

Pathfinder Society Scenario #3-05



TIDE OF TWILIGHT

By Ron Lundeen



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PATHFINDER SOCIETY SCENARIO #3-05

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These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

Pathfinder Society Scenario #3-05: Tide of Twilight is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game.

The OGL can be found on page 21 of this product.

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TIDE OF TWILIGHT

BY RON LUNDEEN

Two years ago, a group of Pathfinders recovered a *lorestone* from the druids of the Verduran Forest. Complete mastery of the vast collective knowledge stored in the *lorestone* is years away, but through research into the *lorestone*, the Pathfinder Society recently unlocked the mystery of the *Atavistic Splinter*, an ancient shard of charred bark believed to have been touched by the enigmatic nature god Gozreh. The Pathfinders investigating the *lorestone* believe that the *Atavistic Splinter* has the power to transform humanoids into bestial creatures with preternatural strength, and would be a valuable resource for the Society in its upcoming exploits in the Ruby Phoenix Tournament in Goka.

Divination spells placed this relic near the remote Verduran village of Wispil. The Pathfinder Society tasked a local operative, a gnome herbalist named Falbin, with locating the *Atavistic Splinter*. Despite increased rumors of werewolf activity in the forest around Wispil, Falbin investigated and learned that the *Atavistic Splinter* is held by a cabal of sinister druids in nearby Briar Henge. Worse, these druids are using the *Atavistic Splinter* in a weeks-long ritual to preserve the primitive sanctity of their forest, turning any humanoids near Briar Henge into savage half-animal beasts, resulting in the increased presence of what seem to be lycanthropes in the area.

Falbin reported to the Pathfinder Society that he had discovered the location of the *Atavistic Splinter* and the truth behind the rumors of lycanthrope activity, but could not recover the *Atavistic Splinter* himself.

SUMMARY

The Pathfinder Society assigns the PCs to journey to Wispil, contact Falbin and obtain information regarding the *Atavistic Splinter*, and recover it from Briar Henge. During the adventure, the PCs might experience minor temporary transformations due to the druids' ritual brought on by the *Atavistic Splinter's* power.

The PCs arrive at Falbin's garden to find opportunistic lycanthrope hunters intent on burning the garden. The PCs must rescue the unconscious Falbin, extinguish the blaze, and defeat the hunters. When revived, Falbin

WHERE ON GOLARION?

Tide of Twilight takes place in and near the Taldan town of Wispil in the Verduran Forest. Wispil is a lumber town populated primarily by gnomes. The Verduran Forest outside Wispil is an ancient and wild forest, the domain of druids and fey currently at an uneasy peace with the nation of Taldor. To learn more about Wispil and the Verduran Forest, check out *Pathfinder Companion: Taldor, Echoes of Glory* or *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at your local game store or online at paizo.com. For more information from the events preceding this adventure, check out *Pathfinder Society Scenario #23: Tide of Morning*, available at paizo.com.



provides several important pieces of information about Briar Henge and the druids ritual. Falbin encourages the PCs to hurry, as Briar Henge is almost 2 days away and the ritual will end at sundown on the second day. He also warns the PCs that unscrupulous hunters like those who attacked him are in the area.

The first leg of the journey to Briar Henge brings the PCs to a logging camp. As they arrive, the PCs might suffer the initial effects of the druids' experiments with the *Atavistic Splinter*. PCs who fail a Fortitude save take on animal-like characteristics, gaining the bestial simple template, though PCs with the wild empathy class feature are immune to this transmutation. The camp appears abandoned, as the loggers have already succumbed to the

druids' ritual and become feral animal-men. The former loggers ambush PCs passing through the camp.

The next obstacle the PCs face is at a river crossing. Here, the PCs encounter a ruthless hunter and the traps she has set. The PCs must again resist the effects of the druids' experiments as they get closer to the center of the *Atavistic Splinter's* influence.

Briar Henge is a thorn-walled complex with several encounter areas. The PCs must defeat or evade two groups of fey guardians. Among the megaliths at the center of the compound, the PCs encounter the Briar Henge druids engaged in a ritual with the *Atavistic Splinter*. The malevolent druids do not tolerate intruders; the PCs must defeat the druids to recover the *Atavistic Splinter* and reverse their own bestial transformations.

GETTING STARTED

Read the following to get the adventure underway:

With a thump, Venture-Captain Brackett sets a rounded granite stone on his desk. The stone is polished smooth and veined with shallow carvings reminiscent of constellations.

"This is a *lorestone*, from the depths of the Verduran Forest. It's rumored to hold all of the secrets of the druids of that ancient wood. Just over two years ago, a group of Pathfinders recovered this stone for us. We're not much closer to cracking its secrets than we were on the day those agents put it into our hands, but we have gleaned one interesting bit of knowledge.

"The *lorestone* tells of a lengthy ritual using an artifact called the *Atavistic Splinter*, a piece of charred bark touched by Gozreh himself. The ritual transforms humanoids into bestial creatures with preternatural resilience. We could use something with this kind of power for the upcoming Ruby Phoenix Tournament in Goka, so we need you to recover the *Atavistic Splinter* for us.

"We believe the artifact is near the gnome town of Wispil, deep in the Verduran Forest. A Pathfinder operative there—a gnome herbalist named Falbin—was investigating increased lycanthrope activity south of Wispil. Falbin discovered that a sinister cabal of druids in a compound called Briar Henge is using the *Atavistic Splinter* to perform the ritual, probably to drive out the local loggers, but he couldn't recover the *Atavistic Splinter* from the druids by himself.

"Go to Wispil and contact Falbin there. He will provide you with directions to Briar Henge and recent intelligence regarding the situation around Wispil. Then use this information to infiltrate Briar Henge and acquire the *Atavistic Splinter*."

Brackett is the Pathfinder Society's venture-captain in Almas, the capital of Andoran. He is a middle-aged swordsman who is fastidious and professional in his duties. Brackett is also extremely busy; he has little time for foolish questions and dislikes repeating himself.

Venture-Captain Brackett has already arranged for the PCs' transportation to Wispil (overland to Bellis, then across the Sellen River by riverboat, and overland along logging trails due east to Wispil).

The PCs are likely to have questions for Venture-Captain Brackett before they go. Here are his answers to some of the most likely questions.

What does the *Atavistic Splinter* look like? "It is sheet piece of charred bark about two feet long, ten inches wide, and an inch thick."

What are these animal-men like? "The ritual robs them of their wits but imbues them with physical power. That's really all we know. Despite their bestial appearance, these animal-men aren't lycanthropes. Falbin will know more."

What do you know about this ritual? "Only that it takes several weeks. But as it will take almost two weeks to get to Wispil from here, you'd better hurry on your way. If these druids finish the ritual, they might take the *Atavistic Splinter* away to some better-hidden location."

In addition to questions for Venture-Captain Brackett, some PCs may possess knowledge pertinent to their upcoming mission:

Knowledge (history)

Player characters with knowledge of the past may know the following information based on the results of a Knowledge (history) check.

15+ Taldor has been at peace with the druids of the Verduran Forest for hundreds of years, since the Treaty of Wildwood in 3841 AR.

20+ Some druid cabals in the Verduran Forest take a dim view of civilized settlement in the forest, even though settlements are protected by the Treaty of Wildwood.

25+ Taldor so values its lumber trade that even sinister druid cabals are left unchecked by the authorities, so long as the cabals' depredations are fairly limited.

Knowledge (nature)

Characters with experience in the wild may have particular insights into what to expect on their mission, as indicated by the result of a Knowledge (nature) check.

15+ Small groups of druids often occupy sites where the border to the First World is thin. In these wild places, druids often ally with fey creatures.

20+ Lycanthropes are a dangerous menace in the Verduran Forest. As a result, lycanthrope hunters often compete to earn lucrative bounties. Upon rumors of a lycanthrope uprising, opportunistic hunters quickly descend on the area.

25+ Briar Henge is constructed with living walls of spiky briars. If the druids have allied with fey, they might have good relations with twigjacks, malicious fey creatures made of thorns.

Mission Notes: Osirion faction PCs should be interested in borrowing the *lorestone* from Venture-Captain Brackett. Brackett loans a PC the artifact for a few hours with a successful DC 18 Diplomacy check. Otherwise, he is too suspicious to accede. As Brackett is particularly busy, the PCs may only make one attempt at this request. If they can convince Brackett to let them look more closely at the *lorestone*, award each Osirion faction PC 1 PP.

ACT 1: THE GNOME AND THE HUNTERS (CR 2 OR CR 5)

Wispile is a bustling town built on a small scale—although humans and elves walk the streets, most buildings are built to accommodate the gnomes who live and work in Wispile. The scent of fresh-cut lumber wafts through the town. Falbin's home is not difficult to find. It is situated on the south edge of the town, with a large garden spreading out behind it. Most of the garden is obscured by high growth, but the sound of a violent argument carries into the street. Although it is not yet dark, firelight glimmers from within the garden walls.

Just before the PCs arrive at Falbin's home, the gnome met with some unpleasant company. A band of lycanthrope hunters passing through the area had heard that the herbalist possessed a large supply of belladonna. The hunters posed as customers and asked Falbin about his supplies of the deadly herb. When Falbin showed them his supply, the hunters seized it and beat the gnome unconscious. They then set the garden on fire to burn his belladonna plants, hoping to deny any competitors access to the useful herb. As the PCs arrive, the hunters are arguing about what to do next.

