

# PATHFINDER®



## THE ROAD FROM OTARI

By Ron Lundeen

*Bounty: 6*

*Level: 1*

Sanctioned for use with:



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## HOW TO PLAY



**PLAY TIME: 1-1.5 HOURS**



**LEVEL: 1**



**PLAYERS: 3-6**

# THE ROAD FROM OTARI

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary 2*

**Maps:** *Pathfinder Flip-Mat Classics: Forest*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SUMMARY

The PCs are hired to make a delivery from the fishing village of Otari to the metropolis of Absalom. During the trip, they encounter halfling traders who've suffered a strange attack, leading the PCs to confront a subterranean creature that has surfaced to hunt.



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# THE ROAD FROM OTARI

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## ADVENTURE BACKGROUND

The Isle of Kortos is best known as the location of Absalom, the City at the Center of the World, but many people live and work in numerous towns and hamlets dotting the island. One of these is Otari, a fishing village of about 1,200 people located roughly 75 miles west of Absalom. **Oloria Gallentine** (LN female human ranger), proprietor of Gallentine Deliveries in Otari, has just posted a notice seeking able hands for a quick delivery to Absalom. Although bandits sometimes plague the Roseguard Road between Otari and Absalom, the route is usually safe... but usually is not the same as always.

The island is also riddled with subterranean passages that sometimes bring creatures from the deep realms to the surface. One such creature, a blindheim, has recently crawled to the surface to hunt. The blindheim has become an obstacle on the road to Absalom, and the PCs must reckon with it.

## GETTING STARTED

This adventure assumes that the PCs are in Otari and have made themselves known as capable explorers or troubleshooters. The PCs might have already completed the “Menace under Otari” adventure in the *Pathfinder Beginner Box*. If they have, they receive an additional commission, described under **Family’s Job** on page 4.

Regardless, a scroll reading as follows has been posted in one of the many common areas in town.

---

Intrepid Travelers Wanted!

Please inquire at Gallentine Deliveries for an urgent delivery that must set out for Absalom posthaste. Reasonable terms, payment upon delivery.

—Oloria Gallentine

---

It’s easy to find Gallentine Deliveries and to ask Oloria about the job. She explains that an aristocrat from Absalom, Kulrin Hulfheen, was in Otari last week for some sport fishing. He netted a large, rare trevally and arranged to have it mounted and shipped back to

## WHERE ON GOLARION?

This adventure takes place on the south coast of the Isle of Kortos in the Inner Sea, along the road from the fishing village of Otari to the metropolis of Absalom. More detail on the Isle of Kortos can be found starting on page 12 of *Pathfinder Lost Omens World Guide*.



his manor in Absalom. Oloria just received an urgent missive from Master Hulfheen informing her that he wants the trophy shipment expedited and would pay couriers the exorbitant sum of 4 gp if they can get it to him in three days. Oloria wants to secure future business from the noble and is willing to let her couriers keep all the money from Hulfheen—so long as they leave right away!

The trip to Absalom takes 3 days by foot; Oloria gives a dismayed grimace at anyone in the party with an obviously slower movement speed, but she has no options other than the PCs. Not only are her usual couriers already out, but they also have all her horses. She notes that the trophy should arrive in time even if the PCs walk, so long as they don’t dawdle, but if they can secure mounts on their own, all the better.

Oloria already has the trophy safely packed into a wooden box with leather carrying straps. Note which PC is carrying the box, as the blindheim in area A takes an interest in it!



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## SOCIETY (RECALL KNOWLEDGE)

Some PCs might know more about the road to Absalom and the dangers upon it. PCs who succeed at a DC 15 Society check to Recall Knowledge learn the following information, based on their level of success. Note that critical failure and critical success results each influence how the PCs might act in the fight in area **A** (page 5).

**Critical Success** As success, but the PC also knows that many underground creatures consider the surface to be inhospitable and entirely too bright, even at night. Many such creatures are eager to head back underground if they still know the way.

**Success** The PC knows that bandits are sometimes a problem on the road between Otari and Absalom, but there are also rumors of strange creatures who crawl up from the lightless places underground.

**Critical Failure** The PC believes that an urban aristocrat like Kulrin Hulfheen wouldn't likely travel as far as Otari if it was dangerous, so any monsters are likely timid or weak.

## FAMILY'S JOB

If the PCs previously completed the "Menace under Otari" adventure in the *Pathfinder Beginner Box*, they befriended the proprietor of the Otari Fishery, **Family Tanderveil** (NG female human harbor warden). Family was the one who took Kulrin Hulfheen on his fishing expedition, and she wants to send him a package of the pickled fish eggs that he enjoyed while he was in town. When she hears that Oloria is sending her friends as couriers to Hulfheen Manor, she approaches them.

