

# PATHFINDER<sup>®</sup>

## ADVENTURE PATH<sup>™</sup>



IRONFANG  INVASION

### TRAIL OF THE HUNTED

by Amber E. Scott



# SOUTHERN NIRMATHAS AND IRONFANG TERRITORIES



 = Ironfang Legion Territory



# PATHFINDER ADVENTURE PATH

**Development Leads** • Crystal Frasier and Mark Moreland  
**Authors** • Crystal Frasier, Luis Loza, Ron Lundeen, Amber E. Scott, Tonya Woldridge, and Linda Zayas-Palmer  
**Cover Artist** • Remko Troost  
**Interior Artists** • Andre Garcia, Miguel Regodón Harkness, Dario Jelušić, Yigit Koroglu, Brynn Metheney, Mirco Paganessi, Jose Parodi, and Roberto Pitturru  
**Cartographer** • Robert Lazzaretti  
**Design Elements** • Tomasz Chistowski

**Editor-in-Chief** • F. Wesley Schneider  
**Creative Director** • James Jacobs  
**Creative Design Director** • Sarah E. Robinson  
**Executive Editor** • James L. Sutter  
**Senior Developer** • Rob McCreary  
**Pathfinder Society Lead Developer** • John Compton  
**Developers** • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer  
**Managing Editor** • Judy Bauer  
**Senior Editor** • Christopher Carey  
**Editors** • Jason Keeley, Lyz Liddell, Joe Pasini, and Josh Vogt  
**Lead Designer** • Jason Bulmahn  
**Designers** • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter  
**Art Director** • Sonja Morris  
**Senior Graphic Designers** • Emily Crowell and Adam Vick  
**Project Manager** • Jessica Price  
**Organized Play Coordinator** • Tonya Woldridge

**Publisher** • Erik Mona  
**Paizo CEO** • Lisa Stevens  
**Chief Operations Officer** • Jeffrey Alvarez  
**Chief Financial Officer** • John Parrish  
**Director of Sales** • Pierce Watters  
**Sales Associate** • Cosmo Eisele  
**Marketing Director** • Jenny Bendel  
**Director of Licensing** • Michael Kenway  
**Staff Accountant** • Ashley Kaprielian  
**Data Entry Clerk** • B. Scott Keim  
**Chief Technical Officer** • Vic Wertz  
**Senior Software Developer** • Gary Teter

**Community & Digital Content Director** • Chris Lambertz  
**Webstore Coordinator** • Rick Kunz  
**Customer Service Team** • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez  
**Warehouse Team** • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood  
**Website Team** • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, and Erik Keith

## ON THE COVER



Phaendar's bridge explodes, enabling refugees to flee the invading Ironfang Legion as the hobgoblin army launches its campaign of conquest in this cover art by Remko Troost.



## IRONFANG INVASION

ADVENTURE PATH 1 OF 6

## TRAIL OF THE HUNTED

<b>Foreword</b> by Crystal Frasier	2
<b>Trail of the Hunted</b> by Amber E. Scott	4
<b>NPC Gallery</b> by Amber E. Scott	58
<b>The Nesmian Plains</b> by Crystal Frasier	64
<b>Ironfang Legion Toolbox</b> by Ron Lundeen	72
<b>Bestiary</b> by Crystal Frasier, Luis Loza, Amber E. Scott, Tonya Woldridge, and Linda Zayas-Palmer	80
<b>Campaign Outline</b>	90

## REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Equipment</i>	UE
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM



Paizo Inc.

7120 185th Ave NE, Ste 120  
 Redmond, WA 98052-0577

[paizo.com](http://paizo.com)

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) The following character is specifically designated as Product Identity and is used with permission of Chaosium Inc.: Abbot.

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*Pathfinder Adventure Path #115: Trail of the Hunted* © 2017, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Curse of the Crimson Throne, Ironfang Invasion, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip Mat, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Ruins of Azlant, and Strange Aeons are trademarks of Paizo Inc.

Printed in China





## NO SCHOOL LIKE AN OLD SCHOOL

Cave raptors are sated; it's time to ~~blog~~ develop an Adventure Path!

I started my very first blog entry—technically the first thing I ever wrote for Paizo—talking about my various duties around the office as an intern, including feeding the cave raptors we kept in the secret sub-basement. A lot of things have changed in the intervening years. We no longer have a sub-basement, for example. And over the years my title has changed often, from intern to production assistant to LITERAL GOD!

I am being told I am misusing the word “literal.” Also the word “god.”

Vernacular abuses aside, welcome to the twentieth Pathfinder Adventure Path: The Ironfang Invasion! Over the course of 20 APs, it's been a hell of a ride. We've gone all over the Inner Sea region, deep underground, into the stars, over the top of the world to a whole new continent, and beyond the realm of time and space. The past 2 years have been an especially wild ride, with players undermining a devil-infused tyrant to free Kintargo in Hell's Rebels; then taking the side of devils in our very first

evil campaign, Hell's Vengeance; and most recently riding the fine line of madness as they work to stop Elder Mythos horrors from unmaking reality in Strange Aeons. With all these exciting departures from the usual fantasy fare, it's been years since we burst through a door and kicked in a monster's teeth, screaming “Knock off all that evil!”

Welcome back to the classics, my friends.

My very first fantasy tabletop adventure was *Escape from Zanter's Dungeon*, a solo adventure included in the Dungeons & Dragons Game I diligently saved up my allowance to buy (that's the 1991 black box, for those tracking Paizo developers' pedigrees). Aside from being a solo adventure, it's about as close to an iconic fantasy adventure as you can get, dripping with all the beloved tropes: starting in chains, rescuing captives, prowling through an underground complex, kicking in doors, and fighting monsters. Old Zanter mopped the dungeon dressing with my neophyte adventurer—beginning my long and troubled history with dice—but it sowed at least a few loves in my little baby-gamer heart: starting from nothing, standing alone, saving those in need, and rallying them to your side.



These are all themes we've played with in Ironfang Invasion, where PCs watch as an invading, inhuman army burns their homes and capture their friends. Eventually, the PCs grow to challenge not merely the Ironfang Legion, but the ancient magic bolstering the hobgoblins' invasion. After three experimental Adventure Paths, we're happy to come crashing back into all our favorite tropes and monsters. Dungeons abound! The threats are gaming classics! There are castles in need of sieging and wizard towers in need of looting! And we're kicking it all off with the volume you're holding in your hands now—*Trail of the Hunted*. This volume's adventure is written by Amber E. Scott, whose work on the classic game revival of Baldur's Gate makes her uniquely qualified to capture that old-school flair so many of us cut our teeth on.

### READY! SET! RUN AWAY!

*Trail of the Hunted* begins with a different hook: the campaign starts with the player characters losing. Worse, the campaign begins with the heroes not even realizing a fight has started! Before they can even pick up a quest from the hooded figure in the tavern's shadowy corner, their hometown of Phaendar is burning.

And they need to run.

No one likes to run away. We want to feel powerful and heroic, and few things feel less heroic than fleeing with your tail between your legs. But this battle is already lost—through no failing of the PCs—and for the first desperate hours, they need to focus solely on survival. Home is lost and true heroes need to save whomever they can and live to fight another day.

Some adventurers don't share this mentality. They rush headfirst into impossible odds. They stubbornly battle the innumerable hordes. They're the *heroes*, dammit!

*Trail of the Hunted* tries to mitigate this problem by giving PCs meaningful goals as they retreat. There are townsfolk to save, supplies to gather, and isolated soldiers to vent their frustration on. Even as they flee, they still play the heroes—albeit on a smaller scale—and their actions can save dozens of lives.

The beginning of this adventure is grueling by design, painting the enemy as an overwhelming force, making their eventual defeat all the more heroic. The adventure offers plenty of resources to aid the PCs in these difficult battles—especially healing and better equipment from the mentor figure Aubrin—but ultimately the PCs should feel lucky to have escaped with their lives. Adventurers with limited daily resources (especially dedicated spellcasters) may feel frustrated by the number of encounters they must endure before having a chance to rest (five encounters is a lot when you have only two 1st-level spells), and some effort has been made to accommodate these players by seeding extra magical treasure.

Ultimately, you as the gamemaster know your players and how they'll react to a no-win scenario. If you don't

## NIRMATHAS AND... NOT MOLTHUNE?

For as long as we've been publishing Golarion-specific material, Nirmathas and Molthune have always been presented as a matched set—so much so that many people were confused when we announced an Adventure Path featuring one nation without the other. A big part of that is that we've dedicated very little page count to detailing either nation on its own, or the region's history before Nirmathas broke away and the civil war began. The new Campaign Setting book, *Lands of Conflict*, gives each nation the breathing room it deserves and paints the rich history of the region. From the beginning, Ironfang Invasion was never meant to resolve the tensions between Nirmathas and Molthune, but rather to complicate them.

So where is Molthune while the Ironfang Invasion marches across western Nirmathas? It continues to pursue its own schemes and push against Nirmathas along their shared border. At first the Ironfang Legion seems like a windfall for Molthune, distracting Nirmathas while Molthune positions itself for a devastating final blow, but once the Ironfang Legion crosses the border into the Plains of Molthune, all three parties face a two-front war, and only the Ironfang Legion has the mobility to successfully juggle its forces between those fronts.

If you prefer to use the Ironfang Invasion to resolve the war between Nirmathas and Molthune, some notes will be provided in the "Continuing the Campaign" article in *Pathfinder Adventure Path* #120, but all you really need to do is provide Azaersi with Molthuni advisors and supplement her monstrous forces with human troops. Little about her tactics or motivations changes if Azaersi remains a loyal mercenary, wielding the largest monster army in a century against Molthune's enemies and earning a nation of her own as reward.

feel your group will enjoy the skin-of-their-teeth escape, simply skip to Part 2. The PCs can just as easily be Chernasardo Rangers, hunters, or hillfolk who happen across fleeing refugees. You may need to add additional encounters to supply them enough XP to reach 4th level before the adventure's end, but the ultimate goal is for everyone to have fun with the story being told.



**Crystal Frasier**  
Adventure Path God Developer  
crystal.frasier@paizo.com

## TRAIL OF THE HUNTED

### FOREWORD

#### PART 1: NIGHT OF THE IRON FANGS

#### PART 2: BENEATH THE HEMLOCK BANNER

#### PART 3: CRADLED IN STONE

#### PART 4: CAMP OF THE RED JAW

#### NPC GALLERY

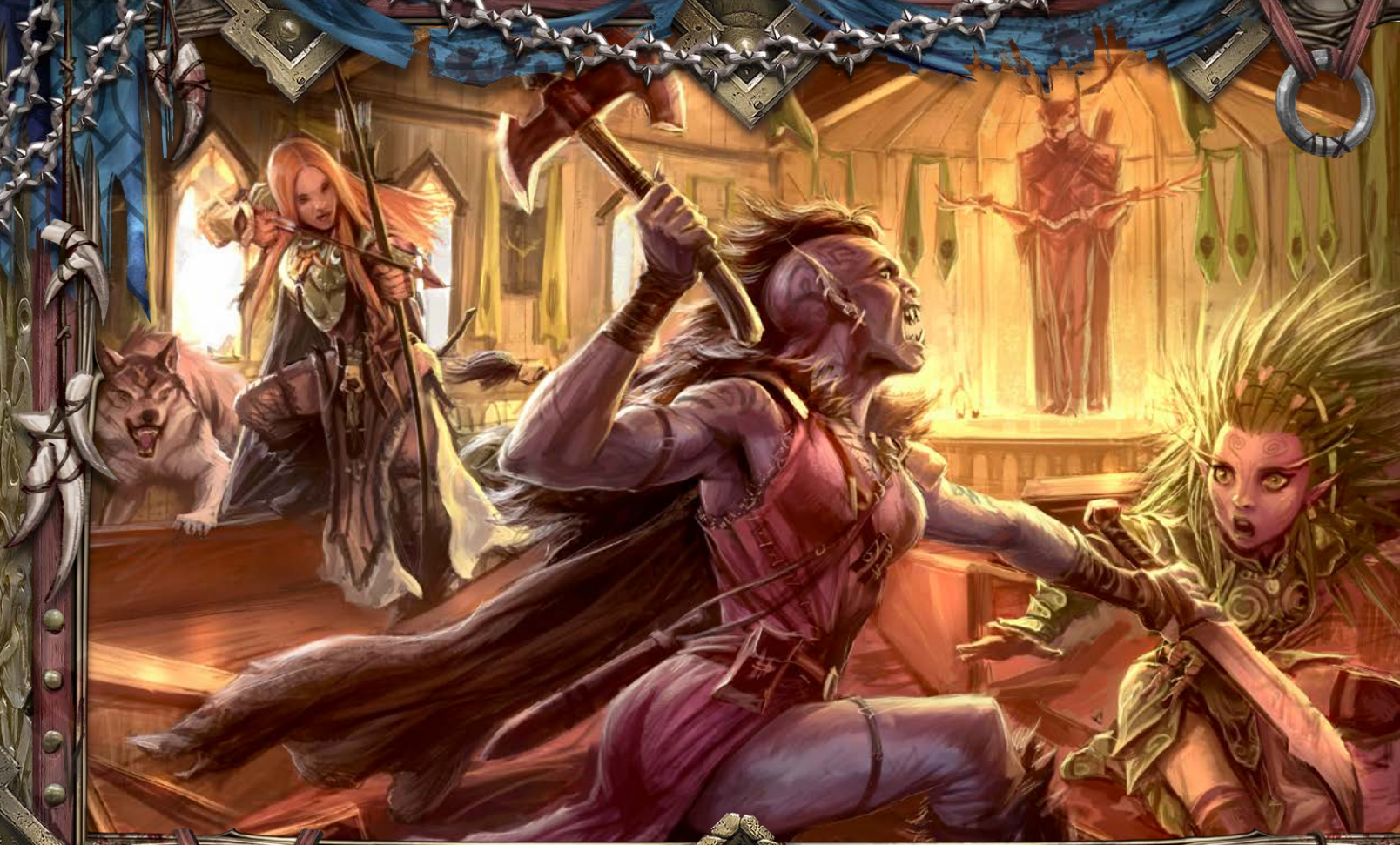
#### THE NESMIAN PLAINS

#### IRONFANG LEGION TOOLBOX

#### BESTIARY

#### IRONFANG CAMPAIGN OUTLINE





## TRAIL OF THE HUNTED

### PART 1: NIGHT OF IRON FANGS

6

As hobgoblins invade the town of Phaendar, the heroes fight to protect themselves and their neighbors, but they're forced to flee into the woods and destroy the city's bridge in their wake to slow the encroaching army.

### PART 2: BENEATH THE HEMLOCK BANNER

21

Though protected by the Fangwood, the heroes and their refugees must face the hazards of the untamed wild, as well as threats from the invaders occupying Phaendar.

### PART 3: CRADLED IN STONE

38

Squeezed between Ironfang bounty hunters and aggressive troglodytes, the heroes raid the troglodyte caverns to eliminate the immediate threat and establish a secure hideout.

### PART 4: CAMP OF THE RED JAW

48

From their secret redoubt, the survivors of Phaendar harry Ironfang forces and assault the camp of the Ironfang Legion's notorious bugbear bounty hunter, Scarvinious.

### ADVANCEMENT TRACK

"Trail of the Hunted" is designed for four characters and uses the medium XP track.

1

The PCs begin this adventure at 1st level.

2

The PCs should be 2nd level by the time they escape the village of Phaendar.

3

The PCs should be 3rd level before entering the troglodyte caverns.

4

The PCs should be 4th level before they face the dangers of Scarvinious's camp.

The PCs should be 5th level by the end of the adventure.



## ADVENTURE BACKGROUND

The tiny town of Phaendar in Nirmathas has persisted in some form or another for 3 centuries, ever since the construction of its eponymous bridge over the Marideth River made it a minor stopping point on Cheliah's trade road to what were once the nation's northern colonies. Over the years, the town's population has rarely risen above a few hundred souls, and very little has changed even now, despite a war for independence raging just 3 days' march to the south. Beyond its location as a crossroads between the Nesmian Plains and the Hollow Hills, Phaendar offers little military value. The lack of walls makes it impossible to hold; the flat land allows citizens to see armies approaching a day in advance and flee into the woods; and the river it overlooks is choked with rapids and barely navigable. Only someone wildly overambitious or a tactical genius would find any value in this exposed underbelly of a farm town.

General Azaersi of the Ironfang Legion is more than a little of both.

Her past has been deliberately obscured; even her loyal soldiers—the Ironfang Legion—know only legends and rumor. Some claim Azaersi (literally “Aza the Immortal” in the Goblin tongue) is the last surviving hobgoblin general of the Goblinblood Wars, while others insist she was the brutal Shriekwood Slayer who plundered Molthune's great forest for a decade. Still others claim she cowed a great god of the Darklands and bent it to her service. A grain of truth feeds each rumor. A young foot soldier during the Goblinblood Wars, Aza saw the last true stand of her kin in the Valley of Iron Fangs. Human soldiers vastly outnumbered the hobgoblin troops, and 5 days of brutal fighting killed 8,000 humans and the remaining 2,000 stragglers of the goblinoid army. Aza awoke in a mass grave, a human spear still piercing her stomach, and limped into the Menador Mountains as the humans counted their own dead. Too stubborn to die, she eventually emerged in Molthune and turned to banditry. Resourceful, clever, and absolutely fearless after clawing her way back from the brink of death, Aza rechristened herself Azaersi, and soon other hobgoblins—many of them fellow survivors of the Goblinblood Wars or orphaned in the conflict—joined her banner in the Shriekwood. When her ragtag force eventually bested a Molthuni regiment dispatched to end the hobgoblins' banditry in the woods, the generals of Molthune took notice.

The Ironfang Legion served Molthune loyally as one of its infamous “monster regiments,” mercenary units of nonhuman creatures, hired without official sanction



AUBRIN THE GREEN

to pillage during the conflict between Molthune and Nirmathas. The force served with distinction and earned a reputation for innovative tactics and fearless soldiers, culminating in a devastating rout of Nirmathi guerrillas assaulting Fort Ramgate (now referred to as the Ramgate Massacre by its few Nirmathi survivors). Without a word, the Ironfangs vanished shortly thereafter, soon followed by several other monster regiments, quickly depleting Molthune's mercenary forces.

But great soldiers rarely fade quietly into history. The Ironfang Legion now has a new campaign of conquest to wage, not on behalf of soft human masters, but to seize their own destiny and carve out a homeland for so-called “monsters.” General Azaersi learned brutal lessons from the failures

of the Goblinblood Wars: stay mobile, keep your enemies confused, and build your infrastructure. Isgar, for all its precious bolt-holes, offered little to support a true army—but Nirmathas, with its active mines and endless forests, could support an active war machine for centuries!

Beyond Azaersi's genius and the massive numbers of the Ironfang Legion, she commands a powerful secret weapon seized from the deepest vaults of Kraggodan: the *Onyx Key*. This sacred dwarven relic allayed Azaersi's fear of collecting her forces in a single, easily assaulted stronghold and allows her to shift hundreds of troops unseen to reinforce a faltering front line or attack targets without warning. With her armies and the *Onyx Key*, Azaersi is prepared to launch her campaign of lightning-quick assaults to carry her across Nirmathas, and eventually Molthune and Lastwall. She intends to carve out a homeland for the monsters humans fear, with Phaendar as the beating heart that will deliver her Nirmathi food, mines, and lumber. Her people need only land to settle and enslaved hands to raise their empire.

Safely stationed beyond the reach of her enemies, she has dispatched one of her most fearsome commanders—the hobgoblin slayer Taurgreth—to infiltrate the village of Phaendar and plant a shard from the *Onyx Key* in the town center. Once the shard has been planted, it forms a magical gate, allowing hordes of Ironfang hobgoblins to pour through and overwhelm the town. Azaersi plans for Phaendar to become the Ironfang Legion's first conquest, and a stable base from which to claim the rich farmlands of the Nesmian Plains.

As of yet, though, no one knows the Ironfang Legion is a threat, or that it even still exists. Azaersi intends to keep it that way, and she has instructed her troops to enslave those they can, slaughter those they must, and ensure no one escapes to warn the rest of humanity that the Ironfangs march for war!



## THE ONYX KEY

Created by the enigmatic Vault Builders millennia before the rise of humans, the *Onyx Key* is an artifact that plays a major role in Azaersi's plans and the Ironfang Invasion Adventure Path. The upper half of the 30-pound black crystal has been carved into the shape of a sturdy citadel, while its bottom half ends in eight large, black shards. Each shard can be removed and, if thrust into the earth, grows into a tower and grand arch much like an *instant fortress*. The true power of the *Onyx Key*, however, is that the arches of all its towers, no matter how distant, are connected by a simple 100-foot passage of worked stone, circumventing vast distances by tunneling through the Plane of Earth. The dwarven explorer Kraggodan rediscovered the lost treasure, and the dwarves used it to great effect during their Quest for Sky by establishing an ever-advancing front (still referred to in dwarven myth as the Stone Road). Because the *Onyx Key*'s network of gates also allowed creatures of the Elemental Planes to escape into the Material Plane, the dwarves eventually deactivated it, entombing the artifact deep below the Sky Citadel named for its discoverer.

A ninth shard of red sardonyx also protrudes from the *Onyx Key*'s base, and acts as a master control for the network of linked towers. Through this shard, the bearer is able to destroy a tower, shut down a portal archway, or connect the Stone Road it creates to a massive complex on the Plane of Earth known as the Onyx Citadel, which now serves as the Ironfang Legion's base of operations.

At the beginning of the adventure, the slayer Taurgreth uses an onyx shard to open an arch in the center of Phaendar, linked to a second arch filled with hobgoblin troops. Full details of the *Onyx Key* and Onyx Citadel appear in *Pathfinder Adventure Path #120: Vault of the Onyx Citadel*.

## PART 1: NIGHT OF IRON FANGS

The adventure begins in the town of Phaendar, nestled along the southern bank of the Marideth River, a stone's throw from the Southern Fangwood Forest. Trade comes through the town over Phaendar Bridge, the only suitable place to traverse the swift, rapid-coursed river for 50 miles in either direction. The town of 400 residents rarely sees any excitement, making the Market Festival a major source of news, entertainment, and revenue. The 2-day affair, held once every 3 months, gathers farmers and herders from across the Nesmian Plains, as well as woodcutters from the nearby Fangwood and prospectors from the Hollow Hills, to trade for supplies

and raw materials. Even traders from the "big city" of Tamran make their way to the event, swelling the town's population to half again its normal size.

This larger population and the influx of resources make Phaendar an appealing target to the Ironfang Legion. With everyone who regularly visits the small town assembled in one place, the chances of a visitor stumbling across the invasion before the hobgoblin soldiers have dug in are reduced, and the quantities of edibles and lumber brought to town make for readily assembled supplies.

As darkness falls after the first night of the Market Festival, a new shabby trader wanders into town: the disguised hobgoblin Taurgreth, commander of the Ironfang Legion's Specialist Division. His mission is to penetrate Phaendar unseen (a simple matter with his Stealth bonus of +30) and plant one of the *Onyx Key*'s black shards, creating a passage for hundreds of Ironfang troops to charge through and take Phaendar by surprise. Taurgreth himself retreats through the open portal, but the PCs will have a chance to confront the hobgoblin in *Pathfinder Adventure Path #119: Prisoners of the Blight*. In his wake comes a force of 400 Ironfang soldiers, led by the brutal Lieutenant Scabvistin, a towering bugbear and father to many of the Legion's other specialists. While the PCs won't encounter Scabvistin in this adventure, he will still command the Phaendar outpost when they return in *Pathfinder Adventure Path #120: Vault of the Onyx Citadel*.

## WHERE TO BEGIN

You can elect to begin the adventure during the Market Festival itself, allowing the PCs to meet one another or settle local disputes, but the adventure truly begins after the stalls close at sunset, and townsfolk and visitors alike retire for some humble drinking and carousing. The adventure assumes the PCs wind up in the same celebration as Aubrin the Green—a retired Chernasardo Ranger and local legend—either intentionally or because the best parties tend to spring up around the foul-mouthed priestess of Cayden Cailean.

The PCs can begin in any one of Phaendar's following major locations: Oreld's Fine Shop (area A), the Phaendar Trading Company (area B), the Riverwood Shrine (area C), or the Taproot Inn (area D). The first encounter, The Fangs Are Bared, replaces the indicated CR 1 combat encounter in the PCs' starting location. The adventure assumes the PCs begin in the inn, but Aubrin has good reason to be in any of the other listed locations, whether presiding over a service in the chapel, picking up orders from the trading company, or dropping off the fruits of her hops garden with Oreld. Encourage the PCs to choose a destination after a day of browsing the market stalls; a scholarly party might be conducting research or brewing potions at Oreld's shop, a military or mercantile



party could be at the trading post, or religious PCs might draw the party to the shrine.

The adventure begins as the Ironfangs' tower emerges from the ground and hobgoblin troops begin swarming Phaendar. At this point, most residents remain unaware of the attack, with the PCs only becoming involved as the hobgoblins literally kick in the door to sack their location. To set the scene and get the adventure started, read aloud or paraphrase the following.

Phaendar's Market Festival draws a crowd from all over Nirmathas, many solely to hear Aubrin the Green—the retired Chernasardo Ranger-turned-Caydenite cleric—recount bawdy tales of adventure from her youth. Outside, the celebration continues, as raucous shouts carry on the night air. Warmed by the firelight after a long day, any levity comes as a welcome reward to the rough, earthy souls of this riverside trade town.

"So there I am, thinking, when will I ever be able to talk to a bear again? So before the grizzly can stand back up, I turn to it and say, 'All I need is the honey. You can keep the bees!'" The room erupts into laughter as Aubrin finishes her winding story and takes another draught from her tankard. "But it's fine now. All's good. She named a cub after me. Someday I'm going to have to check in on little Ow Oh Gods That's Too Many Bees."

Crowd members share their own boasts and jokes, but eventually someone tops off Aubrin's tankard and pushes her back into the center of the room.

"All right, all right! Don't shove," she slurs a bit. "Okay, Cayden strike me down if this isn't true—"

The front door explodes into flinders. A cry of agony pierces the chaos. Aubrin lies on the floor, gasping and clutching at the blood gushing from a wound in her chest. A ballista bolt still quivers in the wall behind her.

Two hobgoblins in military dress stand beyond the shattered door, blades drawn. Behind them, lit by the glow of burning homes, dozens—perhaps hundreds—of hobgoblin soldiers march the street. Phaendar burns, shouts of celebration now replaced by the panicked screams of the frightened and dying. Behind them, above the flames and humble rooftops, rises a tower of black stone.

## THE FANGS ARE BARED (CR 1)

This encounter occurs in whichever of Phaendar's four major locations the PCs decide to start in, replacing a specific combat encounter as noted in each encounter area's description. Once the PCs dispatch the immediate threat and talk to Aubrin, run the remaining encounters in the PCs' starting area as listed in the adventure.

**Creatures:** The Ironfang Legion assigned most of its forces to sweep the streets and the sea of tents surrounding the town, and dispatched its remaining troops to sweep Phaendar's buildings in pairs to take slaves and put down any resistance. They expect little opposition from backwoods hunters and sunburned

## PHAENDAR AT A GLANCE

Phaendar is vanishingly small, but also one of the largest settlements in southern Nirmathas, perfectly characterizing the nation's spirit of individualism. The town grew around the tumbledown ruins of an old Chelish bastion, and now a citizenry of 400 makes up its permanent population, spread between the town and outlying farms. An informal town council oversees the community, largely to organize festivals and collect funds for repairs, but the people of Phaendar generally resent anyone assuming too much control over the community, and they steadfastly refuse to elect anyone to positions like sheriff or mayor.

Phaendar's central square consists of a few small businesses: the Taproot Inn, the Trading Company, and an auction house and theater, as well as two dozen small family homes that double as workshops for leather- and woodworkers. Most of the town consists of wood and thatch structures, plus a few canvas-walled pavilions. Monsters, bandits, and even the occasional Molt'huni raid destroy property too often for most Phaendari to feel the expense of long-standing stone buildings to be worth the investment.

The stat block on page 67 represents Phaendar just prior to the Night of Iron Fangs, for those GMs interested in running adventures before the town's destruction.

Additional information on Phaendar can be found in the Nesmian Plains gazetteer on page 67.

farmers, and this particular pair of hobgoblins spends its first round of combat attempting untrained Intimidate checks to cow the gathered villagers.

Assembled villagers beyond the PCs are effectively stunned and take no action during this initial encounter. Aubrin's sudden and violent injury has left her in a state of shock, imposing the stunned condition and dealing 1d4 points of bleed damage every round.

### AUBRIN THE GREEN

CR 5

XP 1,600

hp 43 (currently 5; see page 58)

### IRONFANG RECRUITS (2)

CR 1/2

XP 200 each

Hobgoblins (*Pathfinder RPG Bestiary* 175)

hp 17 each

**Treasure:** The hobgoblins already carry the spoils of some looting: a masterwork backpack<sup>UE</sup> stuffed with a heavy crossbow (with 20 bolts and 10 masterwork bolts); eight clearly labeled *potions of guidance*; a 1st-level *wand of magic missile* (11 charges); a divine scroll containing the

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



### A. ORELD'S FINE SHOP



1 square = 5 feet



### B. PHAENDAR TRADING COMPANY



1 square = 5 feet

### C. RIVERWOOD SHRINE



1 square = 5 feet

### D. TAPROOT INN



1 square = 5 feet



### E. PHAENDAR BRIDGE



1 square = 5 feet



spells *calm animals*, *cure light wounds*, and *magic stone*; and dried goat meat, sheep's cheese, and a jug of sheep's milk worth a total of 5 Provision Points. You can find more information on Provision Points on page 23 in Part 2.

**Development:** The hobgoblins all wear an insignia on the shoulder of their uniforms. With a successful DC 16 Knowledge (history) or Knowledge (local) check, a PC can identify the insignia as the emblem of the Ironfang Legion, a mercenary army responsible for the Ramgate Massacre 2 years ago, but absent from the battlefield ever since.

A PC can attempt a DC 15 Heal check or apply any amount of magical healing to end Aubrin's bleed damage and reduce her stunned condition to staggered. After at least 8 hours of additional rest, her condition improves to sickened, which persists for another 7 days as her fractured ribs heal. The extensive injury also reduces her speed by 10 feet until the sickened condition passes.

Once the characters tend to Aubrin's wounds, she is able to push past the pain and offer some advice.

"It... it sounds like there's an army outside the door. How did they fall on us without being seen? These damn plains are so flat you can see an elk from two days off, let alone an army!" She winces and presses her hands against the bloody hole in her chest. "They sound large. Too large to fight on the ground like honest fools. We need to gather what we can, cross the bridge, and hide out in the Fangwood. I—I know a few secrets that may keep us safe. Should probably figure out how to take down the bridge while we're at it, else they'll just march themselves across before we have the chance to hide."

The constant flood of hobgoblins into the town makes it clear to Aubrin (and likely the PCs) that fleeing is the only reasonable option. Aubrin encourages the group to move quickly, but first to visit the three other primary gathering centers in Phaendar (those locations detailed in the adventure) to gather supplies and rescue anyone they can. She also suggests that Orel'd's shop or the Phaendar Trading Company may have supplies they can use to destroy the bridge behind them. She doubts they'll be able to investigate more than those few locations before the entire town is too overrun to escape. Many campaign traits tie the PCs to characters at these locations, but if the PCs wish to visit other locations instead, adapt one of the encounters provided to fit their preferred destination. If they prefer to simply flee Phaendar with what little they have, they can, but you may need to include additional encounters to keep them from lagging behind in XP, and provide followers later in the adventure.

However the PCs arrive at the conclusion to leave town, their ultimate goal should be to flee north, across the Marideth River, and into the relative safety of the Fangwood—ideally destroying Phaendar Bridge behind them to slow pursuit. The Fangwood is the preferred redoubt for most Nirmathi when confronted with

## AN ARMY OF TAGALONGS

Over the course of Part 1, the PCs have the chance to gather 20–30 NPC followers before they flee Phaendar. Unarmored and minimally armed, these recruits are far less suited to repelling hobgoblin invaders than the PCs. They mostly keep to the shadows, scavenging for supplies and tending to the wounded while the heroes take the lead, challenge foes, and save the needy. This portion of the adventure includes a long string of punishing encounters, though, and those villagers the PCs save should assist them when they can to prove themselves a valuable resource. Beginning on the second round of any combat, a PC may order a single follower to assist her as a move action. If she succeeds at a DC 12 Diplomacy or Intimidate check, she gains a +2 aid another bonus on her next check, or to her Armor Class for 1 round.

The various refugees can also assist with their limited skills, such as using Heal checks to patch up the PCs between encounters, or even rush into battle if things look dire (though any NPC is unlikely to survive even a single blow from a trained soldier). See A Game of Survival on page 20 for the relevant attack bonuses and skill checks these refugees can provide.

Aubrin is a special exception. Though she's considerably higher level than the PCs, her injuries leave her vulnerable and relegated to a support role for now. Her role in the adventure is to provide guidance and enough healing to keep the PCs going through a series of tough combat encounters without the opportunity to rest. She uses her ability to channel positive energy freely in early encounters to keep the PCs healthy, encourages them to conserve their resources, and offers the use of her potions and masterwork longsword as the attack wears on, only resorting to her spells in the last encounter or two. Avoid the temptation to let Aubrin solve all the party's problems, though, and let the PCs prove themselves to be the heroes Phaendar needs.

invaders, and Aubrin is hopeful she can contact some of her old Chernasardo Ranger allies once safe. The PCs have likely followed the same strategy before. Fleeing in any other direction leaves the refugees exposed as they cross the flat Nesmian Plains, and thus easily spotted and hunted down by any mounted pursuers.

**Story Award:** If the PCs heal Aubrin, award them 600 XP.

## PHAENDAR BURNING

As the invasion progresses, more and more hobgoblins are seen on the streets of Phaendar, taking some Nirmathi prisoner and slaying anyone who resists. Most hobgoblins have been dispatched to specific locations

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



and tasks, and pay the PCs little attention unless attacked. The PCs can avoid most patrols by sticking to the shadows and using the buildings and bushes of Phaendar to cover their movements—at least while the chaos of battle reigns in the streets.

Hobgoblins battle with townsfolk in every direction, and from the sounds of battle, the whole of Phaendar is under attack. Bodies lie on the ground everywhere, run through by hobgoblin blades and left where they fell. A wolf howls in the distance, its eerie cry echoed by the screams of the dying.

In this first portion of the adventure, the PCs have the opportunity to rescue townsfolk and gather supplies in each area, based on the order in which they visit the locations. The first place they choose to visit offers the most benefit, with decreasing returns at every subsequent location as the hobgoblins kill and plunder their way through town. By the time the PCs have visited the last of the four locations (or when they decide to leave town, if they flee before visiting all four locations), Phaendar has become so overrun that it is no longer possible to move through the streets without being set upon, and so looted that there is little of value left to scavenge.

Aubrin is devastated by the destruction of the town. If the PCs ask for her advice, she simply states, “We must flee. Across the river and into the Fangwood—it’s our only chance.” Any PCs local to the area know the Fangwood is a deep and mysterious forest full of resources that could help keep the group alive and hide them from the hobgoblins.

These early battles should convince the PCs that rescuing others and leaving town is the best plan, but if they insist on remaining behind to push back against the invaders, Aubrin agrees to take the survivors with her into the Fangwood and pray for their safety. Use the encounters in the What Remains sidebar on page 12 to generate challenges for the PCs until they either meet with Aubrin or die.

**Creatures:** As the PCs make their way out of town, they likely encounter the invaders still rampaging through town. Most of the Ironfangs are occupied with rooting through buildings, chasing down stragglers, or returning valuables and prisoners to the town square where their commanders await. Still, there are plenty of threats in the street to challenge the PCs as they try to escape Phaendar.

You can determine when or if the PCs encounter additional forces beyond those listed for specific locations. In general, groups making any attempts to disguise themselves or use buildings and brush for cover can avoid attracting undue attention, thanks to the bedlam of battle. Those adventurers itching for a fight or loudly arguing over strategy attract attention. If the group seems drained and low on resources, you can forgo random encounters, and if they seem to be having too

easy a time, a random encounter could occur while they loot a location. You can also choose encounters from the table instead of rolling randomly.

d8	Encounter	CR	Source
1	Trapped commoners	1/2	See below
2	Wounded hobgoblin	1/2	See below
3–4	2 hobgoblins	1	<i>Bestiary</i> 175
5	Ironfang scout	1	See page 16
7	1 bugbear	2	<i>Bestiary</i> 38
8	3 hobgoblins	2	<i>Bestiary</i> 175

**Trapped Commoners:** Two 1st-level commoners hide behind a wagon at the back of a dead-end alley. A lean and ragged wolf prowls near the wagon, sniffing out the fugitives’ scent. It finds and attacks the hidden townsfolk in 3 rounds. If the PCs kill the wolf, the grateful commoners join their band. The PCs can also loot 4 Provision Points and 25 gp from the wagon.

**Wounded Hobgoblin:** As the PCs travel down a side street, they can recognize a “dead” hobgoblin as merely injured if they succeed at a DC 16 Perception check. The hobgoblin is at –4 hit points and will soon die. In addition to his equipment, he carries 1 Provision Point (a trail ration and waterskin) in a small pack. The PCs can question the fallen soldier, take him prisoner, or kill the helpless foe. See the Interrogating the Invaders sidebar on page 15 for guidance if the PCs decide to heal and question the hobgoblin. If healed, the hobgoblin attacks the PCs at the first opportunity; he would rather die than live a prisoner.

**Searching Buildings:** The PCs may decide to search nearby buildings for additional resources beyond those found at the four described locations. Every building they search contains 1d4 hobgoblins and 1d6 Provision Points. The longer they spend in town, though, the more organized the Ironfang Legion becomes and the more crowded the streets grow, so for every building after the first, increase the number of Ironfang recruits encountered in that location by a cumulative +1.

## A. ORELD’S FINE SHOP

Orel’s Fine Shop—labeled with a small shingle hanging out front—is one of the few buildings in town made entirely of stone. Mortared white blocks form the walls of this odd-shaped cottage. Scorch marks that shift in color from black to dark blue to glimmering violet mar one wall. The door to the shop stands open and bloody footprints lead inside.

Owned by three generations of healers and herbalists in the Orel family, Orel’s Fine Shop supplies Phaendar with remedies, dye, glue, and paint. The shop’s owner, **Vane Orel** (N male middle-aged human expert 2) is also



the closest thing Phaendar has to a doctor. He resents the imposition and swears vociferously when his healing skills are required, but he's too much of a perfectionist to let anyone else fill the role. Oreld is a middle-aged Taldan with light brown skin, amber eyes, dark brown hair, and a neatly trimmed goatee. He wears a shirt whose cuffs are stained with unknown substances and breeches under a thick leather apron.

If the PCs begin the adventure in Oreld's shop, the Fangs Are Bared encounter on page 7 replaces the grenadier in area A1.

### A1. STOREFRONT (CR 1)

The shop consists primarily of a desk, a few crowded shelves, and a cluttered window display, all of which have been ransacked by invaders. When the invasion began, Oreld hurried his visitors and assistant into the cellar, then rushed to the storefront in hopes of placating looters. A passing soldier responded by hurling a javelin at the frantic man, and he now lies just within his doorway, the javelin still protruding from his stomach.

**Creatures:** A single hobgoblin in a bandolier—a trainee for the Ironfangs' grenadier corps named Tukang—rifles through the shelves for anything valuable, and holds a chain connected to an iron collar around Oreld's neck. Tukang hopes to claim the prisoner as a personal slave to assist in his lessons. Unless confronted, Tukang kicks in the door to the back room (setting off the trap there) 3 rounds after the PCs arrive at the shop, and he finds the cellar door 1 round later. He opens it and decides to drop bombs on the huddled prisoners, aiming to kill everyone rather than deal with the hassle of corralling a large group.

The javelin in Oreld's stomach has reduced him to 0 hit points and he is currently disabled. If the PCs visit the alchemist's shop last, then Oreld dies of the wound.

#### TUKANG, GRENADEER TRAINEE CR 1

XP 400

Male hobgoblin alchemist 2 (*Pathfinder RPG Bestiary* 175, *Pathfinder RPG Advanced Player's Guide* 26)

LE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

**hp** 18 (2d8+6)

**Fort** +5, **Ref** +6, **Will** +2; +2 bonus vs. poison

#### OFFENSE

**Speed** 30 ft.

**Melee** heavy mace +2 (1d8+1)

**Ranged** bomb +5 (1d6+2 fire) or dagger +4 (1d4+1/19-20)



VANE ORELD

**Special Attacks** bomb 4/day (1d6+2 fire, DC 13)

**Alchemist Extracts Prepared** (CL 2nd; concentration +4)

1st—*bomber's eye*<sup>APG</sup>, *cure light wounds*, *true strike*

#### TACTICS

**Before Combat** Ironfang grenadiers usually drink a *bomber's eye* infusion just before battle, but Tukang's has already expired.

**During Combat** Grenadier trainees begin their assaults with their bombs, and drink a strength mutagen if opponents close to melee with them.

**Morale** Ironfang troops fight to the death.

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 15, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Brew Potion, Iron Will, Throw Anything

**Skills** Craft (alchemy) +7, Heal +7, Knowledge (arcana) +6, Perception +5, Spellcraft +7, Stealth +11, Survival +5;

**Racial Modifiers** +4 Stealth

**Languages** Common, Dwarven, Giant, Goblin

**SQ** alchemy (alchemy crafting +2), discovery (precise bombs [2 squares]), mutagen (+4/-2, +2 natural armor, 20 minutes), poison use

**Combat Gear** *potion of cure light wounds* (2), *potion of invisibility*, alchemist's fire (3), antitoxin, healer's kit, oil (5), smokestick (2), tanglefoot bag (2), thunderstone (2);

**Other Gear** leather armor, daggers (3), heavy mace, hooded lantern, Provision Points (3), 16 gp

**Treasure:** The alchemist's shop is neatly organized, its shelves filled with jars, bottles, and paper envelopes. Much has been destroyed or looted, but PCs can still find three vials of antiplague<sup>UE</sup>, five bottles of bloodblock<sup>UE</sup>, a bottle of fire ward gel<sup>UE</sup>, and two flasks of defoliant<sup>UE</sup>. A well-used marble mortar and pestle (worth 50 gp) sits on the desk.

**Development:** If Oreld survives, he informs the PCs of the villagers hiding in his cellar (area A3), and if he is provided with any healing, he also thinks to mention the alchemical trap in area A2 (granting a +5 circumstance bonus on Perception and Disable Device checks against the trap). If the PCs talk about their intention to destroy Phaendar Bridge, Oreld also mentions the "stump remover" he's been developing in the back room.

If Oreld dies, the villagers emerge on their own from the cellar after 1d6 rounds, but unless the PCs have disabled (or already triggered) the trap in area A2, one of the villagers accidentally sets it off and is killed.

### A2. BACK ROOMS (CR 1/2)

Beyond the shop lie a workroom and part-time clinic, and a comfortable bedroom. A cellar door here has a rug hastily kicked over it, but can be found with a successful DC 11 Perception check.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## WHAT REMAINS

After the PCs escape Phaendar, they may feel some need to revisit the town and learn what fate befell their home. Details on Phaendar's fate can be found on page 20, but those who visit must also contend with the growing Ironfang presence.

If the PCs return to within 2 miles of Phaendar, they have a 20% chance of encountering a random Ironfang soldier, either on patrol or reporting in or departing from the forward military camp the town becomes. This percentage increases by 10% each week after the invasion begins, to a maximum of 90% after 7 weeks.

Additional information on Phaendar's fate and defenses are presented in *Pathfinder Adventure Path* #120.

d%	Result	CR	Source
1-5	1 worg	2	<i>Bestiary</i> 280
6-10	2 hobgoblins and 1 wolf	3	<i>Bestiary</i> 175, 278
11-20	2 Ironfang scouts	3	Use Semfet's stats on page 16
21-30	1 hobgoblin and 1 hobbe hound	4	<i>Bestiary</i> 175; see page 34
31-40	1 hobgoblin battlefield zealot and 3 hobgoblins	4	<i>Monster Codex</i> 118, <i>Bestiary</i> 175
41-45	1 barghest	4	<i>Bestiary</i> 27
46-60	2 Ironfang heavy troopers	4	Use Kergri's stats on page 19
61-75	1 bugbear stalker	5	<i>Monster Codex</i> 23
76-80	1 manticores	5	<i>Bestiary</i> 199
81-87	2 minotaurs	6	<i>Bestiary</i> 206
88-94	1 hobgoblin forerunner and 1 yzobu mount	6	<i>Monster Codex</i> 119, 124
95-97	1 hobgoblin bombardier	7	<i>Monster Codex</i> 120
98-100	1 hobgoblin lieutenant and 3 Ironfang scouts	8	<i>Monster Codex</i> 119; see page 16

**Trap:** After securing visitors in his cellar, Orelid set his "burglar alarm" before walking out front. The simple device loops a string around the doorknob leading to the front shop (area A1) and sprays several streams of acid if the door is opened too quickly, coating the first person to enter and anyone standing behind her.

### ACID SPRAY TRAP CR 1/2

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 15

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +10 ranged (1d6 acid); multiple targets (all targets in a 10-foot line)

**Treasure:** Orelid's workstation can be gathered up as a portable alchemist's lab<sup>UE</sup>. A locked cabinet (break DC 20, Disable Device DC 20) stands against one wall; Orelid carries the key. Within the cabinet are various alchemical components that can be identified with a successful DC 15 Appraise or Craft (alchemy) check, or DC 20 Spellcraft check. The components are worth 200 gp on their own, or can be used as raw materials to craft up to 600 gp worth of alchemical items. With a successful DC 16 Perception check, a PC can notice a hidden compartment built into the worktable. The compartment contains two carefully folded parchment envelopes tied up with twine. One holds a dose of *dust of illusion*, and the other holds a dose of *dust of tracelessness*.