At the beginning of this act, the indicated squares on the map are already on fire. PCs who begin their turn in a square that's on fire, or who pass through a square that's on fire, take 1d6 points of fire damage per square. Any PCs who take fire damage in a round may also catch on fire.

The fire builds throughout this act. At the beginning of each round after the first, each square that is adjacent to a square that's on fire has a 50% chance of catching fire as well. The fire does not spread outside of Falbin's garden because of the wide gravel lanes surrounding his property, but Falbin's house may eventually catch fire as well.

The PCs may use a standard action and an appropriate tool (such as a blanket, cloak, or waterskin) to douse a square on fire as a standard action. Water or cold spells might also extinguish squares within their area of effect, at the GM's discretion.

Creatures: A trio of lycanthrope hunters have just robbed Falbin of his belladonna supply and knocking the gnome unconscious. They spring into combat with the PCs to cover their crimes.

LITHERIA BLOSSOM

Aura moderate necromancy; **CL** 7th

Slot none; **Price** 1,400 gp; **Weight** —

DESCRIPTION

The *litheria blossom* is a rare but naturally occurring flower with large, pink petals. The pollen of the *litheria blossom* bridges the gap between life and death, functioning like an elixir, though inhaled rather than imbibed. A creature that inhales the pollen gains the benefit of the *death ward* and *deathwatch* spells. Both effects last for 10 minutes. If plucked, the flower remains vibrant and alive until the pollen within the flower is inhaled, at which point the flower wilts and dies. The pollen remains potent only so long as it held within the flower or immediately thereafter. One round after the pollen is removed from the flower, both the pollen and the flower become nonmagical.

CONSTRUCTION

Requirements Craft Wondrous Item, *death ward*, *deathwatch*; **Cost** 700 gp

Subtier 1–2 (CR 2)

LYCANTHROPE HUNTERS (3)

CR 1/2

Human ranger 1

LE Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 13 each (1d10+3)

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

OFFENSE

Speed 30 ft.

Melee silver short sword +2 (1d6+2/19–20) and silver short sword +2 (1d6+1/19–20) or silver short sword +4 (1d6+2/19–20)

Ranged longbow +3 (1d8/x3)

Special Attacks favored enemy (shapechanger humanoids +2)

TACTICS

During Combat The hunters coordinate well, and prefer to flank the PCs when possible.

Morale If two of the hunters fall, the third surrenders.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Two-Weapon Fighting, Weapon Focus (short sword)

Skills Climb +4, Handle Animal +3, Knowledge (nature) +4, Perception +5, Stealth +4, Survival +5, Swim +4

Languages Common

SQ track +1, wild empathy +0

Combat Gear *potion of cure light wounds*, tanglefoot bag; **Other**

Gear chain shirt, longbow with 20 arrows, silver short swords (2)

Subtier 4–5 (CR 5)

LYCANTHROPE HUNTERS (3)

CR 2

Human ranger 3

LE Medium humanoid (human)

Init +6; Senses Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 30 each (3d10+9)

Fort +5, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee mwk silver short sword +5 (1d6+2/19–20) and mwk silver short sword +5 (1d6+1/19–20) or mwk silver short sword +7 (1d6+2/19–20)

Ranged longbow +5 (1d8/x3)**Special Attacks** favored enemy (shapechanger humanoids +2)

TACTICS

During Combat The hunters coordinate well, and prefer to flank the PCs when possible.

Morale If two of the hunters fall, the third surrenders.

STATISTICS

Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +5; CMD 17

Feats Combat Reflexes, Endurance, Improved Initiative, Two-Weapon Fighting, Weapon Focus (short sword)

Skills Climb +7, Handle Animal +5, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7, Swim +7

Languages Common**SQ** favored terrain (forest +2), track +1, wild empathy +2

Combat Gear *potion of cure light wounds*, tanglefoot bag; **Other Gear** masterwork chain shirt, longbow with 20 arrows, masterwork silver short swords (2)

Development: Falbin (N male gnome expert 4) is unconscious in the garden, stable at –2 hit points. If the PCs revive Falbin during the battle, he scampers for cover and shouts encouragement to them.

Once the PCs have dealt with the hunters, Falbin provides information about the situation in the area. The most important points below (which Falbin shares with the PCs whether or not they ask him directly) are the information about the druids' ritual and the directions to Briar Henge.

Who are these assailants? "Rumors of lycanthrope activity often bring ruthless bounty hunters to the region, anxious to kill for coin. The rumors of animal-men south of Wispil have brought several such groups to the region. These men robbed me of my belladonna supply just before you arrived and started burning down my gardens! I can't thank you enough for saving my life and my livelihood."

Are there lycanthropes in the area? "I initially thought so, but I was wrong. Just like these hunters are wrong. The

rumors spring from animal-men sighted in the forest near Briar Henge, where the druids' ongoing ritual has had the strongest prolonged effect. The animal-men are bestial and dangerous, but they aren't true lycanthropes, as they can't change form and don't have any particular vulnerability to silver—or to belladonna."

What do you know about the animal-men? "The animal-men are the result of the Briar Henge druids' ritual with the *Atavistic Splinter*. That was all in my report to the Society. They used to be humanoids, but they've been changed by the druid's ritual. They are incredibly tough, with animal-like faces and claws. They also lose most of their wits, becoming animalistic in mind as well as body. Longer exposure and closer proximity to Briar Henge appear to enhance the effects; I had to evade a trapper who lived only a few miles east of Briar Henge, and she was little more than a raving beast. Be careful."

What do you know about the druids' ritual? "The druids intend to transform everyone in the surrounding area into feral animal-men as a perverted way of returning them to 'nature.' The ritual is slow but powerful. The druids have been performing the ritual for weeks, and it seems to affect the area for miles around Briar Henge. Exactly how far out, I couldn't say. I've done a lot of research, though, and I've learned two important points. First, the effects of the ritual are reversed only if the *Atavistic Splinter* is removed from Briar Henge before the entire ritual is complete—then all the affected animal-men would return to normal. Second, the ritual will end at sundown the day after tomorrow. That is, the ritual will only last two more days. As it takes almost two days to get to Briar Henge, you'd better get moving."

How do we get to Briar Henge? "It's two days south of here, so you'd best hurry if you want to catch the druids before the ritual ends. The trail is fairly good for the first day, and there's a small logging camp you could rest at. The loggers there are no friends of the druids, so you're likely to receive a warm welcome if you mention you're working against Briar Henge. Briar Henge is another day further southeast along some narrow but passable trails."

If the PCs are concerned about getting lost, Falbin sketches out a detailed map for them. Falbin doesn't know that the loggers have been affected by the ritual, because he does not realize that as the ritual nears completion, its effects grow more powerful and cover a greater area.

What more can you tell us about Briar Henge? "I only saw it from afar. It looks like a palisade wall in a ring, about twelve feet high and made of dense thorns. There was only one break in the wall that I saw, but it didn't appear to be guarded."

Note that Falbin is incorrect about the guard. When the gnome spied on Briar Henge, the only creature on guard at the time was an invisible atomie (see 4a on page 14).

Falbin's Home

1 square = 5 feet

F = Falbin

H = Lycanthrope

🔥 = Starting Fire



GameMastery Map Pack: Farmstead

Are the druids affected by their own ritual? “I hadn’t thought of that. I don’t know. If they are gaining physical power, their minds would also become more primitive, so maybe you could use that to your advantage.”

Do we have anything to fear from this ritual? “No, I don’t think so. Only people that have been in the area for a prolonged period of time seem affected. If you go to Briar Henge quickly, you shouldn’t have anything to worry about.”

On this point, Falbin is entirely incorrect. He does not realize that as the ritual nears completion, it affects humanoids in the area much more quickly.

Are you coming with us? “No, I’ve been instructed to stay here. I’ve been tasked with helping you with all the information I can, but then remaining here in Wispil to continue reporting to the Pathfinder Society.”

Falbin’s unstated implication is that he’s been told to stay behind and send word that another group of Pathfinders is needed if the PCs fail.

Treasure: One hunter carries several sachets of belladonna. This belladonna belongs to Falbin and he

insists upon its return. Nevertheless, he rewards the PCs for saving his life with a rare *litheria blossom* from his garden (see the sidebar on page 5).

Mission Notes: Grand Lodge faction PCs should question Falbin privately and note his response to the unexpected question. Falbin responds with an uncomprehending stare. A successful DC 15 Sense Motive check reveals that the gnome indeed knows nothing about the issue under investigation by the Grand Lodge. A failed check provides no information about Falbin’s knowledge and does not satisfy the faction mission. Grand Lodge faction PCs who correctly assess Falbin’s knowledge of the subject earn 1 PP.

Rewards: If the PCs defeat the hunters and receive the reward from Falbin, reward each subtier thusly:

Subtier 1–2:

Give each PC 201 gp.

Subtier 4–5:

Give each PC 388 gp.

BESTIAL SIMPLE TEMPLATE

PCs who fail to resist the effects of the druids' ritual emanating out from Briar Henge gain the bestial simple template. This template only affects humanoids, and does not affect humanoids with the wild empathy class feature. Humanoids afflicted with this template gain traits of a random wild animal from the waist up, appearing much like a lycanthrope in hybrid form. Common animal forms include those of a bear, boar, dog, lion, or wolf.

Bestial Creature (CR +0)

Humanoids with the bestial simple template are more resilient and develop rudimentary natural attacks, but the transformation dulls the mind and gives those affected a brutish demeanor.

Rebuild Rules: AC increase natural armor by +1; **Attacks** gain 2 claw attacks and 1 bite attack dealing damage as though the creature were one size category smaller (Medium creatures deal 1d3 points of claw damage and 1d4 points of bite damage, Small creatures deal 1d2 points of claw damage and 1d3 points of bite damage; all three attacks are considered primary attacks); **Ability Scores** +2 bonus to Con, -2 Int damage, -2 Cha damage.

At the start of each day, a bestial creature takes an additional 2 points of Int and Cha damage to a minimum of 2; a bestial creature whose Int or Cha reaches 2 cannot remove the template except with a *break enchantment* spell, and all ability damage becomes permanent. Such a character is removed from play in the Pathfinder Society Organized Play campaign at the conclusion of the scenario.

ACT 2: FERAL LOGGERS (CR 1 OR CR 4)

The first day's journey from Wispil to Briar Henge takes the PCs to a logging camp whose residents have succumbed to the effects of the druids' ritual. The PCs may also be affected by the ritual as they draw nearer to Briar Henge. Each PC must succeed at a Fortitude save (Subtier 1-2: DC 12; Subtier 4-5: DC 16) or gain the bestial simple template (see the sidebar above). PCs with the wild empathy class feature are unaffected. The ritual only affects creatures of the humanoid type, so the PCs' animal companions, familiars, mounts, and eidolons are unaffected.

The path runs through a small collection of buildings deep in the forest. This place appears to be a successful lumber camp—nearly a small village—but seems abandoned. A few open doors bang softly in the wind, hanging askew on their hinges.

Creatures: The loggers at this camp succumbed to the effects of the druids' ritual and became bestial

abominations a few days ago. Several of these brutes then fled into the forest, but a handful of animal-men still remain in the camp, their strong territorial instincts driving them to ambush any intruders who enter the area. The loggers' prolonged exposure to the effects of the druids' ritual has stripped them of all but the most basic, primitive instincts.

As the PCs pass through the small yard in the center of the camp, the bestial loggers rush from hiding places in and between the camp buildings. The animal-men are cunning but not subtle, so the PCs detect this ambush with a DC 12 Perception check.

Subtier 1-2 (CR 1)

FERAL LOGGERS (3)

CR 1/3

Bestial human warrior 1

CN Medium humanoid (human)

Init +0; **Senses** Perception -1

DEFENSE

AC 13, touch 10, flat-footed 13 (+2 armor, +1 natural)

hp 16 each (1d10+6)

Fort +4, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee bite +3 (1d4+2), 2 claw +3 (1d3+2)

TACTICS

During Combat The loggers don't work well together. Each prefers to assault a different PC.

Morale With only their bestial fury to guide them, the feral loggers fight to the death.

STATISTICS

Str 15, **Dex** 11, **Con** 14, **Int** 2, **Wis** 8, **Cha** 2

Base Atk +1; **CMB** +3; **CMD** 13

Feats Lightning Reflexes, Toughness

Skills Climb +6, Profession (woodcutter) +3

Gear leather armor

Subtier 4-5 (CR 4)

FERAL LOGGERS (3)

CR 1

Bestial human fighter 2

CN Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

hp 26 each (2d10+11)

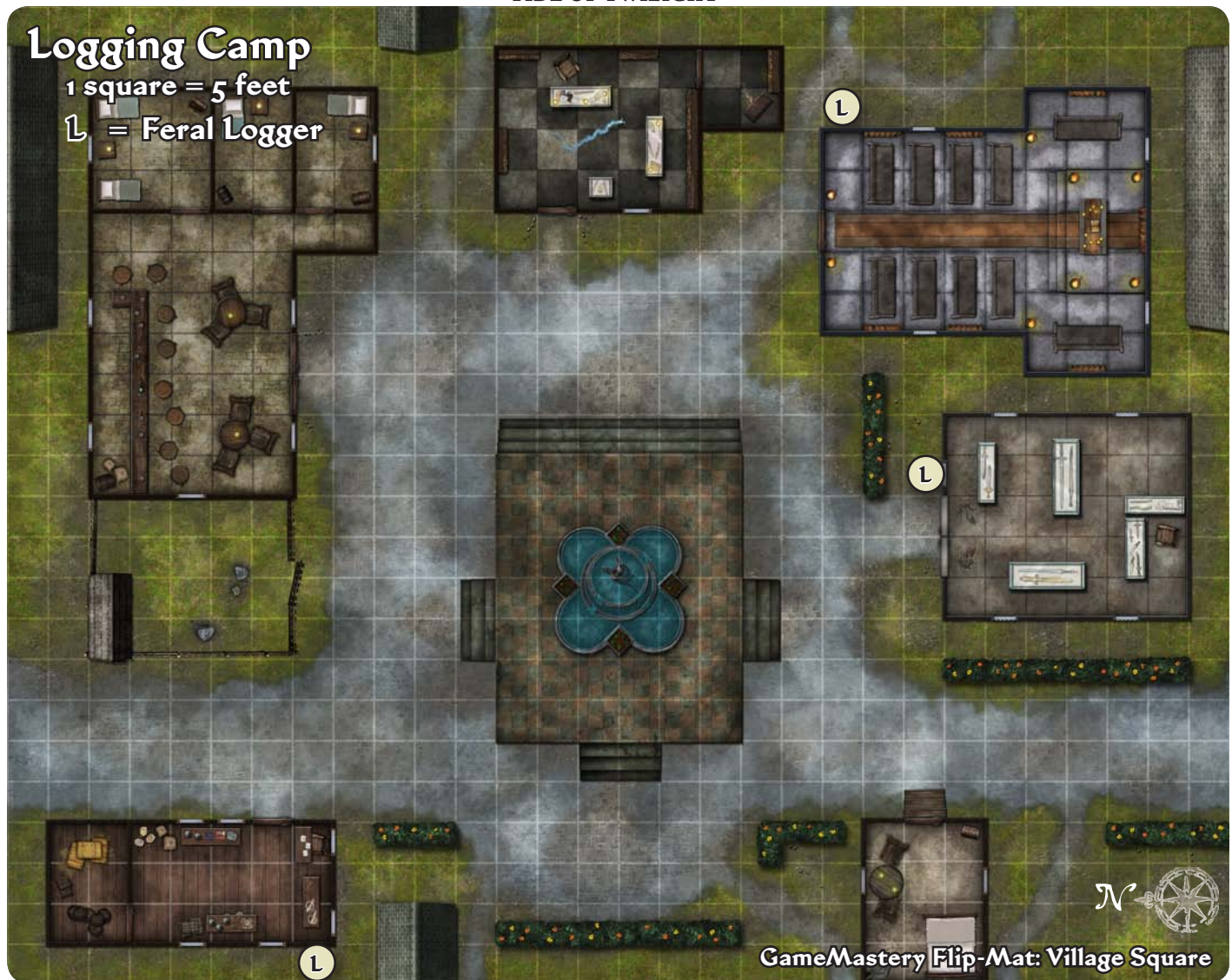
Fort +6, **Ref** +3, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee bite +5 (1d4+3), 2 claw +5 (1d3+3)

**TACTICS**

During Combat The loggers don't work well together. Each prefers to assault a different PC.

Morale With only their bestial fury to guide them, the feral loggers fight to the death.

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5; **CMD** 17

Feats Dodge, Lightning Reflexes, Power Attack, Toughness

Skills Climb +6, Profession (woodcutter) +6

Gear chain shirt

Development: The loggers cannot meaningfully communicate while under the effects of the druids' ritual. If the PCs return this way after defeating the Briar Henge druids, any surviving loggers have returned to normal and express effusive gratitude.

Treasure: If the PCs make a thorough search of the lumber camp, they find a pay box containing 55 gold

pieces. With a successful DC 18 Perception check, they also uncover an accounting ledger hidden in an office. The incriminating ledger contains obvious accounting inaccuracies and notes regarding payments made to an unnamed criminal enterprise.

Mission Notes: Silver Crusade faction PCs should work to ensure that none of the feral loggers are slain. Each Silver Crusade faction PC who makes a sincere attempt to prevent the feral loggers from being killed earns 1 PP.

Sczarni faction PCs should be interested in finding and destroying the ledger; doing so earns each member of the Sczarni faction 1 PP.

Rewards: If the PCs defeat the bestial loggers and discover the pay box, reward each subtier thusly:

Subtier 1–2:

Give each PC 12 gp.

Subtier 4–5:

Give each PC 34 gp.

ACT 3: TRAPPED RIVER CROSSING (CR 3 OR CR 6)

During their travel to Briar Henge on the following day, the PCs face another chance to be affected by the druids' ongoing ritual. Each PC must succeed at a Fortitude save (Subtier 1–2: DC 14; Subtier 4–5: DC 18) or gain the bestial simple template. PCs who gained the template at the beginning of Act 2 need not save again, but they do suffer an additional day's worth of ability damage as their mental faculties continue to deteriorate.

A deep, placid river interrupts the path to Briar Henge. A few large logs have been placed across the river, providing a crude bridge to access the other side. Sunlight dapples the surface of the murky water, the result of branches crisscrossing the river high overhead.

The logs provide an obvious and easy path across the wide river. No skill checks are required to cross the logs, but one of the logs near the far side of the river is trapped (see below). Alternatively, the PCs can swim across the river at any point with successful DC 15 Swim checks. They can also cross by climbing along the tree branches that intersect above the river. The branches are 15 feet above the ground. Climbing up a tree, across the branches, and down a tree on the other side requires successful DC 20 Climb checks.

Creatures: An elven archer named Tavariel has prepared a blind and a series of traps here in order to hunt lycanthropes. Tavariel is unaffiliated with the bounty hunters from Act 1, but she is under the same misconception that this area of the forest is replete with lycanthropes. Tavariel has resisted transformation from the druids' ritual, despite her close proximity to Briar Henge, because of the druidic training that she obtained as a youth. This same training has allowed her to befriend a vicious crocodile named Jumblegrin. A merciless killer, Tavariel turns a tidy profit as a bounty hunter and monster-killer in Taldor, but she prefers the thrill of the hunt to any material gain that she earns from its completion.

Unfortunately for the PCs, if any of them have the bestial template, Tavariel mistakes them for lycanthropes and elects to shoot first and investigate later. Even if the PCs do not resemble lycanthropes, Tavariel attempts to rob them.

Subtier 1–2 (CR 3)

TAVARIEL

CR 1/2

Female elf druid 1

NE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 shield)

hp 8 (1d8)

Fort +2, Ref +3, Will +4; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee scimitar +1 (1d6+1/18–20)

Ranged mwk composite longbow +4 (1d8+1/x3)

Druid Spells Prepared (CL 1st; concentration +3)

1st—*longstrider*, *produce flame*o (at will)—*detect poison*, *know direction*, *mending*

TACTICS

Before Combat Tavariel casts *longstrider* on Jumblegrin, her crocodile companion, and waits out of sight. In her blind, she has total cover and cannot be detected until the PCs start across the river. Once a PC triggers the swinging axe trap or when a PC reaches the halfway point swimming or climbing across the river, Tavariel and Jumblegrin attack.

During Combat Tavariel rains arrows upon PCs crossing the river, using silver arrows against PCs with the bestial simple template. She prefers to avoid melee, but draws her scimitar to fight if necessary.

Morale Extraordinarily confident in her abilities, Tavariel fights until disabled.

STATISTICS

Str 12, Dex 16, Con 11, Int 10, Wis 15, Cha 10

Base Atk +0; CMB +1; CMD 14

Feats Point-Blank Shot

Skills Craft (traps) +4, Handle Animal +4, Knowledge (nature) +2, Perception +8, Stealth +3, Survival +8; **Racial Modifiers** +2 Perception

Languages Common, Druidic, Elven

SQ elven magic, nature bond (animal companion), nature sense, weapon familiarity, wild empathy +1

Combat Gear *scrolls of cure light wounds* (4), 20 silver arrows;

Other Gear leather armor, buckler, scimitar, masterwork composite longbow (+1 Strength) with 20 arrows, scimitar

JUMBLEGRIN

CR —

Crocodile animal companion

N Small animal

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 16 (2d8+7)

Fort +5, Ref +5, Will +1

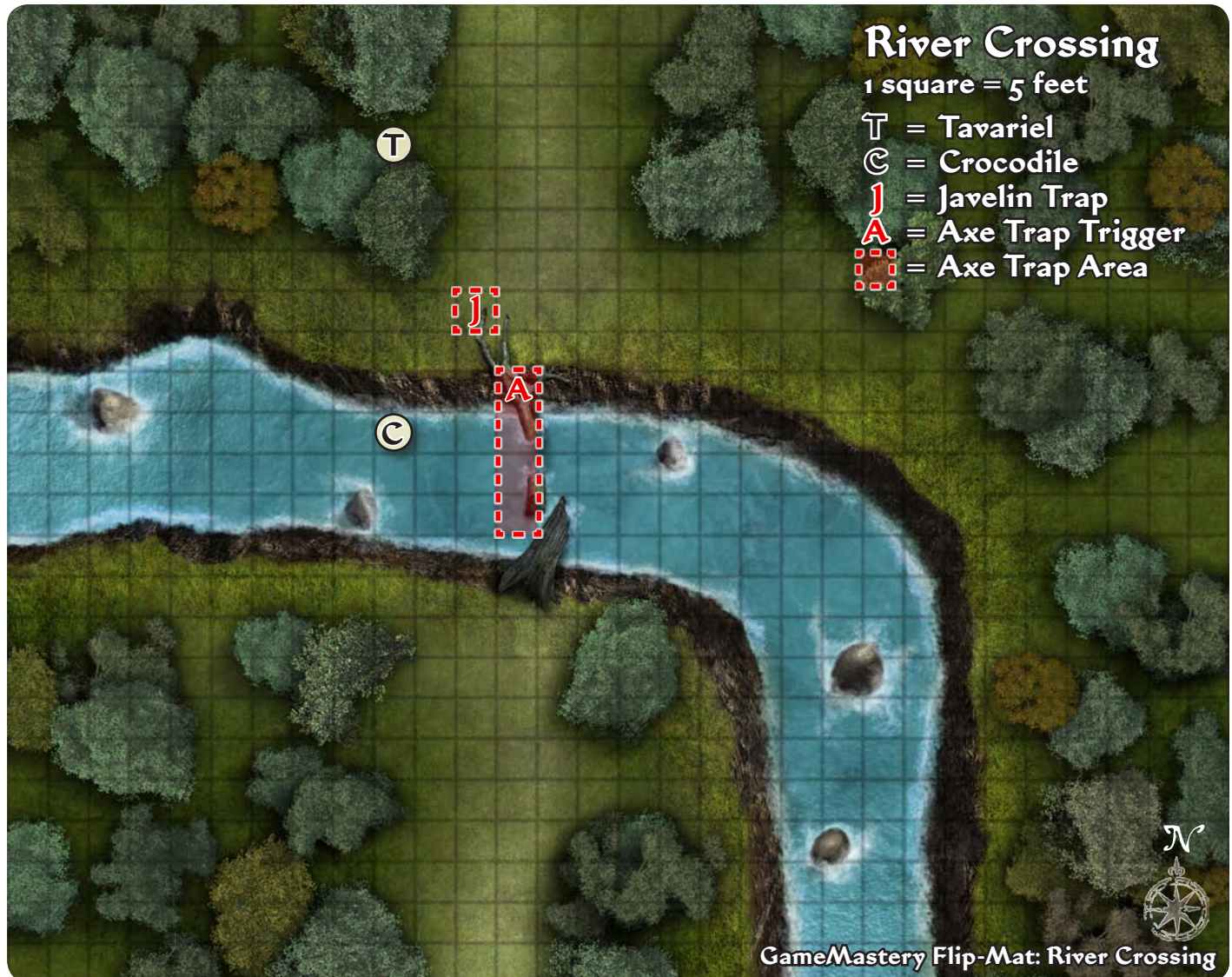
OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +4 (1d6+3)

TACTICS

Before Combat Jumblegrin lurks beneath the surface of the river.



River Crossing

1 square = 5 feet

T = Tavariel

C = Crocodile

J = Javelin Trap

A = Axe Trap Trigger

[Red dashed box] = Axe Trap Area



GameMastery Flip-Mat: River Crossing

During Combat Jumblegrin single-mindedly attacks whichever PC is closest.

Morale If reduced to fewer than 6 hit points, Jumblegrin attempts to submerge and escape.

Base Statistics Without Tavariel's *longstrider* spell in effect, Jumblegrin has a speed of 20 ft.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Toughness

Skills Stealth +10, Swim +14

SQ hold breath

Subtier 4–5 (CR 6)

TAVARIEL

CR 2

Female elf druid 1/fighter 2

NE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 shield)

hp 21 (3 HD; 1d8+2d10+2)

Fort +5, **Ref** +3, **Will** +4; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee scimitar +3 (1d6+1/18–20)

Ranged mwk composite longbow +8 (1d8+1/x3)

Druid Spells Prepared (CL 1st; concentration +3)

1st—*longstrider*, *produce flame*

o (at will)—*detect poison*, *know direction*, *mending*

TACTICS

Before Combat Tavariel casts *longstrider* on Jumblegrin, her crocodile companion, and waits out of sight. In her blind, she has total cover and cannot be detected until the PCs start across the river. Once a PC triggers the swinging axe trap or when a PC reaches the halfway point swimming or climbing across the river, Tavariel and Jumblegrin attack.

During Combat Tavariel rains arrows upon PCs crossing the river, using silver arrows against PCs with the bestial simple template. If she feels confident she can hit a given target, she uses both Deadly Aim and Rapid Shot to make twice the number of attacks at higher damage. She prefers to avoid melee, but draws her scimitar to fight if necessary.

Morale Extraordinarily confident in her abilities, Tavariel fights until disabled.

STATISTICS

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deadly Aim, Point–Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Craft (traps) +6, Handle Animal +4, Knowledge (nature) +2, Perception +10, Stealth +9, Survival +4; **Racial Modifiers** +2 Perception

Languages Common, Druidic, Elven

SQ elven magic, nature bond (animal companion), nature sense, weapon familiarity, wild empathy +1

Combat Gear *wand of cure light wounds* (50 charges), 20 silver arrows; **Other Gear** leather armor, masterwork buckler, masterwork composite longbow (+1 Str) with 20 arrows, scimitar, *cloak of elvenkind*, *lesser bracers of archery*

JUMBLEGRIN

CR —

hp 16 (use the stats from Subtier 1–2)

Traps: Tavariel has placed a trap on the logs in order to injure creatures crossing the stream. When a creature steps onto the indicated square, an axe swings from the canopy above, attacking all creatures on the logs in the indicated spaces. In Subtier 4–5, Tavariel has also set a poisoned javelin trap on her side of the river in the indicated square.

SWINGING AXE TRAP

CR 2

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+4/x3); multiple targets (all targets on the logs in the indicated squares)

POISONED JAVELIN TRAP

CR 4

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 ranged (1d6+7 plus giant wasp poison)

Mission Notes: Shadow Lodge faction PCs should ensure that Tavariel is not slain and then succeed at a DC 15 Intimidate check while talking to her. Because the initial impression is the most critical, the PCs may only attempt one Intimidate check. If a Shadow Lodge faction

PC successfully intimidates the druid, all members of the faction earn 1 PP.

Rewards: If the PCs defeat Tavariel, reward each subtier thusly:

Subtier 1–2:

Give each PC 57 gp.

Subtier 4–5:

Give each PC 748 gp.

ACT 4: BRIAR HENGE

Briar Henge was fashioned by druids over a thousand years ago to surround a group of ancient megaliths. It has intermittently housed small druid circles over the years, each working to manipulate the power of the megaliths. The latest group—a small band of malevolent bullies—acquired the potent *Atavistic Splinter* and are channeling its power through the dolmen stones at Briar Henge's heart.

Briar Henge is an ominous structure woven of sharp briars tightly woven together by magic. The structure has no roof, so natural sunlight illuminates the interior during the day and the moon illuminates the interior at night. All of the walls of Briar Henge are 12 feet tall. The thorny walls are particularly dangerous; any character pushed into the walls takes 1d6 points of piercing damage. Briar Henge has only a single door, which is covered in hanging ivy.

Aside from using the one visible entryway, the PCs have several other methods for accessing the interior of Briar Henge. However, since the thorns have been magically formed into their current shape, the woodland stride ability does not allow PCs to bypass the briar walls.

Climbing: PCs can climb the thorny walls by using the thorns as handholds and footholds. However, this method deals 2d6 points of damage to any creature attempting it, or half this amount with a successful DC 15 Climb check.

Flying: A PC with the ability to fly can enter Briar Henge from above.

Squeezing: A PC may push through the thorn walls at any point, but this is particularly dangerous given the tight growth of thorns. This method deals 4d6 points of piercing damage to any creature attempting to do so, or half this amount with a DC 20 Escape Artist check.

One wall section at the southwest of the compound is particularly thin. If the PCs examine the briar walls, they can detect this section with a successful DC 14 Knowledge (nature) or DC 18 Perception check. Bonuses and abilities relevant to secret doors are applicable on this Perception check. Pushing through this thin section of wall is much easier than anywhere else in the structure, and the thorns here deal only 1d6 points of piercing damage (DC 15 Escape Artist check for half).

The specific areas of Briar Henge are detailed below.

Briar Henge

1 square = 5 feet



4a. Entry (CR 2 or CR 5)

Briar Henge is a bristling fortress. The compound is roughly circular and approximately 100 feet across. The walls are made of tangled thorn bushes twelve feet high, although the compound does not appear to have a roof. The only break in the prickly wall is a gap five feet wide and eight feet high. Hanging ivy covers this doorway and blocks the view of the interior of the compound.

Creatures: The only direct entrance to Briar Henge is guarded by the druids' fey allies. These guardians are fairly alert and quick to attack intruders, but do not abandon their post at the entrance to the compound. In Subtier 1–2, a mischievous atomie keeps an eye on the entrance to Briar Henge along with her loyal wolfhound friend. In Subtier 4–5, a pair of atomies guards the entrance under the watchful gaze of a gloomy spriggan.

Subtier 1–2 (CR 2)

ATOMIE	CR 1
<i>(Pathfinder RPG Bestiary 3 28)</i>	
CN Diminutive fey	
Init +7; Senses low-light vision; Perception +7	
DEFENSE	
AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)	
hp 9 (2d6+2)	
Fort +1, Ref +6, Will +5	
DR 2/cold iron	
OFFENSE	
Speed 20 ft., fly 50 ft. (good)	
Melee rapier +8 (1d2–2/18–20)	
Space 1 ft.; Reach 0 ft.	
Special Attacks sneak attack +1d6	
Spell-Like Abilities (CL 6th; concentration +10)	
Constant— <i>speaking with animals</i>	
At will— <i>dancing lights</i> , <i>reduce person</i> (DC 15)	
3/day— <i>invisibility</i> (self only)	
1/day— <i>shrink item</i>	
TACTICS	
During Combat The atomie becomes invisible and flies into the air at the first sign of trouble, asking the wolfhound to intercept intruders. The atomie uses <i>reduce person</i> on lightly-armored PCs, then darts invisibly into combat wielding its rapier.	
Morale The atomie sees combat as a game. When reduced to 4 hit points or fewer, she gracefully surrenders, calls her wolfhound to stand down, and begs leave to depart. The atomie is genuinely shocked if the PCs do not accept her surrender.	
STATISTICS	
Str 6, Dex 17, Con 13, Int 11, Wis 14, Cha 18	

Base Atk +1; **CMB** +0; **CMD** 8

Feats Improved Initiative^B, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7, Fly +18, Perception +7, Sense Motive +6, Stealth +20

Languages Common, Sylvan; *speaking with animals*

Gear rapier

RIDING DOG CR 1/2

hp 13 (*Pathfinder RPG Bestiary* 87)

TACTICS

During Combat The wolfhound is fiercely loyal to the atomie and does as the fey asks.

Morale If the atomie is slain, the wolfhound furiously fights to the death.

Tier 4–5 (CR 5)

ATOMIES (2) CR 1

hp 9 each (use the stats from Subtier 1–2)

TACTICS

During Combat The atomies become invisible and fly into the air at the first sign of trouble, depending on the spriggan to intercept intruders. The atomies use *reduce person* on lightly-armored PCs, then dart invisibly into combat wielding their rapiers.

Morale The atomies view this combat as a competition with one another. Each atomie seeks to outdo the other by humiliating and mocking the PCs. Once one of the atomies is defeated, the other declares herself the victor, cheerfully salutes the PCs, and flies away.

SPRIGGAN CR 3

(Pathfinder RPG Bestiary 2 257)

CE Small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 22 (4d8+4)

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

OFFENSE

Speed 20 ft.

Melee mwk morningstar +5 (1d6–1)

Ranged light crossbow +8 (1d6/19–20)

Special Attacks sneak attack +2d6

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

At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

TACTICS

During Combat The spriggan grows to Large size as soon as possible and lumbers into combat, concentrating on the most dangerous opponents (see below for Large statistics). The spriggan does not much like the atomies, and so avoids harming PCs that seem to be concentrating their attacks against the diminutive duelists.

Morale The grim spriggan expects and offers no quarter. He fights until slain.

STATISTICS

Str 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +1; **CMD** 15

Feats Combat Reflexes, Weapon Focus (morningstar)

Skills Climb +1, Disable Device +11, Perception +7, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Climb, +2 Disable Device, +2 Perception, +2 Sleight of Hand, +2 Stealth

Languages Aklo, Gnome

SQ size alteration, spriggan magic, spriggan skills

Gear leather armor, light crossbow with 10 bolts, masterwork morningstar

SPECIAL ABILITIES

Size Alteration (Su) At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, –2 Dexterity, and +6 Constitution, and he takes a –2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities.

Spriggan Magic (Ex) A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

Spriggan Skills (Ex) Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

SPRIGGAN (LARGE SIZE)

CR 3

CE Large humanoid (gnome)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 11 (+2 armor, +3 Dex, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk morningstar +9 (2d6 +5)

Ranged light crossbow +5 (2d6/19–20)

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

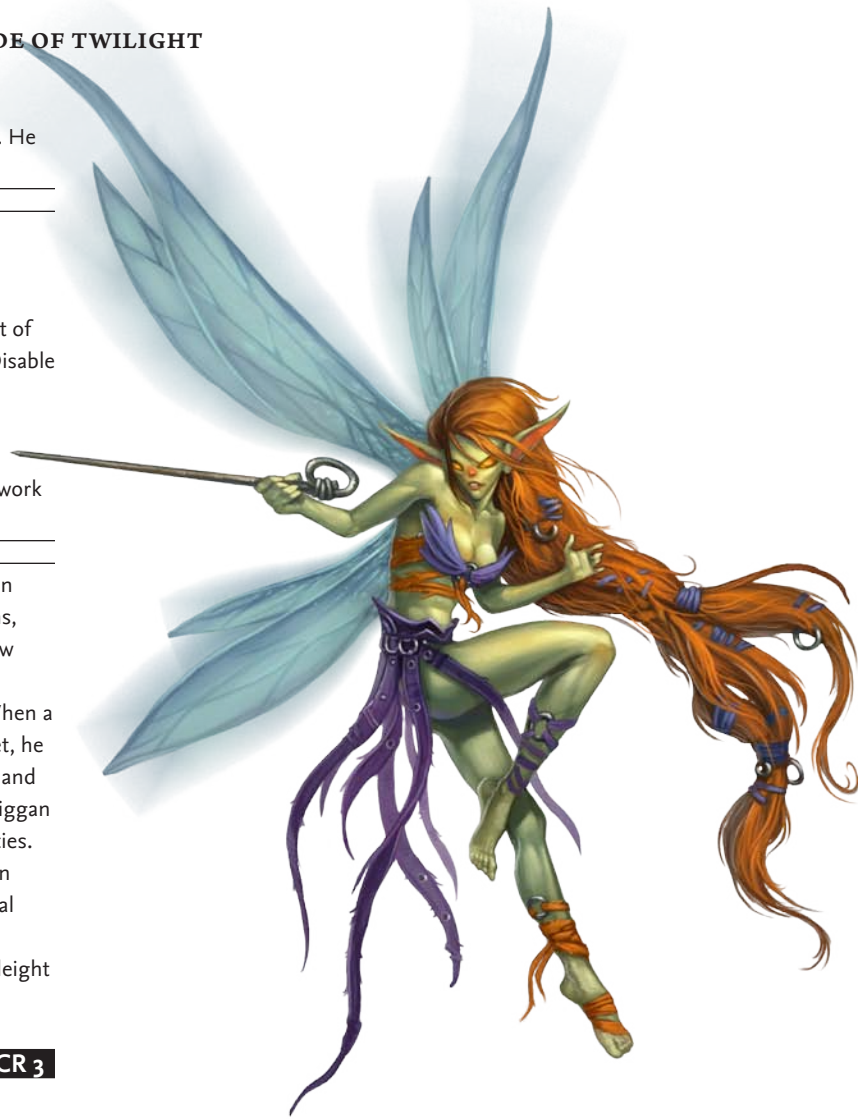
STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +9; **CMD** 22

Skills Climb +7, Disable Device +10, Perception +7, Sleight of Hand +10, Stealth +6

Mission Notes: Before entering Briar Henge, Andoran PCs should be interested in planting the mushroom spores out of sight of the compound. Successfully planting the spores requires a DC 14 Knowledge (nature) check, and this check may not be retried. Planting the spores without error earns Andoran faction PCs 1 PP.



Rewards: If the PCs defeat the Briar Henge guardians, reward each subtier thusly:

Subtier 1–2:

Give each PC 2 gp.

Subtier 4–5:

Give each PC 33 gp.

4b. Meeting Chamber (CR 2 or CR 5)

This open space is roughly oblong, with three gaps in the thorny walls to the south, west, and north. To the east is a rough wooden table with a leather satchel lying atop it. The table is surrounded by six cut logs planed flat and turned endwise to serve as stools. Two stiff linen banners hang on stands placed along northwest and southwest walls, carefully placed a few inches away from the thorns to prevent tearing.

This is the druids' main meeting area. The leather satchel contains a wax tablet with a crude map of this

area of the Verduran Forest. The map is marked with overlapping circles radiating outward from Briar Henge in no discernible pattern. The logging camp and Wispil are both clearly indicated on the map. Various unintelligible symbols also dot the map, but there is no key on the tablet to indicate what the symbols mean.

The two tapestries are coarse linen saturated with beeswax and then dried to render the linen waterproof. The banner between the north exit and the west exit contains a skillfully painted image. The left side of the picture depicts several dejected humans crowded by buildings (mills, inns, houses, and similar structures). On the right side, as though stepping out from the claustrophobic alleys on the left, are several bestial humanoids, standing tall and proud in an open meadow surrounded by blooming vegetation. This painting has been “improved” by a twigjack, who has scrawled a trio of cavorting stick-figure twigjacks in the background of the meadow.

The banner between the west exit and the south exit depicts a complicated lunar calendar. The calendar is covered with symbols that depict phases throughout the lunar year. With a DC 13 Linguistics check (PCs able to read Druidic or Sylvan may attempt this check untrained), the PCs correctly match the banner’s symbols to the symbols on the wax tablet map. Together, the two pieces present a specific timeline for the ritual’s effect. In the first few weeks, the ritual expands slowly out from Briar Henge. In the last few weeks, it expands to encompass nearby logging communities (including the lumber camp the PCs passed through on their way to Briar Henge). In the final day, the ritual is powerful enough to affect residents of Wispil.

Creatures: The druids employ one or two pugnacious twigjacks in Briar Henge as additional security during the ritual. The twigjacks are currently relaxing in this area, paging through a well-worn picture book of dryads in seductive poses. The twigjacks’ bramble jump ability allows them to *dimension door* from adjacent to any wall in Briar Henge to any other space adjacent to a wall in Briar Henge. The twigjacks do not enter the megalith chamber, as the druids were very clear that they were not to be disturbed during the ritual.

Tier 1–2 (CR 2)

WEAKENED TWIGJACK

CR 2

(Pathfinder RPG Bestiary 2 274)

CE Tiny fey

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 16 each (3d6+6)

Fort +3, **Ref** +6, **Will** +5

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee spear +2 (1d4–1/x3) or

2 claws +6 (1d4–1)

Space 2–1 1/2 ft.; **Reach** 0 ft. (5 ft. with spear)

Special Attacks sneak attack +1d6, splinterspray

TACTICS

Before Combat If the twigjack detects intruders in Briar

Henge, it uses its bramble jump ability to investigate and attack.

During Combat The brash young twigjack prefers to make sneak attacks against intruders. If a sneak attack is not possible, or if the PCs are clustered together in the close confines of Bramble Henge, it uses its splinterspray ability instead.

Morale The twigjack fights to the death.

STATISTICS

Str 8, **Dex** 16, **Con** 15, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 11

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +9, Climb +5, Disable Device +6, Knowledge (nature) +6, Perception +8, Stealth +17

Languages Common, Sylvan

SQ bramble jump, woodland stride

SPECIAL ABILITIES

Bramble Jump (Su) A twigjack can travel short distances

between brambles, shrubs, or thickets, as if via *dimension door* as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel up to 60 feet per day in this manner. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

Splinterspray (Ex) A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A (DC 13) Reflex saving throw halves this damage. The save DC is Constitution-based.

Subtier 4–5 (CR 5)

TWIGJACKS (2)

CR 3

(Pathfinder RPG Bestiary 2 274)

CE Tiny fey

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 27 each (5d6+10)

Fort +3, **Ref** +7, **Will** +6

Weaknesses vulnerable to fire

OFFENSE**Speed** 30 ft.**Melee** spear +3 (1d4–1) or
2 claws +7 (1d4–1)**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)**Special Attacks** sneak attack +2d6, splinterspray**TACTICS****Before Combat** If the twigjacks detect intruders in Briar Henge, they use their bramble jump ability to assault the intruders from two different sides.**During Combat** The twigjacks are quick to use their splinterspray ability against groups of PCs. The twigjacks move to flank opponents when possible to benefit from their sneak attack ability.**Morale** The twigjacks fight to the death.**STATISTICS****Str** 8, **Dex** 16, **Con** 15, **Int** 11, **Wis** 14, **Cha** 13**Base Atk** +2; **CMB** +3; **CMD** 12**Feats** Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +11, Climb +7, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22**Languages** Common, Sylvan**SQ** bramble jump, woodland stride**SPECIAL ABILITIES****Bramble Jump (Su)** A twigjack can travel short distances between brambles, shrubs, or thickets as if via *dimension door* as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel up to 60 feet per day in this manner. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.**Splinterspray (Ex)** A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

Mission Notes: Taldor faction PCs should be interested in decoding the map and bringing the painted banner and the map with them. If the Taldan PCs cannot successfully interpret the map, they might be interested in inscribing “evidence” of a druid attack on Wispil onto the wax tablet. A DC 15 Linguistics check is sufficient to create this falsification. In either case, returning to their faction leader with evidence of a druid attack on Wispil earns Taldor faction PCs 1 PP.

4c. North Chamber

This long, wide area is partially roofed by a sheet of woven bark. Under the bark sheet rest several casks, boxes, and simple pieces of furniture. Gourds dangle from the thorny

OPTIONAL ENCOUNTER

If less than 2 hours remain for the PCs to explore Briar Henge, remove the twigjacks from the meeting chamber in 4b.

walls as though hung on hooks. Three breaks in the bramble walls lead west, south, and east.

The Briar Henge druids use this room for storage, relying on the woven bark to keep rain off their goods. The stores include dried food, spare bedding, a washbasin, and so forth. The gourds contain fresh drinking water. If a PC succeeds at a DC 18 Perception check while searching through the stored goods, the PCs uncover a large leaf folded around a dozen *goodberries*. These *goodberries* are shaped like blueberries but are shiny green in color.

Unless the PCs are careful to be stealthy while exploring this room, the twigjacks in 4b overhear the PCs and use their bramble jump ability to investigate.

Mission Notes: Cheliox faction members should be interested in keeping all of the *goodberries*. If they can recover the full supply of berries, each Cheliox faction PC earns 1 PP.

Qadira faction members find a good place to hide their secret missive here with a DC 12 Sleight of Hand check (or, alternatively, a DC 18 Stealth check). Hiding their secret missive without being noticed earns each Qadira faction PC 1 PP.

4d. South Chamber

Six hammocks hang suspended from the thorns here, crisscrossing along the thorny walls. Two oaks provide shade and shelter from wind and rain. A few clothes hang from the thorny walls. The hammocks and clothes seem simply made. Near one of the tree trunks is a large, sturdy chest. Near the other is a smaller chest, whose open lid reveals several scrolls and tomes. Gaps in the walls allow exit to the northwest, north, and northeast.

This area serves as the living quarters of the Briar Henge druids. The books and scrolls are almanacs, star-charts, and philosophical treatises, mostly written in Druidic. The larger chest is locked with a good lock, but with a successful DC 19 Perception check, the PCs locate the key to the lock hidden within the smaller chest.

Unless the PCs are careful to be stealthy while exploring this room, the twigjacks in 4b overhear the PCs and use their bramble jump ability to investigate.

Treasure: The chest contains a birch *wand of eagle eye* (*Advanced Player's Guide* 217) with 12 charges remaining

and a patterned leaf that acts as a *scroll of grove of respite* (*Advanced Player's Guide* 226).

Mission Notes: Lantern Lodge faction members should be interested in finding one particular almanac. Identifying the proper almanac requires a successful DC 15 Linguistics check or knowledge of the Druidic language. Alternatively, Lantern Lodge faction members could just take all of the almanacs present, but the books weigh 75 pounds in total. If the faction members retrieve the correct book, they each earn 1 PP.

Rewards: If the PCs locate the treasure in this room, reward each subtier thusly:

All subtiers: Give each PC 126 gp.

4e. Megaliths (CR 3 or CR 6)

This wide area on the east side of Briar Henge has a roughly circular shape. Four tall, thin spires of ancient stone thrust up from the ground at irregular intervals like malformed teeth. To the west, two thicker stones are capped with a third horizontal stone, forming a crude gateway. A thick piece of charred bark is suspended in this gateway by a web of crackling energy. The crackling energy pulses outward from the bark into the dolmen stones, and from there into the ground.

These megaliths predate the construction of the thorn walls and hold a special connection to Gozreh. Four standing stones (menhirs) stand near the three stones forming the gateway (dolmen stones). The megaliths resonate with Gozreh's blessing, which improves lightning effects in this area. Any creature adjacent to a megalith deals an additional 1 point of damage with any spell or effect causing electricity damage.

The menhirs are 12 feet tall and about 3 feet in diameter. The dolmen stones are 10 feet wide and 10 feet tall. Normally, characters can pass under the arch of the dolmen stones, but the gateway is currently blocked by the waves of energy radiating outward from the *Atavistic Splinter*. The dolmen stones fill their squares almost completely, and creatures can not squeeze into squares occupied by dolmen stones as they can into squares containing menhirs.

Creatures: The four Briar Henge druids chant and circle the stones as a part of their enigmatic ritual, but break off the ritual long enough to attack any intruders.

Subtier 1–2 (CR 3)

BRIAR HENGE DRUIDS (4)

CR 1/2

Half-elf druid 1

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 11 each (1d8+3)

Fort +4, **Ref** +1, **Will** +4; +2 vs. enchantments

OFFENSE

Speed 20 ft.

Melee quarterstaff +2 (1d6+3) or

shillelagh +3 (2d6+4)

Ranged dart +1 (1d4+2)

Special Attacks enlarge (5/day)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*enlarge person*^D, *produce flame*, *shillelagh*

o (at will)—*detect poison*, *know direction*, *mending*

D Domain spell; **Domain** Plant (Growth subdomain*)

TACTICS

Before Combat If the druids hear enemies approaching or hear combat elsewhere in Briar Henge, they cast *shillelagh* and *produce flame* in anticipation of an attack.

During Combat If caught unprepared, the druids begin combat by casting *shillelagh*. In subsequent rounds, they use their enlarge domain power and rush into melee.

Morale The Briar Henge druids fight until slain.

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 13

Feats Improved Initiative, Skill Focus (Perception)

Skills Knowledge (nature) +5, Perception +7, Spellcraft +3, Survival +8; **Racial Modifiers** +2 Perception

Languages Common, Druidic, Elven

SQ elf blood, nature bond (Plant domain [Growth subdomain*]), nature sense, wild empathy +1

Combat Gear *potion of cure light wounds*, *scroll of barkskin*;

Other Gear masterwork hide armor, darts (4), quarterstaff

SPECIAL ABILITIES

Enlarge (Su) As a swift action, a Briar Henge druid can enlarge herself for 1 round, as if she were the target of the *enlarge person* spell.

* See the *Advanced Player's Guide*.

Subtier 4–5 (CR 6)

BRIAR HENGE DRUIDS (4)

CR 2

Half-elf druid 3

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 26 each (3d8+9)

Fort +5, **Ref** +2, **Will** +5; +2 vs. enchantments

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +5 (1d6+3) or

shillelagh +5 (2d6+4)

Ranged dart +3 (1d4+2)

Special Attacks enlarge (5/day)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*barkskin*^P, *flaming sphere* (DC 14), *stone call** (DC 14)

1st—*enlarge person*^P, *faerie fire*, *produce flame*, *shillelagh*

0 (at will)—*detect poison*, *know direction*, *mending*

D Domain spell; **Domain** Plant (Growth subdomain*)

TACTICS

Before Combat If the druids hear enemies approaching or hear combat elsewhere in Briar Henge, they cast *shillelagh*, *barkskin*, and *produce flame* in anticipation of an attack.

During Combat If caught unprepared, two druids cast *shillelagh*, use their enlarge domain power and rush into melee. The other two druids hang back and cast *stone call* and *flaming sphere* on PCs, using their enlarge domain power if approached in melee.

Morale The Briar Henge druids fight until slain.

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Climb +4, Handle Animal +4, Heal +6, Knowledge (geography) +3, Knowledge (nature) +5, Perception +11, Spellcraft +3, Survival +9; **Racial Modifiers** +2 Perception

Languages Common, Druidic, Elven

SQ elf blood, nature bond (Plant domain [Growth subdomain*]), nature sense, trackless step, wild empathy +3, woodland stride

Combat Gear *potion of cure light wounds*, *scroll of barkskin*;

Other Gear +1 *hide armor*, darts (4), masterwork quarterstaff

SPECIAL ABILITIES

Enlarge (Su) As a swift action, a Briar Henge druid can enlarge herself for 1 round, as if she were the target of the *enlarge person* spell.

* See the *Advanced Player's Guide*.

Development: The *Atavistic Splinter* cannot be removed from the dolmen stones gateway until all of the Briar Henge druids are killed or incapacitated and their ritual comes to an end. At that point, removing the artifact from its web of energy delivers a painful jolt, dealing 2d6 points of electricity damage (DC 13 Reflex save for half).

Mission Notes: Cheliox faction members might want to coerce the Briar Henge druids into creating *goodberries*. Although none of the druids currently have the *goodberry* spell prepared, they can be encouraged to do so with a successful DC 18 Intimidate check, or if promised their freedom in exchange for creating *goodberries* the following day. The druids also know that the *grove of respite* spell, on a scroll in 4d, creates *goodberries* within the conjured grove. Cheliox faction PCs who obtain a batch of *goodberries* from the druids here earn 1 PP (they

can only earn 1 PP in total, even if they also obtain the *goodberries* at 4c).

Rewards: If the PCs defeat the druids, reward each subtier thusly:

Subtier 1–2:

Give each PC 123 gp.

Tier 4–5:

Give each PC 556 gp.

CONCLUSION

If the PCs defeat the Briar Henge druids and remove the *Atavistic Splinter* from Briar Henge before sundown on the second day, the effects of the druids' ritual are immediately reversed. Afflicted PCs lose the bestial simple template, and all ability damage heals normally. If the PCs return to Wispil by way of the logging camp, the surviving loggers greet the PCs as heroes, thanking them for removing the terrible affliction. Venture-Captain Brackett accepts the *Atavistic Splinter* from the PCs and promises that the Pathfinder Society will put the artifact to good use in the upcoming Ruby Phoenix Tournament in Goka.

If the PCs do not defeat the druids and remove the *Atavistic Splinter* from Briar Henge before sundown on the second day, the effects of the bestial simple template are permanent and characters afflicted by the condition must remove the template with a *break enchantment* spell or be removed from play.

Success Conditions

If the PCs defeat the Briar Henge druids and end the ritual before sundown on the second day, and then return the *Atavistic Splinter* to Venture-Captain Brackett in Almas, they each earn 1 PP for completing their primary mission.

Faction Missions

Members of each faction have the ability to earn 1 additional PP for completing their respective faction missions as detailed below.

Andoran Faction: Andoran faction PCs who plant the mushrooms in the clearing outside Briar Henge in Act 4 earn 1 PP.

Cheliox Faction: Cheliox faction PCs who find and return the *goodberries* found in Act 4 to their faction earn 1 PP.

Grand Lodge Faction: Grand Lodge faction PCs who successfully evaluate Falbin's response to the confrontational question about his prior associates in Act 1 earn 1 PP.

Lantern Lodge Faction: Lantern Lodge faction PCs who discover and return Varjerus's almanac found in Act 4 earn 1 PP.

Osirion Faction: Osirion faction PCs who convince Venture-Captain Brackett to temporarily part with the *lorestone* in the Getting Started section earn 1 PP.

