.)
- Up to 25 mushrooms: 5 gold pieces each. (See the **TOADSTOOL RING** encounter on page 8.)

Development: If they have spoken to Brother Buck and tell Smoke of their mission to get rid of the troll, she gives each PC a *potion of invisibility* to sneak past the troll, noting, of course, that this is at the church's expense. Award the PCs with 100 XP for bringing Smoke mushrooms and another 100 XP for bringing her sap and bark.

8E. BREE'S BREAD AND BAKERY (XP 50 PER PC)

The PCs can smell the bakery before they even get close, and the smell pulls them closer. If the PCs get within 10 feet of the building, they cannot help but enter unless they overcome a DC 22 on a **Will** save. The baker, **BREE** (female human expert 5), is bubbly, happy, and more than willing to share a bite of her baked goods.

The smell of baking bread mixed with the sweetness of cinnamon, sugar, and chocolate fills your senses as you approach this quaint and welcoming shop. As the doors open, your thoughts are filled with caramelizing sugars, rising yeast rolls, and warm bread. The air in here is warm and slightly humid.

A tall, plump woman with a welcoming smile and a pretty face is wearing a white apron busily and tending to multiple ovens. "Come in, come in! I am just taking out the honey Verdant rolls. You can have the first taste!"

Bree offers the PCs samples of donuts, bear claws, cinnamon buns, coffee cake, cupcakes, raisin nut bread, and chocolate cakes. If the PCs take a bite of anything, they must succeed a **Will** save DC 18 to avoid purchasing a whole dozen of that item for one silver piece.

After they have spent a few moments sampling, eating, and paying for food, the PCs can ask Bree questions about the town. If they succeed on their **Diplomacy** check, Bree tells the PCs that she hasn't been able to make any good maple syrup, because a dangerous boar is scaring people out of the maple grove. She asks the PCs if they will collect the sap for her, and perhaps deal with the boar permanently, so she can make maple syrup, since the boar has been keeping everyone from the area.

Development: If the PCs cannot pay for the goods they eat, they must agree to bring her the sap for free. Otherwise, she notifies Jelly Jail Jake who takes them to jail for failure to pay.

If they do not owe Bree anything for the baked goods, she pays them five gold pieces for each one-pound bucket of sap they deliver. When the PCs return with the maple syrup, they must succeed on a DC 18 **Will** save to avoid tasting any new items fresh out of the oven. Reward the PCs 50 XP each when they complete this quest.

8F. ICEBERG INN AND PUB (XP 200)

Bakewell Tart's only public house also serves as its single inn. Chances are, this is where the PCs will stay for at least one night.

The inn is a large building with white stucco walls, dark wooden beams, and a heavy thatched roof. A fancy carved sign hangs near the front door, identifying the place as the Iceberg Inn and Pub. Chopped logs for the cooking fires and the hearth in the common room are stacked along the side of the building.

Inside, several small, round tables are scattered about the room. A few of the townspeople are seated here, enjoying a meal or a drink and listening to a local musician play a harp sitting along the east wall. There is a small stage against the southern wall and a large chest next to it contains supplies for skits, plays, and comedy performances, which the inn hosts on a nightly basis.

A wooden stairway on the south wall just next to the front doorway heads up to the rooms that open onto a balcony that goes completely around the pub. Two rooms are on each wall and have two twin beds with straw mattresses with a small nightstand between them. An oil lamp adorns the nightstand and there is a chamber pot under each bed.

The bar on the western wall is made of heavy mahogany. A stout dwarf tends bar. He introduces himself as **KAIL** (male dwarf expert 2) and suggests the PCs try the spiced apple cider or the delicious hot chocolate.

A small swinging double door next to the bar leads back to the small kitchen. A quick glimpse inside as the door opens and closes reveals a grill, an oven, an icebox, and large butcher block in use as a work table. The inn usually offers a set menu for 1 to 5 silver pieces. Higher prices pay for better cuts of meat, larger portions or more expensive beverages. Every meal option includes a bowl of "Threllish Onion soup."

As they observe the activities in the pub, a frantic cook rushes in and out of the kitchen, occasionally digging through boxes of dry food, picking over trays of vegetables, and searching through the pantry.

If the PCs talk to the townspeople, they inform the PCs that **LAYNA** the cook (female human expert 3), makes the best Threllish Onion soup and usually serves it daily, but none of them have had any of the soup, lately.

A few of them have been waiting for a while. If they interrogate Kail, he offers them rooms and drinks but does not show them menus and is hesitant to offer food. He seems nervous when pressed about dining options. PCs succeeding a **Sense Motive** DC 14 check can determine that the inn does not have any of the popular soup.

When the PCs discover the problem, or when they seem to have fully explored the inn, they suddenly hear a loud crash in the kitchen. If the PCs check it out, they see the sobbing cook sitting on the floor. An overturned pot of broth is emptying the last of its contents onto the floor next to her. If the PCs question Layna, (**Diplomacy** DC 10 check or roleplay), she reveals that all her onions are gone.

My onions are missing! All of them! I had three dozen but now they are gone! I am positive a traveler took them yesterday on his way out of town. He had been snooping around the kitchen earlier, and I saw him packing similar looking crates in his horse carriage. I didn't say anything because I felt foolish accusing him. Now I wish I had, because I cannot possibly make Threllish Onion soup without them.

If the PCs have already met with the pseudodragon and obtained some onions and they offer them to her, Layna hugs them and is ecstatic. She offers the PCs all a free room, dinner, and drink for the night. She also offers them five gold pieces in credit at the hardware store.

If the PCs have not visited the garden, Layna asks the PCs to collect some onions from the pseudodragon's garden. If the PCs accept the quest, she gives them one cooked fish to offer to the pseudodragon. Reward PCs 200 XP for delivering the onions and appeasing Layna.

In her conversation with the PCs, Layna warns them that the Chocolate Fountain Eatery has horrible food and drink. She doesn't know how

that place can stay open and advises the PCs to save their time and money and avoid the place!

8G. HONEY HARDWARE AND EQUIPMENT STORE

The Honey Hardware and Equipment Store is one of the few places in town that isn't experiencing serious problems. Owned by **ALVIN** (male halfling expert 3), it's a good source of supplies, as well as a place to get a few things that can help the PCs in other parts of the town.

A musty smell lingers in the air of this simple shop. Rows of cluttered shelves fill the room. The store looks like a disorganized mess. A short, hairy halfling is bouncing about, on and off a stool, as he frantically puts items on the shelves. He calls out but does not stop moving.

"Hello! I'm Alvin. If you need anything let me know."

A buzzing sound is coming from the back of the shop.

If the PCs investigate the buzzing noise, they find a working hive on the outside of the shop wall, visible through a crude piece of glass. The attached glass hangs by hinges so the shopkeeper can open it to remove the honeycombs. Rough-barked planks make up the other walls of the hive and offer access spots to the outside. Worker bees crawl industrially over the combs, while others fly in and out of the openings. Succeeding on a DC 20 **Perception** check, the PCs can spot the queen bee surrounded by many of her bee servants. Next to the hive, the PCs find several large jars of honey for sale. One pound of honey sells for one gold piece.

The PCs may purchase all types of basic goods from the shop (such as shovels for two gold pieces or a hook for one copper piece). All items sold are at the prices set in the *Pathfinder Roleplaying Game Core Rulebook*.

A sign on the counter notifies guests that the shopkeeper buys quills for one silver piece each. If the PCs have a bundle of willow branches, the shopkeeper will purchase the branches for one gold piece to make brooms.

If the PCs question Alvin about the town's missing cats, he tells them: "I don't know much about any missing cats. I have heard a few of the townspeople complain about it though." If the PCs succeed on a DC 15 **Diplomacy** check, they can prompt Alvin to remember an important detail. "Come to think of it, a few weeks ago, a deep gnome came in one evening. He was in here looking for rat poison, but he said my small supply wasn't enough. He asked me what attracted cats and I told him they love catnip. He bought all the catnip I had. I was glad to sell it all before it went bad. I haven't seen him around since then."

8H. TANGERINE TAILOR AND COBBLER (XP 200)

Though the local tailor is called upon to make clothing for many folk in town, **JAVA** (female human wizard 3/expert 2) prefers crafting and selling boots, shoes, and other footwear, especially magical ones, if the magic is within her power.

This shop has wide panels in the front wall that can be pulled aside to give the place an airy feel and display the shop's wares. Curtains of all colors hang in the openings, framing racks of gorgeous outfits and dresses. Stands shaped like tiny staircases that display shoes in a variety of styles populate the shop, as well. A few tall racks support suits of fancy chainmail, leather, and plate mail armor.

PCs casting *detect magic* or succeeding on a DC 12 **Knowledge (arcane)** skill check discover that there are several pairs of magical shoes on sale, here. The shop has 2 pairs each of boots

of elvenkind, boots of levitation, boots of striding and springing, and boots of the winterlands, and a single pair of slippers of spider climbing. (The descriptions and costs of these items can be found in the *Pathfinder Roleplaying Game Core Rulebook*.) Each suit of armor has a +1 enhancement and is decorated in fancy designs. Java also has one *mithril shirt* to sell.

As the PCs are examining the shop's goods, the owner, Java, comes storming out of the back, muttering angrily and loudly to herself before she realizes the PCs are there.

A middle-aged woman comes bustling out of a back room. She roughly closes the door and carries a few bolts of cloth to a worktable. She is speaking just loud enough for you to hear her.

"That faun should have been here hours ago! That is what I get for trusting my business to a fey creature. If he is not here soon I will lose this huge order. Ugh, I should have known that he'd do everything in his own sweet time!"

As she finishes her sentence, she looks up suddenly to see that she has customers. She is visibly startled, but recovers quickly.

"Oh, forgive me. I didn't realize you were here. I am Java, the cobbler...and tailor. Can I help you?"

The PCs can talk to Java and learn that she arranged a deal with a faun from the Feyweald to bring her different ingredients for her magical boots. She has an order for a special pair of magical boots that must be dyed red by tomorrow or she will not be able to ship them to her buyer in time. The faun was to have delivered the berries yesterday so that Java could finish the job. Sadly, he never showed.

Development: Java asks the PCs to intervene and either find the faun or gather the berries. She believes the berries she needs grow near the crossroads, north of the city, as well as along the mountain pass. Since she is in dire need, she

gives the PCs 4 empty bags and offers the PCs 15 gold pieces for each full bag they bring her.

8I. CHOCOLATE FOUNTAIN EATERY

Of all the places in Bakewell Tart, the Chocolate Fountain is by far the worst for wear. The building is poorly maintained and seems as though it might fall apart before long. As the PCs investigate, they may learn more about the true source of the town's troubles.

Even from a distance, the Chocolate Fountain Eatery appears run down. The thatched roof has been hastily patched with mud and sticks barely sufficient to prevent leaks. The tables inside and out are all mismatched and rickety and the floors don't look like they've been swept in weeks.

You see very few patrons, and fewer are drinking the establishment's signature beverage, hot chocolate. From the few who have ordered it, you can see that their drinks are plain and boring—no cherry, no sprinkles, not even tiny dollop of whipped cream. A cracked menu board on the wall offers more choices than the ones at the Iceberg Inn, but the choices are not very appetizing: broccoli and split pea soup, okra quiche, catfish stew, liver and onions, ground steak and spinach, and fruitcake flan.

In contrast to the restaurant's appearance, an extremely well-dress elven woman stands behind the counter. Her dress is made of purple velvet, and gold rings adorn most of her fingers. She has long brown hair with a braid on either side of her head, each tucked behind one ear. Her eyes are a brilliant green. They seem to bore right into you when she glares in your direction.

PCs succeeding on a DC 21 **Sense Motive** check can determine that **DIRA** is not interested in running a restaurant. In fact, she tries to run customers out of her pub by offering unappetizing meals and watered down drinks. She seems annoyed by the PCs' presence and says

HIDDEN FOE

Dira should not be too aggressive, as you do not want the PCs to attack her yet. She mostly wants to anger them a bit so they will leave. Worst case is she kicks them out of her shop. The Eatery serves as a cover for her to stay in town while she works her mischief in the mountains and surrounding area. If for some reason they attack now, she uses her *invisibility* to disappear out the back. Once the PCs have visited the troll, they can come back here to confront her.

she doesn't know anything about the problems other townsfolk are having. She insists that she is very busy and cannot be bothered with their petty difficulties.

In truth, "Dira" is really Yaldira, a cruel forlarren woman who once tried to enslave all of the Feyweald in service to a terrible witch queen from another realm. Thwarted in those plans, Yaldira intends to sabotage King Ambrose I's efforts to forge peace with Queen Pryozha and her subjects. During the conversation, have the PCs attempt another **Sense Motive** check against either Yaldira's **Bluff** skill roll or a fixed DC 22. Any PCs who fought against Yaldira in the Feyweald (in a previous adventure) gain a +2 bonus to their **Sense Motive** rolls.

PCs who succeed on the **Sense Motive** roll can recognize her. However, remind the players how skilled she is at escaping capture. Encourage them to spend time building up more knowledge of what is happening in town before they face her directly.

If the PCs make inquiries about the mountain pass, she attempts to throw them off by claiming it is probably just some bandits or similarly mundane mischief. If the PCs persist, she eventually gets angry about it and tells the PCs to leave the pass well enough alone if they know what is good for them. She then demands that

they either purchase something or leave, as she does not allow solicitors in her establishment and does not want to have to contact Jelly Jail Jake.

8J. CHEESEWHEEL SCHOOL HOUSE (XP 200)

The local school provides education to a few children from the town and surrounding area. If the PCs visit during the day, dwarf, human, and halfling children are outside playing at recess. If the PCs arrive in the evening, all the doors and shutters are locked.

The road on the west side of town dead ends at a red brick schoolhouse. A small bell tower sits in the middle of the roof, white wooden shutters concealing the school bell. Inside the schoolhouse are rows of wooden desks built onto the chair. Each desk has an opening on the left with the desktop wrapping around on the right side of the chair. A giant blackboard lines the back wall of the schoolhouse. The teacher's desk is to the right of the board.

A short human woman dressed in plain clothes sits at the desk, writing something in a large book.

If the PCs question the teacher, she tells them that her name is **SUZANNE** (female human expert 5) and then informs them that she does not know anything about the cats or any other troubles. She is very busy planning lessons for the school children. However, she suggests the PCs speak to the groundskeeper who is around back tending to the garden and might have seen something.

If the PCs speak to the school children, they only have a few minutes before the bell rings. Each PC may ask one question. Roll percentile dice, then consult the table below to determine what the PCs hear.

RUMOR TABLE

D100 ROLL	RUMOR
01–10	I had a cat named Felix, but I can't find him. I love my cat; I miss him terribly. I have looked everywhere for him. I found a bunch of cat hairs here behind the schoolhouse, along with a small torn bag of catnip! I told the groundskeeper to keep an eye out for him. I hope he returns soon!
11–20	Do not go to the lake because there are goblins there! At first, they just want to skip rocks but if you do not let them win, they try to attack you. Those goblins keep us from swimming and fishing there, too, and I hate that. That spot has the best fish!
21–30	I heard there is a pig rooting up the southern trail by the maples. My folks won't let me go collect pebbles or leaves there anymore.
31–40	The last time I went to gather mushrooms along the southern part of the lake, I heard wailing and crying down there. It was scary, so I ran away.
41–50	Something strange lives around the old willow tree. When we went down there to swing on the branches, it tried attacking us. We didn't stick around to see what it was!
51–60	A bald, gray-skinned gnome came into town a while ago and said he had found rubies in a nearby cave. No one believed him and he hasn't brought any here to sell. I heard him say he can't get the rubies because of a bunch of little monsters living in the caves.
61–70	My father said he couldn't get a good bowl of onion soup at the pub, last night. The cook should talk to the little dragon at the garden on the edge of town. He has onions. I went there once with my folks to get leeks.
71–80	There's a funny man with horns on the north road. We went up there to pick berries, but he wouldn't let us. He just wanted to sing and dance.
81–90	Look what my brother made for me! A brand new quill pen! He said he found the feather over by the lake.
91–100	Do not go through the mountain pass! My mom says a mighty troll and his goons are blocking it. She says there is no way to defeat the troll and that he eats children! I heard Smoke the alchemist say that she could get by him easily with a single eyelash in acacia gum. I don't know what she was talking about.

If the PCs go to the back of the school, they find **ROQUEFORT** the groundskeeper tending a large garden.

You find a large plot of land with rows of flowers alternating with fruit and vegetable plants. The garden is meticulously clear of weeds. All the plants are well pruned, with vines growing beautifully along trellises and other plants resting comfortably in carefully made beds.

Bright red strawberries catch the eye as do the cherry tomatoes and purple eggplant. Several green vegetables grow in various stages. Small fruit and nut trees grow along the outer edge of the garden. Butterflies and bees hover around the plants, gathering nectar and spreading pollen.

A tall human man dressed in overalls and a cotton shirt with a large hat is busily turning melons on the ground to keep one side from yellowing. His hands and face are dirty and worn from years and hard work, but there is pleasant gleam in his eyes.