"Greetings, friends!" Family Tanderveil hops forward on a wooden leg decorated with blue ribbons and painted waves. "You're on your way to Hulfheen Manor, I hear, and I wonder if I could add a small bit to your load?" She produces a small wrapped parcel that smells sharply of brine. "Kulrin Hulfheen enjoyed our local delicacy of pickled fish eggs. Please take these to him in gratitude for his business—and maybe it'll lure his business back to town!" Family produces a larger satchel bulging with breads, cheeses, and fish. "I wouldn't expect you to do so for free, of course, so I took the liberty of packing some provisions for you. Consider it my good-luck gift for safe travels to Absalom."

Whether the PCs accept Family's packaged fish eggs or provisions is up to them. Note who's carrying the pungent eggs, as the blindheim in area **A** is repulsed by their unpleasant smell.

## HERO POINTS

As the PCs head out onto the road, remind them that they each have 1 Hero Point available.

## ON THE BOGGY ROAD

Just before sundown on their first day of travel, the PCs enter a boggy area of the road and spot some traders in need of help.

Just left of the road, a heavily laden wagon lies sideways in deep mud. The muck is churned and crisscrossed with layers of muddy sticks. Two dejected-looking halflings sit at the edge of the mud pit, stoking a campfire.

The brothers Kambit and Miro Leagallow are halfling traders who were taking their wagon of crops, spices, and other staples to Otari's market square when they were ambushed by a blindheim. The creature blinded both halflings and their donkey with its eye lights, causing the panicked donkey to stumble into the deep mud. While the halflings stumbled about in shock, the blindheim bit the donkey, but found it unappetizing and hopped away. The donkey perished from its injuries, leaving the halflings hopelessly stranded by the mud pit.

The brothers have been trying to build a ramp of sticks and lever the wagon out of the mud, but though they are industrious, they lack the skills necessary to accomplish this task. Travelers they've encountered through the day have been unwilling to help them. Now, the whole day is gone and the halflings, no better off for their efforts, are disheartened and exhausted.

Kambit and Miro eagerly greet the PCs and tell their story. They didn't get a good look at the blindheim and believe their assailant was a humanoid about their size with a magical lantern and giant frog companion. They can show the PCs the corpse of their poor donkey, and it's clear that some wide-mouthed creature took a large bite from its flank. The brothers are worried that their attackers might still be nearby. If the PCs look around, they can find big batrachian footprints in the area. With a successful DC 15 Survival check to Track, the PCs can follow the tracks a short distance away. After a few hundred yards, the blindheim climbed on rocks and tree branches, and the tracks disappear. If presented with this evidence, the Leagallows become absolutely convinced that their attacker was a ghost with a magic lantern and pet giant frog and become even more nervous about remaining in the area.

## FREEING THE WAGON

The biggest issue the Leagallows have is that their wagon is still stuck—if they get it out of the mud, they can pull it to a friend's nearby farm and make arrangements from there. But freeing the wagon from the muck isn't easy. Doing so requires a successful DC 18 Athletics check.



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Each failure causes the cart to become further mired and cumulatively increases the DC by 1. The halflings didn't unload the wagon. If the PCs do so, reduce the DC of all future Athletics checks to free the wagon by 2. Up to four other people can Aid the check to free the wagon, with a DC of 15 (*Pathfinder Core Rulebook* 470). Note that once one PC has succeeded at the check to Aid, it is unlikely that other PCs will provide further benefit. Failed attempts to Aid do not mire the cart further.

The PCs might come up with other solutions beyond brute force, such as rigging up a wooden frame to brace the wagon, digging out the mud, or even disassembling the wagon and moving it piece by piece. PCs must declare a relevant skill for any such inventive attempts (such as Crafting, Survival, or Thievery), and succeed at a DC 15 check. On a success, the wagon is freed in a few hours. On a critical success, it only takes the PCs an hour to free the wagon.

**Treasure:** The halflings are exceptionally grateful if the PCs free their wagon, but they have little with which to reward the PCs, as their goods are mostly crops, spices, and similar staples. Miro gives them a lesser smokestick along with apologies that he can't offer more.

## A. HUNTING GROUNDS MODERATE 1

Though the PCs can't follow its trail through the forest, they eventually encounter the blindheim about a half hour down the road from where the Leagallow brothers got stuck. The crevasse leading back to its subterranean home is nearby, but the blindheim doesn't know exactly where. If it stumbles upon the sight and odors of home, it retreats into the darkness and leaves the surface world for good. Use the map on page 6 for this encounter.

**Soggy Terrain:** The deep muck throughout this area squelches as creatures move through it. While it doesn't slow creatures in the area down, it provides a -2 circumstance penalty to Stealth checks and gives creatures a +2 circumstance bonus on Perception checks to Seek a creature they can't see (*Core Rulebook* 471).

**Hazards:** The blindheim isn't particularly intelligent, but it's canny at setting traps. It scraped out two areas along the trail to create mud pits, then covered them with loose grasses and sticks. There are two hidden bog traps, each in the 10-foot square around the piles of sticks marked on the map.

### HIDDEN BOGS (2)

HAZARD -1

ENVIRONMENTAL TRAP

Stealth DC 14

**Description** This section of grass-strewn ground hides a pool of sticky mud 10 feet across.

**Disable** DC 15 Crafting (2 actions) or Thievery DC

18 (2 actions) to create a makeshift plank across the hidden bog; creatures can then traverse the hazard's area without stepping into the mud.

**Collapse** ➤ **Trigger** A creature enters the 10-foot-square area of the hidden bog; **Effect** The creature squelches into two feet of sticky mud, ending its move action. The mud imposes a -10 foot penalty to the creature's Speed until it is wiped off (requiring 3 actions).

**Reset** Creatures can still step into the mud after the trap is revealed, but the area containing the mud is obvious.

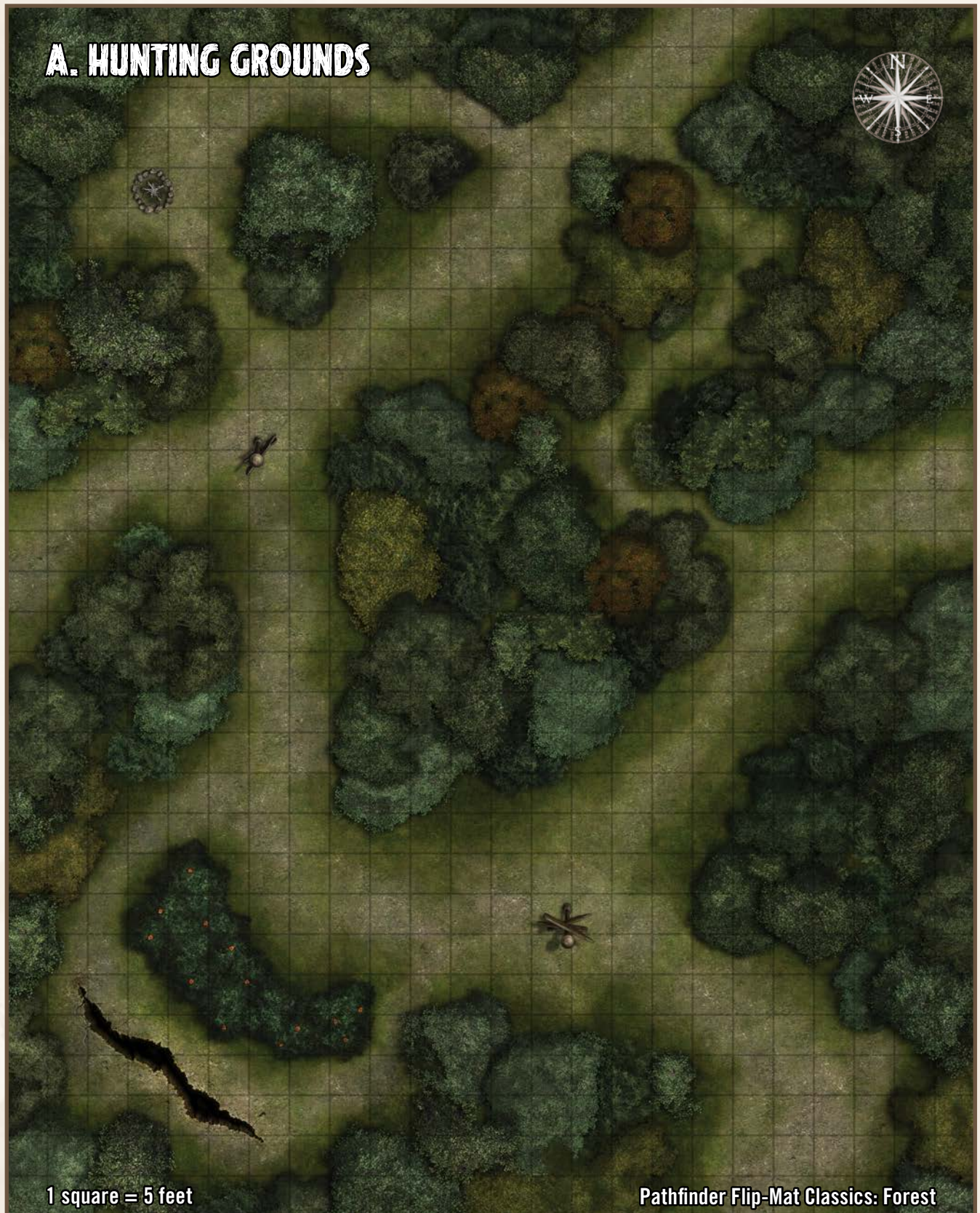
**Crevasse:** The southwest portion of the map contains a stony crevasse in the wet earth, hidden behind a large berry bush. A PC who sees the crevasse may attempt a DC 12 Nature or Survival check to Recall Knowledge. On a success, the PC realizes that this must be where the blindheim came from; on a critical success, the PC realizes that getting the blindheim close to the crevasse might encourage it to leave the surface for good. Indeed,



BLINDHEIM



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if the blindheim gets within 25 feet of the crevasse, it recognizes the scent of home and immediately retreats that way. The blindheim doesn't wander this way on its own, however, so the PCs need to lure, trick, or even Shove it there.

**Creature:** The blindheim hides in the boggy roadside ditches. When intruders draw near, it flashes its eye lights, then shuts them off. It hopes to draw prey to it, but it doesn't wait around; it scampers down the narrow path nearby to head off the PCs. Once there, it turns on its eye lights again, hoping to blind PCs before entering melee.

The blindheim is particularly attracted to the trophy fish Oloria gave the PCs, and it prefers to attack the PC carrying it, snuffling noisily at the box as it does so. If it defeats the PC carrying the box or otherwise acquires it, the blindheim smashes the box open (taking 3 separate actions) and eats the trophy fish inside (which takes another action). Conversely, the blindheim is repelled by the pickled eggs Tamily may have given the PCs and avoids attacking the PC carrying them. (If the same PC is carrying both items, the blindheim's greed overcomes its disgust and it attacks, but with a -2 circumstance penalty on attack rolls against that PC.)

If reduced to fewer than 12 Hit Points, the blindheim retreats southeast, skirting the edge of the southernmost hidden bog trap. It hopes to lure pursuers into this second trap to slow them down. Regardless of the success of this ruse, it renews its attack and fights until slain or until lured near the crevasse.

## BLINDHEIM

## CREATURE 2

**N** **SMALL** **ANIMAL**

**Perception** +9; darkvision

**Skills** Acrobatics +7, Athletics +6 (+9 to Leap or Swim), Stealth +7

**Str** +2; **Dex** +3; **Con** +3; **Int** -4; **Wis** +1; **Cha** -2

**AC** 18; **Fort** +9; **Ref** +9; **Will** +5

**HP** 27; **Immunities** blinded, light

**Speed** 25 feet, climb 15 feet, swim 15 feet

**Melee** ♦ jaws +10, **Damage** 1d12+2 piercing

**Melee** ♦ claw +11 (agile, finesse), **Damage** 1d8+2 slashing

**Spotlight** ♦ (concentrate, light) Bright light shines from the blindheim's eyes in a 30-foot emanation (also creating dim light to 60 feet). Each creature in the bright light when the blindheim uses this action, or who enters it while the light continues, must attempt a DC 18 Fortitude save. It is then temporarily immune for 1 hour. The light remains until the blindheim dims its eyes by using this action again.

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is blinded for 1d4 rounds.

**Critical Failure** The creature is blinded for 1 hour.

## SCALING ENCOUNTER A

To adjust for larger parties, use the following adjustments.

**5 PCs:** Apply the elite adjustment (*Pathfinder Bestiary* 6) to the blindheim.

**6 PCs:** Apply the elite adjustment to the blindheim and increase the DCs to detect and disable the hidden bogs by 1.

## CONCLUSION

The rest of the trip to Absalom is without incident, and it's easy to find Hulfheen Manor to deliver the trophy fish. If the blindheim ate the trophy but PCs defeated it, they can instead present a trophy of the blindheim and tell Kulrin their story, in which case he rewards them for keeping the road safe for travelers. Either way the PCs collect the 4 gp payment from a grateful Kulrin Hulfheen and are free to return to Otari or seek out adventure in Absalom.

## OBJECTIVE

The PCs fulfill their objective if they defeat the blindheim or lure it back underground. For home groups, award 100 XP to your players; this includes their awards for helping the halfling traders and defeating the blindheim, as well as an accomplishment bonus for making the delivery to Kulrin Hulfheen. Pathfinder Society GMs, see Organized Play (page 9) for determining appropriate rewards.

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## APPENDIX: GAME AIDS



Road Bounty Poster



Blindheim



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## ORGANIZED PLAY

### CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs complete the delivery to Kulrin Hulfheen, they earn 4 gp total. Bounties do not grant Downtime.

The organized play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.



# THE ROAD FROM OTARI



## Event Reporting Form

Date: \_\_\_\_\_ Event Code: \_\_\_\_\_

Location: \_\_\_\_\_

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Fame Earned: _____
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name: _____		Faction: _____		Slow Track
Org Play #: _____ -2		Level _____		Dead
		<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/>		Infamy

Character Name: _____		Faction: _____		Slow Track
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