**Development:** Notes on a work table describe Orelid's experiments with a "stump remover," a potent explosive mixed from alchemically refined lamp oil and animal

dung. Enough ingredients can be found in the workroom with 1 minute of searching to assemble one charge of the explosive. The notes themselves provide a +5 bonus on Craft (alchemy) checks to assemble and use the explosive, and allow such checks to be attempted untrained.

**Story Award:** If the PCs recover Orelid's stump remover, award them 600 XP.

## A3. SHOP CELLAR

This earthen-floored cellar stores vegetables and a variety of forest herbs. The northern end stinks ferociously thanks to slight seepage from the shop's cesspit.

**Development:** The townsfolk hiding in the cellar join the PCs, and the alchemist's shop provides resources as noted on the chart.

### Visit

Order	Provisions	Townsfolk
Starting	7 Provision Points	Orelid, 1st-level adept, 1st-level commoners (3)
First	10 Provision Points	Orelid, 1st-level adepts (2), 1st-level commoners (4)
Second	7 Provision Points	Orelid, 1st-level adept, 1st-level commoners (2)
Third	4 Provision Points	1st-level adept, 1st-level commoner

## B. PHAENDAR TRADING COMPANY

A signpost by the road announces the clapboard wooden shop and barnlike smithy sharing a single large, stone wall to



be the Phaendar Trading Company. The smithy's double doors stand open, revealing a large, still-glowing forge within. Two slaughtered goats and a dead horse fill an adjacent animal pen. Many fresh scratches and dents mar the trading post's heavy wooden door, and a chair leg juts through one broken window. Small flames lick at the thatch rooftop where a red-hot iron has been tossed.

The heart of Phaendar is the trading post, where farmers, hunters, and artisans come to trade, and where travelers stop in to resupply. The store primarily sells seed, timber, farm supplies, and contracts for raw materials, but all sorts of odds and ends wind up in the small shop.

The stone wall of the smithy is one of the oldest structures in Phaendar, being part of a small fortress built to guard the road when the Chelish army first erected the bridge. The fort collapsed long ago and its stones and supports were looted to construct other buildings, but the town smithy still uses the original fortress forge.

The current owner of the Phaendar Trading Company is the cantankerous and scheming local smith **Kining Blondebeard** (LE female dwarf expert 2), who was exiled from Glimmerhold for crimes she refuses to divulge. Despite her greed and lack of compassion, she lives up to the letter of agreements and turns out fine metal goods the town relies on, and so most locals accept her inhospitable nature as “a dwarf thing” and leave her be. Countless burn scars mar Kining's pale skin, and she keeps her iron-gray hair cut in a short wedge. If the PCs visit the smithy last, then Kining has been captured.

If the PCs begin the adventure in the Phaendar Trading Company, they begin in the shop itself, and the Fangs Are Bared encounter on page 7 replaces the injured Ironfang recruits in area B1.

## B1. TRADE YARD (CR 1)

Most of the Trading Company's profit came from the exchange of lumber, livestock, and other large supplies kept in this yard, though it was cleared out for the Market Festival.

**Creatures:** Three Ironfang soldiers prowl the lot, recovering from injuries inflicted by the elemental that emerged in the smithy (see area B3) and killed the fourth member of their patrol. Because of their injuries, all three are sickened for the first 3 rounds of combat.

### INJURED IRONFANG RECRUITS (3)

CR 1/3

XP 135 each

Hobgoblins (*Pathfinder RPG Bestiary* 175)

hp 17 each (currently 12 each)



KINING BLONDEBEARD

**Treasure:** Vadal Amuur arrived in Phaendar for the Market Festival, claiming to be from Skelt, but in truth was a spy just beginning his roundabout journey to Andoran. He was caught in the initial Ironfang charge here and cut down without mercy. If PCs take any time to search the bodies here, they discover Vadal's wrist sheath<sup>UE</sup> loaded with a masterwork dagger, and a concealed pocket in his cloak containing a *potion of hide from animals* and four vials of greenblood oil poison.

**Development:** Kining and several townsfolk barred the door to the Trading Company when the invasion began.

The hobgoblins tried to force the door, but grew frustrated and simply threw a hot brand from the forge onto the roof before looting the smithy. Flames now slowly spread along the wet thatch. The townsfolk inside the trading post

have piled furniture against the doors and windows to keep the hobgoblins out, and don't yet realize the building is on fire. Without aid, they'll suffocate before they notice the flames and clear an exit.

The wooden shutters are closed and appear barred from the inside. Some piled furniture is visible through the windows, blocking it as an escape route. Once the PCs arrive, the people within the trading post realize the danger and start shouting for help 3 rounds later. Anyone within 40 feet of the trading post automatically hears the cries for help; beyond 40 feet, a successful DC 12 Perception check is required to hear the screams. After calling for help for 2 rounds, the townsfolk fall unconscious from the smoke. Without intervention, the townsfolk die 2 rounds later (a total of 7 rounds after the PCs arrive).

When the PCs arrive at the trading post, the fire covers one 5-foot square of the building's roof. Thanks to the damp conditions, the fire has only a 50% chance of spreading to a new square each round. Extinguishing one 5-foot square of burning thatch requires 12 gallons of water, which can be brought from the adjoining animal trough (area B4) or provided magically (such as with *create water*).

A PC can open a door or window with a successful DC 25 Strength check, adding 1 round to the amount of time the townsfolk can survive inside. Unconscious people may need to be carried out, and weigh 140 pounds each.

See area B2 for the exact number of townsfolk left within the shop by the time the PCs arrive.

## B2. TRADING COMPANY SHOP

The interior of the shop is drab and dominated by sacks of seed, bolts of cloth, barrels of nails, and staples like flour and salt. Kining's small bedroom is off to one side, and shows even less decoration than the glum shop.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



**Treasure:** Thanks to the Nirmathi free-spirited nature, Kining maintains a small stock of supplies for would-be adventurers and mercenaries: a longsword, two battleaxes, an alchemical silver rapier, a masterwork light steel shield, a masterwork backpack<sup>UE</sup>, a climber's kit, and eight waterskins. With a successful DC 20 Perception check, a PC also spots a hinged floorboard behind the counter, where Kining keeps a +1 *buckler* decorated with the holy symbol of Droskar. If the dwarf survives, she grumbles about the PCs "looting as bad as the hobs," but doesn't stop them. She won't volunteer the location of her secret compartment, in hopes that the hobgoblins also overlook it and she can recover the shield later.

**Development:** Any surviving townsfolk within the shop join the PCs as refugees, and the shop and smithy provide some resources. If the PCs take no action to stop the fire (see area **B1**), all the townsfolk die, and half the provisions available here are destroyed.

#### Visit

Order	Provisions	Townsfolk
Starting	11 Provision Points	Kining, 1st-level warriors (2), 1st-level expert, 1st-level commoner
First	15 Provision Points	Kining, 1st-level warriors (3), 1st-level expert, 1st-level commoners (2)
Second	12 Provision Points	Kining, 1st-level warrior, 1st-level commoners (2)
Third	8 Provision Points	1st-level warrior, 1st-level commoner

### B3. SMITHY (CR 1)

The centuries-old forge provided ample space for working iron and steel as well as limited farrier services. The hobgoblin raiders have already targeted the smithy, snatching up any weapons or armor in their meaty paws before being chased away by an unexpected visitor. A single hobgoblin still lies in the middle of the floor.

**Creature:** When the Stone Road opened, a curious earth elemental journeyed through the planar opening into the Material Plane only to find itself scared and alone in the chaos. It fled here, finding some comfort in the ancient stones of the wall. When Ironfang soldiers began looting the smithy, it peeked out only to be attacked, triggering a battle that killed one of the Ironfang soldiers and injured the others. The elemental isn't inherently evil, but is stranded and frightened, and now lashes out at anyone entering the smithy. The elemental can be calmed with a successful DC 20 Diplomacy check or chased off with a successful DC 18 Intimidate check; characters who speak Terran gain a +5 bonus on either of these checks.

#### SMALL EARTH ELEMENTAL

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary* 122)

**Treasure:** The smithy is lit by an *everburning torch* set near the forge.

**Development:** Two hunters tucked themselves into the hayloft in the smithy's south end to ambush the invaders, but were spooked by the earth elemental's sudden appearance and dropped their bows. Unfamiliar with the strange creature, they opted to remain concealed until the elemental leaves. The siblings **Lirosa** and **Taidel** (CG female and male half-elf warrior 1), thank the PCs for freeing them, recover their longbows, and indicate they're leaving the group to counterattack the invaders. "You can take care of the townsfolk now," Taidel says. Lirosa adds, "We've got hobgoblins to hunt."

The PCs can make the case for the hunters to remain with the group, especially by pointing out the vast number of invaders or the obvious organization behind the invasion, which two hunters stand no chance against. They can also make the argument that the larger the group, the more likely they are to strike a serious blow against the invaders later on. A successful DC 15 Diplomacy check is required to convince the hunters to stay with the group. If the PCs return Lirosa's amulet of Erastil (from area **C2**), she eagerly thanks them, and her friendlier attitude grants the PCs a +2 bonus on this Diplomacy check. This adds two additional 1st-level warriors to the refugees recruited at this location. If the PCs cannot recruit the young pair, they die fighting the invading force.

Hanging from a nail over her workbench are Kining's keys, including the key to her shed (area **E2**) by the bridge, and to the chain restricting the movements of her work crane (see area **E3**). Several notes regarding the bridge are scribbled in chalk on a large piece of slate leaning against the wall. Anyone studying the slate for 1 minute gains a +2 insight bonus on any Craft (alchemy), Disable Device, or Knowledge (engineering) checks attempted to destroy Phaendar Bridge.

**Story Reward:** If the PCs deal with the earth elemental peacefully, award them XP as if they had defeated it in combat. If the hunters agree to stay with the group, award the PCs 400 XP.

### B4. ANIMAL PEN

This run-down pen holds horses awaiting shoes, or sheep and goats brought in for trade. Now, its few occupants have been killed by invading soldiers to be turned into rations later. An animal trough here holds 150 gallons of water that may be useful for extinguishing the fire in area **B1**, along with four 3-gallon buckets used to refill the trough from the town well some distance away. The gate is unlocked.



**Treasure:** Though the animals are dead, enterprising adventurers can carve off the most useful slabs of meat to eat later. Removing the most accessible cuts requires 5 minutes per animal, and yields 2 Provision Points per goat, and 4 Provision Points from the horse.

## C. RIVERWOOD SHRINE

A wooden deck surrounds the front of an octagonal structure with broad archways leading into a place of worship. To its left stands a moss-encrusted stone monument. Carved birds, branches, and fruits decorate the wooden supports of the temple's entryway. A dead villager is curled up on the wooden deck before the temple.

Most of the buildings in town are strictly functional in design, but the shrine was designed to be beautiful as well, being constructed from logs dredged from the thick silt of the ice-cold Marideth River. The shrine is intended for any worshipers to use, but most people in town venerate Erastil or Desna, and so statues and symbols of these two faiths decorate the walls in the form of homemade amulets, artwork, and offerings.

A stone shrine to the Green Faith—far older than the larger temple or anything else in the area—stands beside the temple, accommodating local Green worshipers.

If the PCs begin the adventure in Riverwood shrine, the Fangs Are Bared encounter on page 7 replaces the wolf in area C1, and the PCs run into Semfet and her partner as they exit the temple rather than inside.

### C1. TEMPLE DECK (CR 1)

A wooden deck keeps parishioners out of the mud on holidays and celebrations when more people attend the shrine than the building can hold. The body is Noelan, an elderly human man who served as the shrine's caretaker.

**Creature:** The hobgoblins looting the shrine left one trained wolf out front to watch the entrance. It is aggressive and attacks anyone who approaches the temple or Noelan's shack (area C3). The beast has been underfed for days to make it mean for the invasion, and now indulges itself by tearing into the remains of the kindly caretaker. Its foul attitude imposes a -4 penalty on all Handle Animal and Wild Empathy checks to influence the wolf, but offering more appetizing meat (1 Provision Point worth of food, such as that carved from the animals in area B4) eliminates this penalty and grants a +2 circumstance bonus to those same checks.

**WOLF**

**CR 1**

**XP 400**

**hp 13** (*Pathfinder RPG Bestiary* 278)

**Story Award:** If the PCs deal with the wolf nonviolently, award them XP as if they had defeated it in combat.

## INTERROGATING THE INVADERS

The PCs may try to capture and interrogate a hobgoblin rather than killing it. If they do, the hobgoblin pretends it can speak only Goblin (with a Bluff check opposed by a PC's Sense Motive check). If the PCs discover the lie or speak Goblin, the hobgoblin remains surly and uncooperative. Intimidate checks to influence a hobgoblin prisoner take a -4 penalty due to the hobgoblin's loyalty and fear of Scabvistin.

If persuaded to talk, a captive hobgoblin can reveal any or all of the following information.

- The captive is from an army called the Ironfang Legion.
  - A great hobgoblin general—Azaersi—leads the army, but she isn't commanding this attack personally.
  - Only the highest-ranking officers in the army are allowed to speak to the general.
  - This attack force was sent to capture the town of Phaendar, and take the humans within as slave stock.
  - The hobgoblin doesn't know why the Ironfang Legion wants the town.
  - The leader of the attack force is a brutal, sadistic hobgoblin named Scabvistin, but most of the soldiers answer to his various adult children.
  - The attack force arrived through an underground tunnel that ended in the middle of town, and the hobgoblin doesn't know where precisely Phaendar is.
- The common soldiers know nothing about the *Onyx Key*, the Legion's large-scale plans for conquest, or even where their base of operations is beyond "a great valley."

### C2. TEMPLE INTERIOR (CR 2)

Wooden statues of both Erastil and Desna—both now chopped and marred by hobgoblin weapons—stand in their own alcoves in the northwest end of the shrine, while alcoves on either side serve as general shrines to the variety of other gods and spirits worshiped by the locals. A dozen human bodies lie scattered across the floor and pews, and have been left to rot as invaders go about tearing apart the building.

**Creatures:** Semfet, an Ironfang scout, led a gang of soldiers in the slaughter of those who gathered in the shrine to pray. She has since dispatched all but one of her soldiers to continue the attack while she rips apart the "sick superstitions" assembled in the shrine, tearing down colorful banners, smashing offerings, and chopping at the statues and altars with her axe.

When the PCs enter, the remaining Ironfang recruit attacks immediately, but Semfet must spend a standard action dislodging her axe from the altar before she can join the fight.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



**SEMFET, IRONFANG SCOUT****CR 1****XP 400**Female hobgoblin ranger 2 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)**hp** 19 (2d10+4)**Fort** +4, **Ref** +6, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** mwk battleaxe +3 (1d8+2/×3),

handaxe +2 (1d6+1/×3)

**Ranged** composite longbow +5 (1d8+2/×3)**Special Attacks** combat style (two-weapon combat), favored enemy (animals +2)**TACTICS****Before Combat** If the PCs make a lot of noise battling the wolf in area **C1**, Semfet draws her longbow and readies to fire at the first creature that enters the temple.**During Combat** Semfet puts her back to the altar to discourage flankers.**Morale** Ironfang soldiers fight to the death.**STATISTICS****Str** 15, **Dex** 16, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +2; **CMB** +4; **CMD** 17**Feats** Point-Blank Shot, Two-Weapon Fighting**Skills** Climb +7, Intimidate +3, Knowledge (nature) +6, Perception +6, Ride +8, Stealth +11, Survival +6, Swim +7;**Racial Modifiers** +4 Stealth**Languages** Common, Dwarven, Goblin**SQ** track +1, wild empathy +1**Combat Gear** *potion of cure light wounds* (2), alchemist's fire (2); **Other Gear** padded armor, composite longbow (+2 Str) with 20 arrows, handaxe, mwk battleaxe, backpack, bedroll, blanket, mess kit<sup>UE</sup>, small tent, Provision Points (3), 3 gp**IRONFANG RECRUIT****CR 1/2****XP 200**Hobgoblin (*Pathfinder RPG Bestiary* 175)**hp** 17

**Treasure:** A sack of loot sits in the middle of the temple and contains an elm *wand of magic missile* (12 charges), a silver cup (15 gp), a hand-sized darkwood carving of a butterfly (20 gp), three bottles of Oldlaw whiskey (20 gp each), 100 gp worth of gold dust, 27 small semiprecious stones (worth 1 gp each), and 76 gp, as well as a round ivory amulet engraved with Erastil's bow-and-arrow holy symbol strung on a leather thong (10 gp). This holy symbol belongs to the hunter Lirosa in area **B3**, who often hangs the medallion in the shrine while in town to "recharge."

**RHYNA**

PCs can recognize the amulet with a successful DC 10 Knowledge (local) check, and if it is returned to her, Lirosa takes and instant liking to the PCs. Aside from the amulet, there is no chance of reuniting these offerings with their original owners. If searching the altar, a PC who succeeds at a DC 18 Perception check also uncovers an overlooked alcove holding 150 gp worth of silver dust, an *aegis of recovery*<sup>UE</sup>, and a *wand of cure light wounds* (21 charges).

**Development:** The shrine can't be saved, but religious PCs (regardless of their class or faith) can pay some final respects and conduct a short ritual to formally "close" the temple as a sign of respect to Desna or Erastil. A successful DC 16 Knowledge (religion) or Perform (oratory) check respectfully decommissions the altar, earning the PCs a blessing:

for the next hour, each PC receives a +1 morale bonus on attack rolls and 3 temporary

hit points.

**C3. NOELAN'S SHACK**

The caretaker of the Riverwood Shrine lived in this humble wooden building with little beyond a bed, writing desk, and cooking pot. A number of townsfolk hid within while Noelan hoped to save the shrine. Depending on when the PCs visit the shrine (see the table below), Noelan's assistant **Rhyna** (N female human adept 2) prepares to lead two brave townsfolk into battle against the hobgoblin ranger. If the PCs have trouble with the fight in area **C2**, Rhyna and two warriors charge from the shed to assist them. Rhyna is an irritatingly optimistic Chelish woman with bronze skin, wavy blond hair, and pale green eyes. If the PCs visit the shrine last, then Rhyna has been captured and dragged off.

**Development:** Any surviving townsfolk within the shack join the PCs as refugees, and the shack and temple provide provisions. If the PCs don't confront Semfet in the temple, reduce the provisions recovered by half.

**Visit**

Order	Provisions	Townsfolk
Starting	9 Provision Points	Rhyna, 1st-level warriors (2), 1st-level adept, 1st-level commoners (2)
First	12 Provision Points	Rhyna, 1st-level warriors (2), 1st-level adept, 1st-level commoners (4)
Second	8 Provision Points	Rhyna, 1st-level warrior, 1st-level commoners (3)
Third	4 Provision Points	1st-level commoners (3)



## D. TAPROOT INN

The two-story inn's walls are made of hewn timbers stained a dark green, all capped with a pine shake roof. A wooden statue of a rearing grizzly bear normally guards the front door, but now lies on its side, its head broken off and missing.

War cries and breaking glass sound from inside the inn. Shadows on the windows indicate a number of figures moving within the taproom.

The Taproot—referred to simply as “the Root” by locals—is the only two-story building in town, and serves a wide variety of meals and alcohol gathered from travelers crossing the bridge. It's also the largest indoor gathering place in town after the temple, and most of locals spend far more time in the Root during any given week than the temple.

Ownership of the Taproot changes often as proprietors struggle or grow bored. It currently belongs to **Jet** (CG human female aristocrat 2), a recent transplant to Phaendar of mixed Shoanti and Varisian descent with twin black braids, black eyes, and an iconic teal scarf worn around her waist. If the PCs visit the inn last, Jet has been captured and dragged away.

### D1. TAPROOT BAR (CR 1)

A massive fireplace and the horns of two dozen elk make up most of the bar's decor. The Taproot can accommodate dozens of locals and travelers, but the barroom has been ravaged and destroyed, with tables smashed and a dozen bodies dead on the floor.

**Creatures:** A pair of Ironfang hobgoblins are still tossing through the inn's wreckage, and attack when the PCs enter.

#### IRONFANG RECRUITS (2)

CR 1/2

XP 200 each

Hobgoblins (*Pathfinder RPG Bestiary* 175)

hp 17 each

**Treasure:** One of the travelers still wears a humble tin ring decorated with rabbits, overlooked by the Ironfangs in their initial grab for valuables. This adornment is actually a *ring of jumping*.

### D2. BACK ROOMS (CR 1/2)

The Taproot's kitchen and pantry line the back wall of the building and normally store plenty of food, but much of it has been looted or destroyed by Legion soldiers. A trap door in the pantry floor leads down to the root cellar. What little food and supplies remain

here are currently being ruined as a young soldier searches for hidden valuables.

**Creature:** One remaining Ironfang soldier is searching the kitchen for valuables. If PCs enter, his first inclination is to kick over a water keg and roll it toward the nearest opponent (treat this as a trip combat maneuver check with a –4 improvised weapon penalty). A PC can prevent the valuable water supply from being destroyed by dealing damage to the hobgoblin before the soldier acts in combat, or through some other means (subject to GM's discretion). A PC who damages or otherwise distracts the hobgoblin makes herself a target, and the hobgoblin charges the new threat with single-minded viciousness.



JET

IRONFANG RECRUIT

CR 1/2

XP 200

Hobgoblin (*Pathfinder RPG Bestiary* 175)

hp 17

**Treasure:** The keg of water is clean, fresh, and easily transported. If the PCs prevent it from being destroyed, they gain an additional 3 Provision Points. A PC succeeding at a DC 18 Perception check also discovers a dusty lockbox on the top of a shelf, containing a *wand of grease* (5 charges), a *wand of prestidigitation* (31 charges), two *elixirs of tumbling*, and a set of juggling balls.

**Story Award:** If the PCs stop the hobgoblin from damaging the water barrel, award them 200 XP.

### D3. TAPROOT CELLAR

The inn's cellar stores alcohol, pickled vegetables, and a odds and ends that travelers leave behind. Jet barricaded herself in with many of the townsfolk, but unbars the trap door if she hears a familiar voice (otherwise, the door requires a successful DC 20 Strength check to open).

**Development:** Any surviving townsfolk in the cellar join the PCs as refugees, and the basement and pantry provide some provisions.

#### Visit

Order	Provisions	Townsfolk
Starting	5 Provision Points	Jet, 1st-level warrior, 1st-level aristocrat, 1st-level commoners (2)
First	8 Provision Points	Jet, 1st-level warrior, 1st-level aristocrat, 1st-level commoners (3)
Second	5 Provision Points	Jet, 1st-level commoners (3)
Third	1 Provision Points	1st-level commoners (2)

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## HOBGOBLINS

The PCs will face many hobgoblins this night, and many more as the Adventure Path progresses. Hobgoblins vaguely resemble their smaller goblin kin, but stand between 5 and 6 feet tall and have muscular builds. They are hairless, with long, goblin-like ears and skin tones ranging from russet to dull green to gray. As the PCs face hordes of hobgoblins, you or your players may find the fights blending together. To differentiate the enemies, consider using some of these descriptions.

**Skin Tone:** Artichoke, ash, avocado, charcoal, dark olive, fern, gray-green, khaki, olive, ruddy, russet, sage, slate, tan, taupe, wolf gray, yellow-green.

**Features:** Broken nose, burned cheek, hooked nose, one ear, one eye, pierced eyebrow, pierced lip, pierced nose, scarred face, snaggletooth, tattoos, warts, deep wrinkles.

**Build:** Barrel-chested, brawny, broad-shouldered, burly, flabby, gangly, hunched, lean, potbellied, skinny, wiry.

**Common Names:** Arak, Bekri, Doruk, Fethi, Ghalliz, Grung, Hagla, Haluk, Kozeris, Kurat, Malgrim, Mevlut, Oktar, Oraka, Saltuck, Tarar, Turgut, Ukimuz.

## D4. UPPER FLOOR

The Taproot's upper floor consists of several rooms for rent, from the smelly but warm common room to large private rooms for travelers with more coin to spend. At the end of the hall stands the inn's "vault," a locked closet Jet offers for visitors to store their valuables. The door has already been forced open and the closet looted.

**Development:** Two traders—**Farrow** and **Clidon** (LN male human aristocrats 1)—have locked themselves in their room (area **D4a**) and refuse to come out. Even if the PCs clear the inn of threats, the traders are too frightened to abandon their room. The PCs can try to coax the traders out with a DC 16 Bluff or Diplomacy check. If successful, they convince one trader to leave, but a second successful DC 18 check is required to convince the more nervous of the pair. PCs mentioning that the traders will never survive if they don't flee gain a +2 bonus on this check.

The PCs may think of more creative ways to extract the traders, such as by use of force or magic. The wooden doors use cheap locks (hardness 5, hp 10, break DC 15, Disable Device DC 18). If the PCs force the traders to join the group, they don't put up a fight, but they grumble at every opportunity and refuse to volunteer for any dangerous missions or camp watches.

Once out, the traders both agree to join the PCs as refugees. Each trader has 5 Provision Points to contribute to the group. The traders and their resources are not listed in the table on page 17.

## E. PHAENDAR BRIDGE

Colorful gobs of lichen and moss dapple the ancient, basalt bridge here at the Marideth's narrowest crossing. The ravine below drops twenty feet into raging whitewater and jagged, exposed boulders. To the northwest stands a ramshackle shed and a weathered but sturdy-looking wooden crane. Twenty-some bloody and motionless bodies litter the ground, and above them flap banners painted with an ominous, fanged red shield. To the north, three hundred feet past the bridge, a wall of trees and ferns marks the edge of the Fangwood.

The Chelish army originally constructed this arch bridge some 300 years ago as part of the trade road connecting the empire to its Varisian colonies. Even after the army withdrew and its fortress crumbled, a town remained to maintain and take advantage of the reliable crossing over the tumultuous Marideth River. Phaendar began an intense maintenance process last year, recruiting the town smith, Kining Blondebeard, to oversee the project thanks to her extensive stoneworking experience. Kining performed some cursory repair work and removed the cracked keystone from the bridge's north side before promptly announcing she would require twice her original estimate to complete repair work on the bridge. The construction shed and crane have sat untended beside the bridge for 9 months as the town struggles to gather funds, while a temporary wooden support frame takes the place of the vacant keystone.

The river here runs fast and deep at the bottom of a 20-foot ravine. Characters who fall from the bridge take no damage from the fall, but must contend with the rough waters and swift current. Moving or remaining above the water requires a successful DC 15 Swim check each round, and every round the current pulls creatures 20 feet southeast. Failing a Swim check by 5 or more means the character collides with boulders and large rocks that litter the river, taking 1d6 points of nonlethal damage.

## E1. SOUTHERN LANDING

Kining's construction shed and crane stand long neglected on this side of the river, along with several stunted oak and elm trees that can provide some cover to anyone wanting to approach unseen.

## E2. CONSTRUCTION SHED (CR 1)

The dwarf Kining built this shed as part of her contract to maintain and repair Phaendar Bridge, but hasn't used it since the town has stalled on meeting her increased prices. It contains rudimentary masonry tools and replacement parts for the crane, as well as technical drawings of the bridge itself, but little of real value. The shed was once locked, but the hobgoblins have forced the doors to search the shed and establish a guard post to watch the bridge.



**Creatures:** Two Ironfang recruits loiter in this shed, ostensibly to back up Kergri (see area E3) but in reality to rest after being the first soldiers through the Stone Road. Both are currently asleep, but may rush to Kergri's aid if the PCs' battle with her raises sufficient noise. The recruits are asleep and require 1 round upon awakening to gather their weapons before joining the fight.

#### IRONFANG RECRUITS (2)

CR 1/2

XP 200 each

Hobgoblins (*Pathfinder RPG Bestiary* 175)

hp 17 each

**Treasure:** While most of the shed's remaining supplies are useless, a *scroll of stone shape* is been tacked to the wall.

### E3. PHAENDAR BRIDGE (CR 4)

This stone bridge arches up and over the Marideth River, with two semicircular alcoves at the top that once served as roosts for toll collectors. These days, the roosts are instead the best fishing spots around town for anglers who can adapt to the rough waters.

**Creatures:** Kergri, a heavy trooper, is one of the corporals enforcing Scabvistin's orders on the grunts. She and her unit were assigned to secure the bridge and capture fleeing residents. When new soldiers arrived (see area E2), Kergri dispatched her soldiers to transport captured slaves to the center of town. She remains on guard with her pet, a massive wolf named Kur.

Kergri is irritated that her backup seems to be napping, but remains content to execute them for later—after the town is secured. If she sees anyone approaching, she yells at the sleeping guards in area E2 (allow the hobgoblins to attempt a DC 8 Perception check each round of combat, with a –10 penalty for being asleep).

#### KERGRI, IRONFANG HEAVY TROOPER

CR 2

XP 600

Hobgoblin fighter 3 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

**hp** 27 (3d10+6)

**Fort** +5, **Ref** +3, **Will** +3 (+1 vs. fear)

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk cold iron scimitar +6 (1d6+2/18–20)

**Ranged** mwk light crossbow +6 (1d8/19–20)

#### TACTICS

**During Combat** Kergri releases Kur to attack, then peppers intruders with her crossbow and alchemist's fire from the center of the bridge until they either close with her or take cover, at which point she draws her scimitar.

**Morale** Like most Ironfang troops, Kergri fights to the death.

#### STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 17

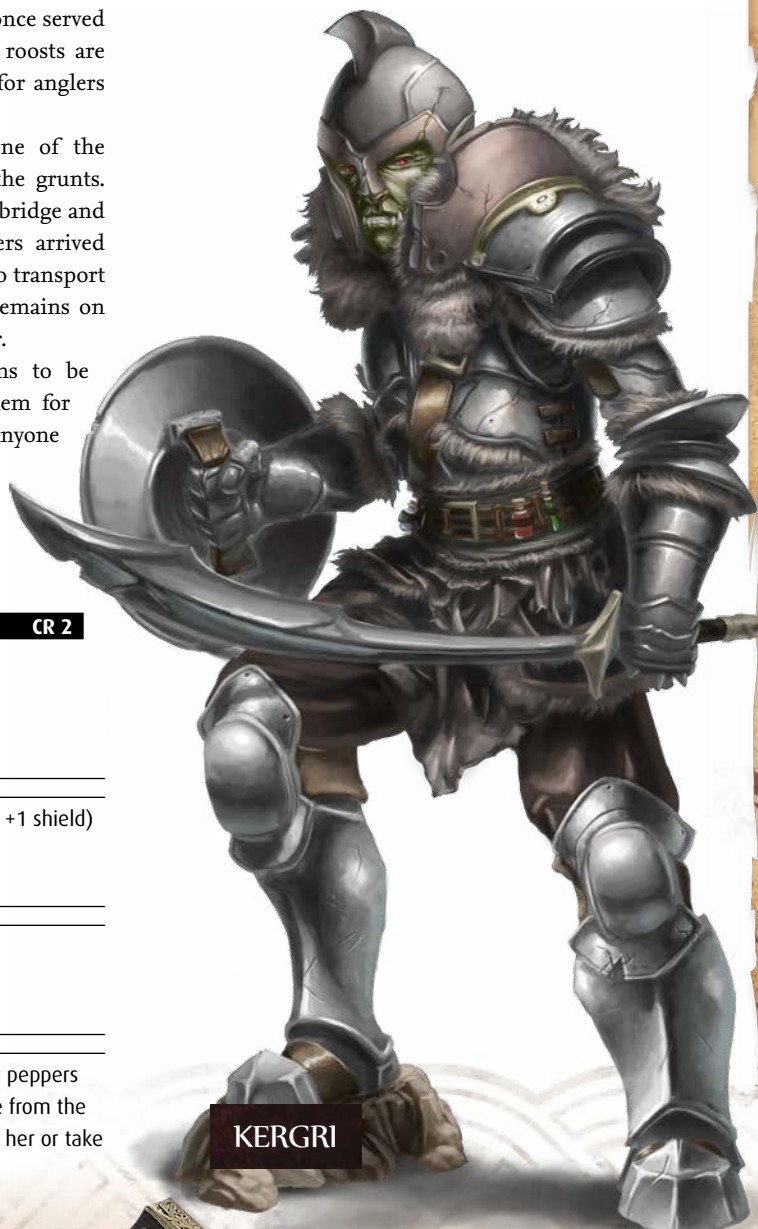
**Feats** Combat Reflexes, Improved Initiative, Point-Blank Shot, Rapid Reload

**Skills** Handle Animal +4, Intimidate +4, Perception +4, Stealth +8, Survival +7; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** armor training 1

**Combat Gear** *potion of cure light wounds* (3), *potion of endure elements*, alchemist's fire (2), antiplague<sup>UE</sup>, antitoxin, scent cloak<sup>UE</sup> (3); **Other Gear** mwk breastplate, mwk buckler, dagger, mwk cold iron scimitar, mwk light crossbow with 20 bolts, animal harness<sup>UE</sup>, backpack, bedroll, compass<sup>UE</sup>, crowbar, manacles, Provision Points (4), signal whistle, silk rope (50 ft.), small tent, 16 gp



KERGRI

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## THE REST OF PHAENDAR

The Ironfang Legion planted their tower in Phaendar's market green, affectionately considered the town square despite not being remotely square. The tower itself, formed from smooth, black stone, rises 50 feet from the soil, and an ominous archway at its base seems to descend into the earth. Troops now fill the green, and the Legion's rearguard has already begun establishing simple fortifications while Scabvistin and his elite guards—including his son Scarvinious (see page 62)—have established a command nest atop the tower from which they coordinate the invaders' movements. A hundred Ironfang soldiers of various races—primarily hobgoblins, but also bugbears, goblins, worgs, and the occasional minotaur—crowd the green while the initial invasion force continues to round up stragglers.

The Legion burns the Riverside Shrine at dawn, but puts the remaining structures detailed in this adventure to work as officer barracks and production centers. The rest of Phaendar is composed mostly of small homes, which often double as workshops, and larger barns. The Legion has already begun searching and dismantling these as the PCs flee the town, using the lumber to construct a palisade.

Nearly half the town's population is put to death in the original invasion, but those who remain are retained as slaves to help build Phaendar into a fortress. A small collection of houses are fenced off for use as slave barracks, but for the first week slaves are simply kept chained to one another under heavy guard and sleep beneath canvas tarps.

KUR

CR 2

XP 600

Advanced wolf (*Pathfinder RPG Bestiary* 294, 278)

hp 17

**Development:** Destroying Phaendar Bridge is the only way to ensure the Ironfang Legion can't simply pursue the fleeing refugees across the river. To identify a weak spot in the bridge, PCs can recall the kerfuffle over Kining's repair contract with a successful DC 15 Knowledge (local) check. They can also identify the temporary wooden frame as the bridge's weak point with a successful DC 13 Disable Device or Knowledge (engineering) check, or an appropriate Craft or Profession check.

There are several ways the PCs can destroy the bridge. If they recovered the explosive "stump remover" from Orel'd's shop (area A2), they can set the components to detonate and destroy the temporary wooden framework supporting the stone bridge. Setting the components takes 3 rounds and requires a successful DC 18 Craft

(alchemy), Disable Device, Knowledge (engineering) check, or appropriate Profession check. Once the components have been set, they explode in another 5 rounds. If the skill check to assemble the components fails by less than 5, the components are successfully set but explode in only 2 rounds. Rescued NPCs with appropriate skills may assist with this, or even perform the check while the PCs engage Ironfang soldiers.

If the PCs didn't recover the explosives or lack the knowledge to use them, they can remove the existing support structure using the construction crane. The crane's pulleys are locked down with a sturdy chain, requiring a successful DC 20 Disable Device check or the keys found in Kining's smithy (area B3). If the PCs have rescued the Kining, she carries a spare key and will unlock the crane if ordered to do so. Once the crane has been unlocked, using it to demolish the support frame requires four successful DC 18 Strength checks. Each check requires a full-round action, but multiple characters may succeed in a single round.

The PCs can also use magic or force to destroy the bridge. The support frame has AC 8, hardness 5, 40 hp, a break DC of 28, and is vulnerable to fire.

Once the support frame is destroyed, the bridge lists heavily to the north, and all creatures on the bridge must succeed a DC 14 Reflex save or be knocked prone. It continues to groan and lean and finally collapses 2 rounds later. Anyone on the bridge when it collapses takes 4d6 points of damage (Reflex DC 15 half). Characters on the bridge but adjacent to the bank take 2d6 points of damage (Reflex DC 15 half).

If the PCs don't think to destroy the bridge, or fail in their efforts, you should feel free to add 4–5 additional encounters with various Ironfang forces (bugbears, hobgoblins, Ironfang grenadiers, Ironfang scouts, wolves, and worgs) in Part 2 and Part 4 of this adventure to close the experience gap. The PCs may return to the idea of destroying the bridge after dealing with multiple attacks from the hobgoblins, and can sneak back at a later time and carry out their mission of sabotage. Or they may never destroy the bridge and simply weather the additional attacks; in the end, it's their choice.

**Story Award:** If the PCs destroy Phaendar Bridge to slow the Ironfangs' advancement to the north and deter pursuit, award them 600 XP.

## E4. NORTH LANDING

The north shore of the bridge is clear of trees, boulders, and other obstructions until the tree line of the Fangwood Forest some 300 feet from the river, leaving anyone crossing the area easily spotted (or targeted by pursuing hobgoblins). A dirt road—the Tamran highway—winds into the forest before turning east, but this route leaves fleeing refugees exposed to anyone following or any monsters or robbers waiting in ambush ahead.



## FLEEING PHAENDAR

The battle on the bridge marks the final conflict before the PCs escape into the Fangwood. If the bridge is about to collapse, the PCs might not have time to search the enemy bodies after the conflict. Once the group crosses the river, the PCs can catch a final glimpse of Phaendar before they flee into the Fangwood.

A ceiling of smoke hangs over the city, reflecting the orange glow from burning houses. Ash drifts in the air like falling snow. The screams of townsfolk have died away, leaving an eerie silence broken now and then by the howling of wolves or the harsh tones of the Goblin tongue. Bodies lie in the streets, sprawled in pools of blood where they fell. It seems everyone else in town may be imprisoned or dead except for the hobgoblin invaders. Phaendar has fallen.

The PCs' followers are exhausted and terrified. The PCs can march the group as far as they like into the forest, but the townsfolk have only a few hours of energy before they must rest, and visibility so late at night is near zero for the largely human group. The first night passes uneventfully, and in the morning the PCs must decide how to help their little band survive.

**Story Award:** For every refugee NPC the PCs manage to rescue and bring with them out of Phaendar, including Aubrin, award them 50 XP.

## PART 2: BENEATH THE HEMLOCK BANNER

Once the PCs make it into the Fangwood, they gain a short reprieve from the Ironfang Legion's machinations. The hobgoblins take 1 day to secure Phaendar and receive new orders from Azaersi, and while Scabvistin dispatches scouting parties across the ravine and into the Fangwood immediately, no sizable military force can threaten the PCs or their refugees until a replacement bridge is constructed—a process that will take weeks. Once initial scouts return—or fail to return—Scabvistin dispatches his youngest son, the tracker and torturer Scarvinious, to find the so-called “Fugitives of Phaendar.”

The PCs may believe fleeing to Tamran the wisest choice of action, but Nirmathas is disorganized and self-sufficient. The traditional response to invasion is exactly what the PCs have just done: flee into the woods, survive, pick off targets when the opportunity arises, and wait until the invaders grow bored and fall back. Aubrin plans to contact the Chernasardo Rangers who call the area home (a large plot point in the next adventure), but for now simply advocates finding reliable shelter, resources, and safety. Lifelong Nirmathi are familiar with this strategy, and have likely done so before in the wake of earlier Molthuni attacks. Little about the Ironfang Invasion stands out from earlier attacks, and Tamran is 150 miles away over rough, bandit-haunted road; most of

the refugees feel far safer remaining close to home and waiting for the hobgoblins to leave.

Given enough time, the Ironfang Legion constructs its own rope bridge at the site of the destroyed Phaendar Bridge, but the hobgoblins can't afford the luxury of dispatching large companies into the Fangwood to seek out fugitives. Instead they dispatch Scarvinious and a retinue of bounty hunters to patrol the woods. The majority of the forces continue to focus on their larger goal of securing the roads to and from Phaendar. So long as the PCs don't attempt to attack the town itself—now home to nearly 1,000 troops and being steadily rebuilt into a fortress—they can deal with the Ironfang threats on a level playing field.

Much of Part 2 consists of helping the refugees survive, exploring the forest, and locating long-term shelter. The Southern Chernasardo map on page 22 provides likely locations for the various encounters, but you shouldn't feel constrained to these locations, as most encounters can occur almost anywhere in this portion of the Fangwood.

**Survival:** Helping the Phaendar refugees survive is central to this portion of *Trail of the Hunted*, and consists not only of foraging for food (see Foraging Encounters on page 27) and navigating dangerous events (see Events starting on page 24), but also assigning the survivors tasks to keep them occupied and productive.

**Exploration:** Much of the Fangwood remains barely mapped or entirely unknown, and a variety of treasures and dangers lie hidden beneath its thick canopy. Many strange creatures (see Creature Encounters on page 28) and eventually Ironfang forces and scouts (see Ironfang Encounters on page 30) threaten the PCs, but these foes also hold treasure and resources.

**Locating Shelter:** While the refugees can survive for a time in tents and makeshift shelters in the wild, long-term survival, preparing for the winter, and any industry require a secret and secure base of operations. Likely sites include a nearby Chernasardo redoubt (area I), a hunter's stead (area J), and troglodyte caves (see Part 3). All offer the promise of shelter, but only the troglodyte caves meet the group's needs.

## A GAME OF SURVIVAL

Much of *Trail of the Hunted* involves battling not hobgoblins, but the elements as the PCs struggle to keep themselves and their ragtag band of refugees supplied with food, water, and shelter. The *Pathfinder RPG Core Rulebook* contains basic guidelines on surviving in the wild using the Survival skill, but this volume presents a more robust system of managing resources and followers to make survival a more active struggle.

Central to the PCs' efforts are the refugees rescued from Phaendar. Depending on their actions during the invasion, the adventurers could have upward of 20 people in tow, all of them ready to lend a hand but also

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

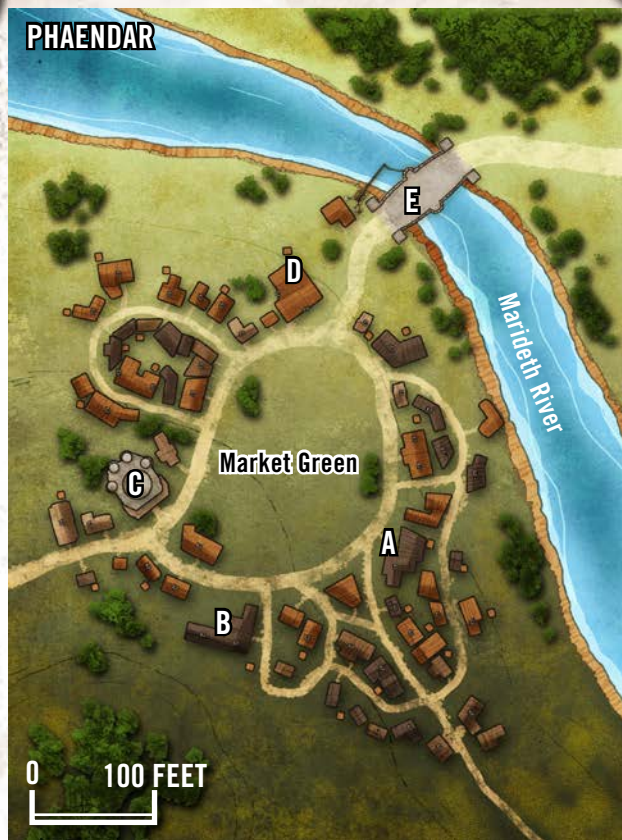
### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE





equally ready for a hot meal. The refugees must eat and be kept safe, but can help the PCs gather resources, guard camp, scout, and produce goods they can't otherwise buy in the middle of the woods. Some can even come to the rescue if the PCs find themselves in danger.

NPCs are described with a quick, simple system for ease of management. The default listing assumes the refugees fled with nothing but the clothes on their backs and daggers or improvised clubs. Each refugee has an AC of 10 unless the PCs provide specific individuals with armor. Any skill not listed on the table below is considered untrained, with a penalty of  $-2$ .

If you have access to the *Pathfinder RPG NPC Codex*, you can use pre-built NPCs to flesh out the refugees. You can also let players build custom stat blocks for NPCs, especially those a player or PC has bonded with. This provides personal investment in otherwise faceless NPCs and motivates the PCs to view their band as support characters rather than merely extra mouths to feed.

The PCs may also have rescued named NPCs from Phaendar, such as Jet, Kining, Orelid, and others. Use the same table below to determine the abilities of these named NPCs, but increase their attack and skill bonuses by 1, and add 3 hit points.

Over the course of this adventure, the PCs will gain promotions they can assign the NPCs of their choice. A promotion allows an NPC to retrain to another NPC class (most often allowing Commoners to retrain into

Adepts, Aristocrats, Experts, or Warriors), or to gain a level in their current class. An NPC cannot retrain into a base class unless a PC specifically selects that character as a companion with options such as the Leadership feat. An NPC cannot be promoted to be higher level than the PCs.

Aubrin's full statistics appear on page 58, and promotions cannot increase her level.

Each day, an NPC can be assigned to perform one task around camp or generally employ skills on the PCs' behalf. The most useful such projects include the following.

- **Assist:** NPCs can assist a PC or NPC with any skill they're trained in, automatically granting a  $+2$  aid another bonus.
- **Build Shelter:** Creating a shelter for one Medium-sized creature requires a successful DC 12 Craft or Survival check. For every 2 points by which the result exceeds 12, the shelter can accommodate one additional Medium-sized creature. These shelters are simple and cold, but enough to prevent a character from being fatigued from lack of shelter.
- **Craft:** With access to the necessary tools, NPCs can craft finished goods for the PCs upon request, using the normal Craft skill rules (*Core Rulebook* 91).
- **Forage or Hunt:** Characters who spend a full day hunting or gathering and succeed at a DC 10 Survival check gain 1 Provision Point. Characters gain 1 additional Provision Point for every 2 by which the result exceeds 10.



NPC Class	Attack Roll	Damage Roll	hp	Con Check	Skills at +4
Adept*	-1	1d4-1	3	+0	Heal, Knowledge (religion), Spellcraft
Aristocrat	+0	1d6	4	+0	Knowledge (history, local, or nobility), Sense Motive, Survival
Commoner	+1	1d4+1	3	+1	Craft (any one), Handle Animal, Perception
Expert	+0	1d4	4	+1	Craft (any two), Knowledge (dungeoneering, engineering, or geography), Profession (any one), Stealth, Survival
Warrior	+2	1d6+1	6	+1	Handle Animal

\* An adept can also cast three 0-level spells and one 1st-level spell per day from the adept spell list.

- **Herd:** Phaendar's sheep and goat herds were scattered in the attack, and many were lost in the Fangwood. NPCs can recover a single goat or sheep with a successful DC 16 Handle Animal check. Captive animals can be maintained with a single successful Handle Animal check (DC = 10 + the number of animals) per day. Neglecting to maintain the herd or failing this check indicates one or more animals have wandered off. A captive animal generates 1 Provision Point every 3 days in the form of milk (and eventually cheese or butter), or can be butchered to immediately provide 2 Provision Points.
  - **Scout:** NPCs trained in Survival or Stealth can scout the area or keep an eye on Phaendar for the PCs. With a successful DC 10 Survival check, an NPC can either discover one point of interest in the area (such as an encounter location) or reduce the chances for a random encounter by 5%. An NPC who succeeds at this skill check by 5 or more can identify one danger in the area of the encounter (if any exist).
  - **Stand Watch:** An NPC can stand watch, attempting Perception checks and even confronting danger while the PCs rest uninterrupted.
  - **Support:** One or more NPCs can follow the PCs to assist them, carrying equipment, standing watch at temporary camps (see below), and providing skills the PCs may lack. NPCs hold back from combat, but should the PCs lose a fight, the NPCs attempt to drag their unconscious leaders to safety.
  - **Use Skill:** NPCs can use any of their listed skills on the PCs' behalf, such as using Handle Animal to train captured animals, Heal to provide long-term care, or Knowledge to answer questions for the PCs.
- Regardless of the refugees' general mood, specific named NPCs (if they survive) take on a helpful role within the group and provide unique benefits so long as they remain alive and friendly to the PCs, as follows.
- **Jet:** Jet keeps the resources maintained, making sure the refugees use the most perishable items first and helping people pack balanced loads. She knows many stories and songs that she shares with the others. So long as Jet oversees the cooking, the camp generates 1 additional Provision Point each day.
  - **Kining:** The stolid dwarf keeps everyone's weapons sharp and true, and though she grumbles, she trains the refugees how to fight so they don't panic. All the

refugees gain a +1 bonus on initiative rolls while Kining remains with the group.

- **Oreld:** Oreld gathers materials from the woods to make rudimentary potions. Every day, he can make 1 dose of bloodroot poison, one tanglefoot bag, or one vial of antitoxin, but doing so prevents him from working on any other tasks that day.
- **Rhyna:** She uses her herbalism training to find healing plants and savory herbs while foraging, and treats the small wounds the refugees suffer daily. Characters in the camp heal 1 additional hit point each night while they rest so long as Rhyna remains with the group.

#### Food

The basic rules for starvation and thirst can be found on pages 444–445 of the *Core Rulebook*. The resources the PCs and their followers need to survive are abstracted throughout this adventure as Provision Points. One Provision Point sustains a person for 1 day and consists of a half-gallon of fluid (clean water, or ale, broth, cider, goat's milk, or sheep's milk) and 3 to 5 pounds of stable food (apples, berries, bread, dried boar, dried venison, hard cheese, mushrooms, nuts, pickled vegetables, and smoked trout). The PCs' followers carry their resources in a hodgepodge of bottles, jars, and satchels stuffed into improvised backpacks. Each Provision Point of resources weighs about 10 pounds. Together one trail ration and a waterskin also translate to 1 Provision Point, but weigh only 5 pounds.

Consuming only half a Provision Point per day sustains a character, but leaves that person distracted and irritable. A character who eats only a half portion takes a –2 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws until she consumes a full portion. If a person eats half provisions more than 3 days a week, she doesn't have enough body fat to endure starvation for long, and must begin making Constitution checks each day to avoid taking nonlethal damage.

If a person eats no provisions in a day, she takes the –2 penalty on all attack rolls, damage rolls, ability checks, skill checks, and saving throws listed above. Typically, a character can go without water for 1 day, or food for 3 days before making Constitution checks to avoid taking nonlethal damage. Remember that a character who takes any nonlethal damage from starvation or thirst also becomes fatigued, imposing additional penalties.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



### Shelter

Perhaps more important than even food is basic protection from the elements. Rules for inclement weather can be found on pages 437–440 of the *Core Rulebook*. The Fangwood Forest and Nirmathas in general are temperate, with frequent light rains. Shelter can be as simple as an abandoned home, a cave, a lean-to, a ruin, a tent. If a shelter option isn't immediately available, a character can construct a temporary shelter sufficient for one Medium-sized creature with a successful DC 15 Survival check and 1 hour's work; for every 2 points by which this result exceeds 15, the shelter can accommodate one additional Medium creature.

Sleeping without a shelter is cold and often wet, exposing a character to the elements and leaving her fatigued the next day. If she sleeps without shelter a second day, she awakes exhausted, which persists until she can find shelter to rest in for a night. For several weeks in the summer, nights in the Fangwood are warm and clear enough that characters don't require a shelter to sleep comfortably unless there is an unusual cold snap or precipitation (GM's discretion). Creatures under the effects of an *endure elements* spell are not fatigued by sleeping without shelter.

### Rewards

Keeping a band of survivors alive in the Fangwood is no easy task, and the refugees following the PCs appreciate the effort and risks involved. Each week, the refugees provide the PCs with a gift worth up to 10 gp per surviving member of their band. This can represent goods brought along when they fled Phaendar, abandoned treasures found while scouting the woods, or equipment, scrolls, or potions crafted in their spare time.

### EVENTS

As the PCs and fugitives of Phaendar survive and develop, they begin to build a new identity as forest survivors and, depending on how PCs relate to them, soldiers in a young militia. As the adventure progresses, specific events transpire among the survivors no matter where in the forest they may travel. You should use these events whenever they feel dramatically appropriate, though each event offers some suggestions about when to use it.

#### EVENT 1: THE LAST REFUGEE (CR 1)

Within a day or 2 of escaping Phaendar, a bedraggled refugee stumbles across the PCs' camp. With a successful DC 20 Perception check, a PC hears the refugee 30 feet before he makes his appearance; otherwise, he runs across their group without warning, literally running

into one character as he looks back over his shoulder in fear of pursuit.

**Creatures:** The fleeing man is hysterical with fear and screams at the sight of the PCs. If the PCs calm him down within 1 round (with a successful DC 15 Bluff or Diplomacy check), the man speaks with them. Otherwise, he flees, and it's up to the PCs to decide whether to chase him.

If he speaks to the PCs, the man introduces himself as Edran, a Taldan traveler who was staying at the Taproot in Phaendar when the invasion occurred. He describes his terror at seeing the invaders in the streets and how he managed to flee before being spotted. He witnessed a ferocious bugbear with a scarred head tearing a townsman apart. The screams of the dying victim still haunt Edran, and with a successful DC 10 Sense Motive check, a character confirms that his fear is genuine.

What Edran won't reveal is that he's not Taldan, but rather a Molthuni spy. Edran was at the Taproot on a simple listening mission, recording local rumors and chatter. True to his story, when the hobgoblins attacked, Edran ran. That part of his story—as well as his wounds and his fear—is genuine. Edran keeps up his cover story for as long as possible. If Jet is with the party, she confirms Edran stayed at the inn.

He's eager to stay with the group and makes himself useful however he can, all the while asking probing questions about the PCs, the area, whether the Nirmathi army is expected, and where any resistance may be located. While he had no idea the attack was coming, he hopes he can buy safety from the hobgoblins by gathering intelligence from other refugees.

The party may be suspicious of Edran and look for holes in his story. A PC who succeeds at a Sense Motive check opposed by Edran's Bluff check (+7) catches him in a lie. Edran panics and tries to think up another lie to cover the first if called out, but his stories grow increasingly outlandish with every exposure. If the PCs threaten him or say they don't believe his story, he tries to run rather than to lie a third time.

If the PCs learn the truth, they have to figure out what to do with the spy. The Phaendar refugees despise Molthune and would be happy to see Edran dead or abandoned. If left on his own in the woods, Edran dies at the hands of the Ironfang Legion within 1 day (and his skin may appear as part of Scarvinious's hut; see page 55).

If Edran fools the group and manages to stay with them, he continues to help until the time seems opportune





for him to slip away and break for the Molthuni border (this could happen when the PCs are occupied with the troglodyte caves or Scarvinious's camp). He steals 2d6 Provision Points' worth of supplies and may injure or even kill one of the refugees during his escape.

**EDRAN****CR 1****XP 400**Street performer (*Pathfinder RPG NPC Codex* 26)**hp 14**

**Story Award:** If the PCs calm Edran down and take him into the group, award them 400 XP. If the PCs discover Edran's true identity before he flees the camp, award them an additional 400 XP.

**EVENT 2: BAD WATER**

After several days to a week in the wilderness, the supplies begin to age, posing potential new problems. Several refugees drink from the same waterskin, not realizing the poorly treated leather has tainted the water within. All three fall ill with filth fever later that day. PCs can identify the tainted waterskin before anyone else falls ill with a successful DC 16 Survival check or thoughtful questioning; otherwise, two more refugees become sickened the next day before Aubrin, Rhyna, or one of the other refugees finally discovers the cause of the disease and destroys the tainted vessel.

Sick refugees can still work, but each day they take a –4 penalty on skill checks as well as Fortitude saves against their disease if they do anything but rest. The PCs can assist those refugees who fall ill with normal applications of the Heal skill to treat disease (or assign NPCs with appropriate skills to look after them). A successful DC 20 Craft (alchemy), Heal, or Knowledge (nature) check allows a character to spend 1 hour assembling a remedy from local plants that provides a +2 alchemical bonus on saving throws against filth fever.

**Story Award:** If the PCs discover the tainted waterskin and prevent the infection from spreading, award them 100 XP. For each of the original three infected refugees who survives the illness, award the PCs 100 XP.

**EVENT 3: ONE STORMY NIGHT (CR 4)**

Just as the fugitives of Phaendar begin to grow comfortable—a week or so into their ordeal—the sky grows dark unnaturally early as thick, black clouds blanket the sky, flickering with lightning and thunder. The wind picks up quickly and strengthens to a gale that bends the forest. Branches crack and fall from their trees. The rain begins, icy cold and stinging, slow at first but soon driving into the earth in a pounding rhythm. A storm is upon them!

A character can warn of the oncoming severe storm 1 day in advance if she succeeds at a DC 15 Survival check,

while a successful DC 15 Perception check gives the PCs 10 minutes' warning before the full storm strikes.

The storm lasts for 3 hours between late afternoon and sunset, during which Medium or larger creatures must succeed at a DC 10 Strength check to move against the wind. Small and smaller creatures are knocked prone and take 1d4 points of nonlethal damage unless they succeed at a DC 15 Strength check. Visibility during the storm is reduced by three-quarters, imposing a –8 penalty on Perception checks. Ranged weapons cannot be used in the storm and unprotected flames are automatically extinguished. Protected flames (such as lanterns) have a 75% chance of being extinguished. Temporary shelters built with Survival checks, as well as any pitched tents, are destroyed by the high winds.

During the second hour of the storm, each member of the group has a 10% (noncumulative) chance every 10 minutes of being struck by blown debris or falling tree branches, dealing 2d6 points of damage unless the character succeeds at a DC 14 Reflex save.

If the PCs find substantial shelter, these penalties no longer apply and no one risks being struck by falling debris. Trees and tents don't offer sufficient protection, but a cave or the hunter's cabin (if the PCs have found it) do. If the PCs have not found any appropriate shelter yet, a successful DC 15 Survival check during the storm locates a large animal den beneath the roots of a massive, ancient oak that will suffice. While not comfortable, and just barely large enough to accommodate the group, it provides safety for a few hours... if its current resident is dealt with.

**Creature:** The cave is large enough for all the PCs and their followers to hide within, though cold and muddy. But the shelter already has an occupant. A dire wolverine originally dug the den, and has hunkered down within to wait out the storm.

The PCs may choose to fight the dire wolverine, a ferocious opponent. They may instead drive the creature out into the storm (perhaps with a magical effect) or calm the territorial beast. The dire wolverine has a starting attitude of unfriendly, requiring a successful DC 20 wild empathy check to shift its attitude to indifferent, or a successful DC 25 wild empathy check to shift its attitude to friendly. Spells such as *charm animal* can also help, though Handle Animal alone is insufficient. An offering of fresh, raw meat imparts a +4 bonus on this wild empathy check.

**DIRE WOLVERINE****CR 4****XP 1,200****hp 42** (*Pathfinder RPG Bestiary* 279)

**Story Award:** If the PCs find a way to shelter in the cave without killing the dire wolverine, award them experience as if they had defeated the creature in combat.

**TRAIL OF THE HUNTED**

## FOREWORD

PART 1:  
NIGHT OF THE  
IRON FANGSPART 2:  
BENEATH THE  
HEMLOCK  
BANNERPART 3:  
CRADLED IN  
STONEPART 4:  
CAMP OF THE  
RED JAW

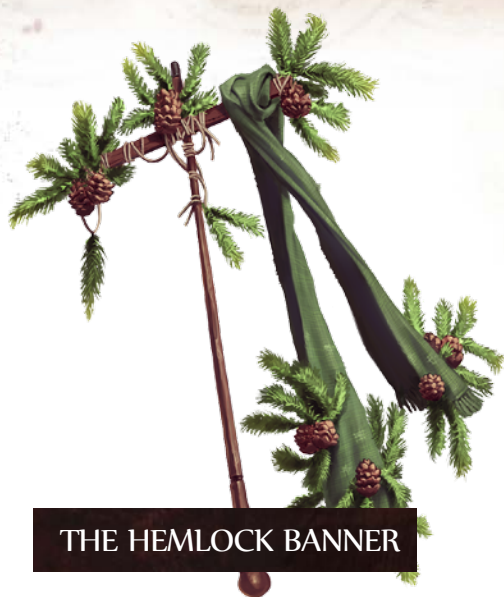
## NPC GALLERY

THE NESMIAN  
PLAINSIRONFANG  
LEGION  
TOOLBOX

## BESTIARY

IRONFANG  
CAMPAIGN  
OUTLINE





### THE HEMLOCK BANNER

#### EVENT 4: THE HEMLOCK BANNER

Depending on how the PCs interact with the refugees and the circumstances of their flight, the refugees grow either optimistic or despondent. Their attitude comes to a head after a few weeks in the woods, around the time the PCs reach 3rd level. If the PCs have maintained adequate provisions so none of the refugees have had to go hungry, and have had success in their battles, the refugees are optimistic and confident. If times are lean, with at least half of the camp going hungry at a time, or if the PCs lose many battles, the groups instead grows despondent. PC actions—displays of compassion and camaraderie—may improve the group's attitude despite empty bellies, while arrogance or condescension may sour even well-fed refugees. The final determination is left to the GM.

After the PCs have had a few encounters within the Fangwood, you can describe an evening at camp to give the PCs insight into the mood of the refugees. Some tips on roleplaying encounters with the refugees are listed here.

**Optimistic:** Despite their ill fortunes, the refugees are still optimistic about their future. They trust and respect the PCs. Some of their behaviors include the following:

- Volunteering for various tasks, even unpleasant ones
- Singing songs around the fire at night.
- Telling stories of brave and resourceful heroes.
- Giving affectionate nicknames to the PCs (e.g., “Deadshot,” “Warden,” “Hobslayer”).
- Sleeping well during the night.
- Talking confidently about the day when they will find a new home or return to Phaendar.
- Thanking the gods for their blessings.
- Making good progress during the day.
- Showing romantic attention toward a PC.

Aubrin comes to the PCs one night and gives them an update on the refugees' morale. (If Aubrin perished, use another follower the PCs have come to know.)

Aubrin smiles. “We wouldn't have made it this far without you,” she says. “Everyone wants you to know how much we appreciate what you've done for us. We're going to keep pulling together until we find a place to call home. With you on our side, we will find that home. In the meantime, I've got something to show you.”

Aubrin picks up a staff and holds it upright in both hands. A crossbeam has been tied to the top of the staff and a green scarf hangs down like a banner. Two bristly pine branches lie across the top, tied down to the crossbeam with twine. “We decided we needed a symbol,” she says proudly. “Something to rally us. What do you think?”

**Despondent:** The refugees aren't doing well. They feel hopeless, and don't believe the PCs can save them. Behaviors they exhibit might include the following:

- Bemoaning their ill fortunes.
- Reminiscing constantly about what they lost.
- Acting listless and being unwilling to pitch in.
- Feeling tired and making poor progress during the day.
- Having frequent nightmares.
- Praying to the gods for help with increasing desperation.
- Crying frequently, or acting sullen and withdrawn.
- Losing their appetites despite the poor rations.

Aubrin comes to the PCs one night and gives them an update on the refugees' morale. If Aubrin is unavailable, use another follower the PCs have come to know.

Aubrin forces a smile, but she has bags under her eyes and weariness in her bearing. “We wouldn't have made it this far without you,” she says, “but we might not make it much longer if things don't change. We're all feeling the strain and people are starting to lose hope. They need something to celebrate—a victory, maybe—or at least something to hope for. Maybe you could talk to them? Or maybe, here, look at this.”

Aubrin picks up a staff and holds it upright in both hands. A crossbeam has been tied to the top of the staff and a green scarf hangs down like a banner. Two bristly pine branches lie across the top of the banner, tied down to the crossbeam with twine. “I thought we could use a symbol,” she explains, looking a little embarrassed. “Something to rally us. What do you think?”

**Treasure:** The Hemlock Banner becomes a symbol that inspires confidence in the PCs' followers, much like a lesser version of the cavalier's banner class ability. So long as it is held high or hanging visibly, the Hemlock Banner grants a +1 morale bonus on attack rolls and saving throws against fear effects to the PCs and any of their allies within 30 feet.

**Development:** Unless the PCs come up with their own name for the symbol, the group takes to calling it the Hemlock Banner. If the PCs embrace the banner, or otherwise make some effort to build a common symbol for their group to rally around, they create a powerful identity



for the survivors as a whole, who begin to stop thinking of themselves as survivors of a violent attack and instead adventurers, freedom fighters, or whatever other identity the PCs' words and actions best describe. Allow each PC to attempt a DC 10 Diplomacy, Intimidate, Perform (oratory), or Profession (soldier) check, and apply any bonuses you feel appropriate for good roleplaying. Each success inspires one NPC follower, generating a promotion the PCs can use to increase a follower's level (see page 22). For every 5 by which a PC succeeds at her check, she generates one additional promotion.

## EXPLORING THE FANGWOOD

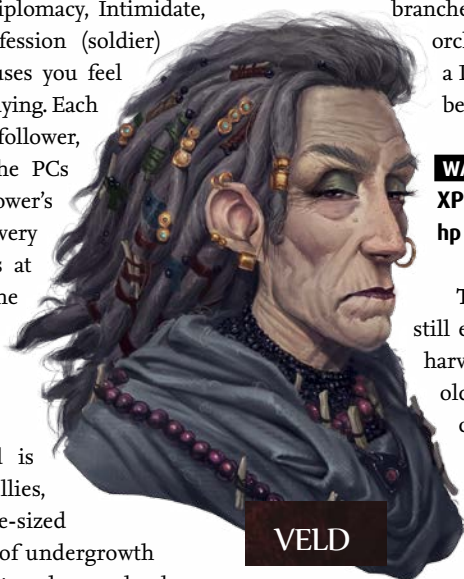
Terrain in the Fangwood is difficult. Rolling hills, gullies, sudden drops, house-sized boulders, and thick stands of undergrowth make for a confusing and treacherous landscape that generally prevents travel in straight lines for more than 100 feet at a time. Strands of ancient elven magic sometimes cause the terrain to shift seasonally, rotating copses of trees, raising hills, and uncovering previously hidden canyons. Trees grow over 100 feet high and blot out the sun in most of the forest, leaving the forest floor in a perpetual twilight and often supporting entirely separate ecosystems in their upper branches. Though beautiful, the constant switchbacks and shifting terrain make travel hard for even seasoned rangers.

Many dangers and rewards await the survivors in the southernmost reaches of the Fangwood Forest. PCs and their refugee followers can remain on the move, or hunker down in a semipermanent camp. Many of the following encounters are given locations on the Southern Chernasardo map on page 22 for PCs or their scouts to discover as they explore the area, but can just as easily represent encounters and challenges they stumble across as they travel. PCs should experience one to four events each day unless they specifically seek out shelter and make an effort to keep their heads down.

Players should encounter most of these mysteries and threats before uncovering or being directed toward the troglodyte caves in Part 3, but you should feel free to reserve a few to menace the PCs as a break from exploring the caverns, or to harry them afterward.

## F. FORAGING ENCOUNTERS

This section contains assorted short encounters that PCs may discover while hunting or scouting, or liven up otherwise ordinary Survival checks to forage for food and drink in the wilderness.



VELD

## F1. WASP ORCHARD (CR 3)

All that remains of an abandoned farm is a tumbledown chimney and an overgrown stand of apple trees.

**Creature:** An aggressive colony of wasps nests in the branches of one apple tree, and defends the entire orchard from poachers. A PC who succeeds at a DC 20 Perception check spots the wasp nest before the insects swarm.

### WASP SWARM

CR 3

XP 800

hp 31 (*Pathfinder RPG Bestiary* 275)

**Treasure:** The apples are small and tart, but still edible, a total of 5 Provision Points can be harvested off the trees. If PCs investigate the old chimney, a successful DC 12 Perception check reveals a loose stone concealing a long-dead settler's wealth: 210 sp, 75 gp, a set of masterwork bolas<sup>UE</sup>, a masterwork javelin, and a large citrine gem (worth 50 gp).

## F2. LOCAL HERMIT (CR 2)

While scouting for food or game, someone spots a tiny shack hidden in a thicket of brambles.

**Creature:** The shack is home to Veld, a reclusive wizard. She dislikes intrusions and rebuffs visitors coldly, believing those strong enough to survive will do so.

If a PC succeeds at a DC 20 Diplomacy check, Veld agrees to trade information, supplies, and scrolls. She can offer details about areas the PCs haven't visited yet, warn them of dangerous locations, and point floundering PCs back on track. She offers 1 Provision Point worth of food in exchange for a few hours of service chopping wood and the like—tasks exhausting enough to deal 1d6 points of nonlethal damage. She has a total of 5 Provision Points in supplies. PCs seeking spellcasting services or scrolls, must barter an equal amount of goods or hard coin. Her spellbook contains all 0-, 1st-, and 2nd-level wizard spells from the *Core Rulebook* except those of the illusion and necromancy schools.

### VELD

CR 2

XP 600

Investigator wizard (*Pathfinder RPG NPC Codex* 179)

hp 14

### SPECIAL ABILITIES

**Infirm (Ex)** Due to her long isolation and advancing age, Veld isn't as spry, personable, or stable as she used to be. All her ability scores except Intelligence take a -4 penalty.

**Story Award:** If the PCs establish a friendly relationship with Veld, award them XP as if they had defeated her in combat.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



### F3. BRAMBLE VINES (CR 1)

A patch of brambles heavy with large, ripe berries grows in a sunny glade, offering a potential harvest.

**Creature:** Some of the brambles are more than they appear. A bramblelash—a bloodthirsty plant from the First World—grows among the berries and uses them as bait to lure in prey.

#### BRAMBLELASH

CR 1

XP 400

hp 13 (see page 84)

**Treasure:** If the PCs can defeat the bramblelash, the surrounding berry bushes provide 5 Provision Points.

## G. CREATURE ENCOUNTERS

Many strange and wondrous things call the Fangwood home, and the encounters described here represent lairs the PCs may stumble across in their travels or beasts that stalk them through the Fangwood.

### G1. WOLF LAIR (CR 3)

The roots of an ancient oak tree crisscross the ground like the tentacles of some subterranean beast. A shadow beneath the tree marks the mouth of a den dug deep into the soft earth. A tuft of pale gray fur clings to the edge of the hole, and a musky animal stink lingers in the air.

The PCs happen across a clearing and shallow den where a wolf has recently given birth to a litter of pups. With a successful DC 20 Perception check, a PC hears high-pitched yips and thin, growling laughter when coming within 20 feet of the clearing's edge.

**Creatures:** Half a dozen cruel mites have discovered the wolf lair and now hope to capture the wolf pups within as playthings. Three wolf pups hide within the den, while one mite has dragged a fourth out by its scruff, lashing the whining creature with a willow branch. The other mites keep the furious wolf mother at bay with tiny torches, preparing to kill her and take the remaining cubs.

The wolf mother is in a rage and won't differentiate between the mites and the PCs. In the first round, she attacks the mite until he drops the wolf cub, and then attacks anyone who approaches. Several painful burns have left the wolf mother sickened until she rests or receives at least 1 point of magical healing. The mites try to finish off the wounded animal before turning their attention to the PCs.

#### INJURED WOLF

CR 1/2

XP 200

Wolf (*Pathfinder RPG Bestiary* 278)

hp 13, currently 7

**Weaknesses** sickened

#### MITES (6)

CR 1/4

XP 100 each

hp 3 each (*Pathfinder RPG Bestiary* 207)

**Treasure:** The mites dragged their treasure sack to the fight, hoping to use the treats it holds in their fun and games with the cubs. The bag contains 50 feet of spider silk rope<sup>UE</sup>, a bag of caltrops, a healer's kit, clothing dyes, three bolts of cotton cloth, eight sewing needles, a pair of scissors, four spools of thread, a shaving kit<sup>UE</sup>, two *potions of pass without trace*, a Medium +1 *dagger*, and one boot from a pair of *boots of striding and springing* (this boot's partner can be found in the cabin in area J3).

If the wolf mother dies, the PCs may wish to skin and cure her hide, or to butcher the corpse. A successful DC 10 Survival check yields 1 Provision Point, plus 1 more Provision Point for every 5 points by which the result exceeds 10.

The wolf cubs are frightened and aggressive but too small to do real damage. They can be calmed with a successful DC 20 Handle Animal or wild empathy check. The PCs may choose to raise the pups on their own if their mother dies; the Handle Animal skill describes the rules for raising a wild animal. If the PCs abandon the pups, Ironfang Legion soldiers eventually capture the pups and take them to Scarvinious's camp. In this case, the PCs may find the helpless pups, badly mistreated, in Part 4 of this adventure.

**Development:** Any surviving mites beg for mercy, offering to trade the location of a "treasure house" in exchange for their freedom. The treasure house is an abandoned hunter's cabin (area J), which the gang occasionally searches for supplies before being chased off by the residents. The mite neglects to mention the undead creature still claiming the cabin as its own.

### G2. THE TYRANNY OF GASHMAW (CR 3)

A scouting or gathering party returns to camp with 1d6 of their number gravely injured, telling stories of an unusually large and clever boar that attacked them in the woods and made off with their packs. If Taidel or Lirosa escaped Phaendar with the group, that NPC identifies the beast as Gashmaw, an aggressive and territorial boar that has harassed hunters in the area for several seasons. If the PCs don't deal with the angry boar, it continues to harry the refugees as they forage, dealing 1d8+4 points of damage to a random NPC every 1d6 days.

Gashmaw is a difficult beast to track, and never intentionally approaches groups larger than three. PCs will need to track it or bait a trap to lure it in while several of their number hide.

**Creature:** Gashmaw is a muscular and woolly wild boar, its hide studded with scars and broken arrow shafts. Its attitude is hostile due to jaw pain caused by a tarnished ring that has grown into one of its tusks,



and it generally attacks any creatures drawing near. When left alone, Gashmaw spends its time grinding its tusk against trees and rocks, which creates unique circular impressions the PCs can use to track the beast more easily, granting them a +5 circumstance bonus on Survival checks to track the boar should he escape after their first encounter.

#### GASHMAW

CR 3

#### XP 800

Advanced boar (*Pathfinder RPG Bestiary* 294, 36)

AC 19, touch 13, flat-footed 17 (+2 Dex, +1 deflection, +6 natural)

hp 22

**Treasure:** Gashmaw's legendary reputation comes from the same source as its foul attitude. While still a piglet, the boar rooted through the pack of a dead adventurer, accidentally snagging a *ring of protection* +1 on its tiny tusk. As the pig grew, the ring has cut increasingly deeply into its jaw, inflicting terrible pain and causing its violent temper. If the boar is somehow calmed, the PCs can improve its attitude by removing the ring from the its tusk. They can simply break off the tooth (dealing 1d8 points of damage and prompting the boar to attack), or remove it carefully with a successful DC 15 Heal check.

If the PCs kill Gashmaw, the meaty boar provides 5 Provision Points.

**Story Award:** If the PCs befriend Gashmaw, award them XP as if they had defeated him in combat.

### G3. STONE CHILD HUNTING PARTY (CR 4)

With all the disturbances in the forest above, the Children of Stone—a troglodyte tribe that nominally controls this corner of the Chernasardo—has grown restless, and the stones speak to their spiritual leader Ighiz of unnatural violations. Unsettled by these changes, the tribe has dispatched a hunting party to the surface to slay at least one of the intruders and drag the body back to the caverns to enact various protection rituals and ward off further intrusions.

**Creatures:** Sesslok and Ressh are two troglodytes young enough to still be curious about the surface beyond their clan's gully, and volunteered to hunt an intruder alongside their loyal hunting gecko.

#### TROGLODYTES (2)

CR 1

#### XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

#### GIANT GECKO

CR 1

#### XP 400

hp 11 (*Pathfinder RPG Bestiary* 3 186)

**Treasure:** In addition to their modest equipment, each troglodyte carries a *feather token* (bird). Neither Sesslok nor Ressh is a talented navigator, so Ighiz provided them with the token to follow back to the lair should they become lost. If the hunters feel that they are losing the fight, one of them releases a *feather token* as a signal to the nest that great danger prowls the surface, and canny PCs can follow the bird back to the troglodyte caves.

**Development:** Any PC who succeeds at a DC 15 Knowledge (local) or Knowledge (nature) check knows that troglodytes aren't common in the Chernasardo, generally appearing only once every generation or two from caverns far below the surface.

### G4. THE GRAVE OF GRISTLEDOWN (CR 4)

The tiny logging thorp of Gristledown stood no chance when Scarvinious arrived with his gang of bounty hunters. The bugbear put most of the 15 residents to slow deaths before burning the longhouse, canvas-walled huts, and work shed, and his soldiers carried off what lumber and tools they could to reinforce their camp (see Part 4). Now only two charred walls of the longhouse survive,



GASHMAW

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



with the bloody, flayed skins of a half-dozen former residents tacked to them as a warning to others who would stand against the Ironfang Legion.

The PCs may know of Gristledown as one of the tiny Fangwood settlements that regularly trades with Phaendar, and come seeking aid or supplies, or they may see smoke from the fires miles off and come to investigate while the buildings still smolder. This encounter occurs after the PCs have had some time to begin exploring the forest, and after the Ironfang Legion has had time to erect a rope bridge (if the stone bridge was destroyed).

**Creatures:** Once Scarvinious grew bored with torturing these woodworkers, the Ironfang soldiers buried the residents in a shallow mass grave before setting the buildings on fire. The 10-foot patch of earth is always wet and stained red, thanks to the restlessness of the dead entombed below, still seething from their agonizing deaths. Four bloody skeletons lurk below the mud, their skins taken by Scarvinious to line his hut (see area M6). In addition, one of the flayed skins hanging from the cabin has awakened as a shreddskin. All the undead here are mindlessly aggressive, and the shreddskin desperately seeks its still-buried body first by wrapping itself around the skeletons, and then attempting to enshroud the PCs once its undead hosts are destroyed.

#### SHREDSKIN

CR 2

XP 600

hp 22 (*Pathfinder RPG Bestiary* 4 243)

#### BLOODY SKELETONS (4)

CR 1/2

XP 200 each

hp 6 each (*Pathfinder RPG Bestiary* 250–251)

**Treasure:** Though Scarvinious's hunters cleared out the most obvious valuables, a *hand of the mage* still hangs around the neck of the shreddskin, and the soldiers forgot a canvas satchel containing a 10-pound sack of coffee beans, a masterwork kukri, and a healer's kit when they left. A PC succeeding at a DC 15 Appraise or Spellcraft check also recognizes a canister of nondescript gray powder as tarnished silver dust worth 400 gp.

Digging up the bodies here (which requires 4 hours) reveals mangled and partially decayed corpses hastily interred, as well as 342 gp, 87 sp, and 112 cp scattered in the dirt. The exhumation also uncovers four +1 frost crossbow bolts, a plain gold wedding band worth 45 gp, and a silver medal emblazoned with the crest of Mendev (worth 20 gp) hanging on a steel chain. The refugees recognize the medal as having belonged to Korus, Gristledown's nominal leader.

If the PCs either perform basic religious rituals over the mass grave or reinter the bodies in proper graves, the pall of dread lifts from the area. The next day, an owl—Korus's animal companion—rests on a branch near the

PCs' camp long enough to drop off a canvas-wrapped pair of lesser bracers of archery.

**Development:** Even if destroyed with positive energy or holy water, the skeletons here continue to reform 1d4 days after being destroyed until their skins (now hanging in Scarvinious's hut) are destroyed.

## H. IRONFANG ENCOUNTERS

These events describe some of the Ironfang Legion's activities in the area prior to Scarvinious establishing a permanent camp nearby, and hint at the encroaching threat. If the PCs destroyed Phaendar Bridge, the Legion remains south of the river for 4 days while they secure the town and erect a simple rope bridge across the river; even afterward, they can send only small patrols north to search for the fugitives. Many of the higher-CR encounters, such as H6 and H7, likely won't occur until after the PCs have at least begun the process of claiming the troglodyte caves (see Part 3). The final Ironfang encounter (encounter H7), which reveals the location of Scarvinious's camp, should not occur until the players have reached 4th level.

### H1. MUTILATED BODY

The PCs find the body of a murdered trapper lying in a creek bed. The body has been brutalized both before and after death, and its face is almost unrecognizable beneath the bruises and wounds. A successful DC 15 Perception check indicates that the wounds on the body came from the same sort of weapons the hobgoblins use and also reveals a broken black fingernail, like a hobgoblin's, in one of the injuries. All this suggests that scouts for the Ironfang Legion have begun investigating the woods.

A PC who succeeds at a DC 15 Heal check while examining the body determines that while the injuries were fatal, none are decidedly lethal blows. Instead the wounds were shallow and carefully placed to cause pain and a slow death. This speaks to the cruelty of the hobgoblins (or more precisely their leader, Scarvinious).

**Treasure:** The body is that of trapper Gilida Dravonich, a part-time resident of Phaendar (and recognizable to any town residents). Gilida still carries her *handy haversack*, which contains a bear trap<sup>UE</sup>, a climber's kit, 4 days' worth of rations, two waterskins, and animal skins worth 150 gp.

**Story Award:** If the PCs investigate Gilida's body and learn anything about her fate, award them 400 XP.

### H2. IRONFANG PATROL (CR 3 OR 5)

Once the Legion constructs a rope bridge crossing of the Marideth, they begin dispatching small groups to scout the area. If the PCs did not destroy the stone bridge, this encounter happens almost immediately (as soon as the next day) and is larger.

**Creatures:** A band of three hobgoblins—a scout and two recruits—are performing a preliminary survey of



the Fangwood to locate ideal positions for camps and report any signs of escapees from Phaendar. They move quietly as they scout, but proceed at normal speeds, reducing their Stealth modifiers to a total of -5. While this patrol wasn't dispatched exclusively to hunt the fugitives, they are well aware that the Legion has placed a hefty bounty on all escapees (see **Handout #1**) and leap upon any humans they discover in the woods.

If the PCs did not destroy the bridge while leaving town, the numbers in this patrol are doubled: two scouts and four recruits.

**IRONFANG SCOUT (1 OR 2)****CR 1****XP 400 each****hp** 19 each (see page 16)**IRONFANG RECRUITS (2 OR 4)****CR 1/2****XP 200 each**Hobgoblin (*Pathfinder RPG Bestiary* 175)**hp** 17 each

**Treasure:** In addition to their regular gear, the recruits have 2 Provision Points each and each scout carries an additional 4 Provision Points (all in the form of iron rations and waterskins).

The Ironfang scout (or one of them, if multiple are present) also carries a spyglass and 50 feet of hemp rope attached to a grappling hook. One of the hobgoblin recruits wears an exceptionally fine woolen cloak, dark gray and lined with camel-colored silk (worth 100 gp).

**Development:** Each member of this expedition carries a tattered notebook, making rough maps of the area and noting water supplies, game trails, and ideal routes for marching large groups. Each also carries a copy of the bounty notice passed out in Phaendar (see **Handout #1**).

This encounter can be repeated depending on how long the PCs take to reach the troglodyte caves. Even after Scarvinious establishes his camp, Scabvistin continues to dispatch scouts to explore the area and keep an eye on his son, although he has other concerns and doesn't flood the forest with troops. If the PCs go days without exploring the forest or making progress in finding a new home for the refugees, they should encounter another one of the Ironfang Legion patrols. You can adjust the numbers of hobgoblins or replace the scout with a trained wolf to vary the encounters.

### H3. THE STRIKING SHADOW (CR 3)

The PCs and refugees awaken one morning to discover one NPC has vanished in the night. Searching the nearby woods, anyone with a successful DC 17 Perception check uncovers the missing body under a pile of leaves, the head roughly severed from the body. A successful DC 15 Heal check is required to determine the head was severed

# BOUNTY!

*Phaendar has not been secured to our glorious general's satisfaction, and in her name I now offer a bounty of 25 pieces of gold to any member of the Ironfang Legion who returns reliable information regarding the location of fugitive human-like who fled Phaendar. The payment is doubled if you instead return their heads. Live captives may be claimed as slaves!*

*All rewards are doubled for the impudent ringleaders of this band!*

*Return all information or heads to my cur of a son, Sergeant Scarvinious.*

*—Lieutenant Scabvistin*

**HANDOUT #1**

after death with a short blade—such as a dagger or short sword—with vigorous hacking.

This encounter can take place at any time, but works especially well if the PCs have camped somewhere unprotected or stopped searching for a secure home, motivating them to find more secure lodgings.

**Creature:** Shalra, a scout for the Ironfang Legion, happens across another site of the PCs' adventures and traces them back to camp. Interested in the bounty offered per head, she sneaks into camp one night under cover of darkness to snatch the missing NPC. Shalra is overconfident and sees the camp as full of weak, scared humans who couldn't possibly offer a challenge. She plans to continue snatching one or two refugees each night—storing their heads in a nearby hollow that doubles as her camp—until she runs into prey that causes her any trouble, at which point she returns to Scarvinious with the heads and news of the fugitives' location. She wants to decimate the camp, but also terrorize the PCs, so instead of picking one of the PCs, she instead targets their followers. You can choose a target with special significance to the PCs to underscore the cruelty of their enemies, or a refugee.

After the first night, allow the PCs (or any NPCs they leave on watch) to attempt Perception checks opposed by Shalra's Stealth check. PCs may also be able to track her by day using the Survival skill; the forest floor is considered soft ground, but Shalra makes efforts to hide her trail, resulting in a DC of 15 to track her by day.

## TRAIL OF THE HUNTED

**FOREWORD****PART 1:  
NIGHT OF THE  
IRON FANGS****PART 2:  
BENEATH THE  
HEMLOCK  
BANNER****PART 3:  
CRADLED IN  
STONE****PART 4:  
CAMP OF THE  
RED JAW****NPC GALLERY****THE NESMIAN  
PLAINS****IRONFANG  
LEGION  
TOOLBOX****BESTIARY****IRONFANG  
CAMPAIGN  
OUTLINE**



**SHALRA****CR 3****XP 800**Hobgoblin rogue 4 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 33 (4d8+12)**Fort** +3, **Ref** +7, **Will** +1**Defensive Abilities** evasion, trap sense +1, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** +1 dagger +7 (1d4+3/19–20)**Ranged** shortbow +6 (1d6/×3)**Special Attacks** sneak attack +2d6 plus 2 bleed**TACTICS**

**During Combat** Shalra attempts a coup de grace against sleeping or helpless foes. Should the encounter become a fight, she uses her *oil of darkness* on a silver piece, then uses hit-and-run tactics to inflict bleeding attacks before falling back. If confronted or pursued by multiple foes, she drinks a *potion of cat's grace*.

**Morale** When Shalra drops beneath 10 hit points, she tries to escape by using the magically created darkness or bluffing to create a distraction. She'd rather receive a minor reward for locating the fugitives than die in a fool's fight.

**STATISTICS****Str** 14, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Combat Reflexes, Skill Focus (Survival), Weapon Finesse**Skills** Acrobatics +10, Bluff +6, Disable Device +12, EscapeArtist +10, Intimidate +6, Perception +7, Sense Motive +7, Sleight of Hand +10, Stealth +14, Survival +7; **Racial****Modifiers** +4 Stealth**Languages** Common, Draconic, Giant, Goblin**SQ** rogue talents (bleeding attack +2, combat trick), trapfinding +2**Combat Gear** *oil of darkness*, *potion of cat's grace* (2); **Other****Gear** mwk studded leather, +1 dagger, shortbow with 20 arrows, 96 sp

**Treasure:** In addition to her gear, Shalra carries a chunk of raw aquamarine the size of her fist (worth 200 gp), pulled from the nearby troglodyte caves (see Part 3). Scarvinious allowed her to keep the gem as a reward for making contact with the reclusive creatures.

**H4. THE CENTAUR (CR 3)**

The PCs and their refugees aren't the only travelers in the woods. This encounter can take place at any time after they arrive in the woods.

**Creatures:** The PCs happen across a handsome centaur, Yorc, who is traveling through the Fangwood. The young man invites the PCs to rest with him for a meal of barley and apples, and offers to trade information about the

sights he's seen and potential hazards in the woods. Yorc isn't as cordial as he seems, though. The centaur works as a messenger for the Ironfang Legion, transporting missives between camps and potential allies, and passing easily through areas where a hobgoblin courier would be attacked. Having just come from Phaendar, he is aware of the bounty on the PCs' heads and hopes to collect.

The apples Yorc offers are coated with oil of taggit (*Core Rulebook* 560). Anyone handling or eating one who succeeds at a DC 15 Perception check realizes they're coated with something unusual. Characters who eat an apple must attempt a save against the poison's effects 1 minute later. Yorc plans to keep the PCs talking until they all pass out. If anyone figures out the ruse, he attacks, hoping at least a few fugitives fall unconscious before they land any solid blows.

**YORC****CR 3****XP 800**Male centaur (*Pathfinder RPG Bestiary* 42)**hp** 30

**Treasure:** Yorc still carries 6 doses of oil of taggit in a large glass bottle, as well as 375 gp as payment for his last few deliveries. He also carries a rough map to the troglodyte caves (see Part 3) and a package sealed with parchment and wax, intended for the Children of Stone troglodyte tribe. The package contains a note (see **Handout #2** on page 33) and an *amulet of natural armor* +2.

**H5. IRONFANG SUPPLY WAGON (CR 5)**

Once the Legion's rope bridge is constructed (or immediately, if the PCs didn't destroy the bridge), Scabvistin begins dispatching supply convoys to units along the Tamran highway. Deployed prior to the full invasion, these infiltrators were ordered to hide and monitor local traffic, then seize the roads and capture travelers. So far the plan has succeeded, but these soldiers need regular supplies to maintain their aggressive tactics.

The PCs discover a supply wagon being escorted east along the road by a retinue of Ironfang soldiers, ready to resupply and relieve their agents. The convoy has no interest in the PCs or their refugees, and offers no threat if ignored. Instead, this encounter offers the PCs their first real chance to strike back and disrupt the Legion's plans—and line their own pockets in the process.

**Creatures:** The convoy travels under heavy guard nonetheless. Two heavy troopers ride in the wagon itself, while four Ironfang recruits follow on foot. The wagon is pulled by a pair of horses that are trained for manual labor rather than combat, and refuse to fight.

**IRONFANG HEAVY TROOPERS (2)****CR 2****XP 600 each****hp** 27 each (see page 19)



**IRONFANG RECRUITS (4)****CR 1/2****XP 200 each**Hobgoblins (*Pathfinder RPG Bestiary* 175)**hp** 17 each

**Treasure:** The wagon contains 40 Provision Points' worth of dried meat, ale, and fruit, as well as two masterwork chain shirts, 300 feet of silk rope, a healer's kit, and a crate containing 10 bottles of alchemist's fire. A lockbox under the wagon seat (Disable Device DC 30 to open) contains a payroll of 550 gp.

**Development:** The horses are ill-treated and underfed, and have no love for their current masters. They can be coaxed into service with a successful DC 15 Handle Animal check. A horse consumes 2 Provision Points per day, or 1 Provision Point per day if allowed to graze freely (generally, any day it is not working).

**H6. ORLU'S HUNTERS (CR 6)**

Between several days to several weeks after the initial attack, the Ironfang Legion establishes a hidden encampment (see Part 4), from which it dispatches bounty hunters to comb the area for human survivors and messengers.

Orlu is dispatched to patrol the Fangwood the moment Scarvinious and his strike force enter the woods. She occasionally reports in at the camp, but prefers to spend her time in the wild, having never quite gotten on with other goblinoids. This encounter likely takes place when the PCs are isolated from their followers, and likely after they've spent at least some time exploring or clearing out the troglodyte caves.

**Creatures:** Orlu is one of Scarvinious's bounty hunters, trained by the cruel bugbear to locate prey and bring it back to him alive for interrogation. She travels with Carf, a mean-tempered bloodhound she raised from a pup, and commands a pair of hobgoblin scouts who help her encircle and goad targets.

**ORLU****CR 3****XP 800**Female hobgoblin ranger 4 (*Pathfinder RPG Bestiary* 175)

LE Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)**hp** 36 (4d10+10)**Fort** +7, **Ref** +9, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** mwk scimitar +7 (1d6+2/18-20) or net +6 (entangle)**Ranged** mwk composite shortbow +9 (1d6+2/x3)**Special Attacks** combat style (archery), favored enemy (humans +2)

*Salutations Children of the Stone,*

*My emissary approaches you as a sign of respect, but by now you have seen my soldiers move unchecked across this green and fertile land. The Ironfang Legion means to make all of Nirmathas a home to those the humans would hunt, and turn those same humans into our servants and prey. You would be wise to join our alliance. There is no room for neutral parties when war is all around you, and only one side in this conflict will offer you strength and shelter.*

*As a sign of the protection the Legion offers, kindly accept this token of my generosity. Take your time in making your decision, but I trust you will come to the conclusion that provides your small and vulnerable tribe a future.*

*Kindest regards,  
General Azaersi*

**HANDOUT #2****Ranger Spells Prepared** (CL 1st; concentration +2)1st—*magic fang***TACTICS**

**Before Combat** Once Orlu sights her prey, she casts *magic fang* on Carf before charging into battle.

**During Combat** Orlu leads off attacks with nets, hoping to isolate party members for her followers to subdue while she and Carf focus on anyone who remains free. She prefers to let her hound engage prey while she peppers enemies with arrows.

**Morale** Orlu falls back to greater range if she or Carf are reduced below half their hit points, but she flees only if Carf is killed. Otherwise, Orlu fights to the death.

**STATISTICS****Str** 14, **Dex** 18, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10**Base Atk** +4; **CMB** +6; **CMD** 20**Feats** Endurance, Exotic Weapon Proficiency (net), Iron Will, Mounted Combat**Skills** Climb +7, Handle Animal +7, Knowledge (nature) +4, Perception +8, Ride +8, Stealth +13, Survival +8, Swim +7;**Racial Modifiers** +4 Stealth**Languages** Common, Goblin**SQ** favored terrain (forest +2), hunter's bond (animal companion), track +2, wild empathy +4

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** mwk studded leather, dagger, mwk composite shortbow (+2 Str), mwk scimitar, nets (3), *cloak of resistance* +1, bedroll, riding saddle, saddlebags, 8 gp

**TRAIL OF THE HUNTED****FOREWORD****PART 1:  
NIGHT OF THE  
IRON FANGS****PART 2:  
BENEATH THE  
HEMLOCK  
BANNER****PART 3:  
CRADLED IN  
STONE****PART 4:  
CAMP OF THE  
RED JAW****NPC GALLERY****THE NESMIAN  
PLAINS****IRONFANG  
LEGION  
TOOLBOX****BESTIARY****IRONFANG  
CAMPAIGN  
OUTLINE**



**CARF****CR —**

Female dog animal companion

N Small animal

**Init** +3; **Senses** low-light vision, scent; Perception +5**DEFENSE****AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)**hp** 13 (2d8+4)**Fort** +5, **Ref** +6, **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +4 (1d4+1)**STATISTICS****Str** 13, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +1; **CMD** 14 (18 vs. trip)**Feats** Weapon Focus (bite)**Skills** Acrobatics +3 (+11 to jump), Perception +5, Survival +2 (+6 to track by scent); **Racial Modifiers** +4 to Survival**IRONFANG SCOUTS (2)****CR 1****XP 400 each****hp** 19 each (see page 16)

**Development:** If the PCs evade Orлу or allow her to escape, she serves as part of the defenses at Scarvinious's camp (see Part 4).

**H7. AN ILL-TIMED ALLIANCE (CR 5)**

At some point after they have come into contact with the Ironfang Legion's bounty hunters and scouts within the Fangwood, the PCs have the opportunity to intercept a messenger. If the PCs have claimed the troglodyte caverns, a party from the Ironfang Legion arrives to negotiate an alliance with Ighiz and the tribe. If the PCs opt not to use the caverns as a headquarters, they instead notice the contingent passing through the forest.

The PCs shouldn't encounter Fahrak until they have reached 4th level, as he is likely to lead the adventurers into Part 4.

**Creatures:** Having received no response from earlier overtures for an alliance with the Children of Stone troglodytes (see encounter **H4**), Scarvinious has finally decided to either recruit the local muscle or else make a priority of wiping them out. He dispatched Fahrak, his second-in-command, to negotiate personally. Fahrak rides a hulking dire wolf but otherwise travels unaccompanied, preferring stealth and speed in his mission.

Fahrak is unaware that the PCs (most likely) have also targeted the troglodyte caves. You may chose to have the hobgoblin arrive after the PCs have cleared them out, with Fahrak announcing his presence as a messenger before realizing humans have replaced his potential allies. Alternatively, if the PCs seem to be having an easy time with the Children of Stone, you could instead have the messenger arrive while they try to retreat from the dungeon's encounters to rest. If the PCs delay too long before investigating the caverns, Fahrak may even have entered the tunnels and begun negotiations before their arrival. In this event, the hobgoblin is likely negotiating with Ighiz in her chambers when the PCs arrive, while his mount rests or hungrily prowls in the gully outside the caves.

Unlike most of the Legion, Fahrak is not immediately aggressive toward humans. He more than most hobgoblins grew up working alongside Molthuni agents and overseers, and appreciates the value of turncoat recruits. Impressed by the PCs' spirit, he happily offers them the bribe he prepared for the troglodytes in exchange for their loyal service, and promises them lives as beloved

**ORLU**



slaves of the coming empire if they abandon their foolish goal of resistance and serve as his agents. If rebuffed or insulted, he attacks, not believing that a handful of backwater farmers has any real chance against him.

#### FAHRAK

CR 4

#### XP 1,200

Male hobgoblin fighter 5 (*Pathfinder RPG Bestiary* 175)  
LE Medium humanoid (goblinoid)

**Init** +0; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor)

**hp** 47 (5d10+15)

**Fort** +7, **Ref** +2, **Will** +4 (+1 vs. fear)

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +11 (1d8+6/×3)

**Ranged** throwing axe +6 (1d6+4)

**Special Attacks** weapon training (axes +1)

#### TACTICS

**During Combat** Fahrak is a straightforward and blunt warrior, respected more for his social cunning than his tactical acumen. He prefers to battle astride his dire wolf mount, using Power Attack and Ride-By Attack to their fullest benefit. If dismounted, he instead keeps his distance, hurling axes and alchemist's fire as long as possible.

**Morale** Fahrak fights to the death.

#### STATISTICS

**Str** 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 14, **Cha** 13

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Cleave, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

**Skills** Handle Animal +7, Intimidate +6, Ride +4 (+6 to stay in the saddle), Stealth +2, Survival +7; **Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** armor training 1

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), smokestick (2); **Other Gear** +1 *breastplate*, mwk battleaxe, throwing axes (3), *cloak of resistance* +1, bedroll, bit and bridle, exotic military saddle, saddlebags, 4 Provision Points, 19 gp

#### DIRE WOLF

CR 3

#### XP 800

**AC** 16, touch 11, flat-footed 14 (+2 armor, +2 Dex, +3 natural, -1 size)

**hp** 37 (*Pathfinder RPG Bestiary* 278)

**Gear** leather barding

**Treasure:** In addition to his own gear, Fahrak also carries a note from Scarvinious. The note, written in crude but legible Common, reads, "My troopers carry this gift to you to show our intentions. Together we can

tear our enemies to pieces, their arms ripped from their living bodies, and their heads screaming as we wrest them from their necks. We've slaughtered or enslaved all in the human town save for a few weak stragglers now lost in the woods. We can hunt them down as one, or we will be done with your claims to this region."

The note is wrapped around a fat ruby worth 250 gp.

**Development:** Fahrak has a poor head for directions, and has kept notes of his travel from Scarvinious's camp inked on a piece of hide. The map shows the route between Scarvinious's camp and the troglodyte caverns. PCs ready to strike back against the bugbear's predations can follow this map back to his hidden camp with a successful DC 15 Knowledge (local) or Survival check.

### I. ALL-EYES' WOOD (CR 5)

This swampy gully is well hidden from casual glances and thus makes an ideal hiding spot. While the ever-present insects and general lack of resources make it a poor home for the refugees, the location is home to a small Chernasardo Ranger redoubt (the closest one to Phaendar). PCs with aspirations of joining the Chernasardo Rangers may know of the shelter, but if they don't investigate the area on their own, Aubrin asks the PCs make contact with the Rangers here and recruit the forest wardens to their side to begin planning a push back against the Ironfang Legion.

As the PCs approach, read or paraphrase the following.

The forest grows thick here, trees pressed close together with their branches intertwined. A gloom hangs in the air. Foliage around the base of the trees is sparse, stunted by lack of sunlight. The songs of birds and noises of small animals have ceased, adding to the eerie atmosphere of the ancient woods.

This eerie gully contains a number of standing pools and dead trees, all swarming with insects. The redoubt is a large tree house built above the depressing terrain, protected from most predators by the muddy water below. The Rangers abandoned the redoubt several weeks ago when called to Fort Trevalay, however, and in their absence a new tenant has claimed the area.

**Creatures:** This area of the Fangwood is home to a distressingly friendly and curious ettercap called All-Eyes, who moved in after the territorial Rangers left several weeks ago. In addition, two giant spiders lurk in the trees nearby. They generally wait for prey to wander into All-Eyes' trap before spinning down to the ground to attack the nearest targets. All-Eyes herself emerges from hiding and assists the spiders, webbing targets and then flanking with one of the spiders.

All-Eyes prefers to bind foes and take them alive to ask random questions about humans and civilization until she grows bored a day or 2 later, killing her prey after finally growing tired of its voice.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## I. ALL-EYES' WOOD



1 square = 5 feet

### ALL-EYES

CR 3

XP 800

Female ettercap (*Pathfinder RPG Bestiary* 129)

hp 30

### GIANT SPIDERS (2)

CR 1

XP 400 each

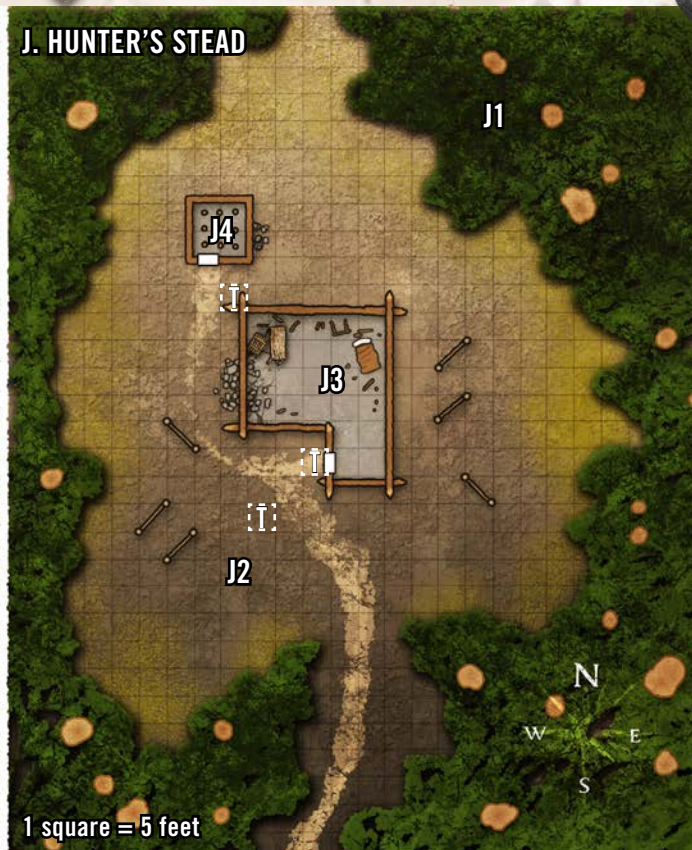
hp 16 each (*Pathfinder RPG Bestiary* 258)

**Hazard:** Watery areas on the All-Eyes' Wood map appear to simply be shallow pools, but are in fact quicksand (*Core Rulebook* 427). All-Eyes and her spiders avoid these spaces by skittering above them on their webs, but happily target any creatures who become stuck.

Being new to the area, All-Eyes hasn't yet constructed more sophisticated ettercap traps, but she has strung a web across the main pathway to the redoubt. The first creature approaching the trapped squares must succeed at a DC 20 Perception check or walk into the web and become entangled.

**Treasure:** The spiders' nests are 15 feet up in the trees, and contain the remains of previous victims in webbing sacks. Most of the remains are of squirrels, rabbits, and birds, but there are also two humanoid corpses. One is still dressed in a +1 *chain shirt* and a *cloak of resistance +1*, and carries a masterwork shortbow with 15 +1 *arrows* and a single *sleep arrow*. A masterwork light mace, a holy symbol of Erastil, and a scroll tube (containing scrolls of

## J. HUNTER'S STEAD



1 square = 5 feet

*charm animal*, *cure light wounds*, *lesser restoration*, and *plant growth*) are sealed in with the second body.

Several gemstones are scattered among the nests, fallen from the pocket of a previous victim, and can be found with a successful DC 20 Perception check. In total, there are three agates (worth 10 gp each), one star rose quartz (worth 55 gp), and four amethysts (worth 110 gp each).

**Development:** The Chernasardo redoubt has been abandoned. With a successful DC 15 Survival check, the PCs determine that no one has used the building for at least 2 weeks. A character who succeeds at a DC 15 Perception check finds a half-burned letter recalling all Chernasardo Rangers to Fort Trevalay, though it gives no indication of what or where Fort Trevalay is. Aubrin is unsure of the fortress's location and encourages the PCs to focus on more immediate needs like finding food and shelter, but to seek out the Rangers once their own position is more secure. Further details on Fort Trevalay and the fate of the Chernasardo Rangers can be found in *Pathfinder Adventure Path* #116: *Fangs of War*.

## J. HUNTER'S STEAD

This small cabin is an abandoned homestead sitting atop a small rise, and from a distance seems like it may be a small but useful shelter for the fugitives of Phaendar. The PCs may stumble across it in their explorations, a scout may report its location, or they may learn of it from the local mites (encounter G1).



As the PCs approach, read or paraphrase the following.

A wooden cabin, small and square, stands in a clearing dotted with tree stumps. Someone has deforested this area to make room for the structure, leaving only tall grass to carpet the clearing. A jumble of poles near the cabin serves as a rack for drying animal hides or fish. No smoke issues from the chimney.

This cabin was once the home of a half-elf ranger named Keloch. A miserable life of poverty and cruelty left Keloch a misanthrope, and he moved to this isolated place where he'd never have to interact with people. Instead of bringing him solace, the seclusion sank him deeper into his own bitterness. One day when out hunting, Keloch slipped and fell down a rocky slope. The fall broke his arm and several ribs, and wedged his foot into a crevice. It took him days to die from blood loss and exposure, but he found no release even in death, and now serves as a bitter, undead shadow of his former self.

### J1. THE MAD CAT IN THE WOODS (CR 2)

The woods immediately surrounding the cabin are marred by countless scratches and the bones of dead animals, and an eerie mewling echoes through the trees by night. Anyone who succeeds at a DC 15 Knowledge (nature) check identifies the scratches or sounds as belonging to a lynx or bobcat, but that marking trees or howling are atypical behaviors for either species.

**Creatures:** Keloch's animal companion, a lynx named Pila, stayed by her master's side while he died. Sensing Keloch's suffering and then witnessing his transformation into an undead creature damaged the poor cat's psyche. Now she prowls the clearing, marking the territory and bringing wounded animals in an attempt to feed him. Pila attacks anyone approaching the cabin, although wild empathy or spells could potentially calm her (her starting attitude is hostile). Over time, care and attention might turn Pila into a suitable animal companion.

#### PILA

CR 2

XP 600

Female lynx (*Pathfinder RPG Bestiary* 40; use the statistics for a leopard)

hp 19

### J2. THE TRAPPER'S FIELD (CR 4)

The high grass of this field conceals numerous tree stumps alongside other dangers.

**Traps:** Keloch set a number of traps around the area. Anyone walking across the clearing runs the risk of stepping into one of two bear traps hidden in the grass and tethered to stakes with a 2-foot length of chain. In addition, the door to the cabin is trapped with a simple arrow trap.

#### BEAR TRAPS (2)

CR 1

XP 400 each

Type mechanical; Perception DC 15; Disable Device DC 20

##### EFFECTS

Trigger location; Reset manual

Effect Atk +10 melee (2d6+3); jaws spring shut around the creature's ankle and hold it immobile; the creature must succeed at a DC 20 Disable Device check, DC 22 Escape Artist check, or a DC 26 Strength check to escape.

#### ARROW TRAP

CR 1

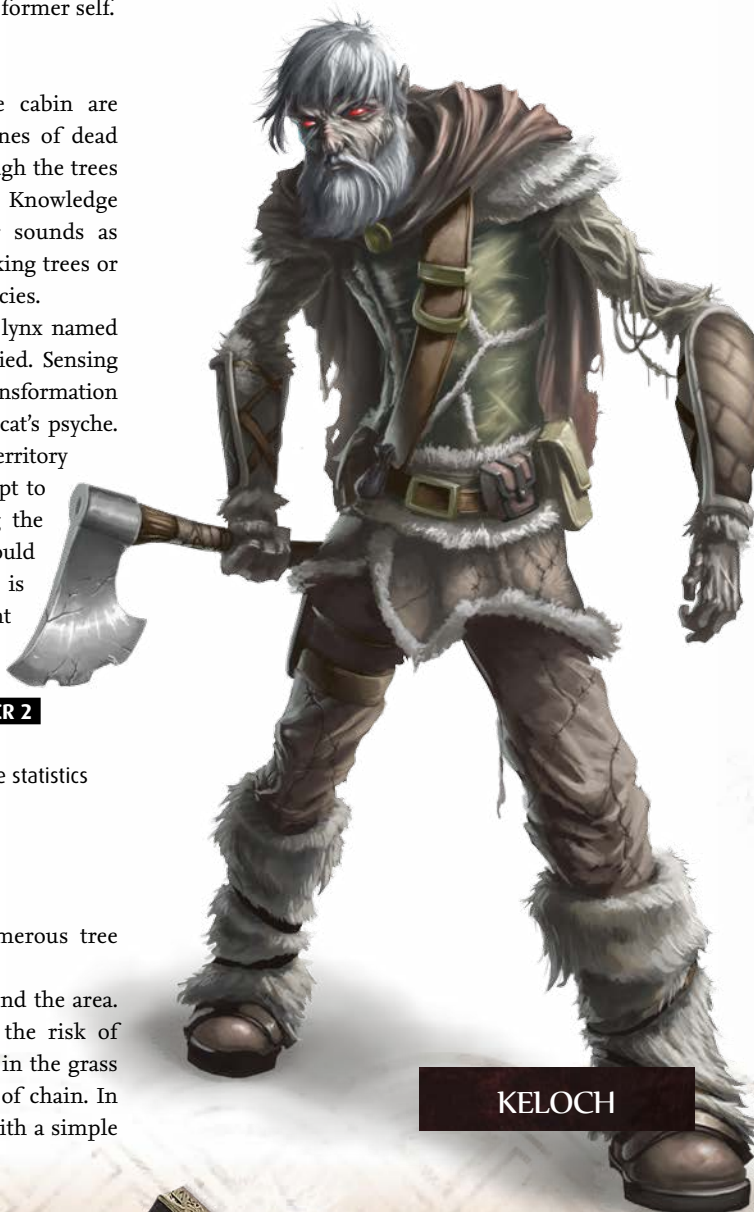
XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

##### EFFECTS

Trigger touch; Reset none

Effect Atk +15 ranged (arrow; 1d8+1/x3)



KELOCH

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



### J3. KELOCH'S CABIN (CR 3)

Inside the sturdy wooden cabin, the ceiling has partially collapsed, and between Keloch's tantrums and occasional looting by mites, all the furniture beyond the wight's favorite stool has been overturned.

**Creature:** Keloch rose as from the dead as a furious wight, freeing himself with his newfound unnatural strength, and now stalks the cabin where he once lived. He hides within the cabin, emerging on occasion to hunt. He abhors outsiders, especially elves and fellow half-elves, and attacks any intruders on sight.

#### KELOCH

CR 3

XP 800

Male wight (*Pathfinder RPG Bestiary* 276)

hp 26

**Treasure:** Dust and cobwebs cover the interior of the cabin, and many of the obvious valuables have been looted by the gang of mites who sneak in during Keloch's occasional hunting expeditions. A single *boot of striding and springing* lies on the floor (its mate being held by the gang of mites in encounter G1). The furniture and personal belongings are broken and smashed, but mounted over the fireplace are Keloch's masterwork longsword and his +1 *longbow*.

A successful DC 20 Perception check reveals a hidden compartment under the floorboards. The compartment is locked (Disable Device DC 20), but within is 112 gp, two *potions of cure light wounds*, and a quiver with 20 arrows and five +1 *flame arrows*.

### J4. SMOKEHOUSE

This simple wood-and-mud smokehouse was used to preserve food for the lean winter months.

**Treasure:** Keloch's smokehouse has stood unused since his death, but the heavily smoked and salted meat and fish hanging within remain edible. The smokehouse contains 15 Provisions Points' worth of protein.

## PART 3: CRADLED IN STONE

The refugees can't wander alone in the forest forever. Traveling to a nearby town is a possibility, but over 100 miles of difficult terrain lie between them and the small city of Tamran, causing them to cross dangerous woods and likely battle the Ironfang Legion at every step. (If they intercept the centaur messenger Yorc or the Ironfang supply convoy—encounters H4 and H5, respectively—the PCs may already realize the Legion has established blockades along this road). The refugees aren't used to walking all day, and even if they're optimistic, they've been traumatized by the loss of the town, their family, and their friends. They need a place to call home, however temporarily, and it needs to be

somewhere secure. If the PCs don't realize this, Aubrin or another refugee speaks on behalf of the group.

A set of caves in the area offers multiple opportunities for the refugees, including concealment, food, and water, in addition to some wealth. Aubrin vaguely remembers a troglodyte tribe called the Children of Stone that often harassed—and feasted upon—Chernasardo Rangers in the area during her time, but the confusion of the escape and the distraction of her injuries has prevented her from gaining her bearings and recalling all the secrets of the forest. If the PCs haven't come to realize this secure location exists by the time they reach 3rd level (such as by intercepting Yorc or being ambushed by the Children of Stone hunting party), Aubrin recalls the creatures—and their secure home—and asks the party to investigate the location as a possible long-term home. **Event 3:** One Stormy Night (see page 25) in particular makes an excellent motivator to find a more secure base of operations. The centaur messenger Yorc (encounter H4) carries a map to the caves along with a proposal for alliance. Alternatively, the PCs can interrogate the troglodyte hunters they encounter in area G3 to learn the location of their tribe.

The Children of Stone are exiles from the Darklands, driven from their parent tribe 50 years ago over a religious schism. Their various leaders have possessed intuitive understanding of earth and stone, and glean insights from the rock itself. Their current leader, Ighiz, inspires fear and awe in her tribe and the troglodytes believe she both speaks for the stones and watches them through the veins of crystal throughout the caverns. They are extremely territorial after discovering the "stone god" in the old complex below, and consider the crystal deposits within their home to be a sacred blessing.

### K. UPPER CAVERNS

The Children of Stone live within deep natural caverns that run beneath a tree-covered ridge. Multiple entrances lead out of the caverns, but most are too small to access—mere fissures in the rock that serve as animal dens. One obvious entrance exists, a low but wide cave entrance screened by hanging roots that requires a successful DC 25 Perception check to spot.

**Upper Cavern Features:** The upper caverns are a mixture of stone and packed, clay-rich earth. Thin, ropy roots from the ridge above dangle from the ceilings of tunnels and caves 7 to 9 feet overhead, brushing the heads of Medium or larger creatures walking upright. Streaks of cloudy crystal in shades of purple and blue run through the stone walls and floors.

The caves are pitch dark. The troglodyte inhabitants can see in the dark, but build fires in some areas for cooking and warmth. The tunnels smell terrible thanks to their inhabitants, but not strongly enough to require a Fortitude save unless the PCs actually approach a troglodyte. The troglodytes are similar enough in



behavior and diet that a character who succeeds at a Fortitude save against one member is immune to the stench of other average members of the tribe. Extraordinary troglodytes (such as Ighiz, Handiss, and the acolytes) are unique and require new Fortitude saves when encountered.

Strange fungal growths cluster at the base of the walls. The fungi are light tan and spongy, their curved surfaces covered in fine white fuzz that makes them look dusty. The fungi release a foul-smelling but nontoxic gas, which the troglodytes concentrate into bladders they use as combat weapons and in traps (see the sidebar on page 41). Though the fungus smells terrible raw, it's nutritious and has a pleasant earthy flavor when cooked (see page 48).

## K1. MAIN CAVERN ENTRANCE

Beyond the tangle of roots shading the cave entrance, a narrow tunnel slopes sharply down. The tips of tree roots protrude from the ceiling like stained teeth. Faint light from outside catches on a streak of cloudy teal crystal running along the length of one wall. Bulbous brown and purple fungal growths sprout from the ground, and an unpleasant, faintly sulfurous odor hangs in the air.

The troglodytes come and go through this main entrance. The ceiling here is only 4 feet high.

**Hazard:** The Children of Stone maintain a garden of shrieker mushrooms here as an alarm system. The largest is almost 4 feet tall, and emits a piercing scream whenever light shines on it or a creature moves within 10 feet of it, alerting the troglodytes to intruders. The setting sun also strikes the mushroom once each day, causing a false alarm the troglodytes have grown accustomed to and ignore, and canny PCs can use the opportunity to sneak by unnoticed.

**Treasure:** The veins of crystal here—mostly rose quartz, smoky quartz, and milky quartz—are generally too low quality to be of value, but a few locations still yield high-quality stones. An hour's work and a successful DC 10 Profession (mining) check or DC 15 Strength check extracts 2d4 gp worth of gems from the vein. This vein holds a total of 50 gp worth of valuable crystals.

## K2. GUARDPOST (CR 3)

A cylindrical mass of roots hangs from the exact center of this room. The roots have been braided together to form a cradle holding a giant violet crystal as big as a human head. Sparkling veins of crystal line the walls.

The Children of Stone stand watch in this dark intersection, keeping the large amethyst here as a lucky charm and territorial marker.

**Creatures:** Two troglodytes stand guard in this chamber, watching for intruders. The troglodytes consider this a sacred calling and they alternate between listening for the alarm and meditating beneath the crystal. The creatures have darkvision and can attempt Perception checks normally to spot PCs attempting Stealth checks to sneak through the area. If the alarm goes off, one of the troglodytes runs to area K5 to alert the troglodytes there.

### TROGLODYTES (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

Combat Gear stench-gas bladders (3)

**Treasure:** The violet gem in the ceiling is an enormous but flawed amethyst, and the troglodytes consider it Ighiz's eye watching over them. Many troglodytes on guard duty meditate or rest beneath the gem, confident that their leader must be watching over and protecting them via the gem's "magic." Disturbing the gem while the guards remain alive causes them to fly into a rage. If a PC removes the amethyst and carries it openly, other troglodytes deeper in the cavern complex ruthlessly target the PC with the gem. They focus all their attacks on that person until they recover this sacred object. The flawed amethyst is worth 650 gp.

The walls here can be mined just like the walls in area K1. The passage holds a total of 150 gp worth of gems.

## K3. SHRINE OF STONE (CR 4)

A sharp drop leads to a large chamber. Rough stone steps have been cut at the end of the tunnel, easing the downward passage. Faces loom from the walls, cut from the natural stone in the form of reptilian visages. Their mouths are open, filled with jagged teeth, and their oval eyes lack pupils, making them seem blind. The charred remains of a fire sit within a bowl in the center of the room.

This shrine is in some ways the heart of the troglodytes' lair, and previous generations have sculpted it with the visages of former spiritual leaders. The tribe members gather here frequently to make offerings to the stone by roasting small animals (usually living) over the ceremonial fire. They then devour the animals along with chips of stone and rock dust to gain the power of the earth. Ighiz often conducts routine ceremonies in this chamber before returning to her seat of power on the lower level.

**Creatures:** One of Ighiz's stone-blooded acolytes and two ordinary troglodytes currently inhabit this chamber. The acolyte wishes to avoid bloodshed in this holy place, and endeavors to order or otherwise convince intruders to leave before resorting to violence.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

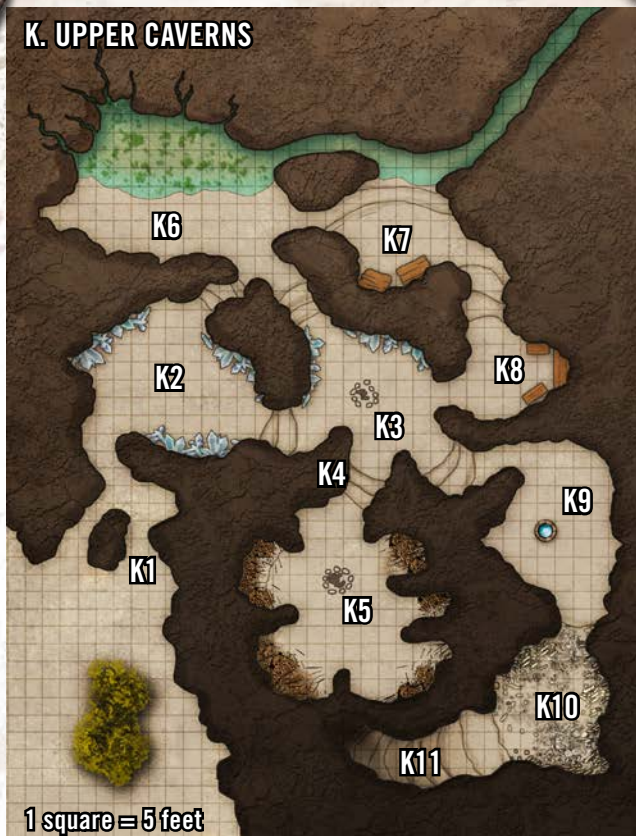
### IRONFANG LEGION TOOLBOX

### BESTIARY

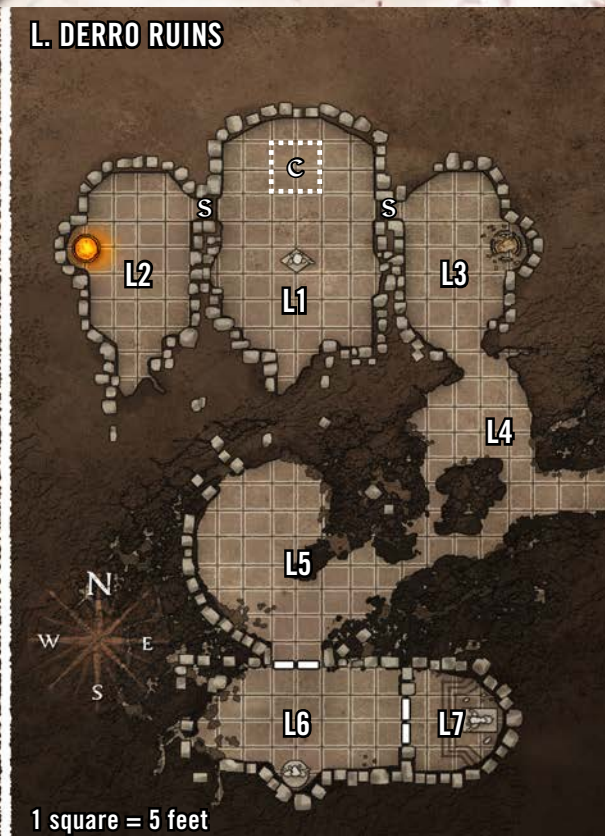
### IRONFANG CAMPAIGN OUTLINE



## K. UPPER CAVERNS



## L. DERRO RUINS



### TROGLODYTES (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

Combat Gear stench-gas bladders (2)

### STONE-BLOODED ACOLYTE

CR 2

XP 600

Troglodyte sorcerer 2 (*Pathfinder RPG Bestiary* 267)

CE Medium humanoid (reptilian)

Init +0; Senses darkvision 90 ft.; Perception +1

Aura stench (30 ft., DC 15, 10 rounds)

#### DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 34 (4 HD; 2d6+2d8+18)

Fort +9, Ref +0, Will +4

#### OFFENSE

Speed 30 ft.

Melee +1 spear +3 (1d8+1/x3), bite -3 (1d4)

Ranged heavy crossbow +2 (1d10/19-20)

Bloodline Spell-Like Abilities (CL 2nd; concentration +4)  
5/day—elemental ray (1d6+1 acid)

Sorcerer Spells Known (CL 2nd; concentration +4)

1st (5/day)—*cause fear* (DC 13), *grease* (DC 13)

0 (at will)—*arcane mark*, *detect magic*, *detect poison*,  
*mending*, *ray of frost*

Bloodline elemental (earth)

#### TACTICS

Before Combat The acolyte applies her *oil of magic weapon*.

**During Combat** The acolyte hopes to avoid bloodshed in sacred spaces, and so, speaking Draconic, she orders any intruders to leave before resorting to violence. If enemies refuse or don't understand, she casts *cause fear* on whoever seems to be the leader. In combat, she casts *grease* on enemies' weapons before closing in to melee.

**Morale** The acolyte fights to the death.

#### STATISTICS

Str 10, Dex 11, Con 18, Int 8, Wis 13, Cha 15

Base Atk +2; CMB +2; CMD 12

Feats Eschew Materials, Great Fortitude, Persuasive

Skills Diplomacy +4, Intimidate +8, Spellcraft +3, Stealth +6  
(+10 in rocky areas); Racial Modifiers +4 Stealth in rocky areas

Languages Draconic

SQ bloodline arcana (change energy damage spells to acid)

Combat Gear *oil of magic weapon* (2), *potion of owl's wisdom*; Other Gear heavy crossbow with 10 bolts, mwk spear, geode periapt (25 gp)

**Treasure:** Two weeks ago, the troglodytes sacrificed a young elven cartographer they caught in the woods. They burned his body over the ceremonial fire after. Searching the cold ashes reveals a warped, leaf-shaped gold pin (worth 150 gp), as well as a *ring of protection* +1. One greedy acolyte took a liking to elf's *boots of elvenkind*, and concealed them in a hidden niche (Perception DC 18) before the ritual began.



#### K4. TRAPPED PASSAGE (CR 2)

This steep, sloped passage leads down to the troglodytes' primary sleeping chamber.

**Trap:** A spring-loaded spear trap in the floor defends the tribe while its members rest and alerts them to intruders.

##### SPEAR TRAP CR 2

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

##### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +15 melee (spear 1d8+4); triggering the trap sounds a gong that's audible in areas **K3** and **K5**.

#### K5. THE NEST (CR 3)

The tunnel descends into an irregularly shaped chamber with many alcoves and nooks along the uneven walls. Directly opposite the tunnel mouth, a carving on the wall shows a creature hatching from an enormous egg. A low fire flickers in a wide, shallow pit about halfway between the tunnel and the carving. Large stones are piled around the edge of the firepit, their sides blackened. More stones sit within the nooks around the perimeter of the cavern, near piles of dried grasses and animal pelts.

This chamber serves as the main sleeping area for the Children of Stone, both for the troglodytes and their trained breed of Darklands monitor lizards. The tribe members heat stones at the fire to later pack around their sleeping areas to keep warm throughout the night. The fungal growths are particularly numerous in this room thanks to the heat and castoff bits of foodstuff, and the entire chamber stinks of troglodyte and sulfur.

**Creatures:** Currently only one troglodyte resides here, knapping new spear heads for her tribe mates. A monitor lizard rests near the firepit, and both attack any non-troglodyte who enters.

##### TROGLODYTE CR 1

**XP** 400

**hp** 13 (*Pathfinder RPG Bestiary* 267)

**Combat Gear** stench-gas bladders (2)

##### MONITOR LIZARD CR 2

**XP** 600

**hp** 22 (*Pathfinder RPG Bestiary* 194)

**Treasure:** Scattered around the chamber are the personal possessions of the tribe's members—much of it simple jewelry or stone tools. By searching the room, the PCs can find dozens of semiprecious stones worth a total of 250 gp, six +1 crossbow bolts, a masterwork dagger, a suit of masterwork hide armor, and a set of masterwork stonemasonry tools.

#### NEW ALCHEMICAL WEAPON

These animal bladders are filled with an alchemically refined version of the stinking spores from the puffball mushrooms growing throughout the troglodyte lair.

##### STENCH-GAS BLADDER

**PRICE** 30 GP

**WEIGHT** 1/2 lb.

This thin bladder splits when it hits a target. You can throw a gas bladder as a ranged weapon with a range increment of 10 feet. Any creature struck by a gas bladder must succeed at a DC 14 Fortitude save or be sickened for 1d6 rounds.

#### K6. THE FISHERS' GARDEN (CR 4)

A dark, rippling pool covers much of this sloping cavern. Water drips from stalactites above and tumbles from fissures in the rock wall. An underwater garden of colorful algae and white fish fills the pool.

Numerous fissures and tunnels lead out from this room, both above and below the waterline, but most are too small for anything but cave fish to pass through. The runoff from the troglodytes' butchered animals (see area **K7**) feeds an array of strange aquatic plants and fish that migrated up from the Darklands, which in turn broadened the tribe's diet until new residents claimed the chamber.

**Creatures:** A pair of cave fishers wandered to the pool here several months ago while still tiny larvae, and now survive on the aquatic creatures that pass through the underwater tunnels, as well as the occasional troglodyte or monitor lizard. The vermin cling to the ceiling over the pool and try to drag prey into the water before falling upon it. Handiss (see page 42) was ordered to remove the beasts, but she finds the strange crustaceans too endearing to make a serious effort.

##### CAVE FISHERS (2) CR 2

**XP** 600 each

**hp** 22 each (*Pathfinder RPG Bestiary* 41)

**Treasure:** The remains of three troglodytes—all killed by the cave fishers—lie at the bottom of the pool along with their javelins. Barely visible near the reptile folk lies the body of an unfortunate halfling wizard who lost her way in the woods and fled deep into the caverns here to escape the outraged troglodytes. A character who swims to the bottom of the 10-foot-deep pool can recover an iron coffer filled with 120 gp, and a *wand of mage armor* (28 charges) made of steel and decorated with engravings

#### TRAIL OF THE HUNTED

##### FOREWORD

##### PART 1: NIGHT OF THE IRON FANGS

##### PART 2: BENEATH THE HEMLOCK BANNER

##### PART 3: CRADLED IN STONE

##### PART 4: CAMP OF THE RED JAW

##### NPC GALLERY

##### THE NESMIAN PLAINS

##### IRONFANG LEGION TOOLBOX

##### BESTIARY

##### IRONFANG CAMPAIGN OUTLINE



of helms and breastplates. If a PC succeeds at a DC 22 Perception check, she also skeleton of the coffer's previous owner—now lichen-encrusted and almost impossible to see from the surface—still wearing a belt of fine gold links: a *belt of incredible dexterity* +2.

### K7. THE BLOODPIT (CR 2)

The stench of death and old blood overwhelms the smell of troglodyte in this chamber. The floor slopes down to the north wall where a narrow underground stream flows past. The sound of running water echoes off the low ceiling, and a burning torch near the stream sends rippling light patterns dancing off the wall. Racks against the walls hold the carcasses of forest creatures, some still draining their life's blood on the ground, others mere skins left to dry.

The troglodytes use this area to butcher, drain, and skin their kills, allowing the underground stream to carry away most of the gore and filth (and inadvertently feeding an abundant garden in the nearby pool; see area K6). The chamber still reeks of rotting flesh.

**Creatures:** A monitor lizard snuck into the cavern to munch on a carcass, and currently hides in the stream with only its head exposed. If a PC comes near the water, the lizard attacks.

**MONITOR LIZARD** CR 2  
XP 600  
hp 22 (*Pathfinder RPG Bestiary* 194)

**Treasure:** The cavern holds 10 Provision Points' worth of meat.

### K8. THE GREENING (CR 3)

Stone shelves have been cut into the walls of this room, and each shelf is heaped with dried mushrooms, baskets of herbs, root vegetables, and other fragrant foodstuffs. Empty baskets and cloth sacks lie in a pile in one corner.

The Children of Stone sort and store here the greens gathered from the forest and mushrooms gathered from deeper caverns.

**Creatures:** Two troglodytes work in this room, emptying baskets of foraged herbs into containers on the shelves.

**TROGLODYTES (2)** CR 1  
XP 400 each  
hp 13 each (*Pathfinder RPG Bestiary* 267)  
**Combat Gear** stench-gas bladders (2)

**Treasure:** This area holds 10 Provision Points' worth of sundry foodstuffs.

### K9. THE RAINBOW NAVE (CR 3)

The air is damp and moist here, but it's a fresh, cool mist. A rough crystal globe hangs from the ceiling, candles burning within it. The light from the globe refracts off the mist in the room and the crystal growths on the walls, filling the room with rainbows. A bubbling fountain in the center creates a jet of clear water that continually drains back into the ground.

The fountain in the room is an artesian well that jets from the same underground river that runs through areas K6 and K7. The well provides continual clean, fresh water to the troglodytes—untainted by algae and cave fisher scraps—and Ighiz had the crystal globe hung to remind the tribe that this bounty comes from the earth. While the orb holds no religious significance, the tribe considers it a point of community pride.

**Creatures:** The Children of Stone keep a pair of cat-sized frogs here, milking the amphibians' hallucinogenic venom for use in various rituals. A handler watches over the sacred beasts, and does his best to defend the aggressive pets against any creatures the aggressive frogs pick fights with.

**POISONOUS FROGS (2)** CR 1/2  
XP 200 each  
hp 4 each (*Pathfinder RPG Bestiary* 135)

**TROGLODYTE** CR 1  
XP 400  
hp 13 (*Pathfinder RPG Bestiary* 267)  
**Combat Gear** stench-gas bladders (2)

**Treasure:** The 2-pound crystal globe was the subject of a *continual flame* spell years ago, and functions as an *everburning torch*. It can easily be removed from the stone hook in the roof, and is worth 250 gp.

### K10. THE BONE CHAMBER (CR 5)

Countless bones jut from the clay walls of this chamber. Grinning skulls peer down over the ends of femurs and ulnas sticking out at odd angles. Most of the bones are from animals—some as large as stags and bears—but some are undeniably human.

This trophy room is the realm of Handiss, the most powerful warrior in the tribe. She serves as the practical tribal leader—dispatching hunters and defending territory—while Ighiz and her acolytes loses themselves for days at a time in meditation.

**Hazard:** The stacked arrangements of bone are nearly 2 feet thick and rise up to meet the 10-foot-high ceiling. Creatures colliding with the wall (such as from a bull rush) must succeed a DC 14 Reflex save or take 2d6 points of damage as part of the wall collapses upon them.





## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE

**Creature:** Handiss is a proud and vicious fighter who leads the tribe during Ighiz's long vision quests. She attacks anyone who dares enter her domain. She considers it her role to protect Ighiz on the lower level, and also to keep Darklands creatures below from prowling up. Two troglodyte guards accompany Handiss in her chambers.

#### HANDISS CR 3

##### XP 800

Female troglodyte barbarian 2 (*Pathfinder RPG Bestiary* 267)  
CE Medium humanoid (reptilian)

**Init** -1; **Senses** darkvision 90 ft.; Perception +6

**Aura** stench (30 ft., DC 17, 10 rounds)

##### DEFENSE

**AC** 16, touch 7, flat-footed 16 (+3 armor, -1 Dex, +6 natural, -2 rage)

**hp** 51 (4 HD; 2d8+2d12+24)

**Fort** +12, **Ref** -1, **Will** +5

**Defensive Abilities** uncanny dodge

##### OFFENSE

**Speed** 30 ft.

**Melee** +1 warhammer +10 (1d8+8/×3), bite +3 (1d4+2) or bite +8 (1d4+2), 2 claws +8 (1d4+2)

**Ranged** javelin +2 (1d6+5)

**Special Attacks** rage (10 rounds/day), rage power (knockback)

##### TACTICS

**Before Combat** Handiss immediately rages.

**During Combat** If Handiss hears combat in an adjoining chamber, she readies a javelin to hurl at the first creature to enter her domain. She otherwise throws herself into close combat. She loves abusing her knockback rage power to isolate prey and hurl them against the unstable walls of her chamber.

**Morale** Handiss believes Ighiz will protect her soul if not her body, and fights to the death.

**Base Statistics** When not raging, Handiss's statistics are **AC** 18, touch 9, flat-footed 18; **hp** 43; **Fort** +10, **Will** +3; **Melee** +1 warhammer +8 (1d8+5); **Ranged** javelin +2 (1d6+3); **Str** 16, **Con** 18; **CMB** +6.

##### STATISTICS

**Str** 20, **Dex** 9, **Con** 22, **Int** 6, **Wis** 13, **Cha** 13

**Base Atk** +3; **CMB** +8; **CMD** 15

**Feats** Iron Will, Weapon Focus (warhammer)

**Skills** Handle Animal +6, Perception +6, Stealth +3 (+7 in rocky areas), Survival +6; **Racial Modifiers** +4 Stealth in rocky areas

**Languages** Draconic

**SQ** fast movement

**Combat Gear** *potion of aid*, *potions of cure light wounds* (2);

**Other Gear** mwk hide armor with armor spikes, +1 warhammer, javelins (5), wolf fang necklace (100 gp)

#### TROGLODYTES (2)

CR 1

##### XP 400 each

**hp** 13 each (*Pathfinder RPG Bestiary* 267)



**Treasure:** In addition to the bones, many other trophies claimed or scavenged from the forest line the walls, including a masterwork quarterstaff, four thunderstones, two onyx gems (worth 25 gp each), and a scroll case containing a *scroll of darkness*, a *scroll of false life*, and a *scroll of ray of enfeeblement*. With a successful DC 22 Perception check, A PC also finds several smaller items: a silver locket containing a braided length of blond hair (worth 25 gp), two plain platinum rings (worth 50 gp each), a battered wooden flute in a silver and velvet case decorated with mums and cypress (the flute is worthless, but the case itself is worth 125 gp), and a *pearl of power* (1st level).

### K11. THE WINDING DARK (CR 3)

The corridor here slopes down at irregular angles and reeks of dampness. The walls are jagged and covered with sharp stone barbs. Mossy growths spread across the floor and walls, old bones lying pale against the dark moss.

This winding tunnel leads down until it abruptly ends in a wide pit descending 40 feet to the lower dungeon. Rungs have been carved into the side of the pit, allowing creatures to climb up and down as easily as they might a ladder.

The troglodytes also use this tunnel as a method of execution, sacrificing the unworthy to the stone. Prisoners are sent down the tunnel, blindfolded with their hands bound, and either stumble and roll down to the pit at the end, or else fall prey to the beasts who dwell in the ceiling 20 feet overhead.

**Creatures:** Ighiz tamed a pair of injured darkmantles from the Darklands in her youth, and now uses the simple ambush predators as watchdogs. The aberrations know enough not to attack Handiss, Ighiz, or her acolytes, but pounce upon any other creatures they spy traveling below—even troglodytes.

#### DARKMANTLES (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 55)

**Development:** The pit and ladder here descend into the old derro ruins below, which the troglodytes simply call the Stone.

### L. DERRO RUINS

The lower levels claimed by the Children of Stone are worked stone rather than natural caverns—and far older than the natural caves above. Eons ago, enigmatic creatures known as xiomorns, or the Vault Builders, ruled far below the surface. Even the least of their kind were god-kings, but not all were equals, and the Builders set their pech slaves to work digging tunnels upward to construct tombs for those deceased of their race who were too disgraced to be interred on their home plane. When descendants of those same pechs, the degenerate derros, rediscovered the tomb millennia ago, they believed they had found a divine paradise, and reshaped the complex for hundreds of years before accidentally collapsing most of it. The survivors fled, and the tomb stood abandoned for centuries until the Children of the Stone rediscovered it and—like the derros before them—took the interred xiomorn to be a god.

The ruins were far more expansive before their collapse, consisting of a large, circular complex of shrines, workrooms, and treasure vaults, surrounding an inner circle of 16 tombs. Other sections may still remain intact and ready for exploration, if you wish to provide additional dungeon-crawling encounters or if the PCs lag behind in experience after defeating Scarvinious at the adventure's climax.



HANDISS



The Children of Stone discovered the caverns above these after partially excavating the ruin, and now live above and worship below. Many Darklands creatures wander in and out of the old complex, generally ignoring the troglodytes. What were once elaborate reliefs and statues depicting the ancient Vault Builders have been reworked, first by insane derro hands into derro visages, and more recently by troglodyte claws into various reptilian forms. A character with stonecunning or who succeeds at a DC 15 Craft (sculpture), Craft (stonemasonry) or Knowledge (engineering) check can recognize that the current, crude carvings are relatively new, being made in the past 50 years, but that the underlying stone work is truly ancient, perhaps predating the Age of Darkness.

## L1. GATEWAY TO THE STONE (CR 3)

This vast chamber seems more finished than the upper chambers. Walls of smooth masonry stones intersect a mirrorlike marble floor. A statue of a twisting, insectile form stands in the center of the large chamber, as if a beetle-like god were flowing like water. Reliefs along alcoves to the east and west depict rough-hewn reptilian forms gathered around a step pyramid. Rough purple gems have been wedged into the reliefs, forming starburst patterns.

The southern wall has partially collapsed, cracking the floor and blocking what was once the only hall leading out of the room behind tons of stone and rubble.

This grand chamber was once a simple shrine and meditation space, but for the derros it became a dormitory. The troglodytes now use the area as a temple.

Secret doors in the east and west walls were once virtually invisible, but the collapse of the structure and thousands of years of wear have rendered both very easy to spot (Perception DC 12).

**Creature:** A gelatinous cube affectionately referred to as the Quartz that Feeds lurks in this chamber, keeping the floors and walls eerily clean despite the frequent sacrifices from above. Ighiz's progenitor lured the creature here decades ago, and the troglodytes appease it with game animals and prisoners, earning a sort of loyalty from the mindless glob and allowing troglodytes to pass through without harassment. It is too large to pursue creatures into adjoining chambers.

### GELATINOUS CUBE

CR 3

XP 800

hp 50 (*Pathfinder RPG Bestiary* 138)

**Treasure:** There are 16 gems in the wall, each worth 10 gp—all that remains of glittering mosaics that once depicted many precious moments of xiomorn life.

The cube still holds a few undigested remains from a Lastwall crusader it ate months ago: a masterwork

longsword, a gold holy symbol of Iomedae worth 100 gp, a breastplate emblazoned with a bronze angel, and two *potions of bull's strength*.

## L2. SMITHS' TOMB (CR 4)

The chamber beyond the hidden door is all but buried in a pile of rubble. Finished walls encircle part of the room but end in a collapse to the south. Dried flesh and wisps of white hair still cling to a handful of ancient bones lying on the floor.

The derros used this old wing to smith their tools, employing a forge left by their pech ancestors and powered by natural gas vents from far below. The troglodytes discovered this chamber years ago, but left it sealed for fear of its guardians.

**Creatures:** When the derro complex collapsed, three unfortunate smiths were trapped inside, condemning them to a slow death of dehydration and suffocation on gas fumes. Their traumatic deaths and ancient magic of the Vault Builders caused this trio to rise as skeletons and resume their work, hammering away at battered iron blanks in the long-cold forge for all eternity. The skeletons tolerate no interference, and turn to attack anyone entering the forge or attempting to interrupt their labor.

### DERRO SKELETONS (3)

CR 1

XP 400 each

Derro skeleton (*Pathfinder RPG Bestiary* 70, 250)

NE Small undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 13 each (3d8)

**Fort** +1, **Ref** +4, **Will** +3

**DR** 5/bludgeoning; **Immune** cold, undead traits; **SR** 14

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk aklys +5 (1d6+1), claw –1 (1d3) or  
2 claws +4 (1d3+1)

#### STATISTICS

**Str** 12, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Improved Initiative

**Skills** Acrobatics +3 (–1 to jump)

**Gear** mwk aklys<sup>UE</sup>

**Hazard:** Although the gas vents were mostly blocked when the complex collapsed, a slow trickle over hundreds of years has filled this room with a nearly odorless poisonous gas. Living creatures entering the room must succeed at a DC 12 Fortitude save each round or take 1d6 points of nonlethal damage. Creatures that take any nonlethal damage from this bad air also

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## THE TRAVELING MERCHANT

If the PCs successfully take over the troglodyte caverns, they must decide what to do about the opening to the Darklands in area L4. Leaving it unattended invites visitors, though not all of them intend the refugees harm.

A traveling Darklands merchant, **Novvi** (N female svirfneblin rogue 2/expert 4), arrives within a few days of the PCs moving into the lair, and announces her presence by tossing a glowing rock down the tunnel and calling out a greeting in Undercommon. She's used to dealing with the troglodytes every few months and is surprised, but not angered, to see new owners claiming the caverns.

The nature of this adventure means the PCs haven't had any opportunities to spend their gold. Novvi provides fair trading opportunities. She hides her wealth in a concealed *bag of holding* sewn into the lining of her jacket. She can trade copper and silver for gold, or even for slender gold trade bars worth 100 gp each. Thanks to her extensive stock, Novvi can buy and sell as if she were a village market, offering almost anything worth up to 500 gp and buying up to 2,500 gp worth of goods each week. In addition to this stock, she also carries a *handy haversack* loaded with rarer trade goods, including a single *potion of haste*, a *ring of counterspells*, and a *lesser strand of prayer beads*. At your discretion, Novvi may also carry one or two *+1 weapons* for sale, particularly if a PC prefers an unusual weapon. She sells these items at regular price.

Novvi is a brusque trader who doesn't deal in news. If a PC succeeds at a DC 25 Diplomacy check, Novvi thaws enough to tell a few hair-raising tales of the Darklands—much of it about the northern morlocks and their unsettling new religious revival, or the great gug migration from several years ago. While these allude to future adventures, she doesn't have any information that would help the PCs at this time. If the PCs deal fairly with her, she offers to return next month to trade again.

become fatigued. A character can spend 30 minutes outside the chamber breathing normally to remove the fatigued condition and any accumulated nonlethal damage caused by the gas.

The natural gas filling this chamber is highly flammable. Any flames brought into the room—such as a lantern or torch—burn much brighter and spark. Each round, a naked flame has a 50% chance of igniting the gas (25% for protected flames such as hooded lanterns), dealing 3d6 points of fire damage to all creatures in the room, including any remaining skeletons. The sparks from clashing weapons or the skeleton's hapless forging are too cool and brief to risk igniting the gas.

Igniting the gas or leaving the door open for 1 hour causes the accumulated gas to dissipate, removing this hazard from the room.

**Treasure:** Two sets of masterwork smithing tools and one set of masterwork mining tools can be found in the rubble. A character who succeeds at a DC 20 Perception check also turns up a *+1 light steel shield*, slightly rusted, but easily polished up.

**Development:** The forge here can easily be repaired by clearing the gas lines and airways and reigniting its flame, providing refugees with a place to work metal once they claim the lair. Making the area usable once again requires a total of 10 days' work, though multiple creatures can work together to shorten this time.

## L3. THE HALL OF HISTORY

Tiny, intricate carvings line the walls of this room, forming great columns of text. Much of it has cracked and crumbled, and the entire southern wall is fractured, with a yawning cavern beyond.

The derros recorded their history—lavishly colored by drug addiction and insanity—upon the walls here. The story describes their ascent from the darkness deep below and their cowering from the great torch in the daytime sky above.

**Development:** The text is written in Aklo, and describes how the derros opened the puzzle door (area L6) to pray at the feet of something called the Excavator. This section reads “grandmother, in seeking the Excavator, turned her eyes to the Stone, and to the Steel, and finally to Woe.” If PCs can't read Aklo, the text can still be deciphered with a *comprehend languages* spell or a successful DC 22 Linguistics check (characters who speak Dwarven or Gnome gain a +5 insight bonus on this check).

**Story Award:** If the PCs decipher the text here and learn the secret to opening the vault to the Excavator's tomb, award them 400 XP.

## L4. THE HOWLING BREACH

The tunnel opens into a long, irregular cavern running north to south. Streaks of purple crystal run along one wall. To the east, the room descends down at a steep angle to a tunnel. A low, ethereal moan rises from the cold depths, and a barricade built of masonry blocks and crudely quarried chunks of stone partially blocks the wide, low tunnel to the south.

The cavern continues for thousands of feet, twisting and turning down into the Darklands. The PCs can explore this passage, but what they encounter below is beyond the scope of this adventure. The troglodytes blocked off the entrance to discourage any especially large or dangerous creatures from making their way up.



## L5. LIVING CRYSTAL (CR 3)

A partial collapse mars the symmetry of this large, circular chamber. Crude carvings of reptilian heads and bodies cover the wall, snaking around empty sockets in the stone walls. A thin, bluish mist hovers in the air, swirling gently. The mist rises about halfway up the walls, like a diaphanous ocean.

This domed, circular gallery suffers from the frequent redesigns of the dungeon's varying inhabitants.

**Creature:** A strange creature discovered this complex several weeks ago after finding its way through an unexpected gateway between the Plane of Earth and the Material Plane. This creature, a crysmal, resembles a scorpion made of gems, and Ighiz considers the beautiful creature to be a sign of the earth's approval of her leadership. She forbade the troglodytes from harming the crysmal—called Clilassh—and Clilassh has no interest in the troglodytes.

The crysmal has been feeding on the crystals that once dotted the relief carvings here. A successful DC 15 Perception or Knowledge (engineering) check is required to notice the impressions of crystal veins in the tunnels that have been entirely hollowed out. However, the crysmal has run out of gemstones in the veins and decorative placements, and Clilassh is growing frustrated from hunger. Accustomed to the troglodyte visitors offering baskets of delicious gems, the crysmal rushes the PCs as they enter, knocking them down if need be in its excitement to search them for treats. If the PCs notice the missing crystals in the walls, they might think to distract the crysmal with gems gathered elsewhere in the caverns. The crysmal quickly follows thrown gemstones and leaves the PCs alone long enough for them to pass through the tunnels. If any PCs speak Terran, they could even negotiate with Clilassh; the strange visitor is reluctant to let anyone harass the troglodytes that regularly feed it, but ultimately has no care for any mortal conflicts or permanent alliances, and will move on if directed to a new source of gems (such as those in the troglodyte warrens above).

### CLILASSH

CR 3

XP 800

hp 26 (*Pathfinder RPG Bestiary* 2 61)

**Treasure:** During the crysmal's excavation of the tunnels, it uncovered an asymmetric *brooch of shielding* lost by the derros years ago. Being made of metal, the amulet proved inedible, and Clilassh jammed it into a crevice to keep it out of the way. A character can notice the shield-shaped amulet with a successful DC 20 Perception check.

## L6. ORACLE'S LAIR (CR 6)

Enormous salt crystals hang from the ceiling here, glittering in the light of a glowing blue crystal set in an inhuman, insect-like statue in the center of the floor. Mist drifts along the floor of the circular chamber, swirling in the gentle currents of air. The western wall has collapsed into stony debris, but on the eastern wall a carving of a huge, withered dragon's face leers above a metallic door set deep in the stone.

Woven mats made of dried grasses cover the floor, while bundles of dried herbs hang from the walls, filling the room with a pungent grassy odor.

This is the beating heart of the troglodyte lair, a sacred nave where the tribe's leader lives. Here, the stone whispers to Ighiz, where she believes she is guided by the spirit of the earth itself. She lives within this cavern, communing with the stone and asking for blessings for the tribe. She emerges only to conduct religious rituals on the upper level and direct the other troglodytes.



CLILASSH

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



**Creatures:** Ighiz spends most of her time in this chamber, meditating on the meaning of the stone and trying feverishly to contact the spirit of her dead god in the chamber beyond, just as her precursors did over the prior two generations. She is attended by two guards and one of her acolytes.

**IGHIZ** CR 4

**XP 1,200**

**hp** 49 (see page 60)

**STONE-BLOODED ACOLYTE** CR 2

**XP 600**

**hp** 34 (see page 40)

**TROGLODYTES (2)** CR 1

**XP 400 each**

**hp** 13 each (*Pathfinder RPG Bestiary* 267)

**Combat Gear** stench-gas bladders (2)

**Treasure:** A small hide pouch rests on Ighiz's sleeping mat and contains 2 doses of *dust of appearance*.

**Development:** The door to the east is otherworldly in the largely stone chamber, being made of polished, blue steel. It is decorated with a ring of pictograms, and at the center is a depiction of an unusual head with bulging eyes and wisps of hair radiating in every direction. The head—which looks at once like an insect and an old woman—spins freely, and the wheel of pictograms depicts a beetle, a rock, a wedge, a hammer, a crying face, a flame, a claw, a door, a metal bar, a figure standing in triumph, and a bottle. A successful DC 12 Perception check allows a PC to recognize that a few of the pictograms also appear in the carvings of area L3. The parts create a simple combination lock, opened by turning first to the rock, then to the metal bar, then to the crying face, creating a simplistic biography for the xiomorn entombed within. PCs can learn the combination from the derro histories in area L3, demand it from Ighiz if she survives, or crack the lock themselves with a successful DC 30 Disable Device check.

## L7. VAULT OF THE EXCAVATOR

Beyond the strange metal door lies the tomb of the Vault Builders referred to by both the troglodytes and the derros before them as the Excavator. Though ignominiously interred on the Material Plane, it was nonetheless buried with great riches and magical tools—many of which have been plundered by worshipers over the years. A three-stepped riser fills most of the room, atop which lies a stone sarcophagus depicting a vaguely insectoid creature similar to the ones depicted in statuary in areas L1 and L6. Within the coffin lie the partially crystallized remains of an ancient, four-armed, insectoid creature, which crumbles at the slightest touch.

**Treasure:** Four lidless stone coffers placed around the dais contain 115 cp, 730 sp, 335 gp, 10 pp, 14 amethysts (worth 25 gp each), nine aquamarines (worth 30 gp each), a +1 *buckler*, two *steadfast gutstones*<sup>UE</sup>, and a belt made of interlocking jade plates (a hefty *belt of mighty constitution* +2).

## CLAIMING THE CAVERNS

With a few modifications, the caverns provide an excellent home for the refugees. The biggest issue to new residents is the fungus that emits the odoriferous gas. Fortunately, the fungus is delicate and easy to tear out of the tunnels, though it requires a total of 20 days' worth of effort (20 people working for 1 day, or one person working for 20 days, or any combination). The fungus is edible once cooked, and each day spent clearing mushrooms from the caves yields 2 Provision Points.

The artesian well in K9 provides plenty of fresh, clean water for drinking and bathing. The numerous small caverns also offer defensible positions for the inhabitants.

While the caverns are easy to defend from surface threats, the Darklands tunnel in L4 is also a potential weakness. The PCs may be able to think of ways to mitigate this threat, such as by posting guards or even collapsing the tunnel.

**Development:** Though it takes several days to properly clean and outfit the caverns, and the refugees constantly joke and comment about the smell, the survivors are ultimately happy with their new home. The boost in morale grants a promotion the PCs can assign to one NPC follower.

**Story Award:** Once the PCs claim the caverns and dungeon below as a permanent stronghold, award them 800 XP.

## PART 4: CAMP OF THE RED JAW

The refugees from Phaendar will never be safe so long as the Ironfang Legion maintains its outpost dedicated to hunting Phaendar's stragglers. Even in the troglodyte tunnels, the longer the refugees remain at large, the more desperate Scarvinious becomes to locate the survivors. Given enough time, he begins requisitioning more soldiers and press-ganging local monsters into service (see the Chernasardo Encounters table on page 81 for additional ideas for what dwells in the forest), sending ever-larger patrols more and more frequently. Once his envoy Fahrak fails to return from a mission to the troglodyte caves, it doesn't take long for Scarvinious to determine that the prey he seeks may have sought refuge in the warrens, and dispatch a larger group to investigate. The PCs likely have additional corners of the forest to explore even after claiming the troglodyte caves for themselves, but eventually they need to seek out the source of these hobgoblin threats and end them.



## M. CAMP RED JAW



1 square = 5 feet

After the PCs get the refugees settled in a permanent home, Scarvinious's bands begin turning up. Use the Ironfang Legion bands from areas **H2** and **H5** as examples of the forces the bugbear can field. If the heroes seem reluctant to take the fight to the hobgoblins, Aubrin and the other NPCs ask for a meeting, telling the PCs the refugees are growing restless, and have begun talk of pushing back against the invaders—likely a suicidal mission without a guiding hand. Others are talking about hiking across the dangerous forest or Ironfang-controlled roads, or even escaping into the Darklands to get away from the Legion. If the PCs don't take action soon, they could easily lose control even as Scarvinious closes in.

**Story Award:** Regardless of how they locate Scarvinious's camp, once they do so, award the PCs an additional 800 XP.

## M. CAMP RED JAW

Scabvistin, commander of the Phaendar invasion, considers the escaped fugitives a black mark in an otherwise perfect military operation. In frustration over that insult, he tore the lower jaw from the lieutenant who reported the escapees, dashing it to the floor in front his son and prized enforcer Scarvinious as a warning of what he could expect were the humans not returned—dead or alive. Scarvinious has lashed the bloody token to a pole as a gruesome flag for his team of specialists, and brought it

along as they crossed the Marideth to officially established Camp Red Jaw, the Ironfang Legion's bounty hunter camp.

While Scabvistin reinforces Phaendar as a forward position, Scarvinious combs the Chernasardo region in search of the refugees, hoping to silence them before they contact outsiders. As one of his father's most skilled bounty hunters, the vile bugbear is well suited for the job even without his retinue of followers (some of whom the PCs have already faced).

As the PCs take the initiative, the events of this section could play out in a number of different ways. A direct assault is a dangerous prospect. The camp's soldiers combined with Scarvinious himself add up to a CR 11 encounter—challenging but not necessarily suicidal—and so caution and strategy will benefit them far more than brute force.

At any given time, one pair of Ironfang scouts and either a bugbear or worg is patrolling the forest and away from the camp. A similar unit is dispatched to investigate any nearby disturbance, such as a fire or any other large and visible distraction the PCs or their followers may create in the surrounding woods. Sight of actual fleeing humans draws the attention of Garvex (see area **M3**) or even Scarvinious himself, though the hulking bugbear never leaves the camp without escorts. Scarvinious's troops are finite for the time being (see the sidebar on page 50), so cunning PCs can winnow down their numbers before confronting the leader.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## SCARVINIOUS'S TROOPS

Isolated for now, the Ironfang camp under Scarvinious's command consists of limited numbers that the PCs may pick away at with hit-and-run tactics.

The following is a list of Scarvinious's available forces. The bugbear can requisition new troops each week, restoring 1d6 scouts and 1d2–1 bugbears to the camp's numbers, but he cannot replace specific individuals such as Garvex or Yissti. After half his troops are dead (10 creatures in all), Scarvinious goes on the offensive, breaking camp and actively tracking the PCs with his remaining forces.

- Ten Ironfang scouts (four in area **M2**, two in area **M5**, two in area **M7**, and two on patrol)
- Three bugbears (two in area **M2** and one in area **M5**)
- Two worgs (one in area **M3** and one on patrol)
- Garvex and Kadu (area **M3**)
- Yissti (area **M4**)
- Skinder (area **M4**)
- Scarvinious (area **M6**)

These locations indicate where the forces spend most of their time, and resting enemies can reinforce other troops should the PCs raise any alarms. This list does not include Shalra, Orlu, or Fahrak (encounters **H3**, **H6**, and **H7**, respectively) or their forces, any of whom may return to Scarvinious's side if they survived their encounters with the PCs.

Since PCs can approach the challenge here from many directions, possibly attracting more than one encounter at a time, you should review the entire camp beforehand and understand the challenges that await within.

## CAMP DEFENSES

Patrols, traps, and secrecy all protect Camp Red Jaw from human scouts and unaligned monsters. Scarvinious established the camp within a small ravine, flanked on one side by thick briars. PCs can attempt to locate the concealed site by tracking hobgoblin patrols, but more likely will need guidance, such as the notes carried by the envoy Fahrak (see encounter **H7**), to locate the camp.

The briars to the south continue for 50 feet and count as difficult terrain. For Small or larger creatures, every 5 feet of movement deals 1d3 points of piercing damage, and produces loud snaps and pops (–5 penalty on Stealth checks) unless a character has the woodland stride class ability or similar magic.

The ravine walls range from 10 feet high at the camp's eastern edge to 50 feet to the west, and while the walls aren't especially steep, the crumbling soil and stone make them treacherous. A successful DC 20 Climb check is required to climb the walls, though the slight angle

means falling creatures take only half damage for the distance fallen.

At the eastern edge of their encampment, the Ironfang soldiers constructed a simple palisade of sharpened logs studded with iron nails and barbs. Climbing the palisade requires only a successful DC 10 Climb check, but each attempt deals 1d6 points of piercing damage regardless of success. Leaping the barricade requires a successful DC 20 Acrobatics check and deals no damage if successful (or 1d6 points of damage on a failed check). The palisade has a simple gate chained in place, which can be opened with a successful DC 20 Disable Device check or smashed in with a successful DC 20 Strength check.

Camp Red Jaw's greatest defenses are the various Ironfang soldiers within. If combat breaks out, soldiers in adjoining areas can attempt Perception checks (modified by distance) to detect a disturbance, and generally take 1d3 rounds to grab their weapons and back up their allies. Sleeping soldiers may still notice a disturbance, but only those with the Endurance feat—including Scarvinious—sleep in their armor; all other Ironfang forces awoken by combat require 5 rounds to hastily don their armor before rushing into combat.

If you wish to track the camp's alertness on a more general level, monitor the amount of commotion generated by the PCs. The PCs' base commotion is equal to the number of creatures (PCs, animal companions, refugees, etc.) approaching the camp that lack any ranks in Disguise or Stealth. Any activity that generates noise or forces the PCs or their allies to move around without cover generates 1 Commotion Point, while each round of combat generates 2 Commotion Points. Loud spells such as *sound burst* or *fireball* immediately generate 10 Commotion Points, as does the alarm bell in area **M7**. All commotion generated is doubled while within the camp itself (for example, combat within the camp generates 4 Commotion Points each round). When the noise reaches or exceeds 8 Commotion Points, the Ironfang soldiers grow suspicious of intruders; guards on duty begin keeping active watch, while sleeping soldiers are roused and begin drowsily donning armor at the normal rate in case of attack. Once the PCs accumulate 16 or more Commotion Points, the camp is aware of intruders, and any remaining forces begin moving toward the PCs. Strategic use of spells such as *silence* and *invisibility* can reduce or eliminate some of the commotion PCs generate moving around the camp, while clever disguises or use of illusions can deflect suspicion and eliminate 1 or more Commotion Points at your discretion. Accrued Commotion Points decrease at a rate of 1 point per minute.

The PCs may decide to scout before they attack the fortification. By spying on the camp, they can learn the changes of the guards and who sleeps when. You can reward cautious PCs by subtracting an enemy or two from encounters—reflecting attacking when the camp



is least defended—but don't change the encounters so drastically that the camp offers no challenge. They also notice the circuitous route the soldiers take in and out of the camp, hinting at the mines in area **M1**.

## M1. MINEFIELD (CR 4)

Knee-high grass covers this gloomy clearing. To the west, earthen walls rise to form a steep-walled ravine in the side of a low hill. Thick briars grow to heights of eight feet to the south. A makeshift barricade of sharpened logs has been erected to close off much of the ravine, and a single gate hangs loosely on iron chains near the palisade's center. Faint trails through the grass form strange loops and nonsensical paths.

Greasy campfire smoke rises up from within the camp beyond the palisade, filling the air with a hazy smog. The din from within is constant as hobgoblins shout at each other, wolves yip and howl, fires crackle, and troopers brawl.

The hobgoblins have cleared out the few shrubs and saplings from this field to allow them a clear view of anyone approaching.

**Trap:** This entire field has been littered with alchemical mines crafted by the alchemist Yissti (see area **M4**). Rather than marking specific locations for these traps, each square a character travels through in the trapped area carries a cumulative 10% chance of disturbing a mine, to a maximum of 70%. If a character disturbs a mine, she has activated it, but doesn't trigger the explosive until she moves away. A PC can notice she has activated a device with a successful Perception check (a PC may immediately make this check immediately upon activating a mine), allowing an attempt to disable the trap or granting a +4 insight bonus on Reflex saves against the bomb's damage. Once a creature encounters a mine, that creature's percentage chance of encountering another one resets to 10%.

If characters observe the Ironfang soldiers for at least 1 day, they can begin plotting a safe route through the field, reducing their chances of encounter a mine by half (5% per square, to a maximum of 35%). If PCs observe for at least 2 days and succeed at a DC 22 Perception check (failed checks can be attempted again once per day), they instead reduce their chance of encountering a mine to a noncumulative 5% for each square entered. The soldiers move the mines every few days, so any benefits provided by observations only lasts 1d4 days.

### ALCHEMICAL MINE TRAP

CR 4

**Type** mechanical; **Perception** DC 18; **Disable Device** DC 18

#### EFFECTS

**Trigger** location; **Reset** none

**Effect** explosion (2d6 fire damage; DC 16 Reflex half); multiple targets (1d6 fire damage to all adjacent creatures; Reflex DC 16 half); *alarm*

**Development:** Mine detonations immediately alert the entire camp to intruders. Two Ironfang scouts and a single bugbear from area **M2** emerge to investigate, while other soldiers watch and prepare to engage.

## M2. RED JAW COURTYARD (CR 6)

A wide, open area makes up the center of the camp. A large fire smolders in a shallow pit. The bodies of skinned woodland creatures slowly roast on spits, filling the camp with a meaty aroma. Grease splashes and sizzles in the fire pits. In the center of the camp, a wooden pole rises ten feet in the air. A red-streaked swath of fabric and a curved bit of bone covered in dried blood hang from the pole.

Scarvinious's troops use this area for skinning, training, and relaxing by the fire. A large briar patch



IRONFANG SCOUT

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN TITLELINE



roughly divides it from Scarvinious's own territory farther west.

A rain barrel here provides most of the camp's drinking water. Adding at least five doses of a poison to the barrel (such as Yorc's oil of taggit from encounter **H4**) is sufficient to poison 1d6+1 Ironfang scouts and 1d3–1 bugbears during the next meal before the camp realizes the water is no longer potable. If PCs manage to poison the water without attracting attention or alerting any guards, the Legion soldiers simply assume the water has gone bad.

**Creatures:** The main force of the Ironfang Legion troops occupies this central area. Four Ironfang scouts and two bugbears are present at any given time. When the troopers realize they're under attack, they retaliate against the PCs, shouting for the sleeping troops to wake up. When at least two scouts have been killed, one hobgoblin runs to area **M3** to fetch Garvex and the worg. The last surviving combatant in the courtyard tries to run to **M6** to alert Scarvinious.

#### BUGBEARS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary* 38)

#### IRONFANG SCOUTS (4)

CR 1

XP 400 each

hp 19 each (see page 16)

**Treasure:** In addition to the troopers' personal equipment, many useful items are crammed into supply crates here. A thorough search takes 1 hour and turns up 40 Provision Points' worth of food, eight bedrolls, 10 blankets, 200 feet of hemp rope, 28 candles, 15 torches, and an iron holy symbol of Lamashtu.

A hidden cache buried beneath one of the fireplace logs can be discovered with a successful DC 25 Perception check. A small iron coffer holds 250 gp and a scroll case containing a *scroll of silence* and a *scroll of searing light*.

### M3. WORG PEN (CR 4)

A sagging hut of patched canvas leans precariously near a crude fence of wooden posts and ropes. The patch of bloody, overturned earth within serves as an animal pen. A stretched section of hide shades a far corner, with furs and straw piled into a soft bed. Curiously for an animal pen, there is no gate on the fence, only a wide opening.

This tent and pen both belong to Garvex the Dog, and are set aside for the various four-legged members of Scarvinious's expedition. The tent is far larger than needed, and reeks of canines—being used mostly by the worgs rather than their battered handler—who sleeps in one shabby corner. The pen was kept closed when the

camp still had simple-minded wolves, but now that only worgs remain, the gate is left open so they can come and go as they please.

**Creatures:** Scarvinious's forces include a number of worgs and wolves, though the wolves have since been dispatched on various missions and now only a single wolf and a pair of worgs remain alongside Garvex the Dog. Insultingly named for his kinship with the beasts, Garvex is actually an unusually focused and patient goblin kept enslaved by Scarvinious since both were young. The battered creature's years of unquestioning service have earned him a certain degree of autonomy despite his slave status. He speaks only broken Goblin—enough to understand Scarvinious's orders and little else—and learned more from the wolves he helps rear than from fellow goblinoids. He has bonded closely with an equally abused cur of a wolf named Kadu, and the pair view one another as siblings.

Garvex rests inside the tent atop Kadu and the only worg currently in the encampment, unless Scarvinious calls on him to clean or repair fixtures around the camp. He's simple-minded and aggressive, especially toward strangers, and any worgs in the camp think of the wiry goblin as their pet and charge rather than a caretaker.

#### GARVEX THE DOG

CR 3

XP 800

Goblin brawler (wild child) 4 (*Pathfinder RPG Bestiary* 156; *Pathfinder RPG Advanced Class Guide* 23, 89)

LE Small humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 size)

**hp** 38 (4d10+12)

**Fort** +6, **Ref** +8, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +6 (1d6+1) or

unarmed strike flurry of blows +4/+4 (1d6+1)

**Special Attacks** brawler's flurry, knockout 1/day (DC 16), maneuver training (trip +1), martial flexibility 5/day

#### TACTICS

**During Combat** In combat, Garvex is little more than an animal, knocking foes to the ground and pummeling them with his fists. He uses his martial flexibility to gain the Combat Reflexes feat and lashes out when foes attempt to right themselves.

**Morale** Garvex flees to fetch Scarvinious in area **M6** if reduced below 10 hit points, unless Kadu is killed before him, in which case he fights to the death.

#### STATISTICS

**Str** 12, **Dex** 18, **Con** 15, **Int** 8, **Wis** 10, **Cha** 10

**Base Atk** +4; **CMB** +4 (+7 trip); **CMD** 19 (22 vs. trip)

**Feats** Agile Maneuvers, Combat Expertise, Improved Trip, Improved Unarmed Strike



**Skills** Acrobatics +8, Climb +6, Escape Artist +8, Handle Animal +7, Perception +5, Ride +8, Stealth +12, Swim +6;  
**Racial Modifiers** +4 Ride, +4 Stealth  
**Languages** Goblin  
**SQ** brawler's cunning, martial training  
**Gear** animal brushes, leather collar etched with the name "Garvex," moldering loincloth

#### KADU

CR —

Wolf animal companion

N Medium animal

**Init** +7; **Senses** low-light vision, scent; Perception +1

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +7, **Will** +4

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +5 (1d6+3)

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 16, **Int** 2, **Wis** 12,

**Cha** 6

**Base Atk** +3; **CMB** +5; **CMD** 18 (22

vs. trip)

**Feats** Improved Initiative, Iron Will

**Skills** Acrobatics +3 (+11 when

jumping), Stealth +7, Survival +3,

Swim +6; **Racial Modifiers** +4 to Survival

when tracking by scent



## NEW MAGIC ITEM

Uncommon beyond the borders of Nirmathas, these simple cloaks are often used to teach young hunters and rangers to track forest inhabitants.

### CLOAK OF WOODLAND CREATURES

**PRICE**  
3,500 GP

**SLOT** shoulders

**CL** 5th

**WEIGHT** 1 lb.

**AURA** faint abjuration and conjuration

This forest-green wool cloak is thick and warm. Its hem and the edge of its hood are embroidered with small figures of forest creatures (rabbits, squirrels, and the like) in white thread.

When worn, this cloak bestows a +1 resistance bonus on all saving throws. The wearer can remove the cloak at any time and lay it on the ground outdoors. This ends the resistance bonus but summons a number of animals from the cloak. The animals serve the character who summoned them for 10 minutes (or until slain or returned to the cloak's folds). A summoned creature can follow any of the commands described in the Handle Animal skill. Use the following tables to determine what animals can be called forth.

The cloak summons creatures only when laid down outdoors on naturally occurring ground (not, for example, on a wooden deck or stone pathway). The cloak can be used to summon

animals up to three times per day.

d%	Animal
01–30	1 owl
31–60	1d3 rats
61–75	1 weasel
76–90	1d6 squirrels
91–100	1d4 rabbits

#### CONSTRUCTION REQUIREMENTS

**COST** 2,250 GP

Craft Wondrous Item, *resistance*, *summon nature's ally I*

**Treasure:** Garvex serves as the camp's skinner, and 250 gp worth of hides can be recovered from inside his tent. In addition, a ragged green cloak hangs from the roof—a *cloak of woodland creatures* (see the sidebar) that Garvex uses to entertain the wolves and worgs.

Kadu wears a silver collar set with a single sapphire worth 130 gp.

**Development:** If the PCs did not save the wolf pups in encounter **G1**, two or three of them can be found here, having been seized from the mites by Scarvinious's patrols to serve as guard dogs. They have been badly mistreated, and are now rail-thin and wild, snapping and howling at anyone who comes near them.

The surviving cubs can be calmed with a successful DC 25 Handle Animal or wild empathy check. The PCs may choose to raise the pups on their own, but the pups' poor treatment has made them untrusting and savage. Any Handle Animal checks to rear the pups incur a –5 penalty.

## M4. THE ALCHEMIST'S LAB (CR 5)

Raw yellow timbers, so freshly cut they still smell of pine, prop up this sturdy, oilcloth tent. A square window has been cut in one wall and a puddle of thick, foul-smelling liquid marks the ground beneath. Fumes from the puddle have discolored the canvas above, turning the beige fabric a milky gray.

The camp's largest tent serves as both bunks and a munitions lab for Camp Red Jaw, where Scarvinious's alchemist manufactures weapons, mines, and traps for the expedition. The tent interior is cramped. Two hammocks

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



hang above crates stacked into makeshift tables and covered in alembics, jars, vials, tubing, and various plants and dead animals.

**Creatures:** Scarvinious keeps an experienced alchemist in camp, a trooper he's worked with for years. Yissti had always hoped to be a warrior, but was just a little too short, a little too weedy, and a little too clever for the front lines. Instead pressed into the grenadier corps, she is a bright and methodical researcher always looking for new ways to inflict pain and suffering to sate her bitterness. Scarvinious appreciates her savagery and the toxins she concocts, while Yissti enjoys the field work far more than manufacturing weapons safely behind the lines.

Yissti has an apprentice, her young cousin Skinder, who was foolish enough let herself be bitten by a wererat years ago while scouting for Molthune. Skinder was resigned to Yissti's care and, once her lycanthropy proved incurable, was permanently remanded to the alchemist's custody as a slave. Skinder despises her enslavement, but would rather serve her cruel cousin than be executed as a beast or banished from her fellow hobgoblins entirely. She obeys Yissti out of fear and wants nothing more than to escape the camp. While she shares most hobgoblins' hatred of other humanoids, she has grown to hate her fellow goblinoids just as much, and is amenable to plotting with outsiders if it leads to her freedom.

A successful DC 20 Sense Motive check is enough for a character to recognize both the wererat's reluctance to attack and Yissti's harsh orders as a master commanding a reluctant slave. With a successful DC 20 Perception check, a PC notices the wererat's limping gait, fresh scars on her hide, gaunt build, shackles, and other signs of abuse.

Yissti and Skinder spend most of their time inside the lab tent, but occasionally leave to eat or socialize in the courtyard. If the PCs spy on the camp, they can time their attack around Yissti's routine. Yissti forces Skinder to maintain her hybrid form in the lab to exploit her resistance to injury, but forces her to revert to her hobgoblin form before interacting with the rest of the camp. PCs who see only the pair outside the tent may have difficulty recognizing Skinder's true nature, though her abuse remains obvious.

If freed, Skinder won't attack her "rescuers," but quickly makes her way back to Phaendar, hoping her report on the fugitives' activities will regain her the respect and position of a full hobgoblin in her people's eyes.

#### YISSTI

CR 4

XP 1,200

Female hobgoblin alchemist 5 (*Pathfinder RPG Bestiary* 175, *Pathfinder RPG Advanced Player's Guide* 26)

LE Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)

**hp** 51 (5d8+25)

**Fort** +8, **Ref** +6, **Will** +3; +4 bonus vs. poison

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk morningstar +3 (1d8-1)

**Ranged** bomb +6 (3d6+3 acid, cold, or fire)

**Special Attacks** bomb 8/day (3d6+3 fire, DC 15)

**Alchemist Extracts Prepared** (CL 5th; concentration +8)

2nd—*barkskin*, *protection from arrows*, *resist energy*

1st—*cure light wounds*, *enlarge person* (DC 14),  
*expeditious retreat*, *shield*, *true strike*

#### TACTICS

**Before Combat** If Yissti hears a commotion, she takes her Constitution mutagen and feeds Skinder extracts of *barkskin* and *resist energy (cold)* before joining the battle.

**During Combat** Yissti orders her slave into close combat with foes while she peppers them with frost bombs. She knows her *resist energy* extract won't protect Skinder entirely from the explosions, and doesn't particularly care.

**Morale** Yissti fights to the death.

**Base Statistics** Without her mutagen, Yissti's statistics are **AC** 17, touch 12, flat-footed 15; **hp** 41; **Fort** +6; **Con** 16, **Cha** 14.

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 18, **Int** 16, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Brew Potion, Extra Discovery<sup>APG</sup>, Iron Will, Point-Blank Shot, Throw Anything

**Skills** Appraise +11, Craft (alchemy) +11 (+16 to create alchemical items), Disable Device +9, Heal +8, Knowledge (nature) +11, Perception +8, Stealth +13; **Racial Modifiers** +4 Stealth

**Languages** Common, Dwarven, Giant, Goblin, Orc

**SQ** alchemy (alchemy crafting +5), discoveries (acid bomb, frost bomb, infusion), mutagen (+4/-2, +2 natural armor, 50 minutes), poison use, swift alchemy

**Combat Gear** *potion of blur* (2), *potion of cure moderate wounds* (3), *potion of resist cold*, *potion of resist fire*, *silversheen*, *unguent of timelessness*, acid (3), alchemist's fire (3), tanglefoot bag (3), thunderstone; **Other Gear** +1 chain shirt, mwk morningstar, key ring with keys to her supply crates and Skinder's shackles, 52 gp

#### SKINDER (HYBRID FORM)

CR 2

XP 600

Female hobgoblin afflicted wererat rogue 2 (*Pathfinder RPG Bestiary* 175, 197)

LE Medium humanoid (goblinoid, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 22 (2d8+10)

**Fort** +4, **Ref** +6, **Will** +2



**Defensive Abilities** evasion; **DR** 5/silver

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +5 (1d6+1/18–20) or bite –1 (1d4 plus disease)

**Special Attacks** sneak attack +1d6

#### TACTICS

**Before Combat** Skinder hides in the alchemy lab, forbidden from entering the courtyard except in Yissti's company. She flees from combat unless ordered to engage. If accompanied by Yissti, she is fed extracts of *barkskin* and *resist energy (cold)* before being sent into combat.

**During Combat** Skinder enters combat when Yissti orders her to. She viciously attacks the nearest enemy or anyone trying to close to melee with Yissti.

**Morale** Skinder fights to the death while Yissti remains alive, but if Yissti falls before her, the wererat attempts to flee into the woods.

#### STATISTICS

**Str** 12, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Combat Reflexes, Weapon Finesse

**Skills** Acrobatics +8, Climb +6, Craft (alchemy) +6, Diplomacy –2 (+2 to change attitude vs. animals related to lycanthropic form), Disable Device +9, Escape Artist +8, Knowledge (local) +6, Stealth +12, Swim +6, Use Magic Device +3; **Racial Modifiers** +4 Stealth

**Languages** Common, Dwarven, Goblin

**SQ** change forms, lycanthropic empathy, rogue talent (finesse rogue), trapfinding +1

**Gear** mwk rapier

**Treasure:** The tent contains Yissti's alchemy lab—an impressive setup overall given its location and the fact that it seems to have been cobbled together from odds and ends. The building contains enough glassware, burners, and components to function as an alchemist's lab. A *formula alembic*<sup>UE</sup> also sits among this collection.

Yissti collects and brews toxins for the camp. She's been saving her poisons up for the camp's next major attack. A locked wooden chest (Disable Device DC 25) under a table contains 3 doses of bloodroot, 2 doses of blue whinnis, 1 dose of deathblade, 3 doses of greenblood oil, and 2 doses of small centipede poison, as well as 5 doses of antitoxin in case of accidents. Yissti carries the key.

A second locked chest (Disable Device DC 25) contains rare materials that Yissti has collected over the last few years. Within the chest is a piece of darkwood the size of a small shield and enough eelhide<sup>UE</sup> to make a suit of light armor. The chest also holds 300 gp and a small bag of *abjurant salt*<sup>UE</sup>.

**Story Award:** If the PCs incapacitate Skinder or find another way to set her free, award them experience as if they had defeated the wererat in combat.

## M5. SOLDIER LODGINGS (CR 4)

This simple canvas-walled lean-to conceals eight tidy bedrolls and several cast-iron buckets.

Most of Scarvinious's forces sleep here in shifts, filling the iron pails with hot coals from the fire to keep the Fangwood's chill at bay.

**Creatures:** At any given time, two Ironfang scouts and a bugbear are asleep in the lean-to, though if the PCs scout the camp for at least 24 hours beforehand, they can determine when more of the forces are resting, increasing these numbers to four scouts and two bugbears (drawing these numbers from those gathered in area **M2**).

Soldiers resting in the lean-to do so without their armor, and are generally asleep except during the regular change in shifts or if roused by sufficient noise. Even then, they don't sleep in armor and so require extra time to hastily don their equipment. This general state of unreadiness decreases the Challenge Rating of this encounter by 1.

### BUGBEAR

CR 2

**XP** 600

**hp** 16 (*Pathfinder RPG Bestiary* 38)

### IRONFANG SCOUTS (2)

CR 1

**XP** 400 each

**hp** 19 each (see page 16)

**Treasure:** Characters searching the area with a successful DC 15 Perception check uncover three different leather pouches concealed in different bedrolls. Each contains 25 gp, and one also contains a folded *page of spell knowledge* scribed with *bull's strength*.

## M6. SERGEANT OF THE CRIMSON JAW (CR 7)

The skins of many humanoids—many with faces still twisted in agony—make up the walls of this gruesome domed tent. Rough stitches hold it together, and the interior is well appointed in furs and solid, dark furnishings.

Scarvinious's "hut of screams" is a traveling showcase of trophies, ever expanding with the bodies of victims he has extracted information from using his ruthlessly efficient torture techniques. Scarvinious keeps his hut meticulously clean, even in this frontier, and a bucket in one corner contains a caustic, lime-based cleaning solution that can burn exposed skin.

**Creature:** Scarvinious spends 6 hours each day reviewing field reports and issuing orders to his troops, but for now he is mostly content to remain in camp while his underlings search the surrounding woods. The rest of his time is spent in his hut, practicing his scrimshaw

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## USING THE MILITIA SYSTEM

*Pathfinder Campaign Setting: Lands of Conflict* introduces the optional militia system for managing large groups of NPCs and developing them from relative nobodies into a military force to be reckoned with. The PCs' militia can't rise above rank 2 until they secure a permanent and secure home such as the troglodyte caves, and can't rise above rank 4 until the PCs complete future adventures.

Several of Phaendar's named NPCs can serve in various officer roles should the PCs need a few heads to round out their leadership, and over the course of this adventure, the PCs have the option to recruit a unique NPC to aid their militia.

**Aubrin the Green (unique ally):** If Aubrin survives the attack on Phaendar, her knowledge and experience helps to guide the refugees and round out the militia's leadership. As long as Aubrin remains with the group, she grants a +1 bonus on one of the Militia's secondary Organization checks. The check she benefits can be changed during the Militia Action phase each week.

or torturing captives for information—sometimes both at once. Every 1d6 days, he departs the camp with a pair of worg or bugbear companions to scout the area, potentially leaving the camp leaderless and vulnerable.

The hulking bugbear is likely to hear any large-scale combat that breaks out in his camp, but is more interested in watching his underlings fight or die than throwing himself into battle. He won't wade into battle until his soldiers are clearly losing, and even then he merely jabs at the PCs for several rounds. If Scarvinious is ambushed in his hut or while patrolling the woods, his attitude is much more grim, and he doesn't bother to hold back.

### SCARVINIOUS

CR 7

XP 3,200

hp 85 (see page 62)

**Treasure:** Scarvinious keeps the best weapons stashed here to bestow as rewards to members of his camp who distinguish themselves. Characters can collect six longswords, three short swords, and two scimitars, all of masterwork quality, along with a +1 whip and a +1 large wooden shield hanging on the wall.

Beneath the cot is a box containing a shaving kit, five blocks of soap, two stiff-bristled brushes, and three vials of deodorizing agent. Three locked chests here (Disable Device DC 25; Scarvinious carries the keys) hold the camp's treasury and payroll, much of it stolen from Phaendar. The first contains 750 sp and 480 gp, and the second has a pouch with 150 gp of assorted semiprecious

gemstones as well as two *potions of bear's endurance* and seven *potions of protection from chaos*.

The third chest is a collection of personal items looted from the town—mostly trinkets worth a few coppers, if anything, such as small paintings, wooden carvings, bits of beaded jewelry, shoe buckles, and pottery worth a total of 300 gp. Most of the owners of these belongings are dead, killed during the Night of Iron Fangs. However, several of the items belong to members of the refugee camp. An elegantly embroidered scarf (a Varisian family heirloom called a *kapenia*) belongs to Jet; if returned to her, the scarf cements her loyalty to the group, bestowing upon her a promotion. A set of silver charms on rings, each one in the shape of a different leaf, belongs to Rhyna. They're meant to differentiate one potion bottle from another and she's delighted by their return, immediately gaining a promotion.

Other refugees might also recognize some of the items in the chest as either belonging to them or to departed family or friends. If the PCs bring all the items back and help the refugees sort through them, perhaps asking them to share stories of the departed or even suggesting a funerary ritual for the items, the morale of the group increases and the players can assign two additional promotions to NPCs of their choice. If the PCs treat the items carelessly or tell the refugees they were discarded, the morale of the group declines.

**Development:** Inside Scarvinious's hut, the remains of his last victim are still strapped to a wooden crossbar. The Ironfang Legion captured the elven scout—a Chernasardo Ranger named Drellivienne—a week ago, and Scarvinious took great pleasure in slowly extracting every bit of information he could. The body still bears the telltale signs of torture, including dozens of shallow cuts and burns where Scarvinious wiped away the blood with caustic cleaning agents. PCs familiar with the Rangers or who share the Ranger's elven heritage may even recognize Drellivienne.

While Scarvinious has dispersed most of the scout's belongings to his troops, a distinctly elven belt, green vest, and inkpen all sit on a table beside the body, along with a small note. The items are of minimal value. The note simply reads, "All foxes to their holes," a veiled command for all the Rangers to return to their strongholds deeper within the Fangwood, a hint of plots developing in preparation for *Pathfinder Adventure Path #116: Fangs of War*.

**Story Award:** Whether they kill Scarvinious or not, once the PCs destroy the hobgoblin camp and force the forward force to leave the Chernasardo region, award them an additional 1,200 XP.

### M7. WATCHTOWER (CR 3)

A simple wooden watchtower rises above the ravine's far end, providing a perch for lookouts to scan the entire area.





## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE

This 30-foot-tall watchtower provides an unobstructed view of the entire camp. A large bronze bell and hammer sit within, ready to sound the alarm if soldiers on duty spot anything suspicious. A single rope ladder allows access, but the soldiers on duty keep it coiled at the top, lowering it only to change guards every 6 hours.

The tower's four supports each have hardness 5 and 15 hit points. Destroying just one support is enough to cause the watchtower to collapse.

**Creatures:** Two Ironfang scouts are assigned to the watchtower at all times. The assignment is one of the more comfortable ones, however, and at any given time there is a 20% chance one of the guards is napping, leaving only one guard to keep watch.

#### IRONFANG SCOUTS (2)

CR 1

XP 400 each

hp 19 each (see page 16)

## CONCLUDING THE ADVENTURE

With Scarvinious's death, the PCs have bought temporary safety for the Phaendar refugees. The Ironfang Legion's influence in the southern Fangwood is broken for the moment, but the invaders still spread across the Nesmian Plains and Nirmathi roads.

Without the hobgoblin troopers hunting them, the refugees can take some time to settle into their

new home. They throw themselves into cleaning and refitting the troglodyte caves to make them more comfortable, gathering fragrant herbs to dispel the lingering stench. With their concerted effort, the caverns lose the troglodyte musk and are filled with homemade furniture and resource stores to keep the refugees going for at least a few months. The Hemlock Banner stands proudly at the entrance to the Cradle of Stone, and excepting any suggestions from the PCs, the refugees eventually christen their new stronghold Misthome.

Any of the named refugees who survived prove their usefulness over the coming weeks. Aubrin ministers to the wounded and lifts the spirits of the group. It was her idea to name the caverns Misthome, both for the persistent mists on the lower level and for its homonym, "missed home." Jet makes a dedicated quartermaster and Kining fills her role as a brusque but competent smith. Orelld and Rhyna work together gathering herbs and creating poultices for the group.

The Fangwood still holds many threats, though, and the refugees know they have to remain vigilant if they're going to remain safe. As the PCs continue to defend their followers, they have the chance to explore more of the forest and uncover its secrets. They also begin to hear rumors of the Ironfang Legion sweeping over the Nesmian Plains. Though the PCs may have dealt with the immediate threat, the Ironfang Legion has only begun its conquest.



# AUBRIN THE GREEN

A retired adventurer with many stories to tell, Aubrin has settled into a comfortable life in Phaendar. She's one of the hearts of the community, always ready with a sympathetic ear or strong drink to help those around her.

## AUBRIN THE GREEN

CR 5

XP 1,600

Human cleric of Cayden Cailean 3/ranger 3

CG Medium humanoid (human)

Init +6; Senses Perception +2

### DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 43 (6 HD; 3d8+3d10+9)

Fort +8, Ref +7, Will +7

### OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk quarterstaff +6 (1d6) or

mwk longsword +6 (1d8/19-20)

Ranged longbow +7 (1d8/x3)

Special Attacks channel positive energy 5/day (DC 13, 2d6), combat style (archery), favored enemy (magical beasts +2)

Domain Spell-Like Abilities (CL 3rd; concentration +5) 5/day—strength surge (+1), touch of good (+1)

Cleric Spells Prepared (CL 3rd; concentration +5) 2nd—*bull's strength*<sup>o</sup>, *lesser restoration*, *shield other* 1st—*bless*, *enlarge person*<sup>o</sup> (DC 13), *obscuring mist*, *sanctuary* (DC 13)

0 (at will)—*create water*, *purify food and drink* (DC 12), *resistance*, *stabilize*

D Domain spell; Domains Good, Strength

### TACTICS

**Before Combat** Aubrin uses her *strength surge* or *touch of good* on an ally just before the ally rushes into combat.

**During Combat** Aubrin can assist in combat, but has trouble targeting threats and is hesitant to close to melee. She prefers to support others, using her domain abilities and spells such as *bull's strength*. She channels positive energy and dispenses potions to help, but would rather reserve her spells to boost other people's abilities rather than cast curative spells; an ounce of prevention, to her, is worth far more than a meager healing spell.

**Morale** Though older and wiser, Aubrin remains impulsive and will fight to the death to protect others.

### STATISTICS

Str 10, Dex 15, Con 12, Int 10, Wis 14, Cha 14

Base Atk +5; CMB +5; CMD 17

Feats Endurance, Extra Channel, Far Shot, Improved Initiative, Point-Blank Shot, Selective Channeling

Skills Acrobatics +1 (–3 to jump), Climb +4, Craft (alchemy) +5, Craft (bows) +5, Diplomacy +10, Handle Animal +7, Heal +8, Intimidate +6, Knowledge (local) +5, Knowledge (nature) +8, Knowledge (religion) +4, Stealth +6, Survival +7

Languages Common

SQ favored terrain (forest +2), track +1, wild empathy +5

Combat Gear *oil of magic weapon* (2), *potion of cure light wounds* (5), *scroll of cure moderate wounds*, *scroll of delay poison* (2), *scroll of protection from evil*, *antitoxin* (2), *healer's kit*, *holy water* (2); Other Gear +1 *armored coat*<sup>ue</sup>, dagger, longbow with 20 arrows, 15 cold iron arrows, and 5 +1 arrows, mwk longsword, mwk quarterstaff, *cloak of resistance* +1, backpack, flint and steel, flask *holy symbol*<sup>ue</sup> of Cayden Cailean, jug of mead, dented tankard, 97 gp

### SPECIAL ABILITIES

**Damaged Vision (Ex)** Aubrin can see relatively clearly for 10 feet, but she takes a –2 penalty on Perception checks and attack rolls against targets within 10 feet due to her damaged vision. From 10 feet to 30 feet, her vision is severely clouded. She takes a –5 penalty on all Perception checks beyond 10 feet, and all targets at that range have concealment from her. Past 30 ft., all targets have total concealment from Aubrin.

As a young child in Nirmathas, Aubrin ("Abby" to most) grew up on tales of heroism. She played at being a famed ranger, liberating her toys from the oppression of Molthune. Her parents hoped that, as the oldest child in the family, Aubrin would take over their small farm. Her young heart longed for adventure, though, and she and her father argued ferociously over her destiny. Ultimately, Aubrin was too excited to see the wider world and refused to give in to her father's plans for her future;



while their confrontation left her bitter for months, she never regretted leaving home at 16.

For years, she honed her skills until she became a Chernasardo Ranger in the Fangwood, and eventually ventured beyond Nirmathas. One dark night on guard duty, a sniper caught her by surprise and unleashed a crossbow bolt. The bolt shattered into flinders against her soft pewter tankard, sparing Aubrin from a fatal blow. The tankard was dented but otherwise intact, and Aubrin took it all as a sign. True to her impulsive nature, she swore her loyalty to Cayden Cailean that very night.

A sorrowful truth greeted Aubrin when she finally returned home: a deadly fever had swept the region, claiming Aubrin's mother. Aubrin found her father drunk and belligerent. He blamed his child for the loss—if Aubrin had only stayed to help run the farm, so much work wouldn't have fallen to her mother. Her death came from exhaustion, he insisted. Unable to dismiss her father's accusations, Aubrin left quickly, never to return.

Aubrin's carefree adventuring came to an end while crossing a desolate plain. Her caravan disturbed a nest of ankhegs, and though she dispatched two of the creatures, the third sprayed a gout of acid into her eyes, robbing her of vision. Blind and heavily wounded, she reached a nearby village through the grace of Cayden Cailean. With rest and time, her healing magic removed the facial scars, but only partially restored her vision.

Aubrin eventually decided that this, too, was a sign. She didn't want to return to the farm, but the familiarity of Nirmathas called to her. She settled in Phaendar, using her magic and woodland insight to support the town. Now in her early thirties, the impulsive adventurer has grown into a community leader and infamous teller of tall tales, and many in Phaendar and across the Nesmian plains owe her more than a few favors and cold drinks.

## CAMPAIGN ROLE

While Aubrin is considerably higher level than the PCs (for now), her injuries during the Night of Iron Fangs put her in need of assistance for several days or longer, leaving her in the role of healer and advisor as the PCs confront the Fangwood's many dangers. She has collected a number of useful items she shares with the PCs, offering them use of her longbow, longsword, potions, and enchanted arrows.

Aubrin has lived in Nirmathas most of her life and knows much about the surrounding area. She knows that destroying the bridge out of Phaendar will hamper their enemies and she knows the location of the Cradle of Stone, should the PCs need help finding it. She can also aid the PCs with skill checks. Aubrin offers information and assistance only

when asked for it; she has spent many years teaching and fostering others more than leading, and is more interested in helping this new crop of heroes rise to the challenge than taking command.

Aubrin is a vivacious and clever woman, and could become romantically interested in a PC. She's always known what she likes, and she doesn't see gender or race as an impediment to romance.

A *heal* or *restoration* spell can restore Aubrin's vision completely. Her missing foot is a condition of birth that has never slowed her down (and is not reflected in her stat block). A *limited wish* or *miracle* spell would be required to create a new one for her.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### NFANG

### OLBOX

### TIARY

### NFANG CAMPAIGN OUTLINE



# IGHIZ

Ighiz leads the Children of Stone, and believes the stones speak to her. If she listens closely enough and obeys without question, she'll ensure success and bounty for her people.

## IGHIZ

CR 4

### XP 1,200

Female troglodyte oracle 4 (*Pathfinder RPG Bestiary* 267, *Pathfinder RPG Advanced Player's Guide* 42)

NE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Perception +5

**Aura** stench (30 ft., DC 14, 10 rounds)

### DEFENSE

**AC** 20, touch 13, flat-footed 19 (+1 armor, +2 deflection, +1 Dex, +6 natural)

**hp** 49 (6d8+22)

**Fort** +7, **Ref** +4, **Will** +5

### OFFENSE

**Speed** 30 ft.

**Melee** mwk morningstar +5 (1d8), bite -1 (1d4), claw -1 (1d4)

**Range** *magic stone* +6 (1d6+1)

**Oracle Spells Known** (CL 4th; concentration +7)

2nd (4/day)—*cure moderate wounds*, *hold person* (DC 15), *stone call*<sup>APG</sup>

1st (7/day)—*bane* (DC 14), *command* (DC 14), *cure light wounds*, *magic stone*, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*

**Mystery Stone**

### TACTICS

**Before Combat** If Ighiz hears strangers approaching or combat with her crysmal guardian, she casts *magic stone*, then casts *shield of faith* on herself and her acolyte.

**During Combat** Ighiz begins any confrontation with her shard explosion revelation, then targets individuals with *hold person*, *command*, and her *magic stones*. If her opponents close in, she targets them with *stone call*.

**Morale** Ighiz believes she is protected by destiny and fights to the death.

**Base Statistics** Without *shield of faith* cast, Ighiz has the following statistics: **AC** 18, touch 11, flat-footed 17.

### STATISTICS

**Str** 10, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 16

**Base Atk** +4; **CMB** +4; **CMD** 15

**Feats** Brew Potion, Combat Casting, Lightning Reflexes

**Skills** Intimidate +8, Knowledge (planes) +3, Perception +5, Perform (oratory) +7, Spellcraft +5, Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in rocky areas)

**Languages** Draconic, Terran

**SQ** oracle's curse (tongues), revelations (crystal sight, shard explosion)

**Combat Gear** *feather token* (bird), *feather token* (tree), *potion of cure moderate wounds* (2), *potion of shield of faith* (2), *wand of hold person* (9 charges); **Other Gear** mwk morningstar, *bandages of rapid recovery*<sup>APG</sup>, *bracers of armor* +1, aquamarine necklace (150 gp)

The Children of Stone tribe rose from the Darklands to dwell near Golarion's surface two generations ago, following the guidance of their oracles and shaman. When a child hatched in their nest and was found already curled around a small glittering gem, it was taken as a sign of coming prosperity and strength.

Emboldened by this omen, the Children of Stone became more aggressive in patrolling and hunting around their lair, eventually pillaging a small human lumber town that fell within their advancing territory. The raids grew into a long conflict with the Chernasardo Rangers, which finally sputtered to a halt when both sides were too weakened to fight. Though Ighiz herself was merely a child during this conflict, she never forgot the cruel efficiency of the surfacers or their weapons.

Like the tribe's previous oracles, Ighiz could hear the stones speak, and as soon she learned to speak as well, she relayed the wisdom of the earth. Unlike her teacher, however, the child could never hear the whispers from the Excavator, the fossilized remains of an ancient creature known as a xiomorn, and taken as a powerful spirit by the Children of Stone. Though formed of rock and minerals and filled with brilliant secrets her master could glean, the Excavator remained silent for young Ighiz. Even after her teacher perished—killed by a grick that crawled



up from the Darklands tunnels deep below—and Ighiz stepped in to lead the tribe, this ancient guidance has remained beyond her reach. Although she's the spiritual leader of her people, she feels achingly empty inside.

Even without the Excavator's guidance, Ighiz's gift still proves useful. She guides her followers to new caverns and resources hidden within the soil, helps coax along the fungus that nourishes them, and tames subterranean beasts that would otherwise threaten her people. The stones still whisper things, even unguided by the powerful creature entombed within—visions of a powerful woman standing atop the land like a queen and birthing vast armies from the earth. The stone speaks of a terrible, wonderful future, and Ighiz fully believes it speaks of her.

Ighiz still feels guilt over her master's death, and over those troglodytes killed by surfacers, but she also believes their ends were inevitable. She was always meant to lead the tribe, and the place of the tribe is to die enacting her vision. She has delved into secrets and tonics to help her people become more fecund and even imbue their children with power over stone, just as she holds. She knows the Children of Stone must vastly increase their numbers if they are to bring about the prophecies she hears, and compels her people to squeeze every morsel of nourishment from the surface to feed their growing family.

Ighiz still struggles to hear the Excavator, though, and spends much of her time in meditation, trying to broaden her gifts. She knows she is destined for glorious things—she must be, to justify all the death and pain that surrounded her upbringing—and will not pause to let any savage beasts of the surface steal that future from her.

## CAMPAIGN ROLE

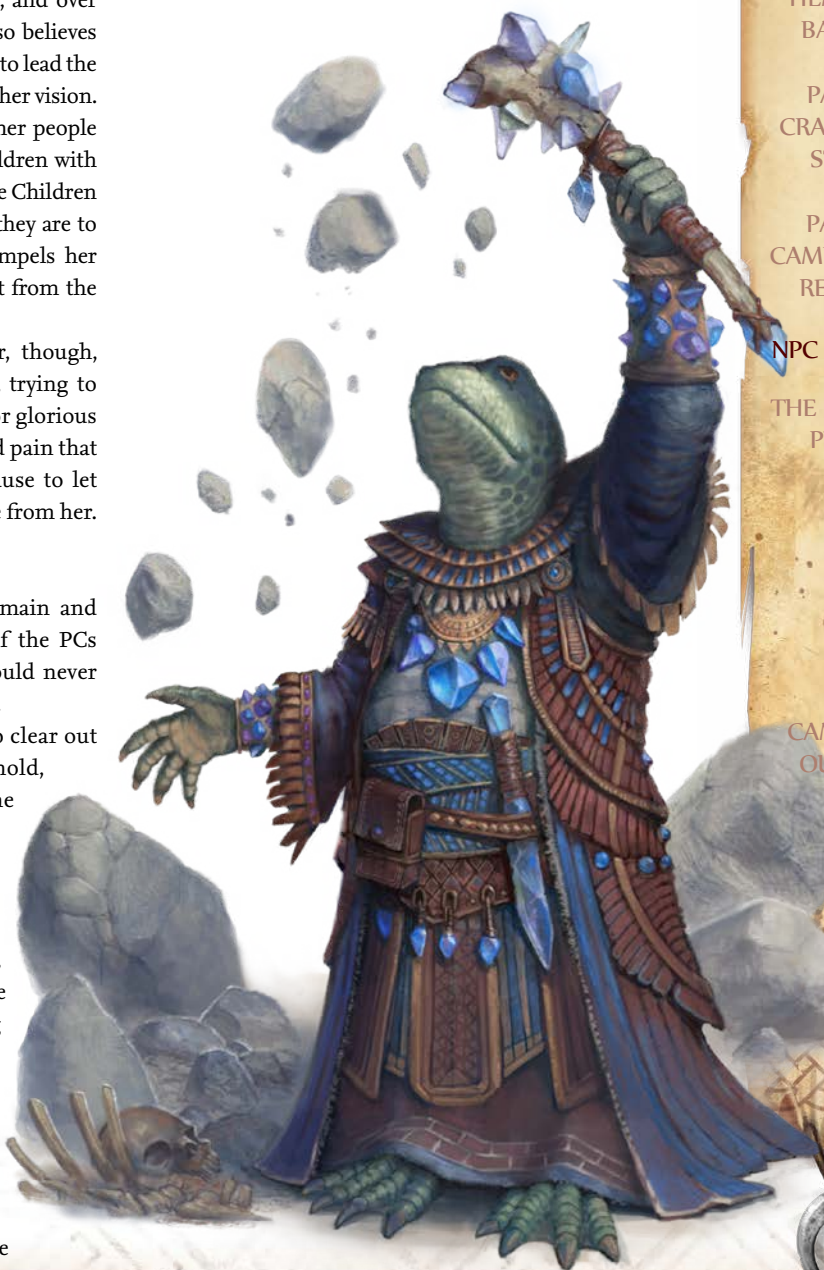
Ighiz resents the PCs' intrusion into her domain and their obstruction of her people's fate. Even if the PCs could initiate conversation with her, Ighiz would never fully forgive them for the deaths of her people.

It's entirely possible the PCs may opt not to clear out and claim the troglodyte caverns as a stronghold, in which case the Children of Stone become more traditional antagonists as the PCs and their refugees wind up within the troglodytes' ever-shifting territorial claims. The troglodytes launch raids and stage ambushes much like the Ironfang Legion do, and if they're not eliminated by the end of the adventure, several troglodytes—including Ighiz herself—bolster Scarvinious's numbers at his camp in Part 4.

If PCs are more interested in a diplomatic resolution with the Children of Stone, some options still exist. Once the PCs discover that the Ironfang Legion intends to ally with the troglodytes, they may realize the troglodytes are

open to negotiation and alliance. Convincing the tribe to grant an audience with Ighiz requires a successful DC 25 Diplomacy check, plus a gift worth at least 250 gp. If the PCs do speak with Ighiz, they must offer her something substantial in order to secure the troglodytes' aid, such as a portion of all the treasure they find and a promise to support the troglodytes if they are threatened, for at least a few months. Ighiz is also interested in food and new territory to support what she hopes will be an expanding tribe.

Ighiz knows the combination to the Vault of the Excavator. However, as she believes a god of stone sleeps behind the metal door, she refuses to share this, and nothing short of magical compulsion can force her to speak on the matter.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### NFANG

### OLBOX

### TIARY

### NFANG CAMPAIGN OUTLINE



# SCARVINIOUS

The leader of Camp Red Jaw has a well-deserved reputation for cruelty and sadism. Scarvinious's disturbed childhood left him with scars both mental and physical, and he vents his pain on anyone in range.

## SCARVINIOUS

CR 7

### XP 3,200

Bugbear slayer 5 (*Pathfinder RPG Bestiary* 38, *Pathfinder RPG Advanced Class Guide* 53)

NE Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft., scent; Perception +10

### DEFENSE

**AC** 22, touch 14, flat-footed 18 (+4 armor, +4 Dex, +3 natural, +1 shield)

**hp** 85 (8 HD; 3d8+5d10+45)

**Fort** +7, **Ref** +11, **Will** +4

**Defensive Abilities** fortification 25%

### OFFENSE

**Speed** 30 ft.

**Melee** +1 short sword +11/+6 (1d6+5/19–20), +1 short sword +11 (1d6+5/19–20)

**Range** mwk composite shortbow +12/+7 (1d6+4)

**Special Attacks** sneak attack +1d6, studied target +2 (2nd, move action)

### TACTICS

**Before Combat** If Scarvinious expects combat, he takes 2 rounds to apply a dose of greenblood oil to each of his swords (if being attacked), or to two arrows (if stalking prey), then drinks his *potion of bear's endurance*.

**During Combat** Scarvinious begins combat by firing arrows, targeting obvious arcane spellcasters (having inherited the hobgoblin disdain for “elf magic”), but he ultimately looks to close to melee and confront the biggest and toughest-looking opponent. He expects defeating any obvious group leader will break his enemies' spirits, and pauses to intimidate any nearby creatures after his first kill.

**Morale** Scarvinious fights to the death.

**Base Statistics** Without a *potion of bear's endurance*, Scarvinious's statistics are **hp** 69, **Fort** +7, **Con** 15.

### STATISTICS

**Str** 18, **Dex** 18, **Con** 15, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +7; **CMB** +11; **CMD** 25

**Feats** Double Slice, Toughness, Two-weapon Defense, Two-weapon Fighting, Weapon Focus (short sword)

**Skills** Acrobatics +10, Climb +8, Intimidate +11, Perception +10, Sense Motive +9, Stealth +15, Survival +10, Swim +8; **Racial Modifiers** +4 Intimidate, +4 Stealth

**Languages** Common, Goblin

**SQ** combat style (two-weapon combat), slayer talents (poison use<sup>ACG</sup>, ranger combat style<sup>ACG</sup>), track +2

**Combat Gear** *potion of bear's endurance* (2), *potion of cure moderate wounds* (2), caltrops (5), greenblood oil (6); **Other Gear** +1 *spiked light fortification studded leather*, +1 *short sword* (2), mwk composite shortbow (+4 Str) with 20 arrows, bedroll, blanket, hip flask, iron spikes (10), masterwork backpack<sup>UE</sup>, masterwork skinning tools, mwk manacles, saw, sewing needle, shaving kit, surgeon's tools<sup>UE</sup>, 77 gp

Scarvinious was a bugbear born into a hobgoblin life. His father, Scabvistin, earned his way by providing muscle to protect the Crackjaw Clan, but his status as an outsider left him perpetually cut off from the hobgoblin hierarchy and any hopes of a better life. He wanted children capable of blending in with the hobgoblin culture, and so raised Scarvinious and his siblings with harsh punishments and conditioning to “beat the bear out of them.” He thought that if his boy could fit in with the tribe, the family's future would be secured.

Scabvistin raised Scarvinious as a hobgoblin. He trained Scarvinious as a warrior alongside hobgoblins and subjected him to the same brutal testing. He ground the hobgoblin need for discipline into his children, and deep revulsion for the chaos most bugbears revel in. Even hygiene became tortuous, as he forced Scarvinious to wash away his bugbear musk with caustic cleaning agents daily.

When the Crackjaw Clan joined the Ironfang Legion, Azaersi recognized Scabvistin's cunning and tactical genius despite his race, and promoted him to commander of the Third Battalion. Scarvinious—long since grown into a cruel monster with a keen mind—followed to serve under his father's new post.



Scarvinious still retains much of the paranoia and hypervigilance imparted by his years of abuse, making him an excellent scout and hunter even as it feeds his violent temper and disdain for others. He still scrubs himself with caustic agents as self-flagellation for failure or weakness, leaving his massive form perpetually unkempt and scabbed. Scarvinious's hands and forearms are always blistered and peeling from repeated scrubbing; in the wake of particularly stressful events, the bugbear appears the next day with his entire body looking raw.

Scarvinious's terrifying appearance established his reputation as a ferocious leader, but his sadism solidified it. Cruel even by bugbear standards, he takes great delight in punishing those he views as weaker, employing the same tools his father once used to humiliate and torture him. Scarvinious's infamy within the Legion is based on his gift for scrimshaw—particularly performing the delicate art on the flensed limbs of still-living captives. He keeps the skins of his favorite prey to sew into his tent, curing them with the same cleaning solution that leaves him scarred and miserable.

Scarvinious's quarters are always scrupulously clean. Whenever he feels desperate or out of control, he takes out his feelings on helpless prisoners or, lacking any, his allies. He prefers to kill victims slowly when time allows, exacting as much pain and suffering he can. Though his followers are fearful of their leader, they also respect his strength and brutality.

## CAMPAIGN ROLE

Scarvinious serves the Ironfang Legion as a skilled scout and bounty hunter, and his role is to eradicate all the survivors of the Night of Iron Fangs. He wants to kill the PCs not only because those are his orders (and failing his father invariably comes with horrible consequences), but because he takes their survival as a personal affront. He would prefer to take the PCs alive and torture them before killing them.

The hobgoblins who serve under Scarvinious admire him, but are terrified of him. Any hobgoblin prisoners the PCs interrogate can talk about Scarvinious's reputation and the horrifying way in which the Camp Red Jaw obtained its name. The hobgoblin prisoner can also describe Scarvinious so the PCs can recognize him if they conduct reconnaissance on the fort. A successful DC 15 Sense Motive check reveals that the hobgoblin is telling the truth and is genuinely intimidated by their leader. Despite their fear, every soldier under the bugbear's command knows him to be fair and generous in success. Any scout who captured a PC or one of the refugees alive would be showered in gold and promoted to head of her troop.

Scarvinious can never be persuaded to abandon his hunt or ally with the PCs. He can't even falsely

agree to a truce in order to lure the PCs into a trap—his commitment to his duty and his disgust at deception are too great. If he faces the PCs, he fights until either the PCs are slain or he lies dead. If decisively vanquished, the beaten bugbear won't return to Phaendar and whatever punishment his father has in store, but neither can he forget such a humiliating defeat. He continues to stalk and harry the adventurers until slain, possibly recruiting a new gang of beasts to help him achieve that goal.

Scarvinious's father, Scabvistin, still serves in the Ironfang Legion. The PCs have a chance to meet Scabvistin later in the Adventure Path, when the bugbear has a chance to avenge the death of his son.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### THE IRONFANG CAMP

### THE IRONFANG CAMPAIGN OUTLINE





## THE NESMIAN PLAINS

They're beautiful in the summer, Nirmathas's plains. Let there be no doubt of that. Everyone thinks 'forest' when they hear mention of that little nation, with the Fangorn itself looming large in their minds. Yet the Nesmian Plains stretch on forever, rolling away like the sea. Once the spring rains start, it's like an ocean of flowers and green. Of course, like any ocean, it's got its pirates and its sea monsters. Lost three friends to bees the size of cattle, and after the sun set, jackals dragged away my last remaining companion without even stirring me from my sleep. Everything beautiful in this region seems to hide some beastly nature behind or beneath it—and the same might even be said of those who make the plains their home. Coming across even the smallest farm or settlement, you never know whether you'll be greeted with a warm, open hearth... or find yourself fending off a blade or claw trying to open your throat.

—Genevieve White, *The Shores of Encarthan*



Stretching for miles across the southern border of Nirmathas, the Nesmian Plains covers near a fifth of the nation's land, but remains one of the most sparsely inhabited regions since the outbreak of war between Nirmathas and its mother nation, Molthune. A well-traveled trade road leads north through the plains and the Hollow Hills, continuing east through the Bloodsworn Vale, which once connected Cheliox to its Varisian interests. All along that length, small farms, trading posts, and Chelish country estates sprouted, making the land an embarrassment of riches despite its harsh weather and abundant wildlife. This same idyllic landscape, however, renders the Nesmian Plains virtually indefensible, and much of its bounty was crushed in the early years of the civil war between Nirmathas and Molthune. In a more community-minded nation, the Nesmian Plains would be considered the breadbasket region, but the lack of taxation or infrastructure instead makes this area a resource-rich but highly vulnerable corner of Nirmathas, frequently invaded by Molthune and targeted by the southern nation's infamous monster legions. Nesmian natives simply fall back, often burning their homes and crops when they see enemies approach, and return in spring after the area's bitterly cold winters drive out ill-supplied foreigners.

Rolling prairie and low hills define most of the landscape, as do steep-walled gullies and canyons carved by the countless swift-flowing creeks tumbling down from the Mindspin Mountains, along with the occasional rock formation or outcropping carved by long-departed glaciers. Cartographers constantly argue over the exact borders of the Nesmian Plains, alternately placing the northern border along either the Marideth River or the southern boundary of the Fangwood Forest, and the southern border terminating either in the foothills around Kraggodan or along the Inkwater River. Whatever its precise boundaries, the Nesmian Plains is a rich land, but one difficult to hold and almost impossible to tame—yet rewarding for those with the skill and bravado to call it home.

## CLIMATE

Despite the green fields and abundant plant life, the Nesmian Plains is a dry stretch of land, bordered by the Fangwood Forest and the Mindspin Mountains—both of which sap most of the rainfall picked up by the westerly winds blowing off Lake Encarthan during the warm summer months, but feed the countless creeks and streams that break up the landscape. Visitors during the summer might consider the Nesmian Plains a paradise, with its rolling fields of green, picturesque rock formations, and burbling streams, but these mild summers give way to harsh challenges to travelers and inhabitants the rest of the year. As the air cools in autumn, moisture-laden air off Lake Encarthan mingles

with the still-warm land to create howling windstorms and powerful thunderstorms. In the winter, these same moist winds blanket the region in impassable snowdrifts up to 10 feet deep. These conditions create a bountiful but short growing season; a single farm can feed an army, but finds itself completely cut off for 3 months of the year by the harsh weather.

Each year, the spring thaw brings heavy flooding that swaths the fields and canyons with rich silt—and occasional valuable metals—from the Mindspin Mountains, preparing the plains for another explosion of greenery in the coming weeks.

## INHABITANTS

More densely settled only a century ago, the Nesmian Plains has quickly reverted to a largely wild state. A few small towns, ranches, and farms still persist; their inhabitants raise healthy crops of sorghum and oats, tend lush orchards, and herd sheep, goats, and the occasional spindly cow. The yearly cycles now also include invasions by Molthuni forces, which claim territory and resources, only to fall back as the bite of winter sets in. Low hills and rocky outcroppings offer clever residents some protection or camouflage, sometimes sheltering surprisingly large hidden communities in caves or forgotten complexes for months at a time. Halfling residents of the plains—many of them escaped slaves from Cheliox to the south—are especially gifted in these concealment tactics, and collections of halfling ranches often spring up around otherwise concealed features or ruins to which the country folk can flee.

The plains' most entrenched residents are the dwarves of Kraggodan—one of the oldest but most sparsely populated dwarven Sky Citadels. Molthune has laid siege to the fortress-city for years, but with little progress toward actually conquering it. The dwarves go about their lives largely unaffected, simply relying on smugglers to move their trade goods and import luxuries to and from nearby Glimmerhold. Kraggodan is detailed more thoroughly in *Pathfinder Adventure Path* #118: *Siege of Stone*.

Elsewhere, though, monstrous residents flourish in the wake of humanoids' departure. Several tribes of nomadic centaurs, who migrate along the foothills of the Mindspin Mountains with little regard for human borders, become increasingly aggressive each year in order to defend themselves from Molthuni soldiers, Nirmathi guerrillas, and unaligned bandits. Various clans of goblinoids and troglodytes carve out tiny kingdoms in the region's gullies and caves, and survive by preying upon human farms before falling back into easily defended hideaways.

Animal life flourishes across the plains. Large populations of aurochs, ibex, and feral goats fill hunters' larders, while packs of axe beaks, wolves, switchback

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE





jackals, and giant weasels fill their bellies with untended flocks and careless residents. The extensive waterways provide ample fishing and huge populations of frogs, toads, and salamanders—including their oversized cousins—as well as beavers, muskrats, and otters. A number of monstrous creatures prey on this bounty, including aurumvoraxes, gorgons, griffins, manticores, and rocs. The fey of the neighboring Fangwood generally avoid the open plains, but their magic is still felt in the form of various animate plants and magic creatures that call the expanse home.

## RIVERS OF THE NESMIAN PLAINS

Crisscrossed by creeks, streams, and springs, waterways define and shape most of the Nesmian landscape, but its three rivers define its borders and shape its culture.

**Deepcut River:** The region's oldest river, the Deepcut runs across a high plateau before finally joining with the Marideth. The river has carved a spectacular series of canyons in its eons of existence. Its muddy waters are filled with a variety of sturdy fish and giant amphibians, which support both monstrous residents and smaller villages of humans and halflings. Stone watchtowers—remnants of Cheliox's attempts to tame the region and transform the Deepcut into a trade highway to several Mindspin mining communities—still stand every 5 miles along the river's length, and are claimed by various hermits and bandit groups (though at least one plays home to a nesting pair of rocs).

**Inkwater River:** Named for its especially dark, cloudy waters fed by mineral-rich springs, mountain runoff, and millennia of industrial dumping from mines, the Inkwater is well known for its smell and the durable creatures that call it home, such as the aggressive lich newt and the oversized Inkwater otter. Farmers have tried to establish themselves along the river's banks, but the tainted waters stunt plant growth and cause a variety of illnesses. The waters are placid, though, and easily sailed, making the Inkwater the main artery through the Nesmian Plains until the outset of the Molthuni-Nirmathi conflict. Now it usually marks the southern border of Nirmathas, though more for the sake of convenience than reflecting any reality, as Molthune and Nirmathas constantly push the border dozens of miles to either side of the river.

**Marideth River:** Stumbling down from the Mindspin Mountains and along the southern border of the Fangwood, the Marideth is easily the largest river in Nirmathas, but also its least navigable. Long stretches of whitewater mark its course, and several picturesque waterfalls dot its length as it passes through the Hollow Hills. Various fey claim stretches of the river, including nuckelavee and kelpies, but the annual spring floods often cause the river to jump its banks and find new paths to follow, leading to constant territorial disputes



between its various residents. These conflicts are slowly coming to an end, as a sea hag (*Pathfinder RPG Bestiary* 243) named Schemedzah has begun assembling as many powerful forces along the river as she can into a loose confederacy. Schemedzah herself was displaced from her former territory in Lake Encarthan by the Molthune fleet, and hopes to eventually march her legion of aquatic monsters back to reclaim her territory.

## GAZETTEER

In its thousands of years of history as a land settled by humanoids, the Nesmian Plains has played host to outposts of both elves and orcs, and later Kellids and the depredations of the Whispering Tyrant, before finally entering its modern era of colonization by Taldor and that empire's various inheritors. Every conqueror left its mark in the form of ruins, buried wealth, and dangerous legacies, and the war between Molthune and Nirmathas continues to shape the history of the Nesmian Plains. The following are some of the more widely known and dangerous locations in the Nesmian Plains, though new towns and fortresses may spring up over the course of a single season, while the spring floods may easily reveal an artifact or ruin unseen by living eyes for 1,000 years.

**1. Folarth:** Once named Folgrit's Hearth, centuries of mispronunciation eventually earned this small dwarven outpost its current title. Built around a network of boiling mineral springs, Folarth began as a way station for Kraggodan forces traveling north to join the Shining Crusade, and persisted as a hospice for wounded soldiers. For a time after, Avistani nobles praised Folarth for the curative powers of its baths, and visited to alleviate all manner of illnesses too chronic for magic to cure. The small town still sees the occasional visitor—especially wounded soldiers—and sells its mineral waters in Tamran as curative elixirs. However, the dwarves now struggle in hard times. The elaborate dwarven baths have begun to crumble, with little gold and a dwindling population to maintain the once-opulent structures. The town's strangest claim to fame is Folgrit's Stew, a 100-gallon boiling spring that inhabitants have used to cook all manner of meat, vegetables, and dumplings in for centuries, lending the scalding waters a unique and earthy flavor they in turn impart to anything cooked within.

**2. Phaendar:** Being bordered by light forest, rolling farms, and the rumbling Marideth River, Phaendar is vanishingly small by the standards of outsiders, but also one of the largest settlements in southern Nirmathas. The town grew around the tumbledown ruins of an abandoned Chelish bastion, which itself was built atop an older trading post established by veterans of the Shining Crusade. A citizenry of fewer than 400—spread between the town and outlying farms—makes up its

### PHAENDAR

CG small town

**Corruption** +1; **Crime** +1; **Economy** +1; **Law** -1; **Lore** -2; **Society** +5

**Qualities** insular, strategic location

**Danger** +0; **Disadvantages** impoverished

#### DEMOGRAPHICS

**Government** council

**Population** 398 (305 humans, 32 half-orcs, 21 dwarves, 17 half-elves, 28 other)

#### NOTABLE NPCs

**Aubrin the Green** (CG female human cleric of Cayden Cailean 3/ranger 3)

**Father Noelan** (LG male human cleric of Erastil 7)

**Smith Kining Blondebeard** (NE female dwarf expert 2)

**Vane Orelid** (N male human expert 2)

#### MARKETPLACE

**Base Value** 600 gp; **Purchase Limit** 2,500 gp;

**Spellcasting** 4th

**Minor Items** 1d6; **Medium Items** 1d3; **Major Items** —

permanent population. On any given day, citizens spend a few hours each morning and evening tending their small holdings, and then retire during the afternoon to pursue various handicrafts. Nearly every resident is a talented woodcarver, weaver, or leatherworker, and Nirmathi homes from Tamran to Skelt eventually gather a few sturdy furnishings born in Phaendar workshops.

Most of the town consists of wood and thatch structures, and even a few canvas-walled pavilions; monsters, bandits, and the occasional Molthuni raid destroy property too regularly for most Phaendari to feel the expense of longstanding stone buildings is worth the investment. Despite its simple construction, the town sees light trade in spring and fall as farmers, ranchers, and prospectors from the Nesmian Plains and the Hollow Hills gather to swap produce, ore, lumber, and livestock and to stock up on worked goods from the community's many artisans.

Like many similar communities across the nation, Phaendar has little oversight. An informal town council oversees the community—largely to organize festivals and collect funds for repairs—but the people of Phaendar generally resent anyone claiming real authority over the community and steadfastly refuse to elect anyone to positions like sheriff or mayor. What little law enforcement exists—what little is needed in such a small, tight-knight community—is handled by a makeshift posse or enforced by the nearby Chernasardo Rangers, who frequently resupply and recruit new members during the seasonal trading markets.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



**3. The Mudpot:** Several large hot springs dot this stretch of plains, creating a dozen pools of rainbow-colored water and large stretches of boiling mud. Many oozes call the Mudpot home, and occasional water, earth, and mud elementals only compound the constant risk of painful, scalding death. While sensible folk give the Mudpot a wide berth, the crusty deposits that form on the shores of its pools provide an array of valuable alchemical reagents, and the volcanism that fuels the region's stifling heat occasionally pushes valuable clusters of gemstones to the surface.

**4. Cutter Canyon:** This deep, steep-walled canyon runs almost 20 miles along the length of the turbulent Deepcut River, and ranges from 20 to 300 feet deep. The turbulent river and frequent flooding carve a tangled mess of caverns into the ravine's walls, many of which have been claimed by bandits, bugbears, troglodytes, and even the occasional minotaur tribe, each of which has expanded and personalized the natural formations into a stronghold. What exists now is a maze of interconnected caverns and strongholds—some in use and others long forgotten—running for miles beneath otherwise picturesque natural beauty. Somewhere amid the tunnels dwells Calcatrine, a reclusive adult crystal dragon (*Pathfinder RPG Bestiary* 2 98) who lines his hoard with treasures offered as gifts from the canyon's various inhabitants—or more often stolen to foster the constant intertribal warfare that secretly delights him.

**5. The Moon's Eye:** This massive, black granite formation juts unexpectedly from the surrounding grasslands. Eons of winds have worn a hole through the stone three-quarters of the way up, and for centuries local Kellid tribes conducted religious rituals in the beam of moonlight that shone through the hollow on summer nights. Explorers and travelers occasionally stumble upon Kellid ruins in the grasslands surrounding the obelisk, though no two reports detail the same structure or the same location. Those who linger after dark report bone-chilling howls, possibly from wind blowing through the unusual stonework but more likely from the human-sized wolves occasionally seen roaming the area.

**6. Pidderack Shaft:** When the Pidderack family began digging a new well for their farmhouse nearly two centuries ago, they didn't expect to uncover a vertical shaft descending straight into black depths below the earth. All attempts to gauge its distance or find the bottom proved fruitless, and the smooth, square stones lining the shaft's walls bear no maker's insignia, leaving curious locals only able to guess at its history or purpose. Today, heavy webs drape all the Pidderack farm's abandoned outbuildings all year long, spun by the ethereal, dog-sized spiders that emerge from the shaft every winter solstice.

**7. Figwort Hollow:** A handful of creeks collect in this shallow depression, spreading out into a lush, overgrown marsh before feeding the Deepcut River. The marshlands extend for miles in a tangle mass of cypress, aspens, and heavy undergrowth crowded onto dozens of swampy islands in what is essentially a shallow, slow-moving leg of the river. Named for the huge variety of figwort plants that blossom there every spring and summer in a riot of colors, Figwort Hollow enjoys a slightly sinister reputation thanks to the Foxclaws, a loose-knit organization of Nirmathi hunters and guerrillas who gather in the valley each summer to harvest the figwort plants for use as both medicine and poison.

Despite the hollow's beauty, it suffers from sporadic rifts to the Plane of Shadow somehow tied to a tumbledown Nidalese ruin in its heart. Occasional incursions of gloomwings and shadow mastiffs spring up, and the Foxclaws struggle to control these invaders lest they overwhelm the otherwise picturesque natural wonder.

**8. Cavlinor:** While elves claimed much of the Nesmian Plains before Earthfall, they have yet to reestablish a strong presence in Nirmathas. Cavlinor—which sits at the confluence of the Deepcut and Marideth rivers—marks the extent of elven settlement in the region. This settlement is more a hunting lodge more than a town. A permanent population of two dozen tend the grove of trees being cultivated into living elven structures, while another two- to three-dozen visitors investigate the region's elven ruins and artifacts, and work to make new diplomatic inroads with the fey of the nearby Fangwood Forest. **Sivron Nal** (CG elf rogue 5) earned their position managing the distant outpost by advocating for more ready inclusion of half-elves into Kyonin politics and families, and they still agitate on behalf of those with blended parentages, even with the limited authority they command, tutoring the curious in elven history, culture, and magic in exchange for scouting services.

**9. The Gloaming Wood:** This light, deciduous forest maintains its greenery all year long, and across the plains, locals whisper about the strange lights within and its curious dearth of fey. In 4632 AR, the Pathfinder Society uncovered the ruins of Glemrielle, an elven settlement predating the Age of Darkness. The outbreak of civil war forestalled any future investigation, but a few years ago Pathfinder **Thisben Gibwane** (CN male gnome illusionist 7) organized his own expedition without the Society's approval. Ancient elven wards to control the fey remain active even after millennia, and have had an unforeseen, drug-like effect on Gibwane and the expedition's six other gnome scholars, causing hallucinations, mood swings, and addiction to the ruins' magic. Gibwane's own illusions—now well outside his control—only confound the surreal prison, trapping the gnomes and their companions in a perpetual haze of seemingly self-aware *hallucinatory terrain* and *major image* spells.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE

**10. Lake Platter:** The largest lake west of Encarthan, Lake Platter stretches for nearly 5 miles, but less than 1 mile across. Fed by several frigid mountain streams, the water remains icy year-round, making the surrounding land cool and pleasant in the summer by deathly cold each winter. The lake stretches to impressive depths, and hides an incredible diversity of wildlife. Several small fishing hamlets dot the lakeshore, pulling in catches of pike, eels, and massive gar. Informally led by **Camton Carmine** (CN male human fighter 6), a veteran of the war with Molthune, most residents bear unsightly burn scars thanks to their local tradition of worshiping the population of bagiennik (*Pathfinder RPG Bestiary* 540) that call the lake home, and visitors to the lake during the summer or winter solstices can expect to join in on these anarchic ceremonies in the fey's honor—whether they want to or not.

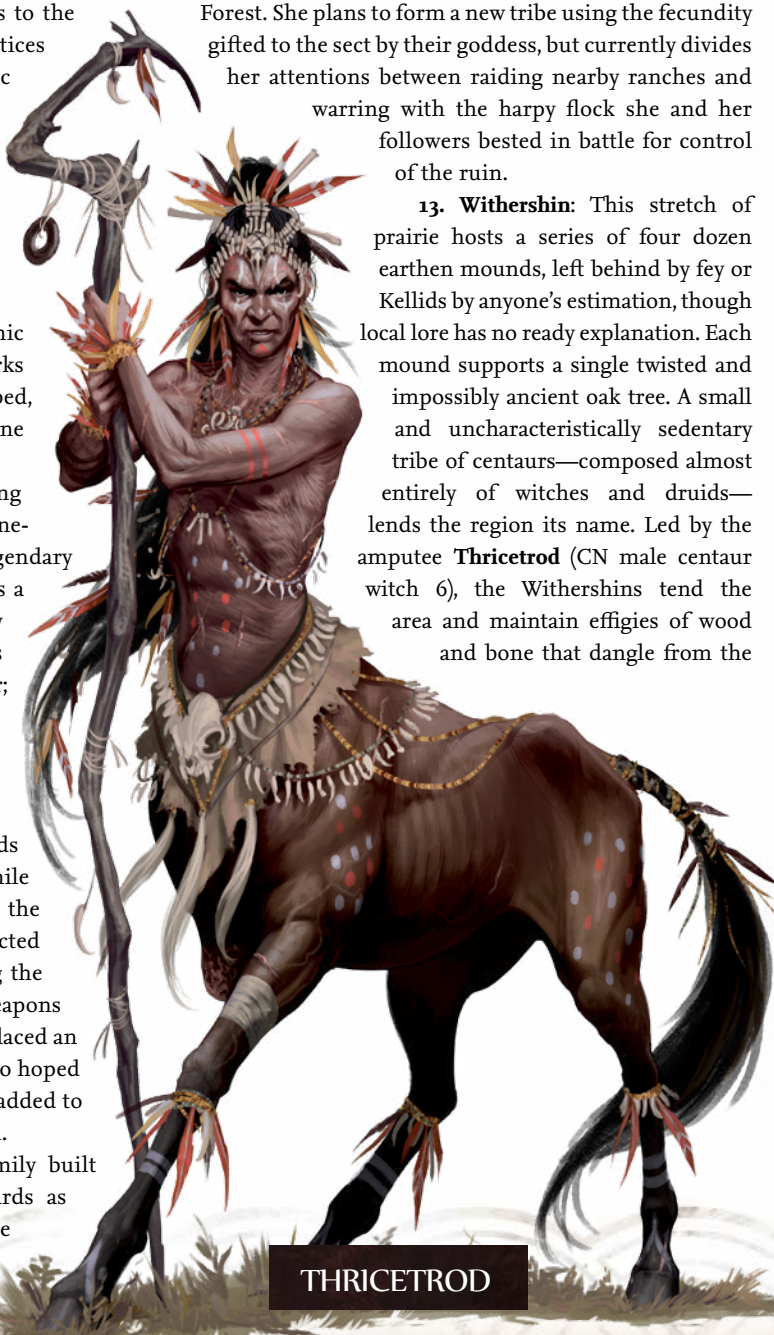
The depths of Lake Platter conceal a number of underwater caves. Some of these have been claimed by the lake's bagiennik residents, while others belong to more reclusive aquatic predators. Rumors claim that a titanic catfish locals simply call the General lurks in the icy, black depths of the lake bed, surfacing every few years to snatch lone fisherfolk and fey alike.

**11. Whitespectre Canyon:** Twisting gorges on the open prairie end in this bone-strewn box canyon. A number of legendary predators have claimed the dry gorge as a lair over the centuries, and it currently houses a wagon-sized smilodon locals call **Witchpelt** (N giant dire tiger; *Pathfinder RPG Bestiary* 295, 265) who stalks the grasslands with the silence and ferocity of a plague. A Varisian circus acquired the cub from hunters from the Realm of the Mammoth Lords nearly 20 years ago, but fell to bandits while crossing the plains. Lore from among the Foxclaws claims the titanic beast is protected by all manner of Varisian hexes, letting the great cat's steely hide turn aside all weapons but its own. The Foxclaw hunters have placed an outrageous bounty on the cat, but all who hoped to collect thus far have had their bones added to the jagged floor of Whitespectre Canyon.

**12. Everrest:** The Arvanxi noble family built a lavish estate amid sprawling vineyards as a quiet summer home away from the hustle and bustle of Westcrown. With the chaos of the Chelish Civil War and Molthune's later emancipation,

the family lost its claim on the land, and the local servants—unpaid and without support—abandoned the estate. According to popular legend, Vincenza Arvanxi fled the civil war to the estate with the family's jewelry and a trove of Chelish historical volumes, but no one has yet found her remains or the purported treasure of Everrest. Today, briars have overtaken the once glorious vineyards, and the manor house and outlying buildings have rotated through a dozen unsavory occupants. The most recent master is **Krov Thirdbmother** (CE female orc warpriest of Lamashtu 5), who commands a force of three dozen exiles—all fanatical Lamashtu-worshippers—from the Thornscar orc tribe of the northern Fangwood Forest. She plans to form a new tribe using the fecundity gifted to the sect by their goddess, but currently divides her attentions between raiding nearby ranches and warring with the harpy flock she and her followers bested in battle for control of the ruin.

**13. Withershin:** This stretch of prairie hosts a series of four dozen earthen mounds, left behind by fey or Kellids by anyone's estimation, though local lore has no ready explanation. Each mound supports a single twisted and impossibly ancient oak tree. A small and uncharacteristically sedentary tribe of centaurs—composed almost entirely of witches and druids—lends the region its name. Led by the amputee **Thricetrod** (CN male centaur witch 6), the Withershins tend the area and maintain effigies of wood and bone that dangle from the



THRICETROD



oaken limbs. Other centaur tribes traveling the Nesmian Plains take deliberate pains to visit the Withershins with offerings of vegetables, nuts, and pelts in exchange for blessings and fortunes, and the Withershins tolerate few other trespassers in their rolling grove.

**14. The Seven-Fangs Bastion:** Thousands of years ago, orcs of the Mindspin Mountains established a tiny fort in this mountain valley under the direction of Seven-Fangs, a powerful vrock demon (*Pathfinder RPG Bestiary* 69) gated to Golarion in the chaos of Earthfall. With their great patron's magic to support them, Seven-Fangs dominated the surrounding Kellid tribes for generations until humans made supernatural alliances with fey of the distant Fangwood. In a battle now largely lost to history, the Kellids routed the orcs and bound Seven-Fangs into the foundation stones of her own castle. Ever since, the locals have deemed the surrounding valley to be cursed, and cold mists cling to the ground day and night regardless of the season. The bastion itself has survived almost completely intact for thousands of years, but few outsiders have claimed it for more than a few weeks at a time. Most insist the old ruin is indefensible and strategically worthless, but rumors tell of strangely compelling nightmares—visions of gleefully unspeakable acts—plaguing anyone who dares to sleep even one night beneath its roof.

**15. The Infinite Ossuary:** Crumbling walls and a sturdy foundation are all that marks the site of this ancient fortress erected by the Whispering Tyrant's forces. Ostensibly built to consolidate the lich's control over the region, the fortress actually protected a prodigious onyx mine. Eventually, the Whispering Tyrant's forces expanded and reinforced the subterranean levels into a necromantic storehouse, but the secrecy of the site ensured that even Tar-Baphon's own forces never realized its existence. As the Shining Crusade gained ground and began to threaten the region, the undead masters of the fortress destroyed the surface structure and sealed themselves away in the tombs below to rest until reinforcements would arrive from their master.

The uppermost level now houses hundreds of corpses—preserved and stacked like cordwood—awaiting

animation to reinforce a long-dead army. Deeper levels house slumbering undead minions, stores of dangerous magic, a vast arcane library, and a vault brimming with enough onyx gems to bury a farmhouse. General **Kros Catternine** (LE female human graveknight fighter 11) still slumbers in the deepest necropolis, surrounded by an army of unliving minions. For now, however, only constructs, traps, and bound and half-mad elementals secure the complex under the torpid oversight of **Dallag the Renouncer** (LE huecuva aristocrat 4), a corrupted former cleric of Aroden long since driven insane by his millennia of isolation.

Various monsters sometimes claim the surface ruins as a lair, but few creatures or adventurers penetrate the subterranean levels, and thus far none have realized the true scope or purpose of the structure, mistaking it for an unsettling but mundane crypt.

**16. Felicity Vale:** Trappers occasionally return to civilization spinning tales of an idyllic valley nestled between a pair of foreboding, rocky hills. Within, a wealth of fruit trees, berries, and flowering plants flourish, and the winters are so mild that snow never lingers on the ground. The rich plant life supports an enormous population of normal and surprisingly docile bees; many of the rocky crags along the valley floor drip with honey. The large predators of the Nesmian

Plains avoid the apparent paradise, and the ruins of half a dozen small settlements testify to the secluded valley's appeal.

Felicity Vale's placid nature and abundant yields of fruit all owe their existence to a nest of giant bees that built their hive in the caves beneath the valley centuries ago. The giant bees fed off the orchards of the Kellid town already occupying the valley, and once a tyrant jelly (*Pathfinder RPG Bestiary* 4 266) seized control of the hive, they fed upon the Kellids themselves.

The slime rests in a torpor deep below the valley, fed by a constant drip of honey and overripe fruit supplied by the mundane bee swarms above. When large animals or any humanoids partake of the valley's bounty, the interruption stirs the ravenous ooze to action, unleashing its oversized bee minions to drag intruders deep



GRAN WILLOW



into the hive. Over the centuries, the giant bees have entombed all manner of unfortunate travelers and lost treasures in wax and honey deep below the bucolic landscape.

**17. Magilloch Ranch:** The reclusive Magilloch family has farmed goats on the Nesmian Plains since the conclusion of the Shining Crusade, declining to return home to Taldor where a military commission and relative wealth once awaited them. They have built several sprawling but humble homes over the centuries, building new ones in turn as their older home slowly falls apart on the rocky prairie. The family's paranoid isolation and frequent inbreeding have earned them an unsettling reputation for misfortune across the plains, and rumor claims they abandon one home when it becomes too crowded with haunts to fit any mortal residents.

The age-old family secret is that the family matriarch, Willow Magilloch, didn't escape the Shining Crusade unaffected—she contracted a wasting disease that slowly infected her with a ravenous appetite for blood and, upon her natural death, transformed the hunched old grandmother into a vampire. Their descendants have carefully concealed their progenitor's condition, but a few undead-blooded sorcerers appear in the family every generation and help **Gran Willow** (LE venerable female human vampire ex-paladin 7) continue her purge of heretics (by her now-warped estimations). Emboldened over the past century, Gran grows bolder thanks to the abundance of Molthuni soldiers to prey upon. With the assistance of the occasional descendant she converts into a spawn, she has hand-dug labyrinthine tunnels beneath the family's inhospitable lands.

**18. Bluestone:** This unassuming village of 50 residents holds the unfortunate honor of being the most frequently invaded location of the Nesmian Plains, being overtaken by Molthuni forces nearly every spring and by Nirmathi guerrillas in late summer or early fall. The remaining residents—those too poor or stubborn to flee—adapt as best they can, raising hardy, fruitful, and easily transported rabbits to provide meat and fiber rather than relying on sheep or goats, and surrendering or fleeing in the face of even the most milquetoast displays of force. First Citizen **Maimen Pol** (N male human commoner 5) relies heavily on generosity from outsiders to keep the impoverished town afloat, and prefers to hire adventurers to solve local problems or confront threats. Though materially poor, Bluestone settles its debts with invaluable secrets collected from the soldiers of whichever power most recently held the town, making it an unlikely hotbed of espionage. Most of Bluestone consists of thatched huts, easily rebuilt if destroyed, but the town's small, nearly 1,000-year-old church to Gozreh remains spared by

invaders. Originally constructed around the circle of standing stones from which the town took its name, the church remains a local point of pride and center of the community.

**19. Dawdlefoot Ranch:** Run by the ever-anxious **Hannah Dawdlefoot** (CG female halfling bard 5), whose grandmother arrived on the Nesmian Plains after escaping slavery in Cheliah, Dawdlefoot Ranch is the largest halfling-run sheep ranch situated on the plains, and owes its success to a seemingly never-ending supply of eager workers. The ranch is secretly an endpoint for the Bellflower Network, which helps smuggle halfling slaves to freedom, and Hannah spends a great deal of her time obscuring the backgrounds of her "seasonal help" and forging new documentation for recently freed slaves to use in establishing their new lives. Despite their noble aims, Hannah and her ranch hands are paranoid about outsiders, and aggressive in protecting their residents' safety and secrecy. The halflings cultivate various thorny and poisonous plants along the ranch's borders, and use a combination of mundane disguises and illusions to conceal traveling slaves as part of the flocks.

**20. Highforest:** One of the strangest natural wonders in Nirmathas is the Highforest. Some unknown event—perhaps magic-infused ash from Earthfall itself—buried and petrified a vast forest of cedar trees in southern Nesmian Plains, and over time a new temperate forest grew atop the buried remains. Only a few thousand years ago, several years of unusually high spring floods washed away much of the earth and ash concealing the titanic, petrified trees below, leaving a lush forest wilderness standing on a layer of topsoil supported by the branches of a 200-foot tall forest of stone. Locals consider the Highforest to be cursed or enchanted by the fey, but beyond the odd foundation of its landscape, the upper forest is similar to other dense woods across Nirmathas. The forest below is slowly evolving its own ecology of aberrations and vermin, which often burrow up into the forest above to claim prey.

**21. Palette Falls:** The copper-laden green waters of Emerald Creek and the orange-red waters of the humble Ironpass River merge here, tumbling down a rock face in a colorful cascade to join the Inkwater River. The falls are the only habitat of red-and-blue mottled palette berries—which locals dry and grind into an earthy, metallic spice—and palette otters, whose green-speckled pelts fetch enormous prices at markets in Canorate.

The dwarves of Kraggodan once used the vibrant waters of both rivers to dye textiles, and a few abandoned workhouses still remain, buried in undergrowth. Bandits occasionally claim these concealed hideouts to prey upon Molthuni supply caravans.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE





## IRONFANG LEGION TOOLBOX

"I served as adjutant to Captain Elliandro Horbus for sixteen months. The day Azaersi defected and the so-called 'Ironfang Legion' really began, Captain Horbus decided to make an example of her for her unsanctioned missions, her thefts from the depot, and the quartermaster's suspicious death. We marched into the camp set aside for the hobgoblins, sixteen of us against hundreds loyal only to Azaersi. Captain Horbus stood face to face with Azaersi in the central yard, starting his long litany of accusations, but Azaersi didn't let him finish. In the middle of his rant, Azaersi punched him in the face, pulled his sword from his sheath, and stabbed him in the neck with it. Her only remark was, 'We're done here.' Her hobgoblins killed or scattered the rest of us and crossed over the Inkwater. As far as the Molthuni army is concerned, they're Nirmathas's problem now. And they're a hell of a problem."

—Molthuni Lieutenant Robbick Babbín (retired)



A mercenary company founded by the charismatic warmonger Azaersi and forged into an army on the battlefields between Molthune and Nirmathas, the Ironfang Legion is a powerful force. No longer a mere hired sword in Molthune's employ, Azaersi has gathered thousands of loyal hobgoblins and various other monsters under her banner. The Ironfang Legion marches to war, using a powerful artifact to make hit-and-run attacks across Nirmathas, securing valuable resources and eliminating all potential opposition. As inventive as it is brutal, the Ironfang Legion has several unique abilities and units to bring to bear against those who would try to stop Azaersi's implacable advance.

## HISTORY

During the Goblinblood Wars, the young Azaersi was left for dead among the defeated hobgoblins of the Valley of Iron Fangs. She survived, crawling away from the battlefield before Isgeri humans came to burn the corpses. This experience gave the young hobgoblin a seething hatred for humanity and her first taste of the bloody nature of war.

Azaersi fled Isger for Molthune, where she lived as a bandit and perfected her spry, swashbuckling fighting style. With her natural charisma, Azaersi soon gathered a small band of loyal hobgoblins, and it was not long before a Molthuni emissary approached Azaersi's band to offer an informal military position harrying Nirmathi forces on the border between the two warring nations. Azaersi's mercenaries prospered, taking spoils from their targets to supplement their off-the-books payments from the Molthuni military. Azaersi called her soldiers the Ironfangs, and they soon became infamous as brutal raiders and warmongers. More hobgoblins and other allied creatures flocked to Azaersi's side, and the mercenary band soon became a full-fledged military unit.

Unknown to her Molthuni paymasters, Azaersi used the funds and prestige from her bloody raids to stockpile weapons and recruit monstrous troops loyal only to the Ironfangs. She also made a secret expedition to gain access to the profoundly defensible Onyx Citadel and master its magical portals, allowing her forces to strike anywhere without warning.

Azaersi feels she has gained all she can from Molthune, and has resolved to be beholden to humans no longer. As this Adventure Path begins, Azaersi has broken all ties with Molthune and now attacks Nirmathas using the magical portals of the Onyx Citadel. Azaersi aspires to control a hobgoblin army larger even than those in the Goblinblood Wars, then carve out her own nation from the war-torn lands of Nirmathas and Molthune.



From there, Azaersi will be able to lash out at all humans, spreading war across the world.

## ORGANIZATION

The Ironfang Legion exemplifies the strict military organization prevalent within hobgoblin society. Consisting of a few thousand hobgoblin soldiers along with a handful of bugbears, barghests, and other monsters with formal positions, the Ironfang Legion is rigidly organized into the following six ranks.

**General:** The leader of the Ironfang Legion, the charismatic **Azaersi** (LE female hobgoblin swashbuckler<sup>ACG</sup> 20) takes a direct hand in guiding the Ironfang Legion's actions. Her leadership is characterized by inventive tactics and brutal efficiency.

**Commanders:** Four commanders report to Azaersi directly, each with specific responsibilities.

**Kraelos** (LE male hobgoblin fighter 17) is Azaersi's right hand and commander of the army. **Taurgreth** (LE male hobgoblin slayer<sup>ACG</sup> 15) leads the Legion's specialists and coordinates unique missions. The vicious **Azlowe** (LE male greater barghest oracle<sup>APG</sup> 14) is the Legion's religious leader. The insidious **Zanathura** (LE female dark naga sorcerer 9) acts as Azaersi's personal advisor, particularly in arcane matters, and maintains a public disguise as a hobgoblin.

**Lieutenants:** Ironfang Legion lieutenants each command a large number of sergeants and support personnel. Most lieutenants are responsible for a single strategic objective, such as defending a fortification or taking a town. Lieutenants are usually given broad latitude in meeting these objectives, and most are individualistic and powerful.

**Specialists:** Set outside the rank-and-file hierarchy, specialists are elite experts of the Legion, and include master trackers, regional guides, and spymasters. Specialists report directly to a commander such as Taurgreth or even Azaersi herself. Specialists are more likely to be drawn from races other than hobgoblins, and include creatures as strange as medusas or dragons.

**Sergeants:** Commanding groups of troopers, sergeants are responsible for specific tactical objectives such as burning a bridge or occupying an inn. The specific number of troopers under each sergeant varies, as befits the task and the sergeant's skill.

**Troopers:** The rank-and-file soldiers of the Ironfang Legion gather in great numbers to enact the objectives set by their leaders. Although most troopers are hobgoblins, troopers might also be bugbears, worgs, kobolds, or other creatures. The most highly regarded troopers are the hobgoblin grenadiers, whose battlefield explosions and healing extracts are critical to the Legion's plans.

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## NEW ALCHEMICAL ITEMS

The Ironfang Legion makes use of the following alchemical equipment against the forces of Molthune and Nirmathas.

### INCENDIARY CATALYST

PRICE 40 GP

WEIGHT 1 lb.

Incendiary catalyst can be thrown at a creature as a ranged touch attack with a range increment of 10 feet. On a hit, the target is doused with accelerants that give the target vulnerability to fire (*Pathfinder RPG Bestiary* 305) for 1 round. Incendiary catalyst does not affect creatures that are already vulnerable to fire, and the target's fire immunity and resistances apply as normal. Crafting this item requires a successful DC 20 Craft (alchemy) check.

### LOPING OINTMENT

PRICE 60 GP

WEIGHT 1 lb.

This gray, greasy topical lotion strengthens and straightens the leg muscles of bandy-legged hobgoblins. Applying loping ointment requires 1 full-round action. A hobgoblin under the effects of loping ointment gains a 10-foot alchemical bonus to his speed when using the charge, run, or withdraw action. This bonus lasts for 10 minutes. Loping ointment is specifically created to enhance hobgoblin physiology; other creatures gain no benefit from this ointment and find it unpleasantly itchy. Crafting this item requires a successful DC 25 Craft (alchemy) check.

### STING GRENADE

PRICE 100 GP

WEIGHT 1 lb.

This hollow clay container holds black powder, a slow-burning fuse, and rock salt or hard beads of resin or rubber. Lighting the fuse is a move action; 1d3 rounds later, the sting grenade explodes, dealing 2d6 points of nonlethal damage and 1d6 points of fire damage in a 10-foot-radius burst (Reflex DC 15 half). A sting grenade is treated as a splash weapon with a range increment of 10 feet. Crafting this item requires a successful DC 25 Craft (alchemy) check.

## NEW FEATS

Hobgoblin soldiers in the Ironfang Legion are often trained in the following feats.

### DISTRACTING EXPLOSION

Your bombs explode with such force that they throw targets off their guard and provides an opening for your allies.

**Prerequisites:** Bomb class feature, hobgoblin.

**Benefit:** You can reduce your bomb damage by one die to give it the ability to distract the creature it strikes. If a creature takes a direct hit from your bomb, it must succeed at a Reflex saving throw against the bomb's DC or be unable to make attacks of opportunity for 1 round. This is in addition to any other effects the bomb would normally have.

**Normal:** The target of a bomb does not get a saving throw to avoid the bomb's effects.

## ELF-MAGIC DEFENSE

You can better resist arcane trickery from your hated foes.

**Prerequisites:** Favored enemy class feature, hobgoblin.

**Benefit:** In addition to the normal benefits against your favored enemies, you add half your favored enemy bonus on saving throws made against arcane spells, spell-like abilities, and supernatural abilities of your favored enemies.

## GRENADE EXPERT

You are skilled at both manufacturing and using alchemical grenades.

**Prerequisite:** Throw Anything.

**Benefit:** When you light an alchemical grenade (such as a fuse grenade<sup>UE</sup>, pellet grenade<sup>UE</sup>, or sting grenade) you select how many rounds later the grenade explodes (minimum 1 round, maximum 3 rounds). In addition, you gain a +4 bonus on Craft (alchemy) checks to craft grenades.

**Normal:** Alchemical grenades explode 1d3 rounds after the fuse is lit.

## RECALCITRANT

You are determined to maintain your own will and bow to no one.

**Prerequisites:** Iron Will, hobgoblin.

**Benefit:** Add 2 to the DCs of checks to intimidate you. While you are subject to a *charm person*, *dominate person*, or other charm or compulsion effect, orders to perform normal or benign actions are treated as actions you wouldn't normally do. Orders to perform actions you wouldn't normally do are treated as obviously harmful or self-destructive.

**Normal:** While you are under certain charm or compulsion spell effects, commands to perform actions you wouldn't ordinarily do, including obviously harmful or self-destructive acts, allow a new saving throw or end the effect entirely, as described in the spell.

## NEW SPELLS

Spellcasters in the Ironfang Legion have developed new spells to help them in their conquests.

### JA NOI ASPECT

**School** transmutation (polymorph); **Level** alchemist 3,

bloodrager 3, druid 3, magus 3, ranger 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 round/level (D; see below)

**Saving Throw** none; **Spell Resistance** yes (harmless)



You gain some of the appearance and qualities of the ja noi, oni who take hobgoblin form. Your skin turns a fiery red color and you gain fast healing 3, although this ability cannot repair damage caused by acid or fire. You can dismiss this spell as an immediate action when you fail a Will saving throw; if you do, you can reroll your saving throw, but you must take the second result.

#### OPPORTUNISTIC LOYALTY

**School** enchantment (compulsion); **Level** antipaladin 1, cleric 1, inquisitor 1, mesmerist 1, psychic 1, witch 1

**Casting Time** 1 immediate action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

Cast this spell when a creature within range casts a spell that provides an effect for its allies (such as *bless* or *prayer*). You are considered an ally of the caster for the purposes of that spell. Although you are momentarily considered an ally, the caster need not target you if the spell requires that the caster select one or more allies to be affected by the spell (as does *haste*). This spell does not allow a target spell to affect more creatures than described in its target entry. If this spell would raise the total number of affected targets above that allowed by the target spell, *opportunistic loyalty* has no effect.

## NEW TRAPS

The Ironfang Legion's trappers and slave masters have perfected new traps designed to keep prisoners restrained and the Legion's territory free from intruders.

### DISSOLVING LOCK TRAP (CR 2)

The Ironfang Legion uses this trap to prevent the rescue of valuable prisoners or other treasures. A dissolving lock trap has a reservoir of acid built into an oversized padlock or door lock (typically, an average lock [DC 25] or good lock [DC 30]). When a Disable Device check to open the lock fails, the reservoir bursts, spraying acid from the keyhole and destroying the lock's internal unlocking mechanism.

#### DISSOLVING LOCK TRAP

CR 2

XP 600

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

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** +10 ranged touch (4d4 acid damage) and renders the lock unable to be unlocked by mundane means.

### MANCATCHER TRAP (CR 3)

The Ironfang Legion often deploys bear traps with vicious serrations to defend key positions. These traps are designed to injure anyone trying to

## HOBGOBLINS AND ARCANIC MAGIC

Hobgoblins generally do not trust arcane magic, referring to it as "elf magic" with equal parts dread and disgust. This wariness stems from the hobgoblin reliance on forces they can touch and understand. Many hobgoblins have seen firsthand the disastrous effects of a *fireball* or *confusion* spell on massed ranks of hobgoblin troops, and particularly despise elves for relying on arcane magic in battle. Hobgoblins avoid learning or using such spells because it involves relying on unseen forces that they fear will betray them when their need is greatest. Hobgoblins stereotype arcane magic users as feeble and sickly, perversely focused on chasing fickle magic to the point of neglecting their own well-being. Hobgoblins of the Ironfang Legion instead relentlessly drill with their weapons and fists, convinced that their own bodies cannot betray them as arcane magic might.

Hobgoblins rarely become arcanists, magi, summoners, witches, or wizards; those who follow these paths are deemed unstable and even traitorous. Despite the battlefield utility of a bard or skald, those classes' familiarity with enchantment and illusion magic means most troops in the Ironfang Legion don't trust them. Hobgoblins with arcane power pulsing in their blood suppress it, considering such manifestations shameful, and only rarely develop their powers as bloodragers or sorcerers. Most hobgoblins shun psychic magic as merely another type of "elf-magic," ignorant of the distinctions between the two types.

Alone among arcane magic users, alchemists are celebrated in hobgoblin culture. Although alchemists use arcane techniques, they do so under the rigorous strictures of science and natural laws. Hobgoblin alchemists are critical to the Ironfang Legion's war efforts, providing healing support in the form of infusions and devastating blasts with their bombs and extracts. Alchemists stand above the rank-and-file troops of the Ironfang Legion, enjoying a status akin to living siege engines.

struggle free, thus discouraging escape attempts and increasing the chance that the Legion can capture and interrogate victims.

#### MANCATCHER TRAP

CR 3

XP 800

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

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** +15 melee (3d6+3 piercing damage); sharp jaws

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



spring shut around the creature's ankle and hold it immobile; the creature can escape with a successful DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check, but each escape attempt that fails by 5 or more deals 1d6 points of damage to the trapped creature.

## IRONFANG LEGION TROOPS

The troop subtype represents an organized group of trained soldiers all acting as a single unit, rather than as individuals. A troop is something of an abstraction since the component creatures within the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

**Troop Subtype:** A troop is a collection of creatures that acts as a single creature, similar to a swarm, but as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapable (as per a similar spell effect), though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures given their size and armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes attacks of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

**Troop Traits:** A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to bull rush, dirty

trick<sup>APG</sup>, disarm, drag<sup>APG</sup>, grapple, reposition<sup>APG</sup>, or trip combat maneuvers, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by nonlethal damage, it disperses and does not reform until its hit points exceed its

nonlethal damage.

**Troop Attack:** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown below, plus its Strength modifier.

Troop HD	Troop Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21+	5d6

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop's attack damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage, or deal more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by dealing automatic troop damage to any foe in reach that provokes such an attack of opportunity. Troops are still limited to making one such an attack per round unless they have a feat or special ability that states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

**Looting Troops:** Although troops are composed of individual creatures, the chaos and destruction of battle





means that not all of these creatures' equipment survives the rigors of combat. As a result, parties that wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting, and should be able to recover gear worth a total value equal to the troop's expected treasure value (as determined by the troop's CR).

### IRONFANG LEGION HOBGOBLIN TROOP

*These hobgoblins stand in ordered ranks. Their weapons and armor look heavily used but well maintained.*

#### HOBGOBLIN TROOP CR 6

XP 2,400

LE Medium humanoid (goblinoid, troop)

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 armor, +3 Dex, +2 natural, +1 shield)

**hp** 73 (7d8+42)

**Fort** +10, **Ref** +5, **Will** +5

**Defensive Abilities** troop traits

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (2d8+4)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** volley

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 20, **Int** 11, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Endurance, Intimidating Prowess, Iron Will, Toughness

**Skills** Intimidate +8, Perception +8, Stealth +5, Survival +7;

**Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

#### ECOLOGY

**Environment** any

**Organization** solitary, company (2-4), or battalion (5-10)

**Treasure** standard

#### SPECIAL ABILITIES

**Volley (Ex)** An Ironfang Legion hobgoblin troop can fire a volley of arrows as a standard action. This attack takes the form of up to two lines with a range of 100 feet. These lines can each start from the corner of any square in the troop's space. Each creature in any of these lines take 2d8 points of piercing damage (Reflex DC 16 half). The save DC is Dexterity-based.

The Ironfang Legion hobgoblin troop represents an average troop active throughout Molthune and Nirmathas. Most of the members of the troop are skilled hobgoblin fighters who have seen battle many times and are eager to wage war. They are disciplined and merciless, hurling themselves at objectives deemed significant by their commanders. Most of the hobgoblins in the troop are ordinary troopers, but the

troop might also contain a sergeant to ensure successful completion of its objective.

Because these troops are numerous and reliable, the leaders of the Ironfang Legion make frequent use of them to guard features of moderate strategic value (such as bridges), to eliminate resistance forces in small villages, or to patrol areas with good visibility but where hostile activity is expected. Multiple hobgoblin troops are combined into companies and battalions on the battlefield, providing a solid core of soldiers augmented by the other troops presented below.

Most hobgoblins in the troop are armed with a longsword, a longbow with 20 arrows, studded leather armor, and a light steel shield, although troop members might use scavenged armor or weapons that differ from this standard equipment. Although all hobgoblins in the troop wear the heraldry of the Ironfang Legion, many add individualistic symbols or short phrases to denote troop affiliation, successful campaigns, or preferred enemies.

### IRONFANG LEGION GRENADIER TROOP

*The hobgoblins in this close group bear crazed, eager expressions. They are outfitted with sturdy crossbows and several vials of unstable chemicals.*

#### GRENADIER TROOP CR 8

XP 4,800

LE Medium humanoid (goblinoid, troop)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10

#### DEFENSE

**AC** 21, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 natural)

**hp** 94 (9d8+54)

**Fort** +11, **Ref** +7, **Will** +6

**Defensive Abilities** troop traits

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (2d6+3 plus 2d6 fire)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** alchemical barrage, enhanced volley

#### STATISTICS

**Str** 16, **Dex** 19, **Con** 20, **Int** 15, **Wis** 13, **Cha** 10

**Base Atk** +6; **CMB** +9; **CMD** 24

**Feats** Dodge, Endurance, Improved Initiative, Iron Will, Toughness

**Skills** Craft (alchemy) +14, Intimidate +9, Knowledge (engineering) +11, Perception +10, Stealth +6; **Racial Modifiers** +4 Stealth

**Languages** Aklo, Common, Draconic, Goblin

**SQ** battlefield healing

#### ECOLOGY

**Environment** any

**Organization** solitary or battalion (2-4 and 2-6 Ironfang Legion hobgoblin troops)

**Treasure** standard

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



#### SPECIAL ABILITIES

**Alchemical Barrage (Ex)** As a standard action, an Ironfang Legion grenadier troop can target a single square up to 40 feet away with a concentrated barrage of bombs. This attack deals 8d4 points of fire damage to all creatures in a 20-foot-radius burst (Reflex DC 18 half). The save DC is Dexterity-based.

**Battlefield Healing (Su)** Once per day as a swift action, this troop can heal itself or an adjacent creature of 5d6 points of damage.

**Enhanced Volley (Ex)** An Ironfang Legion grenadier troop can fire a volley of alchemically infused crossbow bolts as a full-round action. This attack takes the form of up to two lines with a range of 100 feet. These lines can each start from the corner of any square in the troop's space. For every line that hits a creature, it takes 2d8 points of piercing damage plus an additional 2d6 points of acid or fire damage (as selected by the grenadier troop). A successful DC 18 Reflex saving throw halves the piercing damage but not the acid or fire damage.

The save DC is Dexterity-based.

Within the ranks of the Ironfang Legion, alchemists serve as the main source of the army's healing magic. When on the battlefield, though, alchemists mostly rely on their bombs. The grenadier troop represents a standard hobgoblin troop with veteran grenadiers added (see the grenadier archetype on page 116 of *Pathfinder RPG Monster Codex*). Besides having the strength and rigid discipline of basic troopers, grenadiers use alchemy to enhance bombs, improve their own ranged attacks, and administer healing.

Grenadier troops are most often employed to destroy a strategic target, such as an enemy's supply depot or even a small fortress. Given the grenadiers' reputation for showy destruction, they are at times deployed against

targets where a fiery spectacle will lower enemy morale, such as against a temple or local landmark. Grenadier troops are often fielded alongside hobgoblin troops, but the grenadier troops are often less than attentive about whether their alchemical attacks splash onto hobgoblin allies. Although a grenadier troop operating alone uses its battlefield healing on itself when members are injured, a troop deployed near a lieutenant or higher-ranking leader uses its battlefield healing only when commanded. Ironfang Legion leaders consider grenadier troops a useful source of healing in the middle of a fight.

Most hobgoblins in the grenadier troop are armed with a longsword, a light crossbow with 20 bolts, and a chain shirt. Although not all members of the troop are alchemists, most members of the troop carry flasks of acid and alchemist's fire that they are eager to use.

#### IRONFANG LEGION BEASTMASTER TROOP

*Several snarling, feral beasts are tightly leashed by grim hobgoblin handlers. The hobgoblins are armed with scimitars and javelins, while the beasts wear spiked collars and makeshift barding.*

#### BEASTMASTER TROOP CR 10

**XP 9,600**

LE Medium humanoid  
(goblinoid, troop)

**Init** +7; **Senses** darkvision 60 ft.;  
Perception +14

#### DEFENSE

**AC** 24, touch 13, flat-footed 21 (+4 armor, +3 Dex, +6 natural, +1 shield)

**hp** 126 (12d8+72)

**Fort** +13, **Ref** +9, **Will** +8 (+4 vs. enchantments)

**Defensive Abilities** troop traits

#### OFFENSE

**Speed** 30 ft.

**Melee** troop (3d6+7 plus trip)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** bay, distraction (DC 21), volley

#### STATISTICS

**Str** 24, **Dex** 17, **Con** 20, **Int** 13, **Wis** 15, **Cha** 12

**Base Atk** +9; **CMB** +16; **CMD** 29

**Feats** Combat Reflexes, Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Toughness





**Skills** Handle Animal +16, Intimidate +14, Perception +14, Stealth +4, Survival +11; **Racial Modifiers** +4 Stealth  
**Languages** Common, Goblin, Infernal

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or horde (3–6)

**Treasure** standard

#### SPECIAL ABILITIES

**Bay (Su)** When the beasts within an Ironfang Legion beastmaster troop howl or bark, all creatures within a 300-foot spread except goblinoids must succeed at a DC 17 Will saving throw or become panicked for 1d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves cannot be affected by the same troop's bay for 24 hours. The save DC is Charisma-based.

**Devoted Beasts (Ex)** The beasts in an Ironfang Legion beastmaster troop are fanatically loyal to their handlers. This troop gains a +4 morale bonus on Will saving throws against enchantment spells and effects.

**Volley (Ex)** An Ironfang Legion beastmaster troop can hurl a volley of javelins as a standard action. This attack takes the form of up to three lines with a range of 100 feet. These lines can each start from the corner of any square in the troop's space. Each creature in any of these lines takes 3d8 points of piercing damage per line that hits it (Reflex DC 19 half). The save DC is Dexterity-based.

Every aspect of hobgoblin society finds an application in war, including the natural hobgoblin kinship with feral animals and monstrous beasts. Skilled animal trainers fight alongside their beasts in combat, sometimes joining other trainers in a beastmaster troop. Not every hobgoblin in a beastmaster troop is accompanied by a feral beast, but all have skill in training and handling animals. The beasts hobgoblins bring to war are varied, and include bears, boars, giant frogs, wolves, worgs, and even giant insects; regardless of the specific nature of the creatures, the Ironfang Legion beastmaster troop stat block represents disciplined hobgoblins accompanied by their ferocious beasts. These creatures are well trained—usually with relentless beatings and privations—to avoid harming each other or nearby hobgoblins, but attempt to eviscerate any other creatures in reach of their teeth and claws.

Beastmaster troops are primarily deployed in large battlefield engagements for their intimidation factor. They are ill suited to engagements where the Ironfang Legion wishes to attack with surprise or capture prisoners. Common soldiers of the Ironfang Legion consider the beastmasters to be just as wild and

bloodthirsty as the beasts they lead into combat; the beastmasters encourage this belief to enhance their fearsome reputation. While other Ironfang Legion soldiers are inured to the chilling howls of the beasts and their handlers, beastmaster troops are nevertheless usually deployed alongside other beastmaster troops to form a massive feral horde.

Hobgoblins within a beastmaster troop are usually armed with a scimitar, a javelin, a chain shirt, and a light shield—though some may have scavenged armor or weapons that differ from this standard outfitting. Their beasts are often adorned with spiked collars and leather barding with armor spikes and brands. This is meant to both increase their intimidating appearance as well as commemorate notable kills or successful military engagements.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE





## BESTIARY

“See now, I’ve been a farmer my whole life, just like my mother before me—and she taught me well. I can’t say I could name many people who know more about plants than I do. How deep to plant their seeds, when to harvest them, and which crops don’t mix on the same plot of land... all the old secrets of dirt, root, and stalk. But I’ve never seen plants as malicious as these that have started encroaching on my fields of late. They’re brutal, nasty growths with thorns and grabbing tendrils. Why, if it weren’t vegetation we were talking about, I’d even say they have more than a little bloodlust running in their sap. Whoever thought a simple vine would be such a threat to a fellow and his living? I can barely go near the southern acres anymore, what with the overgrowth. I don’t know which plants are friendly and which are aiming to feast on my blood!”

—S. Purcill Ganthum, Nirmathi farmer



This Ironfang Invasion Adventure Path bestiary features new threats appropriate for the Nesmian Plains, the setting of the campaign's exciting debut. Among the new creatures presented herein are three types that are native to the region: a bloodthirsty plant; two new leshys; and the lycanthropic wereraptor, who adopts the bestial traits of birds of prey.

## ADDITIONAL ENCOUNTERS

The Nesmian Plains is an expansive region of hills, plains, rivers, and swamps—and can thus present a variety of extra challenges during the volume's adventure. The random encounter table presented here features dangers the PCs can confront beyond those in the adventure itself. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend exploring the Nesmian Plains during the day, and a 40% chance of a random encounter at night. They should not have more than two random encounters in a 24-hour period.

Since the adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter.

**Ironfang Patrol (CR 4):** While the PCs face numerous hobgoblin troops during the course of the adventure, these soldiers do not represent the entire Ironfang Legion presence in the area. While exploring the Nesmian Plains, the PCs encounter an additional patrol, which consists of a battlefield zealot (*Pathfinder RPG Monster Codex* 118) and three hobgoblin soldiers (*Pathfinder RPG Bestiary* 175). When this result is rolled, grant both the PCs and the Ironfang Legion patrol Perception checks to notice each other (conveniently, all members of the Ironfang patrol have a Perception bonus of +2 and a Stealth bonus of +5). Depending on who spots or hears the other first, the encounter could go any number of ways, from the PCs being ambushed to them avoiding detection altogether.

**Maldassi (CR 4):** The harpy (*Bestiary* 172) Maldassi makes her home on the side of a steep but low bluff overlooking the Marideth River, on a narrow ledge accessible only from the air or by climbing. An outcast from a larger harpy enclave in the Mindspin Mountains to the west, Maldassi is bitter at her solitude and has reverted to far more atavistic behavior than is normal for others of her kind. She hunts small game on the plains and usually flees from people, especially large groups of them. While capable of enrapturing the entire crew of a passing riverboat, Maldassi would rather watch such intruders on her territory move on without noticing her, picking at her teeth with the shattered bones of her latest meal. The PCs, while capable of finding her nest, may encounter Maldassi while she is hunting. The harpy recluse is likely to avoid them unless they happen to be

## NESMIAN PLAINS ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1d6 lich newts	1	See page 82
6-9	1 stag	1	<i>Bestiary</i> 4 150
10-14	1d4+1 sprites	1	<i>Bestiary</i> 3 256
15-20	1d4 switchback jackals	2	See page 83
21-24	1 aurochs	2	<i>Bestiary</i> 174
25-30	1 water leaper	2	<i>Bestiary</i> 5 275
31-35	1 pooka	2	<i>Bestiary</i> 4 216
36-41	2 ringhorns	3	See page 82
42-46	1 wereraptor	3	See page 88
47-50	1 river drake	3	<i>Bestiary</i> 3 107
51-57	1 witchcrow	3	<i>Bestiary</i> 5 277
58-65	1d6 sunflower leshys	4	See page 87
66-71	Maldassi	4	See below
72-79	1 kelpie	4	<i>Bestiary</i> 2 172
80-84	Ironfang patrol	4	See below
85-90	Molthuni scouts	5	See below
91-94	1 manticores	5	<i>Bestiary</i> 199
95-97	Rorck ogres	5	See below
98-99	1 leucrotta	5	<i>Bestiary</i> 2 178
100	1 wyvern	6	<i>Bestiary</i> 282

hunting the same source of food she is, in which case she jealously attacks to prevent them from stealing her meal.

**Molthuni Scouts (CR 5):** The Ironfang Legion is not the only military presence in the Nesmian Plains. In fact, dozens of small raiding, scouting, and messenger parties from both Nirmathas and Molthune may be found in the region at any given time, even more so when there is an active conflict nearby. As the PCs explore the region, they run into a small band of Molthuni scouts on their way north to the Fangwood. The unit of four novice scouts (*Pathfinder RPG NPC Codex* 128; replace the rangers' favored enemy with humans) follows the orders of Captain Derril Tarse (use the statistics for the border guard on page 129 of the *NPC Codex*, replacing the favored enemy with humans). The rangers have no quarrel with the PCs but defend themselves if provoked. However, they make the first move against the PCs should the rangers feel that the PCs will betray their presence to nearby Nirmathi units.

**Rorck Ogres (CR 5):** This pair of ogres (*Bestiary* 220) belongs to the infamous Rorck family that lives on the edge of Backar Forest. The siblings, brother Marvis and sister Meldra, have traveled north through the Nesmian Plains with a diplomatic offering to a rival ogre family living north of Skelt. While they haven't made the full journey yet, the ogres are eager to complete their diplomatic mission—something that doesn't come easy to the sadistic brutes—and see the PCs as easy prey on which to vent their frustration at being tasked with such a quest.

## TRAIL OF THE HUNTED

### IRONFANG LEGION

#### PART 1: NIGHT OF THE IRON FANGS

#### PART 2: BENEATH THE HEMLOCK BANNER

#### PART 3: CRADLED IN STONE

#### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## BEASTS OF THE NESMIAN PLAINS

The rolling, rugged wilderness of the Nesmian Plains is home to a number of unique animals well adapted to these often-hostile environs.

### LICH NEWT

*Two sharp ridges of bone run along the back of this foot-long, black-and-white speckled newt.*

#### LICH NEWT

CR 1/4



XP 100

N Tiny animal (aquatic)

**Init** +1; **Senses** low-light vision; Perception +4

#### DEFENSE

**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +3, **Will** +1; +2 vs. disease and poison

**Defensive Abilities** paralyzing mucus

#### OFFENSE

**Speed** 15 ft., swim 20 ft.

**Melee** slam –2 (1d2–4 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** poison

#### STATISTICS

**Str** 2, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** –1; **CMD** 5 (9 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +4, Stealth +13, Swim +9

**SQ** amphibious

#### ECOLOGY

**Environment** temperate marshes or plains

**Organization** solitary, pair, or ning (3–12)

**Treasure** none

#### SPECIAL ABILITIES

**Paralyzing Mucus (Ex)** A lich newt secretes poison from its skin, and any creature that successfully hits it with a natural weapon or unarmed strike must immediately attempt a save against its poison.

**Poison (Ex)** Slam—injury or contact; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str damage; *cure* 1 save.

Named for their distinctive black-and-white coloration and their opportunistic scavenging, these large amphibians live all along the polluted Inkwater River. A lich newt's defenses include bony ridges growing along either side of their foot-long bodies and a poisonous mucus that causes numbness and muscle spasms. Some humanoid tribes, especially the orcs of the Northern Fangwood Forest, trap these amphibians and refine their poison into weapon blanches and drugs. The desperate even eat lich newts; their poison breaks down if their meat is cooked in vinegar as part of a tough, gamy, but relatively sustaining stew.

After battles waged by warring armies or mercenary bands, lich newts often swarm the rotting corpses,

feasting on the softening flesh and hunting the various insects attracted by the carrion. As a result, many Nirmathi believe the newts to be bad omens, a legacy of Tar-Baphon, or otherwise associated with necromancy. Lich newt familiars are popular with wizards and witches who care more about the creatures' reputation than their true nature as bottom-feeders and scavengers. An arcane caster who selects a lich newt as his familiar gains a +2 bonus on Fortitude saves against disease and poison.

### RINGHORN

*The horns of this goatlike deer grow up and curve around into a pair of massive, spiraling rings atop its head.*

#### RINGHORN

CR 1



XP 400

N Medium animal

**Init** +3; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 hooves +2 (1d4+1)

#### STATISTICS

**Str** 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 12, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 15 (19 vs. trip)

**Feats** Nimble Moves<sup>B</sup>, Skill Focus (Perception)

**Skills** Acrobatics +7 (+11 when jumping), Climb +5, Perception +8; **Racial Modifiers** +4 Climb

**SQ** surefooted

#### ECOLOGY

**Environment** temperate hills and plains

**Organization** solitary, pair, or herd (10–30)

**Treasure** none

#### SPECIAL ABILITIES

**Surefooted (Ex)** Ringhorns are especially stable on their feet, granting them a +4 racial bonus on Climb checks and Nimble Moves as a bonus feat. A ringhorn is always considered to have a running start when jumping.

The most populous of the Nesmian Plains' half-dozen species of ibex, ringhorns are sturdy herbivores that populate the gullies, scrublands, and foothills of central Avistan. Surefooted to the extreme, ringhorns prance across sheer, rocky walls and over rough scree to avoid predators and migrate to new feeding grounds. Ringhorns are sexually dimorphic, with females growing up to 150 pounds and 4 feet tall at the shoulder, while males are slightly shorter but bulkier. They mate in the spring and bear a single calf in late summer, when their vast herds dominate entire valleys for months before they break apart into smaller groups and retreat into the mountains and canyons to wait out the winter.



### Ringhorn Companion

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +1 natural; **Attack** 2 hooves (1d3); **Ability Scores** Str 11, Dex 18, Con 11, Int 2, Wis 12, Cha 13; **Special Qualities** low-light vision, scent.

**4th-Level Advancement:** **Size** Medium; **Attack** 2 hooves (1d4); **Ability Scores** Str +2, Dex -2, Con +2; **Bonus Feat** Nimble Moves.

### Switchback Jackal

*Resembling a small, half-starved wolf, this canine stares with deep intensity and undeniable hunger.*

#### SWITCHBACK JACKAL

CR 1/2



XP 200

N Small animal

**Init** +2; **Senses** low-light vision, scent; Perception +5

#### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 7 (1d8+3)

**Fort** +5, **Ref** +4, **Will** +2

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +1 (1d4), 2 claws +1 (1d3)

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

**Base Atk** +0; **CMB** -1; **CMD** 11 (15 vs. trip)

**Feats** Skill Focus (Stealth), Overwhelm<sup>APG, B</sup>

**Skills** Stealth +5, Survival +3 (+7 to find food or water);

**Racial Modifiers** +4 Survival to find food or water

**SQ** problem solver

#### ECOLOGY

**Environment** temperate and warm plains

**Organization** solitary, pair, or pack (5-12)

**Treasure** none

#### SPECIAL ABILITIES

**Problem Solver (Ex)** Jackals are curious and cunning observers, able to overcome relatively complex barriers and dangers. They can use Disable Device untrained to bypass simple traps (any trap with a Disable Device DC of 20 or less). A trained switchback jackal can learn one additional trick beyond those allowed by its Intelligence.

While the wolves and big cats of Nirmathas draw much of the common folk's fear and ire, the region's clever jackals inflict far more damage on farms and herds. Able to digest almost anything, these small predators scavenge and steal with unparalleled skill, bypassing gates, seals, traps, and even doors with ease to plunder chickens, goats, and produce. Utterly fearless, starving packs even prey on far larger and more dangerous creatures—including wolves and humanoids. In harsh winters, packs subsist on grubs and roots, and even eat their own. Switchback jackals grow up to 30 pounds and 2 to 3 feet long.

Switchback jackals mostly make their homes in the plains that cover Nirmathas and Molthune, though they can survive easily in the rocky foothills of the Mindspin Mountains and on the marshy coastline of Lake Encarthan. They breed in late spring, after 3 weeks of howling hauntingly beautiful mating songs each evening. Pups lose their mottled black-and-white coats after 6 months, growing into their dusty adult coats. During this time, packs are especially aggressive and territorial.

### Switchback Jackal Companion

**Starting Statistics:** **Size** Small; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 11, Dex 13, Con 14, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, problem solver, scent.

**4th-Level Advancement:** **Ability Scores** Dex +4, Con +2, Wis +2; **Bonus Feat** Overwhelm<sup>APG</sup>.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## BRAMBLELASH

A blue-green vine covered with stiff, verdant leaves and barbed thorns protrudes from this hedge.

### BRAMBLELASH

CR 1



XP 400

N Medium plant

**Init** +2; **Senses** scent, tremorsense 10 ft.; **Perception** +0

#### DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 13 (3d8)

**Fort** +3, **Ref** +3, **Will** +1

**Immune** mind-affecting effects; **Resist** electricity 5, fire 5

**Weaknesses** vulnerable to acid

#### OFFENSE

**Speed** 5 ft.

**Melee** 2 slams +3 (1d4+1 plus bleed)

**Space** 5 ft.; **Reach** 10 ft.

**Special Attacks** bleed 1, breakage

#### STATISTICS

**Str** 12, **Dex** 15, **Con** 11, **Int** —, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 15

**SQ** camouflage

#### ECOLOGY

**Environment** cold or temperate forests

**Organization** solitary, pair, or patch (3–6)

**Treasure** incidental

#### SPECIAL ABILITIES

**Breakage (Ex)** If the bramblelash scores a critical hit against an opponent, 1d4 thorns break off in the victim's flesh. As long as the thorns remain embedded, the victim takes a –2 penalty on attack and damage rolls due to the distraction. It's a move action to remove one thorn (a character can also remove a thorn from an adjacent ally as a move action).

**Camouflage (Ex)** Since a bramblelash looks like a normal plant when at rest, a successful DC 20 Perception check is required to notice it before it attacks for the first time. Knowledge (nature) or Survival can be used instead of Perception for this check.

The bramblelash uses its sharp leaves and thorns to cut animals that stray too close to its patch. Its victims' blood (and the carcasses of those that don't escape) enriches the soil and enables the bramblelash to thrive. The carnivorous plant won't pursue fleeing animals, and its slow speed would make such a course of action fruitless in any case. The bramblelash is content to bleed enemies and then feed off their organic contribution while they escape.

### ECOLOGY

Bramblelashes tend to grow in nutrient-rich, loamy soil that is further enhanced by the plants' attacks. As a result, other plants tend to sprout and thrive

around them. The fertile clumps of vegetation attract more animals looking to feed, thus bringing in more targets for the bramblelashes to bleed, establishing a symbiotic relationship between the bramblelashes and the other plants.

Occasionally, other carnivorous plants grow near bramblelashes to increase their own chance of finding prey. Assassin vines and tendriculoses (*Pathfinder RPG Bestiary* 2 259) make for a deadly combination with bramblelashes. Xtabays (*Bestiary* 2 289) never grow near bramblelashes, however, as the latter's bleed attacks wake xtabays' victims before they can be consumed.

A bramblelash has no intelligence and mindlessly attacks anything mobile that enters its reach, even creatures like constructs and undead that can't provide the nutrients the plant wants. The sharp leaves of the plant have rudimentary olfactory organs, small nubs that allow it to "smell" creatures within 30 feet. However, its tremorsense is much sharper—it senses any movement within 10 feet and immediately lashes out with its thorny vines. As the plant merely responds to stimuli, it has no fear and never attempts to flee.

The main stalk of a bramblelash is a sinuous woody trunk, slender but tough. The average stalk measures 2–3 inches wide and several feet long. Mature bramblelashes can grow stalks up to 6 feet long. From the main stalk, up to a dozen thin, flexible vines branch off, each one covered in stiff leaves and small, jagged thorns. These thorns often catch in flesh and tear free of the plant, but the bramblelash quickly regrows missing thorns. A bramblelash's thorns are light brown and hooked at the tip, and its leaves are bright green and waxy. Druids and hunters sometimes collect bramblelash leaves and sew them together to make flexible tunics that blend in with local foliage. A tunic made from bramblelash leaves grants a +2 circumstance bonus on Stealth checks in forests and jungles.

The bramblelash's thorns contain the creature's seeds. The plant reproduces by attacking animals and lodging its thorns in their hides. When the animals flee, the thorns eventually drop off in new areas and germinate. A newly sprouted bramblelash stays where it grows until its food source dries up (from either a lack of animals traveling through the area or overcrowding in the patch). Once the bramblelash grows hungry enough, it uproots itself and begins traveling slowly through the woods, using its scent ability to follow any traces of fresh blood it encounters.

If a bramblelash is somehow restrained or sedated, such as by being netted and grappled, a character can safely uproot the plant with a successful DC 20 Knowledge (nature) or Survival check. Anyone who understands a bramblelash's attack radius can safely avoid being caught in it, and a bramblelash will stay put as long as it's well fed.



Species	CR	Size	HD	Special
Tropical bramblelash	2	S	4d8	Poison (Thorn—injury; <i>save</i> Fort DC 12; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dex damage; <i>cure</i> 1 save. The <i>save</i> DC is Constitution-based.)
Subterranean bramblelash	3	M	6d8	DR 5/slashing
Magic-fed bramblelash	5	L	12d8	Melee 2 slams +11 (1d6+3 plus bleed and grab); constrict (1d6+3)

## HABITAT AND SOCIETY

Research indicates that bramblelashes are natural plants, not crafted by magic. The plants grow in temperate forests. They can withstand temperatures down to freezing and even survive light snowfalls. The plants do poorly in heat, though, wilting quickly in the summer sun. Bramblelashes can't survive on open plains, even in temperate regions, as the direct sunlight proves too much for them. They thrive in shaded areas beneath larger, overhanging plants.

Bramblelashes' migrations are guided by instinct, not intelligence. The plants follow the first blood trail they find, regardless of where it leads or what caused the trail. For this reason, bramblelashes sometimes take root on battlefields, by the lairs of dangerous animals, near bandit camps, or even at the scene of a murder. Travelers who can recognize bramblelashes and understand their ecology know to travel carefully in areas where the plants are common, as their presence may signal the activities of larger predators, such as bears and wolves or even owlbears and chimeras.

## VARIETIES OF BRAMBLELASHES

Other varieties of bramblelashes exist along with the common temperate variety. Plants similar in appearance to bramblelashes have been spotted in tropical jungles, but these plants are much smaller and have developed a poisonous thorn attack. Some botanists theorize that traders from northern climes sometimes bring bramblelash thorns in their clothes to their southern destinations, and that the bramblelashes there are trying to adapt to their new region. Thus far, the tropical bramblelashes have not spread far beyond Sargava, the Shackles, Mediogalti Island, and coastal cities in the Mwangi Expanse, but they could become common cultivars for those looking to harvest poison.

Subterranean bramblelashes do exist, but these versions don't have any of the lush greenery that their aboveground cousins do. Instead, these bramblelashes

resemble tangles of leafless roots protruding from dirt walls or floors. These underground bramblelashes are easier to spot, but have also developed layers of bark to defend themselves from the predators that hunt in such dark places.

In areas where magical energy has seeped into the earth—such as in ancient ruins; sacred druidic groves; or spell-tainted wastelands like the Mana Wastes, the Worldwound, and Tanglebriar—bramblelashes can swell to much larger sizes. Magic-fed bramblelashes grow up to 12 feet long and can grab and hold smaller creatures with their vines.



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE






## LESHY

The verdant land of Nirmathas is home to many kinds of leshys. For more on leshys, including how to grow them, see page 176 of *Pathfinder RPG Bestiary 3*.

### LESHY, CACTUS

*A prickly cactus's arms are covered in vicious spines.*

CACTUS LESHY		CR 2			
<b>XP 600</b>					
N Small plant (leshy)					
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +7					
DEFENSE					
<b>AC</b> 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)					
<b>hp</b> 19 (3d8+6)					
<b>Fort</b> +5, <b>Ref</b> +3, <b>Will</b> +3					
<b>Defensive Abilities</b> needly skin; <b>Immune</b> electricity, plant traits, sonic					
OFFENSE					
<b>Speed</b> 20 ft.					
<b>Melee</b> 2 slams +4 (1d4+1)					
<b>Special Attacks</b> launch needle					
<b>Spell-Like Abilities</b> (CL 6; concentration +6) Constant— <i>pass without trace</i>					
STATISTICS					
<b>Str</b> 12, <b>Dex</b> 14, <b>Con</b> 15, <b>Int</b> 7, <b>Wis</b> 14, <b>Cha</b> 11					
<b>Base Atk</b> +2; <b>CMB</b> +2; <b>CMD</b> 14					
<b>Feats</b> Endurance, Nimble Moves					
<b>Skills</b> Acrobatics +2, Perception +7, Stealth +10 (+14 in deserts), Survival +2 (+6 in deserts); <b>Racial Modifiers</b> +4 Stealth and Survival in deserts					
<b>Languages</b> Druidic, Sylvan; plantspeech (cacti)					
<b>SQ</b> change shape (Small cactus; <i>tree shape</i> ), grow fruit, verdant burst					
ECOLOGY					
<b>Environment</b> warm deserts					
<b>Organization</b> solitary or patch (2–12)					
<b>Treasure</b> standard					
SPECIAL ABILITIES					
<b>Grow Fruit (Ex)</b> A cactus leschy can drastically speed up its fruiting process, producing an edible fruit without spines over the course of 1 minute. This fruit functions as though affected by <i>goodberry</i> and also provides the benefits of <i>endure elements</i> . Producing a fruit with these abilities is draining for the leschy; as a result, it takes 1d4 points of Constitution damage.					
<b>Launch Needle (Ex)</b> As a standard action, a cactus leschy can fire one of its spines at a target within 30 feet. If the attack hits, the target takes 1 point of piercing damage (this damage is not modified by Strength) and must succeed at a DC 13 Fortitude save or be sickened for 1d3 rounds. The save DC is Constitution-based.					
<b>Needly Skin (Ex)</b> A cactus leschy is covered with needles and spines, and its slam attacks deal both bludgeoning and piercing damage. Any creature grappling a cactus					

leschy or attacking it with a natural attack or unarmed strike takes 1d3 points of piercing damage. A creature grappling a cactus leschy takes this damage each round of the grapple.

Most cactus leshys prefer a quiet, slow-paced life under the hot desert sun, where they tend to other cacti and conserve their energy until the rains return. Their first response to visitors tromping around near them is often a terse warning, or even an insult. While they are initially surly and taciturn, cactus leshys may befriend travelers who show them respect and are willing to put up with their biting sarcasmic sense of humor. These leshys are fiercely loyal allies, willing to drain away the vitality of their own bodies in order to protect and nourish allies who are less capable of surviving in the unforgiving desert.

When rainfall comes to the desert, cactus leshys become active and cheerful. On these rare occasions, they welcome visitors and help travelers find places where the water is likely to linger. That is not to say that these creatures would prefer to live in a wetter climate—after a few weeks away from the desert, cactus leshys complain vociferously about how hard it is to stave off rot in mushy soil.

A variant cactus leschy called a pesh leschy, or peshy, thrives in the deserts of Katapesh, where cacti that produce the drug pesh (*Pathfinder RPG GameMastery Guide* 237) are a prized crop. These leshys' fruit provides the effects of a dose of the drug instead of a *goodberry* spell. Peshys are more social than typical cactus leshys, and they work in harmony with farmers who tend their own small farms. Large commercial farms are more divisive, with some peshys supporting the proliferation of their charges and others seeing the industry as a perversion of their gift.

The shapes of cactus leshys' bodies are as varied as the shapes of cactus plants themselves, but they all have two or more branches that they can use to carry objects and to stab their enemies. A typical cactus leschy is between 2 and 3 feet tall and weighs up to 120 pounds when fully hydrated.

#### Growing a Cactus Leschy

Cactus leshys grow best in arid deserts, but can be cultivated in any climate as long as they are given sandy soil in which to take root and provided water only sparingly.

#### CACTUS LESHY

**CL** 7th; **Price** 2,500 gp

#### RITUAL

**Requirements** Knowledge (nature) 5 ranks, *goodberry*, *plant growth*, *summon nature's ally II*; **Skill** Knowledge (nature) DC 14; **Cost** 1,250 gp



## LESHY, SUNFLOWER

The petals of this small plant's large, flat, flowering head reflect light in unnatural ways.

### SUNFLOWER LESHY

CR 1



XP 400

N Small plant (leshy)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

**Aura** heliotrope (20 ft., DC 13)

#### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** electricity, plant traits, sonic

#### OFFENSE

**Speed** 20 ft.

**Melee** head butt +0 (1d4–2)

**Special Attacks** seed spray (1d4, 15-ft. cone, DC 16)

**Spell-Like Abilities** (CL 4; concentration +6)

Constant—*pass without trace*

#### STATISTICS

**Str** 7, **Dex** 16, **Con** 12, **Int** 5, **Wis** 11, **Cha** 15

**Base Atk** +1; **CMB** –2; **CMD** 11

**Feats** Voice of the Sibyl<sup>UM</sup>

**Skills** Acrobatics +3 (–1 to jump), Diplomacy +3, Sense Motive +1, Stealth +7 (+11 in plains and hills), Survival +0 (+4 in plains and hills) **Racial Bonus** +4 Stealth and Survival in plains and hills

**Languages** Druidic, Sylvan; plantspeech (flowers)

**SQ** change shape (Small flower; tree shape), verdant burst

#### ECOLOGY

**Environment** any warm plains or hills

**Organization** solitary, pair, bunch (3–8), or field (9+)

**Treasure** none

#### SPECIAL ABILITIES

**Heliotrope (Ex)** Sunflower

leshys reflect the sun and other sources of bright light from their faces onto all who come too close. Any creature within 20 feet of a sunflower leshy must succeed at a DC 13 Will saving throw or be dazzled for 1d4+1 rounds. A creature dazzled once cannot be dazzled again by the same leshy for 24 hours. The save DC is Charisma-based.

**Seed Spray (Ex)** Three times per day, a sunflower leshy can spray

seeds in a 15-foot cone as a standard action. The spray deals 1d4 points of piercing damage to all targets in its area of effect. Against dazzled targets, this attack instead deals 1d6 points of piercing damage. A successful DC 14 Reflex saving throw halves the damage from this attack. The save DC is Dexterity-based.

A circle of petals radiates from a sunflower leshy's head, ranging in color from soft butter yellow to bright orange to plum with white tips. Serrated green leaves sprout like a ruff beneath its head. A sunflower leshy stands 4 feet tall and weighs 75 pounds.

Among the most social of leshys, sunflower leshys serve as the ambassadors and diplomats of leshykind. They enjoy socializing and interacting in groups of leshys or with other creatures. Solitary sunflower leshys are rare, as their need for companionship compels them to find others with whom to interact. Leshys who lack companionship for 1 week lose their petals and heliotrope aura as a result of being depressed. Being welcomed back into a group restores the aura in a day and petals after 1 week.

Sunflower leshys are peacemakers and shun martial activities and conflict unless forced into confrontation. To avoid altercations with unfriendly creatures, they band together and trust that the presence of their heliotrope

aura protects them.

Other leshys look to them to serve as mediators and help resolve differences.

#### Growing a Sunflower Leshy

Sunflower leshys grow in open fields under bright sunlight. To grow a sunflower leshy, the maker plants a seed from an extant sunflower leshy and waters it daily. The maker must talk to the seedling daily to encourage the leshy's growth. The conversation must be upbeat and positive; otherwise, the leshy emerges with withered petals and a permanent frown.



#### SUNFLOWER LESHY

CL 5th; Price 1,000 gp

#### RITUAL

**Requirements** Knowledge (nature) 5 ranks, *light*, *plant growth*, *summon nature's ally I*; **Skill** Knowledge (nature) DC 12; **Cost** 500 gp

## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



## LYCANTHROPE, WERERAPTOR

*This humanoid is covered in small feathers and bears the head of a grand eagle. Its arms are feathered like wings, and it has talons in place of hands.*

### WERERAPTOR (HUMAN FORM)

CR 3



XP 800

Human natural wereraptor ranger 3

LN Medium humanoid (human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +11

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

**hp** 27 (3d10+6)

**Fort** +4, **Ref** +6, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk shortspear +6 (1d6+2)

**Ranged** mwk composite shortbow +7 (1d6+2/×3)

**Special Attacks** combat style (archery), favored enemy (animals +2)

#### STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 18

**Feats** Combat Reflexes, Endurance, Point Blank Shot, Skill Focus (Perception, Survival)

**Skills** Handle Animal +5, Knowledge (geography, nature) +5, Perception +11, Stealth +9, Survival +11

**Languages** Common

**SQ** change shape (human, hybrid, and raptor; *polymorph*), favored terrain (mountain +2), lycanthropic empathy (eagles, hawks, and other raptors), track +1, wild empathy +2

#### ECOLOGY

**Environment** temperate forests and mountains

**Organization** solitary, pair, or flock (3–5)

**Treasure** NPC gear (mwk leather armor, mwk shortspear, mwk composite shortbow with 20 arrows, other treasure)

### WERERAPTOR (HYBRID FORM)

LN Medium humanoid (human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +11

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

**hp** 30 (3d10+9)

**Fort** +5, **Ref** +6, **Will** +3

**DR** 10/silver

#### OFFENSE

**Speed** 30 ft., fly 80 ft. (average)

**Melee** mwk shortspear +7 (1d6+3), bite +1 (1d4+1 plus curse of lycanthropy), talon +1 (1d4+1) or bite +6 (1d4+1 plus curse of lycanthropy), 2 talons +6 (1d4+1)

**Ranged** mwk composite shortbow +7 (1d6+2/×3)

**Special Attacks** combat style (archery), curse of lycanthropy, favored enemy (animals +2)

#### STATISTICS

**Str** 16, **Dex** 17, **Con** 15, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 19

**Feats** Combat Reflexes, Endurance, Point-Blank Shot, Skill Focus (Perception, Survival)

**Skills** Handle Animal +5, Knowledge (geography, nature) +5, Perception +11, Stealth +9, Survival +11

**Languages** Common

**SQ** change shape (human, hybrid, and raptor; *polymorph*), favored terrain (mountain +2), lycanthropic empathy (eagles, hawks, and other raptors), track +1, wild empathy +2

Wereraptors fuse the senses of a predatory bird and the unique skills and traits of a humanoid, and thus enjoy heightened awareness and nimbleness. Like their animal kin, wereraptors are calculating and insightful, making them particularly adept hunters. Their aesthetic traits vary based on their avian lineage, but wereraptors share a common array of physical properties. Natural wereraptors appear to be normal members of their humanoid race, though they have light hair, thin frames, and sharp facial features. They typically stand taller than other members of their race and have lithe bodies.

### ECOLOGY

Wereraptors derive their traits from their particular avian lineages, with eagles, hawks, falcons, and vultures being among the most common wereraptor derivations. The different manifestations of these physical characteristics—such as varied plumage and beak shapes—can result in wereraptors with greatly diverse appearances sharing the same environments and regions.

Although wereraptors can integrate with civilized society more easily than other lycanthropes, a few notable features cause them to stand out. All wereraptors are born with prominently colored eyes with irises that fill the majority of the eye. The bright yellows, reds, and blues of wereraptors' eyes are overlooked among elves or gnomes, but are more difficult to ignore in human cultures. In addition, wereraptor facial structures favor high cheekbones, sharp noses, and pointed chins. These attributes can draw unwanted attention, prompting most wereraptors to prefer a life of seclusion.

Acute senses are prevalent among all wereraptors. Their sight and hearing are augmented to the point of being overwhelming. Natural wereraptors easily adapt to these senses as they grow, but that feat proves far more difficult for afflicted wereraptors. Increased perception does not manifest until the first transformation under a full moon. After returning to humanoid form, wereraptors find their eyes involuntarily focusing on extremely distant objects, while their ears reverberate with the sound of thundering whispers and booming heartbeats. The sensory burden sometimes becomes too much to bear, causing an afflicted



wereraptor to panic for the first days of this experience. Both afflicted and natural wereraptors eventually learn to use their senses to discern involuntary responses in a person's body, allowing them a greater degree of insight when interacting with others. To outsiders, this appears to be innate intuition concerning emotions.

In their animal forms, wereraptors appear to be larger, more savage versions of their avian kind. The excruciating process of changing shape leads many wereraptors to remain in their hybrid forms at all times; plus, reverting to their humanoid form causes the almost instantaneous molting of feathers, which can be easily tracked.

Like their avian kin, wereraptors are primarily carnivores. Ready access to food allows most wereraptors to keep their bestial natures in check, though some isolationists surrender to their instincts entirely. Once a wereraptor's primal urges have taken over, it sets out to find a fitting kill to sate its compulsions, even if this takes days to accomplish. Afflicted wereraptors frequently find their internal struggle overwhelming, bordering on maddening. The sight of carrion can be enticing to wereraptors and is particularly disruptive to those whose avian kin are scavengers.

## HABITAT AND SOCIETY

The transformative nature and territorial temperaments of wereraptors leads to the majority being self-imposed outcasts. They often take homes in remote locations favored by their avian kind, usually in forests or mountains, and eke out simple lifestyles.

Wereraptors tend to clash with each other when their hunting grounds overlap. The conflict between the parties can escalate to the point that a duel is declared. These duels are always held within neutral territory and involve a hunt of some kind. A hunt may be for a specific creature, such as a notable predator of the region. Other times, the participants become the prey themselves, with each party attempting to capture or slay the other.

Wereraptors also tend to find integration within established societies somewhat of a challenge. When interacting with others, wereraptors can come off as abrasive and reclusive. Their heightened sense of awareness causes many wereraptors to habitually watch others for uncomfortable lengths of time. This, in addition to their odd physical features, can quickly create a minor rift between the wereraptors and the rest of many civilized societies, which often leads to the wereraptors being ostracized. These effects are lessened in smaller or more tolerant settlements, where community members just write off the wereraptors as strange.

## WERERAPTOR-KIN (AERIEBORN)

Skinwalkers (*Bestiary* 5 233) descended from wereraptors, aerieborn lack beaks, but have feathers in their bestial form.

### AERIEBORN

**Ancestry** wereraptor

**Typical Alignment** LN

**Ability Modifiers** +2 Wis, -2 Cha (+2 Dex while shapechanged)

**Alternate Skill Modifiers** Perception, Sense Motive

**Alternate Spell-Like Ability** *feather fall* 1/day

### Bestial Features

- Bite attack that deals 1d6 points of damage
- 2 talon attacks that each deal 1d4 points of damage
- +4 racial bonus on Perception checks
- Increase fly speeds from other sources by 10 feet



## TRAIL OF THE HUNTED

### FOREWORD

### PART 1: NIGHT OF THE IRON FANGS

### PART 2: BENEATH THE HEMLOCK BANNER

### PART 3: CRADLED IN STONE

### PART 4: CAMP OF THE RED JAW

### NPC GALLERY

### THE NESMIAN PLAINS

### IRONFANG LEGION TOOLBOX

### BESTIARY

### IRONFANG CAMPAIGN OUTLINE



# NO SECRET STAYS BURIED

**Spoiler Alert!** On these pages you'll find the background and outline for the full Ironfang Invasion Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the plot for the upcoming adventures as thoroughly as possible.

In the Age of Darkness, the great spirits in the earth whispered to the dwarves that their salvation lay not in the swaddling stone they had always known, but upon the surface far above. The legendary hero King Taargick unified many disparate clans into a common nation and began the Quest for Sky. While this impossible achievement inspired other dwarves outside his direct command to follow, the explorer Kraggodan followed his own visions and delved deeper into the earth. Here, Kraggodan discovered the remains of a far older and more glorious civilization—the Vault Builders—and a powerful tool left in their wake: the *Onyx Key*.

The *Onyx Key* allows its wielder to grow fortifications in an instant, and links them with a length of tunnel the dwarves called the Stone Road. With the ever-advancing bulwarks provided by the *Onyx Key* and the Stone Road connecting them, Kraggodan's followers completed their own Quest for Sky in record time, reaching the surface in the region that would become modern-day Nirmathas.

Believing their future secure, the dwarves began to investigate the *Onyx Key* further and explore the deeper paths beyond the Stone Road. Using the key's *Sardonix Shard*, the dwarves of clan Kraggodan opened these hidden passages and discovered the Vault of the Onyx Citadel, a cavern of immense size and glorious wealth—and monsters enough to overwhelm even the mighty dwarven barricades. Otherworldly beasts of rock and acid streamed from the Stone Roads, slaying hundreds before dwarven scholars could close the portals. Devastated by this attack, Kraggodan's leaders locked the *Onyx Key* away below the city. The *Onyx Key* rested undisturbed for eons, and most memory of the artifact vanished, save for records in Kraggodan's official royal archives and in the minds of a few acquisitive Darklands natives.

Two years ago, the hobgoblin mercenary captain Azaersi—who survived the Goblinblood Wars in her youth—learned of the *Onyx Key* while torturing a dwarven captive, Kraggodan's royal archivist Rambard Lightbrand. With the resources of her feared mercenary

army, the Ironfang Legion, Azaersi sought more information on this artifact capable of moving entire armies unseen. She encountered the naga Zanathura, a historian and collector of dwarven lore, who also knew of the *Onyx Key*, as well as secret paths into the Sky Citadel. The pair slipped into the vaults beneath Kraggodan, stole the *Onyx Key*, and framed Molthune for the crime. As the dwarves of Kraggodan came to blows with Molthune over the theft, Azaersi led her army into the Vault of the Onyx Citadel and tamed its horrors, claiming the nexus of the Stone Roads as her headquarters. For years, she schemed and spied and politicked, bringing ever more terrible forces under her control. Nirmathas and Molthune saw a period of relative peace as monstrous agitators on both sides seemed to slink away without a trace.

Now with an invading army of thousands and a command center that can open gates across the Material Plane at a moment's notice, Azaersi and the Ironfang Legion prepare to invade, with not a soul on Golarion aware of the sword dangling just above Nirmathas's neck.

## TRAIL OF THE HUNTED

By Amber E. Scott

*Pathfinder Adventure Path* #115, Levels 1–4

A quiet summer evening in the town of Phaendar is interrupted as an overwhelming force of hobgoblins pours into the area without warning, seizing the city and putting its residents in chains. Faced with an unstoppable foe, the PCs flee for their lives, saving whoever and whatever they can before destroying Phaendar's bridge—the only safe river crossing for miles in any direction—to deter pursuers. Once beyond the hobgoblins' reach, the PCs are faced with the challenge of keeping themselves and their fellow refugees alive in the primeval Fangwood forest. They must deal with wilderness dangers as well as forces dispatched by the Ironfang Legion's bounty hunter, Scarvinious. Once safe, the PCs turn their attentions to Scarvinious, ending the threat the bugbear poses and securing the area as their sanctuary against invasion.



## FANGS OF WAR

By Ron Lundeen

*Pathfinder Adventure Path #116, Levels 5–7*

Secure for now, the PCs begin seeking aid from the legendary Chernasardo Rangers. The PCs approach the guerrilla fighters' hidden enclave of Fort Ristin, only to discover the castle overrun by hostile fey. After battling the invaders and rescuing a captive Ranger—Cirio Thessadin—the PCs learn the dark truth: Ironfang soldiers, led by the powerful black dragon Ibzairiak, assaulted the Chernasardo Rangers' strongholds weeks ago, capturing and scattering the soldiers and holding the entire Chernasardo region in the name of the Ironfang Legion. With Cirio's guidance, the PCs attack the Chernasardo Rangers' bases now held by Ironfang forces. By defeating the dragon, along with its Ironfang forces and their druidic commander Jang, the PCs free the Chernasardo Rangers and gain the loyalty of some of Nirmathas's most famous freedom fighters.

## ASSAULT ON LONGSHADOW

By Benjamin Bruck and Thurston Hillman

*Pathfinder Adventure Path #117, Levels 8–10*

Having found safety and allies in the forest, the PCs begin to discover new refugees fleeing Ironfang Legion attacks in the neighboring Hollow Hills. Investigating, they discover that a massive force, under the command of the brutal minotaur strategist Kosseruk, plans to seize the foundry town of Longshadow. One of the largest settlements in western Nirmathas, the town is home to enough smelters and smithies to equip an army and cement hobgoblin control over the surrounding region. The PCs must recruit allies and launch guerrilla raids against the assembling Ironfang forces. In the final battle, they witness the key to the Legion's surprise invasions: Kosseruk's soldiers dash a black gem to the ground and grow an ominous black tower in minutes, from which pours her army. Defending the city and eventually taking the fight to Kosseruk herself, the PCs learn invaluable intelligence, discovering that the mysterious tower bears dwarven runes and that Kosseruk's forces have assembled in the nearby Valley of Aloï—the first permanent Ironfang base the PCs have uncovered.

## SIEGE OF STONE

By Thurston Hillman

*Pathfinder Adventure Path #118, Levels 11–13*

The PCs depart for the nearby Valley of Aloï to investigate the Ironfang Legion base there, and find drakes, scavenging ogres, and a tribe of morlocks loyal to the Ironfang Legion, who worship Azaersi's associate Zanathura as a god. Battling the cannibalistic underground dwellers, the PCs discover a wealth of notes on dwarven history, including mapped routes through the Darklands into the lowermost vaults

of Kraggodan. Following Azaersi's trail, the PCs delve into the Darklands, battling duergar and other bizarre threats in the subterranean world. Arrested by the dwarves as trespassers and thieves, they must convince the city council—including Rambard Lightbrand's son, Karburtin—to open the deepest vaults and allow them to investigate the *Onyx Key's* history. In the ruined depths of the city, the PCs discover gugs, ancient constructs, and ghosts who demand their assistance. But pulling all the strings is the restless and manipulative spirit of the Ironfang Legion's former spymaster, Elacnida.

## PRISONERS OF THE BLIGHT

By Amanda Hamon Kunz

*Pathfinder Adventure Path #119, Levels 14–15*

Through the ghost Elacnida and Kraggodan's records, the PCs have finally learned the details of the *Onyx Key*, and that the Ironfang Legion's stronghold lies at the nexus of the Stone Roads: the formidable *Onyx Citadel* hidden somewhere on the infinite Plane of Earth. Striking at the heart of the Ironfang Legion means seizing one of their ominous black towers as well as the *Sardonyx Shard*, the key that opens the Stone Roads leading back into the Vault of the *Onyx Citadel*. Magical divinations and scouting reports alike determine the *Sardonyx Shard* was in the hands of the Ironfang Legion's new spymaster, Taurgreth, as he entered the corrupt heart of the Fangwood—the Blight—to negotiate an alliance with the twisted dryad Arlantia. The PCs also learn that Arlantia imprisoned an ancient ally of Kraggodan: the godlike fey Gendowyn. If she is freed while the PCs recover the *Sardonyx Shard*, Gendowyn may prove an invaluable ally in the war to come. The PCs brave the twisted fey of the Blight and the fungus-infested dragon Naphexi, finally penetrating Arlantia's corrupt realm. The PCs must overcome the Ironfang delegation—now loyal slaves to the dryad—before finally facing Arlantia to eradicate the Blight and win their magical prize and the loyalty of a fey queen.

## VAULT OF THE ONYX CITADEL

By Larry Wilhelm

*Pathfinder Adventure Path #120, Levels 16–17*

Armed with the *Sardonyx Shard*, the PCs can finally open a back door into the Ironfang Legion's otherworldly stronghold, and with the support of Queen Gendowyn and allies from across Nirmathas, they launch an offensive to repel the Ironfang Legion's invasion. Frustrated, General Azaersi activates her final failsafe: a Vault Builder device capable of transporting her entire extraplanar vault—larger than Molthune and Nirmathas combined—onto Golarion, devastating both lands. The PCs must battle through this strange realm, sealed for thousands of years and now defended by the Legion's most powerful agents, before confronting Zanathura and Azaersi and ending the threat of the Ironfang Legion once and for all.

### TRAIL OF THE HUNTED

#### FOREWORD

#### PART 1: NIGHT OF THE IRON FANGS

#### PART 2: BENEATH THE HEMLOCK BANNER

#### PART 3: CRADLED IN STONE

#### PART 4: CAMP OF THE RED JAW

#### NPC GALLERY

#### THE NESMIAN PLAINS

#### IRONFANG LEGION TOOLBOX

#### BESTIARY

#### IRONFANG CAMPAIGN OUTLINE



## NEXT MONTH

### FANGS OF WAR

By Ron Lundeen

With their colony of survivors safe, the heroes must contact anyone able to help them strike back against the Ironfang Legion. But as they push deeper into the wilds, all signs point to the legendary Chernasardo Rangers being wiped out or imprisoned by the merciless black dragon Ibzairiak! The heroes must face hostile fey and mythical beasts now claiming the ruined fortresses left in the dragon's wake in order to save what remains of these legendary freedom fighters and found their own army!

### CHERNASARDO RANGERS

By Michelle Jones

Loosely organized but known throughout the Inner Sea region, the Chernasardo Rangers protect the disputed southern reaches of Nirmathas from the forces of Moltune to the south. Learn about the group's history and structure, explore new equipment, feats, and spells employed by its members, and delve into a new prestige class, the elite Chernasardo warden, that lets you take to the trees!

### BORN OF BATTLE

By Mark Moreland

Hobgoblins are more than mere monsters, possessing a complex society all their own. This in-depth article presents several nonmilitary hobgoblin organizations spread throughout the Inner Sea region, the perfect tool for any Game Master looking to inject some bloodthirsty hobgoblin intrigue into an ongoing campaign. Additionally, two infamous hobgoblin NPCs receive fully detailed descriptions, histories, and statistics, making either a potential friend or foe for any adventuring party!

### SUBSCRIBE TO PATHFINDER ADVENTURE PATH

The Ironfang Invasion Adventure Path continues! Don't miss out on a single exciting volume—head over to [paizo.com/pathfinder](http://paizo.com/pathfinder) and subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, Pathfinder Tales, and Pathfinder Accessories product delivered to your door!

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Content by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of

that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Aurumvorax from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Axe Beak from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Cave Fisher from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lawrence Schick.

**Gloomwing from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Huecuva from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

**Kelpie from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lawrence Schick.

**Mite from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

**Pech from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Pathfinder Adventure Path #115: Trail of the Hunted** © 2017, Paizo Inc.; Authors: Amber E. Scott, with Crystal Frasier, Luis Loza, Ron Lundeen, Tonya Woldridge, and Linda Zayas-Palmer.



# PATHFINDER

## ADVENTURE PATH

# Long Live the Queen!

## CURSE OF THE CRIMSON THRONE

Return to a classic Pathfinder Adventure Path with *Curse of the Crimson Throne*, one of Paizo's most popular campaigns! The city of Korvosa is in chaos, and its new queen may well be the source — can a ragtag group of heroes stand before the might of one of Golarion's most notorious villains? This immense revised and updated hardcover has everything you need to run an entire, full-length campaign covering months and months of play!

AVAILABLE NOW



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Curse of the Crimson Throne, Pathfinder Adventure Path, and Pathfinder Roleplaying Game are a trademarks of Paizo Inc. © 2017, Paizo Inc.

paizo.com



# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME<sup>™</sup>

Be the Life  
of the  
Party

### ULTIMATE INTRIGUE

Behind the scenes of heroic battles and magical realms lies a seething underbelly of danger and deception. In the pages of *Ultimate Intrigue*, heroes duel with words instead of steel, plot daring heists, and pit their wills against relentless nemeses. This hardcover rules reference for the Pathfinder RPG includes tons of intriguing new subsystems, spells, feats, and magic items perfect for skullduggery and high society. The new vigilante class puts players under the mask, with a secret identity mechanic that allows players to take on two distinct personas!

**AVAILABLE NOW!**



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

[paizo.com](http://paizo.com)



AVAILABLE NOW!

**PATHFINDER**  
ROLEPLAYING GAME™

**HORROR ADVENTURES**

# AND THE DEAD SHALL OUTNUMBER THE LIVING!

*Pathfinder Roleplaying Game Horror Adventures* Takes Your Heroes into the Darkest Reaches, Where the Dead Hunger for the Living, Alien Gods Brood in Dreams, and Madness and Death Lurk Around Every Corner!

- Corruptions turn PCs into monsters, including blood-drinking vampires and savage werewolves!
- Horror-themed archetypes, feats, spells, and more!
- Rules for sanity and madness to drive characters to the brink and beyond.
- Tips and tools for running a scary game, expanded rules for curses, haunts, and fleshwarping.



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2016, Paizo Inc.

[paizo.com](http://paizo.com)





# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME™

# SATANIC PANIC!

# BESTIARY 6**66**

THE GREATEST FOES OF FANTASY ALIGN TO LAY WASTE TO HEROES EVERYWHERE. THIS NEW HARDCOVER INCLUDES ARCHFIENDS, GREAT OLD ONES, HORSEMEN OF THE APOCALYPSE—AND A FEW GOOD GUYS.

**AVAILABLE MARCH 2017**



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

[paizo.com/pathfinder](http://paizo.com/pathfinder)



# IRONFANG RECRUIT MANUAL

## ENTRY 2-4: KNOTS

BUCKLES AND LATCHES ARE STRONG, BUT RARELY AVAILABLE IN THE FIELD. CHAINS AND SHACKLES ARE HEAVY AND COSTLY-USUALLY MORE VALUABLE THAN THE HALF-DEAD SLAVES YOU TAKE IN THE FIELD. SAVE YOURSELF THE WEIGHT IN YOUR PACK AND LEARN TO BIND CAPTIVES WITH ROPE.

ROPE AND TWINE ARE EASILY FASHIONED FROM PLANTS OR FROM AN ENEMY'S GUTS. KNOTS KEEP YOUR KIT TIGHT, KEEP YOUR UNIFORM TOGETHER AFTER A BATTLE, AND SOMETIMES KEEP YOUR WOUNDS CLOSED UNTIL HADREGASH GETS AROUND TO JUDGING YOUR MISERABLE ASS!

KNOW YOUR KNOTS AND WHEN TO USE THEM!



### BINDING HANDS

ALWAYS bind hands individually AS WELL AS TOGETHER. HUMAN AND HALFLING WRISTS IN PARTICULAR ARE FLEXIBLE, EVEN WHEN BROKEN. SAVE YOURSELF A LASHING AND TIE THEM RIGHT THE FIRST TIME WITH A MODIFIED PRUSIK KNOT.

### BINDING SLAVES TOGETHER

UNLESS YOU WANT TO HOLD A DOZEN SEPARATE LINES LIKE A NURSEMAID, bind your slaves ON A SINGLE LINE WITH A MAN-HARNESS KNOT. YOU NEVER NEED TO UNTIE YOUR CURRENT CAPTIVES TO ADD A NEW NECK, AND EACH SLAVE'S STRUGGLES TIGHTEN THE ROPE AROUND HIS NEIGHBORS' NECKS. HUMANS' EMPATHY MAKES THEM THEIR OWN JAILERS!




YOU CAN AND WILL BE TESTED ON THIS KNOWLEDGE AT YOUR COMMANDER'S DISCRETION, AND POOR PERFORMANCE IS PUNISHABLE VIA LASHINGS.

REMEMBER: LOOSE KNOTS LOSE SLAVES.





# WAR COMES UNBIDDEN



**T**he Ironfang Invasion Adventure Path launches with “Trail of the Hunted,” a tale of desperate survival set against the invasion of a ruthless hobgoblin army—the Ironfang Legion! As the Ironfang Legion begins carving out an empire of monsters, the heroes must flee their hometown of Phaendar as it burns, saving any lives they can. The heroes guard their band of survivors in the wilderness, challenge a troglodyte tribe for safe haven, and face the brutal bounty hunters dispatched to end their flight to freedom!

This volume of Pathfinder Adventure Path launches the Ironfang Invasion Adventure Path and includes:

- “Trail of the Hunted,” a Pathfinder adventure for 1st-level characters, by Amber E. Scott.
- A detailed overview of the Ironfang Legion, including its history, membership, and tools, by Ron Lundeen.
- A gazetteer on the expansive Nesmian Plains, a rugged wilderness of breathtaking vistas and tangled histories, by Crystal Frasier.
- A bestiary containing new regional threats and allies, by Crystal Frasier, Amber E. Scott, Tonya Woldridge, and Linda Zayas-Palmer.



paizo.com/pathfinder

**PATHFINDER**  
ROLEPLAYING GAME

**3.5 • OGL**  
COMPATIBLE

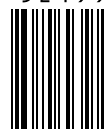
ISBN 978-1-60125-926-4



9 781601 259264

US \$24.99

5 2499 >



Printed in China. PZO90115