Roquefort (male human expert 4) is happy to talk to the PCs, but he speaks only in riddles, something the teacher neglects to warn the PCs about. When the PCs ask about the missing cats he offers the following riddles. The PCs may also succeed on various skill checks to decipher each riddle **Knowledge (local)** (DC 17), **Knowledge (history)** (DC 15), **Knowledge (geography)** (DC 13), or **Linguist** (DC 13).

Stealthy as a shadow in the dead of night.

Cunning and affectionate, even though I bite.

Curiosity is my mortal enemy,

But I am too swift for death to catch me.

What am I?

—A CAT

I have a mouth but have no tongue

I'm full of air though I have no lungs

I'm significant although I'm hollow

I have a neck yet cannot swallow
What am I?

—A CAVE

Small wise beings are better than small fools
Especially when they are so good with tools
The fey be gone, yet the powers stay
Beware of their tricks and outrageous play
Who am I?

—A GNOME

Deep, dark, underground,
This is where I'll be found.
Yet when I see the light of day,
I reflect the sun every which way.
Cut me quick and I improve,
A gift of nobility to behoove.
What am I?

—A GEM

Development: If the PCs gather enough information to guess that a gnome stole the cats and took them to a cave to gather gems the groundskeeper nods his head frantically. He points in the direction of the cave and smiles widely. Award the PCs 200 XP.

8K. CHESTNUT CARPENTERS (XP 200)

The local carpenter, **CAINE STRONGARC**, works out of a large, open-ended building between the schoolhouse and the covered market area. He, too, needs some help from the PCs.

In the front of this large workshop are a few stained and finished pieces for sale. These masterful pieces of work have unique touches to the carved designs. Upon closer inspection, you realize that they are inlaid pieces of a different kind of wood.

Sawdust hangs in the air and tickles your nose as soon as the door to the workshop opens. Cut strips of wood are stacked in piles on either side of the large room. Several half-finished pieces of furniture and other projects are scattered about on workbenches

and shelves. A dwarf in large, protective spectacles chops wood in the back of the shop. He sets down his axe when he sees you.

"What do you want?" he gruffly asks. He stomps over to the tool bench and drops his axe. "These pieces aren't ready for sale. Without willow roots I can't add my finishing touches. Unless you just want firewood, you'll have to come back when I can get more."

Questioning Caine reveals that he has stalled on finishing his woodworking. He uses roots of the willow tree to add unique carved finishing touches; without them, he cannot consider a single project finished and refuses to sell them. One long section of root can finish several projects he has in the works.

Cain complains about an aggressive weasel that harasses anyone who gets too close to the tree. The weasel is too fast to be beaten, but makes it impossible to dig out even one root. Caine therefore, has given up.

Treasure: If the PCs chase the weasel away and bring one long root from the willow tree, he rewards them with 150 gold pieces. The PCs need a shovel and can get one at the hardware store. Award the PCs with 200 XP for helping the carpenter.

8L. APPLE MARKET

The town's market area is covered to keep out the sun and rain, usually making for a pleasant shopping experience.

A hay roof covers an open pavilion. Underneath, boxes filled with fruits and vegetables overflow. Along the back wall are stacks of cheese wheels. The rear of the market opens into a wide field that bumps against the road leading south, out of town. Cows and chickens roam freely in a nearby field. In one section of the field, corn and potatoes grow in rows. Other fruits and vegetables are in different stages

of growth. A halfling family tends to the plants and animals outside.

An older male halfling wearing a white apron is plucking the feathers from chickens and hanging them up for people to buy when he sees you. “Why hello, travelers? Did you come up from the south?”

The man introduces himself as **KALMAR**, the market’s proprietor and town butcher (male halfling expert 4). Further conversation with him reveals he has heard of a large boar causing trouble to the south. Aside from helping rid the town of a nuisance, Kalmar wants the meat to sell. If the PCs have already slain the boar, they may return to retrieve the carcass. Kalmar will pay 50 gold pieces for the meat.

PART VI: FORK FOR THE CHOCOLATE FOUNTAIN

9. THE FAUN AT THE FORK (CR 3 OR CR 6; XP 2,400)

The pathway that heads north from the town comes to a fork in the road. Beyond the road to the north, tall grass grows all in a wide field with taller tufts of blue grass scattered around.

The path to the west rises slightly, heading upward and to the northwest. In the distance, mountaintops peak above the tree line.

A sign pointing west reads, “Chocolate Mountain”, but a piece of parchment with the words “Do Not Enter! TROLL!” scrawled in large letters has been nailed to it. This is clearly the starting path to the mountain trail.

Bushes line both sides of the trail to the east. On the other side of the fork in the road are open grasslands.

A second sign pointing east indicates that the path leads to the Feyweald peninsula and the Verdant Court. Looking in that direction, you notice a young man with ram’s horns growing out of his forehead



and with legs resembling the lower half of a goat. The faun picks berries from the bushes while two sprites dance around him.

“Good day travelers. It is a beautiful day to be outside, enjoying the wonderful weather. Please join me for song, dance, and games. I just ask that you leave my berries alone.”

The faun’s name is **BILBREY**, and he is the same fey creature who has promised to deliver the berries to Java the tailor, in town. If the PCs have visited Java and inquire about the faun’s commitment to her, he responds with, “I’ll get to her, when I get to her. These berries are so delicious; they should not be wasted on dye for some foppish lord’s shoes. Besides while the

sun shines and the wind blows, we must be merry and play. Join me!”

If the PCs attempt to pick any berries, the faun and sprites attack, calling forth a sprite swarm. They may choose, however, to convince the faun of his commitment and avoid the physical combat. The PCs can do this via roleplay and success on a DC 20 **Diplomacy** check or by using the social combat rules presented below.

Whether the PCs overcome the faun with martial or social skill, award them the full XP as though they had defeated all of the creatures they could have faced.

SOCIAL COMBAT

Set up a 4x4 grid of cards from the **SOCIAL BATTLE DECK** to begin social combat, placing the card face down. (Use a 5x5 grid if you wish the encounter to be a bit more difficult.) Each player starts by rolling a d20 and adding their PC's Charisma modifier to determine their social influence. The players take turns in order of highest to lowest social influence. The first player turns over the bottom left or right corner card (their choice) and can attempt the challenge on that card.

The player choosing the card determines which one or two of the three skill checks they want to attempt. If they succeed on one of these checks, the player turns over a card adjacent to the first card (not diagonal). If they succeed on two of the three checks, they can reveal a diagonal card. The goal is to start at one corner of the grid and reach the opposite corner. In

other words, if starting at bottom right card, reveal cards until the top left is revealed or vice versa.

If the player fails on all three checks on a card, the player with the next highest social influence can attempt the challenges on that same card and continue. Once all of the players have made their attempts, the round of social combat ends. If they have not reached the opposite corner of the board, their argument fails to convince the faun to let them collect berries. If they succeed, the faun agrees that he should have kept his promise and all the fey creatures leave the area, allowing the PCs to pick berries, which they can take to Java.



FAUN

CR 1

XP 400 (*Pathfinder Roleplaying Game Bestiary 3*)

Hit Points 13

Initiative +3

Speed 30 ft.

Senses low-light vision; **Perception** +8

DEFENSE

Armor Class 16, touch 13, flat-footed 13

Fortitude Save +2, **Reflex Save** +6, **Will Save** +5

DR 2/cold iron

OFFENSE

Melee dagger +4 (1d4+2/19–20)

Range short bow +4 (1d6/x3)

Special Attacks panpipes

Spell-Like Abilities (CL 3rd; concentration +6)

At will—ghost sound (DC 13)

1/day—hideous laughter (DC 14), sleep (DC 14)

STATISTICS

STR +2, **DEX** +3, **CON** +1, **INT** +0, **WIS** +2, **CHA** +3

Feats Point-Blank Shot, Weapon Finesse
Skills Acrobatics +8, Bluff +9, Perception +8, Perform (wind) +9, Sense Motive +7, Stealth +9, Survival +4
Languages Common, Sylvan

ITEMS

Equipment dagger, short bow with 20 arrows, masterwork panpipes

Treasure 1 large emerald worth 400 gold pieces

SPECIAL ABILITIES

Panpipes Three times per day, a faun can use its masterwork pipes to augment its spell-like abilities. As a swift action, it can increase the DC of the next spell-like ability it uses on its turn by +2.

SPRITE (2)

CR 1/3

XP 135 each (*Pathfinder Roleplaying Game Bestiary* 3)

Hit Points 3

Initiative +3

Speed 15 ft., fly 60 ft. (perfect)

Senses *detect evil*, *detect good*, low-light vision;
Perception +6

DEFENSE

Armor Class 17, touch 17, flat-footed 14

Fortitude Save +0, **Reflex Save** +5, **Will Save** +2

DR 2/cold iron

OFFENSE

Melee shortsword +0 (1d2-4/19-20)

Ranged shortbow +7 (1d2-4)

Spell-Like Abilities (CL 5th; concentration +5)

Constant—*detect evil*, *detect good*

At will—*dancing lights*, *daze* (DC 10)

1/day—*color spray* (DC 11)

STATISTICS

STR -4, **DEX** +3, **CON** +0, **INT** -2, **WIS** +0, **CHA** +0

Feats Alertness

Skills Escape Artist +15, Fly +21, Perception +6, Sense Motive +2, Stealth +19

Languages Common, Sylvan

SQ luminous

ITEMS

Equipment arrows (20), shortbow, shortsword

SPECIAL ABILITIES

Luminous A sprite naturally sheds light equal to that of a torch. The sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing it entirely if it wishes.

SPRITE SWARM

CR 5

XP 1,600^{FR}

Hit Points 45

Imitative +7

Speed 15 ft., fly 60 ft. (perfect)

Senses *detect evil*, *detect good*, low-light vision;
Perception +14

DEFENSE

Armor Class 18, touch 18, flat-footed 14

Fortitude Save +4, **Reflex Save** +10, **Will Save** +7

Defensive Abilities swarm

DR 2/cold iron; **Immune** weapon damage

OFFENSE

Melee swarm (2d6 plus distraction)

Special Attacks angry glow, concentrated rush, distraction (DC 16)

Spell-Like Abilities (CL 5th; concentration +5)

Constant—*detect evil*, *detect good*

1/day—*mass daze* (DC 14)

STATISTICS

STR -4, **DEX** +3, **CON** +1, **INT** -3, **WIS** +0, **CHA** +0

Feats Alertness, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception)

Skills Fly +30, Intimidate +10, Perception +14, Sense Motive +9, Stealth +28

Languages Common, Sylvan

SQ mob mentality

SPECIAL ABILITIES

Angry Glow Once per minute, as a full-round action, the sprites that make up a sprite swarm may coordinate their luminous abilities to create a singular, searing glow. Creatures within 10 feet of a sprite swarm with line of sight must succeed at a DC 16 Fortitude save or be blinded for 1d4 rounds. A creature that succeeds at its save is dazzled for 1 round.

Concentrated Rush Once every 1d4 rounds, if more than one creature occupies a sprite swarm's space, the swarm may use its attack action to concentrate on one of these creatures to deal 4d6 points of damage in place of its normal swarm damage. Other creatures within the swarm's space do not take swarm damage that round.

Distraction When a sprite swarm deals damage to a living creature, that creature must succeed on a DC 16 Fortitude save or become nauseated for 1 round.

Flyby Attack The sprite swarm can begin a move action and make an attack or take any other standard action at any point during the move, then continue moving, instead of taking the action

before or after moving. The sprite swarm still cannot move more than its fly speed in the round that it makes a flyby attack.

Mob Mentality As long as a sprite swarm has at least 10 hit points, it retains its Intelligence score and can act accordingly. Even so, it cannot be targeted by mind-affecting spells or effects that target a single creature. If its hit points fall below 10, the swarm is considered mindless as the individual creatures within begin to panic.

Swarm A sprite swarm is made up of thousands of tiny fey creatures. Swarms are immune to critical hits and take only half damage from slashing and piercing weapons. Reducing a swarm to 0 hit points or less causes it to break up; a swarm can never be staggered or dying. Swarms are immune to spells that target one or more specific individuals, but take half again as much damage (+50%) from spells or effects that affect an area, like the *burning hands* spell. Swarms deal automatic damage to any creature whose space they occupy at the end of their move with no attack roll needed.

10. CHOCOLATE MOUNTAIN PASS ENTRANCE (CR 6; XP 2,400)

The high region through which this small pass runs is called Chocolate Mountain by the eccentric locals, due to the natural bronze deposits and copper salts in the area. Water run-off dissolves these materials, which stain exposed boulders and limestone a dark, chocolate brown. Iron and magnesium deposits in the stones create streaks of red and light gray, making some of the boulders look like ice cream sundaes.

The PCs travel along the road for an hour or two before they reach the area where the troll has taken up residence.

Just beyond a grouping of large boulders, you see a clearing, enclosed in walls of exposed limestone. Standing in the middle of the clearing is a gigantic, brutish-looking humanoid that cannot be mistaken for anything other than a troll. Snot rolls down the monster's face in big globs, and greasy, spaghetti-like hair hangs over his beady eyes. Sausage fingers with

nails full of dirt and grime clench a large club. He doesn't seem to have seen you as he stands listening to a cloaked figure.

It is impossible to hear what the cloaked figure is saying from the distance where the PCs first see the troll. The figure finishes talking to the troll and turns toward the PCs and they can see that she appears to be a woman with thick horns growing from her head and long pale ears. If the PCs have visited the Chocolate Fountain Eatery, the woman's green eyes seem very familiar.

This is, of course, Yaldira. The PCs recognize her right away, based on the training they all received from the Zekerian Order. As she moves toward the PCs and away from the troll, she resumes her illusory disguise and her appearance shifts from Yaldira into Dira, the noble elf from the Chocolate Fountain Eatery.

If the PCs succeed on a **Stealth** check against **Perception** checks by both Yaldira and the troll, they can avoid being seen. If they fail, Yaldira uses her *invisibility* and leaves the area, first heading west before doubling back and returning to the Eatery.

Creatures: Mountain trolls are extremely dangerous, but they are also very dimwitted. It takes the troll a full round to comprehend what is happening and react to the PCs' presence. He also will not move more than 30 feet outside of the canyon, because Yaldira has ordered him not to follow anyone back toward town. Yaldira knows that if the troll gets too close to the heart of Threll, the king would be forced to respond more quickly and send troops who can more easily deal with the brute. His orders do not prevent him from using his "pets" to deal with interlopers, though.

Impress on the players that only much stronger adventurers have a chance of defeating the troll in combat. If they are seen, the heroes



have one round to run from the troll before he orders his lion and aurochs to attack. Persuade the PCs to do a full run away from the canyon (a character in light, medium, or no armor can move up to four times her speed as a full-round action; a character in heavy armor can move up to three times her speed), either back toward town or farther into pass. This will put enough distance between the PCs and the troll, so they can deal with the lion and the aurochs.

Facing the two large animals at the same time is still a challenge, however. PCs who can stay hidden have a chance to deal with each animal, one at a time, instead.

If the PCs remain unseen, the troll waits for Yaldira to leave, then calls the two animals to him and sends them along the road to the west, telling them to “guard.” It’s clear that they are meant to attack anyone coming up the road. The

PCs are the only ones who can keep the animals from hurting someone. If they can sneak past the troll and move farther into the mountains, they can deal with the animals without alerting the troll. This is much easier to do if they get the *potions of invisibility* from Smoke.

If the PCs don’t have the potions, they can try to simply run past the troll. By succeeding on another **Stealth** check, they can surprise the troll and run right past him before he has a chance to react. If the troll notices them, he grabs for the first PC who runs by. The PC can avoid his grasp with either an **Escape Artist** or **Acrobatics** check (DC 24). Each of the other PCs can give this character a +2 bonus by shouting or doing something to distract the troll as they are running through the clearing.

On the other side of the clearing, the PCs can move into the mountains. They encounter the



mountain lion, first. If they do not succeed on a DC 22 **Perception** check, the mountain lion gets one surprise round to attack. It pounces toward the closest player, beginning a charge attack that will allow it to attack with its bite and claws during the first full round of combat.

The noise of the mountain lion attack provokes the mountain aurochs, who is farther down in the canyon. The mountain aurochs takes 6 rounds to reach the players. If they finish with the mountain lion first, they can hear the aurochs' pounding hoof beats and have time to prepare. If the players defeat both mountain creatures reward them with 2,000 XP.

Once the animals are dealt with, the PCs can return to Bakewell Tart and confront Yaldira. If they ran farther into the pass, they must sneak or run past the troll again to get back into town. Discourage the players from entering combat with the troll. The PCs need to force Yaldira to send the troll away.

LION, MOUNTAIN (CAT, GREAT)

CR 3

XP 800^{TOHC}

Hit Points 26

Initiative +4

Speed 50 ft.

Senses low-light vision, scent; **Perception** +10

DEFENSE

Armor Class 16, touch 14, flat-footed 12

Fortitude Save +6, Reflex Save +8, Will Save +2

OFFENSE

Melee bite +7 (1d6+3 plus grab), 2 claws +7 (1d4+3 plus grab)

Special Attacks pounce, rake (2 claws +7, 1d4+3)

STATISTICS

STR +3, DEX +4, CON +2, INT -4, WIS +, CHA -2

Feats Skill Focus (Perception), Spirited Runner, Weapon Finesse

Skills Acrobatics +12, Climb +7, Perception +10, Stealth +8 (+16 in heavy undergrowth or tall grass)

SPECIAL ABILITIES

Grab A target struck by the lion's claw or bite attack is grappled (or grabbed). The target can't move from its current square on its next turn, loses its DEX

mod to AC, and takes a -2 penalty on attack rolls. The lion cannot grab more than one creature at a time. When it grabs a creature, it can only make attacks against that creature.

Pounce When a mountain lion makes a charge attack, it can make a full attack with its bite and claws (including its rake attacks).

Rake If a mountain lion begins its turn with a grabbed foe in its clutches, it can make a single bite or claw attack, plus 2 extra claw attacks.

MOUNTAIN AUROCHS

CR 4

XP 1,200^{ROTRLAE}

Hit Points 34 (3d8+21)

Initiative +1

Speed 40 ft.

Senses low-light vision, scent; **Perception** +11

DEFENSE

Armor Class 18, touch 9, flat-footed 17

Fortitude Save +10, Reflex Save +4, Will Save +3

OFFENSE

Melee gore +10 (1d10+15)

Special Attacks stampede, trample (2d8+15, DC 21)

STATISTICS

STR +10, DEX +1, CON +7, INT -4, WIS +2, CHA -1

Feats Altitude Affinity, Endurance, Skill Focus (Perception)

Skills Perception +11

SPECIAL ABILITIES

Stampede A stampede occurs if three or more creatures with stampede succeed a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2. (Note that the troll's aurochs cannot use this ability by itself.)

Trample As a full-round action, a mountain aurochs can move through an opponent's square, dealing slam damage plus 1 1/2 times its STR (2d8+15) to the target. Targets of a trample can attempt to avoid the trampling creature and receive a DC 21 Reflex save to take half damage. A trampling creature can move through multiple targets' squares, but can only deal trampling damage to each target once per round, no matter how many times its movement takes it over the same creature.

TROLL, MOUNTAIN

CR 14

XP 38,400^{LotLK}

Hit Points 207; regeneration 10 (acid or fire)

Initiative +1

Speed 40 ft., burrow 10 ft., climb 40 ft.

Senses darkvision 60 ft., low-light vision, scent;

Perception +15

DEFENSE

Armor Class 29, touch 9, flat-footed 28

Fortitude Save +18, **Reflex Save** +7, **Will Save** +15

OFFENSE

Melee bite +24 (2d10+13), 2 claws +24 (2d6+13)

Ranged rock +13/+8/+3 (2d8+19)

Special Attacks rend (2 claws, 2d6+13), rock throwing (120 ft.)

Spell-Like Abilities (CL 14th; concentration +13)

At will—*stone shape*

3/day—*spike stones* (DC 13), *stone tell*

1/day—*earthquake* (DC 17), *flesh to stone* (DC 15),
summon monster VIII (earth elemental only)

STATISTICS

STR +13, **DEX** +1, **CON** +7, **INT** -2, **WIS** +3, **CHA** -1

Feats Awesome Blow, Deadly Aim, Improved Bull Rush, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Quick Draw, Vital Strike

Skills Climb +33, Perception +15

Languages Giant

SPECIAL ABILITIES

Regeneration Trolls are notoriously difficult to kill.

Mountain trolls heal 10 points of damage each round and cannot die as long as their regeneration still functions (though they still fall unconscious when their hit points drop below 0). If the troll takes damage from acid or fire, its regeneration ceases to function for the next round. During that round, the troll does not heal any damage and can die normally.

Stubborn A mountain troll gains a +4 racial bonus on all Will saving throws. In addition, if the troll fails a saving throw against a charm or compulsion effect, it can immediately attempt a second saving throw against the same effect on the next round to end the duration of the effect early.

11. CONFRONTATION WITH YALDIRA (CR 5; XP 1,600)

After the PCs have discovered Yaldira is conspiring with the troll, they must return to the eatery to confront her. When the PCs arrive at the Chocolate Fountain, they find that there

are no customers, but Yaldira is there, still wearing her “Dira” disguise.

She greets the PCs with her usual lack of enthusiasm. When they accuse her of being the villainous forlarren, she knows she has been discovered and drops her disguise. She sneers at the PCs.

“Let me guess, King Ambrose sent you. I’m tired of him ruining my plans! I may not have been able to stop you from making these miserable people happy again but without me, you will never get rid of that troll. But enough of this. You won’t be returning to the troll or poor, pathetic Ambrose.” Without further warning, she attacks.

Creatures: Yaldira is the only enemy in this fight, but she is far from helpless against the PCs. If they remained hidden from Yaldira during her meeting with the troll, the PCs manage to catch her off guard and the battle can begin as usual, with no surprise round. If Yaldira saw them on the trail, she is waiting for them to return, and gets a surprise round to take one action before the PCs can do anything.

If she is reduced to 6 hit points or fewer, Yaldira she takes one of her *potions of cure light wounds* and then attempts to surrender. She drops her weapon and says “Stop, just stop. I don’t want to die. I will take you to the troll and tell him to clear the pass. Just don’t hurt me anymore.” A DC 10 **Sense Motive** check reveals that these words from her are truthful.

Yaldira lets the PCs escort her to the mountain pass, where she speaks sternly to the creature in the language of giants, sending him away. The forlarren also admits to stealing from some of the shop owners, doing mischief, and bringing other creatures to the area to cause havoc. However, she does not know anything about the missing cats, except that she was glad the event caused so much trouble in town.

Once she releases the troll, if the PCs have not restrained her, Yaldira becomes invisible and moves out of the PCs' reach before using her power to *plane shift* into the Fey Realms and escape. Even if the PCs have restrained her, she attempts to escape at the first opportunity, waiting until the PCs' attention is elsewhere. Clever PCs might be able to hold her long enough to deliver her to the King's Guard in Solaerin, but the resourceful fey woman can still escape to become a thorn in the heroes' sides.

Reward the PCs 1,600 XP for defeating Yaldira, even if she escapes. If the PCs return to Brother Buck at the church to notify him that they have cleared the pass, they can claim the 1,000 gold pieces he offered and earn an additional reward of 1,500 XP.

YALDIRA

CR 5

XP 1,600

Unseelie forlarren fighter 1/wizard (evoker) 2
(*Pathfinder Roleplaying Game Bestiary 2, Advanced Bestiary*)

Hit Points 32

Speed 30 ft.

Initiative +9

Senses low-light vision; unseelie sight; **Perception** +13

DEFENSE

Armor Class 18, touch 15, flat-footed 13

Fortitude Save +3, **Reflex Save** +9, **Will Save** +8

DR 5/cold iron or silver; **Resist** cold 5

Weaknesses remorse (DC 15, nauseated for 1d6 rds)

OFFENSE

Melee (standard action) +1 longsword +8 (1d8+3/19-20)

Melee (standard action) 2 claws +4 (1d6+1 plus unseelie taint)

Special Attacks intense spells (+1 damage), unseelie taint

Spell-like Abilities (CL 4th; concentration +4)

At Will—*invisibility*

3/day—*dancing lights*, *ghost sound* (DC 10), *heat metal* (DC 12), *silent image* (DC 11)

1/day—*alter self*, *darkness*, *magic mouth* (DC 12), *plane shift* (self only, to and from fey realms only), *sleep* (DC 11)

Arcane School Spell-Like Abilities (CL 2nd;

concentration +3)

4/day—*force missile* (1d4+1)

Evoker Spells Prepared (CL 2nd; concentration +3)

1st—*burning hands* (DC 12), *magic missile* (x2),

obscuring mist

o (at will)—*acid splash*, *dancing lights*, *mage hand*, *ray of frost*

Opposition Schools Abjuration, Illusion

STATISTICS

STR +2, **DEX** +5, **CON** +0, **INT** +1, **WIS** +1, **CHA** +0

Feats Improved Initiative, Persuasive, Scribe Scroll, Skill Focus (Perception), Weapon Finesse, Weapon Focus (longsword)

Skills Acrobatics +14, Bluff +2, Diplomacy +2, Intimidate +12, Knowledge (arcana) +7, Knowledge (nature) +9, Knowledge (planes) +6, Linguistics +2, Perception +13, Sense Motive +6, Spellcraft +7, Stealth +18, Survival +5

Special Qualities arcane bond (+1 longsword), faerie walk, fey blood, unseelie pact

Languages Common, Elven, Giant, Sylvan

SPECIAL ABILITIES

Faerie Walk When in a natural environment, unseelie fey can use a full-round action to transport themselves into the Fey Realms for up to 7 rounds. While there, they behave as though under the effect of an *ethereal jaunt* spell. They can see and hear things on the Material Plane up to 60 feet away, but also can move through solid objects and move in any direction (even up or down at half speed). Returning to the Material Plane is a free action.

Fey Blood Unseelie creatures are treated as fey for the purposes of effects that target that type.

Remorse Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

Unseelie Taint The touch or natural attacks of unseelie creatures can pass on a curse that turns its victims toward evil. For the purpose of this adventure, this curse only affects other fey and animals. Animals affected by this curse count as fey for effects that target that type. The details on the curse itself are presented in *Advanced Bestiary*.

CONCLUDING THE ADVENTURE

Capturing Yaldira, or even just driving her out of town, ends the vile woman's schemes and allows things to get back to normal in Bakewell Tart. Allow the PCs any time they need to wrap up loose ends and resolve any of the quests they have started.

When the PCs have finished ensuring the happiness of the townsfolk, they can return to Solaerin and report to King Ambrose I that they have alleviated the townspeople's problems. He thanks them for their fine service to Threll. The PCs may also report on Yaldira's involvement, as well as her escape, if they could not bring her with them. If she did escape, the scribes of the Zekerian Order record all the information from the PCs about Yaldira and then send knights out to the pass and the eatery to look for any other clues she may have left as to her whereabouts. The king rewards the PCs with *potions of cure light wounds* (1 per PC), a *scroll of mage armor*, and an emerald worth 600 gold pieces.

The king insists on a celebration. His court and the nymph Queen Pyrozah's servants put on a grand feast in honor of the adventurers. The food and drink is heavenly. There is much dancing and singing. In all the merriment though, whispers of where they will find Yaldira next and what harm she may cause wind through the evening's revelry like a black vine.

Indeed, the people of Threll and Feyweald have every right to fear as Yaldira's thirst for revenge grows. There are powerful, dark forces awakening on the continent of Terrallien, and Yaldira has already shown that she is willing to swear allegiance to such evil in her search for power.

As the night dwindles, though, the King takes the adventurers aside and confides in them that dark rumors from the agents of the



crown continue in earnest. Other areas of the kingdom are experiencing unrest and the King fears the adventurers' work is not over, yet. Only courageous heroes can shed the light of goodness to fend off the looming darkness that threatens the kingdom so that the people of Threll can enjoy harmony and goodwill.

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APPENDIX 1: PLAYER HANDOUTS

LAYNA AT THE PUB.
 SOMEONE'S STEALING HER
 ONIONS.

CAIN THE CARPENTER.
 CAN'T GET WILLOW ROOT.

JAVA THE COBBLER.
 MISSING A SHIPMENT OF BERRIES.

SMOKE AT THE POTIONS
SHOP.

NEEDS SOMETHING FROM THE
OLD WILLOW TREE.

BREE THE BAKER.
CAN'T MAKE MAPLE SYRUP.

SCHOOL CHILDREN CLAIM THERE
ARE GOBLINS AT THE LAKE
BOTHERING PEOPLE.

BROTHER BUCK AT CHURCH.
PARISHONERS CAN'T GET
THROUGH THE PASS TO ATTEND
SERVICES.

Stealthy as a shadow
in the dead of night.
Cunning and
affectionate, even
though I bite.
Curiosity is my mortal
enemy,
But I am too swift
for death to catch
me.
What am I?

I have a mouth but have
no tongue
I'm full of air though I
have no lungs
I'm significant although
I'm hollow
I have a neck yet cannot
swallow
What am I?

Small wise beings are better than small
fools
Especially when they are so good with
tools
The fey be gone, yet the powers stay
Beware of their tricks and outrageous
play
Who am I?

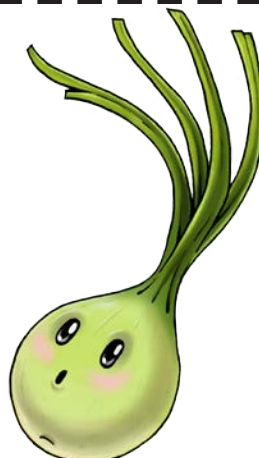
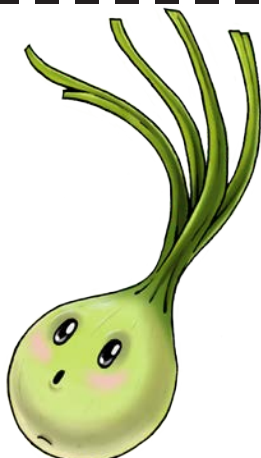
Deep, dark, underground,
This is where I'll be found.
Yet when I see the light of
day,
I reflect the sun every which
way.
Cut me quick and I improve,
A gift of nobility to behoove.
What am I?

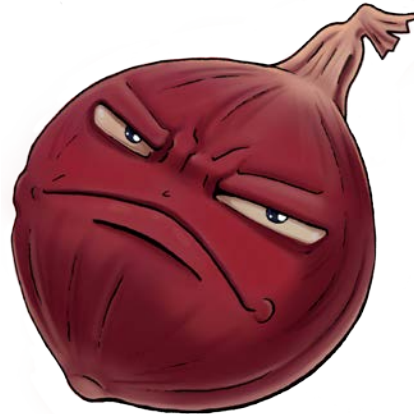
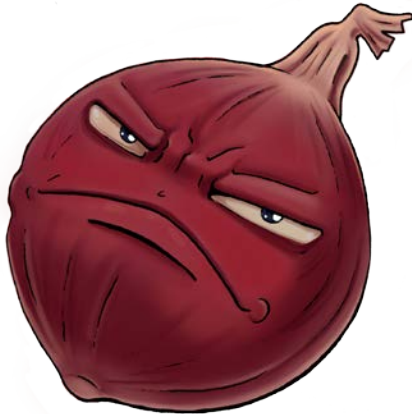






APPENDIX 2: MEMORY GAME





APPENDIX 3: PURSUIT DECK

WILLOW BRANCHES	DIVOT IN THE MEADOW	MOSSY BARK
<p><i>"Look! I'm a Monkey"</i> ACROBATICS DC 16</p>	<p><i>"Jumping monkey."</i> ACROBATICS DC 15</p>	<p><i>"This must be the North side of the tree."</i> KNOWLEDGE [NATURE] DC 10</p>
<p><i>"I don't think swinging on these is safe."</i> CLIMB DC 13</p>	<p><i>"Look! I see a hole!"</i> SURVIVAL DC 10</p>	<p><i>"I can parkour on this green stuff!"</i> ACROBATICS DC 18</p>
<p><i>"Accio Branch!"</i> CAST Mage HAND.</p>	<p><i>"Avoid a face plant."</i> REFLEX Save DC 11</p>	<p><i>"Automatic success."</i> CAST GUIDANCE.</p>
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TALL GRASSES	BEEES AND BUTTERFLIES	ALONG THE WATER
<p><i>"Step sensibly."</i> ACROBATICS DC 15</p>	<p><i>"Just ignore them."</i> FORTITUDE Save DC 12</p>	<p><i>"Wobble wobble, don't fall in!"</i> ACROBATICS DC 10</p>
<p><i>"Woah, that tickles!"</i> ESCAPE ARTIST DC 11</p>	<p><i>"We don't want your honey!"</i> HANDLE ANIMAL DC 15</p>	<p><i>"I can swim!"</i> SWIM DC 16</p>
<p><i>"Part the grasses."</i> CAST PRESTIDIGITATION.</p>	<p><i>"No stings for me!"</i> CAST TOUCH OF FATIGUE.</p>	<p><i>"Push through it."</i> FORTITUDE Save DC 12</p>
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PUDDLES AND SLIPPERY ROCKS

"Hurdle across."
ACROBATICS DC 14

"Jack be nimble!"
REFLEX SAVE DC 16

"Walk on water."
CAST PRESTIDIGITATION

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OBSTRUCTED PATHWAY

"Vault over."
ACROBATICS DC 10

"Squeeze through and under."
ESCAPE ARTIST DC 12

"Just avoid it."
SURVIVAL DC 14

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MANY ROOTS

"Careful footing."
ACROBATICS DC 12

"Here's the path!"
PERCEPTION DC 15

"I command thee!"
CAST COMMAND.

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SWAMP AREA

"Oh, look! Dry land!"
PERCEPTION DC 13

"Hold your breath."
WILL SAVE 10

"Water into ice!"
CAST RAY OF FROST.

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SNAKE IN THE TREE

"I'm not scared!"
BULL RUSH CMD 15

"Snake wrestler."
STRENGTH DC 12

"Can't see me!"
STEALTH DC 14

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MONKEY UP A TREE

"I'm a spider monkey!"
ACROBATICS DC 16

"I'm a gibbon!"
CLIMB DC 13

"I'm a tamarin!"
SURVIVAL DC 11

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APPENDIX 4: SOCIAL BATTLE DECK

STATE YOUR CASE

Opening Remarks LINGUISTICS DC 20
The Argument DIPLOMACY DC 14
Cross Examination INTIMIDATE DC 17

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PARLAY

The Accords DIPLOMACY DC 16
Card Up My Sleeve SLEIGHT OF HAND DC 19
Silver Tongue LINGUISTICS DC 13

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DUEL OF WITS

Book Smarts INTELLIGENCE DC 13
Street Smarts WISDOM DC 13
Learned KNOWLEDGE (ANY) DC 17

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FABLES

The Moral Of The Story KNOWLEDGE (HISTORY) DC 14
Look Closely, You'll Learn PERCEPTION DC 20
It Is All In The Storytelling PERFORM DC 17

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FAWNING

Flattery Will Get You Everywhere CHARISMA DC 11
Imitation Is The Highest Form Of Flattery DISGUISE DC 14
Anything You Can Do, I Can Do Better PERFORM DC 17

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VOLLEY

I'm Rubber ACROBATICS DC 17
You're Glue CMB 16
Whatever I Say LINGUISTICS DC 19

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SAY IT, DON'T SPRAY IT

Listen Up BLUFF DC 13
Stop Yelling INTIMIDATE DC 15
Ugh, Spit CAST DRENCH

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FANCY INSULT

I Bite My Thumb At You INTIMIDATE DC 16
Avoidance STEALTH DC 18
Pray You Stand Farther From Me CAST PRESTIDIGITATION

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ACQUAINTANCE

Friends Forever
DIPLOMACY DC 14

Social Butterfly
CHARISMA DC 11

Sunshine On A Rainy Day
CAST FLARE

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OSTENTATIOUS

Pretentious
KNOWLEDGE (ANY) DC 13

Show Off
PERFORM DC 15

Grandiose
BLUFF DC 17

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NOTHING BEATS HONESTY

To Blave
BLUFF DC 17

No Legacy Is So Rich As Honesty
APPRAISE DC 19

Truth Is Stranger Than Fiction
PERFORM DC 15

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KNOW IT ALL

Actually...
KNOWLEDGE (ANY) DC 16

I Do This For A Living
PROFESSION DC 13

Don't Question Me, Boy
INTIMIDATE DC 19

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MAGIC 8 BALL

As I See It, Yes
KNOWLEDGE (PLANES) DC 13

Ask Again Later
BLUFF DC 17

Outlook Not So Clear
PERCEPTION DC 20

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I AM MEATY, HEAR ME ROAR

Terrorize
INTIMIDATE DC 19

Bully
STRENGTH DC 13

Endure
FORTITUDE SAVE

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LET US MAKE A DEAL

Barter and Trade
APPRAISE DC 15

Trick or Treat
BLUFF DC 18

You Know You Want To
CAST ENHANCED DIPLOMACY

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WHAT DO YOU HAVE TO LOSE?

Depends On The Cost
APPRAISE DC 12

You Make A Good Point
DIPLOMACY DC 16

Bribery For The Win
INTIMIDATE DC 21

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WELL LIKED

Well Educated
KNOWLEDGE (LOCAL) DC 14

Well Spoken
DIPLOMACY DC 16

Well Groomed
CHARISMA DC 11

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KEEPING YOUR WORD

Manners, My Dear
CHARISMA DC 13

Loyal as a Dog
DIPLOMACY DC 17

No One Will Know
BLUFF DC 21

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TWO FACED BACKSTABBER

A Secret Is Best Kept Alone
DIPLOMACY DC 12

You Can Tell Me Anything
SENSE MOTIVE DC 14

I've Never Said Anything,
Promise
BLUFF DC 20

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REBUTTAL

Smooth Talker
LINGUIST DC 16

Use Your Head
STRENGTH DC 11

Whisper In My Ear
CAST MESSAGE

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TRUSTWORTHY

I Can Sell Ice To Ice Elementals
BLUFF DC 21

I Have The Face Of An Angel
CHARISMA DC 13

Trust Me, I Can Save You
HEAL DC 17

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EMBELLISH

Big Fish and Tall Tale
PERFORM DC 16

A Best Seller
DIPLOMACY DC 19

Scary Stories
CAST GHOST SOUNDS

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NOW YOU SEE ME, NOW YOU DON'T!

Magic Trick
SLEIGHT OF HAND DC 16

Do You See Me Now?
STEALTH DC 20

Why Yes, I've Always Had This
Mustache
DISGUISE DC 19

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CLOSING ARGUMENT

Safer To Take, Than To Beg
SLEIGHT OF HAND DC 18

But I'll Do Anything
SURVIVAL DC 15

Ah, Too Slow
CAST DAZE

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APPENDIX 5: QUEST CARDS

AGREE TO TERMS

Are You Sure?

SENSE MOTIVE DC 17

This Is The Better Deal

INTELLIGENCE DC 12

This Is The Contract?

CAST READ MAGIC

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DEFEAT THE BOAR IN COMBAT

DELIVER ITEM(S) TO

Apple Market

LIMITATIONS

200 lb boar

LOCATION

Maple Trees

REWARDS

50 gp; 600 XP

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COLLECT QUILLS

DELIVER ITEM(S) TO

Hardware Store

LIMITATIONS

Max 20 per goose

LOCATION

Lake

REWARDS

1 sp per quill; 600 XP

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SKIPPING ROCKS OR DEFEAT GOBLINS

DELIVER ITEM(S) TO

pebbles (3 each)

LIMITATIONS

Must return in 2 minutes

LOCATION

Lake

REWARDS

Fish; 600 XP (plus possible 50 XP per PC)

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FISH (OPTIONAL)

DELIVER ITEM(S) TO

pseudodragon

LIMITATIONS

4 fish at a time

LOCATION

Lake

REWARDS

Fish; 50 XP per fish

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COLLECT RED MAPLE LEAVES

DELIVER ITEM(S) TO

Brownie

LIMITATIONS

none

LOCATION

Fairy Ring

REWARDS

toadstool vest, mushrooms; 400 XP

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GET ONIONS BACK

DELIVER ITEM(S) TO

Pseudodragon Garden

LIMITATIONS

none

LOCATION

Garden

REWARDS

Two semi-precious stones worth 100 gp each; 400 XP

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DEFEAT GOPHER (MEMORY GAME/COMBAT)

DELIVER ITEM(S) TO

Pseudodragon Garden

LIMITATIONS

none

LOCATION

Garden

REWARDS

onions, garlic, marigolds, leeks; 600 XP

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DEFEAT RAT SWARM IN CAVES IN COMBAT

DELIVER ITEM(S) TO

Notify svirfneblin

LIMITATIONS

none

LOCATION

Underground Cave

REWARDS

Ruby worth 500 gp; 600 XP

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RETURN THE CATS AND/OR BRING IN THE CAT THIEF

DELIVER ITEM(S) TO

Jelly Jail Jake

LIMITATIONS

none

LOCATION

Jelly Jail

REWARDS

500 gp; 400 XP

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DEFEAT VEGEPYGMY IN COMBAT

DELIVER ITEM(S) TO

None

LIMITATIONS

None

LOCATION

Underground Cave

REWARDS

500 gp worth of gems; 400 XP

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CHASE WEASEL AWAY

DELIVER ITEM(S) TO

None

LIMITATIONS

Chase combat

LOCATION

Willow Tree, Northside of Lake

REWARDS

Willow switches, bark, roots, and
willow sap; 600 XP

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TELL AN ADVENTURING STORY TO BROTHER BUCK

DELIVER ITEM(S) TO

Brother Buck

LIMITATIONS

none

LOCATION

Chili Church

REWARDS

50 XP each

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BRING MUSHROOMS TO POTION SHOP

DELIVER ITEM(S) TO

Alchemist Smoke

LIMITATIONS

limit 25 mushrooms

LOCATION

Fairy Ring

REWARDS

5 gp per mushroom; 100 XP

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BRING WILLOW SAP AND BARK TO POTION SHOP

DELIVER ITEM(S) TO

Smoke the Alchemist

LIMITATIONS

limit 1 time

LOCATION

Willow Tree, Northside of Lake

REWARDS

175 gp; 100 XP

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COLLECT MAPLE SAP

DELIVER ITEM(S) TO

Bree's Bread and Bakery

LIMITATIONS

2 lbs. per PC

LOCATION

Maple Trees

REWARDS

5 gp per 1-lb bucket of maple sap;
50 XP each

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ONIONS FOR THE ICEBERG INN AND PUB

DELIVER ITEM(S) TO

Iceberg Inn and Pub

LIMITATIONS

none

LOCATION

Pseudodragon Garden

REWARDS

5 gp each in credit at the hardware store, free room and board, and drinks; 200 XP

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SELL WILLOW BRANCH BUNDLES TO HARDWARE STORE

DELIVER ITEM(S) TO

Hardware Store

LIMITATIONS

none

LOCATION

Willow Tree, Northside of Lake

REWARDS

1 gp per bundle

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OBTAIN BERRIES

DELIVER ITEM(S) TO

Java at Tangerine Taylor and Cobbler

LIMITATIONS

none

LOCATION

signpost headed out of town

REWARDS

15 gp per bagful; 200 XP

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DIG OUT WILLOW ROOT

DELIVER ITEM(S) TO

Chestnut Carpenters

LIMITATIONS

Need Shovel for Roots

LOCATION

Willow Tree, Northside of Lake

REWARDS

150 gp; 200 XP

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DISTRACT FAUN (SOCIAL COMBAT)

DELIVER ITEM(S) TO

none

LIMITATIONS

none

LOCATION

Crossroads north of town

REWARDS

Berries, 400 gp; 2,540 XP

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OBTAIN INVISIBILITY POTION

DELIVER ITEM(S) TO

none

LIMITATIONS

Must accept mission from Brother Buck

LOCATION

Potion Shop

REWARDS

Invisibility Potion each

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DEFEAT MOUNTAIN LION

DELIVER ITEM(S) TO

None

LIMITATIONS

None

LOCATION

Mountain Pass

REWARDS

800 XP

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DEFEAT MOUNTAIN AUROCHS

DELIVER ITEM(S) TO

None

LIMITATIONS

None

LOCATION

Mountain Pass

REWARDS

1,200 XP

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OPEN THE MOUNTAIN PASS

DELIVER ITEM(S) TO

Report to Brother Buck

LIMITATIONS

Troll is too powerful, need a work around

LOCATION

Mountain Pass

REWARDS

1,000 gp; 1,500 XP

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DEFEAT YALDIRA

DELIVER ITEM(S) TO

Notify King Ambrose I

LIMITATIONS

none

LOCATION

Mountain Pass

REWARDS

potions of cure light wounds (1 per PC), *scroll of mage armor*, emerald (600 gp); 1,600 XP

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APPENDIX 6: TREASURE CARDS



TOADSTOOL VEST

Aura faint abjuration; **CL** 5th
Slot chest; **Price** 500 gp; **Weight** 3 lbs.

DESCRIPTION

Fleshy mushroom caps and inverted fungus gills are woven together to create an extraordinarily thick, warm vest which is smooth and velvety to the touch. When the vest is compressed, it recoils immediately, granting the wearer a damage resistance of 5 from bludgeoning weapons. Magic preserves the toadstools from decay and damage.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *defending glyph*^{Deep Magic}; **Cost** 250 gp

ZEKERIAN AMULET

Aura faint conjuration (healing); **CL** 3rd
Slot neck; **Price** 750 gp; **Weight** —

DESCRIPTION

The image of a shooting star crossing a night sky inscribes a shield shaped silver amulet.

Once per day, as a free action, the amulet's wearer can draw power from the amulet to heal 1d8+1 points of damage, as though she had received a *cure light wounds* spell. As part of her alliance with Threll, Nymph Queen Pryozha has imbued the Order's amulets with living magic, such that their healing power increases over time, granting healing as a *cure* spell cast by a cleric of the PCs' level (2d8+3 points of healing at 3rd level; 3d8+5, at 5th; etc.).

Alternatively, if the wearer is reduced to 0 or fewer hit points and has not yet used the amulet that day, the magic activates automatically as an immediate action. If the healing is enough to restore the wearer to 1 or more hit points, she remains conscious, does not fall prone, and can otherwise act normally on her next turn.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*; **Cost** 375 gp

WILLOW SWITCH

Type light melee

Damage 1d2x2 nonlethal slashing (Medium; 1 Small)

Range —

Weight 1/2 lb.



Character Sheet

CHARACTER NAME

GENDER

ALIGNMENT

LEVEL

PLAYER

CLASS

RACE

XP

abilities

ABILITY NAME	BASE SCORE	ABILITY MODIFIER
STR STRENGTH		
DEX DEXTERITY		
CON CONSTITUTION		
INT INTELLIGENCE		
WIS WISDOM		
CHA CHARISMA		
SKILL RANKS	TOTAL	PER LEVEL
HP HIT POINTS	TOTAL	TEMP

saves and attacks

INITIATIVE	TOTAL	=	BASE	+	DEX	+	MISC		
FORTITUDE SAVE (CONSTITUTION)	TOTAL	=	BASE	+	CON	+	MISC		
REFLEX SAVE (DEXTERITY)	TOTAL	=	BASE	+	DEX	+	MISC		
WILL SAVE (WISDOM)	TOTAL	=	BASE	+	WIS	+	MISC		
MELEE ATTACK BONUS	TOTAL	=	BASE	+	STR	+	MISC		
RANGED ATTACK BONUS	TOTAL	=	BASE	+	DEX	+	MISC		
AC ARMOR CLASS	TOTAL	=	ARMOR +SHIELD	+	DEX	+	MISC	+	10
BAB BASE ATTACK			SPEED			CMB	CMD		

feats and abilities

weapons and armor

WEAPON NAME						
WEAPON	ATTACK BONUS	DAMAGE	CRIT	DAMAGE TYPE	WEIGHT	PROPERTIES
WEAPON NAME						
WEAPON	ATTACK BONUS	DAMAGE	CRIT	DAMAGE TYPE	WEIGHT	PROPERTIES
ARMOR NAME						
ARMOR	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
SHIELD NAME						
SHIELD	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES

skills

[illegible]

character portrait / notes

[illegible]

GP

SP

CP

treasure / notes

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LEGENDARY BEGINNINGS Into the Feyweald

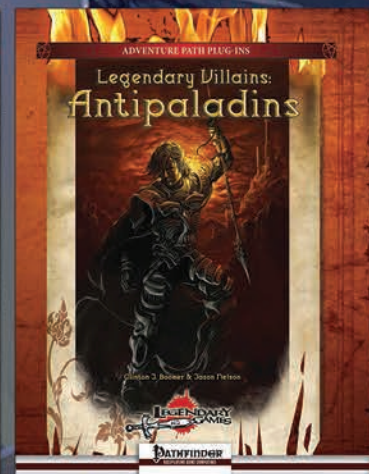
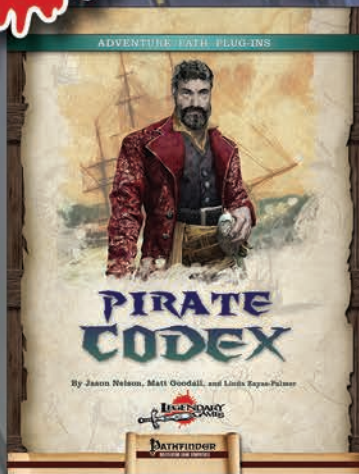
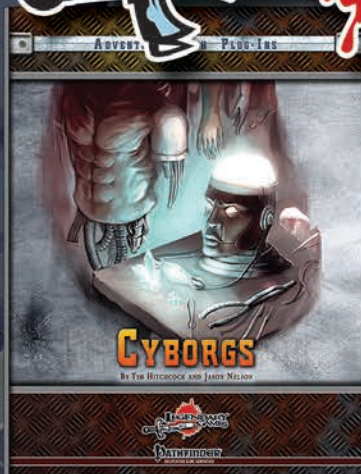
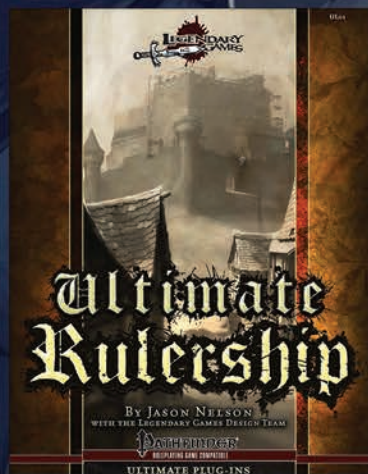
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SOMETHING TERRIBLE IS HAPPENING IN THE FEYWEALD. THE FOREST NESTLED ON THE FINGER OF LAND BETWEEN NORTHRUNNER SOUND AND PEGASUS BAY WAS ONCE A PLACE WHERE THE SPIRITS OF NATURE COULD LIVE APART FROM THRELLISH CIVILIZATION. BUT THE FOREST IS SLOWLY CHANGING. A SICKNESS GROWS AT ITS HEART, CAUSE BY DARK ENERGY FLOWING FROM A WORLD IN ANOTHER PLANE OF EXISTENCE FROM AEVA. ALTHOUGH THE FEYWEALD'S QUEEN DOESN'T KNOW ITS SOURCE, SHE REALIZES THIS EVIL INFLUENCE IS CORRUPTING BOTH THE LAND AND HER PEOPLE.

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