Qadira Faction: Qadira faction PCs who successfully hide their missive in Act 4 earn 1 PP.

Sczarni Faction: Sczarni faction PCs who destroy the incriminating ledger found in Act 2 earn 1 PP.

Shadow Lodge Faction: Shadow Lodge faction PCs who successfully intimidate Tavariel in Act 3 earn 1 PP if Tavariel survives.

Silver Crusade Faction: Silver Crusade faction PCs who do their best to leave the feral loggers alive in Act 2 earn 1 PP. Not every feral logger must survive for the Silver Crusade faction PCs to earn this Prestige Point, so long as you believe the Silver Crusade faction PCs made their best efforts to ensure the loggers lived despite their companions' actions.

Taldor Faction: Taldor faction PCs who discover the connection between the painted banner and the map found in Act 4 (or who successfully falsify evidence of a druid attack on Wispil using only the map) earn 1 PP.

PATHFINDER SOCIETY SCENARIO #3-05: TIDE OF TWILIGHT

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
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<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

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PATHFINDER SOCIETY SCENARIO

Andoran



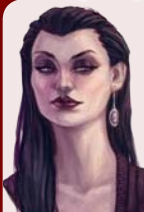
Free Citizen,
Taldor's silver tongues have earned a few successes for that decadent empire. One such success is the Treaty of Wildwood, which gave Taldor the cooperation of the druids of the Verduran Forest. As a result, Taldor's lumber trade in the Verduran Forest is far more lucrative than ours. We need allies of our own in the forest. Briar Henge sits at a nexus of natural energy, and several fey creatures pass through the area regularly. Near Briar Henge—but not so near that the druids living there might take notice—plant the enclosed mushroom spores in a heptagram. If planted correctly, I am told, this symbol will alert the fey of our intentions to negotiate.

For Andoran,

Colson Maldris

Major Colson Maldris

Cheliax



Flesh Morsel,
I'm in the mood for something unique and delicious. Whispers reveal to me that you are investigating Briar Henge, home of a cabal of worrisome druids. Briar Henge druids create a particular kind of *goodberry*, green and glossy like an insect carapace. Their unique version of the spell creates the strange color, which remains even after the spell on the berries expires. Bring all of these strange *goodberries* you find back to me. If the druids haven't already prepared some then you must... encourage a druid to prepare at least a few for me.

Give me a taste of something I like, and I will return the favor.

Zarta Dralneen

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,
Your journey will take you to Wispil to meet with a semi-retired Pathfinder operative named Falbin. Falbin's erstwhile comrades within the Pathfinder Society include several members suspected of selling our secrets. We do not know whether Falbin was involved in this enterprise. You must find out. Ask Falbin—privately, if you are able—whether his friends Aviniza and Gorbenil ever made it to Sothis. The gnome will know what you mean. When you surprise him with this question, his initial response will show truly whether he knows anything, so long as you are skilled at reading faces and interpreting body language. Pass along whatever Falbin's response reveals.

In Service to the Society,

Falbin Valsin

Venture-Captain Ambrus Valsin

Lantern Lodge



Friend of the East,
Our agents often need to travel quickly throughout the Inner Sea region, but do not yet have the network of contacts that makes such travel easier. In the short term, a magical solution may serve us best. A century ago, a Verduran druid named Varjerus penned a few copies of an exceedingly detailed almanac. Among the mundane astrological observations and weather forecasts, Varjerus included coded messages regarding secret magical paths crisscrossing Andoran and Taldor. It is said that knowledge of these magical paths allows one to travel miles with only a handful of paces. The Briar Henge druids may have a copy of this rare almanac. Acquire it for us if you can find it.

Sincerely,

Amara Li

Venture-Captain Amara Li

TIDE OF TWILIGHT

Osirion



Loyal Servant,

The Pathfinder Society holds an artifact of the Verduran druids, a round carved stone called a *lorestone*. This *lorestone* holds many primeval secrets. Although acquiring the *lorestone* for the treasure-vaults of the Ruby Prince would be ideal, you would likely be ejected from the Pathfinder Society if you try, and therefore would be of no further use to us there. Instead, convince your superiors to lend you this *lorestone* for a short time. Make as accurate a record of its ancient carvings as you can. Even if we do not have the *lorestone* itself, a record of its carvings may allow us to unlock the druidic secrets within.

May your efforts be favored,

Amenopheus, the Sapphire Sage

Qadira



Hand of the Satrap,

Taldor's long peace with the druids of the Verduran Forest provides that decadent empire with enviable economic stability. We need you to help us disrupt this stability. If my sources have informed me accurately, you will journey to a druid enclave called Briar Henge. The druids of Briar Henge are not beloved of the other Verduran Forest druids, but others still feel some solidarity with their misanthropic kin. Take the enclosed missive—a clever forgery that implies the attack on Briar Henge is one of a series of Taldan-funded strikes against druid enclaves in the area—and plant it somewhere in Briar Henge where it won't be found right away. A cellar or storeroom will be ideal. When the note is later found, whether by the Briar Henge druids or by other intelligent forest denizens, it will contribute to our subtle campaign of misinformation.

Humbly,

Trade Prince Aaqir al'Hakam

SCZARNI



Brother,

Embezzlement is a nasty and inconvenient business. Prosecution for embezzlement is never straightforward. No, it ties up the efforts of the judiciary and law enforcement for weeks or months, detracting from time best spent pursuing other criminal investigations (for example, those with which we have no connection). It would be good for everyone, then, if a certain ledger detailing some creative misappropriations were to disappear from a lumber camp south of Wispil. It would be better still if this ledger were destroyed. Succeed at this task, and certain Taldan associates of ours need never fear the unpleasantness of a trial. As an added bonus, success means you need not discover the punishments we reserve for those who fail us.

Stay sharp,

Guaril Karela

Shadow Lodge



My Good Friend,

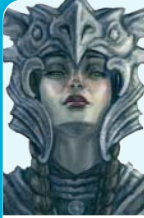
The northern part of the Verduran Forest harbors numerous ne'er-do-wells. Some of these outlaws were, albeit briefly, affiliated with the Shadow Lodge, and have refused our wise offer to join the Pathfinder Society in the spirit of unity. One of these malcontents is an elven archer named Tavariel. She's been seen around Wispil, hunting lycanthropes for sport. I don't have any problem with Tavariel's vicious demeanor, but her position as a rogue Shadow Lodge agent makes her a thorny problem that must be addressed. If you run across Tavariel, ensure that she survives, but deliver a sufficiently stern message about her unwise decision to reject us.

Best of luck,

Grandmaster Torch

PATHFINDER SOCIETY SCENARIO

Silver Crusade

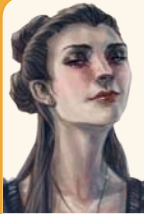


Humble Crusader,

Mercy is the pinnacle of virtue. Lycanthropes plague the lands around Wispil in the Verduran Forest. But few lycanthropes are irredeemably evil. Many, when cured of their bestial affliction, repent of their evil ways and lead productive lives. Should you encounter lycanthropes in your journey, do what you can to see that they are not slain, but rather are left alive to later receive our ministrations. We understand you cannot ultimately control the actions of your comrades, but you should take the higher path yourself, and encourage mercy in as many of your companions as you can. If the rumors we have heard are false, and it is some other type of creature stalking the forest around Wispil, let mercy guide you still: leave as many of these feral creatures alive as you can, for redemption is Sarenrae's purest weapon.

Ollysta Zadrian In Service to Light,
Ollysta Zadrian

TALDOR



Empire's Hand,

From time to time, the Verduran Forest druids overreach themselves and restrict logging under the Treaty of Wildwood to unacceptable levels. To encourage negotiations favorable to our aims, we must present proof that the druids of the Verduran Forest are not honoring the treaty in good faith. I believe the Briar Henge druids are engaged in some sort of ritual that is affecting the local woodsfolk. A druidic ritual that only impacts local woodsfolk and small communities does not concern us. However, proof that this ritual is intended to impact a large town—such as Wispil or Woodsedge—would be invaluable in our negotiations. You are our last hope for supplying this proof in time. While we need something more than your word—something tangible, like a map or journal—its authenticity would not be doubted.

Gloriana Morilla Gratefully,
Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-05: TIDE OF TWILIGHT

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	260	521
1-2		
SUBTIER	942	1,885
4-5		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP

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

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige

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

Prestige Gained (GM ONLY)

-

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

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

GP Gained (GM ONLY)

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

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER

1-2

Litheria blossom (limit 1, 1,400 gp; A creature that inhales the pollen from this flower gains the benefit of the *death ward* and *deathwatch* spells for 10 minutes. A picked flower remains vibrant and alive until the pollen within the flower is inhaled, at which point the flower wilts and dies. The pollen remains potent only so long as it held within the flower or immediately thereafter. One round after the pollen is removed from the flower, both the pollen and the flower become nonmagical.)

Scroll of barkskin (150 gp)

Scroll of grove of respite (700 gp; *Pathfinder RPG Advanced Player's Guide*)

Wand of eagle eye (9 charges, limit 1; 810 gp; *Pathfinder RPG Advanced Player's Guide*)

SUBTIER

4-5

Cloak of elvenkind (2,500 gp)

Lesser bracers of archery (5,000 gp)

Wand of cure light wounds (750 gp)

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #