



TIDE OF MORDING™



A PATHFINDER®
SOCIETY™ SCENARIO
By Steven Robert

TIDE OF MORNING™

PATHFINDER SOCIETY SCENARIO 23

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The OGL can be found on page 12 of this product.

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TIDE OF MORNING



BY STEVEN ROBERT

The treasures of the Verduran Forest may not glitter, but the Pathfinder Society has nevertheless heard their siren call. Thousands of years ago, the forest, and the druids who tended it, stretched across much of modern Andoran. Today these guardians have all but vanished, their heritage preserved only by the eroded remnants of mysterious stone circles dotting the forest. However, legends hold that the ancient druids also concealed untold riches in the dark groves of the Verduran, treasures and tomes that recorded their unequalled powers over earth and sky.

Countless explorers have spent their lives pursuing these tales of treasure, but now the Society has finally uncovered a legitimate lead. A wild-haired druid named Hemzel recently appeared at the Civic Library of Augustana and demanded access to the archive. One of the Pathfinder Society's contacts followed the druid's trail of manuscripts and discovered that Hemzel had found a *lorestone*, a minor artifact that when used properly in a druid circle gives the bearer all of the accumulated knowledge of the druids of the Verduran Forest.

Unfortunately, Hemzel has been a thorn in the Pathfinders Society's side for years, resisting the exploration of his beloved forest with angry diatribes, subtle magic, and even occasional violence. To Hemzel and his gnome allies, the Pathfinders are no better than thieves.

To further complicate matters, a new force has risen in the Verduran. A vicious quickling named Cyflymder has gathered many of the forest's fey to him, under the banner of reclaiming the territory that the ancient druids stole from the forest's rightful masters—the fey themselves. Cyflymder's gang recently trailed Hemzel to one of the crumbling druid circles, where they spotted his *lorestone*. The quickling swore to punish the druid by destroying both him and his sacred treasure.

Just before the Pathfinders arrive at Hemzel's hut to inquire about his *lorestone*, Cyflymder's group of racist fey ambush Hemzel at his forest home. They brutally torture the druid and learn that the stone is attuned to the stars, and sunlight focused through a druid circle disintegrates it. The fey leader steals the artifact, racing for a nearby

circle. Only the Pathfinders can save the relic, and whatever knowledge it contains, from annihilation.

SUMMARY

The PCs are tasked with finding Hemzel and acquiring the *lorestone* for the Society. The adventure begins as the PCs approach Hemzel's forest abode shortly after Cyflymder's theft. A fey sentry and swarms of vermin attack the PCs, although diplomatic PCs can learn many useful things from the sentry.

Shortly after, the PCs notice flames filling Hemzel's hut. Inside, the fey arsonist ambushes them. The *lorestone* is missing, but the PCs can save Hemzel's journal—from which they learn that the *lorestone* has been stolen, but not where it has been taken.

After they escape the inferno, a band of suspicious gnomes surround the PCs. The PCs must convince them of their good intentions in order to learn that a druidic circle sits on a nearby island in one of Verduran Forest's idyllic lakes.

The PCs then journey through the night to the circle. The first glimmerings of dawn light the sky as the PCs approach the lake. There they find a trapped log bridge to the island, guarded by dangerous reptiles.

Finally, the PCs reach the ruined circle, where Cyflymder and his allies are on the verge of destroying the *lorestone*. Fortunately, the artifact's magical defenses hold down temporarily at bay. If the PCs can wrest the *lorestone* away from Cyflymder before the morning sun strikes the stone, they can then safely transport it back to Absalom.

GETTING STARTED

Read or paraphrase the following to get the adventure underway:

In Absalom, the Venture-Captains claimed it would be a nice walk in the woods, a pleasant change of pace from the bustle of the city. Obviously they forgot about the brambles, boulders, and biting insects of the Verduran Forest, which turned the journey into an arduous three-day scramble of detours, torn clothes, and near falls. Fortunately, Venture-Captain Dannel

Hamshanks made a firm impression before the expedition left Absalom.

The air grew still as Hamshanks rolled into a meeting room deep inside the Pathfinder Lodge in Absalom, his jowls flowing and his enormous axe clanking against his thigh. The man's black eyes scanned the room. "You lot?" Hamshanks spat. "Well, maybe you'll surprise me.

"Your boat leaves in an hour, so I'll be brief. One of the Society's contacts in Andoran sent us an interesting little nugget this morning. A druid named Hemzel swept into Augustana's Civic Library last week, demanding his right of research. Our contact learned that Hemzel acquired a *lorestone* from somewhere in the Verduran Forest. Heard of such a thing?" Hamshanks paused expectantly and spat again. "Of course not. Heard of druids, at least? And their crazy stone circles? Well thank Gorum for that. *Lorestones* are somehow connected to them—supposedly they can bestow you with all of the knowledge of the druids. We'd like to know how, so we want that stone and you're going to get it for us.

"Unfortunately, the Society is not a friend to Hemzel. He's the self-declared protector of the Verduran Forest inside Andoran's borders and some of our more eager explorers have angered him and his little band of gnomes. He's sworn a blood feud with the Pathfinders.

"Break out your skills of persuasion and get me that *lorestone*. Do what you need to—sweep the floors or plant some trees for the old man. Something nice—let him know we're there to study and not to slash and burn."

As the sun sets on the third day of travel in the Verduran Forest, the welcome sight of a puffing chimney—Hemzel's home, according to the map—reveals itself atop a hill.

ACT 1: HEMZEL'S HUT (EL 2 OR EL 4)

The PCs begin the adventure at the south edge of the map of Hemzel's hut (see page 7). Sunset has just passed, and the thick forest is shrouded in shadowy illumination.

Smoke rises lazily from a chimney set atop a small, round wooden hut just over a steep hillside covered in thick vines and brambles. "Too late, too late for Hemzel!" a high voice cackles from behind the hut. "Gire, finish them!"

Cyflymder's fey gang struck Hemzel's hut about an hour ago, murdering him and stealing the *lorestone*. A few of his gang are still inside ransacking and setting fire to the building, while others stand guard outside.

Hemzel built his home on a steep hill and surrounded it with a thick barricade of vines to guard against unwelcome intruders. Some squares are so dense as to be all but impassable, although they can be slashed open (Hardness 1, 15 hit points) or climbed (DC 10), and some are merely difficult terrain. Tiny (or smaller) creatures (such as the swarm) treat the impassable squares as only difficult terrain.

Creatures: The encounter begins with a quickling sentry at the spot marked "Q" on the map. Unless the PCs can see invisible creatures, it gains surprise and uses its *shatter* spell-like ability on a rotten log (at the spot marked "S"), freeing a swarm.

On the first round, the quickling flees through the hedge to the north. He leaves the swarm and an atomie named Gire to defeat the PCs. (Atomies are mischievous woodland faeries with insect wings.) Gire was initially seduced by the quickling's promises of a grand new fey empire, but the gore and violence within Hemzel's hut terrified her. She now doubts whether this path is the correct one.

Gire is also exceptionally talkative, and she cannot stop herself from chattering during the encounter. She begins by describing the horrifying fate that awaits the PCs unless they flee. PCs who succeed at a DC 15 Sense Motive check realize that Gire is herself horrified by the violence she describes. Success on a second Sense Motive check the next round suggests explicitly that the atomie may be sufficiently horrified to turn on her leader. As a standard action, PCs can convince her to abandon Cyflymder's cause with a successful DC 20 Diplomacy check. They receive a +4 bonus if they insist on their own peaceful intentions. If this occurs, Gire uses *invisibility* and shouts encouragement, although she does not actually attack the swarm. See the "Development" section below if PCs question her further.

Tier 1–2 (EL 2)

If the PCs manage to capture or stop the quickling, use the statistics for Cyflymder from Act 5, except that he lacks poison and the *brooch of shielding*.

SPIDER SWARM **CR 1**
hp 9 (MM 239)

GIRE **CR 1**
Female atomie (*Tome of Horrors Revised* 23)
CN Tiny fey
Init +3; **Senses** low-light vision; Listen +3, Spot +3

DEFENSE
AC 16, touch 15, flat-footed 13
(+3 Dex, +1 natural, +2 size)
hp 2 (1/2d6+1)

Fort +1, **Ref** +5, **Will** +3

Defensive Abilities *invisible*; **DR** 5/cold iron; **SR** 16

OFFENSE

Spd 40 ft., fly 60 ft. (good)

Melee short sword +5 (1d3-3)

Ranged light crossbow +5 (1d4)

Space 2 1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 9th)

3/day—*blink*, *entangle* (DC 13), *invisibility* (self only), *pass without trace*, *speak with animals*

TACTICS

Before Combat Gire casts *invisibility* before combat begins.

During Combat Once the swarm covers the PCs, Gire uses her *entangle* ability to pin opponents near it. She then hides and summons creatures from her *bag of tricks*, ordering them to “guard” the hut. She does not attack the PCs unless she herself is attacked.

Morale Gire does not flee the combat, but she may be convinced to help the PCs (see above).

STATISTICS

Str 5, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +0; **Grp** -11

Feats Dodge, Weapon Finesse

Skills Concentration +3, Craft (woodworking) +3, Escape Artist +6, Handle Animal +4, Hide +6 (+11 in forests), Listen +3, Move Silently +5 (+10 in forests), Perform (dance) +3, Perform (singing) +3, Search +2, Spot +3

Languages Common, Sylvan

Gear *bag of tricks* (gray), light crossbow, onyx ring (Tier 1–2: 300 gp value; Tier 4–5: 1,500 gp value), quiver with 20 bolts, short sword

SPECIAL ABILITIES

Skills Atomies have +5 racial bonuses to Hide and Move Silently in forests.

Tier 4–5 (EL 4)

As Tier 1–2, but replace the spider swarm with two rat swarms.

RAT SWARMS (2)

CR 2

hp 13 (MM 239)

Development: Although Gire is not privy to Cyflymder’s plans, she can give the PCs some crucial background and warn them of the dangers that lie ahead. Below are some answers to likely questions from the PCs:

Where is Hemzel? “Cyflymder said Hemzel was going to lead the humans to destroy the fey! So we pounced and surprised him. Cyflymder and his brutes tore the druid apart. His poor wolf friend too! So much blood!”

Who is Cyflymder? “A great, bold fey. He’s promised to clear the Verduran Forest of the scum who stole our

heritage. I think he is cruel—it would be better if you fled on your own, wouldn’t it?”

Where is Cyflymder? “He went north to a druid circle so he could destroy the *lorestone*.”

What happened to the *lorestone*? “The smooth rock? Cyflymder took it with him after he killed that druid.”

Is anybody left inside? “Yes. Cyflymder left a few of us behind to gather the rest of the fey treasure he said Hemzel stole from us.”

Why do you hate druids so much? “Cyflymder says the druids only exist to trick us and help humanity steal our treasure. But... but I’m not so sure he’s right.”

If questioned about the combat abilities of the fey, Gire quickly launches into lurid tales of their bloodthirstiness but offers little real information.

Gire will not accompany the PCs inside the hut, and she flees into the forest as soon as the PCs go inside unless otherwise restrained.

Treasure: If the PCs manage to befriend Gire rather than kill her, they find the body of another atomie on the front porch of Hemzel’s hut. This atomie (with a DC 10 Heal check) appears to have been savaged by Hemzel’s wolf. The dead atomie has the same gear as Gire. If the PCs kill Gire in combat, the dead atomie was removed by Cyflymder’s gang.

Rewards: If the PCs defeat the swarm and Gire (or befriend her), reward each tier thusly:

Tier 1–2:

Give each player 104 gp.

Tier 4–5:

Give each player 204 gp.

ACT 2: FEY FLAMES (EL 3 OR EL 5)

After a few rounds of recovery and conversation with Gire, the PCs notice that the smoke is no longer confined to Hemzel’s chimney—the walls of the hut are starting to smolder. The PCs should roll initiative at this point in order to keep track of time during this encounter.

When the PCs enter Hemzel’s hut, read the following:

The heat is palpable inside the primitive, one-room hovel. Tinder from the fireplace is strewn about, sparking the fires that now climb the reed walls. The room itself is in shambles. An eviscerated human body sprawls across the floor, and a butchered wolf lies against the wall by the front door. Puddles of blood surround them. The man’s hands are tied to a rough wooden table, upon which sits an ornate—but empty—box and a blood-spattered manuscript.

Cyflymder ordered his goons to burn the hut before fleeing. The PCs enter as the flames just begin to take

hold. Hemzel's body lies in the middle of the room, tied to the main table. Next to the empty box (where the *lorestone* formerly sat) sits a manuscript written in Hemzel's cramped hand. Hemzel's treasure cache still lies under the shelf along the far wall. Unless the PCs can see *invisible* creatures, no enemies are immediately visible.

The fire builds throughout the encounter. PCs who begin their turn on a square with fire, or who pass through one, suffer 1d6 fire damage (although only once per round) and may catch fire. The flames follow this timetable:

Phase 1 (rounds 1–3): Flames fill all marked squares on the map.

Phase 2 (rounds 4–7): Marked squares now inflict 2d6 points of damage. All squares adjacent to marked ones are now aflame as well, inflicting 1d6 points of damage. Hemzel's journal begins to smolder in the first round of this phase and is completely destroyed in the last round. The smoke provides concealment to any creature 10 feet or more away.

Phase 3 (rounds 8+): All squares inside the hut inflict 2d6 points of damage, increasing by 1d6 points per round to a maximum of 10d6. At round 18, the hut's roof collapses and the entire structure is reduced to a large bonfire.

Actions dedicated to fighting the fire can slow it. As a standard action, a PC with a blanket, a waterskin, or another appropriate tool can extinguish one five-foot square. Alternatively, water or cold spells delay the entire timetable by one round per spell level (minimum one round).

Creatures: Thaven, a former Andoren logger and now one of Cyflymder's lackeys, was left behind to loot and destroy the hut. Through a tortuous eldritch ritual, Cyflymder transformed the captured logger into an evil unseelie creature—part human, part fey. Thaven has since embraced his fate and takes special pleasure in destroying his former people for his new master.

Tier 1–2 (EL 3)

THAVEN

CR 2

Male unseelie human warrior 2 (*Advanced Bestiary* 246)

CE Medium humanoid (extraplanar, feyblood)

Init +3; **Senses** darkvision 60 ft., unseelie sight; Listen +0, Spot +0

DEFENSE

AC 17, touch 12, flat-footed 15

(+5 armor, +2 Dex)

hp 16 (2d8+4)

Fort +5, **Ref** +3, **Will** +0

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

OFFENSE

Spd 30 ft.

Melee mwk battle axe +5 (1d8+2)

Spell-Like Abilities (CL 1st)

At will—*invisibility*

3/day—*ghost sound* (DC 11), *silent image* (DC 11)

1/day—*alter self*, *darkness*, *magic mouth*, *sleep* (DC 11)

TACTICS

Before Combat Thaven begins the encounter invisible, in the square east of Hemzel's body.

During Combat Thaven initially uses his Improved Bull Rush feat to push an opponent into the flames. He then switches to his axe.

Morale Thaven only flees if the hut is consumed by flames (round 8+).

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +2; **Grp** +4

Feats Power Attack, Improved Bull Rush

Skills Climb +2, Profession (lumberjack) +4

Languages Common, Sylvan

SQ unseelie pact

Combat Gear *potion of cure light wounds*; **Other Gear** breastplate, masterwork battle axe

SPECIAL ABILITIES

Unseelie Sight (Ex) An unseelie creature using its *invisibility* ability can see other unseelie creatures using the same ability. In addition, it automatically succeeds on saves against illusion spells and effects produced by unseelie creatures and immediately recognizes such effects as illusions.

Tier 4–5 (EL 5)

As Tier 1–2, but add a second unseelie human fighter (named Roven).

Development: If the PCs do not enter the hut, the fey attack the PCs at the end of phase 2. In this case, the journal is completely burnt, and Thaven and Roven hold the treasure cache.

Hemzel's journal is written in pidgin shorthand of Common and Druidic. If it survives, PCs who succeed on Decipher Script checks can learn the following (increase the DCs by two for each round that the manuscript burned): the *lorestone* is keyed to druidic circles, and one lies several hours' travel north from the hut on a lake island (DC 5); a band of fey has recently been harassing Hemzel and threatening to destroy the *lorestone* (DC 10); Hemzel assiduously avoided exposing the *lorestone* to sunlight (DC 15); the sun's rays striking the *lorestone* inside of a druidic circle disintegrates it (DC 20). PCs who speak Druidic, or who use *comprehend languages*, automatically learn all this information. If left unchecked, the fire spreads to the forest, but the

hut is isolated enough that this will take some time. The PCs can prevent its spread by dousing it with water from a nearby brook for 10 minutes.

Treasure: Hidden under the table along the far wall is Hemzel's treasure (DC 10 Spot check to notice): a *potion of barkskin* +2, a *potion of bear's endurance*, and two *scrolls of lesser restoration*. For Tier 4–5, the PCs also find an *amulet of natural armor* +1 and a pouch with 240 gp.

Mission Notes: PCs from the Osirion faction can fulfill their objective by finding the stone tablet under the bed; it is not destroyed by the fire (DC 15 Search check before the roof collapses, DC 20 after). PCs from the Andoran faction can recover Thaven's distinctive lumberjack axe to fulfill their objective. PCs from the Cheliox faction can plant a sigil near the hut to fulfill their mission.

Rewards: If the PCs discover the treasure cache (either in the hut or in the possession of the unseelie human warriors), reward each tier thusly:

Tier 1–2:

Give each player 122 gp.

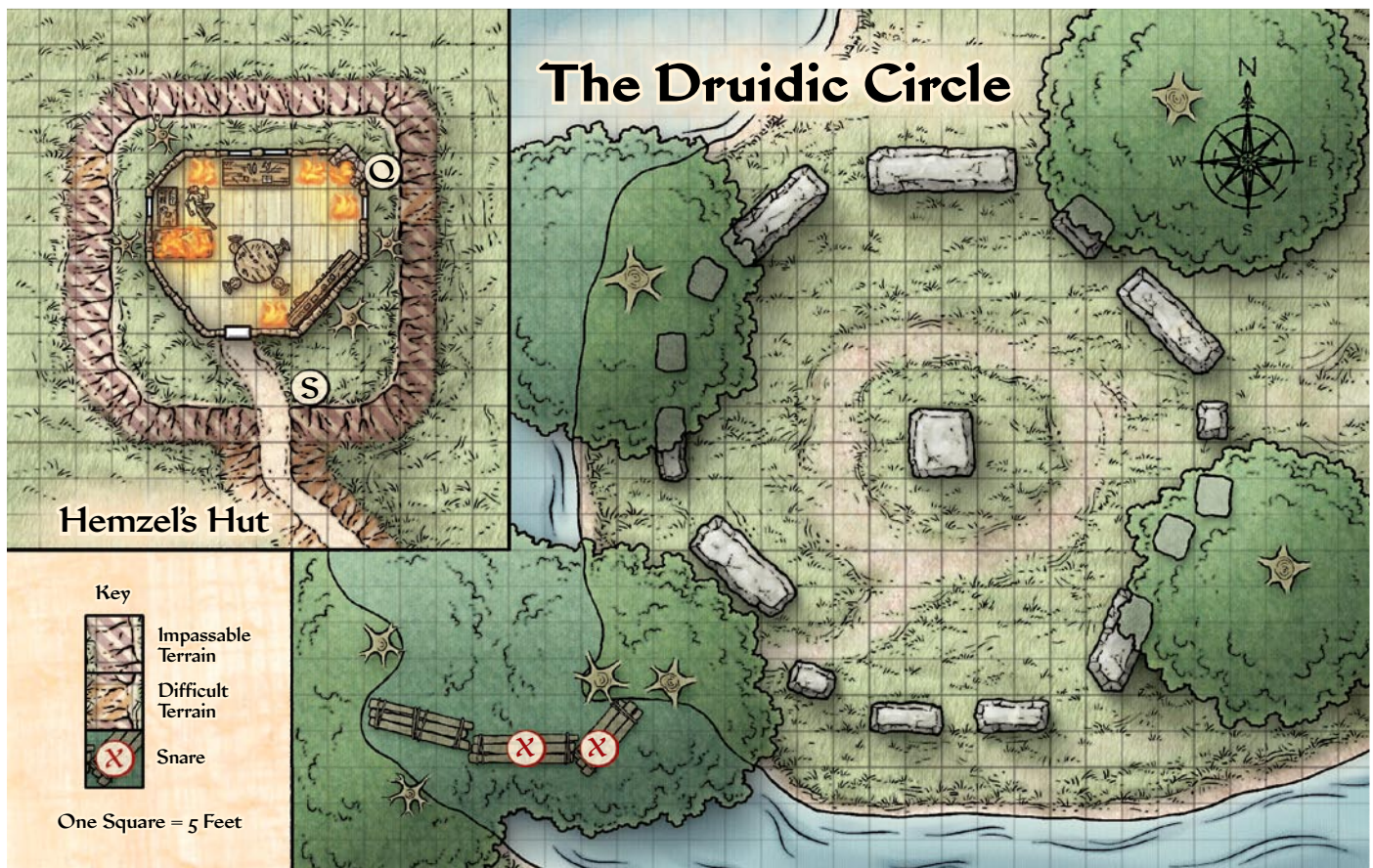
Tier 4–5:

Give each player 375 gp.

ACT 3: THE GNOMES KNOW (EL 2 OR EL 5)

A few minutes after the events at the hut come to an end, a band of gnomes approaches the hut from the south. The gnomes are closely allied with Hemzel. Unfortunately for the PCs, their leader, Boomroppel, was particularly close to him, and he shares the druid's distrust of Pathfinder looters. Boomroppel initially suspects the PCs of causing the fire, and if he sees any evidence of Hemzel's death (including his possessions in the hands of PCs) he also suspects them of the druid's murder. If the PCs begin this encounter anywhere other than the hut, the gnomes find them there.

Boomroppel and his allies can be made willing to parlay through Diplomacy, unless the PCs claim to have killed Hemzel—in which case they immediately attack. The gnomes begin this encounter as hostile and demand an explanation for the PCs' presence. The PCs have 3 rounds to change the gnomes' demeanor to indifferent—if they fail to do so, the gnomes grow impatient with the PCs explanations and attack, believing them to be the murderers of their friend Hemzel. If the gnomes are indifferent to the PCs, they'll begrudgingly give directions to the druid circle but refuse to travel there themselves as they believe the circle to be a dark and



cursed place. If the gnomes can be made friendly to the PCs they profusely apologize for their mistake and happily encourage the PCs to track down and slay Cyflymder since he's become such a menace to this part of the Verduran Forest. Boomroppel claims that his band isn't strong enough to defeat Cyflymder but that the PCs might be—if they avoid combat with the gnomes, Boomroppel gives the PCs a *wand of cure light wounds* as a peace offering and wishes the PCs well.

Tier 1–2 (EL 2)

GNOME WARRIOR (4)

CR 1/2

hp 6 (MM 131)

TACTICS

Morale The gnomes flee if reduced to fewer than 3 hit points.

Tier 4–5 (EL 5)

As Tier 1–2, but increase the number of gnome warriors to 8 and add Boomroppel's trained wolverine pet.

WOLVERINE

CR 2

hp 28 (MM 283)

Development: Once the PCs know the way to the druid circle, it takes a night of brisk walking to reach it. If the PCs have not learned the circle's location by this point, PCs with the Track feat can follow the quickling with a DC 15 Survival check, although reaching the island in time requires movement at full speed (imposing a penalty of –5 to the check).

Treasure: The gnome warriors are only carrying their standard gear (longswords, light crossbows, 10 bolts) and no additional treasure. In effect, the *wand of cure light wounds* only exists if the PCs deal with the gnomes through Diplomacy.

Mission Notes: PCs from the Qadira faction should be allowed to pass their note to Boomroppel, so long as he is at least indifferent. PCs from the Taldor faction can learn that a dawn's kiss flower grows within the druidic circle, if they ask.

Rewards: If the PCs defeat the gnomes in combat, reward each tier thusly:

Tier 1–2:

Give each player 17 gp.

Tier 4–5:

Give each player 34 gp.

If the PCs make allies of the gnomes instead, reward each tier thusly:

Tier 1–2:

Give each player 63 gp.

Tier 4–5:

Give each player 63 gp.

ACT 4: MIND THE GAPS (EL 2 OR EL 5)

Once the PCs reach the druid circle, read or paraphrase the following:

The thick trees, brush, and brambles of the Verduran Forest finally give way to a glassy lake with a small tree-studded island just thirty feet offshore. An improvised bridge of mossy logs stretches toward the island from the near shore, though some of the trunks have tipped nearly vertical into the water, leaving gaps along the makeshift bridge.

This encounter assumes the PCs traveled during the night to reach the lake before sunrise. If the PCs arrive after sunrise, the island itself seems cast in a cloud of darkness—this is the artifact holding off the sun for as long as it can. Anyone inside the darkness can't see out and vice versa, though once inside, everyone inside can see each other. The darkness encompasses the entire circle inside the stones.

The PCs have every opportunity to get to the island in time to thwart Cyflymder and recover the artifact before the sun shines on it, but you can make the scene more dramatic by creating the illusion that bad things will happen if the PCs don't get to the island before sunrise.

Footing on the slick log bridge is difficult (requiring DC 10 Balance checks to move at half speed), and the gaps in it require either Swim or Jump checks to cross. The lake is 10 feet deep.

Creatures: Two vipers lair in the overhanging branches, hidden adjacent to the snares, and attack the PCs once the snares are tripped. For Tier 4–5, the snakes are medium vipers and a crocodile also hides among the bridge's logs.

Traps: Cyflymder has set two rope snares at the marked locations.

Tier 1–2 (EL 2)

SMALL VIPER SNAKE (2)

CR 1/2

hp 4 (MM 280)

ROPE SNARE (2)

CR 1/2

Type mechanical; **Search** DC 15 (and see below); **Disable Device** DC 15

EFFECTS

Trigger proximity; **Reset** none

Effect Reflex DC 20; failure snares the creature in a rope trap, hanging them upside down from a branch 10 ft. above the bridge

SPECIAL

Note: Creatures caught in the snare cannot move, lose their Dex bonus to AC, and suffer –4 penalties to attack and AC. They can free themselves as a full-round action by cutting the rope with a sufficiently long slashing weapon (AC 7, 2 hp) or with a DC 20 Escape Artist check; in either case they fall 10 ft. into the lake.

Note: These snares are only crudely hidden, and any creature can detect one with a DC 15 Spot check.

Tier 4–5 (EL 5)

As Tier 1–2, but change the small vipers to medium vipers and add a crocodile.

destroying the artifact from Hemzel’s journal, and he awaits the coming of the dawn light.

Suddenly, a high staccato voice cackles maniacally and calls out from the island.

“Too too late, filthy intruders! All your prancing through my beautiful forest, and nothing for you remains! The beautiful, beautiful sun will do my job for me, destroy your precious *lorestone* as soon as it rises, and you are failures, humans are always failures, always always.”



MEDIUM VIPER SNAKE (2)

hp 9 (MM 280)

CR 1

Cyflymder is using his *ventriloquism* spell-like ability to project his voice from the top of the boundary stone nearest the PCs. He stands motionless, using his *natural invisibility* power, behind the central obelisk.

CROCODILE

hp 22 (MM 271)

CR 2

Development: Proceed to Act 5 immediately after the encounter ends.

Rewards: There are no rewards for Act 4.

**ACT 5: CYFLYMDER'S CIRCLE
(EL 3 OR EL 6)**

Cyflymder and the *lorestone* await the PCs inside the island's stone circle. Cyflymder learned the secret to

If the PCs arrive during the day, a DC 15 Spellcraft check reveals that the darkness surrounding the stones is different than a *darkness* spell and that it must be the artifact holding off the sun. Anyone succeeding on that check also knows that the PCs have 10 rounds to get the *lorestone* away from Cyflymder and store it somewhere out of the sunlight.

Creatures: Cyflymder and his lackeys do their best to keep the PCs away from the *lorestone*, even at the cost of their lives. The quickling—a small, silver-haired fey moving at lightning speed—curses the PCs and rants against the depredations of civilization. The other creatures block

the PCs from reaching their leader. Cyflymder and his allies only flee if they destroy the *lorestone*.

Tier 1-2 (EL 3)

CYFLYMDER

CR 3

Male quickling (*Tome of Horrors Revised* 301)

CE Small fey

Init +7; **Senses** low-light vision; Listen +8, Spot +8

DEFENSE

AC 19, touch 18, flat-footed 12

(+7 Dex, +1 natural, +1 size)

hp 7 (2d6)

Fort +1, **Ref** +11, **Will** +6

Defensive Abilities *blur*, *brooch of shielding* (101 points), evasion, natural invisibility, uncanny dodge; **DR** 5/cold iron

OFFENSE

Spd 120 ft.

Melee rapier +9 (1d4-1)

Ranged dagger +9 (1d3-1)

Special Attacks kava leaf poison (Fort DC 15; initial damage *sleep* for 1 hour; no secondary damage)

Spell-Like Abilities (CL 6th)

1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

TACTICS

Before Combat Cyflymder uses his *natural invisibility* and *ventriloquism* powers to remain hidden.

During Combat When he sees the dome of light, Cyflymder panics and flees to the circle's perimeter. He attempts to stay as far from the PCs as possible, leaping along the stones. He does not use *levitate* because he fears it leaves him too exposed to ranged attacks. Cyflymder uses Spring Attack to harass the PCs only if he can avoid attacks of opportunity and end his turn safely away from the PCs.

STATISTICS

Str 8, **Dex** 24, **Con** 11, **Int** 15, **Wis** 15, **Cha** 15

Base Atk +1; **Grp** -4

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Bluff +7, Concentration +4, Craft (alchemy) +6, Escape Artist +12, Hide +15 (+23 in forests), Jump +35, Listen +8, Move Silently +11, Search +7, Spot +8, Survival +5

Languages Common, Sylvan

Combat Gear *brooch of shielding* (101 hp), *cloak of resistance* +1, daggers (2), rapier

SPECIAL ABILITIES

Blur (Ex) A quickling that takes any action (other than a free action) in a round appears as a blur. This grants the quickling concealment (20% miss chance).

Natural Invisibility (Ex) A quickling is effectively invisible (as the spell) when standing motionless. It loses this invisibility and remains visible (though blurred, see above) in any round in which it takes any action other than a free action.

Poison (Ex) Quicklings often employ daggers lined with poison extracted from kava plants. This poison induces sleep in its victims. *Kava Leaf Poison*: Ingestion or injury, Fortitude DC 15; initial damage is sleep for 1 hour (as the spell of the same name); no secondary damage. When a quickling coats a weapon with this poison, the poison lasts for 1 minute or until it is touched or scores a successful hit.

Skills Quicklings have a +2 racial bonus on Listen, Search, and Spot checks. They gain a +8 racial bonus on Hide checks in their natural environment.

ATOMIE

CR 1

hp 2; use the statistics for Gire from Act 1, but without the *bag of tricks*.

TACTICS

Before Combat The atomie begins the encounter airborne and *invisible*.

During Combat The atomie entangles the PCs and then uses its light crossbow. Note that *entangle* does not affect the top of the stone circle, except where trees overhang it.

Tier 4-5 (EL 6)

As Tier 1-2 with the following changes: replace the atomie with a second quickling without the *brooch of shielding*. This quickling delays his action until round 4 or until Cyflymder loses the *lorestone*, in which case he leaps to seize it. Also, add the following:

ENLARGED SPRIGGAN (2)

CR 3

CE Large humanoid (gnome) (*Tome of Horrors Revised* 326)

Init +3; **Senses** low-light vision; Listen +3, Spot +1

DEFENSE

AC 16, touch 12, flat-footed 13

(+4 armor, +3 Dex, -1 size)

hp 32 (4dX+16)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Spd 20 ft.

Melee short sword +9 (1d8+6) or halberd +8 (2d8+7)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The spriggans hide behind two of the stones.

During Combat The spriggans do their best to block PCs from reaching Cyflymder. They remain Large unless they flank a PC, in which case one transforms to Small and sneak attacks.

Base Statistics Small humanoid (gnome); **Init** +4; **AC** 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size); **hp** 22, **Fort** +2, **Ref** +8; **Melee** short sword +5 (1d4) or halberd +4 (1d8-1); **Grapple** -2; **sneak attack** +2d6; **Spell-Like Abilities** (CL 4th) at will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12); **Str** 8, **Dex** 18, **Con** 13; **Climb** +2, **Disable Device** +8, **Hide** +12, **Move Silently** +8, **Open Lock** +8, **Sleight of Hand** +8

Str 20, **Dex** 16, **Con** 19, **Int** 11, **Wis** 11, **Cha** 9

Base Atk +3; **Grp** +12

Feats Combat Reflexes, Weapon Focus (short sword)

Skills Climb +8, Disable Device +7, Hide +7, Listen +3, Move

Silently +7, Open Lock +7, Search +1, Sleight of Hand +7, Spot +1

Languages Common, Gnome

SQ size alteration

Combat Gear *short sword* +1, halberd, chain shirt

SPECIAL ABILITIES

Size Alteration (Su) At will, as a standard action, a spriggan can grow from Small to Large size. Weapons, armor, and other inanimate objects on its person grow proportionately with it when it changes size. The spriggan can change sizes at will, each time requiring a standard action to do so. This is similar to the *enlarge person* spell. An enlarged spriggan gains +12 Strength, –2 Dexterity, +6 Constitution, and a –2 to AC. While enlarged, a spriggan cannot use its spell-like abilities or its innate sneak attack ability (though any other sneak attack it may have, such as from rogue class levels, is unaffected when it changes size).

Skills Spriggans have +2 racial bonuses on Climb, Disable Device, Hide, Listen Move Silently, Open Locks, and Sleight of Hand checks.

Mission Notes: PCs from the Cheliox faction can plant a sigil to fulfill their mission. PCs from the Taldor faction can spot a pair of dawn's kiss flowers growing by the obelisk, and they can complete their mission if they pick them before dawn.

Rewards: If the PCs defeat Cyflymder and his lackeys, reward each tier thusly:

Tier 1–2:

Give each player 240 gp.

Tier 4–5:

Give each player 699 gp.

CONCLUSION

Assuming that the *lorestone* survives, the PCs can return it to Absalom's Grand Lodge where it is added to the collection—although unlocking its mysteries will consume many years (at best). The destruction of the *lorestone* strikes a blow to the Society, delaying their efforts to explore the Verduran Forest.

Defeating Cyflymder's gang removes a minor menace from the Verduran Forest, allowing local, peaceful druidic activity to resume. But, as explorers push ever deeper into the dark groves, friction is bound to flare up again. If Cyflymder survives, the evil fey become even more arrogant and aggressive. It is some time before the Andoren authorities gather enough forces to clear the threats from Hemzel's former demesne.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who learn the fate of a missing timber crew earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who plant evidence of fiendish influence among the druids earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who retrieve the rune-covered tablet from Hemzel's hut earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who pass a letter to any of the gnomes in Act 3 earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who retrieve a dawn's kiss flower earn 1 Prestige Award.

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Andoran Faction Handout

Fellow Liberator,

I hear that your mission will return you to our beloved Land of Freedom. Andoran's pure air always heartens my soul, but now it needs your aid. A party of indomitable timber men, led by a dedicated forester named Thaven Lumberbeard, delved deep into the Verduran Forest two weeks ago, never to return. Now all the loggers fear to enter. Andoran's treasury grows shallower by the day, and our mission of liberation may be in danger. Discover what you can about Thaven's fate. He carried a wicked lumberjack's axe, banded in an intricate pattern of red and yellow wood. I pray you do not fail; the Cause of Freedom depends upon you.

Capt. Colson Maldris

For Freedom,

Captain Colson Maldris



Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

The Verduran Forest is one of Andoran's most important resources, and its bounty funds many of their pesky crusades. Their naïve explorers trust that their druidic heritage protects them from the forest's dangers, a belief that must be shattered. Enclosed you will find several ancient sigils—plant these, stealthily, at any druid sites you find. The Andorens will find them soon, and their presence will seed rumors that we control the druids too. Andoran will grind to a halt.

My fond memories of you never fail to bring me pleasure, and I know you will not disappoint us.

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of Osirion,

The Ruby Prince has found another opportunity for you to serve him. Andoran has long been overly proud of their ancient roots, arguing that the druid circles dotting their land represent a civilization rivaling that of great Osirion. While laughable to those who truly understand history, their claims do not fall on deaf ears in Absalom. Fortunately, rumors hold that this Hemzel has discovered another artifact that will redirect glory where it truly belongs: a tablet of rare blue stone, with intricate cuneiform writing, that he recovered from one of these very circles. Liberate this tablet from the druid's hands and return it to us, so that we may display it publicly and bask in ancient Osirion's glory.

In Your Ancestor's Honor,



Amenopheus

Amenopheus, The Sapphire Sage

Qadiran Faction Handout

Most Loyal Defender of the Satrap,

The Satrap's servants have done well of late, but some odd corners of this world still lie beyond our reach. The Verduran Forest is one of them. In its depths lie enormous treasures: beautiful woods, supple furs, and herbs almost magical in their delicacy. Only Qadira can fully exploit these fantastic resources, but we must convince the forest's natives, who know its secrets, to ally with us. Should you encounter any of them, pass them this note, and, in the name of Qadira impress them with your courtesy and knowledge. But use the most subtle measures, for such an alliance must remain secret.

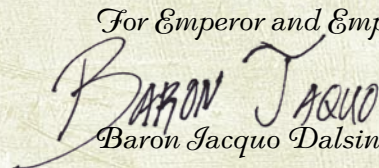
Sincerely,
Pasha Muhlia Al-Jakri 

Taldor Faction Handout

Hand of the Empire,

Recently a rash of mysterious deaths has plagued the Emperor's noble court. Divinations revealed that the source of the poison lies within the Verduran Forest: an unusual yellow flower known as dawn's kiss. The flower is usually harmless, but when the bloom is plucked before the sun rises, a ritual can transform it into a deadly poison. The Emperor's mages wish to test their theories, and I have tasked you to acquire one. Be sure that the sun's rays do not strike it, or the test will be useless. The Emperor will not forget your service.



For Emperor and Empire,

Baron Jacquo Dalsine



SCENARIO 23: TIDE OF MORNING

This Chronicle Certifies That

Player Name _____ A.K.A. _____ Character Name _____ Pathfinder Society # _____ Faction _____

Has Completed This Scenario.

Items Found During This Scenario

TIER

1-2

Bag of tricks (gray) (Cost: 900 gp)
Brooch of shielding (Cost: 1,500 gp)
Cloak of resistance +1 (Cost: 1,000 gp)
Potion of barkskin +2 (Cost: 300 gp)
Potion of bear's endurance (Cost: 300 gp)
Scroll of lesser restoration (Cost: 150 gp)
Wand of cure light wounds (Cost: 750 gp)

TIER

4-5

Amulet of natural armor +1 (Cost: 2,000 gp)

TIER

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

Scenario Chronicle #	
TIER	
1-2	546
TIER	
4-5	1,375
TIER	

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

	GM's Initial
--	--------------

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

+		GM's Initial
---	--	--------------

GP Gained (GM ONLY)

+	
---	--

Items Sold

=	
---	--

Sub Total

-	
---	--

Items Bought

=	
---	--

Sub Total

-	
---	--

Gold Spent

=	
---	--

Sub Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #